

Travellers Of The Wasteland



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"It is not down on any map; true places never are."
- Moby Dick (Herman Melville)



Foreword

When I was in high school, *Fighting Fantasy* was my gateway drug to *Dungeons & Dragons*. Instead of doing my homework, I drew coloured maps of the world of Sceptre. I also wrote an adventure, strongly influenced by *The Voyage of the Dawn Treader*, *The Shamutanti Hills*, *The Goonies* and a scattering of science fiction novels. What if I had run campaigns in *Travellers of the Wasteland*, instead of the next game world I created, for the next ten years? I'd like to think it would have turned out a fair bit like this game. In writing this, I feel like I have come home after a long sojourn in distant lands; that I have reconnected with what got me into fantasy and gaming in the first place.

Enough of nostalgia – this journey is now yours to make. It is time for others to lose themselves in an otherworld. So, take up sword and spell, dice and daring, and gather a like-minded band of fellow travellers.

Adventure awaits you.

Introduction

Travellers of the Wasteland (TOTW) is a fantasy role-playing game. It is set in a magical otherworld known as the Wasteland, a place of mystery, danger, and adventure. This is a world to be explored, through decision-making and daring; a fabulous realm as hauntingly familiar and maddeningly distant as a dream. Watch your step, traveller, for in your journey through the wasteland you may lose yourself – or find echoes from a bygone age.

And don't rely on the sun for finding your path; it moves from day to day.

Echoes

Travellers of the Wasteland is a nostalgia game. It seeks to emulate the author's first fantasy game world, which was inspired by the Fighting Fantasy and Basic D&D games. However, *Travellers of the Wasteland* has grown far beyond its 1986 origins, and is its own game.

Materials Required

To play, you will need: pencils, paper, some dice (the ordinary six-sided kind), a few friends, a fair amount of imagination, and of course this game.

Concerning Dice

Dice in TOTW are abbreviated as d; thus, 2d means 2 dice, 6+1d means 6 plus the result of 1 die, etc. As 3d are used for most rolls, you will need at least three dice.

The Travellers and the Guide

The game master in TOTW is referred to as the Guide, and the players and their characters may be referred to as Travellers. Together, they explore the Wasteland.

Scores

TOTW uses four basic scores: Prowess, Favour, Life, and Magic. These are generated using dice, with results usually ranging from 3 to 18, and are further described below. Rolls may be made against the scores, usually on 3d, in a variety of circumstances. When rolling against a score, a result equal to or less than the score indicates success, and a result higher than the score indicates failure. When rolling on 3d, any result of 3 or 4 is automatically a success, regardless of the score, and any result of 17 or 18 is likewise automatically a failure.

Prowess

Prowess is a measure of strength, ability and expertise. It is used for a variety of physical activities, such as swimming, climbing, jumping, hiding, toppling statues, and dealing with traps. Prowess is especially important in combat. The greater the Prowess, the greater the accomplishment.

Favour

Favour is a measure of fate, charm and presence. It is used to dodge fateful events and invoke divine grace. The greater the Favour, the greater the risks that may be taken.

Life

Life is a measure of health, vitality, and energy. It indicates the amount of damage that can be sustained, especially in combat. Anyone reduced to 0 Life is unconscious, and anyone below this is dying. The greater the Life, the greater the chances of survival.

Magic

Magic is a measure of magical power and knowledge. It is used for a variety of magical purposes, especially the casting of spells. The greater the Magic, the greater the magician. Not everyone has a Magic score.

Generating Scores

The four scores are generated according to Character Types, as noted below. Each score is rolled according to its own formula. If a player is unhappy with the scores, and the Guide thinks the character would have a poor chance of surviving an adventure (if most or all are below average, for example), then all four scores may be rolled again.

Average Scores

The average for a score can be determined using the following conversions: $1d = 3$, $2d = 7$, and $3d = 10$. Thus, a score of $6+1d$ would have an average of 9, $6+2d$ have an average of 13, $6+3d$ have an average of 16, $12+2d$ have an average of 19, etc.

Restoring Scores

The scores rolled indicate the maximum potential for the character, and the numbers the character starts with. Over the course of play scores will go down, especially Favour and Life. Unless some special form of permanent debilitating condition is suffered, all scores will be restored to their maximum while resting between adventures.

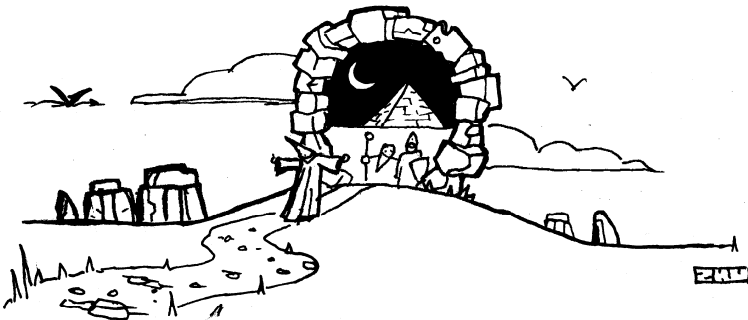
Improving Scores

Ordinarily, the initial rolls dictate the maximum potential of the character. However, it is possible to improve scores beyond their starting level. This requires special events to occur within the game, such as the performance of a ritual at a ceremonial site or the undertaking of special training with a gifted master. In order to improve beyond the maximum possible roll for a character type (18 Magic for a Magician, for example), great magic is called for – and, correspondingly, quests of legendary nature.

Character Development

At the Guide's whim, travellers may be granted an improvement to one or more of their scores upon the conclusion of a perilous journey in the Wasteland. Favour is most likely to be improved, reflecting the divine attention the travellers have attracted, followed by Prowess for those who frequently enter combat. An improvement of 1 point at a time is recommended.

Experienced role-players may have noticed that *Travellers of the Wasteland* does not have an experience point or similar system. Development and advancement is more a matter of honours won, items gained, fame spread, spells learned, information acquired, and similar factors. As well-played characters explore their surroundings, they will grow accordingly. If you want to have an experienced character with all the benefits that accrue thereby, put the effort in to playing well and enjoying the time you share with those around you.



Character Types

A variety of character types are suited for travelling the wastelands. These are people who have elected to leave the ordinary world and seek adventure. As such, they have skills and powers that will help them in their journeys. For some, this may mean greater than average in a given score. For others, this may mean a special ability they can use at any time. For all, it means they are on the path to fame and fortune – or a terrible fate.

Each of the character types given below is described according to a set format. This includes information on how to generate their scores, notes on any special abilities possessed, whether the character is human or not, and whether or not they can use certain weapons, equipment, and armour. All characters are assumed to be at least young adults, and may be either male or female unless noted otherwise. A character can only be of one type, so choose wisely.



Adventurer

The Adventurer is the standard character type. Adventurers are humans who use their wits, cunning, daring, and strength to brave the perils of the Wasteland. They may use any weapons, equipment and armour, and cannot use magic. They have Prowess 6+2d, Favour 6+2d, Life 12+3d, and Magic 0. It is strongly recommended that there be at least one Adventurer in any group of travellers.

Healer

The Healer is gifted with magical healing ability. Healers are humans who use their wits, wisdom, knowledge, and spells to deal with the Wasteland. They may use the dagger and staff as weapons, any equipment, leather armour, and magic spells. They have Prowess 6+1d, Favour 6+2d, Life 12+2d, and Magic 6+1d. Healers must learn Healing Touch as their first spell.

Magician

The Magician is versed in magic and lore. Magicians are humans who use their knowledge, spells, cunning, and wisdom to overcome the dangers of the Wasteland. They may use the dagger and staff as weapons, any equipment, no armour, and magic spells. They have Prowess 6+1d, Favour 6+2d, Life 12+2d, and Magic 6+2d.

Changeling

The Changeling is a magical denizen of the Wasteland. Changelings appear human, and use their cunning, trickery, knowledge and daring to survive in the Wasteland. They may use any weapons and equipment, leather armour and shields, and magic spells. They have Prowess 3d, Favour 12+1d, Life 12+2d, and Magic 2d. Changelings can alter their appearance to resemble any person, by means of the Impersonation spell.

Dwarf

The Dwarf is a hardy denizen of the Wasteland. Dwarves appear similar to short, stocky humans; the males are quite hirsute, and even the females have downy features. They use their strength, daring, fortitude, and wits to endure the Wasteland. They may use any weapon except the bow or sword, any equipment, any armour, and cannot use magic. They have Prowess 6+2d, Favour 3d, Life 18+2d, and Magic 0. Dwarves can see in the dark.

Waelcirya

The Waelcirya is a winged humanoid gifted with the power of flight. Waelcirya are all female, often scantily clad and carrying few possessions, and have otherworldly beauty. They use their charm, daring, wits, and flying ability to rise above the challenges of the Wasteland. They may use the staff and spear as weapons, the shield, any equipment, and magic spells. They have Prowess 3d, Favour 12+1d, Life 12+2d, and Magic 2d. Waelcirya can fly; their wings may be feathered, bat-like or butterfly-like. When flying, they can carry a number of items equal to only half their Prowess (rounded down).

Draug

The Draug is a tall bear-like humanoid with wolf-like head and tail. Draug are brave warriors and strong drinkers, given to great boasting and merriment, and are all male. They use their strength, bravery, presence, and endurance to meet the challenges of the Wasteland. They may use the spear and axe as weapons, the shield, and any equipment, and cannot use magic. They have Prowess 6+2d, Favour 3d, Life 12+3d, and Magic 0. Draug cause 1 extra point of damage in a fight, due to their great strength, and their furry hide provides protection equivalent to leather armour.

Linnorm

The Linnorm is a wingless humanoid dragon with glittering scales. Linnorm are genderless, secretive, and mystical. They use their wisdom, knowledge, presence, and innate magic to cope with the hazards of the Wasteland. They may not use weapons or armour, and can use magic. They have Prowess 3d, Favour 3d, Life 6+3d, and Magic 6+1d. Linnorm may spit a ball of flame once per combat (counts as a missile), their claws and bite count as natural weapons in a fight (one attack), and their scales provide protection equivalent to mail armour. Linnorm start play with only 1 pick of other adventuring gear.

Ransil

The Ransil is a rat-like denizen of the Wasteland. Ransil appear to be bipedal rats, nearly as tall as dwarves; they are nimble and sociable. They use their agility, wits, inquisitiveness, and presence to prosper in the Wasteland. They may use the dagger and spear as weapons, leather armour and shields, any equipment, and magic spells. They have Prowess 3d6, Favour 6+2d, Life 6+3d, and Magic 2d. Ransil are excellent swimmers.

Money and Equipment

A character can carry a number of items of equipment equal to their Prowess, without being encumbered or slowed down. This includes weapons, armour, and other gear. A sack or pouch of coins or other small items counts as one item. Any clothing worn does not count towards items carried. A heavily burdened traveller will fare poorly in the Wasteland.

Coins and Treasure

Money in the Wasteland is in the form of Copper Pence, Silver Shillings, and Gold Marks. There are 12 Pence to the Shilling, and 20 Shillings to the Mark. All prices are given in Pence and Shillings, as copper and silver coins will be most commonly used.

Gold coins are usually found in treasure hoards. Other treasures – such as gems, tapestries, jewellery, incense, perfume, wine, furs, scrolls, idols, bejewelled goods, brocade, fine clothing, fancy helms, ornamental blades, spices, etc – will be given a value in gold (1d to 3d Marks).

Finding weapons, local clothing, armour, firewood, shields, food, or other equipment during an adventure may be considered treasure of a more immediately useful nature.

Starting Equipment

All travellers start with the following equipment: 1 container, 1 weapon, a skin or flask of water, 3 days food, leather armour (if allowed the use of armour), and their pick of three other items. They also start with the clothes they are wearing (including footwear), a change of clothes, and a pouch or coffer containing 3d Pence and any minor personal items (such as a sewing needle, soap, lucky rock, pet gecko, embroidered scarf, devotional item, or silver necklace). Since travellers start play deep in the wastelands,

travelling between villages, they do not have the opportunity to buy more equipment and must choose wisely.

Clothing

Clothes in the wastelands typically include the following. For men, a shirt or tunic, breeches, light cloak or coat, and boots or sandals are typical. For women, a dress, or a blouse and long skirt, light cloak or coat, and shoes or sandals are typical. Healers and Magicians may wear long robes, or a hat and sash, denoting their magical profession. Draug and Ransil tend to be barefoot and lightly clad. Waelciryra will dress in halter-neck or bikini-style top, short skirt, and sandals. Dwarves like to wear wide belts and heavy boots. Villagers may have customs that require them to wear certain styles or items of clothing, such as a veil, fez, tricorn, sash, baggy pantaloons, headscarf, voluminous robe, bare-chested, or even almost nude.

Containers

The container carried by the traveller may be any of the following: backpack, basket, satchel, sack, chest, or box. It will be able to hold most of their carried gear.

Weapons

Available weapons include: axe, bow, crossbow, dagger, spear, staff, and sword. The axe, dagger, spear, staff, and sword may be used in a fight. The bow, crossbow, dagger, and spear may be used as missiles. The bow requires arrows, and the crossbow requires bolts. Anyone taking a bow or crossbow must spend one of their equipment picks on a quiver or bolt case.

Armour

Available armour includes leather and mail. While the shield is also considered a protective device, it must be selected as gear. Leather and mail provide protection in

combat. Travellers who wear armour are assumed to have a cap, coif, helm, or other protective headgear.

Other Gear

Available gear includes the following items: shield, lantern (sheds light for 4 hours per flask of oil), quiver of a dozen arrows, case of a dozen bolts, 3 days food, good clothing, 3 flasks of oil, coil of rope, writing kit (ink, quills, parchment, scroll case), fishing kit (line, hooks, bait, bucket), silver mirror, lockpicks, tools (hammer, chisel, saw, etc), skin or flask of wine, ball of twine, roll of bandages, cooking set, hooded cloak, flute, fiddle, chalk, small tent, sleeping furs, knee-high boots, 6 torches (each sheds light for 1 hour), a bundle of firewood, and herbs. Travellers may request additional starting items, at the Guide's whim.

A traveller who wants to throw daggers or spears in combat may use one of their gear picks to gain two extra daggers or spears. A traveller who wants better protection than leather armour may use two of their gear picks to replace it with mail armour.

Special Gear

Some travellers can spend one of their gear picks on a special item, as follows. A Draug can pick a keg of mead. An Adventurer can upgrade their leather armour to mail by spending only one gear pick. A Healer can pick a healer's bag (herbs, bandages, knife, etc). An Adventurer, Draug or Dwarf can add a boss to their shield (see Shields); thus, a shield with a boss costs 2 picks. A Magician can pick a spell crystal that restores 1d magic points when crushed in the hand. Any traveller with 7 or greater Magic can learn an extra spell (may not be taken twice).

Other Services

During play, lost or broken equipment can be replaced in villages. As a general rule, weapons and armour cost 1d Shillings apiece, and other gear costs 2d Pence apiece. This can be assumed to occur between adventures if desired.

Additional services may be purchased, depending on their nature.

Villages

Travellers who stay at villages are assumed to be able to gain free meals and lodging for short periods, by telling tales of their journeys and exploits. If they wish to stay longer, or experience finer service, they will have to pay good coin.

A pint of ale or mead will cost 1 Pence, and a pint of wine will cost 2 to 4 Pence depending on the quality. A pot of stew surprise will cost 1 Pence, and serve from 2 to 4 (don't ask what the ingredients are). A hearty meal will cost 1 Pence, and include meat and vegetables. A side serving of bread, cheese, herbs and spices, mushrooms, eggs, sauce, or other such fare will cost 1 Pence. The cook's specialty will cost from 2 to 4 Pence, be well known locally, and vary according to locale.

A night in the common room of a tavern will cost 1 Pence, or 2 Pence if a spot by the hearth is specially requested. A shared room at an inn will cost 3 Pence per night, and provide lodging (large beds and a cloak rack) for up to five travellers. A private room at an inn will cost 6 Pence per night, and provide comfortable lodging (bed, trunk, cloak rack, bedside bench, chamber pot) for one or two travellers. The best room at an inn will cost 1 Shilling per night, provide all the comfort and service of a private room with better decoration and a large bed, and include the services of a maid or other servant and one free meal served to the room each day.

Donations to the village shrine are usually on the order of a few Pence. The stabling of mounts and other animals will cost 1 Pence per night, including feed and handling. New clothing will cost 1 to 3 Pence per item, depending upon quality, style, and tailoring required. A short message may be sent by hired courier at 2 Pence per expected day of travel, or by a trained flying snake at 1 to 3 Shillings (the snake will get there faster, and is less likely to be detected by foes). Other services may cost 1d to 3d Pence at the Guide's whim.

A trained mothdog may be hired for 2 Pence per day, or bought for 1 Shilling. If a mothdog is bought, the new owner must spend some time with the trainer learning how to command the animal. At the Guide's whim, a Favour roll may be required to avoid the mothdog turning on the new owner and/or running away at the first opportunity. If the mothdog is hired for an extended period, the trainer's food and lodgings must be paid for as well.

Transport

Travellers who tire of exploring the Wasteland on foot may wish to purchase a riding animal, or make use of a variety of other transport services.

A riding lizard will cost 1 Shilling, or 2 Shillings if trained not to panic in a fight, and 3 Shillings if trained to fight back. It may carry anyone of human-size or smaller, as well as all their gear. A pack lizard will cost 1 Shilling and cannot be ridden; it will carry a container holding up to 10 items. A riding otter will cost 2 Shillings, and may carry a Ransil or Dwarf; it can carry a Ransil across water, but not a Dwarf. A thornweed mount is a large ambulatory bush, which will consent to carry anyone with a Magic of 7 or higher; it costs 1 Shilling. A sky worm is a large bat-winged eel that costs 5

Shillings and can fly over great distances. All such animals are assumed to come with bridle, saddle, and similar gear.

A ferry crossing will cost 1 Pence per small group, plus 1 Pence per animal. Passage on a small boat will cost 3 Pence per day; animals will not fit on the boat. Passage on a large boat will cost 3 Pence per day, plus 3 Pence per animal. Travel on a trading ship will cost 6 Pence per day, or working passage might be arranged; there is no room in the hold for animals.

Travel by lizard-drawn cart or wagon will cost 2 Pence per day, and travel by lizard-drawn coach or sleigh will cost 6 Pence per day.

Travel by a dwarf-crewed steam chariot will cost 1 Shilling per day. While it will travel three times as far in the same time as other forms of transport, it cannot navigate rough terrain and is a bumpy, uncomfortable ride. In addition, if the dwarf crew fail their collective Prowess roll, the steam chariot will break down at some point during the journey. However, it is enclosed and armoured, providing excellent defence against bandits and other hazards.

Travel by dwarf-crewed paddle-steamer will cost 6 Pence per day, per small group in a shared room or person in a private room, with one free meal provided. Each mount or similar animal may be stabled in pens on the lower deck, at the cost of 2 Pence per day; feed and handling is provided. As with the steam chariot, there is a chance of breakdown.

Travel by houseboat is safer than paddle-steamer, and there is no more luxurious means by which a small group may travel in comfort and leisure. However, it is also slower and dependent upon riverside aid such as lizard teams. Houseboats are more common in the canals connecting the Seven Shining Citadels and nearby lands, and cannot navigate past rapids, waterfalls, and similar features. A

houseboat costs 2d Marks, and is often custom-made. It is easier to gain working passage upon a houseboat than it is to buy one.

Travel by hot air balloon will cost 3 Pence per small group, and will cover at least twice as far as could be walked. Most animals cannot be taken on board a hot air balloon, and unless magic is used direction of travel and landing may be subject to prevailing weather conditions.

Travel by the magic of a flying ship will cost at least 1 Shilling per day, if a flying ship can be located at all, and will cover at least four times the distance of ground transport.

Lastly, some village mystics have mastered the runes and rituals required to open magic portals in the wasteland. These portals lead to and from specific locations, which usually involve standing stones and other relics of a lost age. Travel by magic portal will cost at least 1d Shillings, and is not without risk; the travellers expose themselves to dangerous magical energy, and may suffer 1d damage (armour and other protections are bypassed) unless they make a Favour roll. The village mystics may reduce or waive their fee if some service is performed by the travellers beforehand, such as the undertaking of a quest.



Combat

Travellers tend to get into fights, whether to defend themselves or to defeat a foe. Combats occur in rounds, which are of flexible duration. Each combatant may take one action per round. Due to the chaos of combat, all actions take place at roughly the same time; however, the Guide may determine the order in which they are resolved by any means desired. Three suggestions are as follows: from highest Prowess to lowest; around the gaming table from left to right, alternating between travellers and foes; and following the flow of action (this is easier grasped in play than described). If any traveller hesitates when it is their turn to act they lose their action that round, or act last in the round, at the Guide's whim.



Damage and Armour

The amount of damage suffered in combat depends upon protection. Someone who is unarmoured, or a creature with thin skin, will take 3 points of damage from an attack. Someone wearing leather armour, or a creature with thick hide, will take 2 points of damage from an attack. Someone wearing mail armour, or a creature with tough hide, will take 1 point of damage from an attack. Any damage taken is deducted from Life.

Missiles

To fire a missile – such as a bow, crossbow, dagger, or spear – roll 3d against Prowess. On a success, the missile hits and causes damage. The attacker must be out of

fighting range, and is assumed to pick a good vantage point from which to attack.

Rocks may also be thrown. These may be picked up almost anywhere in the wasteland. A rock will cause 1 point of damage to someone who is unarmoured, or a creature with thin skin. At the Guide's whim, an unsuspecting target of a thrown rock who is not wearing protective headgear may have to roll 3d against Life or fall unconscious for 2d rounds. A handful of rocks counts as 1 item of gear.

Shields

A shield may be used to block or deflect attacks that would otherwise hit. The defender may use their shield once per round, by rolling 3d. In a fight, an attack may be blocked on a roll of 7 or less. A missile attack may be deflected on a roll of 9 or less. When engaging in Full Defence (see below), all attacks are deflected on a roll of 11 or less. If the shield roll is 5 or less, however, the shield is damaged by the attack and cannot be used again until repaired. At the Guide's whim, any shield roll of 17 or 18 may also damage the shield in some way.

Two or more fighters with shields may form a shield wall. In order to do so, at least one of them must perform a Full Defence (see below) each round. Each member of the shield wall gains a bonus to their Prowess equal to the number of fighters in the shield wall, for the purpose of making defence rolls.

A shield with a boss may be used to make a second attack. However, the fighter cannot make their normal defence roll when doing so, and cannot engage in Full Defence. A shield with a boss is most effective when making a Reckless Attack (see below).

At the Guide's whim, a skilled fighter may use a staff to deflect attacks as if it were a shield.

Calling upon Divine Favour

Each time a character calls upon divine favour, roll 3d against Favour. Regardless of whether the attempt is successful, 1 point of Favour is deducted.

Favour may be used to influence combat and other activities in many ways. As noted below, it may be used to affect the amount of damage inflicted in combat. A spell or magical effect may be resisted or negated. It may also be used to gain lucky breaks, subject to the Guide's whim. For example, someone who has lost their weapon may grab for a replacement; if divine favour is on their side they may end up with a good weapon they can keep, instead of a chair leg or other makeshift weapon. A thrown rock might knock out a foe unaware of the character. Someone running out of Life points might be able to find a good place to hide and stay out of sight for the rest of combat. After wandering through a patch of stinging weeds, a healer might be able to find some herbs that will take away the pain. A traveller who is lost might be able to find a trail back to their last campsite, an old well with some water left at the bottom, or a safe place to sleep. A traveller halfway up a cliff might find a ledge to cling to if their rope breaks.

Both attackers and defenders may use Favour to modify the amount of damage taken. An attacker who wishes to deal extra damage, and succeeds on a Favour roll, will deal 2 extra points of damage (or +1d, at the Guide's whim). A defender who wishes to reduce damage, and succeeds on a Favour roll, will suffer 1 less point of damage.

At the Guide's whim, a group of travellers may pool their luck to gain a special result. Each traveller must spend 1 point of Favour, and at least half must succeed their Favour rolls. Favour may also be called upon to gain a bonus to a roll; +1 or +2 is recommended.

At the Guide's whim, a Favour roll of 17 or 18 indicates that something exceptionally bad has happened; it might not even have to do with the immediate situation. Examples include weapons or armour breaking in combat, a pack full of gear being lost while swimming a river, a bushfire changing direction, being mistaken for a notorious bandit, a giant trapdoor spider dragging away a riding animal back at the campsite, and a hail storm in the immediate vicinity. When divine favour is clearly not on your side, expect sudden disaster and calamity.

Fights

In a fight, combatants will usually pair off against each other. To make an attack, roll 3d against Prowess. On a success, the attack hits and may cause damage. Each combatant may attempt to defend against one successful attack per round, by dodging and parrying. To defend, roll 3d against Prowess. If the roll succeeds by an amount greater than the amount the attack succeeded by, the defence is successful and no damage is suffered.

For example: an Adventurer with a Prowess of 14 attacks a foe with a Prowess of 12; the Adventurer rolls an 8, succeeding by 6 points; to defend against this attack, the foe must succeed by 7 or more points – a 5 or less on 3d.

During a fight, combatants will shift position and move around. They may leap onto ledges, scramble up stairs, dive through open doors, circle about each other, and so on. It is not necessary to keep track of exact positions during a fight. While fighting, it is possible to move closer to a feature or furnishing that may provide some advantage or additional option – a lever controlling a trapdoor, for example, or the brink of a chasm.

Most fights within a combat will be one-on-one, or one small group working together against another small group.

When fighting in small groups, each member of a group may direct their attacks against any member of the opposing group. A group of three travellers against a group of four foes, for example, might focus all their attacks on one foe in the hopes of evening up the odds. A small group ganging up on a lone fighter is a special case (see Multiple Foes).

Withdrawing from a Fight

A combatant may attempt to withdraw from a fight by one of three basic methods. First, they may call out some bribe or other offer to their foes; if unlucky, this may be taken for surrender. Second, they may execute a fighting withdrawal; this entails one round of Full Defence (see below) while moving in a general direction away from the fight, and succeeds if they take no damage from attacks that round. Third, they may flee from the fight; the nearest attacker is allowed a free attack which cannot be defended against, and if unlucky the fleeing fighter might drop their weapon, shield, or other item as they run away.

A combatant who withdraws from a fight cannot return to the fight until it is over. This includes the use of spells or missiles. Exception: a combatant who successfully withdraws on the first round of combat may rejoin after 1d combat rounds have elapsed. At the Guide's whim, combatants might be permitted to rejoin exceptionally long fights, or move to another area of a battlefield and engage a different group of foes.

Pursuit

Combatants who withdraw from a fight may be pursued. If out of fighting range, they may be subject to missile attacks. Any foe may pursue a fleeing traveller by withdrawing from a fight with the intention of giving pursuit. Similarly, a traveller who is out of fighting range may pursue any fleeing foe they are aware of. If all combatants are out

of fighting range, the combat is effectively over and time is measured in pursuit rounds instead. A pursuit round is a flexible measure of time, longer than a combat round, and sufficient for someone to attempt to lay a false trail, organise a search party, summon mothdogs, hide behind a tree, and perform similar activities. Use of spells and magic still takes 1 round, and Favour may be spent to influence the chase. If the pursuit lasts a number of rounds longer than the Prowess score of a traveller or foe, that person will lose 1 point of Prowess for each round the pursuit continues thereafter. The pursuit ends when the Guide determines one group or the other has hit upon a successful strategy, when pursuer or pursued is reduced to 1 Prowess, or when one or the other gives up. Depending on tactics, pursuer and pursued will sometimes be in sight of each other.

Reckless Attack

A fighter may opt to make a reckless attack, charging into a fight with all their strength and courage. When attacking, roll 4d and pick the 3 lowest results. On a successful attack, 1 extra point of damage is caused. A fighter making a reckless attack cannot defend against any attack or call upon Favour, and loses the benefit of a shield. Exception: if the shield has a boss, it may provide an extra attack at the same chances as the reckless attack. At the Guide's whim, the use of a reckless attack may move the attacker and their foe some distance across the battlefield, perhaps away from the group of combatants or towards some hazard.

Full Defence

A fighter may opt to make a full defence. This allows them to defend against any and all attacks in a round. In addition, a shield is used to maximum capability (see above). On the first defence roll of the round, roll 4d and pick the 3 lowest results. A fighter making a full defence

cannot make any attacks, cast spells, or perform similar actions. At the Guide's whim, they may perform actions such as withdrawing from a fight (see above).

Other Actions

When neither attacking nor defending, combatants may perform other actions in a fight. These include the casting of spells, drinking of magical potions, use of other magical devices, activation of levers and traps, dragging a fallen comrade to safety, and other actions subject to the Guide's whim and the imagination of travellers and foes.

When attacking, a fighter may attempt to disarm a foe, trip them up, break their shield, force them towards some hazard of the battlefield, or perform similar attacking actions instead of causing damage. A standard attack roll is required, and the defender is allowed the usual defence roll to avoid such a manoeuvre. At the Guide's whim, an attacker may attempt to knock a foe temporarily unconscious instead of causing lasting injury.

Multiple Foes

Attackers might team up and try to outflank or even encircle a lone fighter. If a lone fighter can find some defensive feature, such as a pillar or tree to stand behind, only a few attackers can come at them at any one time. Unless the fight takes place in an open terrain, or the lone fighter is unlucky enough to be surrounded, this can usually be achieved.

When defending against multiple foes, a defensive feature can be used as if it were a shield. The one defence roll applies against each attack by the group of foes, and it is possible that one attacker might be fended off while another is able to slip under the defender's guard. However, the defender's Prowess is penalised by an amount equal to the number of attackers. A defender with a shield and a

defensive feature can perform a full defence against all attackers, and make one attack against whichever foe has the lowest Prowess.

At the Guide's whim, a group of weak foes may band together and attempt to overpower a stronger opponent. In such a case, the group makes only one attack roll as a whole, using the highest Prowess in the group at a bonus equal to the number of attackers in the group. This may be the preferred tactic of small, weak creatures such as swarms of Spine Rats.

When attacking against multiple foes, the lone fighter can attack only the one foe at a time. If the attacker has a higher Prowess than the foes, they may attack whichever foe they choose. If one of the foes has a higher Prowess than the lone fighter, that combatant can direct the course of the fight; the attacker must attack whichever combatant the foes choose.

A lone fighter against multiple foes cannot perform a fighting withdrawal whilst outnumbered. If they attempt to flee, each foe gains a free attack. At the Guide's whim, climbing a tree or boulder may preclude free attacks. They can always surrender, of course.

Magic

Magic is a potent force in the Wastelands, and all travellers ought to be aware of it. Magic can be channelled into service, in the form of spells and enchanted items. It may also pose a hazard. Magic is responsible for the altered nature of many areas in the wasteland.

Starting Spells Known

A Magician starts the game knowing a number of spells equal to their Magic score divided by 3, rounded down. All other characters who are able to cast spells start the game knowing a number of spells equal to their Magic score divided by 4, rounded down. Any character capable of learning magic may cast spells costing from 1 to 3 magic points. Only a Magician may learn spells that cost 4 points, and only a Magician may start the game knowing spells that cost 3 or more points. All other travellers may start with spells that cost 1 or 2 points. Note that some travellers are required to start with specific spells as their first spell, even if their Magic score is too low to ordinarily permit them to start with a learned spell.

Maximum Spells Known

The maximum number of spells that may be known by a character is equal to their Magic score. In order to gain more spells, a character must find and learn them. This is usually accomplished by finding a spell scroll as treasure, though it may sometimes be granted as a reward. Learning a spell does not occur immediately, and is assumed to take place between adventures. Once a spell is gained, it may be used as desired.

Casting Spells

Each spell has a cost in magic points, from 1 to 4. Casting a spell counts as one action in combat, and takes

one combat round. The spell takes effect on the caster's action during the round. It is hard to achieve the proper gestures and state of mind in a fight, and the traveller must be neither attacking nor defending to cast a spell. Once the spell is cast, the point cost is deducted from the character's magic score. Upon reaching 0 Magic, the character can no longer cast spells for the duration of the adventure.

Casting for Greater Effect

Magicians, and only magicians, may cast spells for greater effect. The cost in magic points is doubled. The resulting spell is more powerful in some way, as determined by the Guide. It may last for much longer than normal, for example, or affect a greater area. As a general rule, the duration might be increased by one step; one hour to one day, for example.

Spell Durations

The duration of a spell will be given as one of the following: one combat (equivalent to a few minutes for spells that do not have combat application), one hour (equivalent to a pursuit), one day, one month, or one decade. Most spells last one day or less.

Spell Ranges

The range of a spell will be given as one of the following: touch, fighting range, missile range, an hour's travel, or a day's travel. Most spells occur within missile range or less.

Spells

All of the following spells are known to be recorded, somewhere, in the archives of the Serene Tower, a magical organisation that has representatives in each of the Seven Shining Citadels of the Great Inland Sea, as well as a few settlements in the Wasteland.

These magic spells may be learned and cast by travellers, creatures, and foes in the wasteland. Once a spell is learned, from a scroll or similar resource, it remains in the caster's mind and does not have to be studied again. To learn a new spell, a traveller must either locate a spell scroll (usually as part of an adventure) or find someone willing to teach them the spell. Learning spells must take place between adventures. If taught, the spell will cost 1 Mark per magic point to learn, plus 1d Marks for the teacher's time and efforts; thus, a spell costing 3 points will cost 3+1d Marks. If learned from a scroll, the spell costs nothing; however, the scroll crumbles to dust upon the release of the magical energies.



Armour Bless

This spell causes one set of clothing or suit of leather armour touched to become temporarily enchanted. Normal clothing acts as if it were leather armour, and leather acts as if it were mail. The spell lasts for one combat, and costs 2 magic points.

Balloon Body

This spell causes one being within missile range to inflate, becoming buoyant like a hot air balloon. They will drift about at treetop level for one hour. It costs 2 magic points.

Beast Form

This spell turns the recipient into one of the following animals: cat, hound, eagle, goat, lizard, snake, wolf, bear, owl, or rat. It has a range of touch, lasts for 1 hour, and costs 1 magic point.

Beast Head Curse

This spell turns the recipient's head into that of a beast (see Beast Form for a list). It is effective within missile range, lasts for a decade, and costs 2 magic points.

Bestow Expertise

This spell allows the caster to transfer 2 to 5 points of their own Prowess to another, up to the other's maximum. It has a range of touch, and costs 3 magic points.

Bestow Favour

This spell allows the caster to transfer 2 to 5 points of their own Favour to another, up to the other's maximum. It has a range of touch, and costs 3 magic points.

Blast Ward

This spell allows the caster to break any wards in the area, such as those of the Circle Ward, Mystic Barrier, or an enchanted item. The spell costs 1 magic point per ward within fighting range, plus an extra magic point at the

Guide's whim if the ward is exceptionally strong (for example, a Circle Ward operating in conjunction with the Wound-Binding Scabbard), to a maximum of 4 magic points. Any ward blasted by this spell is brought down with a flare of light and gust of wind. One round is required to summon the dire energies of this spell.

Bridge of Air

This spell causes the air between two points, such as ledges on opposite sides of a deep chasm, to become a solid invisible bridge. It may be passed over by one human-sized creature at a time, lasts for one combat or pursuit, and costs 2 magic points.

Body Double

This spell causes 1d duplicates of the caster to appear, stepping out of the caster's body and standing within fighting range. Anyone attacking the caster must first attack the duplicates. A duplicate is illusory, cannot attack or defend, and winks out of existence if successfully attacked. It lasts one combat and costs 2 magic points.

Call Boatman

When cast beside a river or other body of water, this spell will call a ghostly boatman and his boat. The silent boatman will transport a small group to any location in the wasteland that has a river or other body of water. Travel time seems to be only a few hours, though since the boatman passes through magical waterways none can tell if a day or a week has passed in the wasteland. The spell costs 4 magic points, plus 1 Mark per person transported.

Camp Watcher

This spell creates an insubstantial watcher from the smoke of a campfire. The watcher hovers above the campsite, standing watch for part of the night (from the time cast until dawn). If any hostile forces approach the camp, it

will alert the campers by causing the fire to flare up with a loud bang. This ends the spell, and wakes all in the camp. It costs 1 magic point.

Candle Imp

This spell conjures a small waxy imp, darting about at head height and glowing as if shedding light equal to a candle. It lasts for 1 hour, and costs 1 magic point.

Charm of Distraction

This spell causes one being within fighting range to be confused and distracted. They may forget where they are, mistake allies for foes, hallucinate, drool, shriek, run around in circles, or simply stand and stare off into the distance. The spell lasts for one combat and costs 2 magic points, or 1 magic point if cast by a Changeling or any faerie creature.

Charm of Sculpting

This rare spell allows the caster to permanently swap any two scores of any creature touched, including the caster if so desired. It costs 4 magic points, and requires a Magic score of at least 13 to cast successfully. This spell may only be cast once per recipient.

Circle Ward

This spell causes an invisible and immovable dome of force to surround an area, as designated by the drawing of a circle upon the ground. The circle ward confers a +2 bonus to defence and Favour rolls performed by all within the circle, and is primarily used to protect against charms, malign influence, mind-reading, persuasion, and the like. While the spell lasts for one hour, it may be broken earlier if anyone within the circle steps out of its protection. The circle can be drawn large enough to protect 1 human-sized person for 1 magic point, up to 4 people for 2 magic points, up to 9 people for 3 magic points, and up to 16 people for 4 magic points. At the Guide's whim, a circle drawn with

specially prepared chalk, or the presence of an enchanted item of protective nature, may grant an additional +1 or +2.

Confound Trap

This spell causes any one trap nearby to disarm. It costs 1 magic point.

Crossroads Sense

This spell allows the caster to determine which trail is more likely to lead to where the travellers want to go. The caster receives a vague impression which turning at a crossroads, for example, is a better option than the others. The desired destination can be no more than 9 days travel away, and the spell may fail if more than one of the paths before the caster could lead the travellers to their destination within 3 days. This spell costs 1 magic point to cast, and is most effective when seeking common places such as villages and campsites.

Dream Change

This spell causes the caster to skip back in time a few heartbeats, and to move as if in a dream. The caster may alter one event within their immediate vicinity, by causing another person to act differently, an object to be in a different place, etc. The preceding combat round is replayed, occurring as before except for the changed detail. This spell costs 4 magic points.

Dream Chase

This spell causes any pursuers in sight to move at a dreamily slow pace, causing them to drop out of the chase. The spell may also be cast upon a pursued being, causing it to slow down as if being chased in a dream. It costs 2 magic points to cast.

Dream of Portent

This spell may only be cast once per adventure, and only before going to sleep at night. It causes the caster to have visions of events likely to occur in the next few days. There is no guarantee the events will come true, though the visions may serve as a guide to actions contemplated or choices that must be made. The spell costs 3 magic points.

Drop That Now

This spell causes one being within missile range to drop whatever they are holding. They are unable to pick it up again for 1d rounds due to clumsiness. It costs 1 magic point to cast.

Eerie Mist

This spell causes a thick fog to seep forth as if from nowhere. It covers a wide area, hampering vision and rendering missiles ineffective. Anyone in the mist runs the risk of bumping into trees or similar hazards. It lasts for one hour, and costs 2 magic points.

Endless Meal

This spell prolongs the caster's existing food supplies, at a cost of 1 magic point per meal.

Faerie Curse

This spell is used by denizens of faerie to perform minor pranks on mortals, such as sticking a sword to its scabbard so strongly that it cannot be drawn, and will rarely be taught to any not of fey blood. The effect is more humorous and annoying than dangerous, though can cause embarrassment and frustration. The spell costs 1 magic point to cast, and lasts for 1 day.

Fake Reinforcements

This spell causes the sounds of a small group moving through undergrowth or other available cover within missile

range, including the sounds of weapons being drawn and muffled orders being given. Any opponents of the caster may have to make a Prowess check on 3d or reconsider their attack. It lasts for one round, and costs 1 magic point.

Fascinate

This spell causes onlookers to be attracted to and impressed by the recipient. They will react in a friendly manner, and speak favourably about the recipient afterwards. The spell has a range of touch, lasts for one hour, and costs 2 magic points or 1 if cast by a Changeling.

Fearsome Visage

This spell transforms the caster's features into those of a hideous monster. Anyone seeing this visage must roll 3d against their Prowess or flee in terror. It costs 2 magic points to cast, and lasts for one combat.

Fever Touch

This spell causes one being touched to fall ill within less than an hour. The fever is not fatal, though will cause the victim to be bed-ridden for 1d days. The spell costs 1 magic point to cast.

Fey Coins

This spell creates illusory coins, equivalent to a handful of copper and silver, which appear in the caster's hands. It lasts for one hour, and costs 2 magic points.

Glimmer Buckler

This spell creates a flickering screen of force around the recipient's shield arm, acting as a shield and shedding dim light within fighting range. It lasts for one combat, has a range of touch, and costs 1 magic point. The glimmer from the magical buckler is no substitute for a lantern or other light source, although it does allow a fighter to discern nearby foes.

Great Strength

This spell increases the strength of the recipient, allowing them to cause 1 extra point of damage in combat or lift and carry twice as much as normal. It has a range of touch, lasts for one combat if cast for combat purposes and one hour otherwise, and costs 1 magic point.

Grim Wall

This spell causes a barrier constructed of bones, tree roots, stones, and old fence posts to rise up from the ground to normal human height and thickness equal to the length of the caster's forearm. It extends along the ground in a straight line long enough for a dozen to a score of human-sized beings to shelter behind. Although the barrier prevents spells, missiles, and creatures from passing through, it can be damaged and torn down. Attacks focussed in one area of the wall must overcome the equivalent of thick hide and 2d (7) Life in order to create a hole wide enough for one foe to strike through. This spell lasts for one combat, must be within touch range of the caster, and costs 2 magic points.

Guide Imp

This spell causes a small imp to appear, and point in the direction of a desired object or being within an hour's travel. The spell costs 1 magic point to cast, and lasts for one hour or pursuit.

Healing Touch

This spell restores 2 Life points, or 4 Life points if cast by a Healer. It costs 1 magic point to cast. The spell cannot restore life to the dead, although it can revive the dying if cast during the same combat. A Healer must learn Healing Touch as their first spell.

Heal Poison

This spell negates the affects of any poison suffered within the past three rounds. It has a range of touch, and costs 2 magic points. If this spell is cast by a Healer, it will also cure ailments.

Hold in Place

This spell causes one object or being within missile range to become immovable for one hour, even if they are in motion at the point. It even affects missiles and flying creatures. This spell costs 2 magic points. A Magician casting this spell may cancel it at any time.

Howling Wind

This spell summons up a sudden, terrific blast of wind, knocking all human-sized creatures in its path to the ground, snuffing out open flames, and blowing small objects away. It lasts for one combat or pursuit, and costs 3 magic points. In order to affect an indoors area, it must be cast from outside, and blows the door or windows open to reach inside. A Magician may cast this for reduced effect, lasting only 1 round if 2 magic points are spent.

Hurl Flame

This spell lets the caster hurl balls of flame from their hands. It lasts for one combat, and the caster can hurl one ball of flame at any object or being within missile range per round. The flame causes damage, and may ignite flammable objects. This spell costs 2 magic points.

Icy Aura

This spell causes the caster to radiate intense cold, causing all creatures within fighting range to suffer 1 point of damage per round. The cold ignores protection, and causes 2 points of damage to fire-based creatures. It will also dampen or douse open flames of campfire size or less. The spell lasts 1 combat, and costs 2 magic points. The caster is

immune to the spell, as well as to any similar effects for the duration of the spell.

Illusory Image

This spell creates an illusion of one object or being, as imagined by the caster, and the illusion may overlay an existing object or being. The illusion is broken by touch, or any action contrary to the illusory subject's nature. It lasts for one combat, within fighting range, and costs 1 magic point. An illusion of a being cast upon a being will move with that being.

Impersonation

This spell allows the caster to assume the appearance of any person known to them. It lasts one day, and costs 2 magic points, or 3 points if the caster wishes to impersonate voice and mannerisms as well. When cast by a Changeling, this spell costs only 1 magic point and has full effect; however, there will always be one minor feature that is not impersonated properly. A Changeling must learn Impersonation as their first spell.

Invisible Wings

This spell causes one object or being touched to levitate and float through the air. It lasts for one combat, and costs 1 magic point to cast. This spell is often used to negate falling damage.

Knot Weapon

This spell causes one weapon, pointed at within fighting range, to warp, twist, and tie itself into a knot, rendering it useless. This spell costs 1 magic point.

Leaky Boat

This spell causes a small hole to develop in a boat or other water-going vessel, sufficient to endanger a small boat, anywhere from instantly to within 1 month at the caster's

choice. The caster must touch the area that is to leak. The spell costs 2 magic points.

Lightning Strike

This spell calls down a bolt of lightning from the sky, regardless of weather conditions. It strikes one object or being within missile range, causing 2d damage that bypasses armour and similar protection. This spell costs 3 magic points, and cannot be cast indoors.

Magic Portal

This spell opens a magical portal to another part of the wasteland. The portal remains open for a few minutes, closing when the caster passes through it; others may pass through the portal first. The caster has little control over the spell, and anyone using the portal appears at a standing stone or similar site at least thirteen days travel away. There is no guarantee that those stepping through the portal all end up in the same place. It costs 4 magic points.

Mirror Master

This spell causes an illusory duplicate of one being within missile range to appear, and act according to the caster's mental or spoken commands. The spell lasts for one combat and costs 1 magic point to cast. The duplicate vanishes if touched.

Mystic Barrier

This spell causes a glowing wall of light to rise up from the ground to twice normal human height, and extend along the ground in a straight line long enough for a dozen people to stand behind with their arms stretched to either side. The barrier is equivalent to a stone wall, preventing spells, missiles and creatures from passing through. This spell lasts for one combat, must be within touch range of the caster, and costs 3 magic points.

Psychic Sense

This spell allows the caster to receive thoughts and mental images from one person or creature within fighting range. It lasts for one combat, and costs 1 magic point.

Ray of Weakness

This spell causes a ray of light to leap from the caster's hands and strike one foe within missile range. The target's Prowess score is halved for the remainder of combat. This spell costs 1 magic point.

Restore Life

This spell restores life to the recently slain. It may be cast upon the corpse of any person or creature that has died within the past day, reviving them to 0 Life. Range is touch, and the spell costs 4 magic points. If the caster does not permanently sacrifice 1 point of Favour, duration is only 1 month. The recipient also suffers the permanent loss of 1 Prowess. It may be cast by Healers as well as Magicians. If cast by a Magician, the recipient is mentally damaged and unable to care for themselves; only if cast by a Healer will this spell restore full capability, and even then the recipient must rest before resuming normal activities. Life may be restored to a being no more than three times.

Ring of Flame

This spell causes a circle of flames to erupt from the ground, either around the caster or another person within missile range. The flames cause damage if passed through or contacted, and may ignite flammable objects. It lasts for one combat, and costs 1 magic point. The ring of flame is stationary, and does not move with the recipient.

Rotting Touch

This spell causes food to spoil or a crafted object of wood, fur, leather, hide, or horn to rot away as if centuries

had passed. The spell costs 1 magic point to cast, and takes effect immediately.

Second Sight

This spell allows the caster to perceive faeries, spirits, hidden features, and active liars. Ordinary sight becomes blurry and vague, unless the caster is a Changeling. It is rarely taught, as the faerie folk dislike its use. The spell costs 2 magic points and lasts for one hour.

Semblance of Life

This spell animates the corpse of a being slain within the past week. The recipient must be touched, and animates with half the Prowess and Life they formerly had and no Favour or Magic. The animated corpse is a mindless shell, subject to any order. The spell lasts for one month, or until the animated corpse is destroyed, and costs 3 magic points.

Shattering Touch

This spell causes one object touched, up to the size of a door, to fly apart in a burst of shards and splinters. It costs 2 magic points.

Sleep Now

This spell causes one creature within missile range to become drowsy. After a good long yawn, they settle down to sleep for an hour. It costs 1 magic point to cast. Owing to the contagious nature of a yawn, any onlookers may also feel drowsy.

Smoke Burst

This spell causes a small explosion, as if a firework had been set off. The spell causes no damage, instead creating a loud noise and a large volume of smoke that takes 2d rounds to clear. It may be cast at any fixed point within missile range, and costs 2 magic points.

Spectral Defender

This spell conjures a ghostly warrior, which fights on the caster's behalf. The spectral defender has Prowess 3d, Life 3d, and protection equal to leather armour. It lasts for one combat, and costs 2 magic points. The caster cannot use Favour on its behalf.

Spell Ward

This spell causes the next spell cast at the recipient to fizzle and have no effect. It has a range of touch, lasts for one day, and costs 2 magic points.

Sticky Gloop

This spell causes a sticky, viscous substance to pour over a small area within fighting range. Any object or being entering or caught in this area is stuck for one hour, unable to move or be moved. The spell costs 1 magic point.

Sudden Disappearance

This spell causes the caster to disappear in a puff of smoke, and reappear elsewhere within sight and out of fighting or missile range. It costs 3 magic points.

Sudden Gloom

This spell causes the sky to darken, from daylight to overcast or overcast to twilight, for up to an hour. It costs 2 magic points, and has no effect indoors or at night.

Summon Creature

This spell summons one creature via magical portal. The combined Prowess and Life scores of the summoned creature cannot be more than 40, as the spell costs 1 magic point per 10 points total thereby (rounding up to the nearest 10). The creature appears within missile range, and remains for one combat or pursuit before another magical portal whisks it away. If slain, the summoned creature disappears.

The caster must select the summoned creature with care, as there is no guarantee of it being friendly or cooperative.

Turn to Stone

This spell causes one being within missile range to turn to stone. Petrification is permanent, unless a Favour roll is made; the spell then lasts only 1 month. It costs 4 magic points to cast.

Untraceable Path

This spell opens up a pathway through normal vegetation, making it easier for the recipient to make their way through the wilderness. The path closes after their passage, leaving no trace. The spell has a range of touch, lasts for 1 day, and costs 1 magic point.

Way Back

This spell helps the caster to pick a direction to travel in if they are lost. A general impression is received, if a location the caster spent at least one hour at within the past month is within five days travel. It costs 1 magic point.

Way Forward

This spell reduces the chances of becoming lost by 1 point. It costs 2 magic points to cast, and lasts for one day. The spell may only be cast if the travellers have a destination they are seeking to reach, and will fail if they are already lost.

Weapon Bless

This spell causes one weapon touched to become temporarily enchanted. It will grant a +2 bonus to either attack or damage, at the caster's choice. The spell lasts for one combat, and costs 2 magic points.

Winged Flight

This spell causes wings to grow from the willingly touched recipient's back, allowing them to fly for up to one day. It

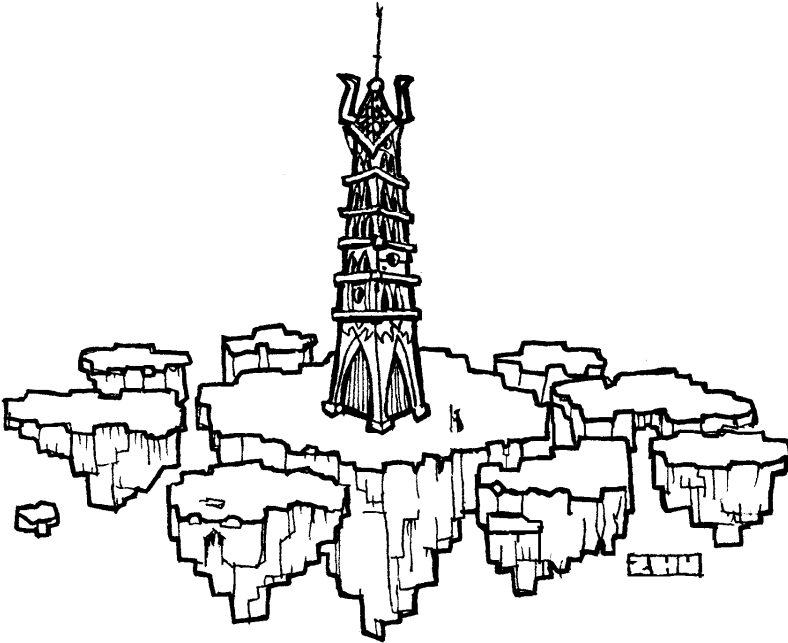
costs 2 magic points, and has no effect if cast on beings with wings. The transformation is painful, and the wings rot away at the end of the spell.

Wrong Foe

This spell causes an attacker or pursuer to mistake their target for an ally, and break off attack or pursuit for 1d rounds. This spell is effective within fighting range, and costs 1 magic point. It may only be cast once upon the same target during the same combat or pursuit.

Wrong Way

This spell misdirects the target, causing them to mishear instructions and warnings, and increasing the risk of becoming lost by 2 points. The spell lasts 1 day and costs 1 magic point to cast.



Enchanted Items

A variety of magical devices may be found in the wasteland, often in the possession of creatures and foes capable of wielding them against travellers. The following information is drawn from the archives of the Serene Tower. The Guide is welcome to create additional enchanted items, using these as a guideline. Some enchanted items will be known by rumour and legend, and their names and function may be deduced from their appearance.

Weapons

Enchanted weapons will give a bonus of 1 or 2 points to either Prowess rolls when attacking or to damage; not both. Instead of an attack or damage bonus, some weapons may cause a magical effect. For example, a target struck by the Stoneblade sword might have to make a Favour roll to avoid being turned to stone.

Most enchanted weapons will be swords, spears, and axes. Enchanted bows and crossbows impart their magic to any missiles fired. Enchanted arrows and bolts are temporary in nature, and may bestow a spell-like effect upon use.

Armour

Enchanted armour will give a bonus of 1 or 2 points to Prowess rolls when defending. As a general rule, enchanted leather will give a bonus of 2 Prowess points, and enchanted mail a bonus of 1 Prowess point. Instead of a defence bonus, some armour may reduce damage from certain types of attacks. For example, the wearer of the Flamemail armour may be unaffected by fire-based attacks and be able to walk through a Ring of Flame unharmed.

Enchanted shields will give a bonus of 1 or 2 points to shield rolls. Instead of this bonus, some shields may provide

protection from certain types of attacks. For example, the user of the Mirrorshield may be able to face a vampire without succumbing to its charm.

Potions

Unlike enchanted weapons and armour, a potion is temporary in nature. It may be used only once, and its effects are of limited duration (usually one combat or one hour). Magical potions usually bestow the effects of spells. The Healing Potion is the most well known.

Scrolls

As with potions, a scroll is temporary in nature. Unlike potions, which may be used by anyone, scrolls cannot be used by anyone with a Magic score of 0. It may be used only once, and usually releases a magical spell effect. Instead of being used during an adventure, a scroll bearing a spell may be studied between adventures to learn the spell. Other scrolls are less well known, and may have any spell-like effect desired by the Guide.

Wands

A magical wand may be used by anyone who knows at least one magical spell. A wand contains a reserve of magical energy, in the form of 1d or 2d magic points, which may be drawn upon by the caster at any time. This magical reserve is limited, however, and once the magic points are used up the wand is rendered useless.

Staves

A magical staff may be used by anyone with a Magic score of 7 or higher. A staff is enchanted with a spell that may be cast 1d times per adventure, and without using any magic points. Some staves have an additional spell or power that is only available if the wielder has a Magic score of 13 or higher, and is usable 1 time per adventure.

Other Items

Other enchanted items may be in the form of amulets, talismans, rings, adventuring gear, or any other object at the Guide's whim. They are more likely to be of permanent than temporary nature, and will tend to have spell-like effects. Some examples are as follows.

The Brazier of Visions allows someone with a Magic score of 7 or higher to see within its smoke any distant place or person, as if nearby, 1d times per adventure.

A Book of Eldritch Study may be used by anyone with Magic of 7 or higher. It may only be used between adventures, and once studied it cannot be used again. Upon studying the book, the traveller may permanently increase their Magic score by 1d points. If their Magic score is already at the normal maximum of 18, it is increased by half the roll rounded up.

Boots of Bounding allow the wearer to make a great leap through the air, propelling them out of fighting range without having to make a withdrawal, and perhaps even out of missile range altogether. The boots may be used 1d times per adventure.

The Endless Cloth is a bolt of cloth that can produce any fabric desired. It can create up to 2d sets of clothing, of any style and quality desired, or an equivalent amount of blankets, tapestries, and other cloth, once per adventure. It takes 1 hour to use.

A Life-Ward Charm allows the wearer to transfer 1 Life point into it, ensuring they do not die if reduced to 0 or less Life as long as it is worn somewhere about the body.

A Mind-Ward Talisman provides protection against the Psychic Sense spell and similar effects, as long as it is worn somewhere about the body.

Monster Seeds will be found in packets of 2d seeds. Each may be used once. When thrown to the ground, a hideous monster erupts forth fully formed. The appearance varies from one monster to another, and may be a nightmare cross of creatures or something less identifiable. The sight of the monster may cause fear in onlookers (Favour roll). It will have Prowess 3d, Life 4d, Hide thick plus shield, and two attacks per round. The monster will not attack whoever seeded it; anyone or anything else within fighting range is fair game. The monster is dull-witted and incapable of communication. After combat, the monster will leave of its own accord.

A Pocket-Hut is a small dwelling that may be shrunk into a small figurine and restored to normal size at a spoken command, once per adventure.

The Necklace of Spell Reflection reflects any spell cast at the wearer back at the caster. It may be used 2d times before losing its enchantment.

Ointment of Second Sight must be smeared on the user's eyes. It allows the user to perceive the invisible, detect hidden features, and catch glimpses of any faeries and nature spirits in the area. It may be used once only, and lasts for up to one hour.

The Orb of Atonement may only be used once per adventure. After meditating with the orb for several hours, a traveller regains 1d points of Favour. If their Favour is already at maximum, it may be permanently increased by one point; the traveller may then no longer use the Orb.

A Ring of Invisibility allows the wearer to move about undetected, 1d times per adventure. The invisibility is broken for the duration of combat if the wearer attacks.

Sandals of the Inland Sea allow the wearer to walk upon water as if it were land.

The Self-Coiling Rope can coil and uncoil upon command, and will not come loose if used as an aid to climbing. It takes one round to coil or uncoil.

A pair of Self-Rowing Oars will row a small boat for up to 1 day's travel, 1d times per adventure. Similarly, a Self-Sailing Mast will sail a boat by itself.

A Serpent Ring makes its wearer immune to snake venom. In addition, the wearer may command 1d snakes or serpentine creatures, once per adventure.

A Shelter Cloak allows the wearer to withstand the effects of rain, hail, scorching heat, snow, high winds, and all other forms of weather in the wasteland.

The Sky Raft is a wooden raft that can carry a small group through the air. It may be used once per adventure, or to travel great distances between adventures.

A Stealth Cloak allows the wearer to disguise themselves as a bush, boulder, or other part of the wasteland, if they remain motionless. It works for up to 1 hour, and may be used 1d times per adventure.

A Walking Hut is a small dwelling with large chicken legs. It moves at normal walking rate, and can travel across shallow rivers and through some rough terrain.

A Water-Breathing Amulet allows the wearer to breathe underwater whilst it is worn.

The Wound-Binding Scabbard causes the bearer's combat injuries to close and heal faster. Once per combat, 1d Life points may be regained. If carried by an honourable and chivalrous swordsman, it may also cause 1d Life to be regained once per adventure at the Guide's whim.

The Guide can always create an amulet, charm, ring, or talisman that casts a spell without requiring magic points, usable once or 1d times per adventure.



Other Activities

During and between adventures, when not in combat or dealing with other hazards, travellers may engage in a number of other activities.

Between Adventures

At the Guide's whim, travellers may perform a limited number of special activities between adventures. They may elect to start their next journey at a certain location known to them, and may be assumed to travel there safely before the next adventure begins. They may hear rumours relating to desired goals, such as the learning of a certain spell. They may seek out suppliers of special equipment, such as fireworks. They may undertake special research or training. They may learn any spell they gained during an adventure, or the use of any enchanted item gained during an adventure. The Guide may always refuse such requests.

Claiming and Holding Land

Travellers may attempt to claim areas of the wasteland they have explored as their own territory. This may be to exploit some natural resource found, to help defend a village or trail, to establish a safe camp for fellow travellers, or other purposes. A Healer may wish to establish a healing hall, for example, or a Dwarf dig a mine, or a Magician raise a tower. Such efforts will be makeshift at first, solitary, and prone to discouraging failure. The traveller's life is not a sedentary one! However, if sufficient patrols are established, a local workforce is paid and catered for, and supplies and other resources are transported in safety, the site may prosper.

The will of a living mind can exert influence upon the wasteland, however. Any traveller who successfully stakes a claim to an area, and maintains their presence there for an

extended period of time, may cause it to become a known area for the purposes of travel. Knowledge of the area will spread by word of mouth, merchant caravans and nearby villages will become aware of the area, and the traveller may return there between adventures at any time. At the Guide's whim, a Favour roll may be required to solidify a claim, and the chance of becoming lost may be reduced slightly for the claimant when travelling towards the site.

When making a claim, a memorable name is recommended. Berica's Hall, Coal-Skull Mine, Octavian's Workshop, and Flickering Hill are more likely to attract recognition and travellers than That Place We Camped At Some Time Ago.

While the overall progress of tyranny and waste may only be checked by greater deeds, the claiming of an area may preserve it for some time longer. At the Guide's whim, the chance of attack from hostile forces of the wasteland may initially increase, then fall away if the claim holds firm. Over time, and given sufficient care, reclaimed waste ground might even be renewed.

Gathering Information

The wise traveller will seek to gain as much information as possible about areas of the wasteland that lie ahead of them upon the trail. This is best accomplished by spending a few hours in a village, talking to people and listening for rumours in the tavern. Any fellow travellers met upon the trail may freely warn of dangers ahead (though one can never tell if they are the advance party of a bandit ambush, until it is too late). As a general rule, an expenditure of 1d to 3d Pence over the course of an afternoon or evening will gather most available information of a general nature. Time will be required to sort out the useful from the gossip, and a special effort may be called for to gain special information at

the Guide's whim. If travellers are desperate for information, a Favour roll may be allowed.

Hunting and Foraging

Travellers who run out of food and water will have to live off the land, if they are to avoid starvation and dehydration. Living off the land will add little time to a journey, and travellers can usually find some berries and streams along the way. In deserts, barren land, and wasted areas, food is harder to find. As a general rule, the chances of finding sufficient food is 11 or less on 3d in forests, 9 in plains and hills, 7 in most other areas, and 5 in scarce conditions. The Guide may give a bonus of 1 or 2 to experienced travellers.

Travellers can always stop to hunt more effectively, almost guaranteeing success. One whole day spent fishing at a lake is unlikely to be without reward. Of course, some areas might simply not support edible animal life. At the Guide's whim, the plants or wildlife of a given area may be inedible, requiring a Favour or Life roll to avoid illness or even mild poisoning.

Mining Ventures

Travellers may occasionally come across veins of ore in their journeys through the wasteland. These count as treasure, and must be claimed and exploited to be fully profited from. As a general rule, a mine site may generate 2d Shillings to 1 Mark worth of nuggets or precious stones if the travellers dig once and move on. If a successful mining operation is set up, it will generate around 3d Shillings per adventure, gathered between adventures.

At the Guide's whim, a Favour roll may be allowed to make a lucky strike of 1d Marks, checked no more than once per adventure, or to avoid an accident or disaster. A mine site may provide an ongoing source of adventurous incidents as well as income.

Research and Training

At the Guide's whim, travellers may undertake research and training. This will take days or weeks, delaying a journey. In order to do so, the travellers must seek out and obtain the good graces of someone willing to train them, or a source of information where they may study. This will cost anywhere from 2d Shillings to 1d Marks. Once research or training has commenced, the traveller must remain in the same general area and may accrue additional expenses. There is no guarantee of success, and the Guide can always require additional expenditure of time and money. Upon completion of research or training, both a Prowess roll and a Favour roll are required; if either fails, nothing has been gained.

Some examples now follow, as a guideline. A martial-minded Magician might enlist in a village militia, in order to learn how to use a sword. A traveller might study astronomical records at an observatory, in order to gain an understanding of the celestial cycles believed to govern magical portals. A Dwarf might work in the village smithy, in order to learn how to repair weapons and equipment. A traveller might study rock samples, in order to learn how to distinguish between different ores that may be mined for. A traveller might join the local cult, in the hopes of gaining some understanding of local culture. Lastly, using Magic in place of Prowess, a new spell or the formula for the creation of an enchanted may be learned; the Guide may wish to restrict this option to Magicians.

Riddle Contests

Travellers may sometimes engage in riddle contests with denizens of the wasteland. The rules of riddling are widely known, and even the meanest of foes will honour them. Once posed, a riddle must be answered in order to pass freely or pose another riddle. Any amount of time is

allowed to answer, though only one answer may be given and once given may not be retracted. Whether or not others may aid in answering a riddle, and whether or not clues are permissible, must be agreed upon beforehand. Fairness is valued over cleverness, and one is allowed to forfeit and withdraw in safety if no answer presents itself. At the Guide's whim, Prowess or Favour rolls may be allowed to answer correctly.

Travellers are advised that "What have I got in my pocket?" is no longer regarded as a legitimate riddle, and "your hand which I will bite off" is a permissible answer to it.

Scouting Ahead

Some groups may elect to send a scout ahead of them. This is dangerous, as it may send the lone scout into a situation they cannot handle. However, if the scout returns alive, they will be able to warn their fellow travellers. The group should decide how far ahead the scout is to travel before turning back, such as a few hours or a day, and how to convey any intelligence in a safe and speedy manner. Flying snakes and signal rockets are obvious suggestions. Any scout entering a village may gather information while waiting for the group to arrive.

If the scout employs stealth to approach, they may be able to detect an ambush or hostile force without alerting foes to their presence. A Prowess or Favour roll may be required, at the Guide's whim. If there is no danger, the scout can return in safety.

Some groups may balk at dividing their numbers in a potentially dangerous situation. Certainly, if the scout is captured the group has been weakened and the foes will have the upper hand. Whether the risk of discovery outweighs the benefits of forewarning will have to be considered by any group deciding to send a scout ahead.

Sojourn and Retirement

A traveller may leave off their journey at any time, whether for a period of rest or to settle down in more ordinary society. This may be to defend a claim, aid a village, or simply to take a break. The traveller conducts no actions of significance during this time.

A player may place their traveller into sojourn at any time, and generate a new traveller to take their place for the remainder of the adventure. A sojourned traveller must be out of play for at least one full game session or adventure, and returns to play healed and ready to continue their journey. At the Guide's whim, a player may have only the one traveller in sojourn, playing any number of other travellers in the intervening time.

A character in sojourn must have an occupation and place of residence. They might work at the stables of a village or fort, for example, or as a farmhand. If they have sufficient funds to pour into the local economy, they may set up their own business, such as a tavern. This must be worked out between the player and the Guide. Depending upon events that occur during adventures, a traveller may be advised to avoid certain areas of the wasteland – or may be offered employment by folk met upon the trail.

If a traveller is retired, they may no longer be played. A player may choose to retire a traveller for any reason, announcing it at any time during an adventure. A retiring traveller does not leave play until the end of the adventure, and the Guide is encouraged to give them a good send off. Newly created travellers may not be retired, and at the Guide's whim must play out a certain number of adventures – at least three is recommended – before being retired. Players unhappy with their characters cannot simply roll up a new one; the adventure is there to be experienced, and the game will go on regardless.

Watches and Waking Up

When camping in the wasteland, it is advisable for travellers to take turns on watch throughout the night. If an attack occurs, the chances of sleeping travellers awakening is equal to 7 or less on 3d, +1 per combat round after the first, plus an additional +1 to +3 at the Guide's whim depending upon measures taken to waken sleepers, checked per round. Unless a 17 or 18 is rolled, even the soundest of sleepers will awaken after six rounds have passed. If no attack occurs, travellers up long past their normal bedtime might have to roll against Prowess or Life to stay awake at the Guide's whim.



Recovering from Adventures

Survivors of a rousing adventure often need to recover before they can travel further.

Death and Dying

Travellers reduced below 0 Life are dying. If they are not tended to with a short period, they will die. At the Guide's whim, any travellers who end an adventure, or even a combat, below 0 Life may find themselves rescued by mysterious strangers who have a quest for them to undertake – or in a cell, nude and stripped of all possessions, captured by slavers.

Travellers who die deserve a decent funeral service, assuming their remains can be located and retrieved. Those who remain where they fall may rise up as haunting spirits, be absorbed into the wasteland, animated as shambling corpses, or eaten by wildlife. Discovery of such turns of fate will have to wait until the next adventure, perhaps with replacement travellers.

Healing between Adventures

As a general rule, all lost points are restored between adventures. Travellers start the next adventure at maximum Prowess, Favour, Life, and Magic. An exception to this would be a lingering debilitating condition, such as a curse, ailment, or maiming. At the Guide's whim, such conditions might be healed by visiting a specialist in a faraway town who charges anywhere from 3d Shillings to 1d Marks per service rendered.

Healing during Adventures

Travellers may elect to heal during adventures. The number of Life points regained, if any, is dependent upon the quality of measures taken to heal. Assuming a full sleep is possible, 1 Life point may be regained per night. If there

is a Healer in the party, 1 additional Life point may be regained. If a traveller sleeps in the best room at the inn, 1 additional Life point may be regained. No more than 2 Life points may be healed per night of rest. In order to heal in this manner, no strenuous activity may be undertaken the previous day. Stopping to rest will delay a group on their journey, and so might not be desirable to all travellers.

As a general rule, only Life points can be regained in this fashion. At the Guide's whim, and if the adventure calls for frequent use of magic spells, 1 point of Magic may be regained per night of rest. Also at the Guide's whim, and if pursuits are frequent, 1 point of Prowess lost during a pursuit may be recovered per night of rest. Lost Favour may only be recovered between adventures or as special rewards during an adventure.

Replacing Equipment

As a general rule, travellers are able to find new and replacement equipment between adventures. They usually have to spend time in a village or town to do so. Food and water will also be replenished, allowing travellers to set off once more upon a new adventure, and extra food may be purchased if a long journey is anticipated. Any traveller seeking a specific item of equipment not listed will have to ask the Guide first.



Travelling the Wasteland

From the Great Inland Sea to the Darkest Forest, from the Seven Shining Citadels to the Towers of Tyranny, and from the Desert of Lost Souls to the Weeping Dragon Hills, the Wastelands are a realm of mystery, danger, and adventure. If someone were able to walk, steady and unhindered, from one end of the wasteland to the other, it would take them at least three months. Assuming normal travel conditions and the successful evasion of hazards, a year or two is more likely. The fact that no one has ever attempted this can be attested to by the lack of accurate maps of the wasteland.

Curious Customs

Villagers and other denizens of the wasteland tend to have local customs that outsiders may find curious, troubling, or even offensive. Offending local customs is a recipe for trouble, and a Favour roll may be required at the Guide's whim. Travellers who flout local customs might find themselves attacked by a village mob, forced to make a sacrifice to the village shrine, stripped nude and chained to a pole in the village square for a night and a day, and so on.

One village might require adult males to sear a mark with a red-hot poker into their upper arm, for each foe they have slain in ritual combat. Children may be nude while adults are covered from head to toe, or vice versa. Visitors might be forced to kneel in the presence of village elders, or avert their gaze whenever the womenfolk walk past. The first bite of a meal might have to be spat out for hairless bat-winged cats to fight over. The last drop of hot spicy beverage might have to be poured out onto the dirt floor as an offering to the household gods. Anyone who kills a spider may be forced to eat it. Social status may be denoted by whether a monocle is worn in the left or right eye, or by which limb (or

part thereof) a coloured ribbon is tied around. Mothdog feathers might be burnt before making any important decision. Anyone casting a magic spell might be ignored and avoided for having disturbed the local spirits. Meals may only be eaten in private, or at a communal feast.

The Guide is encouraged to let their imagination run wild. Few forms of behaviour are too wild or bizarre for denizens of the wasteland to enshrine as custom.

Furthermore, some of the more isolated villages may be populated by folk of questionable degree of humanity. Those veils, headscarfs, gloves, or baggy clothes may hide small horns, tails, patches of scales, glowing eyes, supernumerary digits, bird-like feet, unnaturally coloured hair, unnaturally tinted skin, beast-like teeth, pointy ears, multi-jointed limbs, or patches of stubby tentacles.

Exploring the Wasteland

There are no accurate maps of the wasteland. Nor are there any maintained roads, patrolled borders, or other signs of organised civilisation. Any bridges over rivers are old and in poor repair, making for a risky crossing. While many trails do crisscross the wasteland, there are few legible signposts or markers along them. Clear and reliable directions given by denizens of the wasteland are fewer still. Travellers must often forge their own paths; indeed, when there is no known route between their current location and a desired destination, striking out into the wasteland may be the only course to follow.

When travelling between one known location and another, a traveller need only pay attention to key landmarks and the like. However, when travelling for the purpose of exploration, it is wise to keep an eye out not only for recognisable landmarks but potential ambush sites, sources of fresh water, and sites of interest (such as shrines

and ruins). There is no telling what may lie around the next bend in the river, or over the next hill. As a general rule, the chances of encountering something of interest are typically 8 or less on 3d per day – in addition to any creatures, foes, or locations the Guide has determined may be found.

Fellow Travellers

Occasionally, travellers may come across others of their own kind. These fellow travellers will be individuals controlled by the Guide. They may be exploring on their own, lost, upon a quest, searching for something, or simply travelling to see what's out there. While they may stop to swap tales, or even assist in a combat, they are unlikely to join the group for the adventure. There are no formal travellers clubs in the wasteland, and fellow travellers are pursuing their own destinies.

Language and Communication

For ease of play, most denizens of the wasteland are assumed to speak the same common language most of the time. Other languages exist only as they serve the purpose of an adventure – strange runes on ancient ruins, for example, or the whistling and hand signals of tribal natives. Similarly, semi-literacy can be assumed for most folk, with full literacy for whoever needs it. Travellers are not required to keep track of what languages they know. At the Guide's whim, of course, some denizens may have impenetrable accents and dialects.

Merchants and Mercenaries

A small number of merchant houses control the few viable trade routes in the wasteland. Their caravans consist of long trains of pack lizards, large numbers of hired guards, and only the richest and most exotic goods that can be transported in bulk and safety. As most settlements are self-sufficient, grain and cloth would gain a poor return for

braving the dangers of the wasteland. Precious metals, rare spices, select wines, plumes of strange birds, unusual gemstones, old books, dye found only in one area, curiosities, dragon bones, talented slaves, and similar goods are trafficked across the wasteland.

A small number of mercenary companies are large and successful enough to offer their services to merchant houses, towns, powerful magicians, and others of great wealth. Unlike their counterparts in other worlds, the mercenary companies are unable to provide any hiring halls or missions for others to undertake; they are too busy fulfilling their own contracts, and travellers ought to be out seeking their own adventures anyway.

Technological Level

The technological level of cultures in the wasteland ranges from that of the Stone Age to the Medieval Era. As a general rule, most villages will be of the Iron Age or Dark Ages level, with towns and other settlements occasionally being of Medieval level. Of course, the presence of cannons, fireworks, steam power, and similar devices are exceptions. The printing press does not exist, weapons and armour have not benefited from the developmental pressure of large-scale military engagements (hence the lack of pole arms, siege warfare, and cavalry), and settlements can enjoy running water, streetlamps, clean streets, and other engineering feats.

Travellers of the Wasteland is not a historical simulation, and so it is quite permissible (if not desirable) for historical accuracy to be thrown out the window.

Towers and Forts

A number of fortifications may be found in the wasteland. These were once established to watch over trade routes or dangerous areas, and are likely to have become

autonomous in nature. Some forts have been taken over by merchant houses and mercenary companies. Some towers are home to powerful and eccentric individuals. Due to the shifting tides of fortune, the surrounding landscape might no longer be as profitable as it once was – though it may have become more dangerous.

Travel Time

Travel and distance in the wasteland are measured in terms of days travelled. The distance a traveller can walk on foot in one day, through clear terrain, is referred to as one day's travel. It will usually take two days to travel the same distance through rough terrain, and sometimes may take three days. A well-travelled trail passing through rough terrain may be counted as clear terrain. Riding animals can cover twice the distance in clear terrain as someone on foot. However, they are reduced to normal walking speed in rough terrain. Travellers capable of flight, by means natural or magical, can ignore the effects of rough terrain; they may also travel two or three times as far as they could if travelling on foot. As a general rule, a raft or small boat going downstream will travel at least twice as far as if the same distance were travelled on foot, and larger vessels may move at least three times as far. Unless travelling by steam-paddler (or assisted in similar fashion by magic), travel upstream will not be as rapid.

Villages and Towns

A large number of villages are scattered across the wasteland, as well as a small number of towns and similar settlements. As a general rule, the population of a village will be a few hundred in size, and the population of a town will be from one to three thousand. The inhabitants of these settlements can be divided into three roughly equal groups: humans, mixed humans and non-humans (with humans

usually in the majority), and non-humans. As a general rule, humans will welcome travellers and any news of the outside world they can bring, while non-humans tend to be more reserved towards outsiders. However, each village will have its own customs and practices, which may cause misunderstanding or offense between villagers and travellers. Due to the nature of the few trade routes which have been reliably established across the wasteland, villages tend to be more insular than towns. A town is more likely to have guards at the gate, and to expel offenders (or compel their service) rather than practice ritual sacrifice. Most villages and towns will be autonomous and self-sufficient.



Hazards of the Wasteland

A number of natural and other hazards await travellers in the wasteland, including falls into pits and off cliffs, drowning, starvation, dangerous creatures, and becoming lost. The most notable of these are discussed herein.

Abandoned Buildings

Travellers may occasionally come across an abandoned hut, windmill, farmhouse, or similar structure in the wasteland. Abandoned buildings may provide a place to stay for the night, perhaps with a leaky roof or shutter that can't be sealed, and show no signs of recent habitation. At the Guide's whim, a Prowess or Favour roll may be allowed to scrounge up a meal's worth of food, changes of clothing, or similar needs. Such places will be eerie, creaky, and prone to going bump in the night. Perhaps wild birds roost in the rafters. The greatest hazard in an abandoned building is the chance of part of it coming down upon an investigating traveller (Favour roll to avoid normal damage).

Ailments

Any number of diseases and conditions might be contracted in the wasteland. As a general rule, these come in two types: annoying and debilitating. An annoying ailment is like an upset stomach or fever; you can live with it, though it is uncomfortable, and you will (hopefully) get over it within a few days. A debilitating ailment is harder to cope with, and will hamper the traveller in an ongoing fashion; they may even have to remain bed-ridden for an extended period of time. Ailments may cause loss of Life points (1 to 1+1d), and may also cause loss of Prowess (1 to 1d). Annoying ailments can be healed easily; debilitating ailments must run their course, and may even cause permanent loss (1 or 2 points) if a Favour roll is failed.

At the Guide's whim, the effects of a debilitating ailment may carry over into the next adventure as an annoying ailment that cannot be lifted until the end of that adventure.

Bandits and Slavers

Bandits are a frequent risk of the wasteland. Travellers are warned to be on the lookout for an ambush wherever they go. Some bandits might have a rough sense of honour, taking only half of coins carried if travellers cooperate or all if they fight. Others might give no warning, set traps, drive off riding beasts, take all possessions except a day's worth of food, and so on. Anyone who fights back and loses may find themselves taken prisoner. While some bandit groups will accept a ransom or parole, others will sell prisoners into slavery.

Slavers may be encountered as a small raiding party, a camp with chains of slaves, or disguised as other wasteland denizens. They might run a roadside inn, for example, slipping sleeping poison into meals and drinks to make enslaving travellers easier. As a general rule, slaves of menial quality may be purchased at auction for 3d Shillings, while exceptional slaves may command 1 Mark or more. Slavers use various methods of breaking the will of their wares and otherwise prepare them for sale, so any captured traveller will be in for a hard time. As a consequence of such methods, freed slaves will only regain their former will after 1d days of freedom and encouragement, and even then only on a roll of 5 to 10 on 3d, depending on how well their will was broken in the first place. All slaves are marked in some way, from iron collars to branding, and slavery is an accepted practice in many parts of the wasteland.

Becoming Lost

Losing one's way in the wasteland is an ever-present risk. A traveller might miss a landmark, take a wrong turning, or

find that a trail doesn't lead to where they thought it did. When lost in a mythic wilderness, the journey back to a known location is longer and harder.

If a lost traveller seeks to retrace their footsteps, they must succeed at both Prowess and Favour rolls; after stumbling about for some hours, they sight a familiar landmark on the horizon. If one roll is failed, they are lost for a day or so; if both are failed, they are completely lost and will wander about for at least 1d days before finding their way back (if at all).

In a group of travellers, the rolls are made against whichever traveller first attempts to lead them out of danger. Further rolls may be made for the group, at intervals of an hour or so, by other travellers in the group; however, the ensuing confusion and dissent will cause a cumulative penalty of 1 per attempt to the rolls. This penalty may be removed by splitting up the group; each smaller group or lone traveller then begins their lost rolls again. However, as surely as there is safety in numbers there is greater peril in splitting a group; at the Guide's whim, each group or lone traveller will have an increased chance of falling foul of some hazard or creature in the wasteland. Perhaps their bones may one day be found.

While lost, the chances of coming across strange villages, bandit camps, natural hazards, unfriendly wildlife and the like are greatly increased. It is possible that, having lost their way, the travellers might wander into an unknown and more hazardous area of the Wastelands, where a more unusual or dangerous adventure may unfold.

The Guide may make a secret roll each day of travel to determine if a group of travellers becomes lost. In most parts of the wasteland, travellers will become lost on a roll of 8 or less on 3d. In areas where it is hard to tell the direction

of travel or see the horizon, such as dense woodlands or blinding deserts, travellers will become lost on a roll of 10 or less on 3d. If the travellers are in a clear area with some idea of where they are going and what landmarks they can expect along the way, they will become lost on a roll of 6 or less on 3d. Of course, they may become lost in any event on a 3 or 4 (even on a trail that ought to lead them to the next village well before nightfall), or spot a shortcut between landmarks on a 17 or 18.

If travellers somehow come across a map of the wasteland, there is no telling how accurate it may be. A misleading map may cause them to become lost on a roll of 8 to 12 or less, at the Guide's whim. Travellers are likely better off trusting to their own sense of direction.

Of course, if the travellers are on a known safe route – such as that used by a merchant caravan, steam chariot, paddle-steamer, or coach service – becoming lost is less of an issue. Bandits and predators lurking in ambush are a greater worry.

Campsites

Travellers are assumed to be versed in finding appropriate sites to camp, gathering suitable firewood, and similar aspects of camping in the wild. The Guide is thus not required to do anything more than say the travellers find a good place to camp for the night. If in particularly inhospitable parts of the wasteland, travellers may be required to make a Prowess or Favour roll to locate a good campsite. At the Guide's whim, some discussion as to who cooks, who snores, and who picks an uncomfortable place to sleep may be called for.

In well-travelled parts of the wasteland, the Guide may assign a 7 to 11 chance on 3d of encountering other travelling parties at a campsite. In such instances, the

swapping of travellers' tales, sharing of the cooking pot, and similar activities are likely. Campsites tend to be neutral ground in the wasteland, and all who camp at them can be expected to share duties of watch, gathering, and defence. Known foes may ignore this, of course.

When travelling in unknown territory, campsites may sometimes become dangerous. While lesser dangers such as snakes and scorpions in the boot or bedroll may be avoided as a matter of routine, travellers might unknowingly camp on a haunted site, for example, or in the path of some nocturnal creature of habit. The Guide may assign a 5 to 8 chance on 3d of such a rude awakening, and allow surviving travellers to recognise signs of danger thereafter.

Cannons and Fireworks

Strange alchemical preparations are required to produce Cannon Powder and fireworks. These alchemical substances are valued in Gold Marks, and may be considered as treasure.

Cannon Powder is required to fire a cannon, as is a trained cannon team. A cannon ball has great range, and can cause anywhere from 2d to 4d damage. Cannons are used primarily aboard flying ships, and the few working cannons found in the wasteland have been salvaged from wrecked flying ships that fell to ground when their levitation panels were torn off in aerial combat. A cannon requires a Prowess roll to fire, and may require a Favour roll to fire without accident. Attempts by dwarves and other artificers to create a portable "Hand Cannon" (arquebus or musket) have so far resulted in dismal failure and loss of life. If found during an adventure, a cannon would be worth 2d Marks and cannon powder 1 Mark per shot.

Fireworks may be used as flares and signal rockets in the wasteland, and for celebrations in the Seven Shining

Citadels. A firework cannot be thrown as a missile without endangering the person throwing it (Favour roll, at Guide's whim). A firework can be set off to provide a smokescreen, or to blast a hole in a barrier such as a stuck door. A firework can cause 1d damage, and may cause a maiming injury. If found during an adventure, a crate of 2d fireworks may be worth 1 Mark per crate.

Some travellers may balk at the notion of alchemical explosives and associated technological innovations in a world of fantasy and magic. Such a lack of imagination and willingness to explore the possibilities offered may result in a loss of Favour at the Guide's whim.

Caverns and Ruins

Occasionally, cave mouths and ruined buildings may tempt travellers with the promise of adventurous exploration. *Travellers of the Wasteland* is geared towards wilderness travel and exploration, not dungeon-delving. Any caverns and ruins will pose no greater hazard than being the lair of a wild animal or the possibility of collapse. Most will be of little interest beyond providing a safe campsite. At the Guide's whim, a cavern or ruin may play a minor role in an adventure.

Charm and Allure

Some magical creatures, such as vampires and nature spirits, have the power of charm and may use the power of allure to distract or fascinate travellers. A Favour roll is usually required to avoid these effects, and may sometimes be at a penalty of 1 to 3 points. The duration of a charm is usually a day or so, although some charms may last for a month or even be permanent. The subject of a charm will attempt to comply with any instructions given them by the charming creature, even to the point of willingly baring their neck to a vampire's fangs. The subject of allure will attempt

to please, follow, and worship the object of their fascination, assuming they are able to do anything more than stare and drool. Subjects of charm and allure exhibit impaired decision-making and similar mental faculties, may become blind to anyone else in the vicinity, and will oppose any attacks upon the object of their compelled desire.

Conquerors and Warlords

From time to time, warriors attempt to raise armies and carve out their own petty kingdoms in the wasteland. However, the wasteland is perforce difficult to impose will and order upon. Travellers may come across small patrols bearing the insignia of petty lords, garrison villages paying lip service to a conqueror, and warmongers whose pompous self-bestowed titles exceed their ability to rule effectively. Once in a while a village might be invaded by a warrior band, its peasant militia overcome, and be in need of rescue by outsiders.

There are few standing armies in the wasteland, and soldiers of the Seven Shining Citadels are more of a ceremonial nature. Since the rise of the Towers of Tyranny, the only effective warlords and warrior bands are those who have forsworn their own folk for service to the unseen tyrants. Any armies that march or clash do so in contests of unfathomable purpose.

Travellers are advised against seeking military service; their days would be spent in the boredom of garrison duties, and desertion would become inevitable.

Curses and Haunts

Angry spirits may curse a traveller, and some parts of the wasteland are haunted. The curse of an angry spirit may have any detrimental effect at the Guide's whim. The following are typical: loss of 1 to 3 Prowess, hair turns white (or falls out), contract an ailment, find the taste of preferred

food or drink to be foul and unpalatable, be unable to get a full night of sleep, have nightmares about the spirit's death (or the spirit tracking the traveller with harmful intent), spells cost 1 extra magic point to cast, animals shy away in fear, blood seeps from any object touched, exude a foul body odour, and increased chance of becoming lost (1 to 3 points). Curses are permanent until removed magically, lifted by the haunting spirit, or lengthy prayers and bountiful offerings are made at a shrine. While a haunting spirit may not travel from its area, it is powerful within that area and may be able to cause sensory distortions, mists to rise, fires to go out, cold invisible hands to be felt, or whatever suits the Guide's whim.

Drowning and Suffocation

Whether due to smoke, strangulation, celestial void, premature burial, drinking contest, quicksand, or water, travellers may sometimes find themselves without a precious lungful of air. Travellers can hold their breath for up to three combat rounds. At the Guide's whim, they may hold their breath for one pursuit round during a fast, intense chase. Each round thereafter, a cumulative point of damage is taken – 1 point on the first round of damage, then 2 points the next round, then 3 points the round after that, and so on. This damage ignores any protection other than a Water-Breathing Amulet or similar magic.

Travellers hiding underwater may attempt to breathe through a hollow reed poked above the surface of the water. At the Guide's whim, a Favour roll might be required to avoid having a leaf or bug land on top of the reed, blocking the air; clearing this blockage counts as one action. Anyone dragged underwater by a crocodile, of course, will suffer both drowning and combat damage.

Earthworks

Ditches, ramparts, palisades, low walls, lines of stakes, and similar basic fortifications may be found or constructed in the wasteland. These are sometimes combined with traps, and may be built to deal with dangerous creatures or raiding bands. With the exception of fortified villages and the like, all such earthworks are in poor repair. Earthworks may grant a free bonus defence roll in a fight, act as a shield or shield wall, or grant a positional advantage when attacking foes that have been channelled into a specific area, at the Guide's whim.

As with traps, travellers may sometimes improvise earthworks for their own purposes. The Guide is encouraged to require a full description of such an earthwork, its intent, and construction materials. Earthworks may take 1d hours to construct per section, as a general rule, and require a Prowess roll to work properly (check when first used in combat).



Enchanted Places

Magical forts, windmills, astrological towers, sundials, fighting pits, graveyards, and other structures abound in the wasteland. These may be recognised by being in generally better condition than their normal counterparts and often appear as though an inhabitant set a meal or fireplace a few minutes ago and may return at any moment (they rarely do). Some might provide a safe place to camp the night, granting extra healing. Some might be invisible to pursuers, move around the landscape without warning, be found only by certain types of travellers or creatures, have an aura that prevents violence (or provokes dissent), be outside the normal flow of time (no time might have passed upon leaving, or decades may have passed), or prevent anyone from leaving unless they fulfil a condition (renouncing a possession, permanently sacrificing a Life point, accepting a quest, etc). While an enchanted place might serve as a focus of an adventure, they are perhaps best used as curious features visited once upon a journey and hard to return to.

Enchanted Plants

Magical trees, flowers, vines, and other forms of plant life abound in the wasteland. If prepared properly by a knowledgeable wasteland denizen, their extracts may act in a similar manner to magic potions. Enchanted fruit and berries may also confer magical effects, such as restoring 1d Life, granting a temporary bonus to Prowess, causing brightly coloured feathers to grow all over the body, shrinking random body parts to one-sixth normal size, bestowing temporary immunity to poison or ailments, and so on at the Guide's whim.

Enchanted Waters

Magical pools, wells, springs, fountains, and other water features abound in the wasteland. These can sometimes be discerned from normal waterways by the clarity of the surrounding air, presence of a sign (battered and faded, naturally) warning of their nature, lack of birdsong, bones of small animals scattered about, or other signs. However, the nature of many enchanted waters can only be discerned by drinking from or swimming in them, and not all have beneficial effects. The effects of enchanted waters may be similar to magical potions and spells, or have other effects at the Guide's whim. For example: objects or beings placed in the waters might turn to stone (or gold or misty ghost-like form), Favour or Magic might be restored to maximum (or permanently improved by 1 point), beings might change into an animal for one month or decade (occurs after the next night of sleep), sex change (or unnatural pregnancy), lost and maimed body parts might be restored, visions of exotic distant places (or the near future) may be received, or a permanent death-like coma state may be entered.

Wasteland denizens in the local area may know some rumours about enchanted waters, or use them for their own purposes, so travellers are advised to ask around before taking a dip. Of course, the magical properties of the water are lost if removed from their source.

Falling

In order to cause damage, a fall must be of at least the height of an average human. The amount of damage taken increases in proportion to the distance fallen, up to a maximum amount. A fall of one height (as falls are measured) will cause 2 points of damage. A fall of two heights will cause 1+1d points of damage. A fall of three heights will cause 2d damage. A fall of four heights will cause 3d damage. A fall of five heights will cause 4d

damage. A fall of six heights or greater will cause 6+4d damage. Damage from a fall ignores any protection from armour or hide. Falling onto a rough surface, such as spikes at the bottom of a pit, may cause an extra 2 or 1+1d points of damage. Falling into water may reduce damage to that of half the height or less, if a Prowess or Favour roll is made.

Fear and Horror

When faced with a fearful or horrifying situation, a Favour roll may be required to avoid running away or suffering mental distress. At the Guide's whim, Prowess may be substituted for Favour. Depending on the nature of the situation, any fear or horror will last for anywhere from one combat to one day. Madness and severe distress are unlikely; however, anyone overcome by fear or horror may have a hard time facing a similar situation.

Hostile Villages

At the Guide's whim, some villages may be automatically hostile to travellers, for any reason or no reason at all. Outsiders may be chased out by means of pitchforks and flaming torches, charged triple for any services (if the villagers even accept their coin), and so on. Some villages may seem friendly at first, turning hostile after some time has elapsed; perhaps the innkeeper locks the travellers into their room at night, or the tavern serves them poisoned meals. This can be combined with local customs, so that certain types of travellers – dwarves or waelcirya, for example – might be refused entry or sacrificed by a secretive cult. The chances of any given village being hostile may be set at anywhere from 6 to 9 or less on 3d.

Maiming

Travellers may suffer from permanent maiming in a variety of ways. A boulder may crush a limb, acid spittle may cause disfigurement, a bird may peck out an eye, an

untreated ailment may take a turn for the worse, and so on. As a general rule, a Favour roll is allowed to avoid maiming. The effects of maiming are best represented by the permanent loss of Prowess; from 1 to 3 points is recommended. As this can have a marked effect upon a traveller's health and prospects, the Guide is encouraged to maim sparingly. At the Guide's whim, a dying character may be saved from death at the cost of being maimed.

Paralysis and Sleep

Some creatures and foes are able to cause paralysis and sleep. A Favour roll is usually required to avoid these effects, and duration is usually a few hours at most.

If an entire group of travellers succumbs to magical sleep, they may awake in a different, unknown part of the wasteland, their possessions scattered about them as if tipped out and examined. No one knows who or what causes this. At the Guide's whim, a Favour roll may be required to avoid the loss of some vital items of equipment.

Poison

Poison is dangerous and deadly, causing anywhere from 1d to 6d damage. Creatures with natural poison attacks may cause additional damage. Due to the perils of handling poison, envenomed blades will be rare; a Favour roll may be required to avoid accidental poisoning, and the poison will be good for only one attack. Poison may also be introduced into food and drink, while contaminated sources of food and water may be treated as poison.

River Travel

Travelling by waterway invites its own excitements and perils. These range from rapids and logjams to river monsters and sunken wrecks. Reeds and brush along the riverbank may hide spear-throwing natives in ambush, and fish caught over the side of the boat may be inedible – or

strong enough to drag the fisher into the water. Those who travel by boat frequently may develop customs and mannerisms considered unusual or disturbing by land-dwellers. The boat may become stuck on a sandbar, or have to be dragged overland to avoid a known hazard. Some villages may control locks and enforce a toll. A rival dwarf clan may outfit their paddle-steamer with cannon, or challenge travellers to a race that may end in a boat running aground or blowing up. Late-night gambling games in the saloon or at the riverside campsite may lead to duels, theft, murder, or unexpected revelations. And then, of course, there is the prospect of diving on a sunken wreck to retrieve treasure or a vital clue.

The Guide is encouraged to develop incidents and accidents along the way, to avoid a “you travel downriver for five days and arrive at your destination unhindered” style of play.

Shrines

Crumbling huts, small altars, totem poles, and other wayside shrines are found all over the wasteland. These are often dedicated to local spirits and tended to by shamans, acolytes, villagers, or unseen denizens. Some are dedicated to known gods, and many to unknown forces. Offerings of coins, flowers, keepsakes, food, and the like will be found at shrines, placed by unknown hands and mysteriously disappearing within a few days. Anyone taking an offering from a shrine may suffer a curse, or even a loss of Favour. Travellers who stop to pray and make offerings may recover Favour points (1 to 3 is recommended), or find that a curse is lifted or an ailment is cured. At the Guide’s whim, a shrine might provide a blessing in other ways. Shrines are widely regarded as neutral ground in the wasteland, and anyone who starts a fight near a shrine may suffer the displeasure of the spirits (if not the locals).

Sleeplessness and Fatigue

Travellers who go without sleep will lose 1 Life point per night missed, starting the second night missed. After the first night of sleep missed, there is a penalty of 1 to all Prowess rolls. This penalty is removed after one full night of sleep. Travellers who suffer from interrupted sleep, or keep pushing themselves to the point of exhaustion, will suffer as if sleepless.

Travellers are assumed to rest regularly and not overexert themselves. If they do not do so, a penalty of 1 to Prowess may apply; this is cumulative with any penalty from sleep loss. At the Guide's whim, prolonged strenuous activity may cost 1 Life point per day.

Standing Stones

Singly, in pairs or trios, or in disordered circles, standing stones are found across the wasteland. These relics of a bygone age are charged with magic. Normal animals refuse to come within a bowshot (missile range) of a standing stone, and anyone near a standing stone (fighting range) will feel their hair stand on end, bones throb, blood chill, etc.

No one knows what the standing stones were once used for. While they can be reached via magic portals, this is unlikely to have been their original purpose. Those who attempt to channel the energies of a standing stone are struck dead, driven mad, or transported far away to an unknown realm and unable to return to the wasteland for many years – if ever.

At the Guide's whim, some standing stones may cause unpredictable magical effects to manifest within their vicinity, or if touched. These effects are rarely fatal, though are often sinister in nature. A limb may transmute into jelly or a tentacle, wounds may heal as mutant flesh, eyeballs might rot away, skin may turn to scales, objects may levitate

uncontrollably, spells fail unless Magic is rolled on 3d, etc. Permanent beneficial effects will not occur.

Some standing stones have become the focus of strange cults, and may be used as ceremonial sites – including live sacrifice and less mentionable deeds.

Starvation and Dehydration

A traveller can go without food or water for a day or two without ill effect (though they will be hungry and/or thirsty). Beginning on the third day of deprivation, 1 Life point will be lost that cannot be healed without first eating or drinking. This is cumulative, so a traveller who is both starving and dehydrating will lose 2 Life per day – or more, if also sleepless or fatigued.

Traps

Pits, deadfalls, nets, cages, snares, and other traps are often set in the wasteland. Traps tend to be set for one of two purposes: to capture or to kill. Traps to capture are difficult to escape from without the aid of someone not caught in the trap; for example, the rope of a net lifting the unwary high into the trees must usually be lowered or cut. Killing traps may cause from normal to 2d or 3d damage, perhaps more if poison is involved. Incautious travellers will blunder into traps, while those who suspect a trap may roll 3d versus Prowess (perhaps at a penalty of 1 to 3, depending on how well hidden the trap is) to detect a trap.

The Guide may allow a Prowess or Favour roll to avoid a trap. Depending upon the circumstances, a trap may affect anywhere from one traveller to the whole group. Most traps will be constructed of wood, stone, dirt, rope, and other natural or scavenged wasteland materials. Elaborate traps requiring metal, alchemy, clockworks, pressure plates, and similar devices are rare in the wasteland, and will only be encountered for special purposes.

Travellers may sometimes construct traps for their own purposes. The Guide is encouraged to require a full description of such a trap, its intent, and construction materials. Traps may take 1d hours to construct, as a general rule, and require a Prowess roll to work properly.

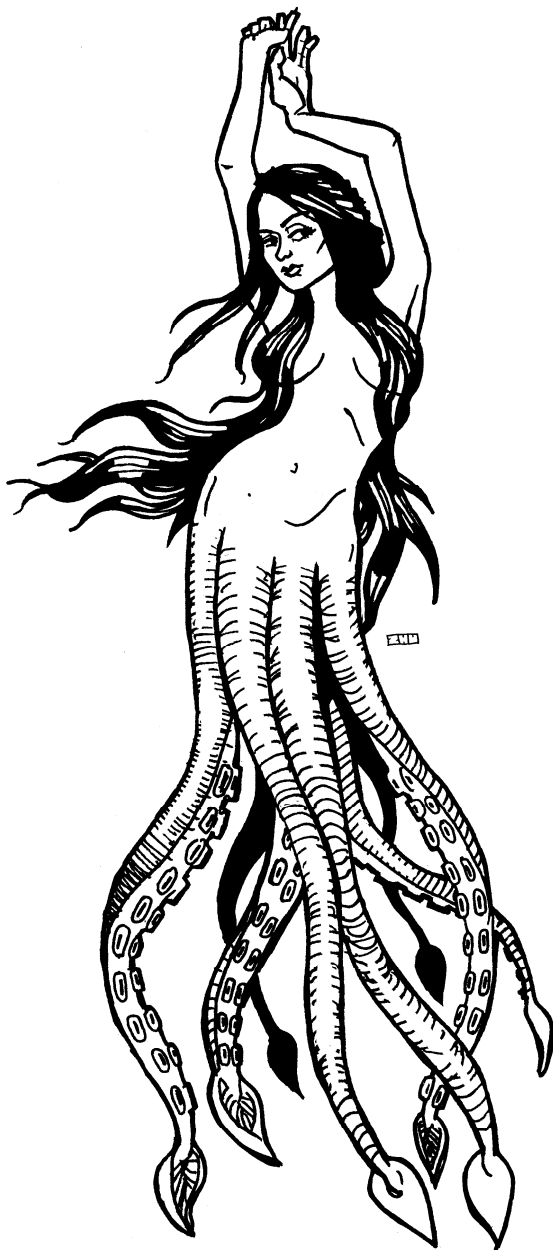
Unusual Plants and Animals

For the most part, the flora and fauna of the wasteland resembles that of other worlds. However, there are many strange and curious specimens not recorded elsewhere. Thus, travellers may come across curiosities such as the spine tree, lantern gecko, stalker weed, river goat, star oak, spider camel, whip vine, pilfer bush, pygmy mammoth, and desert whale.

The Guide is encouraged to describe ordinary plants and animals in unusual colours and behaviours, and create new plants and animals as part of the backdrop to an adventure. However, note that some creatures do not exist; these include horses, polar bears, apes, most dinosaurs or prehistoric animals, most marsupials, and turtles.

Weather

The extremes of weather and the natural environment may inconvenience travellers. Assuming adequate precautions are taken, there is little to fear from rain, heat, lightning, or other forces of the elements. A traveller caught out in dangerous conditions, such as the midday desert heat, might lose 1d Life per day or 1 Life per hour, according to the Guide's assessment of the situation. A traveller caught in extremely dangerous conditions, such as a lightning strike, flash flood, or tornado, might lose anywhere from 2 to 2d Life.



Creatures of the Wasteland

A variety of creatures inhabit the wasteland, many of them eager to pester, befuddle, stalk, terrify, harass, devour, or rend limb from limb travellers who have left the safety of more civilised lands.

Creatures That Don't Exist

The wasteland is defined as much by what is left out as what can be found in it. The Guide must take note that goblins, giants, elves, orcs, hobbits, demons, devils, centaurs, overgrown worms, ghouls, ghosts, ape-men, fish-men, and similar beasts do not exist in the wasteland. Their descriptions may have been left in journals of dreamers from other worlds, of course.

Favoured Foes

At the Guide's whim, some creatures and foes may have a Favour score. This will usually be for a special purpose, such as the main foe of an adventure. In such a case, this foe will have a Favour of 3d (10). The Guide may also assign a general pool of 2d (7) Favour points, spent without requiring a roll, to be used throughout an adventure at the Guide's whim.

Foes

To create foes, the Guide may use the Character Types as a guideline. The main foe of an adventure may possess equipment beyond that normally provided, including enchanted items, and may also have learned up to their maximum number of spells.

Protective Factor

The amount of damage taken by a creature or foe will depend upon its protective factor. For a creature this will be rated as Hide: thin, thick, or tough. For a foe, this will be

rated as Armour: none, leather, or mail. The use of a shield or similar protection will also be noted.

Scores

All creatures and foes have Prowess and Life scores, and some have Magic. Most creatures and foes do not have a Favour score, and thus cannot call upon divine favour. Any creature or foe with a Magic score is considered a Magician for the purpose of casting spells, and as a general rule can be assumed to know a number of spells equal to half its Magic score.

Creature Descriptions

Creatures and foes are described according to the same format. After a basic description, a paragraph or two in length, their scores are given as follows: dice (average). This indicates the dice rolled, as well as the average of the roll. The protective factor is also given. If any special abilities are given in the description, they can be used once per combat unless otherwise noted.



Acolyte

Acolytes are devotees of various faiths, deities, and spiritual practices. They may tend shrines, undertake pilgrimages, or offer prayers on behalf of travellers. Acolytes typically wear robes and sandals, bear staves as weapons, and know minor spells such as Healing Touch.

Prowess 2d (7)

Life 2d (7)

Magic 2d (7)

Armour none

The Guide may use the normally benign Acolyte for malevolent Cultists if desired

Ancient Traveller

The Ancient Traveller is a withered old man, long-bearded and dressed in tattered rags. He has been travelling for so long that he has forgotten his own identity. The Ancient Traveller claims to seek only a place to rest, yet is compelled to journey on. If engaged in conversation, the recounting of his travels will act in a manner similar to charm and allure.

Prowess 6+2d (13)

Life 15+3d (25)

Magic 6+1d (9)

Armour none

Arena Fighter

An Arena Fighter enters gladiatorial combats for pay, to entertain common folk.

Prowess 3d (10)

Life 6+2d (13)

Armour leather plus shield

Arena Champion

An Arena Champion is a famous gladiator, with the power of allure.

Prowess 6+2d (13)

Life 12+2d (19)

Armour mail plus shield

Bandit/Pirate

Bandits (and pirates) gather in numbers to ambush travellers, and may set traps. As a general rule, bandits are human roughly three-quarters of the time.

Prowess 2+2d (9)

Life 6+1d (9)

Armour leather

Bandit Leader/Pirate Captain

The leader of a group of bandits (or a pirate captain) may sometimes be of greater fighting ability.

Prowess 4+2d (11)

Life 6+2d (13)

Armour leather

Bat Swarm

A Bat Swarm is not an individual creature, but a large group of bats. Instead of attacking, it causes all within fighting range to make a Prowess roll each round or lose their actions.

Prowess 1d (3)

Life 2d (7) per swarm

Hide thin

Bear

Bears are semi-bipedal mammals, with black or brown fur, as tall as humans or even taller when they stand upright.

They are capable of opening containers, and may raid campsites. They attack twice per round with their claws and bite, and if both attacks hit the same target they can hug for additional 1d damage that round.

Prowess 3d (10)

Life 4d (14)

Hide thick

Bejewelled Maiden

The Bejewelled Maiden resembles a nubile girl, clad in thin gauzy material. Tiny jewels are embedded into her skin, glinting in firelight. She speaks not, yet has the power of allure.

Prowess 3+1d (6)

Life 6+1d (9)

Magic 6+1d (9)

Armour none

Boar

Forest-dwelling Boar are intelligent, bad-tempered and vicious, and have been known to chase travellers up trees.

Prowess 3+2d (10)

Life 3+2d (10)

Hide thick

Borsin

The Borsin is a creature with the head, arms, and upper body of an ape joined to the body and legs of a quadruped. The lower half may be that of a boar, lizard, or hound. It has a savage cunning, capable of problem-solving and setting crude traps. Borsin do not use weapons or tools, although pack leaders will drape themselves in the skins and furs of creatures they have killed – including travellers.

Borsin attack with their claws and bite (one attack for +1 damage), and use pack tactics to drive opponents and prey into traps, kill zones, or natural hazards such as cliffs and ravines. The pack will stake out its territory by making small cairns topped with the skulls of their kills.

Prowess 4+2d (11)

Life 4d (14)

Hide thick

Carnivorous Plant

Some forms of plant life prey upon travellers and animal life. For each 1d Life past 2d they gain 1 extra attack.

Prowess 2d (7) to 3d (10)

Life 2d (7) per patch, up to 8d (28) for large specimens

Hide thick plus may sacrifice one attack as a shield

Cave Brute

Cave Brutes are squat, hairy, muscular humans who live in Stone Age conditions. They make little worth trading, yet have excellent survival skills.

Prowess 2d (7)

Life 2d (7)

Armour none plus shield

Cave Shaman

Cave Shamans are the leaders of Cave Brute tribes.

Prowess 2+2d (9)

Life 2+2d (9)

Magic 2d (7)

Armour none plus shield

Chaos Knight

The Chaos Knight is a semi-substantial suit of animated armour. There are no features to be discerned within its

helm, save for a dim blue glow. Intense cold radiates from the Chaos Knight; any fire within fighting range will be dampened or doused, and liquids will cool and turn to ice. The mere touch of a Chaos Knight is freezing cold (1 damage, bypasses armour), and anyone within fighting range is chilled to the bone. It wields a sword in combat, drawing upon otherworldly might to cause an extra 3 points of damage. It can also pick up and hurl small objects, chilling them as it does so, within missile range (+1 damage). By concentrating for one round, a Chaos Knight may pass through a wall, door, or other such barrier, leaving an icy outline where it has done so. It may also cause frost to appear on surfaces over a battlefield, and cause shafts of ice to erupt from ground it has caused to become frozen. It is immune to mind-affecting magic, as well as attacks from weapons that are not enchanted or affected by the Weapon Bless spell.

Prowess 9+2d (16)

Life 14+4d (28)

Magic 3d (10)

Armour mail plus shield

Chaos Minion

A Chaos Minion is a denizen of the wasteland who has given themselves over to the service of chaos. They may be found aiding a Chaos Knight or Chaos Sorcerer, or may be acting to their own agenda. Chaos Minions will bear the mark of chaos somewhere about their person, whether in the form of a twisted amulet or tattoo that feels no pain.

Prowess 3+2d (10)

Life 12+2d (19)

Magic 3+2d (10)

Armour leather

Chaos Sorcerer

The Chaos Sorcerer is a robed and hooded visitor from another world. Any traveller or denizen of the wasteland who gazes upon its visage or true form is struck with fear and horror. Its shadow is strangely distorted, and sometimes moves of its own accord. In combat, the Chaos Sorcerer produces a flickering whip that causes any creature or object struck to change form randomly for 1d rounds (Favour roll to avoid). It may use this whip to lash away attacks as if a shield, and still cast spells. If defeated, it disappears in a blast of greenish flame.

Prowess 9+1d (12)

Life 12+3d (22)

Magic 9+4d (23)

Armour none plus shield

Chimera

The Chimera is a bat-winged, ill-tempered, and bipedal reptilian lion with the horns and tail of a goat. It can attack twice per round. It can spit a ball of flame for 2d damage in place of making normal attacks, once per combat.

Prowess 3d (10)

Life 6+4d (20)

Hide thick

Cliessid

The amphibious Cliessid are tiny shelled humanoids with pincers instead of hands, three thick toes on each leg in a Y-shape, and a mass of writhing tentacles in place of a head. They live in sluggish rivers, shallows streams, stagnant ponds, and sewer systems. Cliessid move as fast in or under the water as out of it. While some dwarf clans have domesticated them for sewer maintenance, these creatures are hostile to any invaders.

Prowess 1d (3)

Life 1d (3)

Hide thick

Cog Face

The Cog Face resembles a wire-frame model of a humanoid figure, with a metallic skeleton. The body mass consists of cogs, springs, chains, and other mechanical features. However, the parts do not move and are fused to each other. The Cog Face, named for the cogs that make up the crude features of its face, is somehow able to bend and flex its metallic body as if it were flesh. When destroyed, the animating force ceases and the body freezes in whatever position it was in at the time. It comes from a bizarre and unknown world far beyond the wasteland. The Cog Face attacks with two flailing limbs with many sharp edges (two attacks, at +2 damage). It can also fire a spray of darts, causing 3d damage to one being within fighting range, or 1d damage to all within missile range. The Cog Face can sacrifice one of its attacks to leap beyond fighting range, in any direction; it may carry another being with it as its other action that round.

Prowess 6+2d (13)

6+4d (20)

Hide tough

Cophiani

The Cophiani are intelligent talking dogs, almost as large as riding lizards. Their forepaws can be used as crude hands. The Cophiani are diplomats and philosophers.

Prowess 1+2d (8)

Life 2+3d (12)

Magic 1+2d (8)

Hide thick

Crocodile

Crocodiles lurk in rivers, lakes, and bogs, and may be mistaken for a floating log. They are attracted to movement or blood in the water, and can attempt to drown their prey.

Prowess 3+2d (10)

Life 4d (14)

Hide thick

Crystal Head

The Crystal Head is a bizarre form of parasite. It is a fungal growth of mineral nature that attaches itself to the bodies of recently slain humans. A strange crystalline growth envelops the head, multi-faceted and featureless, while tendrils dig deep into the body. Once this transformation is complete, the body is preserved against transformation and decay. The Crystal Head then animates the body, going on the attack in search of more bodies to infect with its crystalline spores. It is immune to mental attacks. Only damage directed against the actual head is effective; any blow striking the body only chops up the preserved corpse.

Prowess 2d (7)

Life 3d (10)

Hide thick

Crystal Spider

Perhaps the most beautiful creature of the wasteland, the Crystal Spider is a giant and fragile arachnid. Anyone gazing upon it must stare slack-jawed in appreciation of its glittering, delicate form (Favour roll to avoid). Anyone bitten by the Crystal Spider must roll their Life or less on 3d or be transformed into a crystalline statue, similar to a Turn to Stone spell.

Prowess 3+2d (10)

Life 2d (7)

Hide thin plus shield

Cyclops

The Cyclops is a tall one-eyed humanoid that causes +2 damage in combat. Some are solitary herdsman, and others are consulted for their oracular knowledge.

Prowess 6+2d (13)

Life 12+2d (19)

Magic 2d (7)

Hide thick

Darakel

The Darakel is a gigantic horse-headed eel, seven or eight times a man's height in length and highly aggressive. It attacks with a nasty fanged bite and tail slap (2 attacks), and may exhale a cloud of poison gas from its nostrils that causes 5d damage (2d if a Favour roll is made) to opponents within fighting range. The Darakel slithers out of lakes to prey upon farmers and their livestock. It is immune to poison.

Prowess 6+2d (13)

Life 21+2d (28)

Hide thick

Deasic

A living form of ice, the Deasic resembles a long and branching crystalline structure. It attacks by stealth, creeping up to creatures in their sleep and attempting to smother their air passages and drain their life energy. This causes suffocation damage, plus an extra point of damage per round from cold. Anyone or anything slain in this manner becomes frozen solid, as the warmth of life is sucked out of them. If discovered before it can complete its attack, the

Deasic will defend itself with dagger-like shafts of ice (one attack each against up to three opponents). It is immune to fire and cold-based attacks, and can cause a burst of icy shards to erupt from its body causing 2d damage to all within fighting range. Deasic may have rudimentary intelligence and society, as they have occasionally been observed gathering in large numbers to form gigantic snowflake-shaped structures in winter lands.

Prowess 3d (10)

Life 6d (20)

Hide tough

Dergenue

Many dark temples and ancient ruins have bas-reliefs of nude women upon their walls. Some of these provocative decorations are Dergenue, intelligent and mischievous earth spirits. They hide in walls, using an innate ability to phase through earth and stone, and attack by reaching out to grab unwary passersby and drag them into the wall (to suffocate and die). Earth-based magic may cause extra damage to a Dergenue or slay her outright. A Dergenue takes normal damage from fire, cold, and weapons, but is otherwise immune to almost all other attack forms. If she steps out of a wall, a Dergenue must remain in contact with earth or stone or lose 1 Life per hour. Dergenue cannot cross a barrier of fire or water.

Prowess 6+1d (9)

Life 2d (7)

Hide thick

Dreamer

A Dreamer is a visitor from another world. They appear in the clothes they sleep in, and will often believe they are still asleep. Some have learned to dream their way to the

wasteland, and may be knowledgeable about this world; some of these may even know a few spells. Others behave as if they expect to wake at any moment.

Prowess 6+1d (9)

Life 3d (10)

Magic 0 to 3d (10) at Guide's whim

Armour none

Elephant Bird

The Elephant Bird is a giant reptilian bird with a horse-like head and the ability to fly beyond the wasteland sky, through the celestial void to other worlds. Their bite causes +2 damage.

Prowess 10+2d (17)

Life 10+4d (24)

Hide tough

Eshen

According to legend, the Eshen are descended from actors who performed plays written by the mad god Eesh. They have a second face somewhere about their body, usually on the chest or back of the head, which has a different personality and can take over the body while the main personality is asleep. Eshen are given to irony, posturing, and dramatic flourishes.

Prowess 2d (7)

Life 6+1d (9)

Magic 1d (3)

Armour none

Evagni

According to legend, the Evagni are descended from one of the lost citadels of the Great Inland Sea. Shy and deferential, they resemble long-haired comely youths from

the waist up. From the waist down their body is a hideous mass of mismatched limbs, sprouting from a secondary torso ending in a serpentine tail. Their appearance can be likened to a polydactyl hand with a doll's body growing from the wrist. Evagni are armed with spears, staves, and bows. They cannot be affected by shape-altering magic, and anyone attempting to use such magic upon them must make a Favour roll or become an Evagni.

Prowess 3+1d (6)

Life 3+1d (6)

Hide thin

Faerie

The inhabitants of the realm of Faerie are not native to the Wasteland, and when they visit they prefer to adopt human-like form. This illusion can be seen through by Changelings, who are the offspring of faeries and mortals, as well as anyone using the Second Sight spell. Faeries are highly magical beings, and live according to no mortal custom. Their weapons and armour are of glowing magical glass, and iron acts as a poison upon them (1 extra point of damage per blow, plus 1d damage at the end of a fight). Faeries visit the Wasteland for their own purposes, often whimsical and obscure, and delight in making fools of humans and their ilk.

Prowess 3+2d (10)

Life 9+2d (16)

Magic 12+3d (22)

Armour mail plus shield

Faerie-Led

The Faerie-Led are humans who have been led astray by the faerie folk, and have spent years in the faerie realm without aging.

Prowess 2+1d (5)

Life 2d (7)

Magic 1+1d (4)

Armour none

Faun

The Faun is a shy goat-like humanoid that enjoys books, music, and good food. Fauns know little about the land and denizens beyond their burrows, but can make loyal friends. Their magic requires a flute or similar instrument, and any equipped with an umbrella may use it as a shield. Fauns make the best fruitcake and pots of tea in the wasteland.

Prowess 2d (7)

Life 3d (10)

Magic 2d (7)

Armour none plus shield

Feathered Witch

The Feathered Witch is a wild-haired young woman clad in rags, cords, and feathers, and may be a Siren's daughter. She dances beside streams and pools for hours on end. Onlookers may become entranced and join the dance (costs 1 magic point per onlooker within missile range). When not dancing, a Feathered Witch enjoys riddle contests.

Prowess 6+1d (9)

Life 6+1d (9)

Magic 3d (10)

Armour none

Felikaur

The Felikaur resembles a bat-winged tiger with horny overlapping plates instead of fur, and a spiked tail. A canny fighter, it knows how to set an ambush and use its surroundings to tactical advantage. In addition to its claws

and bite (2 attacks per round), its tail secretes a paralysing toxin, and it may spit acid at one foe within fighting range for 3d damage (clothing and armour will be ruined within 1 round). The Felikaur may sacrifice one of its attacks to bat away attacks as if it had a shield. A Felikaur is able to pick up a human-sized or smaller foe, carry them aloft for a few rounds, and drop them for 1d to 2d damage.

Prowess 7+1d (10)

Life 7+2d (14)

Hide tough plus shield

Ferec

Orange-furred and bushy tailed, the Ferec has a humanoid torso with two pairs of arms rising from a long fox-like body with four pairs of legs. Despite its creative intellect and expansive vocabulary, the Ferec is excitable and easily distracted. It excels in various forms of craftsmanship, and enjoys puzzling out the workings of traps and contraptions. Some serve as troubleshooters and foremen to Dwarves and other artificers.

The Ferec's heightened senses include superior hearing and night vision. They are sensitive to sunlight, and prefer a nocturnal lifestyle. Ferec tend to wield crossbows and spears (two attacks), and will use cannon and fireworks if available. They are compulsive hoarders of oddities such as clockwork toys and collapsible umbrellas.

Prowess 3+2d (10)

Life 6+3d (16)

Hide thin plus up to 2 shields

Ferret Folk

The Ferret Folk are slender humanoid ferrets with antipathy towards Ransil.

Prowess 3d (10)

Life 3+3d (13)

Armour none or leather

Flying Snake

The flying snake has been domesticated for use as a courier. It is doggedly loyal to the courier service, and will fight to deliver any message carried.

Prowess 2d (7)

Life 2d (7)

Hide thick

Fungal Creeper

The Fungal Creeper is a patch of fungus growing upon a boulder or wall. Its name comes from its ability to creep along the wall, following the warmth of living creatures. It draws its sustenance from minerals found in rock and stone, and has somehow learned to supplement its diet with fresh blood. The Fungal Creeper attacks by sinking tiny root-like appendages into exposed flesh, and may be distracted by fresh meat whether in the form of meals no more than 1 day old or the body of a fallen fighter. They are scavengers, and will move to feed off carrion as soon as it is detected.

Prowess 6+1d (9)

Life 3d (10)

Hide thin

Glass Butterfly

Glass Butterflies are made of coloured glass and resemble butterflies the size of a bird or cat. They were once made as decoration for the noble houses of antiquity, and are usually found in large numbers flitting aimlessly about. Glass Butterflies will usually ignore any creature that comes near them, and simply fly a few feet away if attacked. They are constantly in motion, creating a pleasant play of light and colour if there is a light source present, and only touch the

ground when destroyed. They make no attacks, and cause no damage.

Being mindless, they are unaffected by sleep, charm, and similar effects. While they can be easily destroyed, the magic that animates a Glass Butterfly is too powerful to be contained in such a frail and simple vessel. When slain, there is a (non-damaging) burst of energy within fighting range. There is a cumulative chance, equal to 1 per Glass Butterfly destroyed so far during the combat and rolled each time on 3d, of causing an energy flare. This causes all beings within missile range (except for Glass Butterflies) to suffer a random magical effect at the Guide's whim, with no Favour rolls allowed.

Prowess 1

Life 2

Hide thin

Glurm

Intelligent frog-like humanoids, the Glurm can usually be found sitting in meditation or study amid scenes of natural beauty. They wear simple loincloths and will have a bamboo staff within arm's reach. Their dwellings are of woven reeds, and contain only a few simple items. If there are several Glurm in the area (they live alone), there will be a "place of harmony" near a stream or river. This will be a cleared expanse of sand, dotted with boulders to sit upon, and the Glurm come here to discuss philosophy and practice their martial arts.

The spiritual studies of the Glurm have given them mystical powers. Glurm are pacifists, and if threatened will attempt to drive off foes with an intimidating display of martial arts; all onlookers must make a Favour roll or back away. They cause normal damage with their unarmed strikes, and can focus their spiritual energy through their

bamboo staff to cause +2 damage. In addition, if the attack succeeds by 4 or more points, they may trip or disarm a foe if the defence roll is failed. In an open area, the Glurm may use its bamboo staff to make a pole-vault kick against an opponent out of fighting range, possibly knocking them down (Prowess roll to avoid).

Any treasure possessed by the Glurm will be in the form of scrolls discoursing on obscure philosophical topics, and finely crafted writing materials. Glurm enjoy sharing their spiritual insights with like-minded folk far away, yet dislike leaving their places of harmony; thus, any money possessed will be to pay couriers.

Prowess 6+2d (13)

Life 2+2d (9)

Magic 6+1d (9)

Hide thick plus use staff as shield

Gorgon

The Gorgon is a serpent-haired woman made of stone. She has the terrible power of allure, causing those who meet her gaze to open their arms to her embrace. Her snakes then bite (no defence roll is allowed if acting under allure), injecting a poison that deals 4d damage and turns the body to stone if it kills. Gorgons may also wield weapons and shields; those who do not may learn magic, if they can find scrolls or a tutor. Some wear bejewelled veils, hiding their terrible gaze, to live and work among other races. Others enjoy masquerading as slave girls, to trick unwary travellers into looking at them up close.

Prowess 3+2d (10)

Life 6+2d (13)

Magic 2d (7)

Hide thick

Great Eagle

The Great Eagle is a huge bird of prey, capable of carrying away a riding lizard and its rider. They nest in the highest mountains, and can fly for days without tiring. They attack with claws and bite (two attacks at +3 damage), and have been known to cripple flying ships.

Prowess 6+2d (13)

Life 12+6d (33)

Hide thick

Great Hare

The Great Hare is a hare the size of a riding lizard. It has terribly sharp teeth, and a vicious temper. Anyone bitten must roll against Favour or suffer a maiming injury.

Prowess 1+2d (8)

Life 3d (10)

Hide thick

Great Insect

The Great Insect is a fly, wasp, bee, ant, or similar creature the size of a riding lizard. It may have a poison stinger that causes 3d damage, or strong sharp mandibles causing +2 damage.

Prowess 2d (7)

Life 2+2d (9)

Hide tough

Great Lizard

The Great Lizard is a large reptilian monster. Its bite causes +1 damage.

Prowess 2+2d (9)

Life 3+3d (13)

Hide thick

Great Snake

The Great Snake is a huge reptilian monster. Its bite carries deadly poison (4d damage). Superstitious villagers sometimes form sacrificial cults around Great Snakes.

Prowess 3+2d (10)

Life 6+3d (16)

Hide thick

Gryphon

The Gryphon is a cross between an eagle and a lion, and can attack twice per round for +1 damage. They nest in mountains and an unhatched egg may be worth 1d Marks.

Prowess 3+2d (10)

Life 6+2d (13)

Hide thick

Guard

Guards are human soldiers and mercenaries. They may be found guarding merchant caravans, patrolling villages, and lounging in barracks.

Prowess 1+2d (8)

Life 6+2d (13)

Armour leather

Guard Captain

The leader of a squad of guards may be more experienced and better equipped.

Prowess 3+2d (10)

Life 6+2d (13)

Armour leather plus shield, or mail

Gwurrum

An eerie green mist seeps through the trees at twilight, stealing up to the houses of those who forgot to leave an offering to the kindly folk of the woods. It is the Gwurrum, monstrous servant of the faerie court, come to pay a visit.

The Gwurrum is composed of equal parts choking mist and thirst for blood. It can force its way through the tiniest cracks in any barrier, crawl uphill, and pour down chimneys and throats like cold water. The misty body is roughly twice human height in diameter, and trailing tendrils can reach from its form up to beyond fighting range. Any and all targets within range will be attacked, though if free to choose the faerie monster will prefer to focus upon children and small animals. Dim-witted and malicious, it can be distracted by offerings of whiskey, recitations of poetry extolling the virtues of the faerie folk, and the singing of an unbroken voice. Iron objects cause 1d damage (or an extra 1d damage if weapons) to the Gwurrum, but turn to dust within 1 round upon contact. Smiths versed in faerie lore keep bags of bent nails and unsalvageable scrap in their homes for this purpose. The faerie monster is otherwise immune to fire, poison, lightning, or mind-affecting attacks. It cannot pass a chalked circle warded by prayer, nor attack anyone completely drunk. All through its attack the Gwurrum will whisper mockingly at its appointed prey.

In the morning, when a Gwurrum goes away, dead leaves will be found scattered around the dwelling of anyone it has attacked. Children who survive the attack of a Gwurrum may, upon growing up, pass freely in the faerie realms, by order of the faerie nobility.

Prowess 3+3d (13)

Life 9+3d (19)

Hide thin

Harvrir

“He speaks to folk no more, and his nails are long; poor Harvrir lost his wits, hearing faerie song” – from a folktale of the wasteland

The Harvrir appears to be an old man of wild appearance, muttering into his tangled beard as he crawls along the riverbank, licking pebbles and picking at clods of earth. It is the spirit of someone driven mad by faeries, cursed to wander on all fours seeking something it dropped long ago. Upon sighting anyone near the riverbank, the Harvrir leaps into a frenzied attack.

The Harvrir attacks by clawing and biting (two attacks), and if both attacks hit it latches on with terrific strength to cause additional continuous damage per round. Mind-affecting spells have no effect. Instead of causing damage, a Harvrir may elect to destroy one normal item of equipment carried or worn by its victim that it can reach; its usual tactic is to first destroy the victim’s weapon, laughing as it does so.

The Harvrir can be distracted by tossing pebbles into the water, and will recoil in terror from anyone who sings of faeries and river spirits to his face. If someone can somehow convince the Harvrir that a particular stone is what he is looking for, he will grab it and dive into the river.

Prowess 6+2d (13)

Life 3+2d (10)

Hide thin versus magical weapons, tough otherwise

Headless Hound

Headless Hounds are formed from the spirits of hunting dogs. They haunt desolate bogs and moors, as well as abandoned villages. A headless hound appears to be a large black dog, but with an eerie green glow where the head should be. The creature’s flanks may be lined with scars or torn open, exposing faintly glowing bones and the

absence of innards. At night from a distance, the glow may be mistaken for a lantern, campfire, or swamp light.

The headless hound attacks with a ghostly bite that passes straight through clothing and armour, its jaws materialising directly in the target's flesh. Bitten flesh is chilled, and heals at half normal rate unless magic is used. They are immune to mind-affecting magic.

Headless hounds are faerie-kin, and according to folklore will cease their haunting and join the wild hunt if it passes nearby. Anyone slain by a headless hound has a chance of returning from the grave as a shadow-like spirit to be pursued nightly by headless hounds.

Prowess 6+2d (13)

Life 6+2d (13)

Hide thick

Hydra

The Hydra is a gigantic multi-headed snake. It can attack up to half a dozen different opponents at once, or up to three attacks on one opponent, and causes +2 damage per bite. If slain, all of its heads must be struck off or it will eventually regrow and heal.

Prowess 3d (10)

Life 6+4d (16)

Hide thick

Imp

The Imp is a small reddish-brown humanoid, with two small horns atop its bald head, forked tail, hoofed feet, foul grin, and cruel sense of humour. It attempts to leap onto the shoulders of travellers and lock its strong legs about their neck. The victim is allowed only the one Prowess roll in an attempt to unseat the Imp; if failed they are stuck with it. The imp then proceeds to mutter instructions and

suggestions in the victim's ear, effectively taking control and causing a loss of 1 Favour per day. It is otherwise weak in combat (-1 damage).

Prowess 4+1d (7)

Life 2d (7)

Magic 2+1d (5)

Hide thick

Kronite

The Kronite resembles a roughly spherical mass of fur, with no obvious mouth or sense organs, and has numerous small sphincter-like openings all over its body. Adventurers have called it a “squidgy brown fuzz-ball”. It moves by rolling, or levitates by expelling gas from its various orifices in haphazard fashion. The Kronite attacks by bumping and floating about. It can also expel a stream of acidic liquid within fighting range, for 2d damage. The Kronite tends to have leaves and debris matted into its fur. How it feeds or reproduces is a mystery.

Prowess 1d (3)

Life 1d (3)

Hide thick

Leaping Maw

The Leaping Maw is a weird form of parasite. It is never encountered alone, as it requires a host. A dog-sized creature can support only the one, while a human can support up to four, and larger creatures can support nine or even more. According to travellers' tales, it is a fanged leaping spider; in fact, it is able to transport itself magically from flesh to flesh.

The leaping maw looks like a wolf-like mouth, sprouting from a creature's body. The body is a fist-sized lump, hidden in the host's body, and the host must usually be slain

in order to get at it. The Leaping Maw is able to project its mouth onto or into any flesh within fighting range. This allows it to make one attack per round, with no defence allowed, as if against an unarmoured target. It cannot attack anyone wearing a Mind-Ward Talisman or magically turned into any substance other than flesh. Use of a Magic Portal spell will slay or drive out 1d Leaping Maws within fighting range, instead of opening a portal.

If a Leaping Maw remains in its host for a week, the host begins to experience surreal and vivid dreams and hallucinations that cause a permanent loss of 1 Favour per Leaping Maw per month. As these mental disturbances are often of a disorienting and strangely pleasurable nature, the host may willingly feed the parasite and encourage infection. In some bazaars, taverns, and flophouses, in the seedier parts of exotic towns, the sight of someone drooling, staggering and giggling, eyes unfocused, as they place food into their clothing is less remarkable than certain more unsavoury pursuits of such neighbourhoods. Hence, an infestation of Leaping Maws may often go unnoticed.

Prowess 2d (7)

Life 1d (3)

Hide thick

Lephane

The Lephane is an aquatic carnivorous elephant, with an elongated trunk that accounts for three-quarters of its body length. Its body resembles a boulder, and it lives in rivers and lakes. The Lephane attacks by grabbing with its trunk (causing immobility as well as constriction damage) and dragging prey underwater, where it can bite those that have not yet drowned. It is an accomplished swimmer, but lazy, preferring to walk along the river bottom using its trunk as a snorkel. The tusks of this river monster are worth 1d Marks.

Prowess 8+1d (11)

Life 10+3d (20)

Hide thick

Lion/Tiger

Lions and Tigers can attack with claws and bite (2 attacks); if both hit, +2 additional damage is caused.

Prowess 2+2d (9)

Life 3d (10)

Hide thick

Lion Folk

The Lion Folk are savage tribal humanoid lions. They cause +1 damage due to their strength and ferocity.

Prowess 4+2d (11)

Life 1+2d (8)

Hide thick plus shield

Living Lightning

The Living Lightning is, as its name implies, a bolt of energy that flies through the skies, alive and aware. Its erratic touch acts as a Lightning Strike spell.

Prowess 2d (7)

Life 1+1d (4)

Hide tough

Manticore

The Manticore is a winged lion with the head of an old man and the tail of a giant scorpion. In addition to clawing and biting (+2 total damage), it can sting once per 1d rounds for 2d poison damage. It may forgo its damage bonus to bat away attacks as if it had a shield.

Prowess 8+1d (12)

Life 10+2d (17)

Hide thick (plus shield)

Mothdog

Feathery and brightly fluttering, the Mothdog is a cross between a moth and a dog. The head has compound eyes and feelers; otherwise the creature looks like a greenish feathered dog. Due to its canine intelligence, the Mothdog can be tamed; however, due to its insectoid nature it grows from an egg through a larval stage. It can emit a piercing high-pitched sound, primarily as a warning signal; if maintained for more than one round, it causes disorientation and temporary deafness within fighting range. Some folk use the Mothdog as guards and trackers, due to its superb combination of canine scent and bat-like echolocation. Trained mothdogs are intensely loyal.

Prowess 2+2d (9)

Life 2+2d (9)

Hide thin

Mystic

A Mystic is a robed human often occupied in meditation, fasting, tending to a shrine, and similar spiritual pursuits. They often take strange vows restricting their behaviour.

Prowess 2d (7)

Life 3d (10)

Magic 2d (7)

Armour none

Newt Folk

The Newt Folk are intelligent reptilian humanoids the size of Dwarves. They are armed with spears and shields, and are excellent riders and handlers of riding lizards.

Prowess 1+2d (8)

Life 1+2d (8)

Hide thin plus shield

Newt Shaman

The Newt Shaman is the leader of a tribe of Newt Folk.

Prowess 2+2d (9)

Life 2+2d (9)

Magic 1+1d (4)

Hide thick

Night Folk

The Night Folk are a race of humans who have become part shadow. They are ghostly by daylight, and can only act when standing in shadow. By night their powers increase.

By day:

Prowess 2d (7)

Life 4d (14)

Magic 2d (7)

Hide thin

By night:

Prowess 3d (10)

Life 4d (14)

Magic 4d (14)

Hide thick

Night Hunter

The Night Hunter is a horned, black, faceless, bat-winged humanoid with long talons and a longer, prehensile tail (2 attacks). They are stealthy and shun daylight.

Prowess 3d (10)

Life 4d (14)

Hide thick

Nude Slave Girl

The Nude Slave Girl has the power of allure, and is worth 2d Marks as treasure. She retains her youth and beauty as long as she serves willingly and remains unclothed.

Prowess 1d (3)

Life 2d (7)

Armour none

Nymph

A Nymph is a nature spirit appearing as a beautiful girl, often dancing nude through streams and tall grass. Her power of charm and allure is so great it is resisted at a penalty of 2, and if succumbed to a male might not be seen or heard from again. Nymphs are a manifestation of the life of the world, and sicken and wither if taken into wasted lands. Being ageless and inveterate gossips, they will know many rumours and legends about their surrounding area, and may give clues or helpful suggestions to any who approach them with courtesy. They know instinctively if a traveller has prayed or given an offering at a shrine recently, and are more likely to aid such travellers. Otherwise, they may require a minor quest.

Prowess 2d (7)

Life 18+3d (29)

Magic 6+2d (13)

Hide thin

Old One

The Old Ones are an ancient race from an unknown world far beyond the wasteland. They have large, spiky barrel-like bodies with an indeterminate number of folding appendages that may be used as arms, legs, tentacles, and wings. No sense organs are apparent. They may attack up to three opponents within fighting range at once, causing +2

points of damage. Communication is effected by a curious piping, whistling sound.

Prowess 12+2d (19)

Life 18+2d (25)

Magic 6+2d (13)

Hide tough

Portal Camel

The Portal Camel is an intelligent and magical creature, resembling a normal camel with three humps and two heads. It has a high opinion of itself, and will complain loudly if treated as a mere pack beast or mount. The necks are snake-like in their flexibility, and can turn back to face a rider. Each head has 1+1d Magic points, and three Portal Camels working together can cast a Magic Portal spell without cost once per adventure.

Portal Camels collect stories and legends of the lands they pass through, and some become sages on obscure topics. Their lips are almost as dextrous as human fingers, allowing them to manipulate simple objects (such as the money pouches slung about their necks or the monocle or spectacles, fez and similar headgear they sometimes wear). They may be convinced to join a merchant caravan or group of travellers if someone offers to act as intermediary.

Prowess 2d (7)

Life 2d (7)

Magic see above

Hide thick

The Guide may use these scores, sans magic, for normal camels if so desired

Rabbit Folk

The Rabbit Folk are mischievous humanoid rabbits.

Prowess 3d (10)

Life 3d (10)

Magic 3d (10)

Armour none

Riding Lizard

A Riding Lizard is a domesticated reptile, placid and omnivorous. Sluggish in the morning, it is capable of maintaining a steady tireless pace for hours on end.

Prowess 1+1d (4)

Life 2d (7)

Hide thick

Riding Otter

The Riding Otter is a domesticated otter. It is an excellent swimmer.

Prowess 2+1d (5)

Life 2+1d (5)

Hide thick

River Folk

The River Folk are gypsies of the waterways. They travel in family houseboats, and know the secret ways between the rivers and lakes of the wasteland.

Prowess 6+1d (9)

Life 6+2d (13)

Magic 1+1d (4)

Armour none

River Elder

The family elders of the River Folk sometimes possess greater magical power.

Prowess 6+1d (9)

Life 6+2d (13)

Magic 2+2d (9)

Armour none

Rock Brute

The Rock Brute is a magical creature composed of rocks and dirt in the form of a large and lumpy humanoid figure. The belly is one large boulder, and the eyes are glowing red gems. If slain, the Rock Brute collapses into a pile of rubble.

Prowess 6+2d (13)

Life 15+3d (25)

Hide tough

Siren

The Siren is a cross between a large bird and a wild-haired woman. It has the power of charm by means of its singing and touch, and attacks with its talons. They are known to interbreed with humans, and may walk openly in some wasteland villages.

Prowess 2+2d (9)

Life 2+2d (9)

Hide thin

Shape-Leaper

The Shape-Leaper is a human who has learned to take on animal form. Each change of form costs 1 magic point. Shape-Leapers sometimes serve as tribal shamans.

Prowess 3+2d (10)

Life 3+2d (10)

Magic 6+2d (13)

Armour none

Hide thick

Shambling Corpse

The Shambling Corpse is a human or humanoid who has returned from the grave. They are poor combatants, unable to think or defend themselves, and continue to rot away.

Prowess 3+1d (6)

Life 6+1d (9)

Hide thin

Silhouette Dancer

The Silhouette Dancer is a magical humanoid creature that dances across the landscape. Its body is an ever-changing kaleidoscope of colour and light.

Prowess 3d (10)

Life 2d (7)

Magic 1d (3)

Hide thick

Skull Mural

The Skull Mural appears to be a horrifying design carved or painted onto a wall, often in a foul shrine where human sacrifice is practiced. A bizarre amoeboid creature, it is suffused with dark mystical power. Easily mistaken for decorative art, it seeps along walls and ceilings positioning itself for attack. If someone unaware of the Skull Mural's true nature reaches out and touches it, the creature gains a free attack against them (no defence allowed) at a +2 bonus. The Skull Mural attacks by fastening tiny protoplasmic hooks and suckers onto bare flesh, drinking the blood and life juices of its victim. Once attached, it causes continuous damage per round until killed or driven off with flame, alcohol, or melted butter. Adventurers and dark priests aware of the creature's nature have been known to pour animal blood on the floor underneath it, so they may pass unmolested. The Skull Mural becomes effectively

invisible while in the puddle of blood, and anyone stepping on the puddle runs the risk of attack. A sated Skull Mural changes to a reddish colour and bloats slightly. Seeping back to its original position, it is easier to detect for the next few hours.

Prowess 3d (10)

Life 3d (10)

Hide thick

Sky Worm

A Sky Worm is a long spiny worm, with bat-like wings sprouting from its catfish-like head. They are generally dark purple-grey with red eyes and blue-veined wings. Although native to distant, cloud-wrapped peaks, sky worms have been domesticated as aerial mounts. They attack with bite and tail lash (two attacks), and the tail lash is capable of knocking a rider off a similar aerial mount (Prowess roll to stay in the saddle). Trained sky worms can roll in mid-air as they tail-lash, providing shield-like cover for their riders. They are also trained to dive after a falling rider, to allow their rider to remount. They dance in thunderstorms.

Prowess 1+2d (8)

Life 3d (10)

Hide thick

Songdrake

The Songdrake is a reptilian canary with a beautiful singing voice that has the power of allure. It is worth 1 Mark as treasure, and is quite tame.

Prowess 2 (12 for purpose of defence, due to flight and small size)

Life 2

Hide thin

Sorcerer Ox

A Sorcerer Ox is a member of a race of humanoid oxen, gifted with magical abilities, clad in silk robes, taller than a human, and bearing long curving horns capped with tassels. Its clothing and jewellery is worth 1d Marks in total, and it possesses a magical item on a 3d roll of 8 or less. The great size and strength of a Sorcerer Ox grants it a +2 damage bonus with its ornate staff, which it is able to block attacks with as if a shield. All are counted as Magicians for purposes of spell use. It may catch a weapon aimed its way and cause it to rot or rust away within a matter of heartbeats. Anyone conversing with a Sorcerer Ox for a quarter of an hour will become charmed, although the good-natured Sorcerer Ox will be loath to exploit this effect of their eloquence and trustworthiness except in dire circumstances. Due to their great strength and endurance, they may do the work of three men, and may be found doing hard work in return for food and lodging.

Prowess 6+2d (13)

Life 8+2d (15)

Magic 6+2d (13)

Hide thick plus shield

Sphinx

The Sphinx is a tall winged lion-like woman that enjoys riddle contests. They attack twice per round with their bite and claws, for +1 damage each. Sphinxes like to prevent travellers from passing down a trail, exacting a toll of those who do not answer their riddles.

Prowess 3d (10)

Life 9+3d (19)

Magic 6+3d (16)

Hide thick

Spine Rat

Spine Rats are lizard-like rats (or rat-like lizards) as long as a human's arm, red-eyed, and covered in spiny overlapping scales. A ridge of spines along the back runs from head to tail. They gather in rundown, abandoned or less-frequented parts of town, and show boldness in numbers. Due to the muck and slime of their habitat, the ridge-spines are likely to be tainted with soiled material. Anyone jabbed by a spine, or in prolonged contact, must make a Favour roll or contract an ailment that will leave them bed-ridden and fevered for 3d days.

Prowess 1d (3)

Life 1d (3)

Hide thick

Spire Pest

The Spire Pest is a two-headed and six-armed monkey that lives on roofs (spires and minarets are preferred) and high in the treetops. In some towns they are tolerated as messengers of the gods, and roam the streets and shrines with impunity. They race from rooftop to rooftop and steal food (and occasionally coins and trinkets) from the streets below. Spire Pests attack by clawing, as well as throwing rocks or other small objects (such as roof tiles), and can divide their attacks between two opponents. They are excellent climbers.

Prowess 2d (7)

Life 2d (7)

Hide thin

Stone Raven

The Stone Raven is a bird-like creature made of stone that may be mistaken for a statuette. It attacks by clawing and biting, and is immune to poison, ailments, gaseous

attacks, and mind-affecting magic. A group of Stone Ravens can pool their magic to create a Turn to Stone spell-like effect. They are known to eat gems, and may have 1d Marks worth of gems as treasure. If slain and ground to dust, a Stone Raven can supply one of the ingredients in a potion that allows dream-travel to other worlds.

Prowess 1+1d (4)

Life 2d (7)

Magic 1

Hide tough

Talking Animal

A Talking Animal is intelligent, and may be a cat, dog, goat, owl, rat, snake, or spider.

Prowess 1d (3)

Life 1d (3)

Magic 1d (3)

Hide thin

Talking Statue

Some statues are magically aware of their surroundings and able to converse with travellers, passing on clues or gossip. While they may not move from where they stand, they can move their arms and upper body in defence if attacked. Some can cast spells. At the Guide's whim, a Moving Statue might cause +1 damage with its stone fists.

Prowess 2+2d (9)

Life 3d (10)

Magic 1d (3)

Hide tough

Tatengr

The Tatengr is a water-dwelling faerie spirit formed from the bones of a child or youth who has drowned. Anyone commanding it in the name of the faerie folk may cause the spirit to break off its attack. The body of a Tatengr consists of the bones, hair, and torn clothing of the drowning victim, covered in mud, weeds, and a watery aura. This would be a horrid sight, if not for the Tatengr's illusory impersonation of the appearance it had in life. Onlookers only get a Favour roll to pierce the illusion if they suspect something is wrong, although Second Sight can provide a clue that all is not as it seems. The Tatengr does not speak nor make any sound, and will put a finger to its lips if anyone attempts communication.

The hug of a Tatengr ignores armour, drenching the victim in mud and slimy water (-2 penalty to Prowess). The kiss of a Tatengr also ignores armour, even seeping through a full-face helm, and causes continuous drowning damage while it is maintained. Once a Tatengr has a firm grip on their victim, a great feat of strength is required to drag or kick them off. Due to the tight embrace, any attack may hit the victim instead. Anyone who survives the kiss of a Tatengr must make a Favour roll or lose their voice. If the Tatengr also survives, they steal the victim's voice so they may weep, cackle, pray, and sing – but not speak.

Prowess 7+1d (10)

Life 1d (3)

Hide tough

Tentacle Horror

The Tentacle Horror is a huge mass of writhing tentacles, greenish-black, with few other discernible features. The sight of it is liable to cause fear and horror. It can attack up to a dozen separate foes simultaneously, reaching out of

fighting range, or direct two or three attacks against the same foe within fighting range. Against up to half of those it attacks, it may bat away attacks as if with a shield. Any foe attacked must make a Prowess check to avoid being grabbed by a tentacle and dragged away. Upon making a successful attack, a fighter with a sword or axe may cleave off one of the beast's tentacles. The Tentacle Horror may be found in desecrated shrines and dark places of the world.

Prowess 3d (10)

Life 10+3d (20)

Hide tough plus shield

Thornweed Mount

The Thornweed Mount is an ambulatory bush trimmed into the shape of a quadruped. Dimly intelligent, it can be used as a mount or beast of burden. Riders hang onto blunted thorns, directing travel via magical communion (Magic 7 or higher required). The Thornweed Mount defends itself by whipping about, often unseating a rider (unless Prowess 13 or higher), and can make two lash attacks per round. Despite its apparent lack of sense organs, the Thornweed Mount can somehow detect creatures and objects within missile range.

Prowess 5+1d (8)

Life 2+2d (9)

Hide thick plus shield

Three-Headed Dog

A Three-Headed Dog is able to make three attacks in a fight, against up to two different opponents. Two of the heads tend to gang up on the third, controlling the body most of the time. A Three-Headed Dog spends much of its time arguing with itself; while impossible to sneak up on, it can be distracted and confused.

Prowess 2d (7)

Life 3d (10)

Hide thick

Torthri

A Torthri may be mistaken for a well-fed leopard or jaguar. It is semi-bipedal and of near-human intelligence, capable of walking on all fours to fool onlookers, and its forelimbs have hands capable of grasping tools, wielding weapons, opening containers, etc. In some parts of the wasteland they are venerated as nature spirits and pass freely through villages. The Torthri is able to exert a magical charm upon humans and humanoids, by meeting their gaze and concentrating for one round. The Favour roll to resist is at a -1 penalty, and the charmed become willing slaves and worshippers. Whole villages have come under the sway of a Torthri, constructing shrines in which to offer up food and treasure. If forced into combat, the Torthri can defend itself with a bite, and simple weapons such as the spear, staff, and axe. The Torthri is intelligent enough to recognise the value of enchanted items, but cannot utter any necessary command words. There persist tales of Torthri speaking through their charmed slaves by telepathy, and of whole villages starving to feed their greedy idols.

Prowess 3+2d (10)

Life 3+2d (10)

Hide thick

Two-Headed Folk

The Two-Headed Folk are reclusive hermaphrodites, easily distressed by “single-sided” folk. One head is male and the other is female. Communication is male to female, and vice versa.

Prowess 4+1d (7)

Life 2+2d (9)

Armour none

Tyrant Flier

The Tyrant Flyer is a large semi-gaseous creature, shaped like an arrowhead, with a long whip-like tail that causes +1 damage and paralysis. It is used as a mount by the denizens of the Towers of Tyranny, and can be compelled by anyone with a Magic of 7 or higher.

Prowess 3+2d (10)

Life 15+3d (25)

Hide thick

Tyrant Lord

A Tyrant Lord is a denizen of the Towers of Tyranny. Whether it is an actual ruler or not is unknown; it seems to command the forces of the tower like a guard captain or major domo. The Tyrant Lord has a grotesque body, the sight of which causes horror, with thick tentacles in place of arms and legs, and a bulging head with multi-faceted eyes. It carries a ceremonial rod, denoting its power of command, and may wear a hooded robe.

Prowess 6+2d (13)

Life 12+3d (22)

Magic 6+2d (13)

Hide thick plus shield

Tyrant Minion

A Tyrant Minion is a denizen of the Towers of Tyranny. It is a foot soldier in the tower guard, and is armed with a jagged-bladed sword with an ornate hilt that causes +1 damage and can be used as a shield. Its grotesque form is similar to that of a Tyrant Lord. They patrol the areas surrounding the Towers of Tyranny.

Prowess 3+2d (10)

Life 9+2d (14)

Magic 2d (7)

Hide thick plus shield

Unclean Spawn

The Unclean Spawn appear almost human, although if glimpsed their disrobed form will cause horror. They originate (at least in part) from an unknown world.

Prowess 3d (10)

Life 3d (10)

Magic 6+2d (13)

Hide thick

Vampire

A Vampire is a dread spirit that has returned from death to feed upon the blood and will of the living. It resembles a pale human, fanged, with neither shadow nor reflection. Any who meet the vampire's gaze may succumb to its charm and allure, and those who oppose it in combat will suffer from its terrible strength. The vampire causes two extra points of damage per blow, and when biting can choose to inflict Prowess loss instead. The survivor of a vampire attack permanently loses 1 point of Life, Prowess, or both (reduce the maximum score by 1). Upon being reduced to zero Life, a vampire is not slain; instead, it turns to mist and flies away to rest in its coffin. The vampire will return at full strength the next night. To slay a vampire, a wooden stake must be driven through its heart, or the head separated from the body and each part burned separately. Vampires can call upon dark magic.

Prowess 12+1d (15)

Life 10+3d (20)

Magic 3d (10)

Hide tough plus shield

Villager

Villagers are simple human peasants, of little account in fights save as a mob.

Prowess 1d (3)

Life 1d (3)

Armour none

Voldeem

The Voldeem, or Tentacle Itch, is related to the Leaping Maw. It appears as a large pustule-like lump upon the body of its host. As with the Leaping Maw, a dog-sized creature can support only the one, a human up to four, and larger creatures nine or more. When active or attacking, the lump splits open and a rubbery tentacle emerges, as long as a human arm, flailing and probing about.

The Voldeem can attack by lashing at any being their host comes into physical contact with. If they have taken over their host (see below), they will cause it to grapple opponents or at least come into close proximity so they can attack. If the host has any special attack forms, such as spell use, the Voldeem will use them. The lash of a tentacle causes 1 less point of damage, and even if no damage is caused a Favour roll is required to avoid an egg being implanted that will grow within 1 week into a Voldeem (this is their primary method of reproduction). Use of a Magic Portal spell will kill or drive out all within fighting range instead of opening a portal.

If the Voldeem remain in the host for more than one week, the host will begin to hear voices in their head. These voices whisper and taunt, urging blasphemous and embarrassing acts; they respond with cruel laughter to

attempts to drive them away, and invade sleep with increasing frequency. This causes a permanent loss of 1 Prowess per Voldeem per month. When over half the Prowess has been drained, they start taking control. The host may seek to rid themselves of the voices through self-destructive acts, or simply break down in a corner and lose their willpower. The Voldeem can broadcast their voices to anyone within fighting range not protected by a Mind-Ward Talisman or immune to charm effects.

Prowess 2d (7)

Life 1d (3)

Hide thick

War Beast

The War Beast is a blue eight-legged reptilian lion, fiercely loyal to its War Folk masters and savage in a fight (+1 damage). It is a skilled tracker, and rarely becomes lost.

Prowess 3+2d (10)

Life 5+3d (15)

Hide thick

War Folk

The War Folk are a purple-skinned human-like race that lives solely for combat and battle in all forms. They are a proud people, quick to take offence or offer challenge.

Prowess 12+1d (15)

Life 12+3d (22)

Armour mail plus shield

War Leader

A War Leader is a leader of a group of War Folk. His great skill in fighting allows him to choose to give a +2 bonus to damage, defence, or the defence of another he

fight alongside, chosen each round. If defeated in single combat, he loses his status as leader.

Prowess 12+1d (15)

Life 12+4d (26)

Armour mail plus shield

War Mount

The War Mount is a giant red six-legged reptile, used as a mount and battle platform by the War Folk. It can carry a small group in a howdah, which can aid in forming a shield wall and provide a stable platform for missile fire.

Prowess 3d (10)

Life 10+4d (24)

Hide tough

War Priest

The War Priest is the tribal shaman of a group of War Folk. He advises the War Lord, and leads the group in rituals of ancestor worship and battle readiness.

Prowess 6+2d (13)

Life 12+1d (15)

Magic 2d (7)

Armour mail plus shield

Wild Child

A Wild Child is a young human who has been raised by animals. They can live off the land when others would starve, and are uneasy in civilised surroundings.

Prowess 6+1d (9)

Life 6+2d (13)

Armour none

Wise Tree

The Wise Tree is a very old tree that has “woken up” to the world. It is slow to move, slow to speak, and slower to think, yet its depth of wisdom is great indeed.

Prowess 3+2d (10)

Life 9+2d (14)

Magic 2d (7)

Hide tough

Wolf

The Wolf is an intelligent canine hunter and scavenger of the wasteland, lurking at the edge of battlefields and descending upon villages in large packs in search of food.

Prowess 2+2d (9)

Life 2+2d (9)

Hide thick

Yantod

The Yantod is a wolf-like humanoid that feeds on fear and is capable of rending a grown man limb from limb. It is strong, bloodthirsty, and vicious, causing 1 extra point of damage in a fight. A lone killer that enjoys terrorising villagers and travellers, the Yantod may be mistaken for a Shape-Leaper who has taken wolf form.

Prowess 3d (10)

Life 3d (10)

Hide thick

Yurmp

Fat and ugly toad-like humanoids, the Yurmp are bandits and scroungers. Their clothing and armour is soiled, mismatched, and scavenged from battlefields and garbage pits. Yurmp have sour expressions and grumpy attitudes, often becoming impatient and bored while waiting beside a

road or path for someone to ambush. In villages that tolerate their presence, they are usually part of any organised crime such as gambling rackets. In areas where they are not tolerated, Yurmp live by “finding” dropped items and digging through the garbage of other races. Yurmp may be mistaken for Glurm by an untrained observer, and lowly peasant folk will sometimes confuse the two. While Yurmp are quick to take advantage of this, anyone who has met a Glurm will not be fooled at all.

Prowess 3+2d (10)

Life 3+3d (13)

Armour leather plus shield



A Guide to the Wasteland

As much of the fun of playing *Travellers of the Wasteland* comes from exploring and learning through travelling, the Guide is recommended to keep information in this section a secret from the players. Until such a time as they discover it through play, of course.

Note to the Guide

The wasteland is unlike other fantasy worlds. By turns it is wondrous, perilous, stirring, menacing, dreamlike, childlike, thrilling, entrancing, and surreal. An unready Guide may become as lost as easily as travellers do. A Guide who has not grasped the nature and tone of this game may find themselves with bored players seeking other diversions. The remedy is simple: read, absorb, imagine, dream, and read again until one feels at home here. For the journey may oft be as rewarding as the destination, if not sometimes more.

The Lay of the Land

The Wasteland is a vast continent. It is also a dreamland, fabulous and uncharted, a realm of wonder and terror drawn from the depths of the imagination. What lies beyond the wasteland is unknown, and it may be that the wasteland is all there is to this world.

How does one chart the geography of a dream? The answer, of course, is that one does not. While key features may stay in the mind, no map drawn will ever capture the essence of a magical otherworld. The same distance between two known villages might take three days to traverse the first time, two days the second, and four days most times thereafter. The world changes and rearranges itself over time, by slight and subtle means. The trail leading

out of a village will usually lead in the same direction, and once in a while may lead somewhere else entirely. One morning, the nearby hills or woods might be a few hours closer or further away. The only maps and charts one might draw, therefore, must include vague regions, blank spaces hedged by guesswork, repetitions of the same site at different points – and copious use of such phrases as “dragons beyond” and “sure knowledge ends here”.

Hereafter are described the known stable features of the wastelands. They have been around for much of the history of the world, and are as close to permanent features of the landscape as possible. Where relative positions and distance are known, these also will be mentioned in terms of the mind’s eye as one draws a mental picture.

Bent Reed Swamp

Bent Reed Swamp is a vast and treacherous expanse of bog, mud, reeds, stinging insects, hidden huts, twisted trees, strange creatures, and reclusive folk. The inhabitants are believed to pole about in little boats, never setting foot on dry land, and to stay underwater for hours breathing through hollow reeds. The swamp is at least several days travel across, and no clear track leads to or through it. The bones of those drowned in the swamp can sometimes be found dangling from tree branches or arranged into runic patterns in the bushes.

Bogs and Moors

A number of bogs and moors dot the wasteland. Some edge the Great Inland Sea. Bogs and moors tend to be mysterious places, with isolated huts, standing stones, or treacherous terrain that increases the chance of becoming lost. Some may be the lairs of legendary creatures, such as a giant headless hound or a reclusive witch.

The Darkest Forest

The Darkest Forest is a vast and gloomy woodland, rugged and all but impenetrable. The entrance to a faerie realm lies near its heart. It would take several weeks to pass through, if trails could be found and unseen monsters did not stalk travellers to slay them out of sight of their companions. One end of the forest lies within a few days travel of the upper reaches of the Great Inland Sea. The forest seems to be in a perpetual twilight state, with autumn continually falling in some parts. Summer rarely touches The Darkest Forest.

The Desert of Lost Souls

If the Darkest Forest were placed at the top of a map, above and to one side of the Great Inland Sea, the Desert of Lost Souls would usually be placed near the bottom of the map – though sometimes it would stretch towards the forest, as if seeking like company. The desert is a cold and cheerless expanse of sand dunes beneath a gloomy grey sky. Bones, ruins, and occasionally wrecked vehicles of unknown origin poke from the sands, and the wind howls and moans with spirits trapped between incarnations in the cycle of death and rebirth. Any who die here are doomed to haunt the desert for all eternity. The seasons never come to the Desert of Lost Souls.

Dragons' Waste

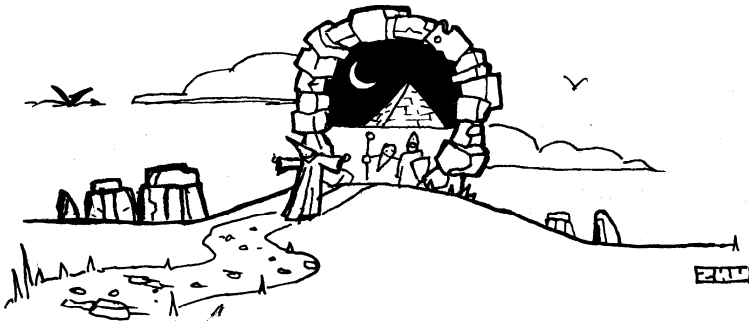
The cracked and ashen land known as Dragons' Waste is the only known wasted land not associated with a Tower of Tyranny. According to legend, it was once a fertile kingdom that became a battlefield between opposing alliances of dragons. The devastation is said to have been so great that it caused the remaining dragons to swear off open conflict in this world, and led eventually to the dragons going away to regions unknown.

The Far Icy Mountains

The Far Icy Mountains are a land of near-perpetual winter, distant and jagged. The few villages that eke out a living in their foothills are famed for their beast-drawn sleighs. They are believed to lie on the far side of the Wasteland, somewhere beyond the Wolf Plains. This area of the wasteland is high and mountainous, largely above the tree line. It takes several days to cross from the foothills into the mountains proper. Strange lights have sometimes been seen dancing in the skies between the jagged peaks; according to local legend, an enchanted citadel awaits those who dare to climb the highest snow-capped mountain.

Gate Wood

Gate Wood is believed to be a forest riddled with magic portals, some of which may lead to other worlds. No one knows where it is, or what lives in its depths. According to legend, the vanished folk who raised the standing stones of old disappeared into Gate Wood.



Gods of the Wasteland

No organised religions exist in the wasteland, and the number of gods, saints, heroes, and spirits whose names pass the lips of denizens is so great as to be uncounted. The Guide is free to use any mythical or legendary figures as deities in the game, as well as ignore or overlook the finer details of in whose name a shrine is dedicated. The Wasteland is more animistic than pantheist or polytheist, and there are no forms of monotheism or henotheism. Denizens and travellers acknowledge whichever spiritual forces they feel are relevant.

While the gods have an influence upon events in the world, through the game mechanism of Favour, they do not manifest except as omens and dreams of portent. Nor do the gods and their divine minions contest openly with each other, nor urge followers on to conflict. They do regard the actions of travellers as significant, however, and may follow events with interest. The gods are relatively distant, compared to other worlds, and are for the most part a background feature. The Guide is free to gloss over them.

Certain gods and heroes are woven into the history of the world, and are mentioned here in brief. It can be assumed the travellers know or have at least heard of them. Whether travellers choose to mention these divinities in their prayers is their own affair.

Arkor, Lord of the Mountain, is the God of Mines and Far Horizons. He watches over those who would travel far and dig deep, and is invoked by miners and merchants.

Atatha, the Grim Mariner, is the clammy-skinned God of Shipwrecks and Drowning. He sails at the helm of a ghost ship, and is propitiated in avoidance.

Breeg, Mad Axe Wielder, is the God of Rage and Bloodshed. He is propitiated by guards and mercenaries to

avoid facing violent opponents gripped by fury or drunkenness.

Calsatis, the Half-Faced Lady, is the Goddess of Calamity and Sudden Reversals. She is mirthful at the despair of others, and propitiated in avoidance of her attention.

Chareen, the Wild Dancer, is the Goddess of Hunting and Rapture. She is the muse of artists, patron of hunters, and temptress of those who would drown in sensual bliss.

The Circle of Sleeping Knights are a band of warriors sworn to Honour and Piety who dreamed their way into the Wasteland in search of chivalrous quests.

The Dark Lord is an exile from the Realm of Faerie. He wanders the world, stirring up trouble and seducing the weak into peril for his own amusement.

Door Keeper and Grain Maiden are Household Spirits, nameless and ubiquitous, who watch over hearth and home. They keep strangers out and families fed.

Dorion, the Master of Fables, is the Dog-headed God of Illusion and Puzzles. He is a teller of tales, invoked by children and storytellers, and also a patron of Magicians.

Eesh, Two-Faced Playwright, is the mad God of Comedy and Tragedy. He writes tales of life in the Wasteland, each face taking its turn, and is invoked as a curse upon fate.

The Faces in the Sky are clouds that have come alive by magic. They hear the councils of the Gods, see the Flying Ships from afar, and whistle up winds contrary and fair.

The Five Travellers are Heroes sent by the Gods upon a Quest with no end. Led by a child priest who never ages, they are Animal Spirits of great magical power.

Fyiln, Sister Fortune, is the Goddess of Sailing and Prosperity. She is the patron of sailors and gamblers, and

her blessing is sought by those wishing for wealth or a second chance.

Gleer the Unformed is a Chaos Presence, endlessly changing form and size. It writhes and burbles in a vat of burning ice, and is sacrificed to by Chaos Minions.

Gorthon One-Eye is the Messenger of Doom, sent by the gods to proclaim curses and collect the souls of those who have succumbed to terrible fates.

Halaneth, the Fervent Singer, is the Youthful Goddess of Melodies and Lamentations. She is the muse of minstrels and dancers, and invoked by those moved to strong emotion.

Irril, the Belching Buffoon, is the Fat-Bellied God of Feasting and Gluttony. He is the uninvited guest to every feast, and propitiated in avoidance by dancing girls.

Ithrys, the Weeping Saint, is the blind God of Suffering and Endurance. He is struck by visions of all the pain and misfortune in the world, and invoked for inner strength.

Jyrsani, the Veiled Protectress, is the Goddess of Secrecy and Guardianship. She is the keeper of secrets and watches, invoked by conspirators and law-abiding folk alike.

Koroth the Silent is a Skull-faced Warlock who has learned all the spells of this world and others, and wanders the wastelands seeking to sweep all magic under his dark cloak.

Lithim, the Calling Haunt, is the Goddess of Restlessness and Wanderlust. Her voice is on the wind from afar, and she lures travellers away to one journey more.

Liuseta, the Forest Mistress, is the Boar-headed Goddess of Woodlands and Wild Beasts. She watches over trails and animals, and is propitiated by the lost and starving.

Murid, the Thin Hag, is the old Goddess of Discipline and Weapons Training. Obsessed with teaching the arts of personal combat, she is invoked by stern tutors.

Myrani, the Serene Maid, is the nude Goddess of Enigma and Distraction. She is the patron of servants and amusements, invoked by those prone to gossip and idleness.

Nashal the Denier is a cursed Dreamer from another world, transferred here at the moment of his death. He fears he has gone mad, and cannot face the truth of his ordeal.

Nyshirrim, the Faceless One, is the God of Memory and Shadow. He effaces identity, bestows forgetfulness, blots out troubling thoughts, and collects wickedness.

Olsacaun, the Winged Serpent, is the God of Weather and Flight. He sends clear skies and storms, understands birdsong, and is the special patron of the Waelcirya.

Oranothai, the Junk Collector, is the God of Driftwood and Castaways. He finds broken things discarded by others, and is invoked by scroungers and the desperately lost.

Parthuru, the Burner of Blood, is the skeletal God of Famine and Pestilence. He knows the name, symptoms, and morbidity of every ailment, and is propitiated in avoidance.

Pyrasi, the Red Fool, is the Laughing God of Fire and Rashness. Fascinated by the forces of destruction and the champion of hasty decisions, he is propitiated in avoidance.

Raukon the Devourer is a Giant Beast slaying all in its path. He wanders the wastelands, causing wanton destruction and siring vicious man-eating animals.

The Rat Hero is a small brave fighter known for his Courage. His memory is invoked by Ransil and those outnumbered or facing powerful foes in combat.

Salshireem, Mistress Fate, is the Goddess of Destiny and Barter. She crafts the playing pieces of the gods, and trades in promises, opportunity, and alternate paths in life.

Srain, the Little Crawler, is the Spider God of Small and Hidden Things. He watches over insects, rodents, and other vermin, and knows the location of every dropped coin.

Turriali, the Great Serpent, is the Snake God of Healing and Wisdom. He is the arbiter of riddle contests, font of oracular visions, and patron of Healers.

Tylmarien the Witch Queen is a powerful Dreamer whose mind shaped a portion of the Wasteland to her Will before she ever arrived in this world.

Vexos the Artisan is the Dwarf whose sketchbooks and experiments led to the development of steam power. He is revered by smiths, dwarves, and artificers.

Wylyvriym, the Pebble Nymph, is the lesser Goddess of Streams and Flowers. She watches over fords and meadows, and is propitiated by those seeking pleasant journeys.

Yangen, the Running Child, is the Mischievous Goddess of Little Ones and Escaped Slaves. She is cursed by exasperated parents and other responsible townsfolk.

The Great Inland Sea

In the heart of the continent lies the Great Inland Sea, pleasantly shimmering and speckled with tiny islands, home to pirates and sea monsters that imperil any who dare sail across. Trading vessels from the Seven Shining Citadels, and lesser towns along the tranquil shores, hug the coastline

to avoid the dangers of the sea's deceptive heart. A determined captain could circumnavigate the sea in perhaps a month, were it not for the hazards presented by pirates, sea monsters, sandbars, reefs, wrecks, treacherous currents and contrary winds.

The climate over much of the inland sea is warm and mild, with short winters and long dreamy summers that feel like they could go on forever. Perhaps they do.

The Iron Mountains

The Iron Mountains are riddled with mines. Contrary to myth they are not the homeland of the Dwarves, although the largest mining town is populated mainly by Dwarves. The mines tunnel deep into the mountains, sometimes unearthing the eggs of monstrous creatures from a bygone age; a few are said to lead under the ground to distant parts of the wasteland. Travellers who retire to the Iron Mountains can make a decent living running taverns, general supply stores, gambling rings, and similar operations. All manner of ores and precious stones can be found beneath the mountains, as according to local lore the dragons of ages past buried their hoards here. Great Eagles and even more fearsome flying monsters make their lairs in the peaks, which remain mostly unscaled as a result.

Isle of the Dark Tower

The grim fortress of a powerful magician is believed to lie on this island. Though most accounts traditionally place the isle in the Great Inland Sea, the surviving journals of recent expeditions deep into the wasteland place it in a swamp-ringed lake full of monsters.

Lakes and Islands

A number of lakes dot the wasteland, and some of them have small islands. Lakes tend to be mysterious places, with skull-littered shores, enveloping fogs, or eccentric fishermen.

Islands may feature shrines, unusual creatures, or enchantments. Few lakes are so large that the far shore could not be seen under normal circumstances.

Lake of Fire

The Lake of Fire is believed to be a vast crater filled with lava and fire-dwelling creatures. Enchanted items sometimes need to be dipped in the fiery lake in order to be imbued with magic. The lake may lie somewhere near a desert or other barren land.

The Night Sky

When night falls, and the sun veils her gaze, constellations dance across the firmament and great ghostly hunters, their trailing banners illumining the land as if they were a moon of another world, make their strange pursuit across the sky. By night, if no other faces of the Wastelands have convinced the traveller, the truth becomes clear: this is no material world.

As sure as dreams, some known stars are fixed over certain sites. Others move and disappear according to cycles unknown to any who have not devoted a lifetime to their study. Navigation by the stars is effectively impossible, save perhaps within a few hours travel of a very familiar area – the traveller's home, perhaps.

Rivers and Waterways

The rivers and streams of the wasteland behave for the most part as do their counterparts in other worlds. In some instances, a river might flow uphill or a stream flow through the air. The further the traveller gets from the canals linking the Seven Shining Citadels, the less navigable or predictable the waterways become. Any group of travellers coming to a river can usually cross or travel downriver by means of an improvised raft. They may alternately wait for a passing boat. While there are fords and bridges at many points, not

all are safe to cross. Depending on the seasons of nearby lands, some rivers may be iced over or swollen. Most streams lead to rivers or lakes, and most rivers lead towards the Great Inland Sea. As a general rule, waterways will eventually lead travellers somewhere in the wasteland.

The Ruins of Myrystyr

Somewhere in the wasteland lies a ruined city, built by unknown folk in an elder age, named Myrystyr. While other ruins may be found, none are as intact – or haunted – as this city. Magic works differently here, time is confused, and few who enter ever leave.

Seasons and Seasonal Lands

The seasons of the wasteland do not follow the same course as in other worlds. Some lands bear the same season for most of the year, and some lands are only accessible for a season. There are also a few parts of the wasteland under the sway of one season or another all the time, which may only be reached at certain times of the year. Then there are lands where the seasons come and go at random, for a few days or weeks at a time, or even not at all. While the seasons may often follow the same general pattern as in other worlds, the wise traveller is aware that it may be spring in one town and autumn in another a day's travel away, simultaneously, or that while summer might never come to a gloomy forest it may be safer to travel through when neighbouring lands are cloaked in winter.

The Seven Shining Citadels

Lining the coast of the Great Inland Sea, once, were thirteen proud and mighty citadels, of which but seven now remain. These are the homelands of the travelling races, and the heartland of civilisation. Each of the citadels is home to tens if not hundreds of thousands of people, at least half of whom are of human descent. Rich merchants,

powerful magicians, and travellers whose journeys have won them fame form the leading class of citizens, with much of the menial work being done by slaves. Spring is longer, gemstones sparkle brighter, women are more beautiful, life is happier, streets are cleaner, and the buildings rear taller and prouder than in all the lands. Yet life is also duller than in the wasteland.

Little is known of the six lost citadels, save that they too once gleamed in the night as beacons of life and civilisation. In those lost ages of the world, it is said, no wastelands formed around towers, and no bandits roamed the wilderness. Then, one by one like the dying of dreams, the citadels fell and were forgotten. If their ruins remain, none seek them for fear of a curse mentioned only in whispers; for, as they fell, the citadels were forsaken by the gods.

The names of the Seven Shining Citadels are: Senlym of the Rose Gardens, Tatelyn of the Golden Domes, Pyestyris of the Mead Halls, Dischelm of the Emerald Spires, Phireen of the Great Jetties, Rhorvalym of the Lavender Paths, and Nyristris of the Gleaming Shrines. The names of the other citadels have been lost to the ages, although according to legend Oriumsi of the Silver Skies was home to the people now known as the Evagni.

Characters are assumed to be from one of the seven remaining citadels, and to have left them for little reason other than the urge to travel.

Sword River

While most navigable waterways in the wasteland lead towards the Great Inland Sea, or at least from one known place to another, Sword River is almost a realm unto itself. The river does not flow from any known mountain ranges, despite mountains being visible on the upriver horizon, and does not empty into the sea or any major lake. Some maps

show it as looping and winding endlessly through the wasteland, leading nowhere. Others show it emptying into Bent Reed Swamp. The name comes from a legend that it arises from an enchanted sword stuck in the ground, deep in an unnamed range of hills; were the sword ever to be drawn from its stony sheath, the river would cease to flow. While Sword River can be used to travel from one general area of the wasteland to another, travellers must leave its shores and travel for at least a day before entering more recognisable territory.

Thorn Hills

Most of the Thornweed Mounts of the Wastelands are cultivated in the Thorn Hills. As the name suggests, this part of the wasteland is a riot of thorny plant life. Some hills are a riot of giant rose bushes, while others are dense unpassable brambles. One end of the Thorn Hills extends into the foothills of the Iron Mountains, while the other is said to be a few days travel from either Wolf Plain or the Darkest Forest. While a river is known to pass through the Thorn Hills, no traveller has ever penetrated to the heart of this tangled land.

Time and History

Time passes in the Wastelands much as it does in other worlds, being measured in hours, days, years, centuries, and so on. However, the obsessive cataloguing of notable deeds and fixed times never caught on in this world, and so there is little accuracy to any historical records. Most tales of times past are couched in the language of myth, legend, and fable.

The history of the world can be divided into a few broad and basic eras. In the Ancient Time, of great and unknown length, the world was created, the gods brought life into the land, and the dragons ruled the skies. In the Wandering Era, the travelling races wandered the world for several

thousand years, ending with the founding of the Shining Citadels of the Great Inland Sea. In the Bygone Time, of centuries or longer, the dragons went away, some of the gods passed from memory or started being known by other names, and the Towers of Tyranny first appeared. In the Lost Age, of a thousand years or so, the citadels began to fall, the wasted lands began to spread, portals became unreliable, and dreamers began visiting this world from afar. Finally, in the past few centuries of the current era, known as the Fabled Time, the flying ships first appeared, some dreamers became legendary heroes, some old and nameless gods started paying closer attention to the world, and travel by steam power became viable.

If, during the course of an adventure, travellers come across a historical record, it will likely be barely legible and couched in such language as “the record of King Artorion IV” (whom no one has ever heard of), “Year 173 of the Itarri Exile” (a people no one has ever heard of), “under the Fourteenth Conjunction of the Luzumnik Stars” (which appear on no astrological charts), etc. The Guide is encouraged to let their imagination run misleadingly wild.

The Towers of Tyranny

Strange towers, bristly and twisted, lie in the heart of wasted lands. These intrusions from another world drain the life and magic out of the world, giving the Wastelands their name. The towers are colossal, visible from far away, and all the land around for many days travel is parched and lifeless – a wasted land. Creatures from other worlds inhabit these towers, and will kill or drive off any who approach. None know when the towers first arrived in the world, how they function, or how the drain upon the world might be halted or reversed. Some speculate they may be the manifestation of some deep secret of the world, as part of an ages-long cycle of death and renewal. Others believe

they are associated with the changing nature of the wasteland and its denizens, as the world becomes that little bit darker and crueller with each passing generation. Or perhaps they simply are cosmic vampires from beyond.

Towns and Villages

A variety of towns and villages are scattered across the wasteland, as noted under Travelling the Wasteland, and may be placed and populated at the Guide's whim. A list of sample names is given here, to aid the Guide in naming settlements during play.

Bezanor, Turak, Ishileem, Kerig Hollow, Fayren's Wood, Wirris Cove, Urshandir, Sranthen, Lorren Gate, Meirrith Lake, Drellang, Reketh-Drai, Duskport, Irimor Vale, Otterbrook, Bernaen Farm, Hawkstar Meadows, Quergen-Quor, Fylykryryn, Gull Rock, Eiraneth, Red Tower, Hale, Rook's Rest, Vrab, Callin's Market, Visanith Point, Antlerhound, Grimstone Fair, Afrim

Tracks and Trails

The wastelands are crisscrossed with tracks and trails, leading everywhere and nowhere. As a general rule, tracks are (or once were) known routes between settlements, and trails lead to other sites in the wasteland. When following a track or trail, travellers will eventually arrive somewhere. Few paths peter out into trackless lands, although some may simply lead to a natural feature such as a waterfall, rocky outcrop, or tall bare hill. As a general rule, if travellers do not know where a path leads it will lead them somewhere interesting and unexpected more often than not. There are fewer tracks and trails in difficult terrain, such as the Darkest Forest, and a greater density of paths in settled areas.

Wasted Lands

The Wasted Lands are the curse of the wasteland and source of its name. They are barren and lifeless, littered

with dust and bones. Some are shrouded in chill mists, and others are draped in silvery gloom. To anyone with a Magic score of 9 or higher they feel empty somehow, as if some vital element has been drained away. In some, the casting of a spell might require a 3d roll against Magic to take effect as normal; failure indicates a feeble result, and the waste of magic points. In others, Magic scores may be drained at the rate of 1 point per day. Plants cannot grow in the Wasted Lands, and no animals willingly enter them. The only sign of normal denizens will be the crumbling ruins of their abandoned dwellings. As a general rule, far fewer encounters will occur in a Wasted Land.

The Wasteland Sun

The sun of the wasteland is unlike the suns of other worlds. Sometimes it rises from the horizon slowly, sometimes it sets in a wild rush, and sometimes it simply appears in the sky, brightening and dimming at whim. Sometimes the sun is fiery and swollen, sometimes it is silvery and distant, and sometimes it is a blanket brilliance diffusing through the clouds. If the sun does set and rise, it never does so in the same place as the day before.

Weeping Dragon Hills

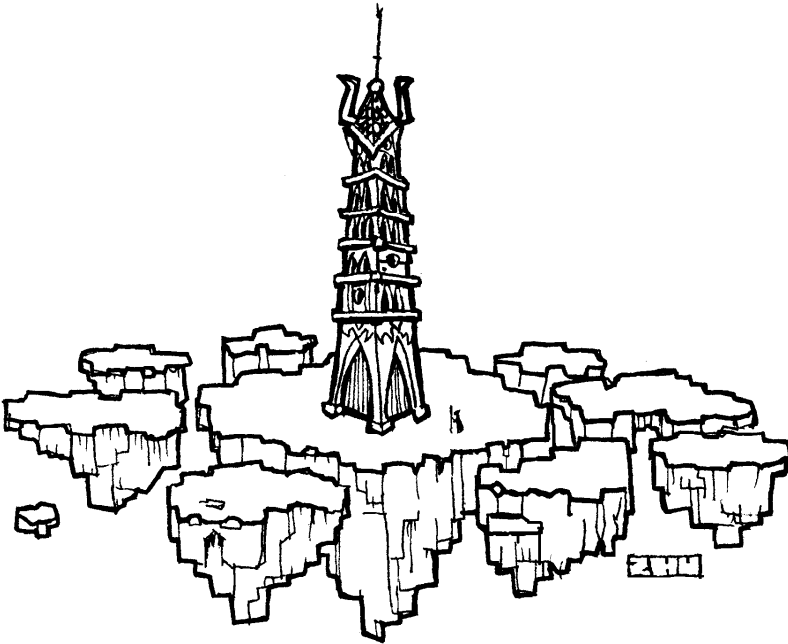
According to legend, the Weeping Dragon Hills lie on the far side of the Great Inland Sea. When the dragons went away, after the Towers of Tyranny began to appear in the world, the last of them came here to mourn the passing of their era. Nature spirits sport in streams and grassy hills, guarding the entrance to the dragon's graveyard. A few magicians of great power are believed to have retired here, their houses moving from vale to hill with each visit. The hills are suffused with magic, and will be among the last to fall to tyranny.

Wolf Plains

The Wolf Plains are said to stretch from the Darkest Forest to the Weeping Dragon Hills, taking at least a week to cross. Once a fertile land of farms and orchards, they have become a tangled wilderness hunted by wolves, bandits, and other predators. Summer only lasts a few weeks, and autumn nearly half the year, in the Wolf Plains.

Secrets of the Wasteland

The following information is for the Guide's eyes only. The secrets of the wasteland may only be uncovered through repeated journeys, long effort, a will to learn, and a demonstration of having earned them. Some secrets might never be learned.



The Fifth Score

Unknown to the travellers, at least initially, there is a fifth score: Insight. This is a measure of awareness, understanding, wisdom, and intuition. Insight relates to the traveller's growing awareness and understanding of the nature of the wasteland. It is a means by which the Guide can slip the players additional clues if desired, and also a key to altering the world.

The starting Insight score for a traveller is 0. After each successful adventure, make a secret 3d roll for each traveller. If the roll is equal to or greater than the traveller's current Insight (or a roll of 17 or 18 in any event), their Insight score is increased by 1 point. The maximum Insight score possible is 21, although it is unlikely to be reached (for comparison purposes, the Gods have Insight in the 50-100 range). At the Guide's whim, an additional secret roll may be made if a player arrives at an understanding of the wasteland of their own accord, and certain shrines may bestow a point of Insight if a ritual is observed and understood.

Dreams and Portents

Dreams and portents are sometimes sent to those possessing insight into the ways of the wasteland. These signs and omens will typically be sent to the traveller possessing the highest Insight of the group. At the Guide's whim, a roll against Favour or Insight might be required to decipher the sending, as might discussion with acolytes or meditation at a shrine. Dreams and portents are best used as clues, not as instructions.

Will and Changes

Travellers who have gained insight into the ways of the wasteland may sometimes impose their will upon the world, effecting a change to greater or lesser degree. This change

may be as simple as making a known site easier to find, as ambitious as creating a new land, or as far reaching as changing an underlying feature affecting a great part of the world. As a general rule, 1 point of Insight must be permanently sacrificed, and the greater the Insight the greater the change possible. Travellers of low Insight will typically alter themselves or their immediate surroundings, while those of greater Insight will think further afield.

At the Guide's whim, an exceptional change might require an Insight roll, additional sacrifice, a lasting penalty, loss of Prowess or Favour, or some combination thereof.

Dragons

According to legend, some of the dragons remain in the wasteland, asleep in deep caves or perhaps on islands of the Outer Sea. These dragons may be woken and commanded by use of their true and secret names, or so legend says.

In truth, the dragons have transcended the Wasteland. All that remains of their presence is echoes, in the form of enchanted places, the Linnorm race, and a few specific lands that resonate to their magic still. This is not to say the dragons have become gods, or are an elder race, or are gone for good. Their ways are mysterious, and their power is immense.

Yet it is possible that a dragon might be called back into the world, for purposes that can scarce be guessed at. Were such an event to occur, no scores would be necessary; there are few things in the world that could last in combat against a dragon.

Elder Ruins

Some of the ruins that may be found in the wasteland date from a time before humans and the travelling races first spread across the face of the world. These date from the Ancient Time, when a now-vanished elder race thrived in

this world. Flying Ships have been known to dock at certain of these ruins. The architecture of these ruins is strange to human eyes, with angles skewed and surfaces twisted, often leading to confusion and disorientation. The elder race may have been generally human-like in shape and motives, in the same way that a cat and a dog can be said to be human-like in their curiosity and sociability. At the Guide's whim, anyone who enters an elder ruin must roll to avoid becoming lost within for several hours, and anyone who disappears into an elder ruin might be found weeks later at a distant circle of standing stones with no memory of how they got there – if they are found at all.

Flying Ships

The truth of the Flying Ships is the greatest secret of the present age. They are the means by which an elder race of avian humanoids has regained entry to this world. As part of a war being played out across countless worlds, and through time itself, certain forces have manifested in the Wasteland as the Towers of Tyranny. These forces are opposed by the elder race responsible for the construction and maintenance of the Flying Ships.

The Flying Ships tend to be crewed by humans and similar races, drawn from a variety of worlds and cultures unlike those of the wasteland. The officers are aware of the true nature of their mission, and of their elder masters. While they do not have individual Favour scores, the crews of the Flying Ships possess Insight – 2d (7) for most crew, and 3d (10) for officers.

In design and general outline, a flying ship resembles a water-going vessel. However, there are certain divergences and unique features that set it apart. The most important of these are the cannons, levitation panels, ether sails, portal generators, and ever-burning lamps. Cannons are most

associated with flying ships, in the minds of travellers and denizens, and thus have been discussed in a previous section. Levitation panels provide magical buoyancy, while ether sails allow the ship to sail through a windless sky or contrary to prevailing weather conditions. Portal generators allow the ship to pierce dimensional barriers and seem to disappear from sight in the blink of an eye. Ever-burning lamps are self-explanatory.

The technological level that produced the Flying Ships is on a par with the highest technology available in the Wasteland. However, it was arrived at through different means. As a consequence, some materials and fabrication styles may appear outlandish.

Travellers may sometimes take passage on a Flying Ship. Officers and crew will be tight-lipped during the passage, which will not involve portals, and refuse to discuss ship functions or the nature of their journeys. If any traveller displays Insight, they may be taken into confidence over minor matters. A traveller may seek to sojourn (see Other Activities) upon a Flying Ship if they make an Insight roll. If so, they may be deposited anywhere in the Wasteland upon leaving the ship and will not discuss their time aboard.

A traveller who signs on permanently is assumed to have retired. At the Guide's whim, travellers who become aware of the mission of the Flying Ships may undertake a special adventure at their behest. Under no circumstances will the elder masters be encountered.

Gods and Favour

The Gods are able to exert an influence over events in the world, as articulated through the game mechanism of Favour. While this usually manifests as fortuitous turns of events, with the deities and their minions being spectators to mortal travails, travellers may sometimes invoke divine

intervention more directly (a miraculous escape, for example). This usually requires a ritual prayer and offering (or bargain), and the permanent sacrifice of one or more Favour and possibly other points. At the Guide's whim, it may also require an Insight roll to realise it is possible. Such intervention will take ominous and dramatic form, such as a sudden rumble of thunder, splitting apart of a large boulder, spontaneous immolation of a beast or tree, or the turning of flowing water to some other liquid such as blood or bile. Note that there is no guarantee the answering deity will necessarily be the one petitioned, or that they will be inclined to aid the supplicant. A traveller who attempts this is essentially asking the Guide to bend or ignore the game rules and underlying structure of the world in their favour.

High in the Mountains of Time

Somewhere beyond the world, yet somehow still part of it, are the Mountains of Time. According to myth and legend, the dwelling places of the gods lie in or somewhere near these mountains. Whether that is true or not, these mountains are the last retreat of an elder race that was driven out of the Wasteland long ago. The mountains are formed from a chunk of chaos lifted from the Outer Sea and placed in the firmament. The exact form and nature of the elder race, their habitat and servitors, and the means by which they survive in a crack between dimensions is unknown. It is speculated the shipyards of the Flying Ships may be found here, as the elder race – known only as The Masters – sponsor their flights against Tyranny.

Lore of Other Worlds

There are other worlds beyond the Wasteland. Some of these are as otherworldly as the Wasteland, such as the realms of Chaos, Faerie, Labyrinth, Neverland, Wonderland, Flame Sea, Earth Cube, Hourglass World,

Arcane Moons, and Endless Deep. Others have names such as Sherwood, Narnia, Oz, Barovia, Camelot, Regul, Pegana, Barsoom, Ulthar, Averaigne, and Kakhabad. How these worlds connect with the Wasteland is poorly understood, and few know how they may be reached. Yet pathways exist, through dreams and death.

Some wasteland denizens once lived in other worlds, and were drawn here at the moment of death. Others dreamed their way here and found they could not return. In game terms, someone could transfer themselves to another world by means of Favour, Magic, and Insight. In lieu of permanent sacrifice, or to grant an increased chance of success, a special ritual or enchantment requiring unusual components may be attempted.

At the Guide's whim, a traveller on the edge of death could dream themselves into another world. While they would be dead to the Wasteland, their body would disappear – and they would awaken, nude and fully restored, in another world. The partial or temporary loss of memory and identity sometimes occurs in such cases. Similarly, the Guide may secretly determine that a given traveller transferred themselves to this world by such means. If so, secret rolls against Insight or Favour (with no loss) may occasionally be made, once per adventure being recommended, to recollect fragments of a previous life.

The Guide may also propel dreaming travellers into other worlds, as part of special adventures. It is recommended this be used to alleviate any staleness and complacency that may creep into a long-running campaign. Whether the travellers return to the wasteland or continue their adventures in another world is left to the Guide's whim.

Nature Spirits

The spirits of the land may manifest before travellers. Nature spirits are found more often in healthy rivers, trees, and fields, and will not be found in areas that have succumbed to waste. These spirits tend to appear as ageless youths, unclad and unconcerned by mortal customs, often of great physical health and beauty. Being spiritual beings, they are more in the realm of magic and the gods than the mortal world. When nature spirits do manifest, it is usually to pass on clues or other such information. Combat may occur if travellers manage to offend a spirit, although retreat (and possible loss of Favour and/or Insight) is more likely.

The Outer Sea

According to legend, an outer sea lies beyond the farthest borders of the wasteland. This sea is said to be ringed by jagged reefs and sweeping archipelagos, and to pour over the edge of the world in great cataracts that form into the clouds that rise back over the edge to pass over the face of the world. At certain points along or near the edge of the world, where the outer sea becomes shallow, enchanted islands and great carved pillars may be found.

As the Wasteland is a magical otherworld, it is clearly not a globe spinning through ether like other worlds. Yet the description above is not entirely accurate. There is an outer sea, and there are lands beyond it that could be sailed to if a ship were built upon its shores. There are also gigantic sea serpents, endless raging storms, swirling formless chaos, and other dangers to make even the bravest mariner quail in terror. The lands beyond the outer sea are unformed; the raw building blocks of existence waiting to be added to the world, and given shape and meaning. At least, that is where new lands in the wasteland are believed to come from.

Some claim to have sailed the Outer Sea, guided by the gods on great quests, and sojourned among strange folk in enchanted lands. If anyone has made such a journey, it is likely they have encountered reflections of their own thoughts and dreams.



The Six Lost Citadels

With the exception of Oriumsi, which lies sunken below a bay of the Great Inland Sea, the lost citadels do not lie in ruins. They have become detached from the world, and exist in a kind of pocket dimension adjacent to the Wasteland. Passage into or out of the citadels is all but impossible, and those who live within them believe the world has shrunk to the Five Gleaming Citadels of the Great Bay. Flying Ships that attempt to dock at the lost citadels are torn apart by the magical energies of the dimensional barrier separating the pocket dimension from the rest of the world. It may be that this pocket dimension has been set aside by the gods, as the seed of a new world if the Wasteland falls to Tyranny.

Spirits of the Dead

When someone dies in the wasteland, their spirit is not lost. Nor does it pass to an afterlife, or into the service of the gods. The spirit lingers, for days or weeks, sometimes for months, an immaterial haunt slowly losing its memories and identity. When a spirit has been cleansed of its former life, it usually reincarnates elsewhere in the world. Sometimes, however, a spirit may become tied to the location of its demise. Sometimes also, for those of great Insight and power, a spirit can be transformed. At the Guide's whim, if a traveller of 9 or higher Insight dies they may become a haunting spirit. In order for this to occur, a 3d roll against Insight and the permanent sacrifice of at least 9 Magic or Prowess points are required. While the character may no longer be played, they can be used by the Guide to bestow portents and even Favour to surviving companions. Such events will of course be rare and momentous.

Adventures in the Wasteland

There are few quests to take up in the wasteland, or princesses to rescue or wars to avert, for adventures here are more a matter of the journey than the destination. While the themes and motifs of legends and faerie tales do play their part, often an adventure is more a matter of wishing to “see what's out there”: encountering the unexpected along the way, becoming lost, meeting strange people and seeing stranger sights, and finding a way back to known lands. Adventure is about the risks taken and tales retold, the failures and the fanciful, curiosities found and chances lost, and not so much any rewards waiting at the end of the journey.

What follows is a survey of points to consider when running an adventure in *Travellers of the Wasteland*. The main thing, of course, is to have fun.

Journeys into the Wild

Travellers are those who have left the ordinary life of civilisation, to brave the perils of wild and unknown lands. An adventure is a journey, as life is a journey and a hero is upon a journey; a journey that takes the traveller away from the ordinary, predictable, and known into the realm of the unknown, mythic, and strange. In the Wasteland, the journey is long and ongoing, like a dream that never quite seems to end; a dream at once bright and sinister, wondrous and terrifying, familiar and unreal. While a group of travellers might set out with a particular goal in mind – to find a safe route through the Thorn Hills, for example, seek the temple of a forgotten god, accompany a merchant caravan, or learn the fate of a village no one has heard from in quite a while – that might not be where they end up.

This is not to say that travelling is without a point, or that the Guide can simply toss random encounters at the players in lieu of a coherent scenario. Nor is it to say that the Guide can run a bait-and-switch on the travellers, dumping them into a situation that has nothing to do with what they set out to do as soon as they become lost. The journey is about the scenes along the way, like the landscape you see out the window on a long bus or train ride, or the storms and dolphins sighted by a ship between ports. While you get there in the end, it is the incidents upon the way that are the journey; not the destination. If you sometimes instead end up where you never expected, that is simply a matter of how life works.

An Unmapped Land

Travellers of the Wasteland is designed to be played without maps. There are neither poles nor cardinal points to the world, and any such terms would be meaningless. While the Guide might find a small-scale sketch of an area helpful in running an adventure, the temptation to map the

wasteland must be resisted. Accuracy is impossible, and any maps the travellers may come across are to be fancifully artistic at best. No two maps agree, for example, in which order the citadels ring the Great Inland Sea, and all depicting that body of water fill it with sea monsters, clouds blowing wind, non-existent islands, and so on. Rather than draw a map of the world, the Guide ought to paint mental pictures through the medium of voice. If a graphical aid is required, consider flowcharts or pseudo-code.

Directions and descriptions are to be given in such terms as near, far, this side, other side, turn, other turn, up, down, above, below, over, under, ahead, behind, inside, outside, etc. Distances and sizes are to be given in terms of fighting range, missile range, across the street, within sight on a clear day, tiny, small, medium, large, huge, gigantic, an hour's travel, a day's travel, the size of a house or barn, as tall as a tower, as deep as a well, as shallow as a stream, etc. Avoid exactness and precision wherever possible, and see the world with new eyes.

When travelling in the wasteland, landmarks and known sites are often referred to. A traveller seeking to reach a certain hill with standing stones, for example, would be told to go down a trail to a broken watermill, follow the stream upriver for a day or two until a woodland was reached, then head for a rocky outcrop on the horizon from which the hill of standing stones may be seen upon a further horizon. They may still become lost, of course.

Mystery

The wastelands are alive with mystery, and there is always something more out there to discover or resolve. A good adventure is one in which something is learned or figured out by the travellers. It doesn't have to be something major, and could be as simple as why the grimy

old hermit has a shiny new sword, where the dog-sized locusts destroying a crop came from, what lies over the next hill, who drove a dagger to its hilt into the tavern wall, how to repair a steam engine without adequate tools, or even when a fugitive was last seen in the area. Of course, there ought to be some greater mysteries that present themselves upon occasion; some of them might even be comprehended in the course of an adventure.

In the context of the Wasteland, mystery refers not to the solving of crimes or the process of deduction. Mystery is a tangible force, a mystical presence, a beguiling imp, a whisper of intrigue, a rearing of the unknown before an unwary traveller. Not every puzzle need be figured out, and not every trail at a crossroads may be taken. This is not to say the Guide ought to deliberately keep secrets from the travellers or block their efforts to understand the world they find themselves in; far from it. Merely, if there is a sense of the unexpected in the game, if the players wonder what might happen next, the Guide is onto a good thing.

Situation Rolls

When running an adventure, situation rolls are the Guide's secret helper. To make a situation roll, simply roll 3d and interpret the result as follows:

3-5: Very Good

6-8: Good

9-12: Neither Good nor Bad

13-15: Bad

16-18: Very Bad

The Guide may alter the result by 1 to 3 points, up or down, depending on the actions of the travellers and the nature of their surroundings.

A situation roll can be made to determine the reaction of a denizen, where an unexpected trail leads to, whether a traveller can find the street they are looking for in an unfamiliar town, if a brawl starts in a tavern, what happens to someone who falls off the back of a sky worm, which deity a roadside shrine is dedicated to, how far the caster of a Fey Coins spell gets before the innkeeper's daughter becomes suspicious, when the next sacrifice is scheduled if the travellers are captured by cultists, or whatever else comes up during play.



As an example, consider the following situation.

Lost and injured, a trio of travellers come upon a village towards evening. On a whim, the Guide rolls for weather conditions; a roll of 12 is interpreted as overcast but not threatening to rain (yet). As the travellers enter the village, the players state they are looking around them (based on prior experiences); to gauge the demeanour of the locals, if there are any gallows or plague marks evident, where the main buildings are in relation to the trail leading out of the village, and if anyone wears a red sash that a merchant warned them to be wary of. The Guide determines that the village is not hostile (roll of 9 against a chance of 7 or less, as per Hostile Villages) but does have a dark secret (situation roll of 14), and then spins out a running description in response, rolling dice along the way, as follows:

The few villagers seen on the street fall silent and avoid making eye contact as the travellers pass by (roll of 16, the Guide decides they are deeply ashamed of their secret). All of them wear headscarves and sashes, the colour of which cannot be determined in the fading light (roll of 11). There are no gallows or plague marks evident (no roll made, the Guide decides this on the spot), although the travellers pass a Healer's Hall (roll of 9) as they make their way down what appears to be the main street (roll of 7) towards the Travellers' Inn (again, no roll is required). As they approach the inn, a commotion is heard coming from the stables to one side (roll of 17), and a stableboy falls out onto the cobblestones. From the light of the inn's windows, the stableboy appears to have several bleeding marks across his face and arms (roll of 14), as well as ripped garments. Struggling to his feet, clutching his clothes to keep his body hidden, the stableboy runs down a side street (roll of 10 – in the opposite direction to the Healer's Hall, if any of the travellers stop to ask). A growl is heard from within the stable (roll of 12), as well as laughter from within the inn (the Guide decides that the inn will fall silent once the travellers enter). Finally, there is a fellow traveller staying at the inn (roll of 5) who knows the customs of the village fairly well, as well as information the travellers are seeking. Of course, they have to meet and befriend this helpful sojourner, perhaps buying drinks, first.

While there are a few more rolls than might be necessary in this example, it demonstrates the utility of the situation roll and the variety of tasks to which it can be put. If the village had been hostile, or if the Guide had a stroke of inspiration as to the nature of the village's dark secret (deranged shape-leapers, perhaps?), fewer rolls could have been made. They might also have been weighted towards the travellers' night going from bad to worse.

Rumours

During the course of an adventure, travellers may hear or seek out rumours. The Guide can make a special Situation Roll to determine the quality or truthfulness of a rumour.

3-5: Completely Accurate

6-8: Mostly Accurate

9-12: Partly Accurate or Missing Details

13-15: Missing Important Details

16-18: Wildly Inaccurate

At the Guide's whim, a list of rumours may be drawn up before a game – a page or three may suffice – and each player given 1d rumours at the start of the game session (or perhaps even each game session). These rumours will be in the form of short and simple sentences, relating to anything in the Wasteland or local area the Guide feels would be worth encountering at some point during play. The Guide can then use the table above to secretly determine the accuracy of any rumour the players choose to follow up.

Lost in the Wilderness

If an adventure or game session ends with the group or any travellers lost in the wasteland or otherwise in dire straits, the Guide may make a special Situation Roll to determine what happens to them. One roll is made for each individual or small group, after the game session, and the results applied to the start of the next game session.

3: Fantastic Luck! Not only does the traveller have a room at the inn and be fully restored, they are on good terms with the locals and may even have heard some rumours

4: Lucky and Safe! Traveller makes it to the nearest town unharmed, and has a room at the inn; they may start play fully restored

5: Back Safe! Traveller makes it to the nearest village, restored except for meals

6: Found! Traveller is found by nomads who provide care and shelter, and may rejoin play next game session fully restored

7: Hungry! Traveller makes it to the nearest village out of meals, after starving for 1d days

8: Moving On! Traveller is found by a merchant caravan, and has joined as a guard; if the merchants are encountered this game session, the traveller may rejoin play

9: Lost! Traveller is lost in the wilderness, and must sit out at 1d game sessions

10: Left a Clue! Traveller is lost in the wilderness and must sit out this game session; however, they have discarded an identifying item which might be found by others

11: Lost and Starving! Traveller is lost in the wilderness, and may rejoin play after 1d days have passed; however, they are out of meals and will spend this time starving

12: Almost There! Traveller is lost in the wilderness, and may rejoin play after 1d days have passed; however, they will not be rested and lost points have not been restored

13: Pursued! Traveller was chased by wild animals, and has lost 2d Prowess; they may rejoin play after the game session has started, at a time of the Guide's whim

14: Attacked! Traveller was attacked by wild animals, and took 2d damage in fighting them

off; they may rejoin play after the game session has started, at a time of the Guide's whim

15: Enslaved! The traveller may be found for sale in the slave market, after 1d game sessions have passed, with only the clothes they wear

16: Doomed! The traveller encountered something unspeakably horrifying, and has permanently lost 1d points from a random score; in addition, all scores are reduced to 1d each at the start of the game session (may be restored through normal means)

17: Dead! The traveller's corpse (looted, mangled, half-eaten, or some combination thereof) may be found during the game session; at the Guide's whim, a Favour roll may be allowed to change this result to Dying (traveller is at 1d below 0 Life when found)

18: Gone Forever! The traveller's fate is an enduring mystery; not even the gods can say what happened to them; the Guide may make a secret Insight roll to determine if the traveller has dreamed their way into another world

Note that some results may require the player to create a new traveller, whether due to death, absence, or otherwise being unavailable for the duration of the game session. Unless noted otherwise (or the Guide has determined a sufficiently lengthy period of time has passed), lost travellers will not be rested or restored. Also, any travellers lost in the wilderness will start play in an area unknown to them. At the Guide's whim, the number rolled on the above table is also the minimum number of days required to travel back to any known area (such as where play ended the previous game session).

Scenes of the Wasteland

The following short scenarios can be dropped into almost any journey through the wasteland, at the Guide's whim. They are given as an example of the kinds of things that can happen to travellers, and may serve as a guideline for creating adventures.

A Perilous Crossing

This scene involves a river crossing guarded by a skilled warrior. The presence of a traveller of above average or high Prowess is recommended.

While following a track or trail, the travellers come to a river or stream. The trail leads to a pebbled ford, by which the waterway may be crossed. However, a pavilion tent is pitched beside the river. As the travellers watch or approach, they see a servant tending to camp affairs, and a swordsman clad in finely tailored garb going through the routine of weapons practice. A clear area has been marked off as a fighting ring. At the Guide's whim, the shields, banners, or other insignia of previous travellers may hang from a tree or rack nearby.

The swordsman, Leon the Perilous, is equivalent to an Arena Champion; when generating his scores, the Guide is to roll for Prowess two or three times and pick the best result. He will demand a toll of the travellers if they wish to cross to the other side, either half of all they carry with them or a challenge by their best fighter. If they refuse to pay, he will denounce them to all who pass this way hereafter. Having announced his name, he will demand theirs.

If the travellers seek to avoid this challenge, Leon's servant Bregand will point out that there is no safer crossing within two days travel up or down the river. On a good reaction roll, or if a traveller makes a Favour roll, he will let slip that one of the crossings within a days travel is home to

a water spirit (Guide's choice of Harvvrir, Siren, Nymph, or Tatengr). If the travellers think to backtrack, they may find a side trail after a few hours.

If the travellers accept Leon's challenge, he will initially fight to disarm their fighter or drive them out of the fighting ring. If wounded, Leon will change tactics and aim to cause injury. At each blow landed, Leon will offer the opportunity to yield without loss of honour. At the Guide's whim, up to three points may be drawn from the Favour pool for the game session to influence combat in Leon's favour. If reduced to less than half his Life, he will offer his surrender unless the travellers have given cause to suspect their intentions. If any of the travellers seek to intervene in the fight, Bregand (treat as an Arena Fighter) will cry foul and draw his own blade. If Leon is soundly defeating his opponent, he will step back and claim victory once it is clear further combat would only result in the traveller's demise.

If Leon is defeated, or his toll is paid, he will allow the travellers to pass. If the traveller's fighter is defeated, Leon will warn the group to leave at once and not return for at least one day. He will only accept one challenge from the same group per day, and if any of the travellers challenge him upon the defeat of their fighter he will tell them to come back the next day. If the defeated fighter is seriously wounded, Leon will offer the services of his maid Tisane; she stays in the tent, has 6+1d Magic, and can cast Healing Touch. If the defeated fighter managed to land a few blows upon Leon, the swordsman will offer to give weapons training; if they stay for at least 1d days, and succeed in a Prowess roll by a number of points by which Leon's Prowess exceeds their own score, then their maximum Prowess score may be increased by 1 point at the Guide's whim. Lastly, the swordsman's masterful display may be such that travellers succumb to allure and seek to remain

under his tutelage or service for 2d days, or 1d days per consecutively failed Favour roll.

As a variation on this scene, consider a Glurm or Sphinx.

To Hunt in Elrinshar

This scene involves the denizens of a woodland realm. It is most effective if the travellers are hunting for food or seeking a rare beast.

The travellers are passing through an area of wooded hills, with occasional streams, animal trails or patches of deeper forest, some two or three days across. They often hear birdsong, and occasionally catch glimpses of deer, rabbits, and other beasts through the undergrowth. Prior to entering this area, they may have heard either of the (partly true) rumours that it is guarded by a nature spirit or that it is home to a magical beast that defies all hunters.

There are two types of encounters that may occur in Elrinshar: significant and incidental. A significant encounter will affect the travellers and their progress through the woods, and may occur on 8 or less on 3d checked two or three times per day. Incidental encounters provide background details and non-hazardous events, and occur at the Guide's whim. To determine a significant encounter, roll 3d; and to determine an incidental encounter, roll 1d.

Significant Encounter

3-5: the Wise Tree of Elrinshar whose name is too long to record; no encounters other than Hobble or Ryshali will occur while the travellers are here, and any who rest under the Wise Tree's care will recover 1d points to any one score per day

6-7: a sunlit clearing filled with hundreds of Glass Butterflies

8-9: Hobble the Wild Child, who does not speak nor accept food from outsiders

10-11: Ryshali the Feathered Witch (knows the Eerie Mist, Fearsome Visage, Untraceable Path, and Wrong Way spells), dancing beside a stream the first time met

12-13: pack of Wolves (numbering at least three times the size of the traveller group), initially tracking the travellers in small numbers and then attacking when the group is weakened

14-15: the Grim Altar, a standing stone that has been toppled onto its side and is stained with the dried blood of sacrifices; if magic is used in the vicinity a low deep rumbling sound will emanate from the stone, and if blood is spilt upon it a shrieking howl rises and fades away

16-18: The Beast of Elrinshar (resembling a green reptilian camel without a hump and with the power of charm over onlookers causing them to pursue it in vain) which flees a little out of sight or reach, and has an effective Prowess of 21 for the purpose of pursuit; if cornered or attacked it disappears and never reappears to that person

Incidental Encounter

1: birdsong ceases for several minutes

2: 1d Glass Butterflies

3: deer or rabbit, spooked and leaping away

4: singing and laughter, faint and in the distance

5: a small pile of rocks and twigs arranged in an unusual pattern

6: a fallen tree beside a stream, which may look oddly familiar

Each significant encounter is unique, and will no longer occur if it has been dealt with. If parleyed with, the Feathered Witch and Wise Tree can give helpful information about Elrinshar. Incidental encounters may occur as often and in as varied form as desired.

As a general rule, travellers will become lost on 9 or less on 3d in Elrinshar. Due to the nature of the area, this chance is increased by 1 each time a traveller fails a Favour roll or the group is bested by a significant encounter. It is reduced by 1 (to no lower than the base chance) each time a significant encounter is overcome. The base chance may also be raised under certain circumstances: by 1 point if Hobble or Ryshali is attacked or killed, and by 2 points if blood is spilt on the Grim Altar or the Beast of Elrinshar is pursued or attacked.

If the travellers are hunting for food, the chance of finding food is 8 or less on the first day and reduced by 1 per day thereafter. The creatures of Elrinshar are wise to hunters and guarded by the wood's denizens, and will increasingly avoid the travellers.

It is possible that travellers might wander back and forth within the woods, continually lost. After several days of this, the Guide may wish to introduce a small group of cultists that picks off the travellers one by one to spill their blood on the Grim Altar.

Spawn of Leshen Krae

This scene involves the agents of a powerful foe. It may be used to set up a recurring motif in journeys and adventures undertaken in the Wasteland.

Leshen Krae is a Chaos Sorcerer; roll three or four times for Magic and pick the best result. He (or it) seeks to spread terror and lawlessness throughout settled regions of the wasteland, with an overall goal of carving out a new land for

Chaos. If the travellers come to the attention of Leshen Krae, there is a chance (6 or less on 3d) they may be marked for special attention, increased by 1 or 2 points each time they thwart the Chaos Sorcerer's goals.

The agents of Leshen Krae will usually be ordinary denizens of the wasteland, in a cell-like group. To determine the constituency of a group of agents, roll 3d.

3-5: 1 agent (as Mystic or Guard Captain)

6-8: 1d agents (as Acolytes or Guards)

9-12: 1d agents as Acolytes, 1d as Guards, led by a Mystic or Guard Captain

13-15: as 9-12 plus 1d extra Guards and 1d recent converts (as Villagers)

16-18: as 13-15, led by a Chaos Minion

To determine the goal of the agents, roll 1d.

1: gain converts to the force of Chaos

2: plunder an ancient graveyard (treat as an Enchanted Place)

3: drain or defile the Enchanted Waters of a stream or pool

4: conduct ritual sacrifices (3d victims total, 1d already slain)

5: channel the power of a Standing Stone

6: cause monstrous births (2d victims, already 1d months pregnant)

The Spawn of Leshen Krae may be identified by a corroded bronze amulet bearing the image of a mass of writhing tentacles, and which will be carried somewhere about their person. They will seek to avoid open conflict where possible, withdrawing from combat at the earliest opportunity. If the travellers oppose their goals, or manage

to track them down, they will fight without quarter. They may be found anywhere in the wasteland, in almost any guise, and may be noticed more by rumour of strange events in the locality than open activity.

Six Quick Seeds

The following may serve to spur the Guide's creativity.

- 1: Unwelcome House; investigate a sinister cult in a settlement
- 2: Well of Whispers; an enchanted place and the secret it keeps
- 3: Of Falling Stars; the curious obsessions of an eccentric denizen
- 4: The Haunted Shrine; restless spirits are unable to move on
- 5: What Ails the Maiden; a strange condition and a stranger cure
- 6: Pirate Treasure; search for the hidden hoard of a ruthless raider

Simply roll 1d, draw on your favourite fantasy novels for inspiration, and make it up as you go along.



Optional Rules

At the Guide's whim, the game rules may be altered. Several suggestions are given below. Before changing the rules of the game, the Guide is advised to be conversant with the game as it is played, and to think carefully about the changes to be implemented. A trial period of an adventure or two is recommended, and feedback from the players is encouraged.

It is assumed that most Guides will run *Travellers of the Wasteland* mainly as written most of the time, with a few minor changes and perhaps an optional rule or two. As with other games, any further change may evolve the game away from its roots and core premise. While this is not necessarily a bad idea, neither are discretion, experience, and restraint.

Variable Damage

Instead of causing fixed damage based on the defender's armour, weapons may cause 1d damage. If this option is adopted, then leather armour and thick hide reduces damage taken by 1 point per blow, and mail armour and tough hide reduces damage taken by 2 points per blow. Variable damage adds an extra die roll to combat, and has the potential to make combat more lethal if a fighter lands a series of attacks with high damage rolls. The Guide may thus wish to double the amount of damage reduction (to 2 and 4 points), and/or add to the game enchanted armour that reduces damage by an extra 1 to 3 points.

If variable damage is adopted for weapons, it applies to weapon-wielding foes as well as travellers. It also applies to the natural attacks of creatures.

At the Guide's whim, daggers may cause 1 less point of damage (1d-1, to a minimum of 1 point), and swords 1 extra point of damage (1+1d). Similarly, creatures

significantly smaller than humans might cause 1 or 2 less points of damage (1d-1 or 1d-2, to a minimum of 1 point), and creatures significantly larger than humans might cause 1 to 3 extra points of damage (1+1d to 3+1d) or even double damage (2d). Note that this adds a level of complexity to the game which some may find undesirable.

Expanded Range

Some players may feel that the division of combat into fighting range, missile range, and out of combat is not precise enough for their tastes. At the Guide's whim, ranges may be subdivided according to the following scheme. Note, however, this option does make combat more complicated, especially if used in conjunction with Variable Damage. Also, this being a game of words and mental images, numerical scales and distances are antithetical.

Ranges are now categorised as being of close range, short range, medium range, long range, extreme range, and pursuit range. Combatants may move between these ranges by no more than one range category per round, and depending on the size of the battlefield it may take several rounds to move between the higher range categories.

Fighting range is replaced by close and short range, with a fighter having to move a short distance if they wish to engage with a foe within short range. Once engaged in a fight, combatants are within close range of each other; they may find themselves moving back and forth over a distance within short range, however. A fighter who disengages from a foe with the intention of moving to attack another, or if they have slain their opponent and there is no other foe nearby, is assumed to be at medium range unless the Guide feels the situation is otherwise (fighting in a narrow alleyway, for example). Similarly, the Guide may place all combatants at medium range on the first round of combat, and require

one round's worth of movement for opposing combatants to enter within close range of each other.

Missile range is now replaced by short, medium, and long range. A combatant may not be in close range if they wish to use a missile attack. At the Guide's whim, a combatant in short range may have to make a Prowess roll to avoid coming within close range of other combatants on the round they fire a missile. Daggers and rocks can be thrown to short range, spears can be thrown to short or medium range, and bows and crossbows may be fired through to long range. Cannons are fired at up to extreme range. At the Guide's whim, a missile may be fired at the next higher range at a penalty of 2 to the roll. Spells that take effect within missile range are assumed to now do so at medium range. If the Guide feels a particular spell has lesser or greater range, it may be adjusted to short or long as desired.

A fighter who withdraws from combat automatically moves to medium range on the round they withdraw, and to extreme range the round after. A withdrawing fighter who is fleeing from combat moves to long range on the round they flee, and to pursuit range the round after. If the combat is long or the battlefield a large one, a fighter who has withdrawn must spend one round per range – extreme to long, long to medium, and medium to short – if they wish to rejoin or move to engage other combatants.

Lastly, any new combatants who enter the fray are assumed to be at extreme range on the first round, long range on the second, and then medium range the third. If the battlefield is particularly large or crowded, it may take 1d rounds (or more) to move forward one range.

Surrender and Morale

Instead of fighting to the death, creatures and foes might surrender to the travellers or seek to flee from a fight. Upon

losing one-half their Life, a fighter may be required to roll 3d versus Prowess in order to have the heart to keep fighting. The Guide may alternately elect to have two opportunities for surrender and rout, when one-third and two-thirds of Life has been lost. In a large group, one roll might be made against the highest Prowess at any (or all) of the following events, with failure indicating the majority of the group attempt to flee or surrender: loss of a leader, when half the group's number are wounded, when the first death occurs, and when the group become outnumbered due to attrition or battlefield tactics. Foes that surrender may expect fair treatment as prisoners, and may win their parole by means of service or ransom. Creatures will tend to retreat from combat if their morale fails.

Accounting for morale can complicate a combat, adding extra dice rolls and requiring closer attention to the vicissitudes of combat. The sudden retreat or surrender of a fighter can drastically alter the course of a fight, if not an adventure. The treatment of prisoners may also become an issue, if not a burden on adventuresome travellers.

A simpler, dice-free option may be as follows: upon a fighter or group reaching one-half of their Life or number, one attempt to withdraw from combat will automatically be made if their Prowess is less than that of their opponents.

Alternate Travellers

The Guide may feel that the nine character types are too many, or are not suited to the kind of journeys to be undertaken in their wasteland. A reduced selection may be offered, and different types may be created using the existing character types as a guideline. The Guide may wish to use only the Adventurer, Magician, Dwarf, and Ransil of the existing character types, for example, and add character types of their own creation.

Some Guides may wish to adapt certain of the humanoid creatures and foes for use as travellers. Care will have to be taken with regard to any special abilities or deficiencies they might have. If the Guide wishes the gods to have a greater role in the game, for example, a character type based on the Acolyte or Mystic may be created. Similarly, if different character races are desired, the Waelcirya and Draug could be replaced by the Siren and Faun. Creatures that are not of generally humanoid shape or mindset are not recommended as travellers.

Altered Scores

The Guide may feel that the scores of travellers are too low, or too high, or that the dice formulae given will produce travellers of poor prospects. The Guide may allow each traveller to add 1d to Life, or any one score not at 0 and less than its normal maximum, for example. Or, the Guide may allow all dice to be rolled separately and allocated to the base scores as desired. Or, the scores may be modified, reducing the base score by 1 to 3 points or replacing 3 to 6 points of a base score with 1d. The Guide may allow a traveller to reroll any one score of their choice, or their lowest score, or whichever score is vital to their character type – Prowess for an Adventurer, for example, and Magic for a Magician.

Before altering the starting scores of travellers, take a closer look at the scores of the foes and creatures they will meet during their adventures. If the Guide prefers to use weaker opponents, the travellers may be too powerful; similarly, if the Guide prefers higher-powered play, the travellers may be too weak. The game assumes that travellers will meet a variety of creatures and foes in their adventures, ranging from strongest to weakest. It is also assumed that wise and experienced travellers will have

gained some idea of when combat can or must be avoided, whether by parley, barter, ransom, bluster, or running away.

Instead of changing the travellers, the Guide is always free to change the creatures and foes they encounter. A bonus of 1 to 3 to dice rolls, for example, can make a great difference, as can an extra 1d Life, 1d Magic, a damage bonus, or a protective bonus. So too can a penalty.

Inventions

At the Guide's whim, travellers may be allowed to construct new equipment. This is especially recommended for Dwarves who get their hands on fireworks, a steam engine, or materials salvaged from flying ships. This may have an unbalancing effect on the game, and the Guide is recommended to restrict inventions to Dwarves. Inventions would thus become an additional power of the character type, and the Guide may wish to alter them – changing their Life score to 12+3d, for example – to avoid imbalance. If inventions are allowed to all characters, the Guide might instead require them to be constructed between adventures or even during sojourn. Another method of keeping some control over the invention process may be to require great expenditure on necessary materials; 3d Marks on setting up a laboratory or workshop, for example, and then 2d Marks per prototype and 1d Marks per device constructed according to plan thereafter. Inventive travellers might also have to undertake special journeys in search of particular components or expertise. Other methods of keeping inventions under control might include rival workshops reverse-engineering their own copies, plans being stolen, and devices lost in battle turning up in the hands of foes.

One problem that may occur with inventions is that the game shifts in favour of equipment. As it stands, emphasis is placed more upon player expertise and character ability in

the face of unexpected obstacles and turns of fate. If travellers are able to resolve matters simply by producing a useful gadget, the game will suffer. By comparison, the various magic spells and enchanted items that may be available to travellers serve as aids and not ends to play. If the Guide feels that inventions are merited, the following basic system may apply.

An invention is rated from 1 to 3 in terms of its size and complexity, as follows:

- 1: small and simple devices
- 2: medium sized devices, large simple devices, or small complex devices (default)
- 3: large and complex devices

Before constructing a prototype, time must be spent drawing up plans. This takes 1d hours for an invention of 1 rating, 1d days for 2 rating, and 1d weeks for 3 rating. Upon completion of the plans, secretly roll 3d a number of times equal to the rating, and take the highest result as a special situation roll. On a roll of 8 or less the plans are sound, on a roll of 9-12 the plans are flawed in some minor and unforeseen way, and on a roll of 13-18 the plans are dangerously flawed to the extent the prototype will malfunction with possible loss of life.

Construction of the prototype will take 1d days for 1 rating, 3d days for 2 rating, and 6d days for 3 rating. Construction time may be rushed or slowed as the inventor chooses. A rushed construction will take half as long to build (minimum of 1 day), while a slowed construction will take twice as long. A rushed construction will introduce an additional unforeseen flaw on a roll of 9 or less, while a slowed construction will detect and eliminate or reduce a flaw on a roll of 9 or less.

When testing the prototype, any flaws may cause damage of 1d for 1 rating, 2d for 2 rating, and 3d for 3 rating. The Guide may substitute other deleterious effects for flawed prototypes, and the device may simply refuse to work. Assuming a successful build from sound plans, the chance of a prototype working at least once during the testing phase is 11 or less for 1 rating, 9 or less for 2 rating, and 7 or less for 3 rating. This assumes a testing period of 1d days; a penalty of 2 may be applied if testing is only 1d hours, and a bonus of 1 may be applied for each additional 1d days spent in testing. At the Guide's whim, a flawed design will work as if it were successful if the inventor fails a Prowess roll.

Once an invention has been planned, built, tested, and possibly redesigned and retested, the workshop can begin producing the device as desired. At the Guide's whim, a limited number of invented devices may be available at any one time; 1d total per adventure, for example.

Languages

Unlike other fantasy role-playing games, *Travellers of the Wasteland* does not have a list of native and foreign languages that characters speak and may learn. Nor does it require the recording of whether a character is literate, or whether a creature can understand the spoken word or not. This is in accord with some of the source material, such as folk tales and stories of travellers to other worlds. It also makes the game that little bit easier to play, as it reduces or negates the chance of a vital clue being missed or an important direction misunderstood.

However, if the Guide wishes to increase the depth of detail of their wasteland, a selection of languages may be drawn up. If so, it is assumed that all travellers speak their own native tongue, whatever that may be, as well as the common tongue of the Wasteland or the most commonly

spoken language of the area they start play in. Additional languages will have to be learned as per the Research and Training section.

If the Guide wishes to introduce miscommunication into the game, particularly in strange and unknown lands, a simple situation roll will suffice in most instances.

Pets and Minions

At the Guide's whim, travellers may gain pets and minions. Such creatures and denizens may join the group under the Guide's control, or serve as contacts in known lands. If the group is small, the addition of a guard animal or mercenary might help prospects of survival. However, in the hands of skilled players a beast or servant might be put to any number of surprising uses the Guide feels may be against the spirit of the game. Naming a riding lizard is one thing; engaging in mounted combat from the back of a "war lizard" may turn an adventure into something else entirely. One tactic that ought to be discouraged straight off is the personal use of courier snakes. While sending mercenaries ahead as scouts may reduce the risk the travellers expose themselves to, this is not a game of adventuring by proxy.

If pets and allies are used in the game, the Guide may require reaction and situation rolls to determine recruitment, loyalty, behaviour, and other factors. Bribes or similar offers may be required to induce creatures and denizens to enter service. The optional rule concerning Morale may also be employed, and minions repeatedly exposed to danger may flee service never to return. They might even spread tales, tainting the group's reputation.

Spell Lists and Spell Research

The Guide may choose to expand the range of spells available to travellers, remove certain spells from the game, or allow travellers to create new spells of their own. This last

option ought to be restricted to Magicians. If altering the list of available spells, the Guide is advised to study the existing spells to get a feel for what magical effects are or are not available in the game. Compared to other fantasy role-playing games, some types or styles of magic spells are weaker, stronger, or not present. Note that changing the list of available spells may have an effect upon the tone of the game. If the Guide allows the creation of new spells, the guidelines given under Research and Training can be applied.

Starting Magic

The Guide may allow travellers to learn their starting spells by the following method. Instead of selecting a limited number of spells, a traveller gains spells of total casting cost equal to their Magic score. This reduces the likelihood of a Magician knowing only a few spells of high cost, for example, and increases the range of spells available to most characters. Players will have to think whether they want a large number of low-cost spells, or a mix of spells.

The Guide may feel this method increases the power of starting travellers, and even changes the tone of the game. While this is true, it also increases the appeal of magic; as the game stands, Healers and Changelings might start play knowing only the one specified spell. The Guide may deal with this power increase in any or all of the following three ways. The Guide may reduce the number of spells available for learning during a game, whether by scroll or tutor; the Guide may allow creatures and foes to start with increased spells as well; or, the Guide may enforce the Magic score as the maximum total allowable, requiring players to decide whether to start at their maximum potential or at some lower point.

As an alternative, the Guide may keep the method of determining starting spells as it is, varying the formula as follows. A Magician may start with a number of spells equal to their Magic score divided by 2, rounded down. All other travellers may start with a number of spells equal to their Magic score divided by 3, rounded down. According to this method, the average Magician will know 6 spells instead of 4, the average Healer or Linnorm will know 3 spells instead of 2, and the average Changeling, Waelcirya, or Ransil will know 2 spells instead of 1. This allows for a slight power increase while leaving scope for improvement.

Tone of the Game

The Guide may choose to alter the tone of the game, making it darker or brighter, comical or grim, higher in magic and politics or less about journeys and fables, bloodier of combat or more like the sword & sorcery genre, or in any other way desired. This will likely entail removing or downplaying some elements of the game, and introducing rules and features of the Guide's own devising or appropriation. The idiosyncratic setting of the Wasteland may be exchanged for another of the Guide's own creation, or for one of the worlds mentioned in Lore of Other Worlds. In changing the tone of the game, the Guide may find that some rules or concepts do not fit with the kind of adventures they want to run. Or the Guide may find that a changed tone leads to something unexpected, or even undesirable. If the Guide elects to alter the tone of the game, they are advised to keep in mind what they hope to achieve; if the altered game feels wrong, perhaps a different game is called for.