

HANDBOOK



Official Game Rules of
Legendary Quest™

by
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and
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OF HAZARDS & HOUSE RULES

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Legendary Quest™ could not exist exclusively from the writings of only a few authors. Many wonderful ideas came from others deserving tremendous credit.

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For those neglected in these acknowledgments, please forgive my forgetfulness. Be assured the oversight was not intentional. In the rush to complete this work, much could have easily eluded me in the last moments before the final printing.

John Kirk

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Introduction

The entirety of this book is reference material for the game of *Legendary Quest*[™]. It assumes that you already own a copy of *The Grimoire of Game Rules*[™]. The Grimoire contains all of the basic instructions governing character generation, combat, and spell casting.

In addition, we highly recommended that the game referee, or Overlord, possess a copy of *The Tome of Terrors*[™]. While not absolutely vital to play the game, the Tome provides you with detailed descriptions of many monsters and obstacles. As such, it is an invaluable resource. Other supplements in the *Legendary Quest* series that you will find useful are *The Lexicon of Lore* (LQ's mage spells), *The Manual of Mythology* (LQ's priest spells), *Celtic Creatures and Nordic Nightmares* (more nasties), and *The Monsters of the Mediterranean* (even more nasties).

The Handbook of Hazards and House Rules[™] contains a mish-mash of all of the topics that didn't find a home in the other *Legendary Quest* books. It also contains some material that probably should have gone in other books, but was written after those books were completed. Much of the material in this book is new and has not undergone as much extensive play testing as other materials presented to date. Even so, I am delighted with the outcome. There are some surprising gems in this book that weren't even a glimmer in my eye when *The Grimoire of Game Rules* was first put up on the Web for the world to see. I've gotten a great deal of feedback on LQ's basic design since that time, and some of that feedback has found its way into this volume. Consequently, this book is jam-packed with ways to add even more flavor to your characters.

The idea with the biggest potential impact on LQ's future is the Heroic Idiom, presented herein as an extensive House Rule. I anticipate the alignment system of LQ's future editions to be replaced with something very much like the Heroic Idioms presented herein.

This handbook also introduces Spiritualism, which involves religious and pseudo-religious secret societies based on the mythologies of several ancient mystery cults. True to the myths surrounding these clandestine groups, spiritualists wield psychic powers. The abilities of a spiritualist are largely invisible, so they wouldn't break any movie's special effects budget. But, they are quite potent and have proven to be a blast to play for all their lack of flash.

A new section on Piecemeal Armor is included in this book as well. It provides a litany of various articles of

protection used throughout history, and enables a person to cobble together a wide range of armor suits tailored to various time periods. It also enables a character to accumulate pieces of armor bit by bit over the course of his career, making his appearance at any given time closely tied to his personal history.

Over three dozen new classes are also presented in this tome, many of which deal with the new mystery cults. However, a number of others are incorporated as well. Some represent "ordinary" professions while others are of a more "heroic" bent. Merchants, Town Guards, Scholars, and their like can flesh out characters for players desiring "humble" origins for their heroes. A number of authentic Gladiatorial variations are also included for anyone thirsting for a more glory-filled background.

Finally, a whole catalog of Traps and other dangerous hazards is provided for your game master's entertainment and amusement. These should give any overworked Overlord some fresh ideas on how to confound and torture any poor heroes ensnared in his demesne. Bwa. Bwa-ha. BWA-HA-HA-HA-HA-HA!!!!

House Rules

The term "House Rule" is used throughout the role-playing industry to refer to a rule dreamed up by a particular game referee for use in his own campaigns. House rules attempt to fill some perceived gap or shortcoming in the rule system used by a group of players.

Over the course of many years, different house rules for *Legendary Quest* have been proposed and tried. This section contains some of the best house rules that we have encountered. Often, we decided not to adopt these rules as "official" merely because we wanted to keep the "official" rules as simple as possible. Other house rules are merely a matter of taste. Some people like a rule while others don't. Your gaming group may decide to adopt some of the following rules because they strike you as good ideas. However, none of these are in any way mandatory. Use anything you like. Ignore everything else.

We have only one strong recommendation before adopting any house rule. Make sure everyone playing a character in the campaign knows what house rules are in effect. Players make decisions for their characters based on their understanding of the rules. It is hardly fair to allow someone to take actions based on one rule set only to find out that his actions will have unexpected outcomes governed by rules he knew nothing about.

Heroic Idioms

Legendary Quest is a game about heroic quests in a mythological setting. This house rule promotes heroic behavior in the characters by giving them a new special attribute known as Wyrd (pronounced *weird*). This attribute is a gauge of how much the fates favor or dislike the hero.

Wyrd is an attribute whose value is purely determined by the kind of hero the player envisions his character to be and the actions he has his character take in the course of an adventure. In other words, a character's *Wyrd* is determined by how well his player portrays a chosen *Idiom*. There are a number of standard Idioms listed below, each of which is patterned after the behaviors of the various heroes of European and Mediterranean cultures. However, there is no reason a player should be restricted to the idioms listed. He is encouraged to come up with one of his own. The section **Creating Your Own Idiom** describes how this can be done.

Some players have a clear concept for their characters. For them, the choice of an Idiom is usually easy. Other players need some time before deciding on an Idiom. Either way is fine. Obviously, a character cannot gain the great benefits of Wyrd (described later) until an Idiom is chosen. Once a player has chosen an Idiom for his character, he has the responsibility of portraying the character accordingly.

A character's Wyrd always starts at zero. As a character interacts with the game world, his Wyrd will either rise or lower depending on whether his actions fit or contradict his particular Idiom. Wyrd can range anywhere from -5 to +5, although values at the extreme ranges are rare. Whenever the Overlord decides that a character action is particularly well suited to a character's Idiom, he should ask the player to make a Success Roll with *no* adjustments against a Threshold of $15 + 3 \times$ his current Wyrd. Success indicates that the character's Wyrd increases by one. Obviously, the greater a character's Wyrd, the harder it is for him to increase it further. On the other hand, if the Overlord decides that the character's actions contradict his Idiom, he should ask the player to make a similar Success Roll. Failure indicates the character's Wyrd drops by one. In no case can Wyrd exceed 5 or fall below -5.

Just like any other attribute, Wyrd is applied to pertinent d30 rolls (Success, Attack, and Luck). This special attribute is odd, though, in that Wyrd applies differently for different characters. It is a character's Idiom that determines when his Wyrd applies. Although you are

free to come up with your own Idiom, with your Overlord's approval, the following are patterned after mythological heroes and should provide a good starting point.

Chivalrous Hero

The Arthurian knight is the prototypical Chivalrous Hero. He is a character whose primary motivation is to perform great deeds to aid the downtrodden and helpless and to pay homage to his liege. To be successful, the chivalrous hero must overcome his natural inclination to succumb to his own personal vices. Only by resisting temptation can he purify himself sufficiently to subdue the overwhelming obstacles he faces. In so doing, he gains the confidence to overthrow the evil tyrant that extracts unfair taxes and slay the dragon that burns the township and poisons the well. When his deed is done, he demands no compensation or thanks for his heroism, although he will accept it humbly if offered. He then quickly sets out to find the next dragon or tyrant to overthrow, always leery of being tempted from his true path. The more power he gains, the more imposing must be his foe, the more impossible the task, and the greater the temptations that he must oppose. At least, that is the ideal for which a chivalrous hero aspires. Unfortunately,

the reality is that chivalrous heroes cave in to temptation with great regularity. The key is that their spiritual failures always generate their own punishments.

Aided by Merlin and Excalibur, Arthur Pendragon could accept no

challenge less than the unification of all England under one law and one king for the good of all. Once that insurmountable goal had been attained, his only recourse was to seek the Holy Grail itself in order to heal all of the remaining wrongs and injustices in the land (and to honor his God, Arthur's only real sovereign). Arthur's impossible vision was to once again bring paradise to earth. The fact that this was a truly unattainable goal did nothing to dissuade the great king and his Knights of the Round Table from their holy quest. Of course, no man is perfect. Even Arthur shows his humanity when he unwittingly gives in to his sister's seduction. This incestuous tryst begets Mordred, Arthur's nemesis that eventually crafts Arthur's ruin. This shows that even the hero king is subject to the Arthurian motif of the sin punishing the sinner.

To play a chivalrous hero, you must first decide on the sin that acts as his primary temptation. This may be one of the classic seven deadly sins of Pride, Anger, Lust, Envy, Greed, Apathy, or Sloth. Or, it may be some other well-defined weakness that you and your Overlord can mutually agree upon. The only restriction is that the

“Once a player has chosen an Idiom for his character, he has the responsibility of portraying the character accordingly.”

failure to resist the temptation must be physically observable as some action performed by the character.

Actions Affecting Wyrd (Chivalrous)

In the following circumstances, the Overlord should allow the player of a chivalrous hero to make a roll to see if the hero's Wyrd increases by one point:

1. Slaying a dragon or other fearsome monster to save a village from harm or performing some other dangerous deed in service to others.
2. Carrying out some arduous and dangerous command of his liege.
3. Resisting the character's primary temptation in a situation where succumbing to temptation would benefit the character in some way.
4. Succumbing to the character's primary temptation when doing so would be detrimental to the character in some way. This is one of the most challenging of requirements, but is key for the proper portrayal of a chivalrous hero. Such a person must properly demonstrate how a person's sins will punish him.
5. Challenging a foe of equal or greater combat prowess to single-handed combat.

The following actions warrant a roll to determine if a chivalrous hero loses a point of Wyrd:

1. Failing to come to the aid of some downtrodden or underprivileged soul, such as failing to show compassion to a fallen enemy pleading for mercy or refusing to give alms to a deserving beggar.
2. Performing actions against the desire or well being of his lawful liege.
3. Undertaking a quest for purely selfish reasons.
4. Succumbing to the character's primary temptation when doing so would benefit him in some fashion.
5. Failing to succumb to his character's primary temptation when doing so would be detrimental to the character in some way.
6. Swinging at an unarmed or defenseless adversary, such as when an opponent drops his weapon or trips.

Note that if a chivalrous hero swears fealty to an unworthy master, situations can arise where two Wyrd rolls are demanded, one to raise the character's Wyrd and

the other to lower it. For example, if a despot orders a chivalrous knight to suppress an uprising of the local township brought on by unreasonably harsh taxes, the character is in a tight spot. He can either obey his master's orders by fighting the poor and desperate townfolk, or disobey his master in support of them. Either way, the character will be conflicted. For this reason, chivalrous characters must take extreme care in finding worthy lieges.

When Wyrd Applies (Chivalrous)

If positive, a chivalrous hero's Wyrd applies to all d30 (Attack, Luck, and Success) rolls directly bearing on any task performed to give aid and relief to the under trodden or helpless and for tasks performed at the command of his liege. If negative, the character's Wyrd applies to *all* d30 rolls that do *not* have any bearing on such a deed. So, a chivalrous character's Wyrd can only hurt him if he fails to help those in need or disobeys orders, but can only help him while undertaking the mission for which he was born.

Classical Hero

The ancient Greeks believed that a person's primary strength was also his primary weakness. This notion is reflected quite distinctly in their great heroes. One excellent example was Agamemnon, the leader of the Achaean (Greek) army in its assault on Troy. Agamemnon's great strength was his driving ambition. He would let nothing stand in the way to final victory. This strong personality trait made him an excellent leader. Unfortunately, it also made him perform horrific acts. When his navy was unable to sail to Troy because there were no favorable winds, he consulted the gods for what he must do. The priests brought him bad news. The only way to obtain favorable winds was for Agamemnon to offer his young daughter as a blood sacrifice to the gods. There is no doubt that Agamemnon agonized over the demand, but in the end his ambition pushed him to plunge a dagger through his daughter's heart. The gods were true to their word. The winds soon followed and the Achaean navy sailed to Troy and eventual victory.

If you want to play a classical hero, you must select one primary personality trait to act as your strength. It may be self-confidence, ambition, loyalty, perseverance, thirst for glory, or any other characteristic you feel will promise some interesting role-play. Your idiom will be to portray that strength as the single most important personality trait of your character. His Wyrd will be affected by how well you stick to it in both good times and bad.

“The ancient Greeks believed that a person's primary strength was also his primary weakness.”

Actions Affecting Wyrd (Classical)

Your Overlord should allow you to make a roll to determine if your character's Wyrd rises by one point in the following circumstances:

- 1) You have your character perform actions in line with his primary personality trait when doing so has some detrimental effect to him.
- 2) You have your character perform actions in line with his Idiom where doing so puts him in grave danger when he could have otherwise avoided the risk by acting in some other fashion.

Your Overlord should ask you to make a roll to determine if your character's Wyrd drops by a point in the following circumstances:

- 1) You avoid having your character portray his primary personality trait in a situation where avoiding it benefits him in some way.
- 2) You overlook an obvious opportunity to act in accordance with your character's primary personality trait.

Note that there is nothing in the previous statements that say you should act in accordance to your primary personality trait only if it is convenient or beneficial to the circumstance at hand. Even if acting true to your trait would be detrimental to your health or goals, failure to do so may penalize your Wyrd. This faithfully reflects classic Greek form.

When Wyrd Applies (Classical)

The Greek gods forged classical heroes by thrusting dire circumstances upon them. They did this either to purposefully make heroes out of them or simply to use them as pawns in the never-ending rivalries between the Grecian deities. As a result of their difficulties, the heroes would then declare their intentions to the gods, either in servitude to them or in rebellion against them. They would swear to fulfill some glorious and absurdly difficult task to right the wrongs done to them. To portray a classical hero, then, you need to "declare your intentions" to the gods and set off on some grand quest.

If your character's Wyrd is positive, it applies to all d30 rolls in the following circumstances:

- 1) Any actions leading to the completion of your stated quest.
- 2) Any actions in direct servitude or direct rebellion of the gods.

If your character's Wyrd is negative, it applies to all d30 rolls in the following circumstances:

- 1) Actions that do *not* pertain to a quest, whether you declared one or not.
- 2) Actions not in direct servitude or rebellion to the gods.

So, if your character wanders aimlessly from encounter to encounter or gets sidetracked from his quest, your Wyrd can only hurt your character's success. On the other hand, if you are in hot pursuit of a stated and appropriately difficult goal, your Wyrd can do nothing but help.

Cognoscente

A cognoscente is a hero motivated by an unquenchable thirst for a specific form of knowledge. He is a true connoisseur of facts. Such a drive often has an underlying motivation. But, for scholarly characters, the knowledge itself may be the end goal. The more rare and exclusive the information, the more highly prized it is. Especially valuable are those tidbits completely unknown to the world of men.

Vivian, the famed Lady of the Lake of Arthurian legend, was a powerful elf. She was one of the Gwragedd Annwn, an aquatic race of elves with enchanted palaces and kingdoms hidden beneath the many lakes of England. Among the faery folk, her people were revered among the most magical. But, she knew that Merlin, Arthur's trusted advisor, had more wisdom and greater knowledge of magic than even the elves possessed. Much of Merlin's great power was due to the fact that he was the offspring of an unholy union between a human woman and a demonic incubus. He therefore had both a human soul and infernal knowledge.

Vivian decided that she would acquire Merlin's powers for herself. This would be no easy task, since Merlin was no simpleton. Magic alone would not work, so she used feminine guile to woo the unsuspecting mage. Merlin was quickly won over by her charming speech and generous favors, which included the gift of the wondrous Excalibur.

For years, Vivian's pleasant company and mirthful conversation kept Merlin off balance. Although her lust for Merlin's secrets burned at her core, the long-lived elves are exceedingly patient when necessary. When she determined that Merlin was finally, hopelessly in love with her, Vivian proposed to build a magical castle in which they would live together forever in total bliss, inaccessible to the mundane problems of mortal men. Merlin was in total agreement and was intent on building the structure himself. Vivian protested, though, claiming that she wanted the privilege of constructing their dream castle as a gift to her beloved Merlin. If Merlin would

instruct her in how to accomplish the deed, the palace would be a creation of both of them.

Merlin consented and set out to teach her all the potent enchantments needed to construct an invulnerable inter-dimensional fortress. When he was finished, Vivian put Merlin to sleep with a charm and proceeded to conjure a tower around the dozing mage to Merlin's exacting specifications. However, she altered the enchantment so that only she would be able to enter or exit the building. When he awoke, Merlin found himself trapped in an inescapable prison of his own design. Some say that Vivian, as Merlin's only possible companion, still coaxes enchantments from the aged wizard. Others believe that Merlin is frozen in stasis and will return to the land of men when he is most needed. Only Vivian knows for sure.

Actions Affecting Wyrd (Cognoscente)

A cognoscente's actions should always be geared toward finding the knowledge he craves and, if possible, ensuring that he is the sole possessor of it. Obviously, to do so, you must first decide exactly what kinds of lore interest your connoisseur of lore. You must be specific, as your character will be expected to seek out all knowledge pertaining to his favored topics. Thus, a wizard cognoscente that craves all arcane knowledge will have as great a desire for Sorcerer spells that he cannot use as for Wizard spells that he can. On the other hand, a Witch/Enchanter seeking only witchcraft will always favor simple witch spells over the powerful charms available to Enchanters. Once the desired topics are specified, they cannot be changed without resetting the character's Wyrd to zero.

In the following circumstances, the Overlord should allow the player of a cognoscente to make a roll to see if the hero's Wyrd increases by one point:

1. Performing some difficult or dangerous task specifically to gain a piece of knowledge or lore related to his favored topic.
2. Actually gaining a sought fact pertaining to his favored topic at great personal cost and negligible immediate benefit. For example, a wizard seeking arcana would gain a Wyrd roll if he purchased an expensive spell well beyond his current abilities to cast. (The "negligible immediate benefit" clause sets the cognoscente apart from ordinary practitioners, who will only purchase knowledge that has a reasonably fast pay-off.)
3. Performing an action that will significantly increase the rarity of the

knowledge he already possesses. For example, if an enchanter buys a charm spell from the only mage possessing it in the kingdom, he could ensure a monopoly on the spell by slaying the source.

The following actions warrant a roll to determine if a cognoscente loses a point of Wyrd:

1. Refusing to acquire a piece of knowledge concerning his favored topic that he does not already possess when such knowledge can be obtained. Note that this restriction even applies when gaining the knowledge would be seriously detrimental to the character's health or pocketbook.
2. When a choice between pertinent facts or pieces of knowledge must be made, selecting anything other than the most rare bit of information demands a negative Wyrd roll. For example, a magus that elected to purchase five common spells rather than a single rare spell would risk losing Wyrd.
3. Providing someone else rare knowledge pertaining to his favored topic, which thereby dilutes its value.

When Wyrd Applies (Cognoscente)

If positive, the Wyrd of a cognoscente applies to all d30 (Attack, Luck, and Success) rolls when performing actions that lead toward gaining more of the specific knowledge he seeks.

If negative, Wyrd applies to all d30 rolls not involving the acquisition of the knowledge sought by the hero.

So, Wyrd can only hinder cognoscenti who fail to pursue the rare and valuable knowledge he craves. Those that are continually on the lookout for this forgotten lore can only be helped by it.

Quester

A quester seeks some great truth or grand (usually holy) relic that promises to change the world in some dramatic way. Such a person will face any danger and suffer any expense or insult to obtain a clue leading to his ultimate goal. In mythology, the questing hero often fails to attain his dream. But even failure leads to some reward of great value.

"In mythology, the questing hero often fails to attain his dream. But even failure leads to some reward of great value."

Gilgamesh was a Babylonian hero who started out his career as a powerful warrior, renowned for his strength and combat prowess. He was also a tyrannical despot who raped any woman who caught his

fancy, whether she was already married or not. To punish the wayward king for his unbecoming actions, the gods created a great warrior, Echidna, to defeat the mighty Gilgamesh. Confident that their new creation was powerful enough for the task, they sent Echidna to kill Gilgamesh. However, Gilgamesh tricked the naïve warrior into sleeping with a courtesan, and Echidna thereby lost his innocence along with his natural attunement to wild animals. Shunned by nature for his sins, Echidna had little choice but to befriend Gilgamesh instead of killing him. The two heroes roamed the world and had a wonderful time questing, but Echidna eventually ran afoul of the gods who struck him down with a plague.

Grieving over the loss of his trusted companion, Gilgamesh keenly felt his own mortality and sets out to find a way to gain eternal life. He decides that the best place to gain this knowledge is from Uta-Napishtim (the Babylonian Noah), the only man to ever gain immortality. After encountering many strange people and overcoming a number of dangerous obstacles, he finally stands before the man he seeks. Uta-Napishtim mocks Gilgamesh for his foolish quest but eventually tells the great hero of an herb that will grant immortality.

With the required knowledge gained, Gilgamesh retrieves the prickly herb from the bottom of the sea. Rather than use it all for himself, Gilgamesh decides to bring immortality to all mankind. So, he journeys back to his homeland. Just before he makes it home, though, Gilgamesh lays the herb on a rock so he can bathe in a lake. Needless to say, a snake promptly eats the miraculous plant. As a consequence, snakes live forever, periodically shedding their skins to renew their youth, but men are cursed with mortality.

This myth shows that Gilgamesh sought immortality, but, in so doing, transformed from a tyrant into a generous king primarily concerned for the welfare of his people. He may have lost eternal life, but he gained something else more important: his humanity.

Actions Affecting Wyrd (Quester)

A quester's actions should always be geared toward attaining his ultimate goal. Obviously, to do so, you must first decide both what specific, single vision it is that the character craves and why he desires it so badly.

In the following circumstances, the Overlord should allow the player of such a seeker to make a roll to see if the hero's Wyrd increases by one point:

1. Performing some difficult or life-threatening task specifically to gain a clue

related to the attainment of his goal.

2. Obtaining a clue that brings the character closer to his desired aim.
3. Actually attaining the stated goal, concluding it is not as important as originally thought, and deciding on some even grander and more impossible vision to pursue.

The following actions warrant a roll to determine if a questing hero loses a point of Wyrd:

1. Refusing a clue pertaining to his goal when such knowledge can be obtained, in whatever fashion. Note that this restriction even applies when gaining the knowledge would be seriously detrimental to the character's health or pocketbook.
2. Overlooking or ignoring a clue related to his quest.

When Wyrd Applies (Quester)

If positive, the Wyrd of a questing hero applies to all d30 (Attack, Luck, and Success) rolls when performing actions that lead toward gaining the item or knowledge he seeks.

If negative, Wyrd applies to all d30 rolls not involving the acquisition of the character's end goal.

So, Wyrd can only hinder a questing hero who fails to express due concern for his life's passion. Those that are continually on the lookout for this knowledge can only be helped by it.

Tragic Hero

The Norse lived in a very harsh climate where winters were extreme and life was continually threatened. These facts are reflected in their legends, which have a universal dark undertone. Even the gods are doomed and fated to die in the final battle of Ragnarok. So, what hope do mere men have? The greatest of heroes must meet a grim fate. The best destiny that you can attain is to sire offspring, honor the memory of your ancestors, and die a glorious death in battle and thereby win the right to join your gods on the field of battle when the giants finally overthrow their reign. In short, Nordic lore is filled with tragedy.

Beowulf, one of the greatest Nordic heroes, sought out and battled Grendel, a great demon that no other man had even been able to injure regardless of what weapon was used. Beowulf noted this fact and decided that he would put the decision of who would triumph completely in Fate's

“Your tragic character will start his career with the inheritance of an ancestral weapon whose form you will choose to fit your character concept.”

hands. Instead of fight with sword and shield, Beowulf decided to wrestle the invulnerable demon bare handed. Because of his audacious bravery, Fate smiled on him and gave him victory. When an ancient fire-breathing dragon threatened his kingdom, however, Beowulf was not quite so bold. He did show great courage in battling the beast single-handedly, but opted for a modicum of prudence. Although he considered wrestling the drake as he had Grendel, he decided that so impressive an adversary demanded the use of his ancestral sword and shield. He slew the serpent at the cost of breaking his father's weapon, but the beast dealt him a fatal blow in the confrontation. One must wonder if a different outcome would have been forthcoming if Beowulf had decided to wrestle the fiend instead.

The approval of his long dead forbearers is of primary significance to a tragic hero. The spirits of his progenitors continually witness and judge his actions, which must always do honor to them. So, life's easy path is rarely taken.

The idea of an ancestral weapon, most commonly a family sword passed down through generations, is a common motif in Nordic myths. The weapon is always well fashioned, but is rarely extraordinary in its own right. Those that are magical or otherwise exceptional were obviously possessed by great heroes who died well, for the blades are invariably broken. This is taken as irrefutable evidence that the weapons failed their owners at their time of greatest need and reflects the harsh reality of the world. Alternately, you and your Overlord may decide to have your ancestral weapon be lost or stolen, ripe for re-acquisition when your character attains sufficient power to seek it. The important restriction here is that your character does not possess a weapon with capabilities far beyond his ability to master or retain. The ancestral weapon is not an endowment meant to elevate your character's power far above the norm, but rather an interesting accessory intended to embellish your character's persona.

If you choose to follow this Idiom, you will portray your character with an eye toward his eventual, inevitable demise. Your character's primary virtue is courage and steadfastness in the face of great adversity. His greatest hope is to meet a fitting end that will do honor to his heritage. As such, he admires those who stand in battle and continue the struggle even after all hope is lost.

Your tragic character will start his career with the inheritance of an ancestral weapon whose form you will choose to fit your character concept (pending Overlord approval, of course). If you decide it is magical or made of unusual or exceptional materials then it will always start out broken, being handed down from some great hero in your lineage. You can have the weapon re-forged

as soon as you find someone capable of restoring it to its original glory and are yourself able to afford the required fee.

Actions Affecting Wyrd (Tragic)

A tragic hero will stand and fight no matter what the odds and will always revere his heritage. As such the following actions entitle a tragic hero to a roll to determine if his Wyrd increases by one point:

1. Continuing a battle after his Damage Tolerance falls below $\frac{1}{4}$ of its maximum.
2. Doing some great honor to his ancestors, such as refusing to take permanent possession of a weapon of greater material worth than his ancestral one.
3. Performing some deed in support of his family's traditional role. Obviously, for this to have an impact, you must know the historical role your character's family played. For example, a tragic hero may come from a long line of smithy/enchanters. Such a character would get a Wyrd roll each time he gains a class along these lines. He would get a similar roll every time he forged some impressive item and signed it with his family's mark. Similarly, a tragic hero that descends from murderous despots would get a Wyrd roll every time he slew some innocent peasant for no good reason.

Similarly, the following actions will force a tragic hero to make a roll to determine if his Wyrd decreases by one point:

1. Retreating from battle no matter what the reason. (This includes "backing up" after having been directly assaulted so that the character can cast a spell from the "back line." Tragic heroes handle their own melee affairs, thank you very much. Giving ground to draw an assailant along to gain some combat advantage is another thing entirely. Any such action incurs no such penalty.)
2. Dishonoring his ancestors in any way, such as failing to avenge any insult to his parentage or haggling too much over the price of re-forging his ancestral weapon.
3. Performing some deed in direct opposition to his family's traditional beliefs. Thus, a character whose ancestors were greedy thieves may lose a point of Wyrd whenever he gives alms to the poor.

When Wyrd Applies (Tragic)

If a tragic hero's Wyrd is positive, it applies to the following:

1. All Attack Rolls when wielding his ancestral weapon.
2. All d30 rolls in any battle where he continues fighting after his Damage Tolerance has fallen below ½ maximum or where a comrade has fallen at his side due to injuries.

If his Wyrd is negative, it applies to all the following:

1. All Attack Rolls when wielding a weapon other than a family heirloom.
2. Rolls where he is not in a desperate circumstance. That is, when his Damage Tolerance is above ½ maximum and no comrade has fallen at his side due to injuries. Even so, a negative Wyrd will never apply to a character's Attack rolls when wielding his ancestral weapon.

So, if you do not continually push a tragic hero to the edge of his capabilities or consistently dishonor his ancestry, his Wyrd can only hurt him. On the other hand, Wyrd can only help a character that honorably and boldly greets death with nothing but defiance.

“A trickster uses guile and misdirection to attain his aims, which may range anywhere from a happy-go-lucky desire to commit harmless pranks to the dark motive of murder.”

Trickster

The trickster is a common motif in myths throughout the world. A trickster uses guile and misdirection to attain his aims, which may range anywhere from a happy-go-lucky desire to commit harmless pranks to the dark motive of murder. The trickster's victims are often far more powerful than him; so armed confrontation is carefully avoided. When his antics are finally revealed as chicanery, the trickster's primary goal becomes escape. Needless to say, the primary strengths of this sort of hero are a quick wit and a nimble body.

Many of the legendary tricksters have the power to shape-shift into animals of various sorts. This ability is obviously quite useful as both a disguise and a means to flee an uncomfortable situation.

One of the most famous tricksters of the European arena is Loki, the Nordic god of mischief. His guile comes into play when he convinces the dwarves Brokk and Eitri to fashion treasures for the gods. He persuades them by promising his head in payment should their work outshine the wonders previously wrought by Ivaldi's sons. Having

no great love of Loki and seeing an opportunity to be rid of him, the dwarves readily agree. They fire up their forge and quickly produce the shining golden boar Gullinbursti who was faster than any horse and can run over land and sea alike. Next, they made the golden armband Draupnir, from which eight golden rings of comparable size magically drop every ninth night.

Seeing that the dwarves may actually win the wager, Loki takes matters into his own hands when the brothers start fashioning the magical hammer Mjollnir. As the dwarves labor over the sweltering forge, crafting their greatest creation yet, Loki realizes how fabulous and dangerous the weapon will prove. He decides that his best recourse is to distract the smiths from their exacting work and spoil the proceeds. So, Loki transforms himself into a fly and repeatedly stings Brokk on the nose and face. Brokk steadfastly maintains his focus throughout the forging process, pausing only once from his work at the bellows to quickly swat the annoying insect. Due to the dwarves' diligence, the hammer was completed, but Loki was not wholly unsuccessful. The single brief pause caused the hammer's handle to be formed too short to be held with two hands. Only one god, Thor, was strong enough to wield such a weapon and even he needed the aid of his magical girdle and gauntlets of strength to do so.

When the gifts were presented to the gods, Brokk and Eitri were proclaimed the winners. Loki's head was forfeit. Desperate to save his life, Loki quickly points out that while the dwarves may have a fair claim to his head, they have no rights to his neck. The dwarves cannot take possession of their rightful property unless they do so without harming his neck. Confounded, the dwarves content themselves with sewing Loki's lips shut. Even as the needle is forming the stitches, Loki ponders his revenge...

As a trickster, your character will start his career “on the run” from some powerful enemy with a long held grudge for some previous insult. This nemesis will already have some knowledge of the character's whereabouts and description. This information will be sufficient for the pursuer to find the trickster if he settles down too long in one place, but will not immediately pinpoint the character's current hideout. You and your Overlord will need to agree on the nature of your enemy as well as the insult that instigated the hunt.

Actions Affecting Wyrd (Trickster)

A trickster should always be on the lookout for opportunities to gain the upper hand through lies and

deceit. As such the following actions entitle a trickster to a roll to determine if his Wyrd increases by one point:

1. Tricking a foe into performing some action that is detrimental to him.
2. Accomplishing some dangerous task by entirely avoiding combat.
3. Gaining a new nemesis or creditor through trickery.
4. Performing a prank on or, through trickery, crafting some escape from a nemesis.
5. Gaining the power to shape-shift through magic or otherwise (i.e. lycanthropy). Note that illusionary forms of shape-shifting are every bit as valid as “authentic” shape-shifting to a trickster.
6. Gaining the ability to disguise through normal means.
7. Using a previously gained shape-shifting power or disguise to deceive or avoid a nemesis.

Similarly, the following actions will force a trickster to make a roll to determine if his Wyrd decreases by one point:

1. Initiating combat when it could be easily avoided through some ruse.
2. Honestly paying off a creditor in full.
3. Killing a nemesis or creditor.
4. Entering into and fulfilling an honest deal.

When Wyrd Applies (Trickster)

If positive, the Wyrd of a trickster applies to the following:

1. All d30 rolls other than Attack rolls.
2. The first Attack roll on any surprised foe.

If negative, Wyrd applies to the following:

1. All Attack rolls other than the first Attack roll on a surprised foe.

Troubadour

A Troubadour is a hero motivated by romantic passion and courtly love. C. S. Lewis described courtly love as “Humility, Courtesy, Adultery, and the Religion of Love.” This affection is often expressed through song and poetry, although this Idiom concentrates on the heroes of the troubadour poems rather than the actual poets. Even so, the sonnets of the troubadour elevate the beauty and virtue of the troubadour’s love interest, or paramour, to an unattainable level, putting him or her on a pedestal whose lofty heights are virtually unreachable by the hero. Often,

the hero falls for a married woman, making her all the more unattainable. To win her acceptance, the hero sets out to demonstrate his worthiness. Every action of the hero is about gaining the notoriety and respect needed to elevate him or her to a status more on par with his or her love. If an act will not raise the hero a little more toward this goal, it is unworthy of attention.

Troubadour poetry, whose focus is always on virtuous women loved by and won over by courageous heroes, has its origins in Spain at the time of the Moorish conquests. There are theories that the Islamic culture, which had a far higher regard for woman than that expressed by the European literature of the day, had a great influence on the origins of the troubadour tradition. There is no doubt that the transition had a big impact on how women were seen and valued in European society.

One of the great love stories in the tradition of the troubadour is that of Lancelot du Lake and Guinevere. Lancelot was, of course, King Arthur’s greatest and most loyal knight. Guinevere was Arthur’s wife. Lancelot fell hopelessly in love with Guinevere when first laying eyes upon her. And yet, his loyalty to Arthur was absolute. What could a self-respecting Knight of the Round Table do? Lancelot knew that he would never betray his king, so he exerted every ounce of his considerable talents to being the most courageous, the purest, and the best skilled knight in all the land. He was motivated not only by his devotion to Arthur, but also by his overriding need to impress his beloved queen. As long as the two lovers’ affections went unrequited, all was well with the kingdom, if not for the emotional well being of the actual couple. The land flourished and the people prospered. Lancelot himself rescues the king and queen from an evil knight holding them prisoner and performs many other acts of heroism in the king’s name, proving his devotion to both. Even so, when the pair could resist their burning temptations no longer, catastrophe ensues and Arthur’s kingdom falls.

Actions Affecting Wyrd (Troubadour)

A troubadour’s actions should always be geared toward aiding or impressing the single romantic focus of his life. Obviously, for this to occur, the character must first *have* a romantic interest in some person and must understand the activities his beloved finds admirable. These activities must meet with the Overlord’s approval, as they must be specific and physically observable. Anytime the character performs an act worthy of note and then ensures that word of the deed reaches his beloved’s ears, the Overlord should allow the player to make a roll to see if the character’s Wyrd increases by one.

On the other hand, anytime he performs an act that his paramour would find distasteful or unflattering, he must

make a roll to see if his Wyrd drops by one point. A troubadour's Wyrd can be affected if reports of his unworthiness are given to his love interest. Note that these reports do not have to be factual to do damage to a troubadour's Wyrd. But, upon hearing of the reports, if the troubadour immediately sets out to prove his worth by calling out his accusers, the potentially damaging Wyrd rolls are delayed. Indeed, the defeat and exposure of any such accusers as liars warrants a roll to determine if the character's Wyrd actually increases.

When Wyrd Applies (Troubadour)

If positive, the Wyrd of a troubadour applies to all d30 (Attack, Luck, and Success) rolls when performing actions that the troubadour's paramour finds particularly admirable.

If negative, Wyrd applies to all d30 rolls involving actions that the troubadour's paramour would not find attractive.

So, Wyrd can only hinder troubadours who continually forget about their love's concerns. Those that are continually on the lookout for activities that would inspire and hearten their beloved's hearts can only be helped by it.

Votary

A votary is a hero motivated by strong beliefs. The beliefs may or may not be religious in nature, but they certainly influence the character's behavior as much as any religion could. In fact, these beliefs form the basis of the character's entire personality.

Aeneas was a Grecian hero who originally appeared in *The Illiad*, a story describing the Grecian conquest of Troy. Aeneas was a defender of Troy that was adopted by Virgil as the central hero of *The Aeneid*. This masterwork struck such a chord with the Romans that they proclaimed Aeneas to be the founder of their nation.

In this tale, Aeneas escapes the fallen Troy and is told by an Oracle of Apollo to travel to the land of his ancestors. He has the customary difficulties that heroes encounter while journeying to far off lands. His mother, Venus, believes her son's trials are too severe and complains to Jupiter. The sky god reassures her that Aeneas is destined for greatness; that he is to found a nation whose might would overshadow all those before it. Aeneas eventually arrives in North Africa where he falls in love with the beautiful queen Dido, whom he marries. This does not sit well with Jupiter, though, who sends a message to Aeneas reminding him of his destiny in Italy. Reluctantly, Aeneas leaves his beloved queen and, despite her many pleas, heads out to satisfy Jupiter's decrees. To revenge herself, Dido commits suicide and ensures that Aeneas will see the smoke from her funeral pyre as he sails away. This scene is typical of the many

sacrifices Aeneas makes on his long quest. Aeneas must suffer the deaths of his father, wife, and comrades and must defend his lands against unscrupulous enemies. Even so, the hero remains steadfast to his destiny throughout the entire myth for the benefit of future generations. He eventually marries Lavinia and builds a city, Lavinium, named in her honor. Their descendants become a long line of kings that eventually found and rule Rome.

Aeneas' entire career was spent in pursuit of his destiny despite the fact that he would see no glory in his own life for it nor would he ever meet those that would later benefit. This is in stark contrast to the Greek myths, whose heroes primarily seek personal glory. Consequently, the Aeneid is considered to be a work of genius, because no hero previous to Aeneas had such altruistic concern for an ideal or belief, in this case that Aeneas would found a great nation. Consequently, some call Aeneas the original patriot.

Actions Affecting Wyrd (Votary)

A votary's actions should always be geared toward supporting his primary belief. Obviously, to do so, you must first decide exactly what core belief or destiny the character holds. You must be careful in choosing this belief, since it will serve as the central focus of your character's existence.

In the following circumstances, the Overlord should allow the player of a votary to make a roll to see if the hero's Wyrd increases by one point:

1. Makes some great personal sacrifice in order to support his primary beliefs or move him closer to his final destiny.
2. Performs some dangerous action that supports his core beliefs or destiny.

The following actions warrant a roll to determine if a votary loses a point of Wyrd:

1. Refuses to make some personal sacrifice that would support his core beliefs or destiny, regardless of circumstances.
2. Refuses to take some action to support his primary beliefs or destiny, even if such action would be detrimental to the character's welfare.

When Wyrd Applies (Votary)

If positive, the Wyrd of a votary applies to all d30 (Attack, Luck, and Success) rolls when performing actions that support his primary belief or which would move him toward his ultimate destiny.

If negative, Wyrd applies to all d30 rolls not supporting his primary beliefs or which move him further away from his final destiny.

So, Wyrd can only hinder votaries who ignore their central beliefs or are defiant of their destinies. On the other hand, Wyrd can only aid votaries that continually respect their beliefs and seek out their final destinies.

Creating Your Own Idiom

Although the idioms presented in this book are based on the idioms of mythological heroes, there is no reason that you must limit your character to one of those listed. If the given idioms do not suit your tastes, come up with one of your own. If your Overlord approves your idea, go ahead and use it.

The whole reason that idioms exist is to encourage and reward good role-play. When you create a new idiom, then, the most important decision you must make is how to let your Overlord know when you are playing a role rather than just manipulating a game piece. To do that, he must have some objective way to determine when you are portraying your character's persona instead of just performing the action that is most immediately beneficial to your character's welfare. Thus, you must carefully describe your character's core personality trait(s) that you will faithfully follow in all circumstances. Of course, performing an action in line with your idiom that also happens to benefit your character shows nothing about his resolve, although it may be entertaining to do. Only actions that are performed in line with your character's idiom but are otherwise against his best interests unambiguously show your intent. And, certainly, performing any action against your character's idiom whether it benefits him or not demonstrates apathy to your character's persona and should be discouraged.

Note that this definition of "role-play" has nothing to do with yours or anyone else's personal acting performance. Acting out a scene "in character" can be fun and is definitely a part of gaming, but Legendary Quest's Idiom system is not intended to reward acting. It is geared toward the exploration of character through action and behavior. If you consistently have your character perform actions that are purely for the goal of role-playing, the system will reward you.

So, how do you know if you've come up with a good idiom? If you can answer "yes" to all of the following questions, you have probably succeeded:

1. Does your idiom description specify the behaviors that your character must exhibit to determine if your

character's Wyrd increases?

2. Are these situations either relatively infrequent (i.e. the character is "knighted") or otherwise always in circumstances where a rational person lacking the idiom would logically perform some other action?
3. Does your idiom specify when a roll should be made to determine if your character's Wyrd decreases?
4. Are these situations always in circumstances where your character performs an action against his idiom, even if the action is beneficial to him?
5. Do the potential opportunities for "positive" Wyrd rolls roughly equal those for "negative" Wyrd rolls.
6. Does your idiom clearly spell out when a positive Wyrd adjustment applies?
7. Does your idiom clearly spell out when a negative Wyrd adjustment applies?
8. Do both positive and negative Wyrd adjustments encourage the character to continue following his idiom? (That is, if a character's Wyrd is positive, does it apply only to actions directly supporting the idiom? If negative, does it apply only to actions that are not in line with the idiom?)
9. Does your idiom clearly spell out when the Wyrd adjustment does not apply?

Changing Idioms

If, after playing your character for a time, you decide that you would prefer to switch your character from one Idiom to another, you are free to do so with your Overlord's approval. After all, who can doubt that Lancelot du Lake's primary motivation changed from chivalry to adoration and unrequited love the moment he met the fair Guinevere? Just bear in mind that a character's Idiom is the focal point of his personality. It should be changed rarely, if ever. If you do decide to switch from one Idiom to another, it should be a properly dramatic experience for your character. Your Overlord should ask you to explain the reasoning behind the switch. Once he accepts your description, go ahead and change the character's Idiom and reset your character's Wyrd to zero.

"The whole reason that idioms exist is to encourage and reward good role-play."

For Character Attributes...

"Pick-a-Sub-Race" House Rule

In *The Grimoire of Game Rules*[™], the descriptions of the various races was purposely kept terse so that the player could quickly create his character rather than read through a bunch of material that was irrelevant to learning the game. It was felt that allowing the players to "get on with it" outweighed the benefits of giving them more options up front. However, *Legendary Quest* is certainly in favor of providing characters with additional flavor. In fact, that was one of the major driving reasons for providing so much description in the various books that describe the races in detail: *The Tome of Terrors*[™], *Monsters of the Mediterranean*[™], and *Celtic Creatures and Nordic Nightmares*[™].

With all this in mind, a player may choose any of the sub-races listed in the detailed descriptions of the various races. What is important to keep in mind is that the sub-races have been carefully crafted to provide a fair balance of "ability" verses "handicap." If this were not the case, one particular sub-race would likely stand out as the automatic choice. Such an imbalance would, of course, detract from a character's individuality rather than add to it since all characters of a given race would once again be 'cookie-cutter-cutouts' of one another.

A player may simply opt against choosing a particular sub-race if he so desires. This can easily be justified by having the character be a "blend" of two or more of the sub-races. In this way, the character keeps the normal characteristics of his chosen race but does not gain any of the powers or banes of any particular sub-race. Thus, a player may opt to have his elven character be a cross between a Light Elf and a Dark Elf and have pitch-black skin without the severe aversion to sunlight possessed by the darker race. Of course, he will sacrifice the night vision enjoyed by Dark Elves as well.

Needless to say, different cultures will react to sub-races and intra-racial blends in a variety of ways. Some societies may shun blended races while others may be outright hostile to all sub-races other than their own.

"Racial Minimums" House Rule

The creators of *Legendary Quest* agonized over the minimums that a member of a given race should be forced to live with. Discussions about creating tables of racial minimums surfaced from time to time through the years. However, the simplicity of having all attributes start at a minimum value of -2 for all races slightly outweighed the advantages of a more realistic system. Nevertheless, the fact that an orc's minimum *Physical Strength* is the same as that of a gnome's continued to irk those players wanting greater believability.

The table accompanying this house rule provides a selection of reasonable racial minimums that can be easily substituted for the ho-hum universal attribute minimum of -2. These values indicate the minimum values required by each race in generating a new character. A minimum value of 0 on *Agility* indicates that the player is required to spend 2 of his character's *Attribute Bonuses* to raise his *Agility* from the standard -2 to a 0 value.

For all races but human, this house rule does restrict players a tad on where they are going to spend their attributes. However, the raised minimums only apply to the racial strengths, which will be the major factor in any decision to choose a race anyway. Consequently, the restriction is not *too* weighty. Although humans definitely have an advantage in this system as far as flexibility in setting their attributes, the fact that humans do not have any truly outstanding attribute maximums when compared to the other races provides more than a sufficient balance.

The greatest factor for an Overlord in deciding whether to use a system like this is simply in the complexity introduced by requiring a table in the first place. In order to keep things as simple as possible, one table is provided for both sexes.

In a few cases, the racial minimums as presented fall below the standard -2 to a -3 or -4. In these cases, if a player decides to actually set his character's attribute to the dismal value of -3 or -4, he may spend the harvested points however he chooses (with the standard restrictions on racial maximums, of course).

"Although humans definitely have an advantage in this system as far as flexibility in setting their attributes, the fact that humans do not have any truly outstanding attribute maximums when compared to the other races provides more than a sufficient balance."

Attribute Minimums by Race							
Race	PS	ST	AG	MD	PC	WP	FA
Dwarven	0	-2	-2	-2	-2	-2	-2
Elven	-2	-2	-2	-2	-2	0	-2
Gnomish	-4	-2	0	-2	1	-2	-2
Goblin	-2	-2	-2	1	0	-2	-3
Half-Elven	-2	-2	-2	-2	-2	-2	-2
Half-Goblin	-2	-2	-2	0	-2	-2	-2
Half-Nymph	-2	-2	-2	-2	-2	-3	-2
Half-Orcish	0	1	-2	-2	-2	-2	-2
Hob	-4	-2	0	0	-2	-2	-2
Human	-2	-2	-2	-2	-2	-2	-2
Orcish	2	3	-2	-4	-2	-4	-2

Exponential Attributes

It would be unreasonable to expect any player to be able to memorize endless tables concerning what a character can accomplish with a given score. Consequently, some kind of simple system needs to be set up to quickly resolve these issues as they arise during game play. This house rule tries to implement an elegant and easy to remember way to calculate the capability of any basic LQ attribute. What does seem reasonable is for a person to be able to remember what an “Average Joe” can lift, or run, or jump. (It shouldn't be too difficult for a player to be able to remember that an average human can lift, say, 128 pounds without needing to make any Strength rolls.) Then, we could provide a simple rule to figure out how his character compares to the “Average Joe.”

To do so, the attribute scores of the “Average Joe” must be determined. First, of course, the question of “Average for what?” must be answered. In *The Grimoire of Game Rules*, all of the various races are compared against the human male standard (despite the potentially sexist complaints that such a system might engender). So, it seems logical to continue this tradition here. Next, since LQ allows both positive and negative attribute scores, it makes sense to have a zero attribute value correspond to the “average human” score. This makes sense from another perspective, because players are given 21 points to spend on their characters when they are first worked up. If those points were distributed evenly on a human male, then the character would have a ‘1’-attribute value for all scores. This would correspond to slightly above average human, which is what we want since characters are heroic and should be a cut above the norm.

Ok, so now we have the standard attribute score of 0 corresponding to the average human ability in that score. We now need two more things:

- 1) A simple rule to determine the multiplier for every attribute value.
- 2) Stats on what an average human can accomplish with a given

attribute.

The multiplier is figured like this. First, an attribute value of zero (0) would have a multiplier of 1. For every two attribute points above this value, double the multiplier. So, an attribute of 2 would have a multiplier of 2. An attribute of 4 would have a multiplier of 4. Six would have a multiplier of 8 and eight would have a multiplier of 16. Etc.

For odd attribute scores, simply take the multiplier for the next lower score and multiply that by 1.5. So, an attribute of 1 would have a multiplier of 1.5 (or 3/2). An attribute of 3 would have a multiplier of 3 (1.5 times the multiplier for 2). An attribute of 5 would have a multiplier of 6 (1.5 times the multiplier for 4). Etc.

For negative scores, simply take the reciprocal of the positive score. So, the multiplier for a -2 attribute would be 1/2. The multiplier for -5 would be 1/6, etc.

The **Attribute Capability Multiplier Table** lists multipliers for attributes ranging from -20 to +20. Note that these multipliers are only intended for use on Basic Attributes. Multipliers for the six core derived attributes (CD, VG, HE, IN, CH, BR) can be determined by averaging the multipliers for the basic attributes used to derive them.

So, a giant with a *Physical Strength* attribute of 12 would have the strength of 64 average men. And, it is just as easy to see that it would take 32 tiny faeries all having a *Physical Strength* score of -10 to equal the strength of a single average human.

Helpful Hint: For those of you that keep a calculator handy during game play, this rule system approximates the formula $(\sqrt[n]{2})^n$, where “n” is the attribute value. In English, this formula would read “the square root of 2 to the power of the attribute value.” Feel free to use this formula instead of our ad-hoc rule and table, since it is simpler for the mathematically inclined.

“LQ allows both positive and negative attribute scores.”

Attribute Capability Multiplier Table

Attribute	Multiplier	Attribute	Multiplier
0	1	0	1
1	3/2	-1	2/3
2	2	-2	1/2
3	3	-3	1/3
4	4	-4	1/4
5	6	-5	1/6
6	8	-6	1/8
7	12	-7	1/12
8	16	-8	1/16
9	24	-9	1/24
10	32	-10	1/32
11	48	-11	1/48
12	64	-12	1/64
13	96	-13	1/96
14	128	-14	1/128
15	192	-15	1/192
16	256	-16	1/256
17	384	-17	1/384
18	512	-18	1/512
19	768	-19	1/768
20	1024	-20	1/1024

For simplicity, let's just assume that "Average Joe" can perform the following feats with his average scores:

PS: 0 – Average Joe can lift 128 pounds and can carry 16 pounds completely unencumbered without needing to make Strength checks.

ST: 0 – Average Joe can run ½ mile before needing to make any Stamina Checks for exhaustion.

AG: 0 – Average Joe can automatically walk along any 8 inch wide beam without making Agility checks.

MD: 0 – Average Joe can tie a square knot in 16 seconds without needing to make a Manual Dexterity check.

PC: 0 – Average Joe can read a sign with 1 inch tall letters from 16 feet away without needing to make a Perception check.

WP: 0 – After a tiring day of walking, Average Joe can automatically stay awake on guard duty for 4 hours without needing to make a Willpower Check.

FA: 0 – Average Joe can confidently withstand the temptations of a succubus's seductions for ¼ of an hour before needing to make a Faith check.

Obviously, these examples don't come anywhere close to covering all of the possible conflicts in which a character can find himself. (And, they don't mesh with what's in *The Grimoire of Game Rules*, since that book doesn't use the concept of exponentiation in its definitions.) However, they should provide a reasonable gauge on which an Overlord can base his judgments. Also, keep in mind that adrenaline will flood Average Joe's body when put into a stressful situation. So, even though he may not be able to lift 200 pounds automatically, he may be able to accomplish the task if the need is pressing enough.

These kinds of stressful situations are what Attribute Checks are for. They are not intended to be used on ordinary mundane actions that characters perform routinely.

Faith Hastens Priest Spells

A priest is granted powers by his god based on the extent of his Piety. However, it is reasonable to allow his *Faith* to have some influence on his spell casting ability. One easy way to tie a priest's Faith to his miraculous powers is to adjust the time he needs to invoke a spell.

Use the *Casting Time Adjustments* given on the following table to alter the casting time for priest spells (Mage spell casting is unaffected by *Faith*).

Priest Spell Casting Time Adj. According to Faith

Value	Casting Time Adjustment
-2	+3
-1	+2
0	+1
1-3	+0
4-5	-1
6-7	-2
8+	-3

The adjustment listed should be applied in whatever units are used in the spell description. For example, if a spell lists its *Casting Time* as 3 minutes and the spell caster has a 4 *Faith*, then 1 minute is subtracted. Note that no spell can have a *Casting Time* of less than 1 unit. Thus, a spell having a *Casting Time* of 1 second or 1 minute is completely unaffected by the caster's *Faith*.

Willpower Hastens Mage Spells

Mages know how to control the various elemental forces of nature in large part through intensive study. However, a mage's *Willpower* may enter into the picture as well if his mental strength is extraordinarily high or unnaturally depressed. In these cases, the time needed to invoke a spell may be altered.

The *Casting Time Adjustment* given on the following table is used in determining how long a spell takes to cast. Simply use it to adjust the *Casting Time* of any spell being cast by a mage (priest spells are unaffected by *Willpower*).

Mage Spell Casting Time Adj. According to Willpower

Value	Casting Time Adjustment
-2	+3
-1	+2
0	+1
1-3	+0
4-5	-1
6-7	-2
8+	-3

The adjustment listed should be applied in whatever units are used in the spell description. For example, if a spell lists its *Casting Time* as 3 minutes and the spell caster has a 5 *Willpower*, then 1 minute is subtracted. Note that no spell can have a *Casting Time* of less than 1 unit. Thus, a spell having a *Casting Time* of 1 second or 1 minute is completely unaffected by the caster's *Willpower*.

Willpower as "Emergency Backup"

A mage may choose to take stress from his *Willpower* instead of from *Damage Tolerance*. Each *Willpower* point is equivalent to 4 points of *Stress*. Thus, once a *Willpower* point has been expended, the mage will not feel the next 4 points of *Stress* due to spell casting. Of course, the stress points must be used within a reasonable time-frame (no more than a minute or so).

Though occasionally useful, this house rule is generally left for extreme emergencies. *Willpower* points return at a rate of 1 point for every 4 days of rest instead of the comparatively lightning fast rate of 1 point of *Stress* per hour of rest. Remember, a mage gains great benefit from having a high *Willpower*, and he may need it to resist the effects of mental spells. Penalties for having a lowered *Willpower* must be taken into account. Of course, all spell casters must also remember that *Willpower* limits the number of magic items they can safely carry. A spell caster lowering his *Willpower* invites many ill consequences! In any case, no spell caster can lower his *Willpower* below 0 through in this fashion.

Split Damage "Half-and-Half"

If you want to enable characters to "bounce-back" more quickly after a fight, you can use this house rule. Simply apportion half of all damage delivered by weapons and spells to *Physical Damage* and the other half to *Fatigue*. Any 'odd' point of damage is applied to *Fatigue*, thus a blow of 7 points would indicate 4 points of *Fatigue* and 3 points of *Physical Damage*.

Since *Fatigue* is regained at a rate of 1 point per hour, this house rule can prove to be quite a blessing to parties that spend inordinate amounts of time sitting around campfires while waiting for party members to heal enough for traveling. However, it does provide one drawback: most magical healing spells are incapable of healing *Fatigue* since they are geared toward mending physical

wounds. Only those specifically stating that they heal *Fatigue* (or *Stress*) may do so.

Even E.P. Split

The reward system in *Legendary Quest* tries to apportion experience points according to the effectiveness of each character. *The Grimoire of Game Rules* describes one way to do this by dividing the experience points according to Character Level. That is, a 10th Character Level character will get 10 times the amount of experience for an encounter than will his 1st level comrade. This adds a bit of realism to the game by preventing the 1st level character from gaining power at an unrealistic rate. For some groups, though, keeping everyone on an "even keel" is more important than realism. If that is the case

with your group, then you may want to simply divide the experience points evenly among those participating in the adventure. The lower-level characters will very quickly catch up to their higher-level compatriots and parity will quickly be achieved. Of course, it will

mean that it will be very likely that the 1st level character traveling with the 10th level party will be 7th or 8th level after a single night's play.

Maximums for Unusual Races

Sometimes an Overlord might have a concept for a race that doesn't fit well with the racial maximums of the standard LQ races. There is no reason to prevent him from developing the race he envisions. If you look at the Racial Maximum table near the beginning of *The Grimoire of Game Rules*TM, you might notice that if you add up the racial maximums of a particular race, they will

always sum to 21. This is no accident. It ensures that no player can gain an advantage over another merely by choosing a race.

So, if an Overlord wants to dream up his own set of racial maximums, the only rule he

needs to follow is that all racial maximums must sum to 21.

For example, suppose Carla decides she wants to incorporate into her world a dwarf / elf mixture that has a high *Willpower* potential as well as a high *Damage Tolerance* potential. She thinks this unusual mixture of genes would leave the offspring with a sharp mind and a sturdy, slightly twisted frame. For a starting point, Carla looks at the racial maximums for males of the two races

"Though occasionally useful, the 'Use Willpower as Emergency Backup' house rule is generally left for extreme emergencies."

"If you want to enable characters to 'bounce-back' more quickly after a fight, you can use the 'Split Damage' house rule."

and takes their average, coming up with the following numbers:

Dwarf/Elf Racial Maximums (Male)

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
3.5	2.5	2.5	3.5	3	3.5	2.5

Obviously, having racial maximums that include fractions isn't very useful. So, she plays around with the numbers to better fit her vision. She settles on the following maximums:

Dwarf/Elf Racial Maximums (Male)

<i>PS</i>	<i>ST</i>	<i>AG</i>	<i>MD</i>	<i>PC</i>	<i>WP</i>	<i>FA</i>
4	3	2	3	3	4	2

This is an unusual racial maximum distribution when compared to the standard races, but the numbers add up to 21, so Carla is satisfied.

Note that this rule does not restrict an Overlord to creating a race that is a mixture of the standard races, nor does it demand any such mixture be in a person's immediate ancestry. For a slight adjustment to a standard race, it would be sufficient for a grandfather or great grandmother to be the contributing factor. Just make sure that when all is said and done, the Racial Maximums add up to 21.

“So, if an Overlord wants to dream up his own set of racial maximums, the only rule he needs to follow is that all racial maximums must sum to 21.”

For Physical Characteristics...

There is nothing wrong with allowing a player to customize his character's physical appearance to suit his own mental picture of his alter ego. However, there are some players that insist on giving their characters purple hair or pearly white skin covered by pink polka dots. I'm sure that more than a few Overlord nightmares have included players asking for golden hair, wings, and a halo. If these kinds of requests fit naturally into your world environment, then by all means allow it. However, if you believe that a character with so bizarre a persona would do nothing but distract from game play, you are perfectly within your rights to demand a more reasonable character description. This house rule provides an Overlord with 'reasonable' boundaries for members of the standard races.

Height and Weight

To determine height and weight, roll percentile dice. Adjust the rolled number by the amount given on the table *Percentile Adjustments for Height/Weight Roll by Race*.

Take the adjusted number and use the *Height/Weight Table* to determine the *Base Height* and *Base Weight* of the character. To the *Base Height* of the character (from the table), add 1d10 inches and then subtract 1d10 inches to determine the character's overall height.

To figure out a character's overall weight, roll the dice indicated in the Fat column on the Height / Weight table and total the result. To this amount, add the character's *Damage Tolerance*. Finally, add the *Base Weight* found on the table to obtain the character's overall weight (in pounds). If the character is female, drop the resulting weight by 20%.

Percentile Adjustments for Height/Weight Roll by Race

Race	Adjustment
Dwarven	+100
Elven	+150
Gnomish	+15
Goblin	+100
Half Elven	+160
Half Goblin	+125
Half Nymph	+175
Half Orcish	+175
Hob	+25
Human	+175
Orcish	+200

Height/Weight Table

Adjusted Roll	Base Height	Base Weight (lbs.)	Add Fat (lbs.)
0-24	2' 0"	5	+1-8
25-49	2' 3"	10	+1-8
50-99	2' 6"	20	+1-8
100-124	3' 0"	30	+1-10
125-149	3' 6"	50	+1-10
150-174	4' 0"	65	+2-12
175-199	4' 6"	80	+2-12
200-224	5' 0"	95	+2-16
225-249	5' 6"	110	+2-16
250-274	6' 0"	125	+3-24
275-299	6' 6"	140	+3-24
300-324	7' 0"	165	+4-32

Hair/Eye Color

Many times, a player likes to simply choose the *Hair and Eye Color* of his character. As this does not adversely affect the game, this decision is optional. Otherwise, use the given tables to determine the character's *hair and eye color*. Roll percentile dice and adjust the roll according to the table *Hair/Eye Color Roll Adj. by Race*.

Next, consult the *Hair/Eye Color Table* using the previously adjusted roll. On any natural roll of 01, the character has no pigmentation; he is an albino.

Hair/Eye Color Roll Adj. by Race

Race	Roll Adj.
Dwarven	-10%
Elven	-35%
Gnomish	-15%
Goblin	+30%
Half Elven	-20%
Half Goblin	+15%
Half Nymph	-20%
Half Orcish	+15%
Hob	+5%
Human	+0%
Orcish	+25%

Hair / Eye Color Table

Adjusted Roll	Hair Color	Eye Color
01 (natural)	White	Red (albino)
up to -10	Silver	Silver Blue
-09 to 01	Silver	Silver Green
02-09	Blond	Blue
10-14	Blond	Green
15-20	Blond	Hazel
21	Blond	Brown
22-25	Light Red	Blue
26-27	Light Red	Green
28	Light Red	Hazel
29-32	Red	Blue
33-34	Red	Green
35-36	Red	Hazel
37-38	Red	Brown
39	Rusty Red	Blue
40-41	Rusty Red	Green
42-45	Rusty Red	Hazel
46-48	Rusty Red	Brown
49	Dark Red	Green
50-52	Dark Red	Hazel

Hair / Eye Color Table (Cont'd)

Adjusted Roll	Hair Color	Eye Color
53-55	Dark Red	Brown
56-58	Light Brown	Blue
59-61	Light Brown	Green
62-65	Light Brown	Hazel
66-68	Light Brown	Brown
69	Brown	Blue
70-72	Brown	Green
73-76	Brown	Hazel
77-80	Brown	Brown
81	Dark Brown	Blue
82-83	Dark Brown	Green
84-86	Dark Brown	Hazel
87-91	Dark Brown	Brown
92	Dark Brown	Black
93-96	Black	Hazel
97-99	Black	Brown
00-	Black	Black

Age

It is sometimes desirable to know the age of characters as they sometimes age unnaturally due to the influence of baneful magic. This house rule allows a player to determine a reasonable age for his character based on his race. To do so, simply consult the *Age Table*.

Age Table

Race	Age	Age Index	Max Age
Dwarven	50+(2d12)	10	450
Elven	75+(3d10)	75	2000
Gnomish	20+(1d10)	10	300
Goblin	15+(1d10)	3	70
Half Elven	55+(2d10)	25	700
Half Goblin	15+(1d10)	4	80
Half Nymph	20+(1d12)	20	200
Half Orcish	12+(1d8)	5	80
Hob	30+(2d8)	15	250
Human	15+(1d12)	5	100
Orcish	10+(1d8)	6	80

Once a character's age is known, it is possible to determine the effects aging has had on his character's attributes by use of the *Age Index* given on the table.

When a character's age reaches half his race's *Maximum Age*, randomly select two of the following attributes and subtract 1 point from each: *Physical Strength*, *Stamina*, *Agility*, *Manual Dexterity*, and *Perception*.

Repeat this process for each increase in years equal to the character's *Age Index*. If any attribute falls to -4 due to age, the character dies of natural causes regardless of his race's *Maximum Age*.

These rules rarely come into play due to a character's natural aging. However, they are applicable when a character is unnaturally aged due to magical influences. If a character's natural age is somehow restored after an unnatural aging effect, the original *Attribute* values are likewise regained.

For Trauma...

This section describes how to handle many of the various types of physical and mental traumas that characters, or their opponents, will inevitably suffer during play.

Bleeding To Death

When a person has been incapacitated due to physical trauma, it is reasonable to assume that he may slowly bleed to death. Having characters slowly take bleeding damage when their *Damage Tolerance* drops below zero can easily simulate this. In this case, any wound sustained by cutting, chopping, or slashing weapons causes the unfortunate character to bleed. Blood loss damages the character further by one point per turn. Bleeding can be stopped through *First Aid* or magical healing.

As mentioned under the **Suffering Shock due to Damage** house rule, when a character's *Damage Tolerance* falls below zero, he is susceptible to *Shock*. In avoiding *Shock*, the character has to make a *Luck Roll*. The difference between a successful *Luck Roll* and the *Luck Threshold* equals the number of turns a character may bleed before slipping into *Shock*. A character failing the *Luck Roll* falls immediately into *Shock*.

Critical Blows

In this House Rule, when a character sustains an amount of damage equal to or greater than three-fourths of his maximum *Damage Tolerance* in a single hit, he takes a *Critical Blow*. The character must make a *Luck Roll* with *Stamina Adjustments* against a *Luck Threshold* of 15 plus the attacker's *Combat Level*.

The effects of a *Luck Roll* failure vary according to the weapon used to inflict the damage. In general, blunt weapons break bones while bladed weapons sever limbs. Therefore, while a bladed weapons kills when it strikes a character's head or torso, a blunt weapon only pulverizes a few vertebrae or ribs. Randomly determine the portion of the body struck (possibly by rolling a d30 and using the Body Locations Diagram of the Piecemeal Armor Rules) and consult the following table:

Body Part	Blade Effect	Blunt Effect
Head	Death	Permanent paralysis
Arm/Leg	Amputation	Broken
Torso	Severe internal damage	Internal damage

Suffering Shock due to Damage

Anytime a character's *Damage Tolerance* falls below 0, he must make a *Luck Roll* with *Stamina Adjustments*. The *Luck Threshold* he must overcome equals the number of points he has fallen below zero. Failing this *Luck Roll* indicates the character suffers from *Shock* as described in the **Trauma** section of *The Tome of Terrors*.

For Combat...

Surprise Rolls are for Everyone

Have you ever played in a group where one person had the highest Perception and so his eyeballs ruled the outcomes of all Surprise rolls (since the standard rules state that the highest PC of the party should be used)? It's as if the other players might as well be blind. This house rule is an attempt to get the other players involved. When Surprise rolls are needed, have everyone make their own independent Perception check. The person with the best overall result makes the Surprise roll using his own character's Perception. (The same technique can be applied to just about any similar cooperative roll.)

Drinking Potions in Combat

Drinking a single potion requires 1 turn assuming it is easily accessible. Nevertheless, this diverts attention from attacking opponents and reduces attention given to avoiding blows.

If a character drinks a potion while wielding a one-handed weapon, allow no attacks but do not penalize his *Defense* or *Combat Level* in any way. Of course, a character using a two-handed weapon cannot drink any potions with his weapon in hand.

Occasionally, one character may want to force feed a potion to an unconscious comrade. This is possible but time consuming. Force-feeding a single potion requires two full turns.

Giving & Gaining Ground

Occasionally, knowing which combatant is gaining ground and which is giving ground is important. When someone tries to gain ground, his opponent must make a *Luck Roll* with *Physical Strength Adjustments* for every blow taken. The *Threshold* equals 15 plus 1 per point of damage sustained. Failure indicates he falls back 5 feet.

Sometimes, a character finds himself standing on a cliff edge or similar precipice where he refuses to fall back regardless of the consequences. If a character finds himself in such a situation, allow him a +5 bonus on his *Luck Roll*. Nevertheless, any physical blows delivered cause double damage to him (count as only single damage for purposes of the *Luck Roll*).

Defending From Missile Showers

The greater the number of projectiles loosed at your character, the more difficulty he has in dodging out of the way. If your character has more than 8 arrows shot at him (on the average, i.e., 45 arrows shot at 5 characters) penalize his *Defense*. For every arrow after the 8th, his *Defense* falls by one. Thus, a single character targeted

by 6 goblin bowmen (each shooting twice per turn for a total of 12 arrows) has his *Defense* (vs. each arrow) reduced by 4.

Firing Missiles 30+ Yards:

Obviously, the farther away a target lies, the harder it is to hit. Bowmen, Musketeers, and other range attackers frequently fire projectiles at targets a respectable distance away. If done, increase the target's *Defense* by 1 point for every 5 yards distance over 30 the missile must travel. Thus, a character with a normal *Defense* of 20 (excluding parry) standing 100 yards away from an Archer has a *Defense* of 34.

Firing Arrows & Bolts out of Range

Occasionally, a Bowman finds himself needing to fire arrows distances normally considered out of the range of the weapon. He may attempt to do so at the peril of breaking his bow. Every shot fired in this manner forces the bow to make a *Luck Roll*. The *Luck Threshold* for this roll equals 15 plus 1 for every 5 yards over the bow's normal range. Failure indicates the bow breaks. The weapon's range may be increased in this manner by a maximum of half its normal range.

Attacks for Varying Combat Levels

This is less a new rule and more a clarification of an existing one. If the *Combat Level* of an opponent changes during combat (e.g. he drops his weapon), determining the number of extra attacks can become complicated. On any given second, if an opponent's *Combat Level* is sufficiently low to allow an additional attack at the same time that such an attack would be made, the additional attack is allowed.

For example, suppose two equivalent 10th level fighters, Tim and Karl, oppose one another. The *Initiative* rolls give Tim a 7 and Karl an 8. On the 7th second, Tim swings normally and misses. Since the *Combat Levels* of both opponents are equal, he currently is allowed no extra attacks. On the 8th second, however, Karl drops his weapon, which has the unfortunate effect of lowering his *Combat Level* to a 5 for the 9th and 10th seconds of the turn. A 10th level fighter normally gains 2 extra attacks against a 5th level foe. If Karl's *Combat Level* were 5 throughout the turn, Tim would have swung on the 7th, 8th, and 9th seconds. On the 8th second, Karl's *Combat Level* was still a 10 so Tim does not gain an attack at that point. However, on the turn's 9th second, Karl's *Combat Level* dropped to a 5 at the same time that Tim would normally have gained an attack against a 5th level opponent. Therefore, Tim swings on both the 7th and 9th seconds of the turn.

Using Shields

Shields are somewhat of an enigma. They are an odd blend of weaponry and armor. Although shields are not normally used to deliver blows, they are handled in much the same way as weapons. To successfully use a shield, a fighter must effectively 'wield' a piece of armor in order to interpose it between himself and his opponent. There are many potential ways in which a game can handle this (and indeed we have tried many). However, a great deal of thought and play testing has prompted **Legendary Quest™** to adopt simple rules in dealing with shields in the vast majority of situations.

Unlike other armor types, shields give the wielder no absorption rating. Rather, they give him bonuses on his *Defense* (usually ranging between +1 and +3 depending on the shield's size). For most situations, that's really all you need to keep in mind.

At times, however, a character may find himself holding a shield but lacking a weapon. In these cases, the shield itself is considered to have a *Parry* value of 5 (ignoring the shield's normal adjustments). Thus, a medium shield (normally providing a +2 bonus on *Defense*) gives an overall adjustment of +7 to a character's *Defense* (+2 plus *Parry*) when wielded alone.

The easiest way to remember these rules is to split the shield's *Defense* parameters apart:

- 1) The shield has a *Defense Bonus* basically rising from its size. The bigger the shield, the harder an opponent must try to circumvent the barrier. This *Defense Bonus* is always effective, regardless of the *Parry* of any other weapons that the character wields.
- 2) The shield has a *Parry* of 5 that covers its ability to be moved around and actively interposed in front of a weapon.
- 3) Since shields are normally used in conjunction with other weapons, and since most weapons have *Parry* values of 5 or greater, the *Parry* value of the shield is usually ignored.

Using Magical Shields

The shield rules described above have dramatic repercussions when dealing with magical shields whose power lies in improving the shield's ability to parry blows. Magical bonuses only apply in cases where the shield's *Parry* somehow exceeds that of the weapon being wielded in the opposing hand.

For example, suppose a character stumbled onto the mother lode of dungeons and somehow obtains a large shield (which normally gives a +3 bonus on *Defense*) that is enchanted to provide an additional +4 *Parry*. Suppose,

for the sake of argument, that the character already owns a magical bastard sword that gives the wielder an additional +3 points of *Parry* for a total of 10 *Parry* (a bastard sword normally has a *Parry* of 7).

"Gee whillikers!," he exclaims excitedly "A +4 shield and a +3 sword combined gives me a +7 on my *Defense*! Right?"

Wrong.

The sword's overall *Parry* is 10. The shield's is 9. As far as *Parry* is concerned, the sword wins. While the shield will still give the wielder the +3 bonus that any large shield provides, it provides him no other benefit.

Some would argue per the **Wielding Two Weapons Simultaneously** rules that the shield should provide at least one additional point of *Parry* since any second weapon would do so. Such an argument has little grounds since few characters have any real skill with the nuances of wielding a shield. Of course, the argument becomes quite valid if the shield's wielder has one of the *Defending with Shield* skills. In such a case, though, the skill itself takes the fact into account. Ain't life a bitch?

Attacking Lines of Pikesmen

Ancient warfare centered very much around lines of polearm wielding soldiers advancing and attacking the opposing force. Such formations are difficult to breach since the army with the longest polearms is able to attack its enemy with impunity. The battles of the ancient Greeks saw a slow escalation in the length of polearms over the centuries. They started with 6-foot long spears and finally ended with 18-foot long pikes. The weapons grew so cumbersome that the soldiers could barely wield them. Even so, the ability to outreach the enemy proved its importance time and again.

Armies use three basic tactics in attacking lines of pikesmen other than the use of archers. These consist of:

- 1) A large army that almost equals or outnumbers the Pikesmen. Unfortunately, such a mass of fighters crowds itself and hinders the individuals in dodging. Those using this tactic allow the pikesmen to AUTOMATICALLY hit. A roll should still be made to determine if a *Severe Blow* is delivered. However, any 'miss' indicates a normal hit.
- 2) An army whose numbers are scattered. This presents one fighter to every four or five pikesmen. If using this tactic, each of the opposing fighters attacks several pikesmen.
- 3) A line of pikesmen attacking pikesmen. With this tactic, the above rules apply if one army's polearms outreach the other.

In the above situations, armies commonly use two or more overlapping rows of pikemen in simultaneous attack. This way, one rush of the opposing force fails to overcome the pikemen's perimeter.

Polearms in the 2nd Rank

A combatant wielding a polearm weapon may stand behind the front rank and attack from the second rank without penalty. This can only be done if there is an opponent within reach who is at least as tall as the first rank. In addition, the polearm must be long enough to reach past the front rank. The required length to do so depends on the size of the front rank. The polearm must be at least as long as the front rank is tall. Thus, a halberdier standing behind a 5 foot-tall dwarf would need a polearm of at least 5 feet in length to attack from the second rank.

In such a situation, the polearm's wielder is shielded from direct assault by the front line. Of course, that is only true if their opponents do not have polearms of their own long enough to reach through to the second rank.

Armor Fatigue

Wearing heavy armor was really a very strenuous ordeal for combatants. This rule attempts to simulate this fact without interfering with game play (much). Every turn an armored combatant participates in melee or other strenuous activity requiring quick movement, he takes *Fatigue* points very much like mages suffer *Stress* during spell casting. The amount of *Fatigue* points they suffer every turn equals their armor's *Encumbrance* value minus their *Brawn*. Discount all adjustments for shields. So, a character having a *Brawn* of 3 and wearing chainmail having an *Encumbrance* of 4 would suffer one point of *Fatigue* damage every turn. The same character wearing scale armor (with an *Encumbrance* of 3) suffers no fatigue. So, as long as a character matches his armor type to his endurance, the actual mechanics of combat are unaffected. *Fatigue* points are regained at a rate of 1 point per hour of rest.

Disengaging from Combat

Breaking off combat from an aggressive opponent is actually one of the more potentially confusing situations, so let's go into that in detail. There are essentially two times that a combatant can elect to break off combat. The safest is at the time stated by his initiative roll (backing out of or breaking from combat). The other is any other time during the turn (turning tail).

Backing Out of Combat

If a combatant who is fighting alongside other allies breaks off from combat either before initiative is rolled or on his initiative roll, he is said to be "backing out." In this

case, his opponent gets no free swing on him, as his comrades have sufficient time to step in to defend him. However, the fleeing combatant loses any attacks he otherwise could have made. If he states that he is leaving prior to the initiative roll, he will leave on the 1st second of the next turn.

Breaking from Combat

If a lone combatant leaves combat either before initiative is rolled or on his initiative roll, he is said to be "breaking" from combat. In this case, his opponent gets one free swing on him. The fleeing combatant loses any attacks he otherwise could have made, but retains his normal *Defense*. If he states he is leaving prior to the initiative roll, he will leave on the 1st second of the next turn.

Turning Tail

A character may state that he is "turning tail" on any given second of combat. If he does so, his opponent(s) gets one free swing on the second of his flight. The *Defense* of the fleeing combatant is calculated without any *Parry* adjustments. He has, after all, decided he cannot wait for a more opportune moment to disengage.

Free-For-All Combat

Very rarely a battle contains more than two sides. Such a situation can arise in a barroom brawl where everyone in the bar is essentially battling everyone else. Of course, on any given moment, each combatant is battling only a small number of individuals. In these cases, the normal *Recovery Time* rules need clarification. To determine whether a combatant gains an extra attack due to *Recovery Time*, compare his initiative with the lowest roll of all other combatants directly fighting him.

Movement

1) A spell caster can move at a maximum rate of 1/10 of his normal maximum *Speed* while casting spells unless the spell description specifies otherwise.

2) A combatant in hand-to-hand melee can retreat backward at a rate of 1/10 of his maximum *Speed* without suffering any combat penalties (losing swings, defense, etc.). Any rate greater than this constitutes an attempt to break away from combat (see **House Rules for Breaking off Combat** below for details).

3) As long as a combatant remains within swinging range of his opponent, he suffers no initiative penalties. Thus, if a fleet-footed fighter is swinging his sword at a slower fleeing opponent, he suffers no penalties on initiative since he does not actually have to "close ground" to initiate combat.

Running Away

A combatant that has disengaged from combat may flee the field of battle in one of two ways. He may either sprint at an all-out run (rout) or jog in slower fashion (hasty retreat) while keeping an eye out on any pursuers.

Rout

If the combatant flees in an all-out sprint, he is said to be in a rout. The combatant gains no *Parry* adjustments on his *Defense* and has his remaining *Defense* cut to ½ normal. In addition, since he is expending no effort on deflecting and avoiding blows, any enemies swinging on him from behind may do so once per second, provided they are fast enough to keep up. The advantage of a flat-out run, of course, is that any enemies that are slower than you obviously cannot swing at you. Those enemies that match the routed combatants *Speed* exactly must expend all of their energies just to keep up. They cannot swing, but neither do they fall behind.

Hasty Retreat

In a hasty retreat, the fleeing combatant runs at 80% of his normal maximum *Speed*, keeping a wary eye on his pursuers to avoid risking the danger of a rout. In this case, the fleeing combatant calculates his *Defense* without *Parry*, but suffers no other penalties. Pursuers' swings are determined through normal initiative rolls.

Strategic Attacks (Aimed Attacks)

Legendary Quest assumes that normal melee attacks are aimed at whatever tactical opening happens to present itself in an opponent's defenses. Similarly, the rules assume that normal range attacks are aimed at the centers of their targets, but land at random locations due to the unpredictability of battle. However, combatants occasionally express a desire to strike an opponent in a strategic location in order to thwart some action or produce some advantageous effect. A strategic attack may not be the best tactical move, in that it may not deliver the most damage, but it may have other desirable consequences. Such a situation could arise, for example, if an enemy attempts to drink a potion in combat. Obviously, the opponent wouldn't be doing so if it didn't benefit him in some significant way, so it is natural for a combatant to want to knock the potion out of his enemy's hand if he can. Such actions are called "Strategic Attacks" (or Aimed Attacks) in Legendary Quest.

Aiming an attack at a specific body area implies that the attacker may forego a good opportunity to strike elsewhere in favor of the possibility that he may find an opening to his desired target. The more specific the target, the greater the difficulty in successfully delivering the blow. The player must state that he is attempting the action before making his *Attack Roll*. (He must also state

any collateral effects he hopes to produce, unless those effects are completely obvious to all involved.)

The decision to aim an attack strategically is a serious one because it implies the willingness of the attacker to wait for the best opportunity to strike his more focused target. In game terms, this means that the defender's overall *Defense* increases by 5 points against the attack. Even if successful, the blow may still land at some location other than the one intended.

To strike the head or a specific limb, the *Attack Roll* must exceed the adjusted *Defense* by at least 5 points. That is, all total, the *Attack Roll* must be 10 or more over the target's unadjusted *Defense*. Striking a more specific body part, such as the face, hand, knee, elbow, or foot requires the *Attack Roll* to exceed the adjusted *Defense* by at least 10 points. Assume all strategic attacks land in a random location within the general area targeted.

Attacks may be aimed at smaller body parts (eye, finger, toe) as long as the defender remains relatively stationary. In order to do so with range weapons, however, the character must have the *Deadly Aiming* talent with the range weapon in use. When such an aimed attack is allowable, the *Attack Roll* must exceed the adjusted *Defense* by 20 or more to hit the mark exactly.

Strategic attacks do not provide a means to deliver more damage than normally allowed by the standard combat rules. (Indeed, the severity of the blow is reduced because of the increased *Defense*.) The standard "tactical" rules are entirely geared toward inflicting the greatest amount of damage possible on an opponent. Successfully aiming an attack at an opponent's neck does not mean the target's head automatically falls to the ground. After all, non-aimed attacks assume an opponent is occasionally struck in the neck as well.

So, if strategic attacks are not useful for enhancing damage, what are they good for? In short, they are intended to generate collateral effects. One such use would be to throw a handful of sand into an opponent's face in an attempt to blind him. Another would be to strike at an opponent's legs to trip him. In either case, even if the attack successfully strikes the desired location, the defender would be entitled to some kind of *Luck Roll* or *Attribute Check* to avoid whatever collateral effects the aggressor is attempting. Since such effects are potentially infinite in scope, we make no attempt here to list them in detail. It is up to the Overlord to determine the rolls and thresholds needed to resolve the collateral effects on a case-by-case basis.

Please note that spells and other aggressive actions that require an *Attack Roll* may be used in strategic attacks. Those that simply allow *Luck Rolls* cannot be controlled sufficiently to perform this action.

Miscellaneous House Rules

Attribute Bonuses Don't "Stack"

Whenever you have two or more separate adjustments to a specific **Basic Attribute (PS, AG, PC, etc.)** take the largest of them and discard the rest. For example, if a Viking Berserk carries a magical Rune that raises his Physical Strength by 2 points, has a Dragon Might spell cast on him that raises PS by 3, and then is the recipient of an Ogre Strength spell that raises his PS by 5, then only the Ogre Strength spell applies until it wears off.

These adjustments will "ripple" throughout all the Derived Attributes (VG, CD, HE, etc.) normally unless the effect specifically states otherwise. For example, the Ogre Strength spell specifically states that it does not affect Damage Tolerance. However, if one of the lesser adjustments did affect Damage Tolerance, then that lesser adjustment would "ripple" to that Derived Attribute.

If adjustments to two separate Basic Attributes both contribute to the same Derived Attribute, apply both. For example, if the above Viking Berserk also cast the priest spell Heightened Agility, then both the Ogre Strength and Heightened Agility bonuses would affect his Vigour.

Put "Fate" in the Player's Hands

One time per game session, each player is given the option to influence "Fate" one time. When a die roll goes against the story line that a player would like to see, he can use his "Fate" and force a re-roll. Note that this House Rule allows any player to "Fate" any roll, including those of the Overlord or other player. If the re-rolled result is contrary to what another player desires, that other player may use his "Fate" (if he has not yet used it) to force yet another re-roll. This may continue until all possible "Fates" have been used.

Within this "Fate" system, a sequence of tightly related rolls may be affected. For example, suppose a troll makes an unusually high Attack Roll and rends a character harshly. Say, the troll rolls 3d8 damage on his attack and adds Severity damage for a total to 40 points of damage. Obviously, the player isn't going to be able to gauge the severity of the roll until the Overlord gives him his damage. The player could then decide to "Fate" the whole attack by forcing the Overlord to re-roll the troll's Attack Roll. Or, he could opt to have the 3d8 be re-rolled. The choice is his. Once the end-effect of a sequence of rolls is accepted, though, the player cannot go back at a later time and "Fate" a previously accepted outcome.

Finally, unused "Fates" cannot be carried over from one session

to the next. They are either used or lost.

Awarding Experience for Healing

Some players enjoy having characters that don't participate in combat to any great extent. One of the most common types along these lines is the party "Healer." This is a character that focuses his character's abilities primarily on maintaining the party's health. It cannot be disputed, though, that Legendary Quest is a combat oriented game and experience is awarded largely based how much of an effect a character has on the outcome of combat.

So, how should we reward non-combative characters such as healing priests? The answer is really very simple. In fact, the answer is really no different than how experience points are distributed for any other actions. That is, experience points are only awarded to those characters that have an actual positive influence on the course of a battle. However, that influence may have come hours or even days prior to the actual confrontation. This rule merely clarifies what that means for non-combative characters.

Suppose a party defeats a troll during a particularly nasty battle. Harvey the Healer, the party's acolyte, expends all of his manna after the battle in healing the group, but did not participate in the battle in any way. Question: Should Harvey get experience for the troll? Answer: No. The outcome of the battle would not have been any different had Harvey been vacationing in Tiawana. So, he gets nothing for the battle with the troll. Now, suppose after the party is healed, the group heads down the road and shortly thereafter encounters an ogre, which they also defeat after a long and difficult struggle. Once again, Harvey does not participate in the battle and, unfortunately, cannot even heal the party after the ogre falls because he used all of his manna after the troll battle. Question: Does Harvey get experience for the ogre? Answer: Yes.

Huh?

The problem most people have with dealing out experience for healing is that they do not properly identify all of the causes that influence a battle. In the first battle, Harvey truly had no effect on the battle and therefore did not gain experience even though he healed the damage incurred during that battle. However, in healing the party's damage, the party was able to continue on that

much quicker and was able to more easily handle their next encounter. Consequently, Harvey the Healer had a significant positive impact on the battle with the ogre.

Notice that the same could be said

"How should we reward non-combative characters such as healing priests?"

for a mage that cast a Strength spell on a fighter before combat with the ogre, but did not otherwise participate in the battles with the troll or ogre. Since he had a positive influence on the battle with the ogre, the mage would be awarded experience for that battle. Why does it matter that the mage cast the Strength spell only moments before the ogre battle while the healing priest may have cast his healing spells a day or more before? Both had a positive influence on the course of the second battle and so both are awarded experience.

Awarding Experience for Knitting

This house rule simply addresses the fact that many NPC's simply do not go out adventuring and yet many of them have supposedly attained a certain acclaim in their chosen field. How does a professor of English Literature get to become an expert in the nuances of Shakespeare? Is there some dark, out of the way corner of the University library where he secretly skulks off to slay giant man-eating bookworms with his letter opener? In a fantasy game, anything is possible, but most Overlords would probably describe their English teachers as leading a more sedate life. To simulate experience gain through non-heroic means, simply give a tradesman / craftsman / professional / worker 1 experience point for every week that he performs his trade. At this rate, he'll be 2nd Character level in about half a year, 3rd level in a year, 5th level in 4 years, and 7th level in 16 years. That's a slow way to gain levels by adventuring standards, of course. But that's the idea. We don't want Gorak the Merciless giving up his blood-quest because he can improve his berserking abilities more efficiently by knitting sweaters.

Relationship Maps

This idea comes from Ron Edwards, author of the role-playing game *Sorcerer*.

Have each player create a list of all of his blood relatives and lovers, both current and former. Combining the lists for an entire party produces the group's "relationship map." It represents great adventure material from which to draw. Using such a map can only enhance the emotional impact of an adventure. For example, if a character hears that an old lady was just kidnapped by a gang of thugs, he will likely take an interest in the situation unless he has other pressing matters. On the other hand, if he hears of his *mother's* kidnapping, his

attention will be immediate and assertive regardless of circumstance.

Vision Genres

Here are listed descriptions of various kinds of sightedness and special perception attributed to the various standard races and monsters.

Astral Vision

Astral Vision is a form of sight that does not actually require eyes. It is a hypersensitivity to spiritual energy. The most common possessors of Astral Vision are undead creatures, which are capable of sensing living and spiritual beings even in total darkness. The mage talent of Magic Sense is actually a limited form of Astral Vision, which enables a mage to sense the spiritual aura of the spirits bound to a magic item or summoned as a consequence of a spell.

Day Vision

Day Vision refers to eyesight best adapted to the condition of bright light. A day-sighted creature has extremely refined color-sensing capabilities able to detect subtle hue and shade differences between similar colors. Day sighted creatures have difficulty seeing in starlit conditions (-2 PC) and no ability to see in total darkness (-4 PC).

A day-sighted creature cannot also be dark or night-sighted, but may have motion sensitivity, echo location, or heat vision. All humans are day-sighted as well as many of the hob races including the bannik, brownie, domavoi, hibithurst, and killmoulis. Bogle goblins and squarefoot orcs are also day-sighted.

The artwork and architecture of the day-sighted races celebrates the vast vivid ranges of color present in their world. Landscape paintings of purple-gray mountains, trees, and lakes are quite common as are portraits of heroes and loved ones. Their buildings tend to be painted inside and out and are decorated amply with various forms of colorful flora. Although shape and texture are important themes in the artwork of day-sighted races, they do not hold the prominence that is evident in the darker races. As such, the darker races view the artwork of the day-sighted races as unimaginative and amateurish.

Dark Vision

Dark Vision refers to eyesight that is perfectly adapted to seeing in absolute darkness. The mechanism by which this works is that the eyes of a dark sighted creature

“How does a professor of English Literature get to become an expert in the nuances of Shakespeare? Is there some dark, out of the way corner of the University library where he secretly skulks off to slay giant man-eating bookworms with his letter opener?”

actually give off a dim chemically generated ultra-violet glow, to which the eyes are super-sensitive. This means that a dark-sighted creature can see only when the dim light given off by his eyes provides adequate illumination. For this reason, dark vision is only effective to about 40 feet. In addition, a dark sighted creature cannot see in magical darkness, which blocks all light. The duergar dwarves, dark elves (sluah-sidhe and svaltalfar), dark gnomes (wichtln), kobalos goblins, and orchi orcs all possess dark vision.

A dark-sighted creature will be able to easily see the glow of another pair of dark-sighted eyes to a range of about 200 feet. However, other forms of vision that are unable to detect ultra-violet light will be unable to do so. Creatures with Dark Vision are also able to see well in bright light. However, dark sighted eyes are so highly adapted to the pitch black that they are completely colorblind. That is, a creature with dark sight sees the world purely in terms of various shades of gray. Thus, members of the dark-sighted races cannot distinguish a ruby from an emerald or a topaz from a sapphire.

A dark-sighted creature cannot also be day or night-sighted, but may have motion sensitivity.

The artwork of the dark-sighted races is focused primarily on shape and texture. Where one race emphasizes flowing curves, another prefers sharp angular forms. An interest in highly refined sculpture predominates and patterns involving highly polished metal symbols embedded within natural stone backgrounds are common. Architecture generally exploits similar themes where polished marble offsets the dull texture of rough-hewn granite.

Authors Note: Despite it seeming to be somewhat contrived, Dark Vision with glowing eyes has an actual mythological basis. The ancient Egyptians believed that the eyes emitted their own rays that "sensed" the surrounding environment and permitted people to see.

Echolocation

Echolocation is not, technically, a type of "vision" since it does not involve the eyes. Rather, a large pair of sensitive ears is the primary requirement. Echo Location provides a creature with the layout of the surrounding environment. A creature uses this ability by first producing a very specific sound, such as a high-pitched squeak or click. The ears then detect the subtle variations in the sound's echoes that allow the creature to "sense" the objects and walls surrounding it. Redcap goblins and killmoulis hobs have echolocation.

Heat Vision

Heat Vision is the ability to see infrared light. To a creature with Heat Vision, this light causes any object

significantly warmer than its surrounding environment to "glow." Unfortunately, the heat of a single candle flame or the light of the sun easily overwhelms this sensitivity and renders it useless. So, it is not often helpful in brightly lit situations. Even so, it is exceptionally useful in the dark, since the warm handprint of a person touching a stone wall will shimmer and glow for a minute or two after contact. Similarly, the silhouette of an assassin skulking in a dark corner will blaze like the beacon of a lighthouse.

Creatures with heat vision cannot distinguish between the colors red and green. The races with heat vision include barbegazi gnomes, bogle goblins, and domavoi hobs.

Motion Sensitivity

Motion Sensitivity provides a keen awareness of all things moving. While the haphazard swirl of a fly buzzing around a trashcan in the alleyway across the street would be far beneath the notice of any normally sighted creature, a being with motion sensitivity would easily spot the flying insect. It is this sensitivity that allows a cat to find the meanderings of a goldfish endlessly fascinating and which draws the attention of a soaring hawk to the mad dash of a field mouse racing through the grass. Unfortunately, this sensitivity comes at its own cost. Creatures that are sensitive to motion tend to naturally be insensitive to things that are immobile. Moss folk hobs and bogle goblins possess motion sensitivity.

Any creature with motion sensitivity gets a +2 Perception bonus when sensing moving objects. Unfortunately, they also gain a -2 Perception penalty to see anything stationary.

Night Vision

Creatures with Night Vision have eyes that are adapted to seeing in the dark hours of the night under the stars. Like day-sighted creatures, a creature with Night Vision is blind in total darkness (-4 PC). However, if an amount of light is present equal to that of a clear moonless night, night-sighted eyes can see perfectly. A creature with Night Vision also sees well in brightly lit conditions. Unfortunately, the ability to see at night has a cost. A night-sighted creature is totally colorblind at night and has limited ability to see colors in the day. In bright light, it can sense the basic colors of red, green, yellow, orange, blue, brown, and violet (as well as a nearly infinite range of gray). However, it is incapable of sensing subtle variations of these hues. Thus, a member of a night-sighted race can distinguish a ruby from an emerald, but cannot distinguish a garnet from a ruby or a peridot from an emerald. Many of the faery races are night-sighted. Of the elves, this includes the grey and light elves as well as the fay and gwragedd annwn. Among gnomes, the blue-cap and coblynau have night-vision. Kobold and

tylwyth teg goblins possess this sight as well as moss-folk hobs and fenoderee orcs.

A night-sighted creature cannot also be dark or day-sighted, but may have motion sensitivity, echo location, or heat vision.

The cultures of the night-sighted races produce artwork that is colorful but simple. Sweeping patterns containing

two or three colors are common. Naturalistic paintings are less so, but are still reasonably prevalent. Such paintings tend to be primitives, where the leaves of trees and the petals of flowers are depicted with a single homogenous color. Many of the night-sighted races are excellent weavers, expertly generating textiles with intricate patterns and a playful exploration of texture.

For Piecemeal Armor...

The armor types listed in *The Grimoire of Game Rules*[™] are quite sufficient for most purposes. However, your gaming group may decide to add a little more flavor to your games by allowing characters to cobble together their own suits of armor from various pieces. This section provides the necessary information to allow you to do so. Note that these rules are completely compatible with the armor rules found elsewhere in the game, so they can be incorporated well after a campaign has started, if the idea belatedly catches on.

Armor Types

Armor was made from a wide variety of materials with a broad range of quality and cost. For space considerations, a detailed accounting of these various materials was omitted from *The Grimoire of Game Rules* in order to keep that book as focused on the bare essentials as possible. However, many players are understandably interested in the make-up of their outfits, so the following sections provide some good insight into these materials.

Banded

Banded armor consists of alternating rows of metal links. One row contains thick looped and riveted wire (like chain mail). The next contains metal hoops directly stamped out from flat metal sheets. The lack of a rivet in these hoops increases the armor's strength. The alternating rows give it a "banded" appearance. In all other respects, it is similar to chain mail.

Brigandine

Brigandine armor is made up of small metal plates that are riveted and sewn in between two layers of canvas or light leather.

Leather

Leather armor is made from standard cowhide. The leather is wetted and fashioned to fit the body. After drying, the leather retains its shape. Leather armor must be kept salted and oiled to prevent decay.

Mail (Chain Mail)

Mail is fashioned from riveted chain links looped through one another to form a continuous chain sheet. In general, each link loops through four others. The armor is formed to the body by leaving out links at key locations.

Mail (and banded) armor alone gives excellent protection against bladed attacks but is rather ineffective against blunt blows. To increase the effectiveness of the chain mail or banded armor against blunt hits, a padded garment (lighter than padded armor) is worn. If hidden underneath the chain mail, the garment is called an aketon. If draped over the mail, the garment is called a gambeson. All mail armor is assumed to have this added garment. If a character insists on doing without, cut the armor's *Encumbrance* to 75% normal and reduce its *Absorption* against blunt weapons to 25% of normal.

Padded

Padded armor is made by tightly packing hay or wool between thick layers of canvas and sewing criss-cross patterns over the surface to fix the padding in place.

Plate

Plate armor is painstakingly constructed by custom fitting metal sheets to the owner's body by the application of a smithy's hammer. (Note that plate mail refers to a form of armor that is a combination of plate and chain mail. Thus it has a lower absorption than pure plate.)

Scale

Scale mail is made up of small metal overlapping plates riveted and sewn to a canvas or leather backing.

Studded Leather

Studded leather armor is similar to ordinary leather armor, but incorporates small metal rivets and plates at key locations.

“Your gaming group may decide to add a little more flavor to your games by allowing characters to cobble together their own suits of armor from various pieces.”

Damaging Armor

The following table gives the amount of damage that must be delivered in a single blow to an article of armor in order to damage it. The amount of damage required depends entirely on the material from which it is made. To use this House Rule, first determine the lowest "Blow to Damage" value of all armor pieces worn by a character. Anytime a blow of this amount or greater is sustained by the wearer, randomly determine which armor piece was struck (by rolling a d30 and consulting the adjacent **Body Areas Diagram**). If the blow would damage the struck armor piece (if any), reduce its absorption by 1 (to a minimum of 0) until repaired.

Material	Blow To Damage*
Brigandine	20
Leather	15
Padded	20
Scale	20
Studded Leather	20
Steel (Banded, Mail, or Plate)	25

* The "Blow to Damage" values for special materials (such as Bright Steel and Mithril) are found in the **Special Materials** section of *The Lexicon of Lore*.

Armor Pieces

Now that we have a better description of the various materials used in making armor, we need a catalog of the various articles that were crafted using these techniques. History has provided us with a wealth of armor forms, some of which are listed hereafter. Usually, these forms are used in combination with one another. The overall *Encumbrance* and *Absorption* values of a pieced-together suit are simply the sum of all corresponding values of the pieces rounded to the nearest integer (with 0.5 rounding up). The *Speed Penalty* imposed by any armor piece on its wearer equals four times its (rounded) *Encumbrance* value.

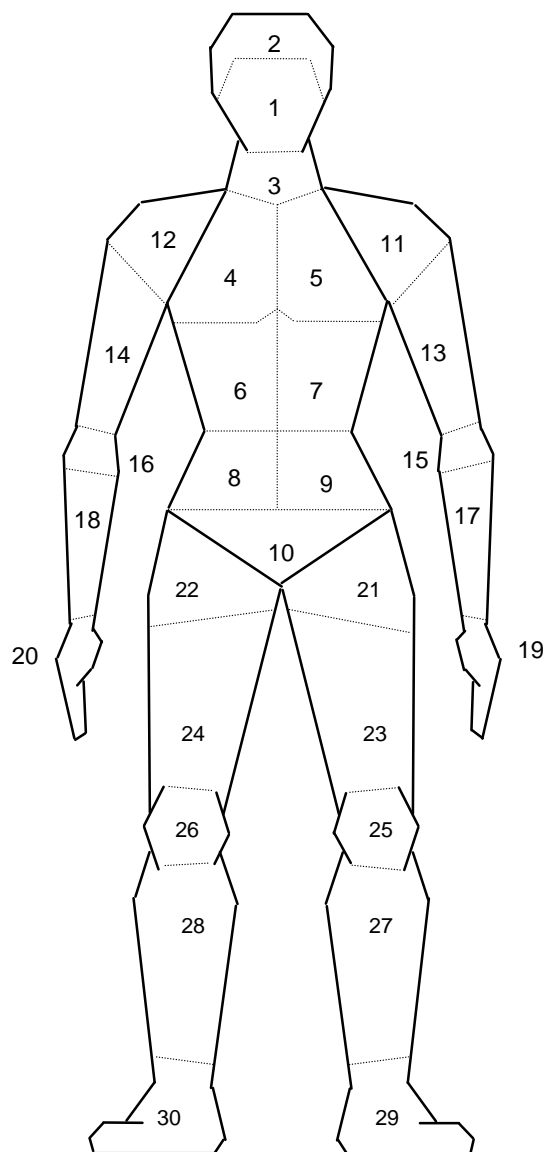
So that you can get a good idea of what portions of the body are covered by a particular piece of armor, we have divided up the human form into 30 numbered sections as shown in the accompanying **Body Areas Diagram**. By dividing the body up in this standard way, the description of each article of armor is greatly simplified. Each description is simply accompanied by a list of numbers specifying which areas the armor protects.

In order to keep from losing a piece of precious armor, a fighter would frequently attach the various components together with "guard chains." This way, if one piece fell off, it could be easily retrieved. Assume any such guard chains to be mere decoration. That is, they do not affect the *Encumbrance* or *Absorption* values of the armor.

Unless otherwise stated in the description for an armor piece, assume the article cannot be worn over another piece of armor. Consequently, not every armor piece is functionally compatible with all other armor pieces as overlapping areas cause interference.

Please note that all of the costs detailed in this section are given in silver pieces.

Body Areas Diagram



Aventail

(protects areas: 3-5, 11, 12)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.8	2.0	140	24	72
Chain	.7	1.6	115	20	60

An aventail is a chainmail or banded curtain attached to a helmet and used to protect the neck and shoulders.

Barbut

(protects areas: 1,2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.47	1.4	166	28	83

The barbut is a plate helmet with T-shaped opening in front in the Greek tradition. When worn, the wearer's *Perception* drops by 1 point. The barbut (or barbata in Italy) was often worn with a mail standard or aventail to protect the neck and shoulders. If even greater head protection is desired, a barbut may be worn over a coif.

Basinet

(protects areas: 1,2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.47	1.4	166	28	83

The basinet is a plate helmet with a visor. With the visor down, the wearer's *Perception* drops by 2 points. The basinet was usually attached to a gorget (collar) or aventail to protect the neck and shoulders. If even greater head protection is desired, a basinet may be worn over a coif.

Bevor

(protects areas: 3 in front)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.12	0.3	83	14	42

The bevor is simply a plate chin guard usually worn in conjunction with a sallet helmet.

Bishop's Mantle

(protects areas: 11,12 (front&back),

4-10,21-24 (back))

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	1.2	2.8	196	33	99
Chain	1.0	2.2	161	27	81

A bishop's mantle is simply a mail cape that generally protects the back. The arms are also protected while they are kept within its folds. Of course, in combat, the cape affords no such protection to the arms.

Boot

(protects areas: 29,30)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A boot is a . . . well, you know. A boot is one of those thingies that goes on your foot. Of course, armored boots are much sturdier than normal everyday hiking boots. The table above assumes a boot on each foot.

Bracers

(protects areas: 17,18)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A bracer is a piece of armor plating covering the lower arm. Archers often use bracers to protect their forearms from their bowstrings. Although it may be used alone, it is commonly used as a part of a vambrace.

Breastplate/Backplate

(protects areas: 4-9 front or back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.1	.45	3	1	3
Plate	.7	2.1	250	42	125
Studded	.2	.6	9	3	9

Breastplates and backplates are armor pieces covering either the front or back portions of the torso region. The values on the table above are for each piece individually. If desired, a breastplate may be worn over flexible armor, such as a haubergeon.

Chausses

(protects areas: 21-28)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	1.3	2.0	168	28	84
Chain	1.1	1.6	138	23	69

A chausse is a mail legging protecting the thigh, knee, and shin. In the early part of the Middle Ages, these coverings were strapped on to cover mainly the front portion of the legs. Later they were formed in a tubular fashion to more closely resemble pant legs. The table above assumes a chausse for each leg.

Occasionally, a tubular chausse will extend down to cover the entire foot. If done, this does not increase the *Encumbrance* of the armor, but the cost for each leg increases by 50 s.p.

Coat of Plates

(protects areas: 4-9 front, 4-7 back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Brigandine	.3	.9	60	10	30
Scale	.3	.9	60	10	30

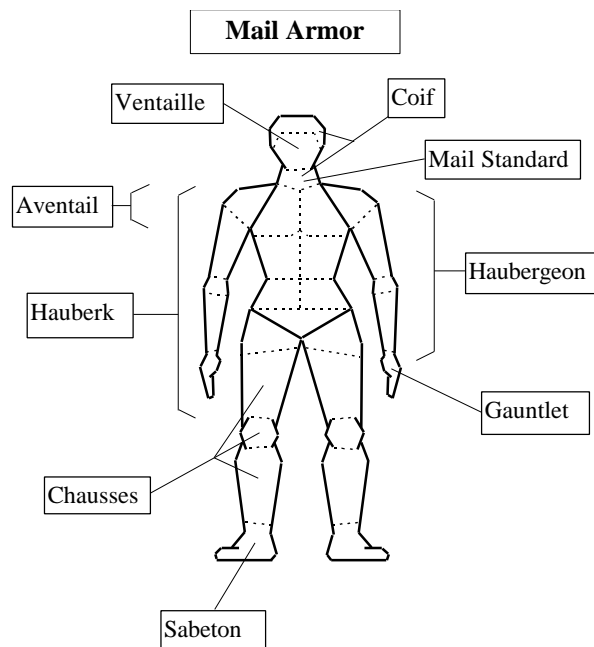
Despite its name, the coat of plates is not fashioned from plate. Rather, it is a jacket covering the torso that is made up of a large number of metal plates attached to a canvas or leather backing.

Codpiece

(protects areas: 10)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.1	.35	83	14	24

A codpiece is a plate covering for the groin. It really, REALLY is a good idea to protect this area.



Coif (protects areas: 2,3)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.33	1.0	56	10	28
Chain	.27	.8	46	8	23

A coif is a hood of mail covering the head and neck. It is often used in conjunction with an aventail and/or a ventaille. All three are occasionally incorporated into one piece of armor.

Corinthian Helm

(protects areas: 1,2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.47	1.4	166	28	83

The Corinthian helm is perhaps the most beautiful helm design ever produced. It was used by the ancient Greeks and was usually made of bronze. It was a single piece of graceful curves similar to a barbut, but instead of a "T"

shaped opening in the front, it also had a nose guard protruding downward between the eyes. Consequently, the opening is “Y” shaped. The branches of the “Y” curve into almond-shaped openings for the eyes. The helm has reasonable visibility and excellent air-flow. When worn, the wearer’s *Perception* drops by 1 point.

Couter

(protects areas: 15,16)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.47	0.7	166	28	84

A couter is a plate covering for the elbows. The values on the table above are for a pair of couters.

Cuirass

(protects areas: 4-7)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Chain	.53	1.6	93	13	47
Leather	.13	.6	4	1	3
Plate	.9	2.8	332	55	166
Scale	.4	1.2	80	10	30
Studded	.27	.8	12	2	6

A cuirass is almost a breastplate and backplate combined. It does not protect the lower portion of the torso, however, as the breastplate does. It is often used in conjunction with a fault and tassets to protect this region. If desired, a cuirass may be worn over flexible armor, such as a hauberk.

Cuisses

(protects areas: 23,24)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Brigandine	.2	.3	24	4	12
Leather	.07	.15	2	1	1
Padded	.13	.2	4	1	2
Plate	.47	.7	166	28	83
Scale	.2	.3	24	4	12
Studded	.13	.2	6	1	3

A cuisse (pronounced kweesh) is an upper leg armor covering the thigh. The table above assumes cuisses on both legs.

Culet

(protects areas: 8,9 back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.03	.15	2	1	1
Plate	.23	.7	83	14	42
Studded	.07	.2	3	1	2

A culet is an armor piece covering the lower back. It is commonly fashioned from a set of horizontal plates (lames) that are held together with leather straps. A culet is generally used to complement a fault.

Fault

(protects areas: 8,9 front)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.03	.15	2	1	1
Plate	.23	.7	83	14	42
Studded	.07	.2	3	1	2

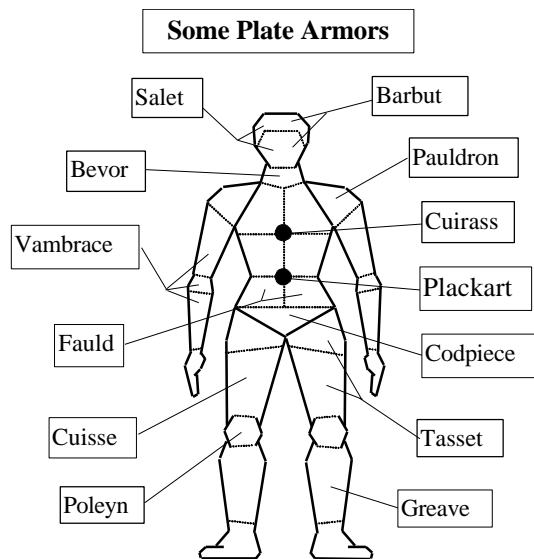
A fault is a piece of armor covering the front of the lower waist and abdomen. Generally, it is made of leather or metal horizontal plates (lames) strapped together with leather. A fault is often used together with a culet, cuirass, and tassets.

Gauntlets

(protects areas: 19,20)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.33	.5	56	9	28
Chain	.27	.4	46	8	23
Leather	.07	.15	2	1	3
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A gauntlet is simply a thick heavy glove protecting the hand. The table above assumes a gauntlet on each hand. Obviously, no great feat of manual dexterity is possible while wearing one of these armor pieces (i.e. spell casting, opening locks, picking pockets, etc.).



Some Plate Armors

protection is desired, a Great Helm may be worn over a coif.

Greaves

(protects areas: 27,28)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A greave is a plate armor piece covering the lower leg. It is commonly used in conjunction with a polyn and cuisse. The table above assumes the wearer has a greave on both legs. If even greater leg protection is desired, greaves may be worn over other flexible armor types.

Haubergeon, Long Sleeved

(protects areas: 4-18, 21,22)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	2.8	6.0	364	61	182
Brigandine	1.7	3.6	156	26	78
Chain	2.3	4.8	300	50	150
Padded	1.1	2.4	26	5	15
Scale	1.7	3.6	156	26	78

A long sleeved haubergeon is a long mail shirt similar to a hauberk covering the shoulders and upper arms as well as the torso and upper thighs. It generally has a short slit in the front and back to allow horseback riding. Occasionally, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Chainmail and banded long sleeved haubergeon are often fitted with mufflers, chain mittens at the end of the sleeves. This extends the protection of the hauberk to cover the hands. If this is done, there is no additional *Encumbrance* penalty, but the cost of the mail increases by 50 s.p. Slits are left open at the wrist to allow the hands to be withdrawn. Of course, no intricate feat of manual dexterity can be accomplished while the mittens are worn (spell casting, opening locks, picking pockets, etc.)

Gauntlets, Elbow

(protects areas: 15-20)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.2	.45	6	1	3
Plate	1.4	2.1	498	83	249
Studded	.4	.46	18	3	9

An elbow gauntlet is simply a thick heavy glove protecting the hand, forearm, and elbow. The table above assumes a gauntlet on each hand.

Gorget

(protects areas: 3)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.23	0.7	83	14	42

A gorget is a plate collar protecting the neck. It often supports a basinet helmet's weight.

Great Helm

(protects areas: 1-3)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.7	2.1	169	42	126

A great helm closely resembles a large upturned bucket covering the head and neck. Generally, the heavy weight of the helm rests on the shoulders to alleviate the neck from the burden. Of course, this limits the head's motion and impairs vision. Any character wearing a great helm lowers his *Perception* by 2 points. If even greater head

Haubergeon, Short Sleeved

(protects areas: 4-14, 21,22)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	2.2	5.0	336	61	182
Brigandine	1.3	3.0	145	25	78
Chain	1.7	4.0	277	50	150
Padded	.9	2.0	24	5	15
Scale	1.3	3.0	145	25	78

A haubergeon is a long mail shirt similar to a hauberk covering the shoulders and upper arms as well as the torso and upper thighs. It generally has a short slit in the front and back to allow horseback riding. Occasionally, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Hauberk, Long Sleeved

(protects areas: 4-18, 21-24)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	3.2	6.5	532	89	266
Brigandine	1.9	3.9	228	38	114
Chain	2.5	5.2	437	73	219
Padded	1.3	2.6	38	7	19
Scale	1.9	3.9	228	38	114

A long sleeved hauberk is a long mail shirt pulled over the head. It covers the shoulders and arms as well as the torso and on down to cover the thighs. It is generally split in the front and back to allow horseback riding. Quite often, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Chainmail and banded long sleeved hauberks are often fitted with mufflers, chain mittens at the end of the sleeves. This extends the protection of the hauberk to cover the hands. If this is done, there is no additional *Encumbrance* penalty, but the cost of the mail increases by 50 s.p. Slits are left open at the wrist to allow the hands to be withdrawn. Of course, no intricate feat of manual dexterity can be accomplished while the mittens are worn (spellcasting, opening locks, picking pockets, etc.)

Hauberk, Short Sleeved

(protects areas: 4-14, 21-24)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	2.5	5.5	420	70	210
Brigandine	1.5	3.3	180	30	90
Chain	2.0	4.4	345	58	173
Padded	1.0	2.2	30	5	15
Scale	1.5	3.3	180	30	90

A short-sleeved hauberk is a long mail shirt pulled over the head. It covers the shoulders and upper arms as well as the torso and on down to cover the thighs. It is generally split in the front and back to allow horseback riding. Quite often, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Kettle Hat

(protects areas: 2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.23	0.7	83	14	42

A kettle hat is a plate helmet covering only the top of the head. It has a wide sloping brim that gives it the appearance of a kettle when turned upright. In fact, many troops used their helms as cooking pots. Just don't let the sarge see you! If even greater head protection is desired, a Kettle Hat may be worn over a coif.

Lorica

(protects areas: 4-9,11-12 front and back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Chain	1.0	2.8	140	20	70
Leather	.25	1.0	6	2	6
Plate	1.9	4.9	500	84	250
Scale	.8	2.1	70	20	30
Studded	.5	1.4	18	6	18

A lorica, or lorica segmentata, is a similar to a cuirass, but extends down further to protect the lower torso. It also covers the shoulders. It is similar to a breastplate and backplate combined, but was segmented to allow a greater range of freedom than a single piece would allow. The Lorica was used extensively by the Roman army.

Mail Shirt

(protects areas: 4-9, 11-14)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	1.7	4.0	280	48	144
Chain	1.3	3.2	230	40	120

A mail shirt is a garment of chain links covering the upper arms and torso.

Mail Standard

(protects areas: 3)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.17	.5	28	5	14
Chain	.13	.4	23	4	12

A mail standard is simply a mail collar worn around the neck.

Munnions

(protects areas: 11,12)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A munnion is a group of plates (lames) covering the shoulder. They are generally attached to a gorget. The table above assumes a munnion for each shoulder.

Norman Helm

(protects areas: 2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.05	.18	2	1	1
Plate	.23	.75	83	14	42

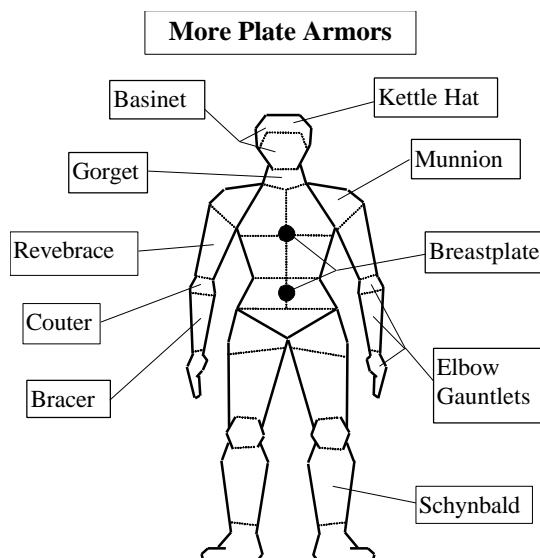
A Norman helm is a bullet shaped skull cap with a stiff nose guard protruding down in front of the face. It was favored by many Vikings. Other than the nose guard, it provides no protection to the face and neck, but allows excellent visibility. An aventail was commonly attached to the helm to provide further protection. The stats above assume no such attachment.

Pauldron

(protects areas: 11-12)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A pauldron is a large plate covering the shoulder. The table above assumes a pauldron on each shoulder.



Plackart

(protects areas: 6-9 in front)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.47	1.4	166	28	84

A plackart is an additional metal plate added to reinforce the protection given by a breastplate. It covers the entire upper and lower abdomen.

Poleyn

(protects areas: 25,26)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A poleyn is a plate armor piece covering the knee. It is commonly used in conjunction with a greave and cuisse. The table above assumes the wearer has a poleyn on both legs.

Revebrace

(protects areas: 13,14)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

A revebrace, or rerebrace, is a piece of armor plating which covers the upper arm. Although it may be used alone, it is most commonly used as a part of a vambrace.

Roman Helm

(protects areas: 1&2 and 3 in back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.58	1.7	166	28	84

A Roman Helm is a plate helmet which slopes down the backside to protect the neck. The helm has two hinged metal plates on either side to act as cheek guards, which are shaped to give some protection to the chin as well. The helm gives no protection for the eyes, but allows excellent visibility.

Sabetons

(protects areas: 29,30)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.33	.5	56	9	27
Chain	.27	.4	46	8	23
Plate	.47	.7	166	28	83

A sabeton is a piece of armor protecting the foot that fits over the top of the boot. The table above assumes a sabeton on each foot.

Sallet

(protects areas: 1&2 and 3 in back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.6	1.8	166	28	84

A sallet is a plate helmet which slopes down the backside to protect the back of the neck. In the front, the helm

reaches halfway down the front of the face. It has eye slits in the front to allow for the wearer's vision. When worn, the wearer's *Perception* drops by 2 points. A sallet is usually worn in conjunction with a bevor to guard the chin.

Sallet, Open Faced

(protects areas: 3 in back and 2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.35	1.1	166	28	84

An Open Faced Sallet is a plate helmet which slopes down in the rear to protect the back of the neck. It differs from the standard sallet in that the face is left completely unprotected to allow for better visibility. A sallet is usually worn in conjunction with a bevor to guard the chin.

Schynbald

(protects areas: 27,28 in front)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.03	.08	2	1	1
Plate	.23	.35	166	28	83
Studded	.07	.1	6	1	3

A schynbald is an armor plate covering the shin. The table above assumes a schynbald for each leg.

Skull Cap

(protects areas: 2)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.03	.15	2	1	1
Plate	.23	.7	83	14	42
Studded	.07	.2	3	1	2

A skullcap is a small open-faced helmet covering only the skull.

Splint

(protects areas: 11-18)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.3	.6	8	1	3
Plate	1.9	2.8	664	111	332
Studded	.5	.8	24	3	9

Splints are gutter-shaped coverings over the arms. Leather splints are commonly given to the infantry as cheap armor attached to padded hauberks.

Tassets

(protects areas: 21-24 front)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.07	.15	2	1	1
Plate	.47	.7	166	28	83
Studded	.13	.2	6	1	3

Tassets are horizontal strips of metal or leather plates attached together with leather straps. Commonly, they are connected to a fauld or breastplate where they hang down to protect the front of the thighs.

Vambrace

(protects areas: 13-18)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Leather	.2	.45	6	1	3
Plate (full)	1.4	2.1	498	83	249
Platemail	1.2	1.8	426	71	213
Studded	.4	.6	18	3	9

A vambrace is a combination of a bracer, couter, and revebrace covering the arm. The table above assumes a vambrace on each arm.

Ventaille

(protects areas: 1)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Banded	.08	.25	28	5	14
Chain	.07	.2	23	4	12

A ventaille is a mail covering for the mouth and lower face. It is usually attached to a coif by leather straps.

Viking Helm

(protects areas: 1&2 and 3 in back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.58	1.8	166	28	84

The classical Viking Helm has a sloping back to protect the wearer's neck. It also has hinged cheek guards, a nose guard, and bands encircling the eyes giving some

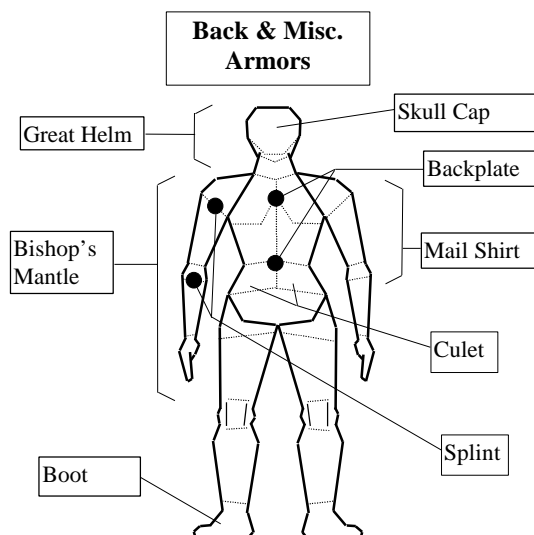
protection to the face. The helm has reasonable visibility. Anyone wearing it suffers a penalty of -1 on Perception. Contrary to common opinion, Vikings did not attach horns or wings to their helms. Even so, the "horned helm" myth is so strong that it is reasonable to allow them, considering *Legendary Quest* is all about myths.

Viking Helm, Open Faced

(areas: 1&2 and 3 in back)

Type	Enc	Abs	New Cost	Repair Cost	Alter. Cost
Plate	.58	1.7	166	28	84

An Open Faced Viking Helm is very similar in design to a Roman Helm. It has a sloping rear piece to protect the back of the neck and hinged cheek guards on either side. The helm gives little protection for the face. At most, a metal nose guard may be incorporated. Because of this, the helm allows excellent visibility.



Standard Suits of Armor

The standard full suits of armor listed in *The Grimoire of Game Rules* are, obviously, made up of individual pieces. You are, of course, free to piece together a complete suit however you wish. However, if a situation ever arises where you need to quickly determine the pieces making up a full suit of armor, the following lists may prove useful:

Leather, Field Plate, Studded Leather

Salet, Bevor, Pauldrons, Cuirass, Fauld, Tassets, Vambraces, Codpiece, Gauntlets, Cuisses, Poleyns, Greaves, Boots

Plate Mail (Plate and Mail Combo)

Basinet, Mail Standard (mail), Breastplate, Elbow Gauntlets (plate), Short Sleeved Haubergeon (mail), Chausses (mail), Schynbalds (plate), Sabetons (mail)

Chain Mail, Banded Mail

Coif, Ventaille, Haubergeon, Gauntlets, Chausses, Sabetons

Chain and Breastplate

Coif, Ventaille, Breastplate, Backplate, Long Sleeved Haubergeon, Gauntlets, Chausses, Sabetons

Padded

Skull Cap (studded leather), Long Sleeved Hauberk (padded), Gauntlets (studded leather), Chausses (studded leather), Boots (studded leather)

Armor Suits of Various Cultures

Well, this section has sure provided a whole mess of armor pieces. So, which of these were used by the various cultures throughout history? The following suits should give you a good starting point.

Egyptian Soldier

Although the Egyptian Pharaoh sometimes wore a scale cuirass, the common Egyptian soldiers did not wear any body armor. They did, however, carry large shields.

Greek Hoplite

Corinthian Helm, Cuirass, Greaves, Bracers, Medium or Large Shield, Spear, and Short Sword (Gladius).

Early Medieval Knight

The armor suits of the early medieval era were commonly made up of various leather and mail pieces. So, any of the leather, chain mail, or banded armor pieces would be appropriate for this period as well as any of the plate helmets not attributed to a particular culture.

Late Medieval Knight

Many of the armor pieces listed in this section were used by medieval knights of the latter part of the Middle Ages in various combinations. The only articles that are not appropriate are those specific other cultures (Roman Helm, Viking Helm, etc.).

Roman Legionnaire

Roman Helm, Lorica, Greaves, Large Shield (Scutum).

Viking

Most Vikings could not afford expensive armor. Many had nothing more than a shield and perhaps a helm. Chieftans could afford better protection, which was often comprised of the following: Norman or Viking Helm, Aventail, Hauberk or Haubergeon, Large or Medium Shield.

New Classes and Abilities

Low Order Classes

Adept

An adept is a scholar who has taken a keen interest in the arcane arts and has demonstrated an unusual insight into some specific lore. As a student, he often ignored the instructions and assignments of many of his mentors, whom he considers shortsighted and boring. Instead, the adept spent countless nights pouring through long forgotten and disused tomes for fragmentary bits of his favored subject.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	2	1	3	--

Talents

Ciphering, Reading and Writing, Magic Sense

Skills

Reviewed in: *Library Research*

Areas of Mundane Lore

Reviewed in: *Mathematics*

Areas of Arcane Lore

Specialized in: 1 area of *Arcane Lore* of the character's choosing

Weapon Proficiencies

Versed in: *wielding Foil*

Hashashim Devotee

A Hashashim Devotee is a member of a cult who has sworn to lay down his life for the Nizari Ismaili sect of Islam. The order is based on the teachings of the master spiritualist Hasan-i-Sabah.

Occasionally, the cult leader will order one of his underlings to slay himself merely to prove the blind devotion of his followers. Fortunately, it is exceptionally rare for any leader to demand this sacrifice of any spiritualist, since it is the spiritualists that bring in the new "recruits."

All members of the cult are expected to train in the various arts of assassination and killing. Common cult members have little leeway in their career aspirations. However, the cult spiritualists are given a great deal of freedom in this regard. The specific forms that any individual spiritualist studies is left largely in each

devotee's hands. For those indoctrinated into Hashashim society, training in all assassination techniques is easily obtained. In this special case, the normal alignment restrictions pertaining to the Assassin and Master Assassin classes do not apply.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	1	1

Alignment Restrictions

Character must have a *Lawful* reputation with the Hashashim cult.

Mythological Restrictions

The character must have a follower of the Nizari Ismaili religion.

Talents

Backstabbing, First Aid, Quoting Religious Phrases

Skills

Reviewed in: *Identifying Poisons, Mind over Mind, Urban Stealthing*

Weapon Proficiencies

Versed in: *wielding dagger*

Hoplite

A Hoplite is an ancient Greek warrior wielding a spear or sword and armored with helm, breastplate, greaves, and shield. During times of war, these citizen warriors were required to arm themselves and defend their city. Hoplites fought in phalanxes where the men formed six dense ranks of spearmen to project as much offensive power to the front line as possible. The men of the front line used their shields in skillful concert so every hoplite's shield would help protect the man to his left. This made their front ranks difficult to breach.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	--	--	0	--	--

Talents

First Aid, Shield Formation

Skills

Reviewed in: *Defending with Large Shield*

Weapon Proficiencies

Versed in: *wielding Spear and Gladius (Short Sword)*

Illuminatus Minor

The Illuminati are a secret society whose ultimate goals are uncertain, but are believed to be constantly maneuvering for world domination. Their strategy is apparently to infiltrate all of the powerful and politically influential groups throughout the globe and slowly, methodically, change the laws to better favor their aims. Whatever their purpose, it obviously has nothing to do with self-glory since the Illuminati never gloat over their gains. Indeed, very few people outside of the organization even know of their existence. An Illuminatus Minor is really only a candidate for entry into the secretive society who is slowly educated by a single mentor about the philosophies of rationalism and equality. During this time, he is closely monitored to ensure that he is a proper “fit” for the society’s needs.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	1	1

Mythological Restrictions

The character must be a candidate member for inclusion into the spiritual order of the Illuminati.

Talents

Ciphering, First Aid, Reading and Writing

Skills

Reviewed in: *ESP, Mind over Magic, Oratory*

Areas of Mundane Lore

Reviewed in: *Logic*

Weapon Proficiencies

Reviewed in: *wielding dagger, throwing dagger*

Knife Fighter

A knife fighter is a street-wise down-and-dirty combatant who prefers to use his quick reflexes for in-close fighting. Knife Fighters have a fascination with small blades of any type and most build up quite a collection of stiletos, daggers, dirks, poniards, and other exotic small blades. As long as it’s shiny, metal, pointy, and can be quickly concealed, these guys will be interested.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	2	2	--	--	--

Talents

Backstabbing, Concealing Small Items

Skills

Versed in: *Florentine*

Reviewed in: *Grappling, Urban Stealthing*

Areas of Mundane Lore

Reviewed in: *Street Smarts*

Weapon Proficiencies

Versed in: *wielding Dagger, wielding Dirk, wielding Maine Gauche, using Throwing Daggers*

Merchant

A merchant travels far and wide searching for unusual trinkets, aromatic spices, and other exotic wares. His motivation is pure greed, as he knows that the people of other cities and nations have great call for such merchandise. Consequently, a merchant can demand many times his original cost for his most desirable items. It doesn’t take many caravans or ships fully laden with these goods to make a man exceedingly rich. Of course, the profession is not without its risks. Bandits and pirates are fully aware of the same facts, and their unscrupulous methods often have a considerably lower overhead.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	1	0	0

Talents

Beguiling, Ciphering, Etiquette, Reading and Writing, Reading Lips, Speaking Foreign Languages

Skills

Specialized in: *Appraising*

Versed in: *Fast Talking*

Reviewed in: *Identifying Elixers, Identifying Poisons, Interrogating, Navigating, Pricing Jewels, Pricing Uncut Gems*

Areas of Mundane Lore

Reviewed in: *Mathematics, Seafaring Lore*

Weapon Proficiencies

Reviewed in: *wielding Club, Dagger, and Staff*

Mithraic Initiate

An unusually promising convert to the religion of Mithraism is often trained as a Mithraic Initiate. This is sometimes done even at the early rank of Corvus or Nymphus (see Mithraism for details), so no particular Mithraic title is required for the class. It is an honor for so young a follower to be embraced in this fashion, so due appreciation in the form of absolute devotion to the cause

is expected. Although it is not required, Mithraists are encouraged to pick up classes dealing with thievery and pirating.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	1	1

Talents

First Aid, Reading and Writing, Swimming

Skills

Reviewed in: *ESP, Identifying Poisons, Mind over Mind, Opening Locks, Urban Stealthing, Seamanship*

Weapon Proficiencies

Reviewed in: *wielding Scimitar*

Scholar

A scholar is a well-bred and learned graduate of a university. Having had the benefit of long years of study, his knowledge of the world and its workings surpasses that of most men, although his expertise definitely centers on the academic rather than the practical. Universities pride themselves on producing well-rounded graduates, so every scholar has at least a passing familiarity with the arts of self-defense.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	1	1	--	--

Talents

Artistry, Calligraphy, Dancing, First Aid, Playing Instruments, Reading and Writing, Speaking Foreign Languages

Skills

Versed in: *Library Research*

Reviewed in: *Appraising*

Areas of Mundane Lore

Versed in: *Any two areas of Mundane Lore of the character's choosing*

Reviewed in: *Mathematics, Logic*

Weapon Proficiencies

Reviewed in: *wielding Foil*

Spiritualist's Apprentice

People with the requisite mental abilities to become spiritualists are considered a precious and highly prized resource, so rarely will a spiritualist refuse to apprentice any eligible candidate. Unfortunately, the spiritualist's arts are so difficult to master that all spiritualists must sacrifice much to practice their mental disciplines.

An apprentice to a spiritualist is given a moderate amount of training in a weapon of his choice so that he may defend himself adequately. However, he must choose his weapon carefully, because this is likely to be the last weaponry training he will receive from his master. Any other training will likely come only by gaining other fighting classes with which his master is unconcerned. Spiritualists often consider the mental training of their apprentices to be their exclusive domain, but treat all other matters of skill and profession as beneath their notice.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	1	1

Talents

Ciphering, First Aid, Reading and Writing

Skills

Reviewed in: *ESP, Mind over Matter*

Weapon Proficiencies

Reviewed in: *wielding a single hand-held, polearm, or range weapon of his choice*

Templar Votary

A Templar Votary is an initiate of the Knights Templar and a follower of the Arthurian tradition. Although it is not an absolute requirement that the votary become a squire and ultimately an actual knight, members that are not already trained in some other fighting style (i.e. Swordsman) are highly encouraged to do so. Typically, any individual selected for votary training is being carefully tested and groomed for eventual adoption into the secret inner circles of the order. Those that fail these tests need never know of their loss, as the existence of the central controlling society is revealed only when an invitation to join is received.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	1	1

Alignment Restrictions

Character must have a *Lawful* reputation with the order of the Knights Templar order

Talents

First Aid, Reading and Writing, Weaponry Care

Mundane Lores

Reviewed in: *Chivalry*

Skills

Reviewed in: *Mind over Body, Mind over Magic*

Weapon Proficiencies

Versed in: using a single medium or large hand-held weapon or polearm

Town Guard

A town guard is the common beat cop walking the streets to keep the peace and maintain order. His work is far from glorious and his monetary rewards are meager, but the perks of the job are considerable for many. The mere sight of the town's uniform immediately demands respect and the populace is forever looking to you for protection and aid. Besides, what other job can you get that so frequently allows you to legally beat people up?

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	0	--	--	--	--

Alignment Restrictions

Character must have a *Lawful* reputation with the city for which he works

Talents

Reduced Encumbrance in Leather and Studded Leather Armor, Sign Language, Weaponry Care

Skills

Versed in: *Grappling, Interrogating, Pummeling*

Reviewed in: *Identifying Poisons, Listening Through Doors, Urban Stealthing*

Areas of Mundane Lore

Reviewed in: *Street Smarts*

Weapon Proficiencies

Versed in: wielding the small and/or medium weapon(s) used by the militia in the town in which the character guards

The mere sight of the town's uniform immediately demands respect and the populace is forever looking to you for protection and aid. Besides, what other job can you get that so frequently allows you to legally beat people up?

High Order Classes

Dark Spiritualist

Dark spiritualists use their formidable mental powers to subdue and enslave others. They are motivated by a driving ambition to immortalize themselves in history and glorify their own names through sinister deeds. Of course, even a dark spiritualist must maintain a strict control over the material possessions he owns since the alternative is to lessen his own formidable powers. If his slaves are wealthy, though, that is not his concern.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Alignment Restrictions

Character must have an *Evil* reputation with his mentor

Prerequisites

6th level in ESP or Mind over Mind

Skills

Versed in: *Brainwashing, Mind over Mind, ESP*

Reviewed in: *Identifying Poisons, Interrogating, Torturing*

Dimacherius

The Dimacherius is a gladiator who has extensive training in Florentine sword fighting. These combatants are also known to occasionally battle from horseback. The Dimacherius depends on speed and offense rather than defense. As such, he is very lightly armored, wearing only leather bracers on the forearms for protection.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	0	--	1	1	--	--

Prerequisites

The character must attain 10th level in Florentine and in wielding Gladius (Short Sword).

Talents

Pressing Advantage with Short Sword, Weaponry Care

Weapon Proficiencies

Expert in: *Florentine*

Specialized in: wielding *Gladius (Short Sword)*

Reviewed in: *Horsemanship*

Escape Artist

An escape artist is a person that has specialized in the skills necessary to wind his way free from any restraint. Shackles and rope seem to fall from his body like raindrops from leaves. Cages have similar difficulty in keeping him trapped, though they be wrapped in chains and held by sturdy padlocks. In fact, the only bindings known to hold these crafty individuals are the adamantine heartstrings of romance.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	4	2	1	--	--

Prerequisites

The character must attain 8th level in Opening Locks or Contortionism.

Talents

Acrobatics, Concealing Small Items, Sleight of Hand, Swimming, Tumbling

Skills

Specialized in: *Contortionism, Opening Locks*

Versed in: *Holding Breath*

Reviewed in: *Climbing Walls, Throwing Grapnel, Tightrope Walking*

Areas of Mundane Lore

Reviewed in: *Mechanism*

Gray Spiritualist

Gray spiritualists have a philosophy that drives them toward perfection of their mental abilities, without consideration of what those abilities may attain. They are unconcerned with what their powers can do to improve the lives of the many oppressed people of the world, nor do they care about how their abilities might be used to increase their own influence. Instead, they are focused on expanding their own mental awareness of the surrounding universe. In this way, they hope to attain an absolute understanding of reality. When this is accomplished, they believe that they will become unfettered by worldly bonds and rise to a plane of pure thought. In other words, they will finally find meaning to what is otherwise a bleak and cold existence.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Prerequisites

6th level in ESP or Mind over Matter

Skills

Versed in: *ESP, Mind over Matter*

Areas of Mundane Lore

Reviewed in: *Mathematics*

Guild Master

A Guild Master is the leader of a group of professional artisans and craftsmen who are bonded together for mutual gain. It is the Guild Master's primary responsibility to ensure that the work carried out by the guild has a monopoly in its market. Any upstart competitors are squelched through legal means if possible, or illegal means if necessary. In all dealings, the continued supremacy of the Guild in its chosen domain is paramount.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	—	—	2	2	2

Prerequisites

Character must have obtained 12th level in the abilities of one of the following groups:

- Assassinating and Guild Lore
- Carpentry and Wood Lore
- Cutting Gemstones and Gem Lore
- Masonry and Stone Lore
- Mining and Gem Lore
- Mining and Gem Lore, Metal Lore, or Stone Lore
- Navigating and Ocean Lore
- Opening Locks and Guild Lore
- Seamanship and Seafaring Lore
- Smithery and Metal Lore

Talents

Attracting Followers, Beguiling, Ciphering, Etiquette, Reading and Writing, Sign Language, Speaking Foreign Languages

Skills

Expert in: The abilities of one of the following groups, which must match the abilities used to gain the class:

- *Assassinating and Guild Lore*
- *Carpentry and Wood Lore*
- *Cutting Gemstones and Gem Lore*
- *Masonry and Stone Lore*
- *Mining and Gem Lore*
- *Mining and Metal Lore*
- *Mining and Stone Lore*
- *Navigating and Ocean Lore*
- *Opening Locks and Guild Lore*
- *Seamanship and Seafaring Lore*
- *Smithery and Metal Lore*

Specialized in: *Appraising, Interrogating, Oratory*

Versed in: *Fast Talking, Forging Documents*

Reviewed in: *Listening Through Doors*

Areas of Mundane Lore

Versed in: *Medieval Law*

Hashashim Fidai

A Hashashim Fidai is a full-fledged member of Nizari-Ismaili cult. His responsibilities are many and his devotion to his order absolute. He is a machine, carrying out commands from his superiors without remorse or mercy. Only in this way can the oppressed Hashashim order survive the centuries. The traditional outfit of the fidais consists of fiery red turbans, boots, and belts that contrast sharply with brilliant white robes.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Alignment Restrictions

Character must have a *Lawful* reputation to the Hashashin code.

Mythological Restrictions

The character must have a follower of the Nizari Ismaili religion.

Prerequisites

The character must satisfy all of the following requirements:

- 8th level in Dagger
- 6th level in Mind over Mind and Urban Stealthing

Skills

Versed in: Mind over Mind, Urban Stealthing,

Reviewed in: Mind over Body, Florentine

Hashashim Fidai Master

The fidai masters are some of the most feared of all spiritualists. Their power and influence can only be compared to those of kings. Each master controls one or more impregnable fortresses, the more secluded the better. From here, the master plots to expand his influence and trains his fidai underlings in the fine art of mind control.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	3	2

Alignment Restrictions

Character must have a strictly *Lawful* reputation to the code of the Hashashim cult.

Mythological Restrictions

The character must have a follower of the Nizari Ismaili religion.

Prerequisites

The character must be a Hashashim Fidai and must satisfy all of the following requirements:

- 12th level in Mind over Mind
- 12th level in Urban Stealthing

Skills

Expert in: Mind over Mind

Specialized in: Urban Stealthing

Versed in: Mind over Body

Reviewed in: ESP, Mind over Magic

Hoplomachus

The Hoplomachus was a Roman Gladiator fashioned after the Greek Hoplite. They wielded spear and short sword and were quite heavily armored. The Hoplomachus traditionally carried a large shield and wore a leather or mail cuirass (breast covering) and greaves (shin coverings).

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	2	--	--	--	0	--

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in wielding Spear
- 8th level in wielding Gladius (Short Sword) and Defending with Large Shield

Talents

First Aid, Pressing Advantage with Spear, Weaponry Care

Skills

Specialized in: Defending with Medium Shield

Weapon Proficiencies

Specialized in: wielding Spear

Versed in: wielding Gladius (Short Sword)

Illuminated Templar

An Illuminated Templar is a full-fledged member of the secret inner circle of the Knights Templar. They are expected to forswear material wealth and personal glory and to show unswerving courage in the face of overwhelming opposition. Their primary duty is to defend the people and lands from all those opposing their faith. In meeting this responsibility, death is preferable to failure.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Alignment Restrictions

Character must have a *Good* and *Lawful* reputation with the order of the Knights Templar.

Prerequisites

The character must satisfy the following groups of requirements:

- 6th level in Mind over Body and Chivalry
- 8th level in wielding any Hand Held or Polearm Weapon.

Talents

Ciphering, Reading and Writing

Skills

Versed in: Mind over Body, Mind over Magic

Reviewed in: Defending with Large Shield, ESP

Areas Of Mundane Lore

Specialized in: Chivalry

Reviewed in: Mathematics

Illuminatus Dirigens

An Illuminatus Dirigens is an accepted member of the secretive Illuminati order. Only at this level is an individual trusted with some of the order's secrets. At this level in the order, a person is given the responsibility to act and is given guidance on how his influence should be used to fulfill society's needs. Often, his orders may seem contradictory and without any logical purpose. Nevertheless, he is expected to trust the judgment of his superiors, as they have greater knowledge of the order's overall plans.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Mythological Restrictions

The character must be a full fledged member having at least the rank of "Mason" within the spiritual order of the Illuminati.

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in Logic or Oratory
- 6th level in Mind over Magic or ESP

Talents

Ciphering, Reading and Writing

Areas of Mundane Lore

Versed in: Mathematics, Logic

Skills

Versed in: Mind over Magic, ESP, Oratory

Reviewed in: Mind over Mind

Illuminatus Prefect

The Prefecti are the most revered of the Illuminati. They have proven their belief in rationalism to be the superior of any supernatural power. Prefecti are the keepers of the inner-most secrets of the order and understand the true aims that the society seeks to attain. It is to these wise practitioners that the lesser Illuminati look for guidance.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	3	2

Prerequisites

The character must be an Illuminatus Dirigens, must have trained at least 2 Illuminatus Minors in the philosophies of spiritualism, and must have attained 13th level in ESP or Mind over Magic

Areas of Mundane Lore

Specialized in: Mathematics, Logic

Skills

Expert in: ESP, Mind over Magic

Specialized in: Oratory

Versed in: Mind over Mind

Reviewed in: Mind over Matter

Maenad

Maenads are Greek "wild women." They are priestesses of Dionysus, god of wine and revelry. As such, they often hold raucous parties and orgies of wine drinking and dancing. For their devotion, Dionysus allows them to cast spells from the categories of **Battle** and **Nature**.

Maenads carry long staves topped with vines, known as thyrsos and crown their heads with snake skins. They generally wear panther skins, since Dionysus reveres the wild cat as the world's most excitable creature.

“Maenads are Greek ‘wild women.’ They are priestesses of Dionysus, god of wine and revelry. As such, they often hold raucous parties and orgies of wine drinking and dancing.”

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	0	--	--	--	2

Mythological Restrictions

Character must be female and must be a follower of the Greek (Roman) deity Dionysus (Bacchus).

Alignment Restrictions

Character must have the same alignment as Dionysus (Social Neutral Neutral).

Prerequisites

Character must have obtained 6th level in Piety and wielding staff.

Talents

Acrobatics, Dancing, Holding Liquor, Playing Instruments (Drums), Skinning Animals, Wine Tasting

Skills

Versed in: *Grappling, Piety*

Reviewed in: *Rural Stealthing*

Areas of Mundane Lore

Versed in: *Mythology*

Weapon Proficiencies

Versed in: *wielding Staff, throwing Spears*

Master Spiritualist

A master spiritualist has attained such perfection in his own mental abilities that he is able to project his will to control the very elements. By sheer force of thought, a master spiritualist can lift objects into the air, deliver deadly mental blows, and even levitate himself and others. Not surprisingly, all such individuals have the respect, if not the admiration, of all spiritualists.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	2	2

Prerequisites

10th level in ESP and in one of the following: *Mind over Body, Mind over Magic, or Mind over Matter*

Talents

Magic Sense

Skills

Specialized in: *ESP*

Versed in: *Mind over Magic, Mind over Matter*

Reviewed in: *Mind over Body*

Master Thief

A Master Thief is an individual who has earned a wide reputation for his almost supernatural thieving talents. His many acts of pilfering from even the most secure strongholds prove that these abilities are not mere conjecture. Only the most highly trained and devoted professionals could have succeeded in the endeavors undertaken by the master. Indeed, his every act seems to demand the most stringent of labels: "DO NOT TRY THIS AT HOME."

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
—	—	3	4	4	—	—

Alignment Restrictions

Character cannot have a *Lawful* reputation with his mentor

Prerequisites

Character must have obtained 12th level in Guild Lore and must satisfy one of the following groups of requirements:

- 12th level in 2 of the following: *Finding Traps, Finding Secret Doors, Opening Locks, Urban Stealthing*
- 9th level in 4 of the following: *Finding Traps, Finding Secret Doors, Finding Traps, Opening Locks, Picking Pockets, Urban Stealthing*

Talents

Acrobatics, Ciphering, Concealing Small Items, Disguising, Reading and Writing, Sign Language, Throwing Voice, Tumbling

Skills

Expert in: *Opening Locks, Urban Stealthing*

Specialized in: *Finding Secret Doors, Finding Traps*

Versed in: *Climbing Walls, Rural Stealthing, Removing Traps, Picking Pockets*

Areas of Mundane Lore

Specialized in: *Guild Lore*

Versed in: *Mechanism*

“A Master Thief is an individual who has earned a wide reputation for his almost supernatural thieving talents... his every act seems to demand the most stringent of labels: ‘DO NOT TRY THIS AT HOME.’”

Mentalist

A mentalist is a spiritualist who focuses on spirit and mind. Although his efforts usually center on the discipline of his own soul, his powers extend to influence the minds of others as well.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	--	2	1

Prerequisites

The character must attain 9th level in Mind over Mind or 9th level in the Arcane Lore of Mind

Skills

Expert in: Mind over Mind

Reviewed in: Mind over Magic

Areas of Mundane Lore

Versed in: Logic

Areas of Arcane Lore

Specialized in: Mind

Mirmillo

The mirmillo gladiator wields a Greek short sword known as a Gladius. He is a heavily armored warrior who carries a large shield and wears a virtually impenetrable helmet designed to guard against the trident of the Retiarius, his classic rival. His name derives from the mirmillio (fish) engraved on his helm.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	1	1	--	0	--

Prerequisites

The character must attain 10th level in Gladius (Short Sword) and 8th level in Defending with Large Shield.

Talents

First Aid, Pressing Advantage with Gladius (Short Sword), Weaponry Care

Skills

Specialized in: Defending with Large Shield

Weapon Proficiencies

Specialized in: wielding Gladius (Short Sword)

Mithraic Trustee

A Mithraic Trustee is a full-fledged member of the ancient mystery cult of Mithras. This secret order promotes thievery and piracy as powerful tools that can eat away at the foundations of hated empires until they crumble under their own corrupt weight. It is also an exhilarating way to make a living.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Prerequisites

The character must satisfy one of the following groups of requirements:

- 8th level in Mind over Mind or ESP
- 10th level in two of the following: Opening Locks, Urban Stealthing, Finding Secret Doors, Finding Traps

Skills

Versed in: Mind over Mind, ESP

Reviewed in: Finding Secret Doors, Finding Traps

Mithraic Master

A Mithraic Master is a high-ranking leader of a cult worshipping the Demiurge Mithras. To gain this lofty position, he must have proven himself to not only be a spiritualist of the highest caliber, but also a master thief. The master's responsibilities include the promotion of the cult and the recruitment of new members. Due to the Mithraic belief that clandestine operations and thievery are the best ways to influence politics and better the lives of the common people, the Mithraists often come into conflict with the Templarian order of spiritualists. Even though the motives of both orders are relatively similar, the gulf between their widely differing philosophies is too wide to facilitate cooperation.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	3	2

Prerequisites

The character must be a Mithraic Trustee and satisfy all of the following groups of requirements:

- 12th level in Mind over Mind or ESP
- 12th level in two of the following: Opening Locks, Urban Stealthing, Finding Secret Doors, Finding Traps

Skills

Expert in: *Mind over Mind*

Specialized in: *ESP, Finding Secret Doors*

Reviewed in: *Mind over Magic, Mind over Matter*

Myrmidon

A Myrmidon is the ultimate Hoplite warrior of Greek mythology. During the Trojan War, the Myrmidones were personally trained and led by Achilles, the greatest of all Greek heroes. Their skill proved to be key to the Achaeon's (Greek's) victory over the Trojans.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
3	2	2	--	1	--	--

Prerequisites

The character must attain 9th level in *Defending with Large Shield* and 12th level in either *Spear* or *Gladius (Short Sword)*

Talents

First Aid, Shield Formation, Speaking Foreign Languages, Weaponry Care, Reduced Encumbrance when wearing Corinthian Helm, Cuirass, Bracers, and Greaves

Skills

Specialized in: *Defending with Large Shield*

Versed in: *Grappling, Horsemanship, Pummeling, Seamanship*

Areas of Mundane Lore

Reviewed in: *Seafaring Lore*

Weapon Proficiencies

Expert in: *wielding Spear, wielding Gladius (Short Sword)*

Specialized in: *throwing Spear*

Praetorian

A Praetorian is an elite guard in the Roman Army. Early in Roman history, an elite guard group known as a Praetorian Cohort customarily accompanied Roman generals. Later, Caesar Augustus organized these soldiers into a special force known as the Praetorian Guard.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	0	--	1	0	--

Prerequisites

The character must have proven his loyalty to the empire and attain 7th level in *wielding Spear* and one of the following groups of requirements:

- 6th level in *Defending with Medium Shield* or *Defending with Large Shield*
- 6th level in *Disarming Opponents*

Alignment Restrictions

Character must have a *Lawful* reputation with the state.

Talents

First Aid, Shield Formation, Sign Language, Speaking Foreign Languages, Weaponry Care

Skills

Specialized in: *Defending with Medium Shield, Defending with Large Shield*

Versed in: *Disarming Opponents*

Reviewed in: *Horsemanship, Identifying Poisons*

Weapon Proficiencies

Specialized in: *wielding Spear*

Versed in: *wielding Short Sword*

Psychic

A psychic is a spiritualist that focuses on all aspects of spirit and soul. They often see ghosts where others see emptiness; so many psychics use their special powers to channel messages between the mortal and spiritual realms. Not surprisingly, enabling a feeble widow to communicate with her deceased husband's departed soul can warm the spiritualist heart and bring a deep sense of career satisfaction. It can also provide a fat purse. Many psychics are also mystics or necromancers.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	--	2	1

Prerequisites

The character must attain 9th level in *ESP* or 9th level in the *Arcane Lore of Spirit*

“...enabling a feeble widow to communicate with her deceased husband’s departed soul can warm the spiritualist heart and bring a deep sense of career satisfaction. It can also provide a fat purse.”

Skills

Expert in: *ESP*

Reviewed in: *Mind over Magic*

Areas Of Arcane Lore

Specialized in: *Spirit*

Retiarius (Laquerius)

The Retiarius is a specialized form of gladiator that depends on agility and speed to avoid his enemy. He wears no armor and is usually dressed in nothing but a loincloth. The Retiarius is known as the “runner” because his light equipment enables him to keep out of his armored enemy’s reach. He is also known as the “fisherman,” in obvious reference to the weapons he wields. The Laquerius is a special type of Retiarius who focuses his training on spear, harpoon, and lasso.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
1	1	1	--	--	0	--

Prerequisites

The character must all of the following groups of requirements:

- 8th level in wielding Trident or Spear
- 6th level in wielding Net or Lasso

Talents

First Aid, Superb Balancing, Weaponry Care

Weapon Proficiencies

Specialized in: wielding *Trident* and *Spear*

Versed in: wielding *Dagger, Net, and Lasso* and throwing *Harpoon*

Sage

A sage is a scholar who has earned great respect among his peers for the deep knowledge he possesses in a variety of fields. Many sages choose to continue their existence in their “ivory towers” by becoming full-fledged professors in some university. Many others simply hire themselves out for large sums as researchers for the rich and noble. A large city needs many sages because each of these learned scholars has his independent interests. Often, only the most basic knowledge is shared between two sages as each delves deeply into whatever obscure fields have taken his particular fancy. Consequently, the hardest part of any layperson in finding the answer to a question may be simply in finding out who to ask.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	1	2	2	--

Prerequisites

The character must meet one of the following groups of requirements:

- 7th level in any two areas of Mundane Lore
- 10th level in any single Mundane Lore

Talents

Etiquette, Familiarizing, Magic Sense, Reading and Writing, Reading Archaic Languages, Speaking Foreign Languages, Wine Tasting

Skills

Specialized in: *Library Research*

Versed in: *Appraising*

Reviewed in: *Creating Herbal Balms, Identifying Elixirs, Identifying Poisons, Remedying Ailments*

Areas of Mundane Lore

Specialized in: Any two areas of *Mundane Lore* of the character’s choosing

Versed in: *Mathematics, Logic*

Savant

A savant is an eccentric scholar who has focused his entire existence on the research and discovery of some single branch of knowledge. His absolute devotion to his field often leaves his social skills quite lacking, although his expertise in his subject matter can only be described as genius. Often, the only reason a savant interacts with others is simply to gain sufficient resources to continue in his studious endeavors. Consequently, many view scholars of this level as kindhearted absent-minded professor types. They are brilliant, but harmless.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	3	--

Prerequisites

The character must meet one of the following groups of requirements:

- 10th level in any two areas of Mundane Lore
- 13th level in any single Mundane Lore

Talents

Minor Surgery, Mixing Black Powder, Reading Archaic Languages, Speaking Foreign Languages

Skills

Specialized in: *Library Research*

Versed in: *Creating Herbal Balms, Remedying Ailments*

Reviewed in: *Identifying Poisons*

Areas of Mundane Lore

Expert in: Any single *Mundane Lore* of the character's choosing

Shining Spiritualist

Shining spiritualists are devoted to using their mental powers for the benefit of the suffering and the poor. Often, this means pitting their abilities directly against those of other spiritualists who have a far darker outlook on life. Their devotion to good and their vow of poverty, or at least of non-wealth, has brought an almost religious mystique to their profession. In fact, the unlearned often mistake shining spiritualists for monks or priests. This impression often helps them to obtain aid in attaining their goodly goals. Consequently, shining spiritualists do little to discourage the belief, even though they do not actively encourage it.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	2	2	1

Alignment Restrictions

Character must have a *Good* reputation with his mentor

Prerequisites

6th level in *ESP* or *Mind over Body*

Talents

Minor Surgery

Skills

Versed in: *Mind over Body, ESP*

Reviewed in: *Creating Herbal Balms, Remedying Ailments*

Areas of Mundane Lore

Reviewed in: *Herb Lore*

Swami

To most, a swami is a cross between a priest and a mage. In reality, she is a spiritualist and a mage. She focuses on the control of her body and material world through the use of mind and magic. These formidable spiritualists are well known for their ability to lie on a bed of nails without flinching and to levitate themselves above the ground. Many are also Magi or Mystics.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	--	2	1

Prerequisites

The character must satisfy one of the following groups of requirements:

- 12th level in the *Arcane Lore* of *Matter*
- 10th level in *ESP*
- 9th level in *Mind over Matter*

Skills

Specialized in: *Mind over Matter*

Versed in: *ESP*

Reviewed in: *Mind over Body*

Areas of Arcane Lore

Specialized in: *Matter*

Templar Master

A Templar Master is considered by the Knights Templar to be on a spiritual par with the saints. Having proven his antipathy for material goods and a mastery of the spiritual arts, he is the living embodiment of gnosis. Many less spiritually mature Templars believe the masters to remain on the worldly realm more out of a desire to lead others away from their physical bonds than any need to stay. Needless to say, such individuals have attained the highest respect of their fellow Templars.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	--	--	3	3	2

Alignment Restrictions

Character must have a *Good* and *Lawful* reputation with the Knights Templar.

Prerequisites

The character must be an *Illuminated Templar* and must satisfy one of the following groups of requirements:

- 13th level in *Mind over Magic* or *Mind over Body*
- 13th level in a single *Hand Held* or *Polearm* weapon

Skills

Expert in: *Mind over Body*, *Mind over Magic*

Versed in: *ESP*

Reviewed in: *Disarming Opponents*, *Mind over Matter*

Thracian (Thraex)

A thracian is a Roman gladiator who wields a small sword with a forward curving blade known as a sica (equivalent to a dirk). Traditionally, a thracian wears greaves (shin coverings) on both legs and a visored or open-faced helm. He also carries a small shield and wears an arm protector on his sword arm.

Attribute Requirements

PS	ST	AG	MD	PC	WP	FA
--	--	1	1	--	0	--

Prerequisites

The character must attain 10th level in *Sica (Dirk)* and *Defending with Buckler*.

Talents

First Aid, *Pressing Advantage with Sica (Dirk)*, *Weaponry Care*

Skills

Specialized in: *Defending with Buckler*

Weapon Proficiencies

Specialized in: *wielding Sica (Dirk)*

New Talents

Calligraphy

Calligraphy is a talent that enables a person to create beautifully scripted documents. The handwriting of a calligraphist is of such a high quality that a document created with this talent can be considered to be a work of art. Temples that do not train their monks or priests in calligraphy are forced to hire calligraphists to copy their sacred texts. After all, a deity's holy words cannot just be scribbled in a notebook. Similarly, governments hire calligraphists to copy the royal proclamations and legal documents to assure their legibility. Consequently, calligraphists are often able to find easy work.

Shield Formation

Shield Formation enables a fighter to use his own shield to help protect a neighboring comrade. Only medium and large shields may be used in this fashion. A medium shield provides a +1 defensive bonus while a large shield provides a bonus of +2. The companion must maintain a position next to the fighter's shield arm and must face in the same general direction. Any deviation from this formation means the companion loses this defensive benefit.

New Skills

Contortionism

Statistics

Base: 8

Contortionism allows a character to distort his body in unexpected ways. A contortionist is able to twist and rotate his joints and flex his muscles so that his appendages bend at odd angles. With these techniques, a contortionist can collapse himself into tight spaces or through small apertures.

A practitioner of this art has a chance of writhing his way through any opening provided it is large enough to allow his skull passage. Each such attempt takes 2d6 turns to accomplish. The contortionist must make a *Success Roll* with *Agility* adjustments. The *Threshold* he must overcome depends on the size of the hole and may range anywhere from 10, for an aperture capable of allowing his shoulders easy passage, to a 35, for a hole barely larger than his head.

Similarly, *Contortionism* allows a person to escape bonds that have been used to restrain her. She can slip through her bindings if she makes a *Success Roll* with *Agility* adjustments. The *Threshold*, again, is determined by how tightly the bindings have been placed. *Threshold* values can range anywhere from a 15, for relatively loose

ropes, to a 35, for tight shackles. The contortionist is also allowed *Physical Strength* adjustments on her roll if the bindings were placed while the contortionist was conscious, provided the contortionist states that she is flexing her muscles while the restraints are being bound (this can never result in a penalty, even if the character's *Physical Strength* is below zero).

Multiple *Contortionism* attempts may be tried on any failure, but every subsequent attempt requires an amount of time equal to *double* that of the previous attempt. Any natural roll of 1 indicates the character gets no further chances.

Library Research

Statistics

Base: 8

Library Research is a skill that enables a character to find pieces of information within the books of a library. Before any attempt can be made, the Overlord must determine a proper *Success Threshold* that the researcher must overcome to uncover the information. Obviously, the size and quality of the library is a big factor in this decision. Just as important is the obscurity and availability of the sought knowledge. The *Success Threshold* should be determined appropriately.

One good way to determine the threshold is to consider each piece individually. To do this, first determine how commonly known the information is throughout the world. A widely known piece of information would have a *Threshold* of 15. A somewhat obscure bit of knowledge would have a *Threshold* of 25. A long forgotten piece of archaic trivia might have a *Threshold* of 35 or more. (The secret of how to transform lead into gold would easily have a *Threshold* of 50 or higher. In fact, the Overlord would be quite justified to simply decide that there is no way that any similarly world-altering piece of information can be gleaned from any literary search.) Once the Overlord had decided on the initial *Threshold*, he should adjust it according to the library's completeness. A small private library may increase the *Threshold* by 5 to 10 points while a voluminous government-sponsored library may lower the threshold by the same amount.

Once the *Success Threshold* is determined, the character must make a *Success Roll* with *Intelligence* adjustments. Success indicates the researcher uncovered the information she sought.

Oratory

Statistics

Base: 48

Oratory is a skill that gauges a character's "gift of gab." That is, it measures his eloquence and ability to quickly find exactly the right words to express his thoughts. Oratory is a very general speaking skill that can be used in lieu of a variety of other, more focused skills based on speech. A character can use *Oratory* to taunt opponents or lift an ally's spirits. With it, he can duplicate the effects of Inspiring Loyalty and Raising Morale. An orator can sway a crowd with confident speeches or send a room into raucous laughter with a well-timed whisper. Being a general ability, though, *Oratory* is much harder to master than any two other speaking abilities combined.

When a character wants to use his *Oratory* skill, allow him a *Success Roll* with *Charisma* adjustments. He must overcome a Threshold equal to 15 plus his opponent's *Charisma* plus the level his opponent has attained in whatever speech-oriented skill he happens to be using. Obviously, his opponent can only use specialized speaking skills in appropriate circumstances. So, he would be hard pressed to use his *Inspiring Loyalty* ability to counter an argument concerning the quality of the local tavern's bar.

In some circumstances, a character's *Oratory* roll may be altered by the judicious use of other abilities. For example, an orator may be able to make use of his knowledge of *Dragon Lore* in any discussions concerning knights battling fire-breathing reptiles. To do so, the character would first need to make a *Success Roll* using his *Dragon Lore* against an appropriate *Threshold* as set by the Overlord. The difference between the roll and the given *Threshold* could then be added into his subsequent *Oratory* roll.

New Mundane Lores

Logic

Statistics

Base: 8

Logic is the study and philosophy of deductive and inductive reasoning. Anyone with this lore has learned to recognize simple logical fallacies and how to tear down irrational arguments. Complex arguments can be similarly analyzed, given sufficient time, so that their logical structures are laid bare within a cold dispassionate framework consisting of inference rules. Such a structure can show an argument to be valid, given that the premises upon which the argument is based are

accepted. It can also show any logical gaps in the argument's reasoning.

When a character with *Logic* wants to break an argument down into its constituent parts, allow him a *Success Roll* with *Intelligence* Adjustments against a *Threshold* equal to 15 plus the sum of his opponent's *Intelligence* and level in *Logic*. The difference can be added to any subsequent *Oratory* rolls made by the character in debating his opponent on the argument's validity.

Street Smarts

Statistics

Base: 8

Street Smarts refers to a broad knowledge of the local personalities in a given city or town. With this knowledge, a person with *Street Smarts* can spot when something is slightly out of sync with his understanding of the local political realities. For example, suppose someone describes how the local fence ripped him off by not giving him a fair deal on traded "merchandise." A person with *Street Smarts* will be able to form an educated opinion on the likelihood of this having occurred. It has nothing to do with whether the person is lying or telling the truth. If a street-wise listener hears the complaint, she will be able to make a judgment call as to the validity of the argument based on the fence's reputation on the street. Similarly, if an undercover town guard disguised as a beggar is trying to trick a street-smart thug into confessing to some crime, the thug may sense that something is amiss before blabbing about his latest exploits. He may notice that his new acquaintance doesn't speak the street slang quite correctly or he may have simply heard rumors of cops disguising themselves as beggars to waylay innocent thugs. In any case, a person with *Street Smarts* is entitled to a *Success Roll* with *Intelligence* adjustments to try and discern some hint that the person he is speaking with is being disingenuous. The *Threshold* he must overcome equals 15 plus the speaker's *Intelligence* plus any levels he has in *Street Smarts*.

Spiritualism

The early pagan religions all had a fairly simple view of the cosmos. There were a large number of gods and goddesses, each of which controlled one or more forces of nature. If one wanted protection from some force, the only recourse was to appease the deity controlling it. This was done through both worship and sacrifice. This world-view is easy to understand and explains the confusing and fickle behavior of natural forces. However, it is philosophically unsatisfying. Is there no all-encompassing scheme to the universe? Is man subject to the petty whims of the gods for no reason other than their amusement?

By the first century B.C., the people of the Mediterranean arena began seeking a deeper meaning to their existence. A number of “philosophy” cults arose. Most of these focused on the idea of personal salvation of the soul leading to eternal life after death, although the details of how this was accomplished varied from one religion to another. Since each religion had its own “theory of the cosmos,” each had a different opinion on how to obtain spiritual salvation. Consequently, their views often clashed with those of the pagan world in which they arose and frequently clashed with one another as well. In order to survive, many of these cults formed secret societies known as “mystery cults.” Each mystery cult kept its own techniques of personal salvation hidden within layers of symbolism whose meaning was only slowly revealed to its members as they gained “rank” within the society. The great secrets of these cults were rarely written down, if ever, so we know very little of their central tenets. However, a great deal of imagery and symbolism has survived that provide intriguing clues to what those secrets may have been.

One thing is certain. These cults provide the “glue” that ties the mythos of pagan religions to the later folklore surrounding wizards, witches, and other mages. Indeed, some specific branches of arcana, most notably those of alchemy and mysticism, can be *directly* tied to the beliefs of some of these ancient cults. Consequently, the mystery cults would be interesting to explore from a role-playing perspective purely on this basis. However, they also supply the foundations for the more modern beliefs in ESP and other psychic phenomenon. So, I’m sure a wealth of gripping story ideas will spring from the mythic framework of spiritualism.

Legendary Quest focuses on five “philosophy” religions. Four of them, the Illuminati, the Mithraists, the Nizari Ismailis, and the Knights Templar were “mystery cults,” in that they kept their core beliefs secret. The other, Gnosticism, was not “mysterious” since it openly

proclaimed its path to salvation. The reasons these spiritualist religions were chosen are many. Some were true contenders to Christianity in the first century A.D. Consequently, they provide an interesting insight into how the European and Mediterranean world “might have been” if history had turned a different corner. Second, the world-views of these cults are similar enough that they can be incorporated to a single game world, even though the philosophies are often opposed on whether the master of the physical universe, the “Demiurge,” is good or evil. This promises some interesting role-play as the cultures of the religions clash. Next, Gnosticism and the Knights Templar provide an alternate interpretation of the life of Jesus while Mithraism and Nizari Ismailism derive from the Persian and Muslim faiths. Thus, the modern day tension between Christianity and Islam is preserved in these ancient cults.

Role-playing a spiritualist demands a deeper insight into the underlying philosophies than what is required by a pagan character, so a one or two-paragraph description of a spiritualist religion is wholly inadequate. To do them justice, the number of spiritualist religions covered in this text must be kept small in number so that they could be explained in sufficient detail.

Needless to say, any member of a mystery cult is expected to keep his membership in strictest secrecy. Because of this fact, if you play a Spiritualist, you may want start your character with more than one Low Order class, using its second profession as a “cover.” Or, you may decide to entirely skip picking up a Low Order Spiritualist class with the intent of picking up a High Order class later. Another option is to forego the Spiritualist classes altogether and gain your psychic abilities through direct advancement in one of the societies. Any of these options, among countless others that I’m sure you can devise yourself, is perfectly reasonable.

“...any member of a mystery cult is expected to keep his membership in strictest secrecy.”

The Gnostics

The Gnostics were an early 1st century group of Christians, primarily centered in Egypt. They held some radically different interpretations of the events surrounding the life of Jesus of Nazareth than those supported by the contemporary Catholic Church. Many of their beliefs were probably influenced by older eastern religions, particularly that of Buddhism.

Historical Background

Much of what we know today of ancient Gnosticism comes to us from a collection of ancient texts discovered at Nag Hammadi, Egypt in 1945. These remarkable and controversial texts provide alternative Gospels concerning the life of Jesus. These Gnostic Gospels include the Gospel of Thomas, the Gospel of Truth, the Gospel of Philip, the Gospel to the Egyptians, and the Apocryphon ("secret book") of John. In addition, there were other texts: the Secret Book of James, the Apocalypse of Paul, the Letter of Peter to Philip, and the Apocalypse of Peter.

The existence of these alternate gospels was problematic to the early Christian Church, which was attempting to unify Christianity into a single cohesive religion. Although the Gnostic beliefs meshed with those of the rest of the Christian community in many respects, some of its core tenets were philosophically incompatible. The early Catholic church held that the orthodoxy of the resurrection established Catholicism as the one "true" church. Peter had been the first person visited by Christ after the resurrection, and had been given the "key of heaven" in that meeting. This claim was made despite the fact that the very New Testament gospels upon which the Catholic Church is founded clearly state that Mary Magdalene had the honor of Christ's first visit. The meaning of the Catholic Church's interpretation is clear. Peter, as the founder of the Catholic Church, was the one and only authority endowed by Jesus to establish God's church on earth. Peter handed the "key" over to his successors so the divine authority would pass through the hands of countless Bishops and Popes through the centuries. The Gnostics, on the other hand, viewed every man as divine and therefore as having equal access to God. There was no need for Bishops and Popes and no need for any hierarchical religious bureaucracy.

Tensions between the two groups rose until the "orthodox" Christian leadership declared the Gnostics to be heretics. After Christian authority rose in power in the form of Catholicism, the Gnostics were systematically wiped out and the heretical gospels destroyed. This same process was repeated over a millennium later at the order of Pope Innocent III in the genocide of the Cathars enacted by the Knights Templar.

The Gnostic Beliefs

Author's Note: Gnosticism presents a radically different view of the life of Jesus Christ than modern-day Christians accept. This makes the religion interesting to explore from both role-playing and historical perspectives, but could easily offend practicing Christians if these viewpoints were to be confused with Christian beliefs. Although Gnosticism and Christianity base themselves on the same historical figure of Jesus of Nazareth, their interpretations result in two very different savior figures. To avoid confusion, this description of Gnosticism uses the Latin spelling of Iesus in place of "Jesus" and the Greek term Ictus ("fish") instead of "Christ" (the fish is an important symbol to both Christians and Gnostics).

If you want to explore more of Gnosticism than what is presented here, a good starting point is "The Gnostic Gospels" by Elaine Pagels. Much of this interpretation of Gnosticism comes from this impressive work.

Gnosticism asserts the physical world to be fundamentally flawed. In contrast, the soul, or "divine spark," is otherworldly and perfect. Gnostics believe those who are prepared to accept the religion's teachings are able to free their spirits from the limitations of its worldly bonds. With this knowledge, or "gnosis," they will attain eternal life in the company of the Perfect One, the Unknowable God, the Monad, from which all spiritual and creative force flows. The Monad is served by the Aeons, pairs of spiritual beings that make up the Pleroma ("fullness") of God. Much of Gnosticism focuses on the lowest pair of Aeons, Sophia and Iesus.

The reason that Gnosticism is concerned mainly with this lowest pair of Aeons is that Sophia ("Wisdom") created the physical universe. She did so because she drifted far away from the presence of the Monad and became lost. To find herself and have a focus to her existence, Sophia decided to create the four elements of Air, Earth, Fire, and Water. Since "a woman cannot conceive alone," to create the world Sophia first had to bring forth the Creator God of Israel, the "Demiurge," also known as Yahweh. In so doing, the universe was born as a reflection of Sophia. But, she had lost the guidance of the Monad, so Sophia's creation was imperfect. Earth congealed out of Sophia's confusion, water was borne of her terror, air arose from her grief, and fire sprang from her ignorance.

The world was filled with pain and suffering. Those unfortunate souls born into it would be shielded from the perfection of the One and so would have great difficulty in freeing themselves from its unholy confines. Upon death, their spirits would quickly become trapped within another material form and be re-born into the flawed universe.

As its creators, Sophia and the Demiurge have supreme control over the universe, although the Demiurge is far

more likely to take an interest in the daily affairs of men. When mankind refused to worship the Demiurge as God, he sent a flood to destroy them. It was Sophia that intervened and saved mankind by warning Noah of the impending doom and instructing him to build an ark.

Iesous entered the world to teach mankind how to escape the shackles of the physical universe. His message was simple, reject all things physical and embrace the spiritual. The various Gnostic cults interpreted this single clear message in various ways, of course. Some viewed it as an order to practice *abstinence* of all monetary and physical interactions with the world. Others viewed it as guidance to attain an *indifference* to finances and physicality. But, all Gnostic viewpoints saw the physical as evil and the spiritual as good.

Since Iesous is perfect and good and physical matter is inherently corrupt and evil, it logically follows Iesous had no actual physical form. The Romans merely crucified His spiritual projection into the physical universe. Iesous isn't "mortal" as are men, so the Romans did not actually "kill" the Son of God when they nailed Him to a cross. Therefore, Iesous could not be "resurrected." Rather, in his crucifixion, Iesous transcends death. He does not die, but ascends directly into heaven.

The Gnostics, like the Christians, view the spiritual God (the Monad) as a holy trinity. However, the Gnostics worship God as "Father, Mother, and Son." In other words, the "Holy Spirit" is female. Diverging further from Christian beliefs, the Gnostics do not believe in the literal virgin birth of Iesous. They assert that Mary could not possibly have been conceived apart from Joseph. Instead, the "virgin birth" refers to the divine union of the spiritual "Father" and "Mother."

The core tenet of Gnosticism is that everyone has a "divine spark" that, given the appropriate knowledge (gnosis), will ascend to the status of godhood. That is, those few who attain gnosis will themselves become God. Consequently, all individuals are of equal standing in the Gnostic faith. After all, who can have authority over God? The Gnostics therefore rejected the endowment of "priests" or "bishops" with any special importance. Men, women, and children are all equal within the faith. How gnosis is achieved, though, is a highly individual experience. Gnosis cannot be directly taught, but guidance from spiritually mature individuals can provide assistance to the faithful.

Since religious ceremonies often demand certain roles be filled, and since the Gnostic faith insists that all individuals are equal, lots are drawn to determine who

reads scripture, who leads in prayer, who acts as prophet, etc. Consequently, the Gnostic "church" resists any papal hierarchy, or any organization of any kind. In this way, pure Gnosticism radically departs from the mystery cults, its spiritualist siblings.

Spiritual Growth in Gnostic Faith

An initiate may petition a more spiritually mature Gnostic to mentor him in the spiritual arts. To do so, the pupil's *Willpower* and *Faith* attributes must both be at least a 1. Any Gnostic having attained 5th level or more in a Psychic Discipline may be sought as an instructor in that discipline, but tradition allows the potential mentor to refuse training for any reason without earning disfavor from his fellow Gnostics. If he agrees, the tutelage will render the pupil *Schooled* in the skill after one month of training. However, an initiate seeking more than one such discipline outside of the rigors of a formal class, whether Low or High Order, is seen as spiritually lazy and therefore unworthy of attention. Those who have sufficiently proved their devotion to Gnosticism may petition for further training without this stigma, however. A good rule of thumb is that an additional discipline can be "picked up" informally when the Gnostic first attains 10th level in any previously learned Psychic Discipline, provided he has actively furthered the Gnostic cause throughout his career. Another can be similarly sought after attaining 15th level in a Psychic Discipline.

For the Overlord

If you decide to incorporate a Gnostic society into your world, you can best emphasize the Gnostic "free-wheeling" flavor by keeping it in a general state of organized chaos. To many, Gnosticism may seem like more a club than a religion, since it will have no consistent meeting place and no recognized leader. Gatherings will be held in a peasant's stable one month and a nobleman's palace the next. These meetings should focus primarily on the spiritual growth of the members, unless pressing matters needing the congregation's immediate attention are brought up. Although visitors are welcome to attend most gatherings, there is no great emphasis placed on "spreading the word" to expand the size of the congregation. Anyone seeking to escape their physical bonds will be embraced, but those choosing a different path will not be frowned upon. The Gnostic group will not have any great reserve of resources, since the religion does not gather tithes in any form. However, finances can generally be raised for important causes by petitioning the wealthier members on a case-by-case basis.

The Illuminati

The Illuminati make up a secret society of members indoctrinated in rationalism and the fervent belief that no man or woman is inherently superior to any other. Anyone adopting these principles is said to be “Illuminated,” a term that has much the same meaning as “Gnosis,” or “in the know,” taken from the Gnostic religions. The term “Illuminati” is simply the plural of the term “Illuminatus,” one who is Illuminated.

The stated goal of the Illuminati is quite simply to bring happiness to all mankind. The major impediments to this noble goal, they believe, are superstition and aristocracy. Thus, all monarchies and religions must be subverted and overthrown. But, we get ahead of ourselves, for it is only the elite of the Illuminati who understand that this is the true goal of the society. The novices, or Minervals, are educated with the utmost patience, since the abandonment of both religion and crown is akin to eating a devilled ostrich egg. Few people can swallow it whole.

Historical Background

The myths surrounding the Illuminati are a relatively recent invention. They do not appear until the late 1700's. It is therefore debatable whether a write-up of the Illuminati is appropriate for *Legendary Quest*. The stories claim that the Illuminati are an indirect descendant of the Knights Templar, through the European freemason and Rosicrucian societies of several centuries ago. This winding relationship ties the secret society back to the medieval Cathars and ancient Gnostics and provides excellent justification for its inclusion in the game. Indeed, of all of the secret societies presented in LQ, the Illuminati is the only secret society whose very *existence* as a widely embraced order may be nothing but a fable. That makes it ripe source material indeed, for a game based on myth.

The society was supposedly formed in 1776 (or, perhaps 1777) by Adam Weishaupt, a man belonging to a Freemason Lodge in Bavaria. Its existence was made public and decried in the book *Proofs of a Conspiracy Against All the Religions and Governments of Europe Carried on in the Secret Meetings of the Freemasons,*

Illuminati and Reading Societies (1798) by John Robison. As the first document to gather and report on the available contemporary sources concerning the Illuminati, it is the authoritative work concerning the order. It paints a picture that can almost convince you that the United States Constitution is nothing but an Illuminati plot, even though it never directly mentions the venerable document. Now, conspiracy theories should always be taken with a grain of salt, but when one notes that George Washington, Benjamin Franklin, and Thomas Jefferson were Freemasons, one must pause and wonder. Never mind the fact that the symbol of the Illuminati, an eye superimposed on an Egyptian pyramid, is printed on every U.S. dollar bill. It's hard to dismiss the odd coincidence that this practice started at the behest of U.S. President Franklin Delano Roosevelt, who also just so happened to be a Freemason. Hmmm...

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The French Revolution of 1789 is considered by Illuminati conspiracy advocates to be the handiwork of the Illuminati. There is little argument that the revolution started abruptly with little warning. It started almost simultaneously throughout the entire French nation with universally consistent slogans and philosophical underpinnings. It was almost as if someone undertook a massive marketing campaign that purposefully had marketers engage folks in friendly conversations at public functions and within local gathering areas, espousing opinions of freedom and liberty with a common

verbiage. There is no doubt that the conditions in France were ripe for revolution at the time. The over burdensome taxes, extravagances of the nobility, and horrific living conditions of the poor created a powder-keg of dissent. The question is, who held the match and in which direction did they point the cannon?

Cagliostro

Perhaps the best known of all Illuminati was Count Alessandro de Cagliostro, also known as Giuseppe Balsamo. Cagliostro was credited as being one of the most brilliant occultists of all time. He claimed to know how to transform base metals into gold, that he possessed the secret to the Elixer of Life, and that he was personally trained by the Templars of ages past. The Count created the Egyptian Rite of Masonry and

promoted the rebirth of the ancient cult of Isis. His heretical claims and goals were noted by the Inquisition and, in 1789, Cagliostro was jailed. He died in prison years later, so he was apparently unable to brew the Elixir of Life he so desperately needed to sustain his existence. Certainly, the Illuminati elite were disappointed with Cagliostro's public flamboyancy, since they did little to regain the venerable mage's freedom. Or, perhaps, Cagliostro's death in prison was merely staged and the ancient alchemist still works in secrecy, having learned a hard lesson about the limits of behavior that religions and governments will tolerate.

The Minervals

The Illuminati novices, or Minervals, are recruited from the ranks of societal "do-gooders" and the highly educated. People who naturally volunteer their time to the service of others are valued because they already lean heavily toward the betterment of society. Scholars, or the "Literati," already have a predilection toward rational thought. A candidate with both of these qualities is a prized prospect, indeed. A Minerval is recruited by a Illuminatus of at least the rank of "Mason," who acts as his mentor and sole contact with the Illuminati order, with the exception of any other Minervals his mentor happens to be training at the time. The classroom of Minervals a Mason has taken under his tutelage is known as his "Nursery."

When a Minerval first enters into apprenticeship, he must select a name to be used henceforth within all Illuminati correspondences. This practice helps shield groups from discovery, should the letters of any single group be compromised. Traditionally, the chosen names come from famous historical figures, such as Socrates, Achilles, Brutus, and Spartacus and provide some insight into the Minerval's character. Minervals are also offered the opportunity of gaining the Illuminatus Minor class, although this is not a requirement.

Minervals are strongly encouraged to join local guilds and societies, most especially those associated with religion, magecraft, and government. If they can, they should also strive to attain leadership roles within those organizations. Minervals are discouraged from gaining any mage class, supposedly because it would demand too much time away from the study of the Illuminati philosophies. Even so, the Illuminati favor their novices befriending priests and mages in

order to more easily infiltrate their congregations and libraries. The magical professions tend to attract the types of recruits the Illuminati seek. So, a potential mage apprentice or acolyte is also a potential Minerval. It is better to recruit a youth into service before he adopts one of the spiritually corrupting magic wielding paths.

The main responsibility of any Minerval is to simply report on the plans and actions of any institution to which he belongs. He is also expected to report on any person he thinks would be a worthy candidate for adoption into the Illuminati fold.

The training of a Minerval may take years. During this time, he will be given dozens of books on various philosophies over which he will be thoroughly quizzed. Only when his mentor feels that he has adopted a fundamentally rational view of the world will he be suggested as a potential candidate for promotion to the rank of Mason.

The Masons

When a Minerval has demonstrated his societal value and proven his understanding and acceptance of the basic Illuminati philosophies, he is promoted to the rank of Mason and is placed under the authority of a "Mystery," a person having complete knowledge of the society's major aims. The Mason is introduced to the other Masons under the authority of his Mystery, but has no knowledge of other Illuminati cells. At this point, he is offered training as an Illuminatus Dirigens, although he is not required to accept.

The Masons make up the main work force of the Illuminati and are expected to accomplish their assignments with little supervision and almost no insight as to how their tasks fit into the overall plan. He must also continue his studies in the various Illuminati philosophies if he has any hope of ever attaining the rank of "Mystery" within the order.

A Mason must decide on either a religious or secular thrust to his work. Will he focus on gaining influence in a local temple, or will he concentrate his efforts on a university or government institution? The Illuminati leadership believes that a person shouldn't spread himself too thin. After all, assuming a position of authority in both religious and government circles may generate a conflict of interest that interferes with the one he

"Apparently, the Illuminati elite were disappointed with Cagliostro's public flamboyancy, since they did little to regain the venerable mage's freedom. Or, perhaps, Cagliostro's death in prison was merely staged and the ancient alchemist still works in secrecy, having learned a hard lesson about the limits of behavior that religions and governments will tolerate."

already has.

Most often, the “flavor” of the organizations already infiltrated by the newly promoted Mason will dictate his path. However, particularly effective Minervals occasionally participate in numerous societies. Any such person has more flexibility in his choices. In any case, the Mason must select one path over the other. His future assignments will be geared toward gaining influence, political or otherwise, in that area. At infrequent but opportune moments, his Mystery will instruct him to unobtrusively exert his power to sway key decisions.

Through years of study and experience, the Illuminati Mysteries hope to guide their Masons to the realization that religion and monarchies mainly serve to promote inequality in opposition to the core Illuminati philosophies. Religions teach a man to bow his head before a deity. Monarchies perpetuate the fallacy that one man should have dominion over another merely by chance of birth. The Illuminati merely seek to undo all of the evil and unhappiness these institutions bring about. When this level of clarity is reached by a Mason, he is promoted to the rank of Mystery. Needless to say, no Illuminatus Dirigins who has elected to become a priest or who is a high ranking noble will ever be promoted to the level of Mystery, unless he publicly renounces his faith and status. This stipulation is never stated outright, but should become obvious to anyone learned in the Illuminai philosophies.

The Mysteries

The Mysteries are the leaders of the Illuminati society and make up a democratic governing council known as the Areopagite. Its members work tirelessly to attain whatever goals they are trying to accomplish. If one is to believe the accounts that are sporadically leaked to the public, they are seeking to overthrow all religions and governments of the world for the selfless goal of attaining equality for all mankind. Of course, it's hard to overlook the fact that any such success would likely end up with the Illuminati in charge of everything. A cynic just might question the motives of these supposedly unselfish conspirators.

For the Overlord

The true goals of the Illuminati upper echelon were intentionally left vague to give you plenty of room to dream up conspiracy theories that fit into your campaign. Although the myths of the Illuminati state their goals as “happiness” and “equality” for all mankind, who knows what their true motives are. Perhaps the society started out noble, but the power that the leaders gained corrupted them. Perhaps not, and the goals are exactly as they state. Or, maybe the members of the

Areopagite are all demon possessed power-hungry monsters and the “job” of the characters in your mind is to restore the society to its original focus and moral authority. Maybe it's a “James Bond” type of secret society that sends its “Agents” out on dangerous missions to rid the world of its ever-increasing vampire, ghoul, and werewolf infestations. There's plenty of opportunity here for creativity, so don't be shy in coming up with your own scenario.

The Mithraists

*Author's Note: The actual core beliefs of the various mystery cults still remain a mystery to this day. Mithraism is particularly obscure. We can only study the symbols left behind in their temples and interpret them in an attempt to deduce what was going on in the minds of their creators. There are several possible interpretations for the symbolism left behind by the Mithraic cults. The interpretation presented in LQ is largely based off of David Ulansey's book **The Origins of the Mithraic Mysteries**, so if you want to know more about this theory, you know where to look. I chose this interpretation because it provides the most complete and, in my mind, the most elegant interpretation that I have encountered for the images available to modern day scholars.*

For several centuries before the time of Christ, the people of the Mediterranean believed the fates of men to be controlled by the stars. A strong belief in astrology permeated ancient society. Knowing and understanding astrology was of paramount importance, because the road to immortality, laid out by the stars, was fraught with perils. The slightest slip-up or insult to any god during life's journey would spell eternal doom for the traveler. So, countless deities had to be appeased and the successful completion of the quest was always in doubt.

By 100 B.C., astronomical observations had been meticulously taken and recorded over an extensive period. So long, in fact, that the great astronomers of the day had sufficient data to discover that the whole of the celestial globe slowly moves through the course of centuries. This was a previously unknown drift of the heavens, a movement entirely independent of its daily rotation about the earth. We know today that the precession of the earth's axis causes this movement, but in ancient times this was viewed as an astonishing second rotation of the heavens.

To those steeped in astrological belief, the newly discovered heavenly drift came as a staggering shock. If the entirety of the heavens moves, then there must be some force, some god, behind it. And, if this god is powerful enough to move the entire universe, including the stars that control the fates of men, then this god must have supreme power over all others.

The astronomers who discovered the precession of the heavens lived in and around the Persian city of Tarsus, whose patron deity was Perseus. So, naturally, they adopted their patron god as the supreme ruler of the cosmos. They needed to keep their revelations as secret as possible, though. Since Perseus was closely associated with Persia, they adopted the Persian name Mithras after Mithra, the offspring of Ahura Mazda, the Persian creator of the universe. This association was doubly reinforced by the fact that the ruler of Tarsus at the time was named Mithridates VI Eupator, who was a descendant of a long line of Mithradates, "given by Mithra." The Mithradates believed themselves to be direct descendants of Perseus, so the name Mithras was a convenient choice as a cryptic nickname for Perseus.

Since Mithras has the power to move even the stars, it is obvious to anyone having a deep belief in astrology that He also has the ability to control the fates of men. No longer need a man plead to an uncountable number of gods to allow him safe passage through life to immortality. One must only beseech the single god that controls the fate of the universe.

Since it takes the utmost patience for astronomers over the course of centuries to directly detect His influence, He obviously does not want to advertise his power. Only those few individuals patient enough and wise enough to comprehend the significance of the knowledge deserve special dispensation by Him. Consequently, only those people that demonstrate the necessary mental discipline will rise in rank within the Mithraic Order. As a person's rank increases, more and more will be revealed to him about Mithraism's core tenets. The various Mithraic ranks, described later, are: Corvus (Raven), Nymphus (Chrysalis), Stratiotes (Soldier), Leo (Lion), Persa (Persian), Heliodromus (Sun-Runner), and Pater (Father).

The Mithraum & the Tauroctony

Temples to Mithras are known as Mithraums. They are predominantly found in hidden caves whose walls and ceilings are painted with various symbols and which often contain statues of various figures. Occasionally, the Mithraums are located in actual buildings, but even these are decorated to resemble natural caves. These caves are usually small, capable of holding no more than about 20 people. Consequently, the cult is broken up into a large number of small "cells." The locations of neighboring cells is known only to a relatively few high ranking cult members that have earned trust in the order, so the infiltration of one cell by a disbeliever does little damage to the cult as a whole. The Mithraum ceilings are painted with a map of the stars. On the walls are a number of symbolic paintings, many of which vary from one Mithraum to another. However, the central image is

always the same. This is the Tauroctony, an image steeped in cryptic symbolism.

The Tauroctony depicts a man wearing a Phrygian (Persian) cap in the process of slaying a bull with a crescent-shaped blade. Even though he is engaged in a fierce struggle, he looks away from his kill. He wears a cloak that billows out behind him as if blown by a strong wind. Like the Mithraum's ceiling, the cloak's inner lining is decorated with a star map. Underneath this struggle are images of a scorpion, a dog, a serpent, a lion, a raven, and a cup. To either side stands a man holding a torch. One man holds his torch upright while the other points his toward the ground. Often, the whole of the Tauroctony is encircled by the symbols of the zodiac.

A statue often stands near the Tauroctony. The figure depicts a man with a lion's head, wings sprouting from his shoulders, and a serpent entwined around his body. The man-beast stands on a globe inscribed with two great circles that cross one another to form an "X." He often holds a key in one hand and a long pole in the other.

The Pirates of Cilicia

The Cilician Pirates were a powerful force in the eastern Mediterranean Sea in the first and second centuries B.C. They were far more than the common contingent of one or two rogue ships, however. In total, the Pirates of Cilicia (southern Turkey) totaled twenty thousand pirates sailing over one thousand ships. They ended up capturing over 400 cities throughout the course of their raids. With the decline of the Roman fleet, they became the strongest navy of their day. Their leader was none other than Mithridates VI Eupator, the king of Pontus who so graciously donated his name to the supreme ruler of the universe. As such, the pirates became indoctrinated into the mysteries of Mithras and quickly spread the cult throughout the Mediterranean. The fact that the main evangelizing force for Mithraism was a band of thieves, cutthroats, and murderers clearly indicates that the cult itself looked favorably on these practices. At the very least, Mithraism was indifferent to them. Strength of will and devotion to the cult were the only factors taken into account. Morality, in the modern sense, did not enter into the picture.

Mithraism & Alchemy

As mentioned before, Mithras is the son of Ahura Mazda, the god of Persian mythology who created the universe. As such, Mithrasim is linked with Mazdaism, the worship of Ahura Mazda, or simply Mazda. Mazdaism was a religion founded by Zoroaster. Like Jesus of the Christian faith, Zoroaster was supposedly the son of a virgin impregnated by God (Mazda). Zoroaster stated that the force of good (Mazda) created the universe as a battleground to fight evil (Ahriman). He did this in order

to limit Ahriman, so the battle would not continue through eternity. His plan was simply to trap Ahriman within the material universe and allow his inherent evil to tear itself to pieces. Mazda knows that He will win in the end simply because Ahriman's chaotic nature will not allow him or his many demons to plan ahead. Mazda will triumph, not due to strength, but because of Ahriman's stupidity.

In Ahriman's first great assault upon Mazda, he attempted to win merely by devouring the God of Light. Ahriman, being evil, has a cold, dry nature while Mazda has a hot, moist nature. Simply put, Ahriman sought to have cold negate hot and dry consume moist. To counter this fierce attack, Mazda linked cold with moist and hot with dry. In this way, Mazda created the four elements upon which the world is based. Ahriman's attack merely resulted in the construction of the prison into which he would be thrown, the physical universe.

Zoroaster also asserts that, because the material world is a battleground between light and darkness, everything in it can be categorized as either good or evil. Water is good. Poison is evil. Horses are good. Dragons are evil. There is no gray area. Good must be nurtured. Evil must be destroyed. Man can be good only through the recognition of good in individual things and active participation in the war against chaos. So, rather than pray to Mazda directly for a swift steed, a prayer to the good aspect of Horses is more effective. Zoroaster's many miracles quickly win the radical Zoroastrian sect many converts.

Of course, Mithraism asserts that Mithras, not Mazda, now has control over the fate of the universe. The son has usurped the father. However, it is important to understand this background to Mithraism, because it forms the early foundations of Alchemy, which studies the four Arcane Lores of Hot, Wet, Cold, and Dry. It is no coincidence that the ancient world knew of seven planets wandering the heavens and that these correspond to the seven alchemical metals of mercury, lead, copper, iron, tin, silver, and gold. In fact, the zodiac surrounding the Tauroctony in many Mithraums is egg-shaped, rather than circular. This represents the "Orphic Egg," or Anathor, within which the alchemical metals may be smelted (see *The Lexicon of Lore* for details). Consequently, the Mithraic cult encourages its members to seek out and learn the arcane arts, most especially that of alchemy.

The Mithraic Ranks

Progression through the Mithraic Hierarchy is based upon a demonstration of skill as well as contributions to the cause. The various Mithraic ranks, along with their corresponding prerequisites and rewards are listed

hereafter. Note that these ranks are not classes, in the traditional sense. So, they do not count against a character's class limit. Rather, they are titles. Note that these titles must be attained in the following order and each title gives the person authority over those of lesser rank.

Corvus (Raven)

This is the initiate rank of the Mithraic Order. The only prerequisites to attaining this rank are:

- 1) A fully-fledged member of the cult must sponsor the initiate.
- 2) The initiate must swear to never reveal any of the cult secrets to anyone outside the order.

During his initiation ceremony, the prospective Corvus is blindfolded and led to the nearest Mithraum. He is shown the Tauroctony and told that if he earns enough wisdom to decipher the meaning behind the image, he will attain immortality. This knowledge will be given to him piecemeal as he gains the capability to understand it and attains rank in the order. Unless he already has combat skills, the initiate will be given one month of training to make him *Schooled* in one Hand Held, Polearm, or Range weapon of his choice.

Nymphus (Chrysalis)

To attain the title of Nymphus, a Corvus must perform some personal sacrifice or minor quest for Mithras. When this is done, the Corvus will be led, free of any blindfold, to the location of the local Mithraum and be granted his newly earned rank. If the cave is hidden by any secret doors or protected by traps, he will be shown how to get past them. Finally, he will be told that the central human figure of the Tauroctony represents the god Mithras.

Stratiotes (Soldier)

To attain the title of Stratiotes, a Nymphus must satisfy the following requirements:

- 1) He must attain at least 5th level in any Hand Held, Polearm, or Range weapon.
- 2) He must swear an oath to kill anyone betraying the secrets of Mithras to anyone outside the order.

Upon earning this title, the soldier will be told that the animals (and cup) of the Tauroctony represent constellations. The torchbearers represent the summer and winter equinoxes. Unless he already has the skill, he will then undergo one month of training to make him *Schooled* in the skill of *Navigating*.

Leo (Lion)

To earn the title of Leo, a person must satisfy the following requirements:

- 1) He must have a *Faith* and *Willpower* of at least 1 (which is verified through grueling initiation rituals).
- 2) He must attain at least 7th level in any Hand Held, Polearm, or Range weapon.
- 3) He must perform some great personal sacrifice or complete a major quest for the Mithraic cult.

When a cult member attains this rank, he is taught that the image of Mithras killing Taurus the bull represents the power of Mithras to kill one age and bring another. In Greek terms, the previous age was that of Kronos while the current age is that of Zeus. He is also told that Mithras is sometimes depicted as a lion slaying a bull. This is, in fact, the symbol for the city of Tarsus, the cult's most holy city. The crescent blade Mithras uses to slay the bull represents the moon.

Unless he already has the ability, the newly initiated Leo is given one month of training to make him *Schooled* in the *Psychic Discipline* of *Mind over Body*.

Persa (Persian)

Earning the title of Persa demands a Mithraic cult member satisfy the following requirements:

- 1) He must attain 9th level in some Psychic Discipline.
- 2) He must prepare and consecrate a new Mithraum and recruit at least 1 new convert.

When he earns this rank, the new Persa is told the astonishing news that Perseus and Mithras are the same deity. He is shown that the constellation of Perseus lays directly above that of Taurus the Bull. He is also told that the lion-headed statue represents the Gorgon Medusa that Perseus slew, just as Mithras slays the bull. Mithras looks away from his kill just as Perseus looked away from Medusa to avoid being turned to stone. Finally, Perseus was born in a cave, which is why the Mithraums are all located in caves. The Persa is also told the locations of Mithraums near his own. He is also told the name of his ruling Heliodroms along with a way to contact him when necessary.

If he has not yet gained the ability, the new Persa is given one month of training to make him *Schooled* in the *Psychic Discipline* of *Mind over Mind*.

Heliodroms (Sun-Runner)

The title of Heliodroms is very difficult to earn. The prospect must satisfy the following requirements:

- 1) He must attain 11th level in at least one Psychic Discipline.
- 2) He must have built up his Mithraum to have at least 5 members, at least one of which must have attained the rank of Leo.

The new Heliodroms is instructed that the pole held by the Gorgon statue represents the celestial axis around which the heavenly vault turns while the winding serpent represents the path that the sun takes as it circles above. The key which is held by the beast represents the "key of the ages," which is passed from one age to the next. Mithras is the "unconquered sun," meaning that he even has power over the "conquered sun," represented by the Greek god Apollo. In effect, Mithras has power over all other gods. Mithras is the demiurge, the supreme ruler of the universe. Immortality is obtained by simply proving to Mithras that one has the mental fortitude to withstand its heavy weight. In other words, one attains immortality by simply choosing to not die and by having the will to make it happen. Those having attained the rank of Heliodroms are likely to have that strength already. But, only those who have earned the rank of Pater are guaranteed this prize since only they have access to the cult's central secret that gives absolute proof of the validity of the cult's claims. The Heliodrom is given authority over a group of Mithraums. He is also told the name of the cult's currently ruling Pater along with a way to contact him in times of need.

If he has not yet gained the ability, the new Heliodroms is given one month of training to make him *Schooled* in the *Psychic Discipline* of *ESP*.

Pater (Father)

The title of Pater is the most difficult of all to earn. The Pater is the ruling authority over the entire cult. To attain this title, a cult member must attain the following requirements:

- 1) In the current Pater's view, he must have proven himself worthy above all other Heliodroms to become the new cult leader.
- 2) He must have attained 13th level in *Mind over Body*, *Mind over Mind*, and *ESP*.
- 3) He must be willing to accept the authority and responsibility for the cult's future prosperity.

Upon attaining this rank, the new Pater is taught all of the remaining cult secrets. The central tenet is simply this: The vault of the heavens rotates once every 36,000

years. The new Pater is shown the ample astronomical evidence accumulated over the centuries to support this fact. This data proves that some greater authority controls the heavenly vault. The cult has named that authority "Mithras." The astrological evidence of the stars leads to the inescapable conclusion that Mithras and Perseus are one and the same entity. This all-powerful authority controls the motions of the stars and therefore the fates of men. Since the stars control events on earth, and the stars themselves undergo a cycle, the universe as a whole goes through a cycle every 36,000 years. At the end of every cycle, Armageddon occurs and time repeats itself. In this regard, all men are immortal, since they will be reborn on the next cycle. So, immortality is not earned at all, but is automatically given to all men. What mental discipline actually earns is the ability to break free of these cyclic bonds and become aware of the immortality given to all.

If the new Pater wishes, he may undergo one month of training to become *Schooled* in one *Psychic Discipline* of his choice.

Once his training is complete, the new Pater is given authority over the entire cult and is entrusted to select his successor at the appropriate time. The retiring Pater is honored for rest of eternity with the rank of Heliodroms. However, if the retired Paters ever find the ruling Pater to be lacking in leadership or unwilling to find a successor at the proper time, they are charged with stripping the ruling Pater of rank, by force if necessary, and finding a suitable replacement.

For the Overlord

If you choose to incorporate Mithraism into your world, concern yourself with the members of one or possibly two Mithraums. If possible, locate these in or near sea ports, as most members of the society will be pirates of one form or another. Focus your efforts on where and how the pirates go about their plundering raids. Even if no player in your group decides to become a Mithraist, a Mithraum in their community should provide you with excellent lead-ins to sea-faring and swashbuckling adventures.

The Nizari Ismailists

*Author's Note: Much of the information concerning the Nizari Ismailists comes from **The Templars and the Assassins: The Militia of Heaven** by James Wasserman. Of course, the specific beliefs and hierarchical structure of the secret Hashashim society remain hidden. However, James Wasserman provides a reasonable hypothesis for what the Hashashim were probably like. I based much of my description on his interpretation of history.*

Islam is founded on the belief that Muhammad, a warrior prophet born in Mecca around 570 C.E., was the "seal," or last, of a long line of prophets including Adam, Noah, Abraham, Moses, and Jesus. During his life, Muhammad's militant but honorable character attracted many followers from the desert tribes of the Middle East. By his death in 632, Muhammad's undeniable charisma had unified the disparate and fragmented Arabian tribes into a single nation.

This union was short lived, though. Upon his death, the question of succession immediately split the Islamic faith apart. Since Muhammad had no sons, many believed Abu Bakr, the prophet's close friend, to be the logical successor. Others thought that Ali, Muhammad's cousin and son-in-law, should step up as leader. The former faction became the Sunni sect of Islam while the later became the Shiite. To this day, Islam remains divided along this line. Each sect believes its line of succession to be proper and the other one false. This division has resulted in many intra-Islamic wars.

Although not a prophet, the Shiites believed their leader, the Imam, to have divine favor. He is untouched by sin and therefore infallible. A split in Shiism occurred in 765 C.E. over a dispute concerning the identity of the 7th Imam. This further fragmented the Islamic faith and gave rise to Ismailism. For historically fuzzy reasons, the 6th Imam disinherited his son Ismail. Historians have proposed the disinheritance to be due to Ismail's association with a radical extremist group promoting the absolute authority of the Imam. The issues are complicated and have become no clearer with time. Only one thing is certain. The Ismailis still believed Ismail to be the living Imam, God's representative on earth.

Approximately 300 years pass before a schism occurs in Ismailism. Caliph al-Mustansir, an Imam of the Fatimid Imamate, had two sons: Nizar and al-Mustali. Nizar was the eldest son and, therefore, had received the blessing of his father as the next Imam. However, al-Afdal, the commander of al-Mustansir's armies and al-Mustali's new father-in-law, proclaimed al-Mustali to be the next Imam. Nizar fled the country and rallied followers to revolt. After some initial successes, Nizar's revolution failed. Nizar

was captured and executed. Thus rose a new sect of Ismailism, the Nizari Ismailis, led by Hasan-i-Sabah.

It is the Nizari Ismaili sect of Islam in which we are most interested here, because it gave birth to the Hashashim, a group of fanatical warriors who killed by stealth. (In later years during the crusades, the word "Hashashim" mutated in the Western world to give rise to the term "Assassin.") They were devoted to overthrowing the government that they believed to now be corrupt.

Hasan-i-Sabah

Hasan-i-Sabah was an exceptional leader. Because his forces were small, and because they were hunted as outlaws, Hasan sought an impregnable fortress to act as his home base. After years of travel, he finally settled on the castle of Alamut. This castle was unusually inaccessible. It could be approached only through a single highly defensible mountain pass. The fortress guarded the only entrance into a naturally enclosed valley. The valley-fortress was thirty miles long, three miles wide, contained a number of natural springs, and had ample room to grow crops. Any attempted siege was guaranteed to fail as the occupants could survive within the protective valley indefinitely. Alamut was perfect for Hasan's plans.

Hasan took the castle without bloodshed. He did this by slowly and secretly converting the people of the neighboring towns to Nizari Ismailism. With a sufficient number of disciples in place, Hasan personally entered the castle. Upon learning of Hasan's overwhelming following in his own forces, the current owner of the castle left peacefully. Demonstrating great honor, Hasan gave the overthrown ruler a respectable sum of 3,000 gold dinars for the castle, thereby squelching any complaints that his new headquarters was "stolen." Thus was the Nizari nation founded. Until his death 35 years later, Hasan-i-Sabah never left Alamut.

Throughout his life, Hasan relentlessly worked to promote the new teachings of the Nizari faith. He was well educated, being known as a magician, mathematician, alchemist, and astronomer. Powers of mind control were ascribed to both he and his Hashashim followers. Hasan was also exceptionally pious, spurning material wealth that he felt distracted from spiritual concerns. Hasan even executed one of his own sons for drinking wine in violation of Islamic law.

Hasan's strategy for extending Nizari power was brilliant. He took the lessons learned at Alamut and applied the same tactics again and again. He identified scattered, easily defensible fortresses and took them over one by one. Each acted as an autonomous military headquarters for its local area. Over time, the Nizari-controlled castles encompassed ever-widening lands. If

the surrounding rulers instigated an attack against a Nizari fortress, the Hashashim fidais were sent to assassinate the offending enemy's leader. While modern tradition views assassination as unequivocally evil, the Hashashim saw it as a religious sacrament. After all, isn't one death preferable to thousands? The Nizari practice of preserving the populace and instead directly attacking the head gained the Hashashim a great deal of popular support. But, the term "Hashashim" gripped the hearts of emirs and sultans like a vise.

Once, a young sultan refused admittance to Hasan's ambassadors, presumably because the sultan was afraid the ambassadors meant to kill him. A few days later, the sultan awoke to find a dagger stuck in the ground beside his bed. A courier was sent several days later with a message: "Had I meant the sultan ill, the dagger stuck in hard ground would just as easily been planted in his soft breast." Never again were Hasan's ambassadors turned away.

Hasan II

In 1162, the third ruler of the Nizari faithful, Hasan II, gained the mantle of leadership. Lasting only four years, his reign was relatively brief. But, it resulted in a metamorphosis of Nizari doctrine. Many Nizaris believed Hasan II to be the Hidden Imam, God's personal representative. So, when Hasan II proclaimed that the Shariah practices of Islam were forever overturned, many Ismaili took him at his word. No longer need a Nizari pray to Mecca every day. No longer need he avoid eating pork and drinking wine. No longer were sensual pleasures to be avoided. Henceforth, the Nizari were to experience Paradise on Earth. This radical new doctrine, known as the Qiyama, earned Hassan's followers the title of *malahida*, or heretic, within the larger Islamic community. Two years later, his brother-in-law assassinated Hasan II for his blasphemous viewpoints. However, Hasan's Qiyama teachings lived on.

The Old Man of the Mountain

The most famous of all Nizari leaders is Rashid al-Din Sinan, the Old Man of the Mountain. Sinan was reputed to practice telepathy, telekinesis, astrology, clairvoyance, and magic. However, Sinan's fame was not the result of his being the greatest of all Nizari, although he was certainly great, but because he temporarily allied the Nizaris with the Templars, the Crusader knights of the Catholic church. This alliance resulted in a profound influence on the Templarian order.

Sinan's greatest enemy was Saladin, a charismatic and highly successful Muslim leader who dreamed of unifying all of Islam. Because of the Qiyama heresies, though, Saladin did not consider the Nizari a part of his vision. In order to survive, Sinan forged alliances with the

Crusaders, the very infidels that were historical enemies of all of Muhammad's followers. Interestingly enough, the philosophies of the Qiyama were relatively compatible with the teachings of Jesus, at least as viewed by the Gnostics. Many believe this contact transformed the orthodox order of Templarian knights into a secret society of Gnostic heretics.

The Nine Degrees of Wisdom

The members of the Hashashim progressed up in the Nizari Hierarchy based upon a combination of skill and devotion. The various "degrees," along with their corresponding prerequisites and rewards are listed hereafter. Note that these degrees are not classes, in the traditional sense. So, they do not count against a character's class limit. Rather, they are titles. Note that these titles must be attained in the following order and each title gives the person authority over those of lesser rank:

First Degree

This is the initiate rank of the Hashashim. The only prerequisites to attaining this rank are:

1. The initiate must be male.
2. A fully-fledged member of the cult must sponsor the initiate.
3. The initiate must swear to never reveal any of the cult secrets to anyone outside the order.
4. The initiate must provide some possession of great personal value to prove the authenticity of his devotion.

After initiation, the convert is instructed that the Koran (Islam's holy text) contains much hidden meaning that can only be revealed by a divinely inspired teacher.

Second Degree

This degree represents the rank that most Hashashim attain. Very few pass beyond to the higher degrees. The prerequisites to attaining this rank are:

1. The initiate must have demonstrated a willingness to abandon any previously ingrained religious doctrine. Most initiates find this prerequisite difficult to satisfy. Many take years in its attainment.
2. The individual must accept the Koran's hidden meaning, although he does not yet understand what that meaning is.

The disciple is taught that his own interpretation of reality and truth is flawed by his inherent sinful nature. Only the teachings of a divinely guided instructor have merit. So, the pupil must place his own reason and judgment

beneath that of his Nizari masters. He is also *Schooled* in the proper use of daggers.

Third Degree

This degree represents an elevated rank within the Hashashim hierarchy. The prerequisites to attaining this rank are:

1. The prospective follower must convincingly demonstrate that he has consistently placed his own ego in servitude to his Nizari betters.
2. The individual must also convincingly show that he has ceased all personal interpretation of "truth."
3. The prospect must have attained 5th level in wielding dagger.

The disciple is instructed in the numerological importance of the number seven. There are seven planets, seven heavens, and seven alchemical metals. The pupil is given the option of becoming *Schooled* in one of the following arcane lores: *Cold, Dry, Dust, Flame, Hot, Rain, Wet* or *Wind*. He is encouraged, but not required in any way, to obtain the class of Alchemist or Magician. He is also *Schooled* in the mundane lore of *Mathematics*.

Fourth Degree

Only the most devoted Nizari, perhaps one in a thousand, attain this lofty rank. The prerequisites to attaining this degree are:

1. The Nizari must have attained 8th level in wielding dagger or 4th level in one of the arcane lores of *Cold, Dry, Dust, Flame, Hot, Rain, Wet* or *Wind*.
2. The individual must attain 4th level in *Mathematics*

The disciple is taught that God had seven prophets including Adam, Noah, Abraham, Moses, Jesus, Muhammad, and Ismail. He is also instructed in various religious arguments supporting the belief. The pupil is well instructed that acceptance of this belief means he must reject the fundamental tenant of Islam that Muhammad was the final prophet. Such a belief is heresy to more orthodox Muslim faiths, so the decision to accept or reject the belief is a life-altering one. The pupil's actual acceptance is not required until aspiring to the next rank. In fact, a hasty decision will win only contempt from the aspirant's tutors. Such a profound change of focus necessarily demands careful introspection.

Fifth Degree

To attain this degree, the prospective Nizari must satisfy the following:

1. He must accept Ismail as God's seventh prophet.
2. He must have attained 10th level in wielding dagger.
3. He must attain 6th level in *Mathematics*

The disciple is instructed personally by the dai, the Hidden Imam's human intercessor to the world. During the instruction for this degree, the dai reveals that any literal interpretation of the Koran is meaningless. He also teaches the mystic meaning of the number twelve. There are twelve signs of the zodiac, twelve months in the year, and twelve tribes of Israel. If he does not already possess the ability, the counseled Nizari is *Schooled* in the psychic discipline of *Mind over Mind*.

Sixth Degree

This degree demands the prospective Nizari to satisfy the following requirements:

1. He must have attained 12th level in wielding dagger.
2. He must attain 8th level in *Mind over Mind*

The full meaning of the Qiyama is revealed to the Nizari faithful attaining this rank, enabling him to forego all of the customary Muslim observances of prayer and self-denial. From this point forward, any such ceremonies are only to be practiced for the sake of social expediency. If he has not already obtained the skill, the promoted Hashishim becomes *Schooled* in the psychic discipline of *ESP*. A fully trained sixth degree Nizari fulfills all of the requirements to become the Imam's dai, although there is only one dai at any given time.

Seventh Degree

The seventh Nizari rank has grueling demands:

1. He must have attained the class Hashashim Fidai Master.
2. He must attain 10th level in *Mathematics*

Members of this degree are instructed in the art of Mysticism. The promoted Hashashim becomes *Schooled* in one of the following arcane lores: *Matter*, *Motion*, *Rest*, or *Spirit*. He is encouraged, but not required, to obtain the class of Mystic.

Eighth Degree

Only those Nizari fulfilling the following requirements can obtain the eighth rank of the Hashashim:

1. He must have gained 13th level in *Mind over Mind* and *ESP*.
2. He must attain 8th level in one of the following arcane lores: *Matter*, *Motion*, *Rest*, or *Spirit*.

The secret that morals and the validity of religious beliefs are relative to one's circumstance is revealed. The universe is nothing but cause and effect. The first cause is known as God, but has no other meaning. The promoted Hashashim master becomes *Schooled* in any psychic discipline of his choice.

Ninth Degree

The rare Nizari aspiring to this rank must meet the following prerequisites:

1. He must have gained 15th level in any two psychic disciplines.
2. He must have attained any two of the following classes: Alchemist, Magician, Mystic.

The final revelation to philosophers of this unparalleled rank is that any action, any decision, any belief undertaken by the master is appropriate. To quote Hasan-i-Sabah, "Nothing is true, everything is permitted." In this way, the newly promoted Nizari master is unencumbered from all previous and future obligations. His soul is free. If he desires, he is immortal.

For the Overlord

The Nizari Ismaili cult can be incorporated into an Arabian-based adventure fairly easily. The locations of nearby Nizari Ismaili fortresses will be well-known to the general populace, since most such castles will have been standing for centuries. However, the fear of offending the Hashashim would keep many people from quickly divulging any such information to strangers. If the characters involve themselves with politics, such as by offending a nobleman or threatening a rich merchant's income, you can introduce the Hashashim into the plot line by having their opponents be allied with the ancient group.

At first, the Hashashim will likely send cryptic warnings, such as plunging a dagger into the ground by one character's head as he sleeps. If the characters persist in their "wayward" actions, the warnings will be followed by one or more assassination attempts as you see fit. Assassination attempts will likely start with low-level assailants, until the Hashashim realize the full danger the party represents. For high level groups, you may even want to escalate the danger until they are forced to deal

with the Nizaris in some direct way, either by attacking the nearby fortress and eliminating the threat by force, or by allying themselves to the Hashashim through some mutually beneficial agreement.

The general populace will have the impression that the Hashashim are all-knowing of events in the region. "They have eyes everywhere," will be a common retort to any suggestion that the populous should rise up against them. And, in any case, the Hashashim would usually be viewed favorably by the common people, since they aren't usually threatened by the Nizaris in any fashion. Although it is tempting to portray the Hashashim as "all-knowing," keep in mind that they are limited in their information gathering abilities, psychic powers notwithstanding. If the party feels that their every move is known before they enact them, then your players will just get frustrated and angry. It's good to keep the players on their toes, though. The Hashashim aren't stupid. After a few failed encounters with a powerful group, they will undoubtedly send spies to assess the enemy's abilities before proceeding. So, the Hashashim will rarely be caught completely unaware. Allowing the party to "discover" and overpower one or two such spies should give them sufficient control over their own destiny to keep the plot moving. And, it will keep them wondering how many spies were overlooked.

The Templars

*Author's Note: The following description of the Templar movement derives from **The Templars and the Assassins: The Militia of Heaven** by James Wasserman. Of course, the proposition that the order of the Knights Templar contained a heretical secret society within its ranks has not been historically proven. Since many facts concerning this allegedly embedded society were long ago lost to history, we will never know the absolute truth of the matter. However, there is sufficient myth concerning the outlaw society to incorporate it as fact into a game based on myth.*

Historical Background

The Knights Templar, or the Poor Knights of the Temple of Solomon, was a religious order of Christian warriors. It was established around 1120 A.D. to satisfy the need for military protection of Christian pilgrims traveling within the holy lands wrested from Islamic control during the highly successful First Crusade. Interestingly enough, the rise of the Templars coincides with the first written accounts of King Arthur and the Holy Grail. With perfect timing, the Arthurian myths brought into sharp focus a common vision of the holy crusader. The culture-starved Europeans consumed the new tales like pit bulls set loose in a butcher shop and applied its ethical codes of Chivalry to the crusades. Consequently, the legendary

Knights of the Round Table had a profound influence on the very real Knights Templar.

Like their Catholic brethren, the Christian Monks, the Knights Templar devoted themselves to chastity and poverty, although they obviously did not forswear the use of violence when necessary. They were brave to a fault, well armed, and honest. Consequently, whenever a merchant traveled through lands protected by the Knights Templar, he would commonly stop by the local fortress or castle and leave his purse for safekeeping. After all, what safer place could there be than a garrison of knights who had no need of money and who could be trusted to return your gold upon your return? Over the course of years, the reputation of their honesty grew to the point that a traveler felt no hesitation at dropping off his money at one castle, obtaining a receipt, traveling to another fortress in another country, and reclaiming his money there simply by presenting the original receipt. Of course, these services forced the Knights Templar to keep meticulous accounts of what money was owned by whom. In effect, the Templars established the world's first international banking system. Ironically, the "Poor Knights of the Temple of Solomon," sworn to abject poverty, became fabulously wealthy.

The Cathars

The original Gnostic movement of the 1st century A.D was mercilessly crushed by the early Catholic Church. However, the fundamental Gnostic beliefs apparently survived, because very similar ideas re-appeared centuries later in the form of the Cathars. The Cathars were a relatively disorganized group of Gnostic Christians who asserted the standard Gnostic beliefs that the physical world was created by Satan and was therefore evil. The temptations of the material world should be shunned and immortality could be obtained through spiritual enlightenment. Cathar preachers traveled throughout Europe touting their unique brand of Christianity. Since the Cathars had no organized church and no bureaucratic hierarchy to support, they asked for no tithes from their following. Such a total disregard for material wealth contrasted so strongly with the Catholic Church's continual monetary demands that the Cathars made the traditional church seem secular by comparison. By 1209, the Cathar Gnostic movement had grown in popularity to such an extent that Pope Innocent III decided the Catholic Church once again had to do something about it. For this cause, Innocent gave birth to the Inquisition, the infamous witch-hunt of medieval Europe.

Pope Innocent III accused the Cathars of demon worship, the practice of Satanic rituals, and other heresies. Since the Knights Templar was the military arm of the Catholic Church, the duty of crushing these heretics fell upon

them. They were dispatched to Albi, France, where the Cathars had their strongest support, and given orders to slay anyone suspected of being a Cathar. "Kill them all, God will know his own." The Inquisition held Europe in a grip of fear for over a century. In the end, the rampage was apparently a complete success. The Cathars disappeared from history by 1325.

By an almost unimaginable coincidence, very similar accusations of witchcraft and devilry were eventually made against the Knights Templar themselves six decades later. It makes one wonder whether some of the more honorable Templars ordered to slay the Cathars didn't instead make them "disappear" by incorporating them into their order, rather than soil their honor by slaughtering defenseless Christians. There is no doubt that many of the Templars would have already been familiar with Gnostic ideas through their exposure to the Hashashim in the holy lands. Some are likely to have already embraced them.

The Crusades

To understand the Knights Templar and their eventual downfall, we must first know a little bit about the Crusades for which the Templars were largely responsible. The following is a brief historical overview of the campaigns.

The First Crusade began in 1096 and was a resounding success for the Christians. Jerusalem was taken and the Crusaders obtained a spear that was believed to be the one used to pierce the side of Christ. In order to protect Christians traveling in the newly conquered holy lands, the order of the Knights Templar was formed.

The Second Crusade in 1147 ended in a blistering defeat after the military leaders foolishly decided to attack Damascus, which was already a friendly city to Catholicism. The Christian army essentially fell apart within 5 days due to internal dissention.

The Third Crusade was launched in 1189. It ended largely in defeat, although the Christians could claim some marginal victories over their primary enemy Saladin. The Crusade ended in a truce with Saladin.

The Fourth Crusade began in 1204. Although the Christian armies were financially supported and sent to attack the holy lands, they never even made it there. The Crusaders instead decided to attack and pillage Constantinople in an entirely un-Chivalrous episode of rape and murder.

The "Crusade" against the Cathars was instigated in 1209 resulting in a massacre of the Gnostic Cathars.

The Fifth Crusade headed out in 1217 and ended quickly in a complete disaster for the Christians. The invading armies were outwitted by their Islamic counterparts who flooded the Nile Valley and drowned the majority of the Christian force.

The Sixth Crusade started in 1228. Disaster once again strikes after an initial treaty is negotiated placing the Crusaders in an indefensible position. In a single battle, the Christian forces lost all of the gains that had been made in the previous 50 years.

The Seventh Crusade began in 1249. The brilliant Islamic General Baybars defeated the Templars and gave them the choice of converting to Islam or execution. Not a single Templar converted, but their bravery in death did little to temper their military losses.

The Eighth Crusade was launched in 1270 and resulted in final defeat for the Christians in the holy lands. Everything gained in the first crusade was lost. The crusades were over.

We must recognize that, according to Catholic teaching and Arthurian legend, a knight with God on his side was guaranteed victory. The fact that every Crusade after the creation of the Templars ended in defeat eventually brought suspicion upon the order about its worthiness to be called a "Holy" order. The concerns were not great at first, but they were enough for King Philip of France, who was greedily eyeing the overflowing treasuries of the Knights Templar, to accuse the order of heresy.

King Philip

When Philip was crowned King of France in 1285, he inherited a kingdom saddled with debt. His father had attained a number of great military victories and expanded France's influence as a world power. But, those campaigns were expensive and the country's treasuries were empty. Philip tried a number of tactics to raise money, including the creation of new taxes and a disastrous attempt to manipulate France's money supply. He even tried to tax the Church, pitting France directly against the authority of the Pope. At one point, Philip was excommunicated by the Church, although his status as a proper Catholic was eventually re-instated through political means. Even so, the rivalry between France and Rome grew until Philip charged the Knights Templar with the same heresies for which the Cathars had been accused. It did little to bolster the order's image when it was discovered that an edict was sent throughout the order reminding the members to discuss none of the Templar secrets with outsiders.

The Downfall of the Knights Templar

Of course, the Pope could not merely ignore any accusations made by the reigning monarch of France that corruption existed within the Catholic hierarchy. The fact that the charges were levied against an order already suspected by the general populace to be hiding something untoward did not help. The Pope ordered the Inquisition to perform an investigation into the matter. Needless to say, the Inquisition used its standard tool of torture in its interrogations, which yielded a wide array of confessions to devil and idol worship, sexual perversion, witchcraft, and the existence of a secret society.

Many of the knights resisted the torture with tremendous courage. The evidence shows that, however unsuccessful the Templars were in the Crusades, and however inept their leaders were in fending off this unimaginable nightmare, the order held a number of individuals with extraordinary faith and mental fortitude. One report tells of a defiant Templar priest who came to his trial holding the bones of his feet that had fallen out after his soles were smeared with fat and scorched with fire. Even so, not all Templars could hold out against the torturer's deft skills, so there was plenty of evidence to convict the order as a whole.

Bestowing the traditional policy of Christian mercy, the Church freed those who confessed and begged forgiveness. Those who remained defiant were burned at the stake. King Philip had successfully pitted one branch of the Catholic Church against another. The Inquisition ended up consuming its own military arm.

The Ranks of the Knights Templar

Being a fighting force, the ranks of the Knights Templar were organized in a strict military hierarchy. Members progressed up in rank based upon both capability and political prowess. The various ranks, along with their corresponding prerequisites and responsibilities are listed hereafter. Note that these ranks are not classes, in the traditional sense. So, they do not count against a character's class limit. Rather, they are titles. Note that these ranks must be attained in the following order and each rank gives a person authority over those of lesser rank.

Associate Templar

Anyone providing basic support services to the Knights Templar is considered an Associate of the order. Smiths, armorers, cooks, tailors, laborers, tanners, engineers, and other tradesmen are included in the Associate ranks.

No prerequisites are required to become an Associate Templar, other than a general usefulness to the order. Associates are offered free training to become *Schooled* in any hand-held or polearm weapon of their choice.

Sergeant Templar

The Sergeants of the order has authority over the day-to-day activities of the lesser Associates. They personally participate in duties as varied as cooking and warfare. They wear black tunics adorned with red crosses and mantles of brown or black to distinguish themselves as leaders.

To become a Sergeant Templar, an applicant must have attained 5th level in wielding any hand-held or polearm weapon. Sergeant Templars are *Schooled* in the skills of *Grappling* and *Pummeling*. In addition, they are trained in the talent of *Ciphering*.

Knight Templar

The Knight Templar is the main fighting unit of the order. Only those of this rank and above are allowed to wear the trademark white tunic and red cross associated with the Knights Templar.

To attain this rank, the applicant must demonstrate great competence in combat. He must have earned at least 8th level in one medium or large hand-held or polearm weapon. Finally, he must swear oaths of modesty, charity, chastity, and poverty. He must shun material wealth, except for the express purpose of properly arming himself for battle. Any excesses are to be either given away as alms to the needy or as tithes to the order. Upon acceptance, the new Knight Templar is *Schooled* in the mundane lore of *Chivalry* and in the skills of *Jousting* and *Horsemanship* (so he doesn't embarrass the order too much in tournaments).

Commander of the House

A Commander of the House is the leader of a castle or fortress. He is in charge of the day-to-day operations and is responsible for the castle's defense during wartime. In addition, the Commander of the House is expected to keep meticulous books concerning the finances of the house, including the status of any asset transactions between his house and the rest of the order. In doing so, he is expected to keep his treasury of a size sufficient to adequately handle the day-to-day banking business of merchant customers using the Knights Templar as their money handlers.

The order is exceedingly particular about who they promote to this rank. It is at this level that the individual first begins to learn some of the order's secrets, including its tradition of developing psychic powers. The only way to gain this knowledge earlier is to be singled out for training as a Templar Votary.

To attain the rank of Commander of the House, an applicant goes through rigorous testing. He must have a minimum of a 1 in both *Willpower* and *Faith*. In addition, he must have attained at least 5th level in *Chivalry* and 8th

level in *Jousting* and *Horsemanship*. Finally, he must swear upon pain of death and the loss of his very soul that he will never reveal the secrets of the Knights Templar to anyone outside the order.

Once he passes all tests, the new Commander of the House is assigned the responsibility of a specific military base (castle, keep, fortress, etc.). In addition, he becomes *Schooled* in the mundane lore of *Mathematics* and in the psychic discipline of *Mind over Body* (unless he has already gained these abilities by some other means). Finally, he is taught the beliefs of Christian Gnosticism, although he is not expected to adopt them himself until he gains familiarity and confidence with his newly acquired psychic powers. If he has not already gained the class Illuminated Templar, he is strongly encouraged to do so.

Regional Master

A Regional Master has the responsibility of overseeing a group of neighboring castles and fortresses, roughly corresponding in size to a duchy.

To attain the rank of Regional Master, an applicant must have gained the class Illuminated Templar and must have performed some noteworthy deed in service to the order. In addition, he must attain at least 8th level in *Mathematics*. Finally, the applicant must testify that he has fully adopted Gnosticism as his personal faith. He must further testify that he understands this vow to mean that he will perform deeds in the service of the Arthurian code and Chivalry independent of any papal orders. He must also proclaim that, despite the Gnostic belief that all souls are of an equal spiritual value, strict military discipline must be maintained purely for reasons of effectiveness and efficiency. A military order may be honorably disobeyed only if the individual believes it to be evil or un-chivalrous (which frequently includes papal orders).

Regional Masters are *Schooled* in the psychic discipline of ESP and in the skills of *Inspiring Loyalty*, *Interrogating*, and *Raising Morale*.

Regional Commander

A Regional Commander has military authority over a wide area, usually all of the Templar forces within a nation. He is expected to keep his forces ready for any military action that might arise on a moment's notice. Obviously, he must handle any manageable military actions in a timely, competent, and honorable fashion without aid or advice from his superiors.

To attain the rank of Regional Commander, the applicant must have demonstrated competence in commanding military forces by attaining victory in some important battle in service to the order. In addition, he must have

gained 12th level in wielding any hand-held or polearm weapon. Finally, he must earn 10th level in the lore of *Mathematics* and in the psychic disciplines of *Mind over Body* and *ESP*. Regional Commanders are *Schooled* in the psychic discipline of *Mind over Matter*.

Draper

The Draper is fifth in rank in the order of the Knights Templar, an exceedingly powerful position that puts an individual within the central power structure of the order, known as the Round Table. Only one Draper holds office at any given time. His "official" responsibilities concern making sure uniforms and linens are adequately supplied to all of the order's members, giving him sufficient excuse to travel to any Templar facility he desires. His real purpose is to investigate and handle any major security issues, particularly those dealing with the secrecy of the "inner circle." He also has earned a vote at the Round Table discussions concerning the future direction of the order. In military matters, the Draper has the lowest rank of any individual at the table, but in policy matters, the Draper is the equal of all.

To attain the rank of Draper, an applicant must first become a Templar Master and must also have performed heroic deeds in service to the order at great threat to personal life. Also, those of higher status must personally respect him and enjoy his company (since they will likely be spending a great deal of time together). Upon gaining the rank, the new Draper is *Schooled* in the psychic discipline of *Mind over Mind*.

The gaining of all higher ranks is done through a pure attrition basis, whether through retirement or death.

Commander of the Kingdom of Jerusalem

The Commander of the Kingdom of Jerusalem is the treasurer of the Knights Templar. There is only one at any given time. He is fourth in rank after the Grand Master, Seneschal, and Marshal and is in charge of the order's wealth.

Marshal

The Marshal, of which there is only one at any given time, is third in rank after the Grand Master and Seneschal. He is the supreme commander of the order's military.

Seneschal

The Seneschal is second in command of the Knights Templar after the Grand Master. Only one Seneschal exists at a time. He is in charge of ensuring the quality of the order's training and keeps the official battle standard: a rectangle composed of a black square above a white square.

Grand Master

The Grand Master has singular authority over the entire order. His main duties involve handling political matters, both within and without the Catholic Church.

For the Overlord

The order of the Knights Templar may be incorporated into a medieval world setting as a long established military order. They will have castles and keeps of various sizes and forms in virtually all provinces. The Templar Knights will essentially be “above the law,” protected by religious authority. Many of the lesser knights will flaunt this status. Some secluded minor keeps may even harbor knights that openly rape and pillage the surrounding lands. However, the high-ranking knights will maintain a noble bearing and meticulously chivalrous behavior. Of course, few outside the order will know about the Gnostic aspects of the Knights Templar.

You should give some thought as to whether the Templars are seen by the general populous as righteous holy warriors or as power-hungry despots suspected of harboring unholy secrets. The former will tend your campaign toward an Arthurian-style flavor. The latter will lean it more toward a dark and gritty Inquisition-style character.

Playing a Spiritualist

Spiritualists are people with extraordinary mental strength and fortitude who train their minds to predict and effect the surrounding environment. Although a spiritualist's abilities are often mistaken as magic, they are actually completely independent of the religious or arcane arts. Instead, they originate through pure force of will. Thus, spiritualism contrasts sharply with the other “spell casting” professions. Priests derive their power from the gods they worship. Mages gain their abilities by recruiting or enslaving lesser spirits. Spiritualists, on the other hand, harness the powers of their own souls. Since this does not demand any interaction with external spirits, spiritualism is not technically a “magical” art. Rather, it is a psychic one.

In order to perform his inexplicable mental feats, a spiritualist must remove from consideration all unnecessary distractions. To this end, all spiritualists follow a strict code, which varies from one spiritualist religion to another. The first dictate of these codes is to shun all irrelevant material distractions. Most spiritualists thus limit themselves to a maximum material worth of 100 gold pieces (or 5,000 silver). Traditionally, this material restriction excludes the value of any ‘tools of the trade’ personally carried by the spiritualist. Therefore, a spiritualist/swordsman may wield a finely crafted damascene blade (worth well over 5,000 s.p.) without

breaking his “code.” The same would not be true if he wore an ordinary ruby ring having a similar value, since the ring cannot be considered a “tool of defense.”

The greatest limitation suffered by all spiritualists, oddly enough, is due to magic. The reasons for this restriction have less to do with any “code” than with practicality. In **Legendary Quest**, magic items place a mental strain on anyone possessing them. If a person owns too many, he will suffer from terrible headaches and, eventually, insanity. The reason that the possession of magic items puts a mental strain on the possessor is very simple. Magic, whether based on magecraft or the priesthood, deals with the summoning and control of spirits. Regardless of whether the summoned spirits are enslaved or merely requested to provide service, all magical powers are geared toward the manipulation of external spiritual energy. Any magical energy in close proximity to a person is therefore disruptive to his mental focus, even if it is not specifically targeted on him or his soul.

Rules for use of Psychic Powers

The life of a spiritualist is halfway between the worlds of the mage and the priest. Like religious devotees, a spiritualist often meditates to clear his mind and practice his mental exercises. However, his powers do not come from any higher being. They originate from within.

Spiritualists practice one or more of the following mental disciplines: *ESP*, *Mind over Body*, *Mind over Magic*, *Mind over Matter*, and *Mind over Mind*. From a game mechanics standpoint, these mental disciplines are somewhat analogous to both the skill of Piety practiced by priests and the arcane lores studied by mages. That is, the higher level a spiritualist attains in his mental disciplines, the more potent the psychic powers he can practice. Similarly, each of the spiritualist's “psychic powers” is analogous to a mage or priest spell. The spiritualist gains levels in his disciplines to improve the potency of his psychic powers.

Unlike a mage or priest, a spiritualist can practice a number of psychic powers simultaneously and can turn these powers “on” and “off” at will. The absolute maximum number of powers that a spiritualist can utilize at any given time is equal to his *Faith*. While some psychic powers require a simple hand gesture, many require no gestural components at all. None require verbal or material components.

Psychic powers induce stress on the spiritualist, as do mage spells on their casters. The stress taken by a spiritualist in using his powers is generally taken every turn that the powers are used. Like the stress inflicted by mage spells on a mage, the stress induced by a spiritualist's psychic powers is reduced by his *Willpower*.

The amount of stress taken by a spiritualist on any given turn equals the sum of all of the powers used on a given turn minus his *Willpower*. This stress is always taken on the last second of any turn. However, in sharp contrast to the mage spell casting rules, a spiritualist's *Willpower* can lower the stress taken by the use of his powers to zero. That is, if the total stress of all powers used by a spiritualist during a turn is less than or equal to his *Willpower*, then the spiritualist suffers no stress at all. Thus, a spiritualist can continually use his powers to a minimal degree without tiring.

On the other hand, if the spiritualist carries a magic item or is affected by a spell, his mental focus is blurred. The minimum amount of stress that the spiritualist can sustain on a given turn equals the number of magic items or spells that the spiritualist carries or is influenced by. This includes any spells that he attempted to avoid but failed. (A successful *Luck Roll* against any spell indicates the spiritualist suffers no such penalty.) Of course, the maximum amount of stress that a spiritualist will sustain is equal to the total stress of all powers utilized on a given turn, regardless of the influence of magic.

While there is no moral restriction that prevents a spiritualist from becoming a wizard or priest, any spell cast personally by the spiritualist will disturb his mental focus so much that he will not be able to use even the simplest mental discipline until he has received a complete night's sleep (the Psychic Power of Mental Focus can also alleviate this condition). Consequently, most spiritualists avoid spell casting, although there are those that believe the benefits of magic outweigh its drawbacks. This is a personal decision that must be made on an individual basis.

On the other hand, a spiritualist can use his powers as long as he is conscious, even if he has sustained enough damage to lower his *Damage Tolerance* below zero. Although some spiritualists have mastered their art to such a degree that some of their powers are effective even while sleeping, no psychic powers can be used if the spiritualist is knocked unconscious through damage, drug, or poison.

Most psychic powers can be utilized in combat without penalty. Those requiring deep meditation and restful contemplation will specifically state their restrictions. Note that a spiritualist can utilize any psychic power for which he meets the prerequisites.

Psychic Disciplines

ESP (Extra-Sensory Perception)

Statistics

Base: 16

ESP is a discipline giving its possessor sensitivity to her surroundings. With sufficient training, it can enhance both her physical and mental awareness. Not only is a master of *ESP* capable of remarkable perceptive powers of her immediate environment, but also is also able to glimpse the future, lift thoughts from other minds, and project her spirit into distant realms.

Mind over Body

Statistics

Base: 16

Mind over Body gives its possessor extraordinary control over his metabolism. Practitioners of this art are unusually attuned to their physical forms. As they gain levels in this ability, their control improves. A master of *Mind over Body* can increase his resistance to poisons, make his body more resistant to damage, and even mend flesh wounds.

Mind over Magic

Statistics

Base: 16

With *Mind over Magic*, a spiritualist can directly pit his mental powers against the magical influences or use them to augment another's magical powers. An experienced spiritualist can negate or even redirect spells targeting him.

Mind over Matter

Statistics

Base: 16

Mind over Matter provides a spiritualist with the ability to manipulate physical objects with the sheer power of his mind. Novices can do little more than light candles with their minds, but true masters can hurl boulders, sunder doors, and even fly by sheer force of will.

Mind over Mind

Statistics

Base: 16

Mind over Mind provides a spiritualist with great sensitivity to the thoughts and emotions of those around him. Beginners to this branch of spiritualism can do little more than sense the strong emotions of those around

them. However a spiritualist who has gained great expertise in *Mind over Mind* can place thoughts directly into the minds of others and boldly walk past wary guards unchallenged.

Psychic Powers Lists

ESP

Astral Projection, Blind Sight, Mental Perception, Mind Reading, Precognition

Mind Over Body

Mental Agility, Mental Fortitude, Mental Stamina, Mental Strength, Spiritual Healing, Spiritual Sustenance

Mind Over Magic

Magic Prescience, Magic Repulsion, Mental Boost, Mental Focus, Mental Reach, Mental Stretch, Spell Disruption, Spell Reflection, Spiritual Injection

Mind Over Matter

Mental Arm, Mental Blast, Mental Leap, Mental Telekinesis, Pyrokinesis

Mind Over Mind

Empathy, Mental Block, Mental Distraction, Mental Fog, Mental Probe, Mental Shield, Mental Stealth, Telepathy

Psychic Powers

Astral Projection

Requirements: ESP: 9

Stress Factor: 2 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Astral Projection allows a spiritualist to disassociate his spirit from his body. In so doing, his spirit is free to roam the astral plane observing all that goes on in the “real” world around him. In this way, the spiritualist gains the desired mental image of the targeted area, including visual, auditory, and olfactory aspects.

Leaving one’s body in this fashion has its risks. The spirit is attached to his body by a thin silver cord invisible to all but the spiritualist. If this silver cord is somehow cut or broken, the body will soon perish; as the spirit will be unable reenter the body. While undergoing **Astral**

Projection, the spiritualist’s body remains in a trance-like state and may easily be killed if left unprotected. In addition, the wandering spirit may meet some astral monster or demon that could threaten him. In such circumstances, the spiritualist’s soul has all of his normal abilities at its disposal with which to defend itself. If the spirit is killed, the spiritualist immediately dies.

Blind Sight

Requirements: ESP: 3

Stress Factor: 2 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 5 feet per level in *ESP*.

Casting Req.: None.

Luck: Not applicable.

Blind Sight allows a spiritualist to “see” in total darkness as if the area surrounding his body were bathed in dim twilight. The spiritualist can distinguish shapes and forms, but has no ability to perceive colors or shades. Thus, he cannot use this power to read, unless the text is carved into some surface. Although its range is limited, all forms of magical darkness have no effect on **Blind Sight**, since the power does not depend in any way on light.

Empathy

Requirements: Mind over Mind: 1

Stress Factor: 1 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Any targeted individual is entitled to a *Luck Roll* with *Willpower Adjustments* against a *Threshold* equal to 15 plus the spiritualist’s level in *Mind over Mind*.

Empathy provides a spiritualist with great sensitivity to the thoughts and emotions of those around him. While it does not automatically provide the spiritualist with an accurate verbal interpretation of the target’s thoughts, it can provide an accurate sense of his current state of mind. Thus, a character with *Mind over Mind* can sense if a subject is lying or actively contemplating betrayal.

Magic Prescience**Requirements:** Mind over Magic: 1**Stress Factor:** 1 per turn**Affected Area:** Spiritualist.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 10 feet per level in *Mind over Magic*.**Casting Req.:** None.**Luck:** None.

Magic Prescience allows a spiritualist to sense the presence of magic similar to the talent of **Magic Sense**. It is far more sensitive than the common talent, though. **Magical Prescience** automatically detects magic auras that specifically target the spiritualist. In addition, the spiritualist can sense the magical auras of spells and items if he specifically concentrates (that is, he states to the Overlord that he is attempting to do so.) In addition, **Magic Prescience** does not demand the *Perception* check required by **Magic Sense**.

Magic Prescience also enables the spiritualist to gauge the relative power of spells. To do so, the spiritualist must make a *Success Roll* with *Mind over Magic* and *Perception Adjustments* against a *Threshold* of 20. Success indicates the spiritualist is able to deduce the exact level at which a spell is cast and can determine whether the magic is arcane or religious. Failure indicates the spiritualist can only determine that a spell is more or less powerful than other spells within range.

If a spiritualist has this psychic power in effect when a mage or priest invokes a spell, he will sense when the invocation reaches its climax. This warning comes a split-second before completion of the spell and is perceived in the form of a quickly building bluish light. As stated above, the spiritualist will automatically sense any spells targeting him whether he has stated that he is actively sensing or not (he must, of course, be using *Magic Prescience* at the time). The spiritualist will perceive any spell targeting him as a bluish ray of light pointing directly toward him from the spell source. Thus, the spiritualist will have a one second forewarning of any such spell affecting him.

This warning provides the spiritualist with a great advantage, since it helps him avoid the spell effects. For spells allowing a *Luck Roll*, the spiritualist gains a *Luck Roll* bonus. For spells requiring an *Attack Roll*, the spiritualist gains a *Defense* bonus. In both cases, the bonus equals +1 per 2 levels in *Mind over Magic*. Note that these bonuses only pertain to spells personally targeting the spiritualist. If he is merely one among many

caught within the *Affected Area* of a **Dragon's Breath: Flame**, he does not gain any bonus because such spells do not create any direct magical link between the spiritualist and the spell caster. Similarly, the spiritualist will not gain any advantage against spells such as **Dancing Blade**. Even though the weapon may target the spiritualist in this case, the magic of the spell is purely focused on controlling and manipulating the weapon, not the spiritualist.

Magic Repulsion**Requirements:** Mind over Magic: 5**Stress Factor:** 1 per turn**Affected Area:** Spiritualist.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 0'.**Casting Req.:** None.**Luck:** Not applicable.

Magic Repulsion allows a spiritualist to resist the effects of magical spells. While **Magic Repulsion** is in effect, any magical spells affecting the spiritualist have their spell levels lowered by 1 per 2 levels of the spiritualist in *Mind over Magic*. Thus, an 8th level **Lightning Bolt** spell striking a spiritualist using **Magic Repulsion** who is 7th level in *Mind over Magic* has its spell level reduced to 4 (7/2 rounded up).

Mental Agility**Requirements:** Mind over Body: 1**Stress Factor:** 2 per turn**Affected Area:** Spiritualist.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 0'.**Casting Req.:** None.**Luck:** Not applicable.

Mental Agility allows the spiritualist to temporarily raise his *Agility*. The amount it is raised equals one point per 4 levels in *Mind over Body*. So, the spiritualist gains 1 point at 1st level, 2 points at 5th level, 3 points at 9th level, etc. These *Agility* points are unaffected by the racial maximums of the character and add to all derived characteristics (Defense, Speed, etc.) normally associated with *Agility*. Note that multiple uses of **Mental Agility** do not "stack." That is, a second attempt at **Mental Agility** has no effect.

Mental Arm**Requirements:** Mind over Matter: 13**Stress Factor:** 3 per turn**Affected Area:** One item. See the description for weight limitations.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 1 foot per 2 levels in Mind over Matter.**Casting Req.:** None.**Luck:** The mental arm acts as a normal appendage and thereby allows whatever *Luck Rolls* a normal attack would demand.

Mental Arm is a potent psychic ability. With it, the spiritualist effectively gains an additional invisible arm with which to carry and manipulate objects. The arm acts as his own in almost every respect and the spiritualist may control the mental limb with the same fine control and fluid grace as his own physical arms. The mental arm has a *Physical Strength* equal to the spiritualist's *Willpower*. Any damage done directly to the mental appendage is felt in the form of *Stress* to the spiritualist. If he wishes, the spiritualist may use the mental arm to wield a weapon, although wielding multiple weapons simultaneously still demands him to obtain the skill of *Florentine*.

Mental Blast**Requirements:** Mind over Matter: 9**Stress Factor:** 4 per use**Affected Area:** One creature or item.**Duration:** 1 second. However, each **Mental Blast** is so taxing that it requires the spiritualist to recuperate for a minimum of 9 seconds before another can be attempted.**Range:** 5 feet per level in *Mind over Matter*.**Casting Req.:** Gestural. A quick hand gesture toward the target is required for those not having yet attained 14th level in *Mind over Matter*.**Luck:** If the power targets an unwilling creature, allow it a *Luck Roll* with *Agility Adjustments* to avoid the spiritualist's mental punch.

Mental Blast allows the spiritualist to directly use the discipline of *Mind over Matter* as a weapon. In doing so, he suddenly releases a tremendous blast of mental energy as an invisible bolt of force. The bolt will strike the target if the spiritualist makes a successful *Attack Roll* with *Hand/Eye* adjustments. Any object targeted by the bolt will sustain damage equal to 1d6 per 2 levels of the

spiritualist in *Mind over Matter*. The target gains its normal *Absorption* rating against the blast.

Any creature struck by a *Mental Blast* is forced to make a *Luck Roll* with *Agility Adjustments* against a *Threshold* of 15 plus the level of the spiritualist in *Mind over Matter*. Failure indicates the target trips (see **Fumbling** in the **Advanced Combat Rules** for details).

Mental Block**Requirements:** Mind over Mind: 12**Stress Factor:** 3 per turn**Affected Area:** The power will effectively render a single object or creature invisible. However, the invisibility is limited to up to one creature per level of the spiritualist in *Mind over Mind*.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** All affected creatures must be within 10 feet per level of the spiritualist in *Mind over Mind*. The distance to the blocked item or creature is irrelevant.**Casting Req.:** Gestural. A quick hand gesture toward the target(s) is required for those not having yet attained 17th level in *Mind over Mind*.**Luck:** None.

Mental Block works similarly to the psychic power **Mental Stealth**. While **Mental Stealth** renders the spiritualist effectively invisible, **Mental Block** can render any other object or creature invisible. Obviously, if a creature rendered invisible by a **Mental Block** attacks, the power is immediately terminated just as would be expected by **Mental Stealth**.

Mental Boost**Requirements:** Mind over Magic: 1**Stress Factor:** 2 per turn + stress transferred.**Affected Area:** One person.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 30 feet.**Casting Req.:** Gestural. The spiritualist must reach forth with his hand toward the target. Any spiritualist having attained 6th level in *Mind over Magic* does not have this requirement.**Luck:** If unwilling, the targeted individual is entitled to a *Luck Roll* with *Willpower Adjustments* to avoid the effects.

Mental Boost is a psychic ability geared toward helping out mages and fellow spiritualist. The psychic uses his

powers to transfer energy from himself to his target in the form of stress points. This transferal cannot be used to heal any previously sustained stress the target has sustained, but it can be used in place of the target's own stress for any spells he is currently casting or any psychic powers currently being used. The Spiritualist may transfer a maximum of 1 point of stress per level in *Mind over Magic* on any given turn. In doing so, the spiritualist sustains an additional 2 points of stress. The stress transferred to the target cannot be reduced by the spiritualist's Willpower, however the remainder may be. Thus, the spiritualist will sustain at least as much stress as he transfers.

Mental Distraction

Requirements: Mind over Mind: 1

Stress Factor: 1 per targeted creature

Affected Area: Up to one creature per level in *Mind over Mind*.

Duration: 1 second.

Range: All targeted creatures must be within 10 feet per level of the spiritualist in *Mind over Mind*.

Casting Req.: Gestural. A quick hand gesture toward the target(s) is required for those not having yet attained 6th level in *Mind over Mind*.

Luck: None.

Mental Distraction creates a temporary distraction in the target's mind. The target experiences the distraction as a brief noise, such as a footstep or breaking glass. The noise can take any form desired by the spiritualist, but can never be made so loud as to cause the target discomfort. The origin of the noise is similarly controlled by the spiritualist, and is under no range constraints, since the noise actually exists only in the minds of his targets.

Mental Focus

Requirements: Mind over Magic: 7

Stress Factor: 4 per attempt. Unfortunately, since this power is only used when the spiritualist has temporarily lost his psychic powers, the 4 stress points cannot be reduced in any way by the spiritualist's Willpower. He must bear the full brunt on every attempt.

Affected Area: Spiritualist.

Duration: Once effective, the spiritualist's mental focus is restored until somehow disrupted through spell casting or some magical means.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Mental Focus allows a spiritualist to regain his psychic powers after he has lost them by some magical means. Typically, mental focus is lost when a spiritualist is also a priest or mage and has cast a spell. This usually forces the spiritualist to lose all psychic powers until he has slept for several hours. Through this psychic power, though, he may restore his focus more quickly. To do so, he must make a *Success Roll* with Willpower adjustments (using *Mind over Magic* as the pertinent skill). He must beat a *Threshold* equal to 15 plus the highest spell level of the spells affecting his focus (including spells that he personally cast or any others that caused him to lose focus).

The spiritualist's first attempt at **Mental Focus** demands five minutes of deep meditation. He may re-attempt any number of times if he fails, but each new attempt demands twice the amount of meditation as the previous attempt. Thus, a second attempt requires another 10 minutes, a third attempt needs 20 more minutes, etc.

Mental Fog

Requirements: Mind over Mind: 3

Stress Factor: 3 per turn

Affected Area: One sentient creature.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 60'.

Casting Req.: None.

Luck: Negates. The targeted creature must make a *Luck Roll* with Willpower adjustments against the effects every turn until it fails. At that point, the fog has taken hold and the creature gains no further *Luck Rolls* until the spiritualist loses concentration.

Mental Fog temporarily dampens the mental acuity of one creature. The creature's *Attack Bonuses* and *Defense* both drop by 1 point every 4 levels of the spiritualist in *Mind over Mind*. Thus, it will lose 1 point at 1st level, 2 at 5th, 3 at 9th, etc. While the spiritualist is concentrating on this power, he cannot actively participate in combat or participate in any physically demanding activity.

Mental Fortitude

Requirements: Mind over Body: 5

Stress Factor: 2 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Mental Fortitude temporarily boosts the spiritualist's ability to take damage. It effectively gives him an extra 2 points of *Damage Tolerance* per level in *Mind over Body*. If the spiritualist attains 9th level in *Mind over Body*, his **Mental Fortitude** may remain in effect even as he sleeps. Of course, if the spiritualist ever falls unconscious due to physical trauma or poison, his **Mental Fortitude** will immediately fail, possibly resulting in the spiritualist's death if the total amount of damage sustained would otherwise kill him.

Mental Leap

Requirements: Mind over Matter: 1

Stress Factor: 1 per leap

Affected Area: One item. See the description for weight limitations.

Duration: 1 second.

Range: 5 feet per level in *Mind over Matter*.

Casting Req.: Gestural. The caster must perform the act of jumping.

Luck: Not applicable.

With this psychic power, the spiritualist greatly boosts his leaping ability. **Mental Leap** allows a spiritualist to jump vertically up to 2 feet per level in *Mind over Matter* or horizontally up to 5 feet per level in *Mind over Matter*. Alternately, the spiritualist may leap down (or fall) from a height of 10 feet per level in *Mind over Matter* without injury. Each such leap requires a minimum of 1 second to accomplish and adds to the spiritualist's stress total on a given turn.

Mental Perception

Requirements: ESP: 1

Stress Factor: 1 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Mental Perception allows the spiritualist to temporarily raise his *Perception*. The amount it is raised equals one point per 4 levels in *ESP*. So, the spiritualist gains 1 point

at 1st level, 2 points at 5th level, 3 points at 9th level, etc. These *Perception* points are unaffected by the racial maximums of the character. The added *Perception* points affect all other derived characteristics (i.e. Hand/Eye, Intelligence, etc.)

With **Mental Perception**, the spiritualist is so attuned to the area immediately surrounding him that he can automatically sense the presence of any living, sentient, or spiritual creature, regardless of whether that creature is skulking about or even invisible. To do so, the spiritualist must specifically state that he is attempting to sense hidden creatures. To work, the creatures must be within a direct line of sight, and there can be no physical barriers between the spiritualist and the sensed creature(s). Even a pane of glass will impede the ability. Although this ability will allow the spiritualist to sense the existence and general location of such a creature, it does not provide a mental picture of the creature's physiology or stance.

Note that **Mental Perception** does not "stack" with other Perception enhancing powers. That is, a second attempt at **Mental Perception** has no effect.

Mental Probe

Alignment Restrictions: The spiritualist must be *Evil* unless he is using this power to heal the damage caused to a victim by some prior **Mental Probe**.

Requirements: Mind over Mind: 9

Stress Factor: 10 per use

Affected Area: One sentient creature.

Duration: See below.

Range: 0'.

Casting Req.: None.

Luck: The targeted creature is entitled to a *Luck Roll* with *Willpower Adjustments* against a *Threshold* of 15 plus the level of the spiritualist in *Mind over Mind*. A successful roll indicates the target avoids the effects of the probe. However, the spiritualist may make any number of attempts against his target, up to one per turn. Every time the target makes a successful roll, the target permanently gains a +1 bonus against any future mental probes made by that spiritualist. Likewise, every failure forces the target to suffer a -1 cumulative penalty.

Mental Probe allows a spiritualist to "get into" the mind of the targeted creature. Thus, he can get an exact reading of the target's thoughts or place a strong mental suggestion in his mind. To do so, the spiritualist must utilize full concentration (i.e. he cannot be participating in combat or otherwise engaged) and must be within 10 feet of the target. A **Mental Probe** is akin to rape, as the

whole raw being of the target is exposed to the spiritualist. It is discomfiting in the extreme to the target and is considered by most spiritualists to be a despicable act. The only “socially acceptable” use of this psychic power is to repair damage caused to an individual by prior mental probes.

With any successful probe, the spiritualist may either obtain an accurate image of the target's current thoughts or attempt to place his own thoughts and commands within the target's mind. While a mental reading is automatic after any successful probe, permanently altering the target's mental frame of mind is arduous.

Every successful probe made for this purpose of placing a suggestion requires both the spiritualist and the target to make a *Willpower Check*. Each gains a bonus on the *Willpower Check* equal to half their level in *Mind over Mind* (if any) in addition to their *Willpower*. Only one such mind-altering probe may be made per day, but the results accumulate. If the target's accumulated *Willpower* checks ever attain a sum of 10 or more over the spiritualist's accumulated total, the target is thereafter completely invulnerable to any future mental probes by that spiritualist. On the other hand, if the spiritualist's running total reaches a value of 10 or more over that of the target, he is free to place into the target's mind whatever mental state he desires. One of the most common of these is total and absolute devotion to the spiritualist. Once successfully placed, the mental suggestion is permanent and binding.

Mental Reach

Requirements: Mind over Magic: 5

Stress Factor: 4 per spell or psychic ability affected.

Affected Area: One individual.

Duration: The ability lasts as long as the spiritualist concentrates. Once a targeted spell or psychic ability is in effect, however, the spiritualist need not concentrate on maintaining the range of any spell or psychic ability having a duration.

Range: The spiritualist must be within 50 feet of the person casting the spells or using the psychic powers he wishes to affect.

Casting Req.: Gestural. The spiritualist must reach forth with his hand toward the target. Any spiritualist having attained 10th level in *Mind over Magic* does not have this requirement.

Luck: If unwilling, the targeted individual is entitled to a Luck Roll with Willpower Adjustments to avoid the effects.

Mental Reach enhances the range of spells and psychic abilities. To do this, the affected spell or ability must have

a range greater than 0 feet or touch. The range is increased by 10% per level of the spiritualist in *Mind over Magic*. Note that the spiritualist doesn't need to know the nature of a spell to affect it. Thus, he can increase the range of a Wizard's Lightning Bolt spell without knowing that the mage is casting that particular spell.

Mental Shield

Requirements: Mind over Mind: 1

Stress Factor: 1 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'

Casting Req.: None.

Luck: Not applicable.

Mental Shield gives the spiritualist unusual defenses against mind-altering attacks. These include mental spells such as illusions and charms as well as any spiritualist powers directly targeting the spiritualist's own mind, such as a **Mental Probe**. The bonus allowed to the spiritualist against such attacks equals +1 per 2 levels in *Mind over Mind*. Any spiritualist attaining 11th level in *Mind over Mind* may maintain this defense even while sleeping.

Mental Stamina

Requirements: Mind over Body: 1

Stress Factor: 2 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Mental Stamina allows the spiritualist to temporarily raise his *Stamina*. The amount it is raised equals one point per 4 levels in *Mind over Body*. So, the spiritualist gains 1 point at 1st level, 2 points at 5th level, 3 points at 9th level, etc. These *Stamina* points are unaffected by the racial maximums of the character. The added *Stamina* points do not add to the spiritualist's *Damage Tolerance*, but do affect all other derived characteristics (i.e. Brawn). Consequently, **Mental Stamina** is usually used to resist the effects of poison or to enable the spiritualist to run that extra mile. Note that multiple uses of **Mental Stamina** do not “stack.” That is, a second attempt at **Mental Stamina** has no effect.

Mental Stealth**Requirements:** Mind over Mind: 6**Stress Factor:** 3 per turn**Affected Area:** Up to one creature per level in *Mind over Mind*.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** All affected creatures must be within 10 feet per level of the spiritualist in *Mind over Mind*.**Casting Req.:** None.**Luck:** None.

Mental Stealth causes the importance of the spiritualist to diminish to insignificance in the minds of those affected by the power. In other words, the spiritualist becomes so unworthy of notice that he is effectively invisible. Of course, this power lasts only as long as the spiritualist does nothing to challenge that notion. If the spiritualist attacks in some obvious fashion or performs an action that would ordinarily attract attention, the power is immediately terminated. Even so, the surprise attacks afforded by **Mental Stealth** makes it a formidable power for any spiritualist. Such attacks provide the spiritualist with a bonus on *Surprise* equal to half his level in **Mind over Mind**. If he is also successfully stealthing with either **Urban** or **Rural Stealthing**, the surprise bonuses provided by those skills also apply.

Once **Mental Stealth** has been broken through action or voluntary termination, it cannot be regained until the spiritualist leaves the sight of all foes. Even then, if his foes are in hot pursuit, each of his foes is entitled to a *Luck Roll* with *Willpower* adjustments against the spiritualist's level in **Mind over Mind**.

Mental Strength**Requirements:** Mind over Body: 1**Stress Factor:** 2 per turn**Affected Area:** Spiritualist.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 0'.**Casting Req.:** None.**Luck:** Not applicable.

Mental Strength allows the spiritualist to temporarily raise his *Physical Strength*. The amount it is raised equals one point per 4 levels in *Mind over Body*. So, the spiritualist gains 1 point at 1st level, 2 points at 5th level, 3 points at 9th level, etc. These *Physical Strength* points

are unaffected by the racial maximums of the character. The added *Physical Strength* points do not add to the spiritualist's *Damage Tolerance*, but do affect all other derived characteristics (i.e. Brawn, Speed, etc.) Note that multiple uses of **Mental Strength** do not "stack." That is, a second attempt at **Mental Strength** has no effect.

Mental Stretch**Requirements:** Mind over Magic: 12**Stress Factor:** 6 per spell or psychic ability affected.**Affected Area:** One individual.

Duration: The ability lasts as long as the spiritualist concentrates. Once a targeted spell or psychic ability is in effect, however, the spiritualist need not concentrate on maintaining the range of any spell or psychic ability having a duration.

Range: The spiritualist must be within 50 feet of the person casting the spells or using the psychic powers he wishes to affect.

Casting Req.: Gestural. The spiritualist must reach forth with his hand toward the target. Any spiritualist having attained 17th level in *Mind over Magic* does not have this requirement.

Luck: If unwilling, the targeted individual is entitled to a *Luck Roll* with *Willpower* Adjustments to avoid the effects.

Mental Stretch enhances the affected area of spells and psychic abilities. To do this, the affected spell or ability must have an *Affected Area* described as an actual physical dimension (i.e. 20 foot radius or 10 feet by 10 feet). Thus, it cannot affect abilities having an *Affected Area* of "one creature," "one item per level," or any similar description. The targeted area is increased by 10% per level of the spiritualist in *Mind over Magic*. Note that the spiritualist doesn't need to know the nature of a spell to affect it. Thus, he can increase the area of a Witch's *Stinging Nettles* spell without knowing that the mage is casting that particular spell.

Mental Telekinesis**Requirements:** Mind over Matter: 1**Stress Factor:** 3 per turn**Affected Area:** One item. See the description for weight limitations.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 5 feet per level in *Mind over Matter*.

Casting Req.: Gestural. The spiritualist must reach forth with his hand toward the item to be moved. Any spiritualist having attained 5 levels in *Mind over Matter*

over what he would normally need to lift the targeted item does not have this requirement.

Luck: If the power targets an unwilling creature, allow it a *Luck Roll* with *Agility Adjustments* every turn to avoid or escape the spiritualist's grip.

With this psychic power, the spiritualist may lift objects into the air whose size is limited by his level in *Mind over Matter* according to the following table:

Level	Weight (lbs.)
1	1/16
2	1/8
3	1/4
4	1/2
5	1
6	2
7	4
8	8
9	16
10	32
11	64
12	128*

* Weight continues doubling every level above 12.

In this case, *Mind over Matter* has an effective range of 5 feet per level. The object may be lifted and moved at a maximum rate of 5 feet per second. If he is of sufficient level, this ability may even be used to lift the spiritualist's own body. Only one object may be so controlled at a time.

Mind Reading

Requirements: ESP: 5

Stress Factor: 2 per turn

Affected Area: One sentient creature possessing a relaxed state of mind. (Beings engaged in combat cannot have their minds read.)

Duration: The power lasts as long as the spiritualist concentrates.

Range: 5 feet per level of the spiritualist in *ESP*.

Casting Req.: None.

Luck: The targeted creature is entitled to a *Luck Roll* with *Willpower Adjustments* against a *Threshold* of 15 plus the level of the spiritualist in *ESP*. A successful roll indicates that the spiritualist is unable to read the target's thoughts and the target gets the feeling that someone is "watching" him. A failed roll indicates the spiritualist can read the surface thoughts of the target with the target none the wiser. Of course, the target may willingly accept the mental intrusion, in which case the *Luck Roll* is not

applicable.

Mind Reading allows a spiritualist to hear the thoughts of the target's mind. Only those thoughts that lie on the surface of the target's mind are accessible, however. Any thoughts the target actively conceals will be automatically hidden from this power. Most people will instinctively throw up mental barriers against this power if they know that a mind reader is present. So, it is best not to advertise the ability.

Note that **Mind Reading** does not allow the spiritualist to understand languages he does not otherwise know and provides no ability to project thoughts into the target's mind. The thoughts are read as normal speech, so if there is no common language between two individuals, **Mind Reading** will do little good.

Most spiritualist societies consider **Mind Reading** without consent of the target to be unethical in the extreme. If verbal communication is not feasible due to circumstances and prior arrangements have not been made, it is acceptable to use **Telepathy** to ask a target if mental communication is acceptable (assuming the spiritualist has that ability). Then, it is ethical to perform a brief **Mind Reading** for the sole purpose of obtaining an answer to the relayed question. If the answer is "no," then protocol demands immediate termination of the contact. More than one wayward spiritualist has been banished, and some even executed, for failing to treat this moral restriction with the seriousness it deserves.

Precognition

Requirements: ESP: 5

Stress Factor: 1 per turn

Affected Area: Spiritualist.

Duration: The power lasts as long as the spiritualist concentrates.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Precognition is a psychic power enabling its practitioner the ability to look into the near future. Although precognition may provide its possessor with insights of events that are days or even years away, the ever-shifting nature of time makes any prediction of this nature speculative at best. Accurate mental insights predicting events that will happen within fractions of a second, though, are well within a spiritualist's abilities using *Precognition*. While this cannot help a person make money on

"Most spiritualist societies consider Mind Reading without consent of the target to be unethical in the extreme."

the stock market, it is an invaluable skill in combat, where such predictions can help a spiritualist avoid an opponent's sword thrust.

When **Precognition** is used, it boosts the spiritualist's *Attack Bonus* and *Defense* by +1 per 3 levels in *ESP*. In addition, any *Luck Rolls* or *Success Rolls* requiring *Agility* or *Perception Adjustments* are likewise aided.

If a spiritualist using **Precognition** puts himself into a totally defensive posture, (i.e. he foregoes any form of attack), he gains the almost unbelievable ability to parry range weapons. For every four points of *Attack Bonus* possessed by the spiritualist in the weapon he wields, he gains one point on his *Defense* against range attacks (the normal *Parry* value of the weapon is discounted). *Parry* against non-range attacks is calculated normally.

Pyrokinesis

Requirements: Mind over Matter: 1

Stress Factor: 1 per use

Affected Area: One item.

Duration: 1 turn.

Range: 20 feet plus 5 feet per level in *Mind over Matter*.

Casting Req.: Gestural. A quick hand gesture toward the target is required for those not having yet attained 6th level in *Mind over Matter*.

Luck: If the spiritualist targets a creature or an item carried by a creature, it is entitled to a *Luck Roll* with *Willpower* adjustments to avoid the power's effects.

With this psychic power, the spiritualist uses the power of his mind to heat the targeted item. If the spiritualist focuses for an entire turn, he will deliver 1d4 heat damage to the item (or creature). While this is far from any kind of real threat to most creatures, the heat generated is sufficient to light a candle or start a small fire, provided the right materials are available. Targeting a musketeer's powder horn with Pyrokinesis can be a truly devastating action.

Spell Disruption

Requirements: Mind over Magic: 5

Stress Factor: 7 per use

Affected Area: One spell.

Duration: 1 turn

Range: 0'.

Casting Req.: Gestural. The caster must make a hand gesture toward the spell to be disrupted. Any spiritualist having attained 10th level in *Mind over Magic* does not have this requirement.

Luck: The targeted spell is entitled to a *Luck Roll* against a *Threshold* equal to 15 plus the spiritualist's level in *Mind over Magic*.

Spell Disruption enables a spiritualist to place himself into a meditative state in order to negate a specific spell. To do so, the spiritualist must be within 10 feet of the targeted spell (although he need not make direct contact with it). In addition, he cannot be otherwise occupied with combat or other activities. All of his mental energies must be focused upon the task. If the targeted spell fails its *Luck Roll* against the **Spell Disruption**, it is permanently negated. Only one such attempt may be made for any given spell.

Spell Reflection

Requirements: Mind over Magic: 9

Stress Factor: 5 per attempt

Affected Area: One spell targeting the spiritualist.

Duration: 1 second

Range: 0'.

Casting Req.: Gestural. The caster must motion with a relatively flat surface toward the direction from which the spell originates. Typically, the palm of the spiritualist's hand is used, but the flat of a blade or a shield will work just as well.

Luck: None, but the spiritualist must make a *Success Roll* against a *Threshold* of 15 plus the level of the spell being reflected. The spiritualist gains bonuses on this roll equal to his level in *Mind over Magic* plus his *Willpower*.

Spell Reflection enables a spiritualist to re-direct a spell directly targeting him. To be successful, the spiritualist must make a *Success Roll* (described above). If the roll fails, the spell takes full effect on the spiritualist, without the benefit of a *Luck Roll*. This is simply because reflecting a spell requires the spiritualist to voluntarily remain directly in the spell's path. Note that spells affecting areas or which do not target the spiritualist specifically cannot be reflected in this fashion.

Attempting a spell reflection requires the spiritualist to know the precise moment that the spell is to be released. Unfortunately, the **Spell Reflection** ability does not provide this information, so it must be obtained in some other fashion. The most common means of obtaining this knowledge is through the use of the psychic power **Magic Prescience**.

If the reflection is successful, the spell is fully reflected back in the direction of its origin. However, the spell will travel all the way back to its origin only if the remaining *Range* of the spell will carry it back. Thus, if a spiritualist standing 40 feet away from a Wizard reflects a **Lightning**

Bolt, the spell will not reach the mage since **Lightning Bolt's** range is only 60 feet and the spell can only travel another 20 feet before its range is exhausted.

A spiritualist can only attempt reflection against a single spell on any given second. However, he can attempt to reflect multiple spells on a given turn as long no two attempts are made on any given second. Obviously, each attempt adds to the stress total the spiritualist must sustain at the end of the turn.

Like most psychic abilities, **Spell Reflection** does not usually interfere with normal combat actions. However, a **Spell Reflection** attempt cannot be made simultaneously with a normal weapon attack. If circumstances show that a spell will target the spiritualist at the same time he would be making a weapon attack, the spiritualist must decide which action he is going to take. If he elects to reflect the spell, the weapon attack is lost.

When the spiritualist attains 13th level in *Mind over Magic*, he can elect to re-direct the spell toward a target other than the originating spell caster. If this is done, the same rules on *Range* still apply, but the spiritualist is obviously more likely to be able to find an appropriate target within the spell's range.

Spiritual Healing

Requirements: Mind over Body: 9

Stress Factor: 10 per use

Affected Area: Spiritualist.

Duration: 1 turn.

Range: 0'.

Casting Req.: None.

Luck: Not applicable.

Spiritual Healing allows the spiritualist to use the power of his spirit to heal his body. Only damage caused by physical trauma (blows, poison, blood loss, etc.) may be so healed. The amount healed equals 1d12 plus 1 point per level in *Mind over Body*. Stress and other forms of fatigue cannot be dealt with so easily. The mending of bones and the restoration of limbs are likewise out of the reach of this psychic ability. In addition, the power of **Spiritual Healing** cannot be applied to another individual, since the psychic power depends exclusively on the spiritualist's control over his own metabolism.

Spiritual Injection

Requirements: Mind over Magic: 3

Stress Factor: 2 per turn

Affected Area: One item.

Duration: The power lasts as long as the spiritualist concentrates.

Range: Touch. The item may thereafter be transported away from the caster any distance. Transporting it to other dimensions, though, will disrupt the spell's effects.

Casting Req.: Gestural. The caster must touch the targeted item.

Luck: None.

Spiritual Injection allows a spiritualist to temporarily bind a portion of his own spirit into a non-magical item. One major effect of doing so is that the item gains a magical aura, since magic is nothing more than the presence of bound spiritual energy. If the item is a weapon, it gains the ability to strike creatures that are only affected by magic weapons. If it is a suit of armor, it gains the ability to absorb damage from ghostly swords, etc.

A second effect of **Spiritual Injection** is that the spiritualist gains a second "point of origin." What that means is that the spiritualist may project psychic powers as if they originated from that item, provided he can sense the surrounding area (such as through the psychic power of **Blind Sight**).

Spiritual Injection is risky, though. Since the spiritualist imbues an item with his own "essence," he suffers the effects of any spiritual attack on the item. So, if an imbued weapon strikes a ghost that has a touch-based attack affecting the mind or spirit (i.e. having the effects of the mage spells *Mental Drain*, *Stabbing Pain*, etc.), the spiritualist suffers the effects.

Spiritual Sustenance**Requirements:** Mind over Body: 5**Stress Factor:** 2 (see below for frequency)**Affected Area:** Spiritualist.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 0'.**Casting Req.:** None.**Luck:** Not applicable.

Spiritual Sustenance allows a spiritualist to channel his spiritual energy into his body to provide any single form of nourishment that it currently lacks. The spiritualist may forego eating, drinking, sleeping, or even breathing without suffering any physical harm. The frequency with which the stress is taken depends greatly on the type of nourishment needed. Foregoing breathing demands the spiritualist sustain the stated stress every turn. Substituting food, water, or sleep demands the stress to actually be taken only on a daily basis and that the ability be used continuously throughout the ordeal. Unlike most psychic powers, this ability continues to be effective even while the spiritualist sleeps.

As soon as **Spiritual Sustenance** is terminated, the foregone nourishment *must* be ingested to a point of satiation of the body before the power can be re-used. What this means from a practical standpoint is that a 2 stress psychic power is being continually used. This means that 2 points are added to every turn's stress tally. For example, suppose a spiritualist was left in the desert to die and is trekking through the blazing sun using **Spiritual Sustenance** in lieu of water. He cannot simply "turn off" his power for a quick fight with a desert scorpion he happens to run across and then immediately

"switch it back on" thereafter to continue his journey. If he terminates his **Spiritual Sustenance** out of absolute necessity, he must find water to nourish his body before he can re-instate this power.

If more than one type of nourishment must be replaced, this psychic ability may be "stacked," although stress for each type of nourishment must be taken as normal. Thus, if the spiritualist finds himself lost in a desert without food and water, he must sustain 4 points of stress damage every day to survive. If his *Willpower* is a 4 or greater, he may actually accomplish the task.

Telepathy**Requirements:** Mind over Mind: 5**Stress Factor:** 2 per turn**Affected Area:** One sentient creature.**Duration:** The power lasts as long as the spiritualist concentrates.**Range:** 5 feet per level of the spiritualist in *Mind over Mind*.**Casting Req.:** None.**Luck:** None.

Telepathy allows a spiritualist to project his thoughts directly into the mind of the target. His thoughts will be heard in the target's mind as a voice speaking to him. Note that this ability does not allow the spiritualist to communicate in languages he does not understand, nor does it provide any means to "hear" the thoughts of the target. The thoughts are delivered as normal speech, so if there is no common language between two individuals, **Telepathy** will do little good.

Hazards

The term *Hazard* is applied to all barriers that physically impede any character or group of characters. These include trap doors, frigid rivers, sheer rock walls, steel doors, poisons, or any other obstruction that comes between a character and his goals. Obviously, a great many things can be described as *Hazards* with so broad a definition. To simplify matters, we categorize *Hazards* as either **Designed Hazards** or **Natural Hazards**.

Designed Hazards are man-made mechanisms built for specific purposes. These hazards are usually designed to trap, injure, or direct their intended victims.

Natural Hazards are barriers formed through natural processes. Adventurers encounter these hazards throughout their travels. Raging rivers, sheer cliffs, and miring bogs are all examples of *Natural Hazards*.

Because *Hazards* can threaten a person's life every bit as much as a monster, characters earn *Experience Points* for overcoming them. However, we allot *Experience Points* only to those individuals that expose themselves to hazard's risks. Therefore, a *Burglar* single-handedly risking injury by removing a dangerous trap, and thereby eliminating the risk for his companions as well, shares the E.P. award with nobody.

Further, any character using his own abilities to reduce or eliminate a risk is awarded E.P. For example, a powerful *Priest* may cast the spell **Walk on Water** to cross a swift flowing river. Since he used his own abilities (not those of a magic item), he is awarded *Experience Points* appropriately.

Finally, any character deliberately risking his life, foregoing obvious measures to avoid a risk, merely for the sake of E.P., does not deserve nor receive any *Experience Point* award for a Hazard.

Awarding Experience for Hazards

Any character overcoming a *Hazard* is rewarded with *Experience Points*. Most hazards listed herein provide you with an appropriate experience point award to be given to your players when they overcome the barrier. However, we designed some hazards, most notably traps, to be as flexible as possible. For these hazards, you must calculate its experience point value using a few simple rules. To understand these rules, you need to familiarize yourself with the following terms:

Difficulty Level: gives a measure of how much trouble we expect a character to have in surmounting a hazard. The higher the quality of a lock or the stronger a door, the greater its *Difficulty Level*. Note that the *Difficulty Level* has nothing to do with

the level of threat posed by a hazard, only by the degree of skill needed to circumvent it.

Risk Factor: gives a measure of a hazard's danger. As the peril posed by a hazard increases, so too does its *Risk Factor*. Thus, the *Risk Factor* depends on the threat of physical injury present when attempting to overcome a particular hazard.

E.P. Bonus Award: is an allotment of *Experience Points*. The *Risk Factor* determines the number of allotments awarded for a given hazard. The *Difficulty Level* specifies the size of each allotment.

So, the *Difficulty Level* gauges the amount of skill required to overcome a *Hazard*. The *Risk Factor* gauges its potential consequences.

Hazard Level

Both *Designed* and *Natural Hazards* have *Difficulty Levels*. However, arriving at an appropriate *Difficulty Level* differs slightly depending on the *Hazard* type. Once the *Difficulty Levels* are determined, though, the process of deriving the final *Experience Point Values* is the same for both.

Designed Hazards are man-made. Therefore, their *Difficulty Levels* corresponds directly with the manufacturer's skill level. For example, a covered pit created by someone with 8th level in *Setting Structural Traps* is considered an 8th level *Designed Hazard*.

Natural Hazards arise through the forces of nature. While these hazards may be every bit as dangerous as *Designed Hazards*, they do not exist purely to thwart characters. For this reason, we assign each type of *Natural Hazard* is assigned a specific *Difficulty Level*. Thus, water always has a *Difficulty Level* of 4 while flame has a *Difficulty Level* of 6.

To derive the *Experience Point Value* for any type of *Hazard*, first locate the appropriate *Difficulty Level* on the table below.

Experience Points Awarded for Success

Difficulty Level	E.P. Bonus Award
0	1
1	2
2	2
3	3
4	4
5	5
6	6
7	9
8	12
9	18
10	25
11	40
12	60
13	90

Difficulty Level	E.P. Bonus Award
14	125
15	200
16	300
17	375
18	475
19	600
*20	725

* The **E.P. Bonus Award** increases by 200 additional per *Difficulty Level* above 20.

While the magnitude of the **E.P. Bonus Award** depends exclusively on the *Difficulty Level*, the *number* of these awards given is based on the *Risk Factor*.

Risk Factor

All hazards are rated as **Non-Hazardous**, **Minimally Hazardous**, **Moderately-Hazardous**, **Dangerous**, **Deadly**, or **Suicidal**. This *Risk Factor* varies with the severity of injury that could result from an unsuccessful encounter.

Essentially, a combination of factors dictates a level of risk. The first is the degree of severity regarding possible injury. *Risk Factor* also depends on the immediacy of the consequences. For example, a lock protected by a hair trigger poison-needle trap is more dangerous than a locked door defended only by a wandering guard. Why? Both are hazardous, but the needle-trap presents an immediate threat. The guard, on the other hand, is only an intermittent threat (although, once the guard is encountered, he has his own separate E.P. Value). The *Risk Factors*, along with their modifiers, are described below.

Non-Hazardous (0)

A *Non-Hazardous Risk Factor* negates any E.P. award because it poses no danger.

For example, the lock barring entry into your own home is *Non-Hazardous* because you risk nothing to open it.

Minimal (1)

A *Minimal Risk Factor* is worth one *E.P. Bonus Award*. A barrier has a *Minimal Risk Factor* if it increases a character's chances of harm.

While robbing a wealthy mansion of its more portable trinkets, Snydley the Cat Burglar discovers an odd cabinet in a high tower he thinks might contain the lord's prized silverware. Risking discovery by one of the mansion's guard dogs, the thief pauses for a moment to pick the cabinet's lock. The lock threatens the thief in no way. However, its very existence increases his chances of being caught. It is therefore *Minimally Hazardous*.

Moderate (2)

A *Moderate Risk Factor* is worth two *E.P. Bonus Awards*. A barrier is *Moderately Hazardous* if it can severely harm an average human. In general this means that it satisfies any of the following:

- 1) It hinders a character's fighting ability (through poison or magic) when the character may need to enter into combat.
- 2) It may potentially deliver 15 points of damage.

After picking the lock on the silver cabinet, Snydley discovers a trap designed to release a poisonous gas. Opening the cabinet door without pressing a secret button triggers the trap. Unbeknownst to Snydley, the gas induces nausea when breathed. As nausea would hinder Snydley's combat abilities, this trap has a *Moderate Risk Factor*.

Dangerous (3)

A *Dangerous Risk Factor* is worth three *E.P. Bonus Awards*. Such a barrier presents a real threat to life. A barrier is *Dangerous* if it satisfies any of the following:

- 1) It severely hinders a character's physical abilities when he may need to fight or flee. (i.e. temporary blindness)
- 2) It may potentially deliver 30 points of damage.
- 3) It has some other long lasting adverse effect that may bring further harm to the character. Such an effect must last for at least one hour.

After carefully opening the cabinet door, our frustrated Cat Burglar finds nothing but a small-corroded brass coffer. He initially thinks the mansion's lord anticipated his arrival and hid the silverware elsewhere. Just as Snydley is about to call the whole ordeal a loss and grab the coffer as a consolation prize, he notices an unusually thick coating of dust covering the brass box. The dust, he suddenly realizes, is contact poison. Snydley dons his leather gloves and carefully brushes off the poison. Unknown to him, the dust is a *Dangerous Hallucinogen* that induces *Delirium* in any who touch it. As *Delirium* would severely affect Snydley's combat abilities (halving both his *Attack Bonus* and *Defense*), this barrier is considered *Dangerous*.

Deadly (4)

A *Deadly Risk Factor* is worth four *E.P. Bonus Awards*. A barrier is considered *Deadly* when it can kill a normal human. In general, such a barrier must satisfy one of the following:

- 1) It temporarily renders a person helpless when he may need to fight or flee. (i.e. temporary paralysis)

- 2) It severely and permanently cripples a person. (i.e. permanent blindness, amputation, etc.)
- 3) It may potentially deliver 45 points of damage.

Feeling very uneasy about the increasingly hazardous cabinet, Snyderly carefully checks for traps around the brass coffer. After much study, he discovers the coffer to be resting upon a small pressure plate. Snatching the coffer without proper precautions, he suspects, would have dire consequences. Snyderly gently lassoes the brass box with some twine and backs up across the room. Holding his breath, Snyderly jerks the coffer out of the cabinet. The clatter of the metal box hitting the floor is quickly followed by a flash of metal and a loud “thunk.” Snyderly’s realizes that his actions released a miniature spring-loaded guillotine of considerable force. The blade would surely have separated Snyderly from his hand. As such, this trap is considered *Deadly*.

Suicidal (5)

A *Suicidal Risk Factor* is worth five *E.P. Bonus Awards*. A barrier is *Suicidal* when it has a high likelihood of killing a normal human. In general, such a barrier will satisfy one of the following:

- 1) It permanently and severely cripples a person (such as permanent paralysis, decapitation, etc.)
- 2) It may potentially deliver 60 points of damage.

The “thunk” of the guillotine trap alerts the mansion’s guard dogs to Snyderly’s presence. Within seconds, two enormous Rotweillers bound up the tower stairs where Snyderly skulks. He realizes the futility of engaging the charging beasts and frantically searches for an escape. His only hope is through the tower window. Lacking the time to ready his climbing gear, Snyderly takes a running leap across the 15-foot distance separating his tower from its twin. A quick glance down shows clearly that failing to make the jump means a 50-foot plummet to his death. As such a great fall is likely to kill an average human, this barrier is *Suicidal*. Does Snyderly make it? Tune in next time! Same Cat time. Same Cat channel!

For the Overlord

Once you decide to award experience points for a Hazard, remember that only those characters that actually had a hand in overcoming the barrier should be rewarded. So, if one character overcomes a barrier for all of his compatriots, that character earns the entire award.

For example, a group of adventurers needs to clandestinely enter a castle surrounded by a 30-foot wall. One of the characters of the party is a renowned climber. The group asks him to scale the wall and let down a rope for the rest of them, which he does. Since the climber effectively overcame this barrier for everyone in the group, he alone is awarded all of the experience points for the barrier.

While the barriers in the given examples are *Designed Hazards*, you should use the same criteria when considering *Risk Factors* for *Natural Hazards*. Again, the *Risk Factor* is dependant on the danger associated in overcoming a specific *Hazard*. So while a *Natural Hazard* may be water, there is an obvious difference between a *Non-Hazardous* brook and a *Deadly* storm-tossed sea.

Finally, some barriers may encompass a number of different threats of varying severity. Consider a character facing the prospect of swimming across a frigid mountain stream. He must survive both the *Moderately* dangerous speed of the rushing water and the *Dangerously* frigid temperature. In these situations, add the *E.P. bonuses* for all the individual perils to arrive at the total *E.P. Award* for that hazard. In this specific case, you would award two *E.P. Bonuses* for the rushing water and three for the temperature. Therefore, you would give your players a total of five *E.P. Bonuses* for the crossing the icy current.

Experience Points Awarded for Success Based on Difficulty Level and Risk Factor

Lvl	Min	Mod	Dang	Dead	Suic
0	1	2	3	4	5
1	2	3	5	6	8
2	2	4	6	8	10
3	3	6	9	12	15
4	4	8	12	16	20
5	5	10	15	20	25
6	6	12	18	24	30
7	9	18	27	36	45
8	12	24	36	48	60
9	18	36	54	72	90
10	25	50	75	100	125
11	40	80	120	160	200
12	60	120	180	240	300
13	90	180	270	360	450
14	125	250	375	500	675
15	180	360	480	720	900
16	210	420	630	840	1050
17	230	460	690	920	1150
18	250	500	750	1000	1250
19	275	550	825	1100	1375
20	300	600	900	1200	1500

Traps

Legendary Quest's traps are both flexible and easy to work with. *Legendary Quest* divides traps into three basic categories. These are **Booby Traps**, **Rural Traps**, and **Structural Traps**.

All of the traps described below have some minimum skill and lore requirements that must be met before a person can create the device. Once the requirements are satisfied, the device may be constructed if the proper equipment and materials are gathered. Note that trap makers do not gain levels in "Creating Tiger Pit." The level at which a trap works is purely determined by the creator's levels in the skills of *Setting Booby Traps*, *Setting Rural Traps*, or *Setting Structural Traps* (whichever is appropriate for a given trap type).

Booby Traps are small devices designed to protect items from harm or theft. Of all the traps, booby traps are the most mechanically complex. They are often placed in locks and on chests to foil thieves. Creating a booby trap requires a person to have the skill *Setting Booby Traps*.

Rural Traps are devices set in natural surroundings that are often used to capture or kill animals. They usually involve large amounts of rope and invariably use the resources found in the immediate environment. The skill *Setting Rural Traps* is required to make any trap of this type.

Structural Traps are often the most deadly of traps. These large devices require major alterations to the structure of the surrounding building. A person must have the skill *Setting Structural Traps* to create one.

Every trap is associated with a trigger that sets off the trap. Much of the fun in creating a trap comes from finding new and novel combinations of triggers and traps.

For the Overlord

The trap framework provided herein should give you great freedom in designing clever traps to confound your players. It should also enable you to keep a reign on traps that are too far-fetched for the technology levels of most fantasy worlds. Feel free to adjust or invent any trap characteristics to suit the needs of your particular adventure. This framework was designed to help you, not keep you from dreaming up new ideas.

Be careful, though. It is far too

easy to invent a "super" trap that is sure to kill the characters. I call such traps "roach motels," because once a character blindly wanders into one, all chance for escape is lost. Keep in mind, your job is to provide the setting in which an entertaining story can evolve. Traps should be used to push the plot along, not to lay waste to unwary adventurers. You might even have thought through several possible ways that a person could escape from your trap, but if the means of obtaining that information is not readily available to the characters within the time frame demanded by the trap's operation, your brilliant snare can still fall under the classification of "roach motel."

If you happen to inadvertently create a roach motel, remember that traps don't last forever. They are made of metal gears and wooden levers. An old trap is surely to suffer from the effects of rust and rot. A roach motel can often be converted into a moment of dramatic tension simply by having the trap fail at the last moment with a loud grinding of metal. Just don't use this tactic too often, as it will quickly become obvious to the players what you are doing.

Finding Traps

The great variety of trap forms demands an equally varied range of skills to find them.

Rural traps have no walls or panels to hide behind in the wilderness. Their best camouflage is that of the surrounding woods. As such, rural traps depend greatly on the inattention of their prey. Anyone actively searching for a rural trap may find it after spending a few minutes at the task. To discover the trap, a person must make a *Perception Check* against a Threshold of 5 plus half of the level of the trap's creator in *Setting Rural Traps* (see **The Rolls of *Legendary Quest* in *The Grimoire of Game Rules***(tm) for details on *Attribute Checks*). If the searching character has the skill of *Setting Rural Traps*

himself, allow him half of his own skill level as a bonus on the *Perception Check* (round up).

Finding a booby trap or structural trap is far more difficult than finding a rural trap. The creator of such 'urban' traps has the freedom of hiding the trap's mechanism behind purposefully constructed concealments. Any character with the skill *Finding Traps* can discover a trap by making a *Success Roll*. The *Success Threshold* he must overcome equals 15 plus the level of the creator in either *Setting*

"You might even have thought through several possible ways that a person could escape from your trap, but if the means of obtaining that information is not readily available to the characters within the time frame demanded by the trap's operation, your brilliant snare can still fall under the classification of 'roach motel.'"

Booby Traps or *Setting Structural Traps*.

Any character having the skills needed to construct a trap can also discover it. Suppose a character is searching for traps on a treasure chest that is protected with a **Dart Trap**, a form of booby trap requiring 7th level in *Setting Booby Traps* to make. If the character has obtained 7th level in *Setting Booby Traps*, he may discover the trap using his *Setting Booby Traps* skill by making a *Success Roll* with *Perception Adjustments*. Note that failure on this roll does not interfere with a normal *Finding Traps* roll.

Disarming Traps

Anyone finding a rural trap can easily disarm it given a few minutes of study. Disarming booby traps and structural traps takes more skill.

Anyone with the *Removing Traps* skill may disarm booby traps and structural traps, provided he successfully makes the appropriate rolls (see *Removing Traps in The Grimoire of Game Rules*). The *Success Threshold* he must overcome equals 15 plus the level of the trap's creator in *Setting Booby Traps* or *Setting Structural Traps*.

A character lacking the skill *Removing Traps* but possessing the skill needed to construct an encountered trap may still disarm it. If this is the case, the character may attempt to disarm as if he had a skill level in *Removing Traps* equal to his level in the skill needed to make the trap.

For example, a thief who is 6th level in *Setting Booby Traps* encounters a **Needle Trap** constructed at 9th skill level. The description of **Needle Trap** states that a person must attain 5th level in *Setting Booby Traps* to make one. Since our thief has gained 6th level in that skill, he may attempt to disarm **Needle Traps** as if he were 6th level in *Removing Traps*. Since the trap was made at 9th level, the *Success Threshold* he must overcome equals 24 (15 plus the trap's level).

Triggering Traps

Once triggered, traps have an *Initiative* of 1. After activation, most traps must be reset manually before they can work again. Very few trap makers are expert enough to fashion traps that reset themselves.

Descriptions

Each trap or trigger description includes Skill and Lore Requirements, Construction Time, Time to Failure, Minimum Cost, Affected Area, and Luck Roll.

The **Skill and Lore Requirements** describe the lowest acceptable *Skill Levels* needed to build the barrier. Thus, a character attempting to make an *Amputation Trap* must attain 4th *Skill Level* in *Setting Booby Traps* before he can build such a device.

Construction Time specifies to the time needed to design and build a trap or trigger. While the description for *Needle Trap* states a Construction Time of 5 days, the manufacture of the trigger demands additional time (depending on the triggering mechanism used).

A device's **Time to Failure** gives an approximate duration during which a trap or trigger remains viable. In other words, this is the period of time that the device is likely to function properly. Every time an amount of time equal to the Time to Failure passes, the trap must make a *Luck Roll* against a *Threshold* of 30. Failure means the trap is no longer any threat. For example, if a crossbow is used to power a bolt trap, its bowstring will eventually deteriorate, rendering it useless.

The **Minimum Cost** indicates an approximate price that a person must spend to make the device. More expensive materials may be purchased to enhance the effectiveness of the trap. At most, high quality components can improve the Thresholds involved in finding and removing the device by +2. The material cost for such a trap should be at least twice the minimum.

The **Affected Area** describes the physical dimensions encompassing any effects of a trap or trigger.

Construction Time and *Minimum Cost* are proportionate to the *Affected Area*. Therefore, as the area increases, so do the associated time and cost.

Luck Roll lists any possible effects of a successful *Luck Roll*, if allowed. For example, the traps' target may only sustain ½ damage from a trap if a *Luck Roll* with *Agility Adjustments* is made.

Booby Traps

Alarm

Skill and Lore Requirements

Mechanism: 1

Statistics

Minimum Cost: 75 silver pieces

Construction Time: 7 hours

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Minimal

Luck: None

Description

Alarms are not really “traps” in the normal meaning of the word since they do not inflict harm by themselves. Rather, they are designed to warn of intruders by making loud noises. Once an Alarm is triggered, it will ring a bell or chime continuously for a period of about a minute. Anyone within hearing distance will be alerted to the intrusion and will act accordingly.

Amputation Trap

Skill and Lore Requirements

Setting Booby Traps: 4

Statistics

Minimum Cost: 250 silver pieces per level

Construction Time: 8 hours

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Deadly

Luck: None

Description

Amputation Traps comes in many varieties, but they all share a common function. They are designed to cleave off limbs. Characters so affected should be considered *Amputation* victims per the **Trauma** rules. For example, upon peeping through a hole in a stone wall, a character glimpses an apparently unprotected gem tantalizingly hidden inside. Ignoring the obvious, the character greedily lunges for it. At that, the trap promptly activates and a heavy blade comes hurtling down and through his arm.

Amputation Traps must be set up within the confines of some hole or box that completely surrounds the targeted limb to restrict movement. Amputation traps appear suspicious by their very natures. Experienced players rarely fall for such obvious ruses. They certainly require

some obviously limb-risking action to trigger. So, if you use an Amputation trap, avoid any descriptions similar to the following: “As you walk down the corridor, the flash of a blade catches your attention. Your arm drops to the floor. It says in the book that you get no Luck Roll. Sorry.”

“Even finger amputators take up a volume the size of a cube 6 inches on a side.”

Even finger amputators take up a volume the size of a cube 6 inches on a side. Most require at least a cubic foot. Part of the difficulty in setting up these traps is finding imaginative “lures” to tempt victims while hiding the mechanisms in unobvious ways.

Bolt Trap

Skill and Lore Requirements

Setting Booby Traps: 5

Statistics

Minimum Cost: 200 silver pieces per level

Construction Time: 3 days

Affected Area: When activated, all of the bolts fire from a section of wall no larger than 10 feet by 10 feet traveling up to 25 yards. The flying bolts may strike anyone in this *Affected Area*.

Time to Failure: 10 years for spring loaded traps. 1 week for traps using normal crossbows (since the strings will quickly stretch out from the continuous tension).

Risk Factor: Moderate. Experience points for any utilized poisons are awarded separately (see **Poisons** for details).

Luck: None. Make an *Attack Roll* for each projectile using an *Attack Bonus* equal to the level of the trap's creator in *Setting Traps*.

Description

Bolt Traps shoot crossbow bolts from hidden niches. The trap may fire up to one projectile for every level its creator has in *Setting Booby Traps*. Nevertheless, each projectile over the first lowers the *Finding Traps Threshold* by 1.

Spring loaded mechanisms equivalent to light crossbows are usually used in **Bolt Traps** although any crossbow equivalent may be used. Larger bolts make finding the trap easier. If a mechanism equivalent to a medium crossbow is used, lower the *Finding Traps* threshold by 2. A mechanism equivalent to a heavy crossbow lowers it by 4. Damage is inflicted for every bolt according to the type of crossbow used.

In situations where a bolt trap can strike any one of a number of targets, determine randomly for each bolt

which target is hit. The target(s) nearest the trap have their chances doubled.

Occasionally, these traps are set up at the end of straight, narrow corridors (no wider than 3 feet). When fired, the bolts have their *Attack Bonuses* raised by an additional +10.

Bolt Traps often have their bolts smeared with a gelled poison. This allows each projectile to deliver one poison dose to its victim. Even so, most poisons quickly lose their potency as it cannot be entirely protected from exposure to air. Any such poison will lose one *Risk Factor* every week until harmless.

Crushing Block Trap

Skill and Lore Requirements

Setting Booby Traps: 3

Statistics

Minimum Cost: 375 silver pieces

Construction Time: 15 hours

Affected Area: One Limb

Time to Failure: Indefinite

Risk Factor: Dangerous

Luck: See Below

Description

Crushing Blocks are simple traps with a simple premise: a 100 pound weight falling three feet onto an arm *really hurts*. Their creators usually set them up in small spaces where greedy hands are likely to be found. The trap consists of little more than a lead or steel weight held up in a vertical chute by a small wedge. When triggered, the wedge is freed and the weight falls. Anyone struck by a **Crushing Block** automatically sustains 3d6 crushing damage and must make a *Luck Roll* with *Stamina Adjustments*. Failure indicates the crushed limb breaks.

Crushing Blocks must be set up above the confines of a hole or niche that completely surrounds the targeted limb to restrict movement. These devices require a space for the mechanism equal to 1 foot x 1 foot x 3 feet above the targeted hole.

Dart Trap

Skill and Lore Requirements

Setting Booby Traps: 7

Statistics

Minimum Cost: 100 silver pieces per level

Construction Time: 2 days

Affected Area: Normally hidden in chests or behind doors, **Dart Traps** spray numerous tiny darts in a 180-degree arc extending 10 feet from the source.

Time to Failure: Indefinite

Risk Factor: Minimal (Experience points for any utilized poisons are awarded separately.)

Luck: Everyone in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* equal to 15 plus the level of the trap's creator in *Setting Booby Traps*. Failure indicates the character is struck by 1d4 darts.

Description

Dart Traps spray an area with myriad feathered needles. Although the darts inflict no real damage, each delivers a tiny dose of poison (see **Poison** for the effects of multiple poison doses). Any character wearing full plate armor is invulnerable to the flying projectiles.

These traps are only as good as the poisons they deliver.

Dart Traps shield their poisons from exposure to air until activated, keeping the toxins potent.

Descending Blade Trap

Skill and Lore Requirements

Setting Booby Traps: 1

Statistics

Minimum Cost: 25 silver pieces

Construction Time: 2 hours

Affected Area: One Creature

Time to Failure: 3 months

Risk Factor: Moderate

Luck: Negates

Description

A **Descending Blade** trap is merely an axe or sword held up by a string. When the trap is triggered, the cord is cut and the blade falls. Any character beneath the blade must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus the level of the trap's creator in *Setting Booby Traps*. Failure indicates the blade strikes the target and inflicts an amount of damage according to the weapon type.

These traps are usually set above doorways. But, they can be quite deadly in Armories as well. Such places tend to display suits of armor holding aloft swords and axes.

False Step

Skill and Lore Requirements

Setting Booby Traps: 1 (or 3)

Statistics

Minimum Cost: 0

Construction Time: 20 minutes

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Minimal for most. However, **False Step** traps set at great height have their *Risk Factor's* increased. See **Heights** in the **Natural Hazards** section for details.

Luck: See Below

Description

A **False Step** is an extremely simple booby trap. It consists of nothing more than a purposefully loosened or weakened rung in a ladder. When sufficient weight is placed on the rung, it breaks, leaving the climber without support. Any character triggering a **False Step** must make a *Manual Dexterity Check* against a *Threshold* of 5 plus half the trap's creator in *Setting Booby Traps*. Failure indicates he falls off the ladder and plummets to the ground. Depending on the distance fallen, the victim may suffer damage as described under **Heights** in the **Natural Hazards** section.

Sometimes, several rungs in a ladder are set up as **False Steps** to work in concert with one another. When a rung supporting a foot breaks, the weight will be shifted to the rung acting as a handhold. At this point, this rung breaks away as well. Creating multiple **False Steps** like this makes it more difficult for a victim to hang on. It also makes the trap easier to spot. Whenever someone triggers a **False Step** affecting both hands and feet, he must make a *Manual Dexterity Check* against a *Threshold* of 8 plus half the trap's creator in *Setting Booby Traps* to avoid falling. However, any character looking for traps in the area only needs to overcome a *Success Threshold* equal to 10 plus the level of the creator in *Setting Booby Traps*.

Creating a **False Step** in a wooden ladder involves sawing a niche most of the way through a rung while leaving a thin facade of wood in view. A **False Step** in a metal ladder or a ladder constructed of metal rungs embedded in a wall is a little more difficult to create and conceal. To fashion a **False Step** in ladders of these types, the creator must be 3rd level in *Setting Booby Traps* and must spend an hour booby-trapping each rung.

Obviously, this simple trap requires no trigger other than the weight of the target.

Gaseous Cloud Trap

Skill and Lore Requirements

Setting Booby Traps: 4

Statistics

Minimum Cost: 75 silver pieces per level

Construction Time: 1 hour

Affected Area: The trap emits a cloud of gas filling a 10-foot radius area.

Time to Failure: 2 years

Risk Factor: Equal to the *Risk Factor* of the poisonous gas released. See *Poisons* for details.

Luck: See below

Description

A **Gaseous Cloud Trap** emits a billowing cloud of poisonous gas that quickly fills a 10-foot radius area. For information on how poisonous gases work, consult the rules on **Poison** in this book.

Needle Trap

Skill and Lore Requirements

Setting Booby Traps: 5

Statistics

Minimum Cost: 400 silver pieces per level

Construction Time: 5 days

Affected Area: Individual

Time to Failure: Indefinite

Risk Factor: Equal to the *Risk Factor* of the poison that the trap injects.

Luck: None

Description

Needle Traps fit in any little niche where curious fingers may delve. When activated, this trap launches a small hollow needle, hoping to hit unprotected flesh. It is not the diminutive poke of the needle that is feared, of course, but the *Poison* that it injects. Once the needle sticks a person, he loses all *Luck Rolls* against the effects of the poison (see **Poison** for the appropriate results).

Needle Traps are ordinarily built into locks. Some are set to activate whenever anyone attempts to open the lock without using the proper key. In this case, the trap can be circumvented by the successful use of *Opening Locks*. Others are triggered when a lock is opened without manipulating some secret button or lever. A failed *Opening Locks* attempt generally triggers any such trap.

Nodule Trap

Skill and Lore Requirements

Setting Booby Traps: 6

Statistics

Minimum Cost: 1,000 silver pieces

Construction Time: 4 days

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Equal to the *Risk Factor* of the nodule released by the trap. If not otherwise specified, assume a *Risk Factor* of *Dangerous*.

Luck: See Below

Description

A **Nodule Trap** consists of a small trap door recessed in the ceiling of a room or corridor. When activated, the tiny trap-door opens and drops a glass nodule into the space below. As soon as the glass nodule hits the ground, it shatters and releases its contents. The effects of this trap vary widely as the nodule may contain any number of magical or poisonous liquids. For example, the nodule may contain **Essence of Sulphur** (detailed in *The Lexicon of Lore*) or it may contain a **Deadly Hallucinogenic Poison Gas** (as detailed under **Poison** in *The Tome of Terrors*).

When a **Nodule Trap** activates, allow anyone within 20 feet of the trap to make a *Perception Check* against a *Threshold* of 5 plus half the trap's creator in *Setting Booby Traps*. Anyone succeeding hears a faint 'click' from above. If any player immediately states that his character looks up, he will see the descending nodule. If he is within 5 feet, the character may attempt to catch the nodule before it hits the ground. To do so, he must make a *Manual Dexterity Check* against a *Threshold* of 8. Failure indicates the nodule shatters. Any character lunging for the nodule loses all *Agility Luck Rolls* against the effects of the nodule's contents.

Puff Trap

Skill and Lore Requirements

Setting Booby Traps: 4

Statistics

Minimum Cost: 200 silver pieces per level

Construction Time: 10 days

Affected Area: Individual

Time to Failure: 1 year

Risk Factor: Equal to the *Risk Factor* of the poison released. See **Poisons** for details.

Luck: None

Description

Puff Traps spray a small cloud of powdery poison on their targets. The poison acts as a single dose of contact poison as described in the **Poison** section of *The Tome of Terrors*. The poison can affect the target if it touches any exposed area of skin. Thus, holding one's breath gains no advantage. While hazardous to a single person, the **Puff Trap** does not threaten anyone around him.

Rural Traps

Avalanche Trap

Skill and Lore Requirements

Setting Rural Traps: 5

Statistics

Minimum Cost: 50 silver pieces

Construction Time: 10 hours

Affected Area: 10 feet by 30 feet

Time to Failure: 2 months

Risk Factor: Deadly

Luck: Everyone in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus 1 per level of the trap's creator in *Setting Rural Traps*. Success indicates the character suffers 1d12 damage from the falling debris but escapes the area. Failure indicates the character has been pinned underneath the rubble.

Description

Avalanche Traps set up on hillsides and atop cliffs, waiting to dump rubble and debris on anything below. When triggered, the rubble precipitates down on the unfortunate victims.

If the debris pins a character, he immediately sustains 3d12 damage and begins suffering the effects of a *Crushing* weight (as described in the **Trauma** rules). A single rescuer can dig him out in 2d6 turns.

Bear Trap

Skill and Lore Requirements

Setting Rural Traps: 1

Statistics

Minimum Cost: 100 silver pieces

Construction Time: 5 minutes

Affected Area: One Creature

Time to Failure: 4 months

Risk Factor: Dangerous

Luck: None

Description

A **Bear Trap** is a pre-fabricated trap consisting of two spring-loaded steel jaws. Usually hidden under a shallow pile of leaves, it is designed to capture and hold the limb of any creature stepping on its trigger plate. Anyone walking on a path containing a hidden **Bear Trap** has a 1 in 3 chance of stepping on the trigger plate. Any character ensnared by a **Bear Trap** sustains 3d6 damage and must make a *Stamina Check* against a *Threshold* of 8. Failure indicates the trapped limb breaks. A seized

character may re-open the jaws of the trap by making a *Physical Strength Check* against a *Threshold* of 10. A helpful companion, able to get better leverage than the snared individual, may make a similar check against a *Threshold* of 8.

The trap itself is usually spiked to the ground via a short chain. The spike may be pulled from the ground by any character making a *Physical Strength Check* against a *Threshold* of 10. If all these measures fail, the character is always free to chew off his leg.

Obviously, the *Construction Time* listed above refers to the length of time needed to set the trap. Rare is the character that has the necessary skills in both *Smithery* and *Setting Booby Traps* to actually create a **Bear Trap** mechanism. **Bear Traps** can usually be purchased for around 150 silver pieces.

Deadfall

Skill and Lore Requirements

Setting Rural Traps: 3

Statistics

Minimum Cost: 20 silver pieces

Construction Time: 4 hours

Affected Area: 10 feet by 10 feet

Time to Failure: 2 months

Risk Factor: Deadly

Luck: Allow a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus the creator's *Setting Rural Traps* level. Success indicates the individual sustains only 1/2 damage. If the *Luck Roll* fails, the character must make a *Physical Strength Check* against a *Threshold* of 8. Failure indicates the rubble pins him and begins affecting him as a *Crushing Weight* (as described under **Trauma** in *The Grimoire of Game Rules™*).

Description

Deadfalls are designed to precipitate large rocks or logs down on unsuspecting targets. Those in the affected area sustain 1d6 damage per level of the creator in *Setting Rural Traps*.

Deadfalls demand some sturdy support to hold the debris until dropped, such as a thick tree or an overhanging ledge. In addition, the creator needs a 50-foot length of rope to bundle the debris together.

“If all these measures fail, the character is always free to chew off his leg.”

Impaling Trap

Skill and Lore Requirements

Setting Rural Traps: 2

Statistics

Minimum Cost: 75 silver pieces per level

Construction Time: 3 hours

Affected Area: Individual

Time to Failure: 2 weeks

Risk Factor: Dangerous. Experience points for any utilized poisons are awarded separately (see **Poisons** for details).

Luck: None (see below).

Description

Impaling Traps use a tree's branches as spiked tension arms that lash out to impale their targets. The trap's creator may create one tension arm for every 2 levels of *Setting Rural Traps*. Whenever anyone triggers an Impaling Trap, make an *Attack Roll* for each arm using an *Attack Bonus* equal to the *Setting Rural Traps* level of the creator. Each arm strikes with 1d4 spikes, each delivering 1d6 damage. If the target is armored, subtract its absorption rating from the damage inflicted by each tension arm.

Occasionally, its creator will smear the spikes with a gelled poison. This allows each spike to deliver one poison dose to its target. Such poisons quickly lose their potency, as they cannot be protected from air exposure. See **Gel** in the **Poison** section of *The Tome of Terrors* for details.

Large Net Trap

Skill and Lore Requirements

Setting Rural Traps: 3

Statistics

Minimum Cost: 20 silver pieces per level

Construction Time: 2 hours

Affected Area: 10 foot radius

Time to Failure: 3 weeks

Risk Factor: Moderate

Luck: Negates. Allow everyone in the *Affected Area* a *Luck Roll* with *Agility Adjustments* against a *Threshold* of 15 plus the *Setting Rural Traps* level of the trap's creator. Success indicates the target avoids the trap.

Description

This trap envelops its targets in a net. The area so covered obviously depends on the net's size. Anyone caught in the snare may cut himself free with a small

blade. Cutting the net takes 2d4 turns. Reduce the required time appropriately if more than one person cuts.

Small Net Trap

Skill and Lore Requirements

Setting Rural Traps: 2

Statistics

Minimum Cost: 15 silver pieces per level

Construction Time: 1 hour

Affected Area: 1 individual

Time to Failure: 3 weeks

Risk Factor: Minimal

Luck: Negates

Description

This trap mimics a **Large Net Trap**, except it must make an *Attack Roll* on its single target. Its *Attack Bonus* equals the level of the trap's creator in *Setting Rural Traps*.

Snare

Skill and Lore Requirements

Setting Rural Traps: 4

Statistics

Minimum Cost: 10 silver pieces (of rope)

Construction Time: 30 minutes

Affected Area: Individual

Time to Failure: 1 month

Risk Factor: Moderate

Luck: Negates. Any creature stepping within the snare's loop must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus one per level of the pit's creator in *Setting Rural Traps*. Failure indicates the snare grabs his leg.

Description

A **Snare** lassoes its target with blazing speed. To do this, the trap's creator arranges a loop of rope on the ground and ties it with a loose slip-knot. He forcefully bends over a nearby tree and sets up a trip wire within the lasso's loop to abruptly release the tree's tension. He then ties the rope's other end to the tree's upper limbs. When anything triggers the trip wire, the tree leaps upward causing the lasso to grab its prey.

Once snared, the trap catapults its victim into the air and hangs him inverted above the ground. Escape is difficult due to the strength required to reach and free the captured limb. If a lassoused victim tries to free himself, allow him a *Physical Strength Check* against a *Threshold* of 8. Failure indicates he cannot pull himself up to get

access to his trapped limb. Success indicates he takes 2d6 turns freeing the limb. A snare suspends its victim up to 3 feet above the ground per level of its creator in *Setting Rural Traps*, provided a tree of appropriate height can be found. This may give characters second thoughts about escape.

Tiger Pit

Skill and Lore Requirements

Setting Rural Traps: 1

Statistics

Minimum Cost: 10 silver pieces per level

Construction Time: 10 hours

Affected Area: A square whose side has a length of 5 feet plus 2 feet per level of the creator in *Setting Rural Traps*.

Time to Failure: 1 week

Risk Factor: Moderate (*Dangerous* if spikes line the pit's bottom.)

Luck: Negates. Any creature stepping onto the area of the **Tiger Pit** must make a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus the level of the pit's creator in *Setting Rural Traps*. Failure indicates the victim falls into the pit.

Description

Tiger Pits are merely deep holes covered with branches and leaves. They are a common and effective capturing trap, provided they are deep enough to prevent their prey from jumping or climbing out. Depending on the depth of the pit, victims falling in may be subject to falling damage (see **Heights** in the **Natural Hazards** section).

Although **Tiger Pits** are usually intended to capture prey, they are occasionally filled with deadly spikes meant to kill. 2d6 spikes will spear anything falling into a spiked **Tiger Pit**. Each spike delivers 1d6 damage. Consider the total spike damage as a single blow against armored opponents.

Wooded areas provide ideal cover for **Tiger Pits**, as plenty of branches and leaves will be at hand. In arid regions, a thin layer of dust sprinkled over a tarp usually provides a tiger pit with sufficient camouflage.

The *Time to Failure* listed above refers to the length of time the camouflage remains intact. The camouflage may be easily repaired within 30 minutes.

Structural Traps

Ballista Trap

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 200 silver pieces per level

Construction Time: 3 days

Affected Area: When activated, all of the bolts fire from a section of wall no larger than 10 feet by 10 feet and travel up to 75 yards.

Time to Failure: 10 years

Risk Factor: Deadly

Luck: None

Description

A **Ballista Trap** is a very large form of **Bolt Trap**. The trap may fire up to one projectile for every 2 levels of its creator in *Setting Structural Traps*. Even so, each projectile over the first lowers the required *Threshold* by 2 against any *Finding Traps* attempt.

The flying bolts may strike anyone in the *Affected Area*. Make an *Attack Roll* for each projectile using an *Attack Bonus* equal to the level of the trap's creator in *Setting Structural Traps*. Each bolt inflicts 3d10 points of damage.

In situations involving multiple targets, select a target randomly for each bolt. Those nearest the trap have their chances of being targeted increased.

These traps are sometimes set up at the end of straight, narrow corridors (no wider than 3 feet). If this is done, increase each bolt's *Attack Bonus* by +10.

The creators of these traps occasionally smear their bolts with a gelled poison. This allows each projectile to deliver one poison dose to its target. Poisons used in this fashion quickly lose their potency, since they cannot be protected from air exposure. Any such poison loses one *Risk Factor* per week until harmless.

Cave-in

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 50 silver pieces per level

Construction Time: 20 hours

Affected Area: One 10 foot x 10 foot square per level of the creator in *Setting Structural Traps*.

Time to Failure: Indefinite

Risk Factor: Deadly

Luck: Everyone in the *Affected Area* must make a *Luck Roll* with *Agility Adjustments* against a *Threshold* of 15 plus 1 per level of the trap's creator in *Setting Structural Traps*. Success indicates the target suffers 2d12 damage from the falling debris but escapes the area. Failure indicates the rubble pins the individual beneath it.

Description

Cave-ins traps utilize the purposefully weakened ceilings of old castles, mineshafts, caves, and tombs. When triggered, the trap precipitates large boulders, rubble, and timber on everything within the *Affected Area*.

Anyone trapped under the rubble immediately sustains 3d12 damage and suffers the effects of a *Crushing* weight (as described under **Trauma**). Allow the trapped individual a *Luck Roll* with *Perception Adjustments* against a *Threshold* of 15. Success indicates that his reaction was quick enough to move to the edge of the debris field before collapsing under the falling onslaught. A single person can dig any such person out in 3d6 turns. Failure of the *Luck Roll* indicates the debris traps the victim 2d4 feet below its surface (and will likely kill the person unless he receives prompt aid).

Often, **Cave-ins** are designed to entomb their victims in mineshafts or caves by closing their only escape route. If this is the case, one 10-foot cube (10 feet by 10 feet by 10 feet) of fresh air will be consumed every hour for every 4 people trapped. Double this rate if the victims participate in combat or attempt to dig their way out. After all of the fresh oxygen is used up, breathing will become difficult as the occupants slowly suffocate. Every 20 minutes thereafter, the victims sustain 1d4 suffocation damage cumulatively. Thus, they will sustain 1d4 damage after 20 minutes, another 2d4 twenty minutes thereafter, 3d4 in the next 20 minutes, etc. If the characters manage to escape, half of the suffocation damage will heal at a rate of 1 per minute of rest. The other half heals at the normal rate.

Up to three people at a time may attempt to dig a 3 foot wide crawlspace through the **Cave-In** (One at the end, the others behind to remove the rubble). Digging progresses at a rate of 1 foot per hour per digger. For every 2 hours of digging, a person must rest for 1 hour. Any digger having *Mining* talent burrows at twice this rate.

Chute

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 500 silver pieces

Construction Time: 3 weeks

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Minimal

Luck: None

Description

Chutes are merely slides used to funnel intruders to lower levels. The creators of **Chute** traps often conceal their existence with **Trap Doors** that unexpectedly open up beneath their target's feet. While most **Chutes** are harmless by themselves, others have small blades and glass shards embedded in their surfaces. Anyone sliding down such a chute sustains 2d4 damage for every 10 feet traveled.

Crumbling Support

Skill and Lore Requirements

Setting Structural Traps: See Below

Statistics

Minimum Cost: 50 silver pieces per level

Construction Time: 17 hours

Affected Area: One 2 foot by 2 foot square per level

Time to Failure: 3 years

Risk Factor: Minimal for most. The *Risk Factor* may be greatly increased depending on the height of the support above the ground. See **Heights** in the **Natural Hazards** section for details.

Luck: Negates. Allow anyone in the *Affected Area* a *Luck Roll* with *Agility Adjustments* to avoid the fall.

Description

Crumbling Supports cause sections of cliff-edges or cavern floors to crumble away, causing anyone standing nearby to plummet. To determine the effects of falling, see **Heights** in the **Natural Hazards** section (characters will generally plummet 10 feet per *Risk Factor*).

The *Skill and Lore Requirements* correspond to the media in which the trap is built. To design a **Crumbling Support** in dirt the designer must be at least *2nd Level* in *Setting Structural Traps*. For wood and stone, the minimum levels are 4 and 6, respectively.

Crushing Wall Trap

Skill and Lore Requirements

Setting Structural Traps: 10

Statistics

Minimum Cost: 25,000 silver pieces

Construction Time: 3 months

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Suicidal

Luck: None

Description

A **Crushing Wall Trap** consists of a small empty room or corridor devoid of all obstructions. One or two of the walls in the room are movable. When triggered, these walls slowly advance into the room constricting anything trapped inside. If left unchecked, the walls will begin crushing anything within the shrinking prison in 2d6 turns. Any such creature is affected by **Crushing** as described in the **Trauma** section of *The Tome of Terrors*.

If characters resist the wall's movement, they may slow its progress. Consider the wall to have a *Physical Strength* of 10 plus one per level of the trap's creator in *Setting Structural Traps*. Characters may attempt to slow or stop the wall by sheer strength. If this is done, the victims should make a cooperative *Physical Strength Check* and compare the result to a similar check for the wall. If the sum of the victim's rolls is greater than the wall's, the wall is slowed to half speed. If the sum is 10 or greater than the wall's roll, the wall has been stopped completely. The room's occupants may try to impede the walls using a wooden or steel prop. If this is done, consult the following table to determine the effects:

Crushing Wall Trap Table

Type of Prop	Effect
1 inch diameter timbre	Timbre breaks, no <i>Luck Roll</i> . Delays crushing by 1d3 turns.
2 inch diameter timbre	Timbre breaks, no <i>Luck Roll</i> . Delays crushing by 1d4 turns.
3 inch diameter timbre	Timbre breaks, no <i>Luck Roll</i> . Delays crushing by 1d6 turns.
4 inch diameter timbre	Timbre makes <i>Luck Roll</i> against <i>Threshold</i> of 15 + 1 per level of creator in <i>Setting Structural Traps</i> every turn until it breaks. Further delays crushing by 1d6 turns.
5 inch diameter timbre	Timbre makes <i>Luck Roll</i> vs. <i>Crushing Blow</i> every turn until it breaks. Further delays crushing by 2d4 turns.
6 inch diameter timbre	Wall stops dead, trap mechanism breaks
1 inch diameter steel rod	Rod bends, no <i>Luck Roll</i> . Delays crushing by 1d4 turns.
2 inch diameter steel rod	Rod makes <i>Luck Roll</i> vs. <i>Crushing Blow</i> every turn until bends. Further delays crushing by 2d6 turns.
3 inch diameter steel rod	Wall stops dead, mechanism breaks
steel spike driven into floor	Floor/Wall around spike crumbles. Delays crushing by 1d4 turns.

Obviously, this trap needs a potent and ready source of power. This is usually done by having a water wheel rotate a huge screw. The screw, in turn, pushes the wall forward. The water wheel is usually fed by draining a large water tank. The tanks employed in these devices

will drain completely in 10d6 turns. At this time, if the characters still live, the walls can be slowly pushed back.

This trap often uses **Trap Doors**, **Sliding Walls**, or **Chutes** as the means of funneling a party into its deadly embrace.

Elevator Trap

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 50 silver pieces per level

Construction Time: 17 hours

Affected Area: One elevator. No dimension of the elevator floor can be longer than 2 feet per level of its creator in *Setting Structural Traps*.

Time to Failure: Indefinite

Risk Factor: Dangerous

Luck: Negates

Description

Elevator Traps are small rooms or platforms that raise or lower from one floor level to another. **Elevators** can be insidiously dangerous. They are often ignored as potential traps and are viewed as a convenient means of transportation. A good trap designer may employ several benign elevators that perform no function other than taking passengers from the lowest dungeon level to the highest. One special elevator, however, may be set up to plunge its contents into an unfriendly environment, such as a pool of hungry piranha.

Pit

Skill and Lore Requirements

Setting Structural Traps: 1

Statistics

Minimum Cost: 25 silver pieces per level

Construction Time: 2 days

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: *Moderate* for most.

If the pit is unusually deep, the *Risk Factor* may increase. See **Heights** in the **Natural Hazards** section for details. If spikes are used to line the pit's bottom, increase the *Risk Factor* by one factor.

Luck: Negates

Description

Pits are common and effective hazards. Their dangers are two-fold. Depending on the depth of a pit, victims are initially subject to falling damage (see **Heights** in the **Natural Hazards** section). Note that digging a pit is no small chore, even for someone with the appropriate *Mining* skills. Digging a pit in any medium other than dirt is exceptionally difficult. Even so, pits can sometimes be created more easily by applying a bit of ingenuity. For example, a **Pit** may be built in the upper level of an old castle by removing an old wooden staircase and disguising the resulting hole.

The floor of a **Pit** may be lined with malicious spikes. Anyone falling into the pit lands on 2d6 spikes. Each spike inflicts 1d6 damage although armor may absorb some of this. Consider the total spike damage as a single blow for absorption purposes.

Anyone crafting a spiked pit may express a desire to coat its spikes with a gelled poison. Although this tactic falls within the realm of possibility, doing so is practically impossible. Each spiked pit contains at least 50 spikes. Even if the pit-maker could make the poison himself, it would cost him a small fortune. Even if he is willing to sacrifice this expense, the poison will quickly lose its potency as it cannot be protected properly from air exposure. See **Gel** poisons in the **Poison** section of *The Tome of Terrors* for details.

Runaway Ore Cart / Boulder / Barrel

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 150 silver pieces

Construction Time: 3 hours

Affected Area: See Below

Time to Failure: Indefinite

Risk Factor: Dangerous

Luck: Negates

Description

Runaway traps employ heavy rolling objects to run down unsuspecting intruders in narrow, sloping passages. As mineshafts are replete with such tunnels, **Runaway Ore Carts** are common traps in mines. After finding a suitable tunnel or staircase, the creator of a **Runaway** trap can accomplish his goal with relative ease. The trap consists of some rolling object (Cart, Boulder, Barrel,

“A good trap designer may employ several benign elevators that perform no function other than taking passengers from the lowest dungeon level to the highest. One special elevator, however, may be set up to plunge its contents into an unfriendly environment, such as a pool of hungry piranha.”

etc) that is precariously positioned so that it almost rolls down the passage. The only thing keeping it from rumbling forward is a small cord, rope, wedge, or brake (for carts). When an intruder trips the trap, he removes the restraint and frees the object to roll forward. Within a single turn, the rolling contraption gains great momentum and hurls down the passage like a juggernaut.

After a single turn of rolling, the **Runaway** will have gained a *Speed* of 50. Every turn thereafter, its *Speed* increases by 10 points until it reaches a maximum of 100.

Since these traps are set up in narrow corridors, the only obvious escape is to outrun it. The trap's creator, intent on maiming intruders, will do everything possible to prevent them from running without hindering the progress of the rolling trap. Trip wires and small pits intended to slow the intruders often satisfy this goal. Any character attempting to outrun a runaway trap has his maximum *Speed* cut to 3/4 normal due to the obstacles that he must avoid. In addition, he must make an *Agility Check* each turn. The check should be made against a *Threshold* of 5 plus 1 per 2 levels of the trap's creator in *Setting Structural Traps*. Failure indicates the character trips and loses one full turn of running.

Characters may attempt to jump on carts or over barrels or boulders if they cannot outrun them, provided they have not fumbled as described above. To do so, the character must make an *Agility Check* against a *Threshold* of 8. Failure indicates a very bad day.

Any character hit by a runaway immediately sustains 3d12 damage. If the trap involves an ore cart, the character will be dragged for 1d4 turns and buffeted for 1d8 damage on each such turn. If the ore cart hits a wall at the end of the sloping passage, any characters still being dragged will sustain another 3d12 damage.

Note that gnomes, hobs, and members of other diminutive races can avoid a deadly **Runaway Ore Cart** trap by simply lying down between the rails.

Slide Trap

Skill and Lore Requirements

Setting Structural Traps: 5

Statistics

Minimum Cost: 200 silver pieces per level

Construction Time: 2 weeks

Affected Area: The slide has a width of 5 feet and may have a length of up to 5 feet per level of its creator in *Setting Structural Traps*.

Time to Failure: Indefinite

Risk Factor: Minimal

Luck: See below

Description

A **Slide Trap** is formed from mechanical steps or stairs that tilt forward, forcing their contents to tumble forward uncontrollably. Any person caught on the steps when the slide is activated is allowed an *Agility Check* against a *Threshold* of 6, 8, or 10 depending on whether the surface is rough hewn, smooth, or polished. Anyone failing the check tumbles down the slide until naturally coming to rest.

Sliding Gate or Wall

Skill and Lore Requirements

Setting Structural Traps: 4

Statistics

Minimum Cost: 150 silver pieces per level

Construction Time: 1 week plus 1 day per level

Affected Area: A wall having a height of up to 10 feet and a width of up to 5 feet plus 2 feet per level.

Time to Failure: Indefinite

Risk Factor: Minimal

Luck: See below

Description

Sometimes gates or walls are used to funnel characters in a particular direction by blocking escape routes. When a **Sliding Gate** is activated, a gate or wall slides into place, blocking exit in that direction. Treat the barrier as an **Iron Gate** (as described in the **Barriers** section) if characters attempt to bludgeon their way through. If a character is within 15 feet of the gate when activated, allow him a *Luck Roll* with *Agility Adjustments* to leap past the gate before it finishes closing.

Steam Trap

Skill and Lore Requirements

Mechanism:5 Setting Structural Traps: 8

Statistics

Minimum Cost: 300 silver pieces + see below.

Construction Time: 1 week + see below

Affected Area: When triggered, a Steam Trap produces a jet of hot steam in a cone approximately 5 feet long having a 2 foot base diameter.

Time to Failure: See Below

Risk Factor: Moderate

Luck: Any character caught in the Affected Area is entitled to a *Luck Roll* with *Agility Adjustments*. Success indicates the individual sustains only 1/2 damage.

Description

A Steam Trap is little more than a hidden steam pipe having a valve that opens to emit steam when the trigger is activated. Any character caught in the steam's path will sustain 1d6 damage per 2 levels of the trap's creator in *Setting Structural Traps*. When the trigger is deactivated the valve closes, readying the trap for another victim.

Obviously, steam traps can only be created where there is a ready source of steam. Ideally, the steam is obtained from a boiling hot spring since the supply of this type is constant, cheap, and requires little maintenance. Unfortunately, boiling hot springs are rare, so the required steam is usually obtained from a large kettle boiler that harmlessly dispenses unused steam through a safety valve to some inconspicuous location. Such set-ups may cost anywhere between 2 and 5 thousand silver pieces depending on how often they must be re-filled. The cheapest boilers demand nearly constant attention, while the more expensive ones can be left for up to a day without maintenance. The good news is that a single boiler can feed many steam traps since only one trap is usually activated at any one time.

Often, the boiler is well protected by its own traps to prevent tampering. Some trapped boilers are set up to shut off their safety valves if anyone tampers with them. At this point, the sound of flowing steam will suddenly stop. Pressure will quickly build in the boiler until it explodes. Within 2d6 turns, the steam pressure in the boiler will exceed its design limits. The boiler will detonate in a thunderous detonation of blistering white steam. Anyone caught within 5 feet of the boiler will sustain 15d6 damage. Those within 10 feet will sustain 10d6 damage. All other creatures within 50 feet will sustain 5d6 damage. Allow *Luck Rolls* with *Agility Adjustments* for 1/2 damage. Needless to say, once the boiler blows, the steam traps fed by it will no longer function.

Triggers

Triggers are mechanisms used to activate booby traps and structural traps. Many triggers are every bit as difficult to construct as the traps they actuate. Indeed, the best traps gain much of their potency from the way they are triggered rather than from raw physical force. If an adventurer encounters a trap that gives him no clue of its existence, it will be far more effective than its individual components would otherwise indicate.

Naturally, some triggers are easier to spot than others. In the following descriptions, a **Threshold Adjustment** is listed with each type of triggering device. This adjustment should be added to the *Find Traps* Threshold whenever someone searches for the device. Thus, the

Threshold of a character attempting *Find Traps* would equal 15 + the level of the trap's creator in *Setting Traps* + the trigger's *Threshold Adjustment*.

Most of the triggering mechanisms have some skill and lore requirements that must be met before a person can create the device.

Counter-Balance Trigger
Skill and Lore Requirements

Mechanism: 1

Statistics

Minimum Cost: 20 silver pieces per level of the triggered trap.

Construction Time: 1 day

Affected Area: See below

Time to Failure: Indefinite

Threshold Adj.: +0

Description

A counter-balance works under the same principle as the scales merchants use to measure out quantities of gold and silver. It generally consists of a stiff rod holding a weight on each end (i.e. a golden idol). The rod itself is balanced in such a way that if the weight on either end is disturbed, the rod tips slightly and triggers the trap.

Heat-Activated Trigger
Skill and Lore Requirements

Mechanism: 7

Statistics

Minimum Cost: 200 silver pieces per level of the triggered trap.

Construction Time: 3 days

Affected Area: 10 feet per level

Time to Failure: Indefinite

Threshold Adj.: +4

Description

A **Heat-Activated Trigger** employs a small rod of wax or resin. Normally, the rod is stiff and is used to hold back a spring or tension cord. Once heated, though, the rod becomes soft and pliable. When the rod bends due to heating, it activates the trap.

Since hot air rises, these triggers are generally placed in the ceilings of domes. That way, the hot air of any flame underneath it will naturally rise to the highest point in the center. Although this trigger is difficult to spot, it takes some time to heat the wax rod enough to soften it. A single torch or lamp burning underneath a dome so trapped takes 3d6 turns to activate the trigger. Of course,

additional flames will reduce the required time accordingly.

If a character specifically attempts to *Find Traps* at the apex of a dome containing a **Heat-Activated Trigger**, the above *Threshold Adjustment* changes to -4.

Hourglass Trigger

Skill and Lore Requirements

Mechanism: 7

Statistics

Minimum Cost: 300 silver pieces

Construction Time: 2 days

Affected Area: See Below

Time to Failure: Indefinite

Threshold Adj.: +0

Description

An **Hourglass Trigger** is a time delay for another separate trigger. Once activated, it performs its task by pouring sand from a raised pan onto a small pressure plate. Once the weight of the sand on the pressure plate rises to a preset level, the **Hourglass** activates the trap. **Hourglass** triggers may be set to delay a trigger for any length of time from a few seconds up to an hour. Of course, setting a long delay makes the **Hourglass** less accurate.

Level Sensing

Skill and Lore Requirements

Mechanism: 9

Statistics

Minimum Cost: 100 silver pieces per level of the triggered trap.

Construction Time: 1 day

Affected Area: 1 object

Time to Failure: Indefinite

Threshold Adj.: +3

Description

A **Level Sensing** trigger is a miniature version of a counter-balance trigger. On one end of the counter-balance mechanism is a small weight. On the other is a drop of quicksilver (mercury) held in a shallow pan. If the pan holding the quicksilver is ever tipped, the quicksilver flows out and upsets the counter-balance. This, in turn, activates the trap. Due to its nature, the entire

triggering mechanism can easily be hidden within an enclosed box.

Lever

Statistics

Minimum Cost: 20 silver pieces per level of the triggered trap.

Construction Time: 30 minutes

Affected Area: See below

Time to Failure: Indefinite

Threshold Adj.: -2

Description

A lever is an extremely simple triggering mechanism. It consists of a wooden or metal rod protruding from a slot in a wall or panel. It can be either large and obvious or small and concealed. When moved, the lever activates some other mechanism, such as a trap. When a large lever is encountered, experienced adventurers have no doubt that a trap exists nearby. The only question that arises is WHICH levers should be pulled, and in what order. Particularly juicy are the ones labeled "Don't Pull Me."

Pressure Plate

Skill and Lore Requirements

Mechanism: 4

Statistics

Minimum Cost: 50 silver pieces per level

Construction Time: 2 days

Affected Area: ½ foot by ½ foot per level

Time to Failure: Indefinite

Threshold Adj.: +0

Description

This trigger usually takes the form of a block of stone or solid wood panel. When sufficient force is applied to the **Pressure Plate**, it depresses and triggers the trap.

Spring Rod Trigger

Skill and Lore Requirements

Mechanism: 5

Statistics

Minimum Cost: 25 silver pieces per level of the triggered trap.

Construction Time: 1 day

Affected Area: See below

Time to Failure: 2 years

Threshold Adj.: +2

Description

“When a large lever is encountered, experienced adventurers have no doubt that a trap exists nearby. The only question that arises is WHICH levers should be pulled, and in what order. Particularly juicy are the ones labeled ‘Don’t Pull Me.’”

A **Spring Rod Trigger** consists of a tiny rod protruding through a small hole in a panel. The rod is held in place by a spring and acts as a sort of “button.” The mechanism of the **Spring Rod** can be set up so that a trap is triggered when the rod is either pressed or released.

Tension Cord

Skill and Lore Requirements

Mechanism: 1

Statistics

Minimum Cost: 20 silver pieces

Construction Time: 10 minutes

Affected Area: See below

Time to Failure: 1 year

Threshold Adj.: -10

Description

Tension Cords activate when a cord is cut or its tension is otherwise freed. They are usually set up in areas where several **Trip Cords** exist. After a thief disarms half a dozen **Trip Cords** by cutting them, he will gleefully activate a **Tension Cord** without a thought.

Trap Door

Skill and Lore Requirements

Mechanism: 2

Statistics

Minimum Cost: 75 silver pieces per level of the triggered trap.

Construction Time: 1 week

Affected Area: A rectangular door having a width of 5 feet and a length of 5 feet plus 1 foot per level.

Time to Failure: Indefinite

Luck: See below

Description

A **Trap Door** is a spring-loaded door imbedded in a floor. It is designed to suddenly open when tripped by the weight of someone standing on it. When activated, anyone standing on the **Trap Door** must make a *Luck Roll* with *Agility Adjustments* or fall through the opening. The door immediately closes after depositing its quarry, ready for another victim.

Trap Doors commonly lead to **Chutes** and **Pits** and can only be used in structural traps.

Trip Cord

Statistics

Minimum Cost: 5 silver pieces per level of the triggered trap.

Construction Time: 5 minutes

Affected Area: See below

Time to Failure: 1 year

Threshold Adj.: -7

Description

A **Trip Cord** is a string that triggers a mechanism when pulled. They are usually set in dark passages about 3 to 4 inches above the ground. In normal torchlight, a trip cord can be seen without too much difficulty. Allow anyone walking toward a trip cord in normal lighting conditions a *Perception Check* against a *Threshold* of 6 to spot the trigger. If the person is running down the passage, increase the difficulty of the *Perception Check* to 10. Trip cords are usually used in Rural Traps but may be incorporated into Booby or Structural Traps.

Tumbler Trigger

Skill and Lore Requirements

Mechanism: 5

Statistics

Minimum Cost: 200 silver pieces per level of the triggered trap.

Construction Time: 1 week

Affected Area: 1 lock

Time to Failure: Indefinite

Threshold Adj.: +2

Description

A **Tumbler Trigger** is a device built into a lock's mechanism. If anyone attempts to open the lock without the proper key, the trigger will activate. Any person successfully picking the lock on his first *Opening Locks* attempt will 'trick' the tumbler and circumvent the trap.

Vibration Sensitive Trigger

Skill and Lore Requirements

Mechanism: 7

Statistics

Minimum Cost: 250 silver pieces per level of the triggered trap.

Construction Time: 3 weeks

Affected Area: 1 foot radius per level

Time to Failure: Indefinite

Threshold Adj.: +5

Description

A **Vibration Sensitive Trigger** activates when a tremor is sent through the floor or wall. Due to the crude nature of the technology used in its manufacture, these triggers can only detect large vibrations. The higher the level of the trigger's creator in *Mechanism*, the smaller the tremor required to activate the trap. Use the following table as a general guide:

Trigger Level	Vibration Required to Trigger
1-7	Explosion (Gunpowder, Ball Lightning Spell)
8	Iron spike driven into wall
9	Nearby cannonfire, Thunderclap spell
10	Nearby gunfire, Lightning Bolt spell
11	Running Giant/Ogre/Horse, dragon roar
12	Walking Giant/Ogre/Horse, running Human
13+	Walking Human

Vibration sensitive triggers can be used only in structural traps.

Barriers

Barriers are any passive man-made obstruction placed between a character and his goals. These include gates, doors, secret doors, and walls. This section gives descriptions of a variety of barriers for easy reference during game play.

For the Overlord

In the real world, barriers exist to protect a building's contents from the elements and to keep out unwanted visitors. In role-playing games, barriers play an entirely different role. As the Overlord, you should understand this difference, because it is vital to understanding *your* role in gaming sessions. All-too-often, game masters think of doorways and locks as physical obstructions whose purpose is to stop the characters from doing whatever it is they need to do. So, please pay attention. In role-playing games, barriers exist to make a game more interesting. They exist to increase dramatic tension. They exist to encourage characters to act heroically. If a barrier doesn't satisfy at least one of these goals, *leave it out of your story*. It will only slow down the action by introducing an unnecessary and dreary exercise.

Of course, you've got to have walls and doors in your world. Buildings are one of the very few features of *almost* all fantasy worlds. No one

is suggesting that you eradicate these elements entirely from your game. Just don't make them *barriers* unless it will enhance the storyline. Leave them as part of the setting and nothing more. How do you accomplish this miraculous feat? Simple. Leave the door unlocked. Leave the window unlatched. Put a "secret" door in a wall with wet footprints leading up to it and wet fingerprints on a nearby torch sconce. Have the mortar of a brick wall crumble in a character's probing hands due to extreme age. Make the doorframe weak so that a well-placed kick will permit entry. If someone in the party has the skill of *Opening Locks*, make the gate's lock ridiculously easy to pick. Just to make sure, roll in secret and ignore the result. You've already decided the gate isn't a barrier, so why let a die roll tell you otherwise? If nothing else, just tell them they beat it down and move on. *If a barrier doesn't add to the story, for God's sake let the characters past it.*

In fact, introducing a barrier can be a bad idea even if it *does* increase dramatic tension. Suppose a band of mighty adventurers is sucked through a dimensional vortex into hell. The only way to return home is through the Well of Souls, which is guarded by a sizeable pack of hellhounds. With great difficulty and expenditure of resources, the heroes fight their way to a large iron door with the words "Well of Souls" forged into its surface. They have finally arrived. The muscle-bound fighter lifts the iron ring on the door and pulls. Unfortunately, it doesn't budge, since you logically concluded that any door in front of the Well of Souls would surely be locked. Unfortunately, the group's only lock picker was slain several demon swarms back. What now? The door has certainly increased dramatic tension. If the group doesn't get through the door, they are doomed. Unfortunately, unless you have some grand purpose for the door that you are going to quickly reveal, the story has come to a complete standstill and the party is in very deep doo-doo.

As this example illustrates, it might not always be obvious to you during the course of play when to leave a door as merely a part of the setting rather than use it as a barrier. If so, you might want to try out these simple rules of thumb:

"In role-playing games, barriers exist to make a game more interesting.

They exist to increase dramatic tension. They exist to encourage characters to act heroically.

If a barrier doesn't satisfy at least one of these goals, leave it out of your story."

- 1) Feel free to create whatever barriers you want to areas having nothing to do with the primary goal of the adventure.
- 2) If the characters have only one viable physical path between themselves and their primary goal,

don't introduce *any* real barriers between them and it. Any gates and doors between them and their destination should be part of setting.

- 3) If there is more than one physical route for the group to get to their goal, it's fine to introduce barriers.
- 4) If all attempts to get past your barriers fail, make sure the last remaining route isn't an actual barrier. The barriers you have introduced up to that point did their job. They increased the dramatic tension (right?). Now, get on with the story.

At first thought, you might find it hard to make something as ordinary as a door increase the dramatic tension of a game. But, it's really no great mystery. Suppose your players decide to pilfer some prize bauble from a mansion near their characters' favorite hangout. They sneak up to the estate, climb over the wrought iron fence, and skulk to the back door when they discover it is locked. At this point, the door is merely blocking the characters from their goal without enhancing the storyline. How can this door be made more interesting? If one of the characters notices two bowls on the porch with the labels "Fang" and "Spike," tension has suddenly increased. The pressure of time has entered into the picture. The group must somehow get inside the house before the guard dogs notice them. The door has become a challenge. And, if they don't manage to get through the door, there is always an upstairs window through which they can climb.

Now that we're clear about when barriers are appropriate, it would be nice to have some idea about the physical characteristics of the more common types.

Absorption for Barriers

Note that, unlike normal armor, the absorption ratings of barriers can absorb all of the damage inflicted on any given blow. For example, an iron bar has an *Absorption* of 10 against blunt weapons. That means that any blow from a blunt weapon striking for less than 11 points inflicts NO damage to the bar whatsoever.

Damaging Barriers

If an assailant pummels a barrier, he is allowed one attack per second against a *Defense* of 0. Needless to say, barriers do not have vital organs. As such, they do not suffer from the effects of *Severity Damage*.

Any edged weapon striking an iron barrier must make a *Luck Roll* on every blow against a *Threshold* equal to the amount of damage delivered in the blow. If any single *Luck Roll* rolls a natural 1, the weapon breaks. Otherwise, each failed *Luck Roll* permanently lowers the

damage delivered by the weapon by 1 point. The weapon may be re-sharpened at a rate of one point per hour by anyone with the talent of *Weaponry Care*.

Finally, metal barriers are unaffected by fire (unless a character brings a forge and bellows with him).

Awarding E.P. for Barriers

If skills such as *Opening Locks* or *Climbing Walls* fail to overcome a barrier, the barrier has essentially won. You cannot out think a door. You cannot beguile or seduce a door. Nor can you threaten it. You either find some other means of entry or you beat your way through. In either case, the door claims victory. Players bludgeoning their way through doors might argue otherwise, since they are used to getting Experience Points for doing the same to monsters. However, the purpose of a door (or any physical barrier, really) is to stand there and take punishment until sundered. The same cannot be said for monsters. Consequently, no experience points are awarded for the barriers themselves.

Note that characters are denied experience only when they fail to pass the barrier or resort to brute force. Characters can still gain experience by using skills such as *Opening Locks*, *Finding Secret Doors*, or *Climbing Walls*. In any of these cases, the clever application of skills circumvents the barriers' primary purpose of "standing there and taking punishment until sundered."

Physical Barriers

Barred Barrier

Bars add security to existing barriers, usually doors and gates. Since bars merely strengthen existing barriers, they could logically be considered as something other than a true barrier themselves. Nevertheless, in game terms it is easiest to handle them in this fashion. A door that is barred, therefore, is considered to consist of two barriers: the door and the bar.

If the bar securing a barrier cannot somehow be removed, the barrier itself will have to be destroyed. When damage is delivered to a barred barrier through physical blows, half of the damage is transferred to the bar(s) holding it. If multiple bars are used to secure a barrier, half of all the physical damage delivered to the barrier is distributed evenly to the bars. A battering ram used to sunder a castle's front gate will often need to break a bar holding the gate closed.

Bars can be made of either wood or steel. Both serve well in this capacity. Of course, steel bars are quite a bit smaller than those made from timber, can absorb more damage per blow, and are considerably more expensive. Consequently, metal bars are used only in rare situations where the added expense is justified.

Bar Type	DT	Abs.	Approx. Cost
Light Wooden Bar	30	5	10 sp.
Light Iron Bar	30	10	50 sp.
Medium Wooden Bar	50	5	20 sp.
Medium Iron Bar	50	10	100 sp.
Heavy Wooden Bar	75	5	30 sp.
Heavy Iron Bar	75	10	200 sp.
Oak Timber for Gate	100	5	150 sp.
Iron Reinforced Oak Timber	200	8	1,000 sp.

Iron Bars

Iron bars commonly secure jailhouse windows and are often used in creating prison cells. They are normally placed 4 inches apart, unless the cell happens to be in a province widely populated by gnomes or hobs, in which case they will be more closely spaced. If a character decides he is going to exit his cell by cutting through the bars, he must remove one bar for every 18 inches of height before he can squeeze through. Of course, the sharp ringing of the metal bars as they are hammered or sawed will echo loudly through most dungeons, so this option is rarely viable.

All iron bars absorb 12 damage against bladed weapons and 10 damage against blunt ones. The prices on the following table assume each bar has a 10-foot length.

Bar Type	DT	Thickness	Approx. Cost
Light Iron Bar	25	½ inch	25 sp.
Medium Iron Bar	50	¾ inch	50 sp.
Heavy Iron Bar	100	1 inch	100 sp.
Massive Iron Bar	300	2 inches	500 sp.

Iron-Bound Wooden Door

Iron-Bound Wooden Doors are a compromise between the sturdy but expensive iron door and the cheap but vulnerable wooden door. It is really nothing more than a common wooden door onto which thin iron plates have been bolted. Generally, the plates are attached only to the side of the door where the major threat is expected. The plates provide the door with greater shock absorbing capability and give the wood a little protection against flame. The side lacking the iron protection absorbs damage like any normal wooden door.

These doors have an *Absorption Rating* of 3 versus blade weapons and 5 against blunt weapons on the wooden side and an *Absorption Rating* of 8 to all weapons on the ironbound side.

Type	DT	Approx. Size	Approx. Cost
Light Door	50	3x7 feet	150 sp.
Medium Door	75	4x7 feet	200 sp.
Heavy Door	150	4x8 feet	400 sp.
Massive Door	300	5x10 feet	800 sp.
Castle Drawbridge	550	15x20 feet	2,500 sp.

Iron Door

Iron Doors are expensive due to the skills and materials necessary to make them. Although they are often coated

with oil or an oil-based paint to protect them from the air, most are colored in spots by the reddish tint of rust. Even so, they are formidable obstacles. An iron door has an absorption rating of 12 against bladed weapons and 10 against blunt ones.

Type	DT	Approx. Size	Approx. Cost
Light Door	100	3x7 feet	500 sp.
Medium Door	200	4x7 feet	1,000 sp.
Heavy Door	400	4x8 feet	2,000 sp.
Massive Door	600	5x10 feet	4,000 sp.
Vault Door	1,000	3x7 feet (4 inches thick)	8,000 sp.

Iron Gate

Iron Gates are made up of iron bars placed in a grid layout. They are often used as doorways in jail cells and as portcullises in the castles of wealthy nobility.

Anyone attacking a gate physically may concentrate his blows at a particular portion of the gate. If any single bar sustains more than one-fifth of the gate's maximum *Damage Tolerance*, it is destroyed. It is otherwise impossible to inflict severe or critical blows. For door-sized gates, two bars for every 3 feet of a character's height must be so destroyed before passage is possible. For a large gate or portcullis, one bar for every 3 feet of a character's height must be removed to allow passage.

An **Iron Gate** *Absorbs* 12 damage versus blade weapons and 10 against blunt weapons.

Type	DT	Approx. Size	Approx. Cost
Light Gate	80	3x7 feet	250 sp.
Medium Gate	160	4x7 feet	500 sp.
Heavy Gate	320	5x10 feet	1,000 sp.
Massive Gate	480	7x15 feet	2,000 sp.
Portcullis	800	15x20 feet	4,000 sp.

Secret Door

One of the best ways of keeping trespassers from entering doors is to keep them from knowing of their existence in the first place. **Secret Doors** do this nicely. It takes a keen eye and a bit of luck to detect a well built secret door, even when performing a careful search. Special skills, such as *Finding Secret Doors*, make the task of finding these elusive portals easier. However, you still have to be wart enough to look.

A character lacking the "Finding Secret" skills may still search for secret doors. To discover one, the searcher must make a *Perception Check* against a *Threshold* of 5 plus half of the level obtained by its maker in the skills needed to craft it. Thus, to find a door fashioned at 9th level, a character must overcome a *Perception Check Threshold* of 10 (5+9/2).

The *Success Threshold* a character must overcome when searching for a secret door using the *Finding Secret Doors* skill also depends on the craftsmanship of the door's creator. In general, the *Success Threshold* equals 15 plus whatever level adjustment the craftsman has in constructing the appropriate secret door (i.e. wooden, stone, brick, metal, etc.)

Note that simply finding a secret door does not, in itself, allow a character to open it. Some other nearby trigger may need to be found (perhaps requiring another roll) before the door can be opened.

The following descriptions give an indication of the difficulty and E.P. Awards for finding and passing through a secret barrier. Note that the E.P. Award is given only if a door is spotted and entered from the 'secret' side. Opening a secret door from behind is usually no trick at all, and deserves no reward.

The descriptions also give Monetary Value Adjustments based on the level at which a door is crafted. This value is the approximate amount that a craftsman of the appropriate level would charge (above and beyond expenses) to build a normal secret door.

Creating a secret door is difficult and requires extensive training to do properly. For information on how secret doors are constructed, see the following crafts:

Crafting Secret Doors in Mortared Walls Skill and Lore Requirements

Masonry: 5

Statistics

Base: 4

Description

Brick and laid stone are wonderful mediums in which to build secret doors. The wide variety of textures and the staggered patterns of the brick and stone provide a scene that is naturally confusing to the eye. In such a surface, the outlines of a secret door can be concealed with relative ease. Unfortunately, the material itself is somewhat difficult to work with, being better suited for the construction of walls rather than doors. Even so, when the bricks or stones are laid properly, the secret door will vanish before your eyes. While the mortar does decay more quickly than solid stone, such a door can easily last for decades.

The cost for the materials needed to build such a door generally equals about 100 silver pieces per craft level for a normal human-sized door. This value should be adjusted for doors that are made larger or smaller, depending on the requirements of the door. A secret door made in this way will usually require three to five days to build.

If a secret door built into a mortared wall is discovered and the characters decide to physically beat their way through the door, treat it as a normal stone door.

Brick Secret Door Craftsmanship Table

Craft Level	Success Threshold to Find	E.P. Value for Finding and Entering	Monetary Value Adj. (silver pieces)
0	15	2	+70
1	16	3	+100
2	17	4	+250
3	18	5	+350
4	19	6	+500
5	20	9	+750
6	21	12	+1,000
7	22	18	+1,300
8	23	24	+1,750
9	24	36	+2,300
10	25	50	+3,000
11	26	80	+4,250
12	27	120	+5,500
13	28	180	+7,500
14	29	250	+10,000
15	30	360	+13,000

Crafting Secret Doors in Metal Skill and Lore Requirements

Smithery: 5

Statistics

Base: 4

Description

Due to the great expense of iron, copper, silver, and metallic alloys, secret doors are rarely made from metal. This is truly unfortunate since metal is an ideal medium from which to construct such a device. Unlike wood and stone, metal has no inherent grain structure to provide clues to a passer-by. In addition, metal can be fashioned into nearly any shape with relative ease and is extremely durable. When a secret door is constructed in metal, the outline of the door is usually disguised with a riveted metal framework which has the appearance of a strip used to close the seam between two metal plates. Rarely is a door placed within another flat plate, and then only when some pattern is engraved in the surface of the plate to hide the door's telltale signs. While many metals rust, even iron doors can last for decades.

The cost for the materials needed to build a secret door in metal generally equals about 1,500 silver pieces for a normal human-sized door. This value should be adjusted for doors that are made larger or smaller, depending on the requirements of the door. A metallic secret door usually requires three to five days to fashion provided an appropriate forge is handy.

If a metal secret door is discovered and the characters decide to beat down the door, treat it as a normal iron or ironbound door.

Metal Secret Door Craftsmanship Table

Craft Level	Success Threshold to Find	E.P. Value for Finding and Entering	Monetary Value Adj. (silver pieces)
0	15	2	+100
1	16	3	+200
2	17	4	+350
3	18	5	+500
4	19	6	+750
5	20	9	+1,000
6	21	12	+1,300
7	22	18	+1,750
8	23	24	+2,300
9	24	36	+3,000
10	25	50	+4,250
11	26	80	+5,500
12	27	120	+7,500
13	28	180	+10,000
14	29	250	+13,000
15	30	360	+17,000

Crafting Secret Doors in Stone Skill and Lore Requirements

Masonry: 8 Stone Lore: 8

Statistics

Base: 6

Description

Stone is undoubtedly the most difficult building material in which secret doors are placed. Even to the untrained eye, an improperly placed stone can attract attention. When done properly, however, a secret door crafted in a stone wall is hard to spot. In addition, the stone is obviously resistant to weathering and decay and will remain functional indefinitely.

Stone doors may be created in either worked stone (as in a castle dungeon) or natural stone (as in a cave).

Despite the skill and lore requirements given above, the craftsman must also have attained sufficient level in *Masonry* to actually work the stone from which the door is constructed.

The cost for the materials needed to build a secret door in stone generally equals about 200 silver pieces per craft level for a normal human-sized door. This value should be adjusted for doors that are made larger or smaller, depending on the requirements of the door. A stone secret door will often require more than a week to build.

If a stone secret door is discovered and the characters decide to beat down the door, treat it as a normal stone door.

Stone Secret Door Craftsmanship Table

Craft Level	Success Threshold to Find	E.P. Value for Finding and Entering	Monetary Value Adj. (silver pieces)
0	15	2	+150
1	16	3	+250
2	17	4	+500
3	18	5	+700
4	19	6	+1,000
5	20	9	+1,500
6	21	12	+2,000
7	22	18	+2,750
8	23	24	+3,500
9	24	36	+4,750
10	25	50	+6,250
11	26	80	+8,500
12	27	120	+11,250
13	28	180	+15,000
14	29	250	+20,000
15	30	360	+26,000

Crafting Secret Doors in Wood Skill and Lore Requirements

Carpentry: 5

Statistics

Base: 2

Description

Secret doors may be most easily constructed in wooden buildings and in rooms having wooden paneling. This is because the wood itself is one of the easier building materials to work with and because the paneling surrounding the door can be laid out in an unobtrusive decorative manner to blend the door in perfectly with the surrounding wall. Unfortunately, of all of the materials from which secret doors are constructed, wooden secret doors are the easiest to spot with a simple rap of the knuckle. They are also much more susceptible to decay and rot unless maintained.

The cost for the materials needed to build a secret door (and provide appropriate surrounding paneling) generally equals about 50 silver pieces per craft level for a normal human-sized door. This value should be adjusted for doors that are made larger or smaller, depending on the requirements of the door. Wooden secret doors generally require no more than a single day to construct.

If a wooden secret door is discovered and the characters decide to beat down the door, treat it as a normal wooden door.

Wooden Secret Door Craftsmanship Table

Craft Level	Success Threshold to Find	E.P. Value for Finding and Entering	Monetary Value Adj. (silver pieces)
0	15	2	+15
1	16	3	+20
2	17	4	+50
3	18	5	+70
4	19	6	+100
5	20	9	+150
6	21	12	+200
7	22	18	+275
8	23	24	+350
9	24	36	+475
10	25	50	+625
11	26	80	+850
12	27	120	+1,125
13	28	180	+1,500
14	29	270	+2,000
15	30	360	+2,600

Stone Door

Stone Doors are more common than iron doors but are often overlooked since they are primarily used as secret doors in stone walls. They are also used by civilizations lacking the skills of iron working as the favored barriers guarding sacred temples and tombs.

Stone doors have an *Absorption* rating of 9 versus blade weapons and 7 against blunt weapons.

Type	DT	Approx. Size	Approx. Cost
Light Door	100	3x7 feet	400 sp.
Medium Door	200	4x7 feet	800 sp.
Heavy Door	400	4x8 feet	1,600 sp.
Massive Door	600	5x10 feet	3,200 sp.
Temple Door	1,000	7x15 feet (4 inches thick)	4,800 sp.

Stone Wall

A **Stone Wall**, for those unfamiliar with the concept, is a planar standing barrier fashioned from igneous, metamorphic, or sedimentary non-contiguous mineral formations and structured in such a way as to eradicate any possibility of circumnavigation. In other words, it's a wall made of rock.

Stone Walls withstand 75 points of damage per inch of thickness before they crumble. Since even the thinnest stone walls are rarely less than 6 inches thick, characters tend to simply walk around them. If some stubborn character insists on a direct penetration of the barrier, stone walls absorb 10 damage versus blade weapons and 8 against blunt weapons. Any wall that sustains enough damage to cause a breach will open a hole having a diameter of 2d4 feet. The hole may be further widened by 1 foot for every 75 points of additional damage delivered. Of course, stone walls having a thickness of greater than a few feet demand true mining skills to rupture.

Obviously, climbing is the most common method of obtaining passage to the opposite side of a **Stone Wall** when a door is unavailable and simply strolling around it is impossible. Any character climbing a wall must make *Success Roll* with *Perception*, *Physical Strength*, and *Agility Adjustments* versus a *Success Threshold* that corresponds to the type of surface listed below.

Surface Type	Success Threshold	E.P. Value per 20 foot climb*
Mortared natural stone	15	3
Sheer rough hewn wall	20	5
Mortar and brick wall	25	9
Sheer smooth wall	30	18
Sheer polished wall	35	36

* E.P. Value may be adjusted (at the Overlord's discretion) for unusually tall walls (see **Heights** in the **Natural Hazards** section for suggestions on various *Risk Factors*).

Characters lacking the *Climbing Walls* skill have no skill adjustments on the *Success Roll* but suffer no additional penalties. A climber must make a roll for every 20 feet of climbing. Failing this, he falls (see **Heights** in the **Natural Hazards** section for the bloody consequences). Proper climbing gear is required for any climbs where the *Success Threshold* equals or exceeds 25.

Wooden Door

Wooden Doors represent the single most common barrier encountered by most characters. Most doors allow egress from one interior room of a building to another. Interior doors present lighter defenses than their exterior counterparts, which are fewer in number and more heavily fortified to bar the entry of an unsavory world.

Wooden doors have an *Absorption* rating of 3 versus blade weapons and 5 against blunt weapons.

Type	DT	Approx. Size	Approx. Cost
Light Door	25	3x7 feet	20 sp.
Medium Door	50	4x7 feet	40 sp.
Heavy Door	100	4x8 feet	80 sp.
Massive Door	200	5x10 feet	250 sp.
Castle Drawbridge	400	15x20 feet	1,000 sp.

Wooden Gate

Wooden Gates are grids of wooden planks or timbers fastened with iron fittings. They are generally used in places where the expense of an iron gate is not justified.

Anyone physically attacking a gate may concentrate his blows at a particular location. If any single bar sustains more than one-fifth of the gate's maximum *Damage Tolerance*, it is destroyed. It is otherwise impossible to inflict severe or critical blows. For door-sized gates, two bars for every 3 feet of a character's height must be so destroyed before passage is possible. For a large gate or

portcullis, one bar for every 3 feet of a character's height must be removed to allow passage.

Made of heavy wood and reinforced with iron, a wooden gate can withstand damage a little more easily than a normal wooden door. They *Absorbs* 5 damage versus blade weapons and 8 against blunt weapons.

Type	DT	Approx. Size	Approx. Cost
Light Gate	25	3x7 feet	50 sp.
Medium Gate	50	4x7 feet	100 sp.
Heavy Gate	100	5x10 feet	200 sp.
Massive Gate	175	7x15 feet	400 sp.
Portcullis	350	15x20 feet	800 sp.

Magical Barriers

Magical barriers are created and sustained purely by arcane or priestly magic. Such barriers usually exist without direct support of a spell caster. Instead, they are sustained by enchantments such as the mage spells **Ward** or **Charm of Making**. Permanent illusionary barriers can be established with the mage spell **Continual Catoptrics of Cambrensis**. Religious barriers are usually set up with spells specifically geared toward the task. Examples of these include **Hades Vigilant Guard** and **Anubis's Black Guardian**. Others are established via **Prayers**. Unless otherwise stated in the spell description, the removal of a magical barrier demands some type of magic disruption such as a **Disenchantment** or **Magick, Begone!**

For the Overlord

The experience point values of magical barriers must be calculated by hand. To do so, set the *Difficulty Level* equal to the barrier's spell level. The *Risk Factor* will vary from one spell to another depending on the danger it poses to anyone encountering it. See **Awarding Experience for Hazards** at the beginning of the **Hazards** section for details on how to determine these values.

Hereafter are lists of priest and mage spells that can potentially be used as barriers. These should provide you with some interesting ideas in setting up your campaigns. Keep in mind, though, that magical barriers can only be established by powerful mages or priests. Use them sparingly so that they do not become commonplace in the eyes of the players. If you dole them out properly, the mere presence of a magical barrier will enhance the mystique of an ancient temple ruins or a powerful sorcerer's tower.

Magical Barriers (Priest Spells)

Spell	Religious Category
Amaethon's Arboreal Army	Nature
Anubis's Black Guardian	Ritual
Brilliant Aura	Miracle
Byelobog's Brilliant Halo	Miracle
Chernobog's Dark Aura	Curse
Curse of the Mummy	Curse
Demeter's Wintery Sorrow	Nature
Earthquake	Wrath
Enki's Clay Golem	Ritual
Erato's Arrow of Love (when delivered by a bolt trap)	Miracle
Fire and Brimstone	Wrath
Fissure	Wrath
Freyr's Gamboling Sword	Battle
Freyja's Golden Necklace	Curse
Hade's Vigilant Guard	Ritual
Holly Grove	Nature
Impassable Forest	Nature
Lingering Retribution	Wrath
Melpomene's Mask of Tragedy	Symbol
Pans Pipes of Panic	Nature
Sebek's Beloved Pet	Nature
Shamash's Pillar of Flame	Wrath
Siren's Song	Miracle
Spectral Wonder	Miracle
Svarogich's Fiery Serpent	Wrath
Thalia's Mask of Comedy	Symbol
Tiamat's Aquatic Kindred	Wrath
Zorya's Impervious Gate	Ritual

Magical Barriers (Mage Spells)

1. Advancing Flame Wall
2. Aerial Bridge
3. Aerial Staircase
4. Black Forest
5. Burning Circle
6. Cage of Cambrensis
7. Caustic Mist
8. The Confounding Corridor of Cambrensis
9. Conjure Air Elemental
10. Conjure Earth Elemental
11. Conjure Fire Elemental
12. Conjure Water Elemental
13. Cyclonic Passage
14. Dancing Blade
15. Darkness
16. Death's Pot Breeze
17. Dimensional Portal
18. Diminish
19. Door Keep
20. Dust Devil
21. Enchanted Forest
22. Eternal Champion
23. Eternal Passage
24. Extended Force Field
25. Faust's Fallacious Facade
26. Faust's Fabulous Footmen
27. Fear
28. Fire Wall
29. Foliage Fiend
30. Force Field
31. Gale
32. Glue
33. Glyph
34. Golem
35. Guardian of the Dead
36. Hailstorm
37. Haunted Forest
38. Hexagram
39. Icy Glaze
40. Illusionary Beast
41. Illusionary Boulder
42. Illusionary Flame
43. Illusionary Flood
44. Illusionary Fog
45. Illusionary Frost
46. Illusionary Maze
47. Illusionary Nausea
48. Illusionary Pit
49. Illusionary Wall
50. Inspirit Tree
51. Invulnerability Globe
52. Liquid Flame
53. Magick Begone!
54. Mirage
55. Nightshade
56. Noxious Fumes
57. Oil Slick
58. Omnipotent Sphere
59. Open Sesame!
60. Pentagram
61. Phantasmagoria
62. Pixie Led
63. Portal Blink
64. Sand Castle
65. Signet
66. Silence
67. Silent Sentry
68. Sound Barrier
69. Stinging Nettles
70. Tetragram
71. Thorny Tangleroot
72. Thorny Thicket
73. Toadstool Clump
74. Trigram
75. Veiling Mist
76. Wall of Blades
77. Web
78. Web Wall
79. Witch Wind

Locks

Locks are mechanical devices used to secure doors and gates. In game terms, a lock is not actually a barrier but is a device that serves to hold a barrier in place. Such devices do not always demand keys to open. Some require the owner to remember a numbered combination or the solution to some tricky puzzle.

Of course, like any other physical device, locks can be damaged by physical abuse. The mechanisms are usually designed, however, to break in a manner that maintains the security of the barrier. In other words, a broken lock usually stays locked and cannot be opened even with its original key.

Crafting Locks

The mechanisms in this section are described in terms of the skills needed to make them. It is, after all, the skill of the locksmith that a thief pits himself against when breaking into a wealthy estate.

Each locksmith craft has a set of *Skill and Lore Requirements* that must be met before a person is able to gain the craft. Once the requirements are met, a person may begin fashioning a device if he has the proper schematics, materials, and workshop. (Note: a person does not have to have the actual Locksmith class to fashion locks. It merely helps.)

In order for a person to make a particular lock, he must gain levels in the craft related to it. It is this craft level that a thief pits his own skills against when attempting to pick a lock.

Each description gives examples of locks presented in two tables. The first table gives a variety of craftsmanship levels along with the required thresholds to open the corresponding locks. Here is also listed a price adjustment based on the lock's quality. The next section describes the physical characteristics of a variety of lock types (their size, *Damage Tolerance*, etc.) This section also gives the base price of a lock depending on its size and difficulty of manufacture.

Trapping Locks

If a lock is somehow trapped, any blow striking it forces it to make a *Luck Roll* against a *Luck Threshold* of 15 plus the amount of damage inflicted with the blow. The lock gains a bonus of +1 per craft level on such *Luck Rolls*. Failure triggers the trap. This roll must be repeated every time the lock is struck. Once the lock's maximum *Damage Tolerance* has been halved, its mechanism is destroyed, but the lock will not open until its *Damage Tolerance* is taken to zero.

Locksmith Craft Descriptions

Crafting Combination Locks

Skill and Lore Requirements

Mechanism: 12 Smithery: 8

Statistics

Base: 4

Description

A **Combination Lock** is opened by sequentially entering a series of numbers. Usually, the numbers are entered via a single dial having numbers around the edges. The dial is turned in one direction and then the other to select the number sequence that will open the lock. These locks are highly expensive to produce and require a fairly high level of technological sophistication (they weren't invented until the late Renaissance). As such, they are used mainly in situations demanding the highest security. If needed, a combination lock can be made into a padlock form.

The mechanism of a combination lock is highly protected from the environment. Consequently, these locks generally will last longer than the barriers they secure.

Combination locks are complex devices whose internal mechanisms are well shielded from the probing tools of thieves. As a result, the skill of *Opening Locks* does not apply to these formidable barriers. Any thief who must circumvent these locking mechanisms must either destroy the barrier physically or master the craft *Opening Combination Locks* (described hereafter).

A combination generally consists of 3 or 4 numbers. More can be added for specifically designed locks, but a longer sequence of numbers only thwarts thieves attempting every possible combination (a time-consuming task indeed). Otherwise, having a long sequence does not really make the lock any more difficult to 'crack' for a professional equipped with the *Opening Combination Locks* skill. If one of the lock's numbers can be discovered, then the others should not be difficult.

Combination Locks cannot be trapped easily since the actual mechanism is so well hidden. Of course, a trap could be set to spring when any incorrect combination is entered, but such traps are highly dangerous to the owner as well and are usually avoided. One common trap used in securing combination vaults is to simply secure glass nodules of poisonous gas within the vault door. If anyone attempts to blast the door open, the nodules will shatter releasing the deadly vapor.

Combination Lock Craftsmanship Table

Craft Level	Success Threshold to Open	E.P. Value for Picking Lock	Monetary Value Adj. (silver pieces)
0	15	2	+0
1	16	3	+30
2	17	4	+70
3	18	5	+100
4	19	6	+150
5	20	9	+200
6	21	12	+275
7	22	18	+350
8	23	25	+475
9	24	40	+625
10	25	60	+850
11	26	90	+1,125
12	27	125	+1,500
13	28	200	+2,000
14	29	300	+2,600
15	30	375	+3,450

Type	DT	Approx. Size	Base Value
Small Lock	50	2 inches wide	500 sp.
Medium Lock	75	3 inches wide	750 sp.
Large Lock	125	6 inches wide	1,200 sp.
Vault Lock	200	12 inches wide	2,500 sp.

Opening Combination Locks
Skill and Lore Requirements

Opening Locks: 10 Mechanism: 8

Statistics

Base: 16

Opening Combination Locks is a highly specialized craft that focuses entirely on the discovery of a *Combination Lock's* proper combination. The skill requires a person to place his ear directly on the lock's faceplate while he slowly turns the lock's dial. By the faint clicks of the lock's internal mechanisms, the listener can judge when the dial has been turned to the correct number.

To open a combination lock, the lock picker must make a *Success Roll* with *Perception Adjustments*. A successful roll indicates the combination is correctly surmised. Only one such roll may be made for any given lock (until the lock picker gains another level in this craft).

Crafting Sequence Locks

Skill and Lore Requirements

Mechanism: 6 Smithery: 4

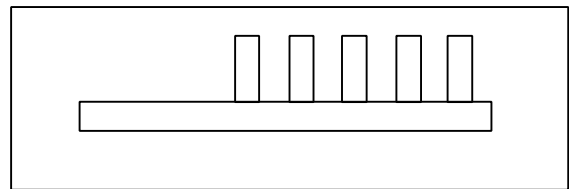
Statistics

Base: 2

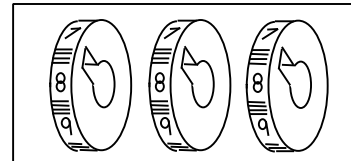
Description

A **Sequence Lock** has a number of dials that rotate about a common rod. Each dial has a set of numbers, letters, or symbols. Only a single combination of the symbols will allow the device to open. These locks are commonly embedded directly in leather satchels and briefcases and are occasionally made into the form of padlocks, which are applied to a variety of uses.

These locks demand little technical sophistication to produce and can be manufactured in any size, but are most commonly crafted in small latches. The internal mechanism is simple. The whole device centers on a metal rod having a number of ribs protruding from one side:



Between each rib is a circular metal dial that has a hole cut in the middle to fit around the central metal rod. The hole has a notch at one point to allow free passage of the protruding ribs:



If all of the notches are aligned, the ribs can pass freely through all of the notches and the lock opens.

Obviously, the more dials placed in the lock mechanism, the more combinations are possible. A large number of dials make it more difficult to brute-force open the lock by trying all of the combinations. However, a skilled thief is much more concerned with the quality of the lock's construction than in the number of dials. If he can determine the proper position of one dial through dexterous fingers and a sensitive touch, he can pretty well determine any number of them in the same lock.

The trick to picking this type of lock is inserting a thin metal probe between the housing and the individual dials. By use of the probe, the thief can find the location of each dial's internal notch and therefore know how to properly

position the dial. High quality *Sequence Locks* have a tight construction that makes inserting probes into their guts difficult.

Sequence Lock Craftsmanship Table

Craft Level	Success Threshold to Open	E.P. Value for Lock Pick	Monetary Value Adj. (silver pieces)
0	15	1	+0
1	16	2	+20
2	17	2	+40
3	18	3	+60
4	19	4	+80
5	20	5	+100
6	21	6	+150
7	22	9	+200
8	23	12	+275
9	24	18	+350
10	25	25	+475
11	26	40	+625
12	27	60	+850
13	28	90	+1,125
14	29	125	+1,500
15	30	200	+2,000

Type	DT	Approx. Size	Base Value
Tiny Lock	5	½ inch wide	50 sp.
Small Lock	10	1 inch wide	25 sp.
Medium Lock	25	2 inches wide	25 sp.
Large Lock	50	4 inches wide	50 sp.
Great Lock	100	6 inches wide	75 sp.

Crafting Skeleton Key Locks

Skill and Lore Requirements

Mechanism: 6 Smithery: 4

Statistics

Base: 4

Description

A **Skeleton Key Lock** is manipulated by, you guessed it, a skeleton key. They are commonly embedded directly in doors and chests and are often made into the form of padlocks, which are easily applied to a variety of uses.

Skeleton key locks are quite durable. Most will last 50 years and many will remain usable for much longer, depending on its exposure to the elements. If the lock is kept in a dry environment, it can last for centuries.

These locks come in all sizes and have keys to match. The internal mechanism has a number of metal rods of various lengths, called tumblers, which must be positioned exactly right for the lock to release its latch.

The key itself is nothing more than a rod of metal from which odd shaped protrusions extend on one end. The other end of the rod is flattened out in some fashion and is usually decorative. The key gains its name from its resemblance to a bony arm and fingers.

Theoretically, only the key that is made for the lock will be able to open it. Unfortunately, thieves are generally not too good at theory. Those with the skill of *Opening Locks* often have enough practical knowledge to thwart the lock's purpose. They must overcome a *Success Threshold* equal to 15 + 1 per level of the lock's creator to open a skeleton key lock.

Skeleton Key Lock Craftsmanship Table

Craft Level	Success Threshold to Open	E.P. Value for Lock Pick	Monetary Value Adj. (silver pieces)
0	15	1	+0
1	16	2	+20
2	17	2	+40
3	18	3	+60
4	19	4	+80
5	20	5	+100
6	21	6	+150
7	22	9	+200
8	23	12	+275
9	24	18	+350
10	25	25	+475
11	26	40	+625
12	27	60	+850
13	28	90	+1,125
14	29	125	+1,500
15	30	200	+2,000

Type	DT	Approx. Size	Base Value
Tiny Lock	5	½ inch wide	50 sp.
Small Lock	25	2 inches wide	25 sp.
Medium Lock	50	4 inches wide	50 sp.
Large Lock	125	6 inches wide	75 sp.
Vault Lock	200	10 inches wide	200 sp.

Natural Hazards

As the barriers presented by nature are not designed specifically to thwart characters, there is no easy way to determine the appropriate level a character should attain before attempting to, say, cross a raging river. Such feats are difficult but attainable for even beginning characters. Even so, the same tasks still present significant dangers to much more powerful characters. Finding the right balance of “too much” vs. “too little” becomes confused.

Because of the unstructured characteristics of natural settings, characters will encounter natural barriers that may take a high degree of skill to conquer in a totally successful manner but which present little danger even if the attempt is failed. At other times, the setting will present a hazard with deadly consequences if ignored but which requires almost not skill to avoid. In either case, the scenario rarely provides characters with much of a learning experience.

Even so, the shuffling of nature’s deck sometimes deals the party with hurdles that are both difficult to circumvent and which promise dramatic harm in any failed attempt. It is with these challenges that many heroes are forged.

For the Overlord

Natural hazards, as a rule, are difficult to partition into neat “Experience Point packages.” However, if players are not awarded for their novel solutions to the great variety of problems their characters can encounter, they will gravitate toward those solutions that do provide rewards. If a thief is not appropriately awarded for his efforts in sneaking around a dozing dragon, he will quickly turn his attention to the standard ‘hack-and-slash’ methods employed by warriors.

The following descriptions provide you with a framework on which to build scenarios in natural settings. Obviously, we could not cover everything you will ever need, but you should be able to get a good feel of how many experience points a character should earn from the given examples. Take your cue from here and let your imagination run wild.

Avalanche Danger Zone

(Snow)

Statistics

Associated Creatures: Air Elemental, Barbegazi, Black Bear, Frost Giant, Grizzly Bear, Ice Hag, Panther, Wolf, Yeti

E.P. Value: Experience points are awarded for detecting the

potential hazard of an avalanche and for completely avoiding its deadly embrace. Since the difficulty in a potential avalanche varies from one locale to another, the E.P. award should reflect this. See the description for specific E.P. Values.

Description

An avalanche is an enormous mass of alpine snow careening down the side of a mountain. Anyone in the path of the snowy river is in extreme danger of losing his life. The conditions that produce avalanches are common in the winter months in mountainous areas. All that is required is for a heavy snow to create a thick pile of loose white powder on the hilltops. Once the pile is in place, any loud noise can disturb the pile and to set it in motion. Once the avalanche starts moving, it produces a low rumbling sound that may be heard by any character making a *Perception Check* against a *Threshold* of 6.

The avalanche can be as narrow as 50 yards wide or as wide as 200 yards. Anyone in the avalanche’s path will have a short time to react if they hear the rumble of the approaching danger. Those traveling near the avalanche’s source in the mountain peaks will have 1d6 seconds before the snow hits them. Those nearer the bottom will have 2d8 seconds to react. Unfortunately, any character that is traveling through knee-high snow (likely given the circumstance) has his *Speed* cut to one-quarter normal.

Anyone with *Mountain Lore* who is about to enter an avalanche danger zone is entitled to a *Success Roll* with *Perception Adjustments* against the *Threshold* indicated in the examples below. Success indicates that he spots clues that the snowcap of the nearby mountain is unusually thick and may produce an avalanche. Fortunately, the more hazardous avalanche zones are easier to spot because the thicker snow layer is more obvious. (It is this fact that keeps their E.P. Values relatively low.)

Note that full E.P. is awarded only to those characters that actually identify an avalanche danger zone and successfully circumvent it without incident. Half the E.P. Value may be given to those that act as rescuing agents to those caught in the deadly slide.

“...the shuffling of nature’s deck sometimes deals the party with hurdles that are both difficult to circumvent and which promise dramatic harm in any failed attempt. It is with these challenges that many heroes are forged.”

Avalanches are triggered by loud noises such as gun shots or picks hitting stone. Obviously, the louder the noise, the greater the likelihood it will start an avalanche. As a general rule, a gunshot has about a 20% chance to act as the catalyst while each shout or sword strike has about a 10% chance.

The avalanche will sweep anyone caught in its path down the mountainside along with the surrounding snow until the avalanche comes to a stop. (Hopefully, this will not involve tumbling over a precipice.) When the avalanche finally comes to a rest, its victims will be buried under an amount of snow as indicated on the examples below this description.

Any character buried under 1 or 2 feet of snow may easily dig his way to the surface in 1d6 turns, provided he is still conscious. Those buried deeper will have a more difficult time. They must make *Physical Strength Checks* against the *Thresholds* indicated on the following table:

Burial Depth	Attribute Check
3 feet	4
4 feet	6
5 feet	8
6 feet	10
7 feet	12
8 feet	14
9 feet	16
10+ feet	20

Failure indicates the character is unable to move. Success indicates the character may slowly dig his way to the surface at a rate of 1 foot per 5 minutes.

Unfortunately, the snow's smooth surface will give absolutely no indication of what lies below. If someone is searching for survivors after the avalanche strikes, he may hear the screams of those buried if he makes a *Perception Check*. Use the same table (above) to determine the difficulty of the check depending on the burial depth of those he seeks.

If a rescuer hears no screams, the only recourse is usually to prod through the surface with a pole or stick. Of course, this technique cannot find those buried to depths greater than the pole's length and is a slow searching method. Even by the most optimistic estimates, only a single 10-foot by 10-foot area may be thoroughly searched in this manner every minute. Given the large area covered by the avalanche, this may be a futile search if the rescuer does not have a good idea where the victims are buried. Once a victim is found, the rescuer may dig down at a rate of 2 feet per minute. (More than a few good Samaritans have undertaken a rescue only to uncover the bulky frame of a rather annoyed bear.)

Those trapped in the snow suffer the effects of *Slow Suffocation* until rescued (see the **Trauma** rules in *The Tome of Terrors* for details).

One trick that is commonly used by experienced mountain trekkers is to purposefully trigger an avalanche before entering into an avalanche danger zone. Once the

snow has careened off the mountaintop, after all, it is no longer a threat.

Below Average Avalanche

Success Threshold to Spot	
with Mountain Lore:	28
Initial Damage:	2d4
Burial Depth (feet):	1d4
E.P. Value:	12

Average Avalanche

Success Threshold to Spot	
with Mountain Lore:	27
Initial Damage:	2d6
Burial Depth (feet):	1d6
E.P. Value:	18

Above Average Avalanche

Success Threshold to Spot	
with Mountain Lore:	25
Initial Damage:	2d8
Burial Depth (feet):	2d4
E.P. Value:	19

Well Above Average Avalanche

Success Threshold to Spot	
with Mountain Lore:	23
Initial Damage:	2d10
Burial Depth (feet):	1d4+1d6
E.P. Value:	20

Exceptional Avalanche

Success Threshold to Spot	
with Mountain Lore:	21
Initial Damage:	2d12
Burial Depth (feet):	2d6
E.P. Value:	21

Blizzard
Statistics

Associated Creatures: Air Elemental, Barbegazi, Frost Giant, Grizzly Bear, Ice Hag, Yeti

E.P. Value: Experience points are awarded for surviving through a harsh snowstorm. See the description for specific E.P. Values.

If one person's actions alleviate the blizzard's threat for another, the experience points should be awarded to the rescuer for anyone he aids.

E.P. is awarded only to those people that use their own skills to overcome the hazard. Any intrepid adventurer sitting out the storm beside a warm fire smoking his pipe while the howling wind rattles the shutters does not earn any E.P. for doing so. That is, unless the reclining adventurer somehow personally conjured up his toasty cabin to provide a classy escape from the winter weather.

Description

A blizzard is an intense snowstorm with gale force winds. Blizzards quickly dump huge volumes of snow over wide areas. Anyone caught in a blizzard's grip does well to find his way to shelter.

A blizzard can deposit anywhere from 1 to 10 feet of snow on the ground, depending on its intensity and duration. In places, snowdrifts can reach as high as 20 feet, completely covering cabins and cave entrances.

Anyone caught in the storm's path sustains cold damage; even those that are otherwise properly outfitted for a winter climate. The damage accrual rate depends on the storm's severity according to the examples below.

Characters lacking proper equipped may sustain damage at up to 5 times the rate given in the examples. Bear in mind that people exposed to extreme cold for extended periods are susceptible to frostbite. See **Burns/Frostbite** under **Trauma** in *The Tome of Terrors* for frostbite's effects.

A character's *Speed* is cut to one-quarter normal during blizzard conditions. Note that casting spells such as **Dragon's Flight**, **Magic Carpet**, or **Aerial Bubble** during such weather conditions is foolish, if not downright suicidal.

Type	Damage Rate	Storm Duration	E.P.
Below Average	1d6 per hour	2d6 hours	5
Average	2d6 per hour	2d8 hours	12
Above Average	2d8 per hour	2d10 hours	27
Well Above Average	3d6 per hour	2d12 hours	48
Exceptional	3d8 per hour	4d12 hours	90

Boiling Lava Flow
Statistics

Associated Creatures: Effreet, Firedrake, Fire Elemental, Fire Giant, Hell Hound, and Salamander.

E.P. Value: Like most Natural Hazards, the E.P. awarded for crossing a lava flow without incident depends on both the difficulty and danger involved.

The difficulty involved in crossing a lava flow is dependent upon the distance that must be crossed and the proximity of the lava. The closer the lava flow is to the characters, the greater the threat from the heat.

The danger normally associated with falling from a great height is academic in this case, since any fall into the lava almost certainly means death. Because of this, all boiling lava flows are considered *Suicidal* barriers.

The following table provides you with pre-calculated *E.P. Values* for a variety of flow widths. Obviously, any crossing that leaves a person alive can be

considered successful, even if the person did sustain some damage from the heat. Crossing a boiling lava flow while taking little damage is quite a challenge. So, additional E.P. Awards are provided for anyone accomplishing the task. These additional E.P. Bonuses should be given to the person that provided the added protection to enable the safe crossing.

Width	E.P. Award for Crossing	E.P. Bonus for Halving Heat Damage	E.P. Bonus for Avoiding Most Heat Damage (¼ or less)
10	5	2	4
15	10	4	8
20	20	8	16
30	30	12	24
50	60	24	48
80+	125	50	100

Description

A **Boiling Lava Flow** is a river of molten rock escaping from an active volcano. The swirling magma glows a bright orange and quickly flows around any obstruction. The tempestuous stream periodically belches forth large globes of super-heated gas. When these bubbles pop, they spray tiny droplets of liquid rock in all directions and emit rising clouds of roiling flame as the vented gas ignites. Most objects dropped into the flow will float due to the magma's high density. Of course, the lava's temperature of 3 thousand degrees Fahrenheit consumes almost anything in a matter of seconds.

The amount of damage delivered to anyone passing over a boiling lava flow depends on his altitude above the hazard according to the following table:

Damage Rate of a Boiling Lava Flow Based on Height Above the Flow.

Height (feet)	Damage Rate
0 (touch)	10d6 per second
5	4d6 per second
10	2d6 per second
15	1d6 per second
25	8d6 per turn
40	4d6 per turn
80	1d6 per turn

Also, anyone vacationing near a boiling lava flow gets a spectacular close-up view of an erupting volcano. In such cases, remember to point out the added attractions of flying debris and smoke inhalation to the discriminating tourist.

Boiling Mud Pot Field**Statistics**

Associated Creatures: Air Elemental, Chenoo, Earth Elemental, Fire Elemental, Rock Hag, Stone Giant, Wyrms.

E.P. Value: The factors that make one boiling mud pot more hazardous than another depends on the temperature of the escaping gas, the stability of the ground in and around the pot, and the distance that must be crossed.

Anyone helping others through the hazard may receive an E.P. Bonus for his actions, depending on the effectiveness of his aid. This bonus is awarded for every individual helped. The value of these bonuses is given in the examples below.

Description

A **Boiling Mud Pot Field** is a geologically active region where underground gases vent through soil and clay. The humid gases condense the soil into a slick liquid sludge and cause the ground to collapse into pockets, or "pots." As the vented gases rise through the sludge, they form large bubbles of mud. When the bubbles burst on the surface, tiny droplets of the hot, slick brew splatter the surrounding area to produce slippery and unstable embankments.

Any given field will have several of these popping and spitting cavities which will tend to alter their number, shape, and size on a weekly, if not daily, basis.

Anyone crossing this area on foot must reduce his *Speed* to a mere 5 yards per turn due to the unstable footing. Even so, his footsteps are far from certain. Every turn, the character must make an *Agility Check* or slip. The *Threshold* of the check is given in the examples below.

Anyone slipping on the mud is in grave danger of sliding down the lubricated slope into the mouth of the nearest pot. He will slide 1d10 feet toward the pot before he is allowed another check. If the unfortunate soul slides far enough to land within the bounds of the pot itself, he will immediately begin sustaining 10d6 damage per turn (1d6 per second) from the extreme temperature.

The pots are sprinkled uniformly throughout the field in a relatively random fashion. Each has a diameter of roughly 2d10 feet and its banks will lie within 3d10 feet of its nearest neighbor.

Because of the danger of slipping, adventurers will often tie themselves to one another with rope. If this is done, first make the normal *Agility Checks* for everyone in the line. Any individual standing to either side of a fallen comrade is allowed an additional *Agility Check* to maintain his footing. A failed check will bring that individual down as well. However, if either of the

surrounding checks succeeds, the sliding comrade will stop his descent after only 1d6 feet.

In addition to the danger of sliding into the pots themselves, characters traveling through a **Boiling Mud Pot Field** may sustain damage from the searing fumes and splattering mud. The damage, if any, is detailed in the examples below.

Mildly Boiling Mud Pot Field

Heat / Splatter Damage:	0
Agility Check Threshold:	6
Radius of Field:	10 yards
E.P. Value for passing:	24
E.P. Bonus for 1/2	2
Damage:	
E.P. Bonus for 1/4	5
Damage:	

Average Boiling Mud Pot Field

Heat / Splatter Damage:	1d4 per turn
Agility Check Threshold:	6
Radius of Field:	15 yards
E.P. Value for passing:	30
E.P. Bonus for 1/2	5
Damage:	
E.P. Bonus for 1/4	10
Damage:	

Actively Boiling Mud Pot Field

Heat / Splatter Damage:	1d6 per turn
Agility Check Threshold:	8
Radius of Field:	20 yards
E.P. Value for passing:	60
E.P. Bonus for 1/2	15
Damage:	
E.P. Bonus for 1/4	30
Damage:	

Highly Active Boiling Mud Pot Field

Heat / Splatter Damage:	1d8 per turn
Agility Check Threshold:	8
Radius of Field:	25 yards
E.P. Value for passing:	90
E.P. Bonus for 1/2	20
Damage:	
E.P. Bonus for 1/4	40
Damage:	

Violently Boiling Mud Pot Field

Heat / Splatter Damage:	1d8 per turn
Agility Check Threshold:	10
Radius of Field:	35 yards
E.P. Value for passing:	125
E.P. Bonus for 1/2	25
Damage:	
E.P. Bonus for 1/4	50
Damage:	

Chasm / Gorge / Gap

Statistics

Associated Creatures: Amphisbaena, Chenoo, Cockatrice, Grecian Chimera, Earth Elemental, Giant Ants, Giant Centipedes, Giant Eagles, Giant Spiders, Giant Vultures, Giant Worms, Griffins, Greyffs, Harpies, Rock Hag, Panthers, Tarantulas, Tatzlwurm, Troll (with bridge), Trows.

E.P. Value: Award experience points for any successful gorge crossing. The size of the award depends on two factors. The first involves the difficulty of the crossing, which mainly deals with the chasm's width. The second considers the consequences of a failed attempt. The risk depends on both the depth of the gorge and the landing surface at its base. Obviously, a 20-foot fall into a pool of water is far less worrisome than a similar fall onto jagged rocks.

The following tables provide you with pre-calculated *E.P. Values* for a variety of possibilities. For your convenience, the tables incorporate both the *Risk Factors* and *Difficulty Levels* of the described barriers.

E.P. Value for a Landing Surface of Rock

Gorge Depth (feet)

Width (feet)	10	15	20	30	40+
10	1	2	3	4	5
15	2	4	6	8	10
20	4	8	12	16	20
30	6	12	18	24	30
50	12	24	36	48	60
80+	25	50	75	100	125

E.P. Value for a Landing Surface of Dirt

Gorge Depth (feet)

Width (feet)	10	15	20	30	45+
10	1	2	3	4	5
15	2	4	6	8	10
20	4	8	12	16	20
30	6	12	18	24	30
50	12	24	36	48	60
80+	25	50	75	100	125

E.P. Value for a Landing Surface of Sand

Gorge Depth (feet)

Width (feet)	10	15	25	35	50+
10	1	2	3	4	5
15	2	4	6	8	10
20	4	8	12	16	20
30	6	12	18	24	30
50	12	24	36	48	60
80+	25	50	75	100	125

E.P. Value for a Landing Surface of Hay, Leaves, or Shallow Water

Gorge Depth (feet)

Width (feet)	15	20	30	40	55+
10	1	2	3	4	5
15	2	4	6	8	10
20	4	8	12	16	20
30	6	12	18	24	30
50	12	24	36	48	60
80+	25	50	75	100	125

E.P. Value for a Landing Surface of Deep Water

Gorge Depth (feet)

Width (feet)	20	30	40	50	60+
10	1	2	3	4	5
15	2	4	6	8	10
20	4	8	12	16	20
30	6	12	18	24	30
50	12	24	36	48	60
80+	25	50	75	100	125

Description

A **Chasm** is a wide, deep empty space. Ancient streams slowly wearing away loose rock through eons of erosion form some of these barriers. Others are merely giant cracks in naturally occurring limestone caves. Similarly, the gap between two towers of a castle can be considered a chasm if a character is trapped at the top of one tower and must quickly reach the other by leaping out of the window.

Characters earn experience points for crossing chasms only if events press them to cross the gap in short order. A person having the time to leisurely climb down one side of a gorge and carefully chooses his path of ascent up the other gets no E.P. award. He would learn as much climbing his grandmother's apple tree. It is the rushed individual, threatened with life or limb, who must find novel and innovative ways to breach the barrier quickly. Only in these situations do adventurers stretch themselves to the fullest.

The degree of injury incurred by a fall into a chasm depends on both the height of the precipice and the landing surface. For a complete description of how to calculate damage, see **Heights**.

Cliff

Statistics

Associated Creatures: Giant Eagle, Giant Vulture, Greyff, Griffon, Harpy, Hippogriff, Panther, Pixie, Tarantula, Tatzlwurm, Wyvern

E.P. Value: Characters earn experience points for successfully navigating cliffs. Obviously, descents down cliff faces are easier than ascents since ropes anyone climbing down can secure a rope at the top to use in repelling. Climbing down a cliff involves little skill. All that is required is a rope of sufficient length, and perhaps the will to avoid looking down. Consequently, E.P. is rarely given for descents.

On the other hand, if a character must climb down a cliff without repelling gear, he may be awarded experience. Of course, anyone foregoing proper equipment merely to gain E.P. gets nothing. Such stupidity is never rewarded.

You may also award E.P. for climbing down cliffs where an overhang even makes repelling dangerous. The amount of E.P. given in this case is highly variable and is entirely left to the Overlord's discretion.

The E.P. Value for ascending a cliff depends on both the surface of the cliff (how difficult is it to 'hang on') and how high the rocky wall rises (what are the consequences of falling). See the description for full details in the E.P. values of various cliff faces.

Description

Cliffs are dangerous barriers encountered in canyons and mountain ranges. As is true for all naturally occurring barriers, cliffs and precipices vary greatly in their features. Some cliffs have many crevices and cracks to use as handholds and footrests. Others have broad, flat surfaces eroded smooth by wind and sand.

To climb a cliff, a person must make a *Success Roll* with *Perception*, *Physical Strength*, and *Agility Adjustments* against a *Threshold* corresponding to the type of surface listed below.

Percent Likelihood	Surface Type	Threshold
35%	Sloping rocky cliff	10
30%	Steep rough rocky cliff	15
20%	Sheer rough rocky cliff	20
10%	Sheer semi-smooth cliff	25
5%	Sheer smooth cliff	30

One *Success Roll* must be made for every 20 feet of climbing. Failing this, the unfortunate climber falls (see **Heights** for the bloody consequences). Proper climbing gear is required for any climbs where the *Threshold* equals or exceeds 25. The E.P. award for a successful climb is given on the following table:

E.P. Values Based on Height and Surface Threshold to Climb
(in 20 foot increments)

Height (feet)	10	15	20	25	30
20	1	3	5	7	9
40	2	6	10	14	18
60	4	12	20	28	36
80	8	24	40	48	72
100+	16	48	80	96	144

Characters lacking the *Climbing Walls* skill gain none of that ability's desirable adjustments on the roll. However, they suffer no additional penalties either.

Note that the E.P. table above assumes a normal dirt or gravel landing surface. The values may be adjusted for other landing surfaces (i.e. water or poisoned spikes) at the Overlord's discretion.

Cold Snap Statistics

Associated Creatures: Air Elemental, Barbegazi, Frost Giant, Ice Hag, Yeti

E.P. Value: Experience points are awarded for surviving through an unusually severe period of cold temperatures. See the description for specific E.P. Values.

If the actions and skills of one character alleviate the hazards of the cold snap for another, part or all of the experience points should be awarded to that character for all those he aids.

Obviously, E.P. is awarded only to those individuals that are caught in a cold snap out in the wilderness where they must use their own skills to overcome the hazard.

Description

Temperatures plummeting to arctic levels identify a cold snap. It does not refer to the normally cold temperatures experienced in most winter months and in mountain climes. Even in the worst of winters, there are only 2 or 3 cold snaps in any given temperate area. These devastatingly frigid conditions are often created by large masses of air moving from Polar Regions. The harshest of these weather fronts are remembered years after their appearance for the extreme hardship brought upon the land.

Characters with *Plains Lore* or *Mountain Lore* are entitled to a *Success Roll* with *Perception Adjustments*. Success indicates they discern an impending downturn in the weather conditions 2d6 hours before the *Cold Snap* hits.

Anyone caught in these sub-freezing temperatures will sustain cold damage; even those that are otherwise properly outfitted for a winter climate. The rate at which damage is accrued depends on the cold snap's severity according to the examples given below.

Improperly equipped characters may sustain damage at up to 5 times this rate. Bear in mind that individuals exposed to extreme cold for extended periods are susceptible to frostbite. See **Burns/Frostbite** in the **Trauma** section for a detailed explanation of the effects of frostbite.

Unfortunately, *Cold Snaps* bring with them gusting winds in which lighting and tending an unsheltered fire is essentially impossible. Any such fire created will give off sporadic heat at best, as the winds whip about in an unpredictable fashion. If the characters light an unsheltered fire in desperation, it will, at best, cut the cold damage in half. Obviously, obtaining shelter is essential to surviving the worst cold snaps.

Cold Snaps are often heralded by *Blizzards* and are often followed by *Ice Storms* and *Hail Storms*.

Type	Damage Rate	Duration	E.P.
Mild	1d4 per 2 hours	3d12 hours	3
Moderate	1d4 per hour	1d4 days	5
Severe	1d6 per hour	1d6 days	12
Highly Severe	2d4 per hour	1d8 days	27
Exceptional	2d6 per hour	1d10 days	48

Cooling Lava Flow Statistics

Associated Creatures: Effreet, Firedrake, Fire Elemental, Fire Giant, Hell Hound, Salamander.

E.P. Value: The difficulty involved in crossing a lava flow depends on the distance crossed and the proximity of the lava. The closer a lava flow is, the greater its threat of heat damage. Fortunately, in a **Cooling Lava Flow**, the magma has had time to cool somewhat.

The danger posed by falling great distances is normally dwarfed by the threat of the lava itself. Any fall into lava usually means death, although there is a definite slim chance that a person can survive contact with a *cooling* lava flow, if he immediately exits the area. Because of this, the crossing of most **Cooling Lava Flows** is treated as overcoming a *Deadly* barrier.

The following table provides you with pre-calculated *E.P. Values* for a variety of flow widths. Obviously, a crossing can be considered successful if the participants are alive on the far side. If a person crosses with only slight injury, additional E.P. Bonuses may be awarded. These bonuses should be given to the person providing the protection that enabled the safe crossing.

Width (feet)	E.P. Award for Crossing	E.P. Bonus for Halving Heat Damage	E.P. Bonus for Avoiding Most Heat Damage (1/4 or less)
10	4	2	3
15	8	4	6
20	16	8	12
30	24	12	18
50	60	24	36
80+	125	50	75

Description

A **Cooling Lava Flow** is a stream of molten rock that recently escaped from an active volcano. A dark crust of volcanic rock formed from the cooling magma covers any **Cooling Lava Flow**. Cracks are interspersed throughout this crust allowing the reddish light of the underlying lava to escape. This hellish landscape has stopped flowing and is viscous enough to briefly support the weight of any

man brave (foolish?) enough to venture out across its surface. He must be quick, though, because the magma will slowly engulf his foot like wet mud if he stands still for more than a few seconds.

Obviously, a **Cooling Lava Flow** is blisteringly hot despite the fact that its temperature is slowly lowering. The amount of damage a person sustains while passing over it depends on his altitude above the hazard according to the following table:

Damage Rate of a Cooling Lava Flow Based on Height above the Flow.

Height (feet)	Damage Rate
0 (touch)	3d6 per second
5	10d6 per turn
10	5d6 per turn (1d6 per 2 secs.)
15	3d6 per turn
25	2d6 per turn
40	1d6 per turn
80	1d6 per minute

If the party decides to 'wait-it-out' for the lava to cool before crossing, they must suffer a delay of 1d6 days (provided the flow is not artificially heated through magical means). In addition, no E.P. Award is given to characters opting for this solution, as they did not overcome the barrier themselves but simply waited for the barrier to "go away."

Frigid Water (Hypothermia)
Statistics

Associated Creatures: Giant Eel, Giant Squid, Narwhale, Sea Lion

E.P. Value: Experience points are awarded for successfully surviving an aquatic barrier where hypothermia is likely to prove a significant hazard. The amount of experience points awarded depends on the temperature of the water. Keep in mind that E.P. is not awarded to characters who simply 'take a dip' or in situations where a character is highly likely to exit the water well before hypothermia sets in.

E.P. Values based on Water Temperature

Temperature	E.P. Award
40+ degrees	1
35 degrees	5
30 degrees	12
20 degrees	60
10 degrees	200

Description

Hypothermia is an often-overlooked danger associated with water. The colder the water, the quicker a person loses heat and the faster hypothermia sets in. In game terms, this means that a person may submerge himself in cold water for a limited time before sustaining damage. After this point is reached, the person continues taking damage periodically from heat loss and muscle cramps.

The water's temperature determines the frequency at which a person sustains damage and the likelihood of cramping occurring. A person must make a *Luck Roll* with *Stamina Adjustments* every time he sustains hypothermia damage to avoid cramping. If cramping occurs, the victim will be unable to swim for 1d6 turns. To determine how long a person can be submerged in water before initially taking damage and the rate at which he sustains it thereafter, consult the following table:

Water Temp. (Deg F)	Submersion Time Before Hypothermia Sets In	Damage Rate After Hypothermia Sets In	Luck Threshold to Avoid Cramping
70+	8 hours	1d6/hour	5
60	4 hours	1d8/hour	8
50	1 hour	1d6/30 mins	10
45	1/2 hour	1d8/ 10 mins	13
40	20 minutes	1d8/ 5 mins.	16
35	1 minute	1d8/30 secs.	20
30*	3 turns	1d6/ turn	23
20	2 turns	1d10/ turn	27
10	1 turn	2d6/ turn	30

*Temperatures of 30 degrees and below cannot occur in fresh water (unless the water is frozen solid).

Every time a person suffers cramps, he must make a *Stamina Check*. The first check is made against a *Threshold* of 4. Each successive check becomes more and more difficult. The following checks are made against *Thresholds* of 6, 8, 10, etc. Any single failure indicates the person falls into *Shock* (see the **Trauma** rules in *The Tome of Terrors* for details).

Fumarole
Statistics

Associated Creatures: Air Elemental, Effreet, Firedrake, Fire Elemental, Fire Giant, Salamander.

E.P. Value: The factors which make one fumarole more hazardous than another depends on the temperature of the escaping gas, the density of the smoke produced, and the distance that must be crossed.

Anyone using his skills to help others is awarded an E.P. Bonus, depending on the effectiveness of his aid. Award this bonus for every person aided. The size of these bonuses is given in the examples below.

Description

A **Fumarole** is a volcanic vent through which hot gases, fumes, and smoke escape. In general, fumaroles are visible from the surface and can usually be circumvented with ease. When a party adventures through a volcanically active cave, however, a fumarole in an underground passage can present a significant threat.

Fumaroles produce copious volumes of smoke and gas, so visibility around them is poor at best. Consequently, fumaroles often mask escape routes from cave explorers. If an adventurer is insistent upon finding any hidden passages in the vicinity of a fumarole, he risks significant amounts of heat damage. In addition, he must make a *Stamina Check* (as described in the examples below) or suffer *Smoke Inhalation*. (See **Smoke Inhalation** in the **Trauma** section of *The Tome of Terrors* for details.

Because the fumes are hot and tend to rise, the threat range of fumaroles is limited. The examples below give an approximate distance within which a fumarole is considered dangerous. Of course, the distance of effect will vary from one fumarole to another depending on volcanic activity and the structure of the surrounding passages. The threat will even change for a specific vent from day to day depending on the prevailing underground gas pressure.

Fumaroles often lie near **Boiling Mud Pot Fields**. In fact, particularly violent mud pots may also act as fumaroles themselves, releasing their poisonous gases as bursting bubbles of splattering mud.

Since visibility is so poor due to the smoke around these vents, people passing through the unpredictable terrain will move very slowly or risk falling into some other volcanic hazard. In general, their *Speeds* will be cut to a mere 10 yards per turn if they wish to have any hope of avoiding hidden dangers.

Below Average Fumarole

Visibility:	10 feet
Heat Damage:	2d6 per turn
Stamina Check Threshold against Smoke Inhalation:	6
Radius of Danger	
Underground:	10 yards
E.P. Value for passing:	5
E.P. Bonus for 1/2 Damage:	1
E.P. Bonus for 1/4 Damage:	2

Average Fumarole

Visibility:	5 feet
Heat Damage:	3d6 per turn
Stamina Check Threshold against Smoke Inhalation:	8
Radius of Danger	
Underground:	15 yards
E.P. Value for passing:	12
E.P. Bonus for 1/2 Damage:	3
E.P. Bonus for 1/4 Damage:	6

Above Average Fumarole

Visibility:	2 feet
Heat Damage:	4d6 per turn
Stamina Check Threshold against Smoke Inhalation:	10
Radius of Danger	
Underground:	20 yards
E.P. Value for passing:	27
E.P. Bonus for 1/2 Damage:	6
E.P. Bonus for 1/4 Damage:	12

Exceptional Fumarole

Visibility:	0 feet
Heat Damage:	5d6 per turn
Stamina Check Threshold against Smoke Inhalation:	12
Radius of Danger	
Underground:	30 yards
E.P. Value for passing:	48
E.P. Bonus for 1/2 Damage:	12
E.P. Bonus for 1/4 Damage:	24

Hailstorm Statistics

Associated Creatures: Air Elemental, Barbegazi, Frost Giant, Ice Hag, Yeti

E.P. Value: Experience points are awarded for surviving through an unusually severe hailstorm. See the description for specific E.P. Values.

If the actions and skills of one character alleviate the hazards of the storm for another, part or all of the experience points should be awarded to that character for all those he aids.

Obviously, E.P. is awarded only to those individuals who are caught in a hailstorm out in the wilderness where they must use their own skills to overcome the hazard.

Description

A hailstorm is a violent downpour of icy spheres. At best, the spheres pelt winter travelers with lightly stinging reprimands encouraging them to seek shelter. At worst, frozen chunks of fist-sized nodules bludgeon the hardiest wanderers with savage punishment.

Because of the rolling balls of ice that clutter the ground during a hailstorm, the *Speed* of any creature caught in its grip is cut to three-fourths normal.

Although hailstorms obviously present the dangers of heat-loss universal to all winter storms, their greatest danger lies simply in the beating it provides. Fortunately, most hailstorms are short-lived and sporadic. Those unfortunate souls caught without shelter in the storm will sustain blunt damage as the hail pummels them from above.

Anyone caught in the storm's path will sustain blunt damage. Fortunately, armor is of great aid during a hailstorm (provided it covers the upper extremities). The rate at which damage is accrued depends on the storm's severity according to the following table:

The deposited hail will retain its slippery characteristics for 1d4 hours unless a layer of snow later covers it. Any creature engaging in combat on this shifting surface must make an *Agility Check* against a *Threshold* of 6 every turn or trip. See **Tripping and Fumbling** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules (tm)* for details.

Hailstorms often accompany **Blizzards** and **Ice Storms**. (At any given time, a storm is treated as an Ice Storm or a Blizzard or a Hailstorm depending on the current weather conditions.)

Below Average Hailstorm

Damage Rate:	1d6 per 10 minutes
Storm Duration:	3d12 minutes
E.P. Value:	5

Average Hailstorm

Damage Rate:	2d4 per 10 minutes
Storm Duration:	4d12 minutes
E.P. Value:	12

Above Average Hailstorm

Damage Rate:	2d6 per 10 minutes
Storm Duration:	5d12 minutes
E.P. Value:	27

Well Above Average Hailstorm

Damage Rate:	2d10 per 10 minutes
Storm Duration:	5d12 minutes
E.P. Value:	48

Exceptional Hailstorm

Damage Rate:	1d6 per minute
Storm Duration:	5d12 minutes
E.P. Value:	90

Heat

A number of in-game sources may generate heat. While many of the magical spells detailed throughout the game create impressive explosions and spectacular pyrotechnic displays, they are usually short lived with well-defined game parameters. However, heat can also be generated continuously in a number of ways. A scorching sun hanging over a desert, flaming pits of oil, and lava flows are all examples of continuous heat sources. We describe these more mundane but important sources here.

The various examples listed below assume the heat is continuous and is transferred via air conduction from a nearby source. Obviously, if a person is submerged in

boiling lava rather than simply standing next to it, his life expectancy is dramatically shortened. If some poor soul actually contacts the heat source, multiply the given damage rates by 10 and be done with it.

Source Temp. (Deg. F)	Heat Sources	Damage Rate
120+	Blazing Desert Sun	1d4 per hour
150+	Underground Hot Spring	1d4 per min.
200+	Boiling Mud or Water, Molten Sulfur Pit	1d6 per turn
300+	Burning Oil Pit, Burning Building	5d6 per turn
600+	Molten Lead, Cooling Lava Flow	1d6 per sec.
3000+	Molten Iron, Boiling Lava Pit	4d6 per sec.

The damages listed above assume a person to be exposed to a nearby heat source delivering its heat energy via air conduction. As the atmosphere makes a pretty poor heat conductor, the damage ratings aren't too far out of line. If used sparingly, heat barriers can augment many good stories.

The following table gives the *Risk Factors* associated with the various heat sources:

Source Temp. (Deg. F)	Risk Factor
110+	Minimally Hazardous
150+	Moderately Hazardous
200+	Dangerously Hazardous
300+	Deadly Hazardous
600+	Suicidally Hazardous
3000+	Nice Knowing You

Instantaneous vs. Continuous Damage:

In many situations, characters sustain flame damage in a very short period of time. They may be struck by a dragon's breath or pass through a magical wall of flame. To get a feel for the intense heat created by these sources, keep in mind that they usually deliver all of their damage within a single second. Thus, a character sustaining 5d6 damage while leaping through a Magician's **Advancing Flame Wall** might think the barrier to be no hotter than a normal bonfire. If he were to remain standing in the wall's *Affected Area*, however, he would quickly change his mind. The flaming barrier would continue to burn him in a like manner *every second*. Ouch! Many magically induced flaming barriers rival the hottest pits of boiling lava.

Burns:

One of the most apparent dangers of a heat hazard is the possibility of *Burns*. The severity of damage dictates the degree of burning. For complete details of burns (first, second, and third degree), see **Burns/Frostbite** in the **Trauma** section.

Burning Oil:

Players occasionally want to create 'Molotov cocktails' to hurl at their foes. While there is no rule stopping a character from doing this, the effects are not as spectacular as their modern day cousins made with gasoline. Any flaming oil flask striking a target will deliver 2d6 flame damage on its first turn. On the second turn, the flame will deliver another 1d6 damage and expire. Anyone standing within 5 feet of a flaming oil flask when it strikes its target must make an *Agility Check* against a *Threshold* of 6 or sustain 1d6 points of flame damage.

The oil flask must be prepared prior to throwing it. Preparation requires 2 full turns, but the flask may be prepared well in advance of combat. Only one oil flask may be lit and thrown in a single turn.

Spreading Fire:

When a fire starts in a combustible room, it initially spreads slowly. As the temperature of the room rises, though, the accumulating heat soon reaches a 'flash point'. When the temperature rises to this level, every combustible item in the room spontaneously ignites. For every 10-foot by 10-foot by 10-foot volume of space in the room, roll 2d6. This is the number of turns that will pass for a normal campfire to heat a room to its flash point. Of course, for a flame to spread, it must have sufficient ventilation to supply it with a steady flow of oxygen. A room will never reach its flash point if smoke easily escapes from it via a chimney or other vent.

Anyone caught in a room after it reaches its flash point sustains 8d6 points of fire damage (no *Luck Roll*). Every turn he remains thereafter, the burning victim sustains another 8d6 flame damage (again, no *Luck Roll*).

Heights**Description**

The height of a barrier, in itself, is generally insufficient to determine the difficulty of overcoming the barrier. Is the barrier a 70-foot deep gorge that is 30 feet wide at its narrowest point? Is it a 40-foot tall rocky cliff covered with loose rocks and shaky footings? Is it a 100-foot deep crack that is only 1 foot wide? In all of these situations, the consequences of failing to overcome the barrier are relatively independent of the difficulty of the act. Because of this total separation between skill and consequence, we cannot provide experience point totals for a barrier based strictly on height. However, we can describe in detail the physical consequences, and therefore the *Risk Factor*, of falling from a height.

Falls from substantial heights obviously inflict damage to the unfortunate character according to how far he fell and the cushioning ability of the landing surface. In game terms, the distance fallen by a character determines the

number of dice rolled in determining damage while the actual landing surface determines the type of dice used. To determine what type of dice to use in a fall, consult the following table:

Landing Surface	Type of Die Used
Rock Surface	d12
Dirt	d10
Sand	d8
Hay, Leaves, Shallow	d6
Water (3' deep)	
Deep Water (9' deep)	d4

The severity of a fall accumulates rapidly with the distance fallen. A character falling 10 feet takes a single die of damage. Falling further obviously inflicts additional damage. For every additional 10 feet fallen, roll dice cumulatively. Thus, a character falling 10 feet takes 1 die of damage, a character falling 20 feet sustains 3 dice damage (1+2), falling 30 feet delivers 6 dice of damage (1+2+3), and 40 feet of falling causes 10 dice of damage (1+2+3+4), etc. Damage for falling such distances cannot be absorbed by armor.

Characters falling distances midway between a 10 foot increment (i.e. 15 feet, 25 feet, etc.) sustain an additional die of damage above the damage sustained for the next lowest 10 foot increment. Thus, a character falling 15 feet on to a rocky surface sustains a total of 2d12 damage.

Allow the falling character a *Luck Roll* with *Agility Adjustments* against a *Luck Threshold* of 15 plus 1 for every 10 feet fallen. If successful, he sustains only half the indicated damage (see **Luck Rolls and Attribute Checks** in *The Grimoire of Game Rules*(tm) for details).

Terminal Velocity

Air resistance aids characters that fall extremely long distances (over 100 feet). In effect, any character falling 100 feet or more will reach *Terminal Velocity*. What this means is that wind resistance will limit the speed at which a character plummets to the ground. In game terms, characters falling over 100 feet will sustain damage for a fall of only 100 feet regardless of the actual distance fallen. Of course, this is not much consolation as any fall of more than 30 feet often kills.

Risk Factor of Falls Based on Height and Landing Surface

The following tables give a rough indication of the *Risk Factor* that is inherent in a given height based on the landing surface.

Minimal Hazard:

Landing Surface	Height
Rock Surface	10 feet
Dirt	10 feet
Sand	10 feet
Hay, Leaves, Shallow	15 feet
Water (3' deep)	
Deep Water (9' deep)	20 feet

Moderate Hazard:

Landing Surface	Height
Rock Surface	15 feet
Dirt	15 feet
Sand	15 feet
Hay, Leaves, Shallow	20 feet
Water (3' deep)	
Deep Water (9' deep)	30 feet

Dangerous Hazard:

Landing Surface	Height
Rock Surface	20 feet
Dirt	20 feet
Sand	25 feet
Hay, Leaves, Shallow	30 feet
Water (3' deep)	
Deep Water (9' deep)	40 feet

Deadly Hazard:

Landing Surface	Height
Rock Surface	30 feet
Dirt	30 feet
Sand	35 feet
Hay, Leaves, Shallow	40 feet
Water (3' deep)	
Deep Water (9' deep)	50 feet

Suicidal Hazard:

Landing Surface	Height
Rock Surface	40 feet
Dirt	45 feet
Sand	50 feet
Hay, Leaves, Shallow	55 feet
Water (3' deep)	
Deep Water (9' deep)	60 feet

Ice Storm Statistics

Associated Creatures: Air Elemental, Barbegazi, Frost Giant, Grizzly Bear, Ice Hag, Yeti

E.P. Value: Experience points are awarded for surviving through the devastating experience of a harsh ice storm. See the description for specific E.P. Values.

If the actions of one person alleviate the dangers of a storm for others, award him the experience points for those he aids.

Obviously, you should award experience only to people using their own skills to overcome the hazard.

Description

An ice storm is a heavy downpour of rain in sub-freezing temperatures. When these conditions arise, the slick wet surface of rainwater covering every exposed surface quickly freezes into a slippery crystal shell of ice. Anyone caught without shelter in the storm will lose body heat at a highly accelerated rate, since the drenching virtually negates any insulation provided by winter furs. Even worse, the frictionless surfaces produced by the storm brings travel across land is brought to a virtual standstill. The *Speed* of those traveling over the ice is cut to one-eighth normal.

Anyone caught in the storm's path sustains cold damage; even those that are otherwise properly outfitted for a winter climate. The damage accrual rate depends on the storm's severity according to the following table:

Percent Likelihood	Damage Rate	Storm Duration	E.P. Value
10%	2d6 per hour	1d6 hours	5
35%	2d8 per hour	2d4 hours	12
40%	3d6 per hour	2d6 hours	27
10%	3d8 per hour	2d8 hours	48
5%	3d10 per hour	2d10 hours	90

Characters lacking rain gear may sustain damage at up to 5 times this rate. Bear in mind that individuals exposed to extreme cold for extended periods are susceptible to frostbite. See **Burns/Frostbite** in the **Trauma** section of *The Tome of Terrors* for details.

The deposited ice remains slippery for 1d4 days unless it melts or covered by a layer of snow. Any creature engaging in combat on this slick surface must make an *Agility Check* against a *Threshold* of 8 every turn or trip. See **Tripping and Fumbling** in the **Advanced Combat Rules** section of *The Grimoire of Game Rules™* for details.

Ice storms often accompany **Blizzards** and **Hail Storms**. (At any given time, a storm is treated as an Ice Storm or a Blizzard or a Hailstorm depending on the current weather conditions.)

Below Average Ice Storm

Damage Rate:	2d6 per hour
Storm Duration:	1d6 hours
E.P. Value:	5

Average Ice Storm

Damage Rate:	2d8 per hour
Storm Duration:	2d4 hours
E.P. Value:	12

Above Average Ice Storm

Damage Rate:	3d6 per hour
Storm Duration:	2d6 hours
E.P. Value:	27

Well Above Average Ice Storm

Damage Rate:	3d8 per hour
Storm Duration:	2d8 hours
E.P. Value:	48

Exceptional Ice Storm

Damage Rate:	3d10 per hour
Storm Duration:	2d10 hours
E.P. Value:	90

Leech Pool
Statistics

Associated Creatures: Lots and lots of leeches, Giant Rat, Giant Frog, Giant Tick, Guivre, Large Slug, Pixie, Rat, Spiders of all types, Trolls of all types, Trow, Water Hag, Will-o-Wisp, Will-o-Wyke

E.P. Value: Experience points are awarded for detecting a *Leech Pool* and for avoiding its dangers. (You may also wish to give E.P. to anyone spotting the leeches on the first turn of submersion in the pool.) See the description for specific E.P. Values.

Oddly enough, the E.P. Value for a given pool decreases as the density of leeches goes up. Even though the immediate danger of a highly populated leech pool is greater than that of a lower density pool, it is much easier to detect both before and after entering the pool.

Description

A leech pool is a calm body of water containing hundreds of tiny wriggling leeches. The only delight known to these slippery worms comes from clamping their greedy mouths upon any passing warm-blooded banquet and sucking. As a leech bites, it injects a pain-killing enzyme rendering its victim oblivious to its presence. The leech quickly draws its liquid meal until completely engorged with several times its own body weight in nutritious blood. If its victim remains submerged at this point, the leech will drop off. Otherwise, it will hitchhike until another watery home presents itself.

Allow anyone with *Swamp Lore* approaching a *Leech Pool* a *Success Roll* with *Perception Adjustments* against the *Thresholds* indicated in the examples below. Success indicates he spies hints that the nasty little critters lie beneath the water's surface.

Anyone entering a *Leech Pool* begins accumulating leeches at the rate detailed in the examples below. Each leech delivers the equivalent of 1 point of damage in 5

turns. (This means that a group of 5 leeches delivers one point of damage every turn.) After each leech has drawn off one point of blood, the bloated worm will release its hold.

As damage accrues through blood loss, it will heal only through rest or spells that specifically restore lost blood.

Every turn a person remains in the pool, allow him a *Perception Check* to detect the light pricks of the leeches as they bite. The difficulty of the check depends basically on the density of leeches in the pool and is detailed in the examples below.

Anyone specifically looking for the clinging bloodsuckers can spot them without trouble. Otherwise, he will detect them within a number of turns after exiting the pool equal to 1d8 minus his *Perception*.

A single person can remove a number of leeches equal to 1d4 + his *Manual Dexterity* every turn by using a dagger or other flat instrument.

Very High Density Leech Pool

Success Threshold to Spot	
with Swamp Lore:	20
Leech Accumulation Rate:	1d12 per turn
Perception Check	
Threshold to Sense Bites:	6
E.P. Value:	5

High Density Leech Pool

Success Threshold to Spot	
with Swamp Lore:	22
Leech Accumulation Rate:	1d10 per turn
Perception Check	
Threshold to Sense Bites:	8
E.P. Value:	12

Above Average Density Leech Pool

Success Threshold to Spot	
with Swamp Lore:	24
Leech Accumulation Rate:	1d8 per turn
Perception Check	
Threshold to Sense Bites:	10
E.P. Value:	27

Average Density Leech Pool

Success Threshold to Spot	
with Swamp Lore:	26
Leech Accumulation Rate:	1d6 per turn
Perception Check	
Threshold to Sense Bites:	12
E.P. Value:	48

Low Density Leech Pool

Success Threshold to Spot	
with Swamp Lore:	28
Leech Accumulation Rate:	1d4 per turn
Perception Check	
Threshold to Sense Bites:	14
E.P. Value:	90

Mine Gas
Statistics

Associated Creatures: Chenoo, Dark Elf, Dead Canaries, Duergar, Dwarf, Earth Elemental, Giant Rats, Giant Slug, Giant Spider, Gnome, Jack-in-Irons, Knocker, Phantom (miner), Rats, Rock Hag, Screaming Skull, Skeleton, Trow, Zombie

E.P. Value: Experience points are awarded for passing through a section of a mine that is filled with deadly gas. See the description for specific E.P. Values.

If the actions of one person alleviate the hazard for another, award him the experience points for those helped.

Description

When carving passages through bedrock, miners occasionally open vents to underground natural gas reservoirs. Unfortunately, natural gas has no color and is odorless, keeping unwary miners oblivious to its menace until too late. (The natural gas that feeds your furnace actually has artificial odors added to warn of leaks.) Natural gas is both poisonous and highly explosive.

Being heavier than air, natural gas sinks to the floor. This tendency fills mines from the bottom up. As a consequence, the effects of a newly opened vent may remain undetected for days. Dangers can therefore arise unexpectedly far from the vent's source as the escaping gas slowly settles to lower levels.

Any creature breathing natural gas suffers from *Slow Suffocation* (as if half the oxygen in the air were depleted) and must make a *Stamina Check* every hour. The difficulty of the roll depends on the density of the gas and is detailed in the examples below. A failed roll indicates the creature first becomes *Delirious* for 3d10 minutes before falling unconscious. (see the **Trauma** rules in *The Tome of Terrors* for details on *Delirium* and *Slow Suffocation*).

Any small flame or tiny spark will ignite the gas (pick on stone, sword on shield, etc.), provided it has had sufficient time to build. Once ignited, a wave of searing flame bursts through all areas where gas has accumulated. As most mines have poor air circulation, a mine gas explosion can easily engulf an entire site. Anyone caught in the flash immediately sustains significant fire damage (no *Luck Roll*) according to the following table. Obviously, few survive the experience.

Percent Likeli-hood	Blast Damage	E.P. Value	E.P. Value for 1/2 Damage Only
15%	6d6	20	10
40%	8d6	24	12
30%	10d6	36	18
10%	12d6	48	24
5%	14d6	72	36

Those that survive the initial blast often suffocate since the deadly flame quickly uses all available oxygen in the area. Treat all those remaining after such an incident as **Choking** (again, see the **Trauma** rules in *The Tome of Terrors* for details).

Anyone with mining experience can spot the few telltale clues of building gas. Any person with the skills of *Tunneling* or *Mining* may make a *Success Roll* with *Perception Adjustments* (with bonuses for the respective skill) to detect the presence of natural gas in a mine. He must beat the *Threshold* given in the examples.

Note that even after a mine explodes, natural gas vents will continue to produce gas.

Below Average Density Mine Gas

Success Threshold to Sense with Tunneling or Mining Skill:	28
Blast Damage:	8d6
Hourly Stamina Check Threshold:	6
E.P. Value for Detection:	72
E.P. Value for 1/2 Damage Only:	10

Average Density Mine Gas

Success Threshold to Sense with Tunneling or Mining Skill:	26
Blast Damage:	10d6
Hourly Stamina Check Threshold:	6
E.P. Value for Detection:	48
E.P. Value for 1/2 Damage Only:	12

Above Average Density Mine Gas

Success Threshold to Sense with Tunneling or Mining Skill:	24
Blast Damage:	12d6
Hourly Stamina Check Threshold:	8
E.P. Value for Detection:	36
E.P. Value for 1/2 Damage Only:	18

High Density Mine Gas

Success Threshold to Sense with Tunneling or Mining Skill:	24
Blast Damage:	14d6
Hourly Stamina Check Threshold:	8
E.P. Value for Detection:	36
E.P. Value for 1/2 Damage Only:	24

Very High Density Mine Gas

Success Threshold to Sense with Tunneling or Mining Skill:	22
Blast Damage:	16d6
Hourly Stamina Check Threshold:	10
E.P. Value for Detection:	48
E.P. Value for 1/2 Damage Only:	36

Ocean Reefs

Statistics

Associated Creatures: Giant Squid, Great White Shark, Hippocampus, Manta Ray, Mermaid, Sea Horse, Sea Serpent, Selkie, Sting Ray, Triton

E.P. Value: Award experience points for navigating through a treacherous reef. In this case, the E.P. Values given are the total earned by the captain regardless of the number of passengers on board.

Description

A coral reef is a large accumulation of tiny skeletons produced by millions of crustaceans over centuries. These mammoth underwater structures are usually found within a few hundred miles of shore and are always found just below the surface in relatively shallow water. The convoluted twists and tiny caves formed by the calcium deposits provide ideal hiding places for a variety of sea life (which usually includes a disturbing selection of sea monsters).

The reef's main threat to those sailing on the ocean's surface is its hidden presence. The reef may breach the hull of any boat or ship unlucky enough to run into it. Because of this danger, one of the main duties of any captain is to chart the locations of any newly discovered reefs.

If a sea vessel enters into uncharted waters, the crew is wise to remain attentive. Anyone on deck having *Seafaring Lore* may make a *Success Roll* with *Perception Adjustments* to discern telltale clues that a reef lies near. Anyone in the crow's nest has a bonus of +5 on this roll. No roll is allowed in the cover of night.

Even if a reef is spotted, it is usually too late for the captain to simply turn his ship around to circumvent the hazard. A reef seen to the port of a ship does not mean there is no reef to starboard. The crew will have to take its chances, but at least their chances have been improved by their alertness.

Every hour a captain sails his ship through a reef, he must use his knowledge of *Seafaring Lore*. To do so, he must make a *Success Roll* with *Perception Adjustments*. The difficulty of the roll (which varies from reef to reef) is indicated on the following table:

Percent Likelihood	Success Threshold	E.P. Value
25%	24	12
30%	26	18
25%	28	36
15%	30	75
5%	32	180

Some ocean reefs are hundreds of miles long. Obviously, the captain does not gain E.P. as if 'defeating' the whole reef. Rather, he gains the above E.P. Award on every successful roll. If he has just entered the reef area, it will take 1d6 such rolls to navigate his ship to open waters. Of course, this route will not necessarily take him where he needs to go. Since uncharted reefs are quite unpredictable, the Overlord may wish to vary the *Success Threshold* on every roll made by the captain.

The size of the vessel must also enter into the equation. Larger ships run aground more easily. The size of the vessel gives an adjustment to the captain's *Success Roll* according to the following table:

Length of Vessel	Success Roll Bonus
10 feet	+4
20 feet	+2
35 feet	+1
60 feet	+0
100 feet	-1
150 feet	-2
200 feet	-4

On any failed roll, the ship will hit a reef and run aground. When this happens, there is a 1 in 3 chance that a large hole will be torn in the vessel's side. Any ship whose hull has been breached in this manner will sink within 3d6 minutes. If a breach is averted, the ship will be held fast in the reef's grip until a higher tide lifts the vessel free. If no higher tide is forthcoming, the vessel will likely remain trapped forever.

When his charts accurately show a reef's outline, allow the captain an additional *Success Roll* with *Perception Adjustments* against his level in *Navigation*. If either his *Seafaring Lore* roll or his *Navigation* roll succeeds, his ship sails onward unharmed.

Ocean Storm

Statistics

Associated Creatures: Air Elemental, Dragon Turtle, Giant Squid, Great White Shark, Hippocampus, Mermaid, Scylla, Sea Horse, Sea Lion, Selkie, Water Elemental, Water Hag

E.P. Value: Experience points are awarded for surviving through a harsh ocean storm. See the examples for specific E.P. Values.

If one person's actions alleviate the hazards of the storm for others, award him experience points for those he helped. In general, since the successful navigation of a storm requires the help of an entire crew, the E.P. is divided amongst the crew appropriately. (Multiply the given E.P. value by the number of crew and passengers on board and distribute the result amongst the crew.)

Obviously, E.P. is only awarded to people caught in a storm out on the ocean where they must use their own skills to overcome the hazard. Any intrepid adventurer who simply sits out the storm beside a warm fire in an ocean-view condo does not earn any benefit from the experience.

Description

Storms over seas are often particularly intense. The lack of mountains and ground cover allows gales to build without opposition. Any crew caught in the grip of an ocean squall should consider themselves lucky to survive the ordeal with their ship intact.

The waves kicked up by some ocean storms can reach heights of 20 feet or more. Obviously, the stoutest ships must still respect the awesome power of nature.

To weather a storm, a crew must make a *Collective Success Roll* using the skill of *Seamanship* every hour of the storm's duration (see **Collective Rolls** in **The Rolls of Legendary Quest** section of *The Grimoire of Game Rules(tm)* for details on how to make such rolls). The *Success Threshold* that must be overcome depends on the severity of the storm. Specific values are given in the examples below.

On every failed *Seamanship* roll, the ship takes on 1d4 weight units of water (each unit is equivalent to 10% of the ship's capacity before sinking). When 10 weight units is reached, the ship sinks. If the ship is heavily laden, it is not unreasonable for the Overlord to give the ship 3 to 5 weight units toward its limit of 10. Each weight unit thus accumulated gives the ship a penalty of -1 on every subsequent *Seamanship* roll. Given a full crew complement, one unit of seawater may be bailed from the hold every two hours.

In addition to the risk of sinking, a ship failing its *Seamanship* roll can lose crewmembers. Randomly select 20% of the crew and have them make individual *Luck Rolls* with *Physical Strength Adjustments*. Any failed roll indicates that crewmember washed overboard into the tumultuous sea.

Anyone tossed overboard may drown as the sea tosses him about. He has entered an area of extremely violent water. See the description for **Rapids and Rough Water** for details. Anyone successfully staying afloat will drift 1d6 miles in a random direction every hour of the storm's duration.

Below Average Ocean Storm

Seamanship Success Threshold:	15
Luck Threshold to resist being washed overboard:	20
Luck Threshold against drowning:	15
Storm Duration:	2d6 hours
E.P. Value:	5

Average Ocean Storm

Seamanship Success Threshold:	20
Luck Threshold to resist being washed overboard:	22
Luck Threshold against drowning:	17
Storm Duration:	2d8 hours
E.P. Value:	12

Above Average Ocean Storm

Seamanship Success Threshold:	22
Luck Threshold to resist being washed overboard:	24
Luck Threshold against drowning:	19
Storm Duration:	2d10 hours
E.P. Value:	27

Well Above Average Ocean Storm

Seamanship Success Threshold:	24
Luck Threshold to resist being washed overboard:	26
Luck Threshold against drowning:	20
Storm Duration:	2d12 hours
E.P. Value:	48

Exceptional Ocean Storm

Seamanship Success Threshold:	25
Luck Threshold to resist being washed overboard:	28
Luck Threshold against drowning:	22
Storm Duration:	4d12 hours
E.P. Value:	90

Oceanic Whirlpool Statistics

Associated Creatures: Giant Squid, Great White Shark, Kraken, Mermaid, Scylla, Sea Serpent, Selkie, Siren, Water Elemental, Water Hag

E.P. Value: Experience points are awarded for either escaping the persistent pull of a whirlpool or for the successful navigation of a ship down its gullet (see below). See the description for specific E.P. Values.

While the E.P. values of whirlpools may not seem overly impressive, keep in mind that anyone helping others to escape the whirlpool's grasp gain E.P. for those they aid as well.

Description

An oceanic whirlpool is a large version of a normal whirlpool (see **Whirlpool** for details). They are common motifs in seafaring legends. Due to the size of these mammoth hazards, oceanic whirlpools are only found in seas and oceans (thus their name). Most of these large whirlpools are formed when one moving body of water (such as a river or ocean current) meets another. Others are created by the actions of fabulous monsters, such as Charybdis in Homer's *The Odyssey*. However it is generated, the turbulence is often powerful enough to sink a boat or small ship.

The largest of oceanic whirlpools can easily swallow entire galleys. These fearsome hazards are invariably created or enhanced by the magic of some sea monster or hag. Occasionally, a whirlpool is even set into motion by a peeved deity.

If whirlpools constantly swirled at fixed locations, they would not present the great threat they do. A fixed whirlpool could be charted and marked on maps similar to the way reefs are handled. Unfortunately, whirlpools often spontaneously appear, dance in slow circles for periods of a few minutes to a few hours, and then disappear. The general area of danger may be mapped out, but specific locations to avoid cannot be reliably determined.

If a vessel sails near an oceanic whirlpool when it forms, its crew may attempt to steer their craft safely around. Every minute the craft travels near a whirlpool, the crew must make a *Collective Success Roll* using their *Seamanship* skills (see **Collective Rolls** in **The Rolls of Legendary Quest** section of *The Grimoire of Game Rules*(tm) for details on how to make a *Collective Success Roll*).

When a small or average sized whirlpool forms, it will appear 1d100 yards from his ship (if it is a threat at all). The largest of the pools, however, are twice the size and are a threat at up to twice the distance.

On every successful roll, the crew maneuvers their vessel 5 yards further from the swirling maw. Every failed roll brings them 10 yards closer. If they reach the center of the pool, the ship will either:

- 1) remain stuck in the rotating vortex until it disperses or
- 2) sink if the whirlpool is large enough to bring it down.

The *Success Thresholds* that must be overcome by the crew to navigate the ship out of danger are provided in the example tables below.

Obviously, the size of the vessel must also enter into the equation. Large ships are harder to sink. The size of the vessel gives a bonus to the crew's *Success Roll* according to the following table:

Length of Ship	Success Roll Bonus
10 feet	+0
20 feet	+1
35 feet	+2
60 feet	+3
100 feet	+4
150 feet	+5
200 feet	+6

If some desperate sailor attempts to swim out of the whirlpool's grasp, he has a difficult task. Provided he is

more than 50 yards from the oceanic whirlpool's center, he has a chance (albeit slim). Treat it as a normal whirlpool with a greatly extended dimension (100 yards or more). Unfortunately, even the best swimmers would find it totally impossible to escape the water's grip without aid if they are closer than 50 yards of the vortex's center.

A few of the larger whirlpools have been known to transport their victims to underwater palaces and cities. Although rare, these portals provide ideal entryways to the watery realm since most mortals do their best to avoid them at all costs. If a whirlpool is used as an underwater portal, it will be apparent as the vessel approaches. The swirl of water will actually form a tube of air down which a ship may be safely navigated. To do so, the captain must use his knowledge of *Seafaring Lore* to make a single *Success Roll* with *Perception Adjustments* against a *Success Threshold* of 20. Failure indicates the ship capsizes while traveling "down the drain." Keep in mind, if a whirlpool portal is not large enough to sink a given ship, it will also be too small to allow the ship to enter safely. Even so, such portals present marvelous opportunities for adventure . . .

Below Average Oceanic Whirlpool

Duration of Intermittent	
Appearance:	3d10 mins.
Sinks Ships of Length:	25 feet
Seamanship Success Threshold:	24
E.P. Value:	5

Average Oceanic Whirlpool

Duration of Intermittent	
Appearance:	1d100 mins.
Sinks Ships of Length:	50 feet
Seamanship Success Threshold:	26
E.P. Value:	12

Above Average Oceanic Whirlpool

Duration of Intermittent	
Appearance:	2d100 mins.
Sinks Ships of Length:	75 feet
Seamanship Success Threshold:	28
E.P. Value:	27

Well Above Average Oceanic Whirlpool

Duration of Intermittent	
Appearance:	3d100 mins.
Sinks Ships of Length:	125 feet
Seamanship Success Threshold:	30
E.P. Value:	48

Exceptional Oceanic Whirlpool

Duration of Intermittent	
Appearance:	4d100 mins.
Sinks Ships of Length:	200 feet
Seamanship Success Threshold:	32
E.P. Value:	90

Quicksand**Statistics**

Associated Creatures: Giant Frog, Hyperborean Frog, Large Slug

E.P. Value: Experience points are awarded for completely avoiding the sucking muck of quicksand. Since the difficulty in spotting quicksand varies from one locale to another, the E.P. award should reflect this. See the examples for specific E.P. Values.

Note that E.P. is awarded only to those characters that actually identify a site of quicksand accurately.

Description

Quicksand is a deep watery bog of thin mud and muck that has naturally acquired a covering of leaves, dirt, and twigs. The patch may be as small as 10 feet across or as large as 100 feet. The covering gives the area a form of camouflage that makes its surface nearly indistinguishable from the surrounding ground.

Since no intelligent agent has purposefully placed the ground cover, there is great variability in the camouflage between sites. Even novices easily spot some patches of quicksand while others are difficult to discern by the most experienced swamp dwellers.

In order to spy a patch of quicksand before stepping foot into its hungry surface, a traveler must make a *Perception Check* when he approaches within 5 feet. The difficulty of the check, and the associated E.P. Award for succeeding in it are provided in the examples below.

Anyone with *Swamp Lore* is entitled to an additional *Success Roll* with *Perception Adjustments* against the corresponding *Threshold*. Success indicates he spots some telltale clue that reveals the quicksand's nature. One common clue is that the 'ground' appears perfectly level.

If a person is unlucky enough to step into a patch of quicksand, he must make an *Agility Check* against a *Threshold* of 10. Success indicates he has the dexterity to fall back out of the patch and extract his sinking foot. Failure indicates the quicksand engulfs the person's legs and he slowly sinks into the muck.

On the first turn, a trapped person will sink 1d4 feet. If he stands perfectly still, the unfortunate victim will continue sinking at a rate of 1 foot per turn. Struggling will only increase this rate to 1d4 feet per turn.

Anyone having the presence of mind to lie on his back and float will cease his slow descent into a muddy grave, provided no heavy armor or gear weighs him down. Unfortunately, if the trapped victim has already sunk more than half his total height, he cannot assume a reclined position and will continue to sink unabated.

Once the victim's head falls below the surface of the quicksand, he begins suffocating (see **Choking** in the **Trauma** section of *The Tome of Terrors* for details). The suffocation effects may be delayed by 2d4 turns if the character takes a deep breath before submerging.

Note that any character trapped in quicksand is held by the mud's powerful grip. It takes a good bit of strength to pull free. Provided that a firm footing is available and a pole or rope can be extended to the victim, he may be pulled free. To do so, all those contributing to the effort must make a cumulative *Physical Strength* check against a *Threshold* of 5 plus the number of feet the victim has sunk into the mud. If a rope is used and it is looped around a nearby tree, cut the *Threshold* in half.

Below Average Quicksand

Perception Check Threshold:	4
Success Threshold to detect with	
Swamp Lore:	24
E.P. Value:	4

Average Quicksand

Perception Check Threshold:	6
Success Threshold to detect with	
Swamp Lore:	26
E.P. Value:	6

Above Average Quicksand

Perception Check Threshold:	8
Success Threshold to detect with	
Swamp Lore:	28
E.P. Value:	12

Well Above Average Quicksand

Perception Check Threshold:	10
Success Threshold to detect with	
Swamp Lore:	30
E.P. Value:	25

Exceptional Quicksand

Perception Check Threshold:	12
Success Threshold to detect with	
Swamp Lore:	32
E.P. Value:	60

Rapids and Rough Water**Statistics**

Associated Creatures: Giant Squid, Great White Shark, Kraken, Mermaid, Scylla, Sea Serpent, Selkie, Siren, Water Elemental, Water Hag

E.P. Value: Specific E.P. Values cannot be provided for rough water as the difficulty of avoiding or escaping the water depends greatly on other factors. We can, however, describe the danger or Risk Factor of various forms of rough water. It is these classifications that are provided here.

Description

Rapids and rough water present great danger to almost any person. Even for people with *Swimming*, rapids and rough seas pose a considerable threat to life. Whenever a person is caught in rapid, rushing water, he must periodically make a *Stamina Check* as shown on the examples below.

A failed *Stamina Check* indicates the swimmer begins drowning (see **Choking/ Drowning/ Suffocating** in the **Trauma** rules of *The Tome of Terrors* for details). He drowns for 1d6 turns before gasping his next breath. He must continue to periodically make *Stamina Checks* as shown in the examples below while remaining in the rough waters.

Slightly Rough Waters

Examples:	Normal River, Below Average Ocean Storm	
Risk Factor:	Minimal Hazard	
Stamina Check Freq.:	30 minutes	
Stamina Check Threshold with Swimming Talent:	4	
Stamina Check Threshold without Swimming Talent:	6	

Somewhat Rough Waters

Examples:	Rushing River, Average Ocean Storm	
Risk Factor:	Moderate Hazard	
Stamina Check Freq.:	10 minutes	
Stamina Check Threshold with Swimming Talent:	4	
Stamina Check Threshold without Swimming Talent:	8	

Rough Waters

Examples:	High Water Rapids, Above Average Ocean Storm	
Risk Factor:	Dangerous Hazard	
Stamina Check Freq.:	5 minutes	
Stamina Check Threshold with Swimming Talent:	6	
Stamina Check Threshold without Swimming Talent:	10	

Highly Rough Waters

Examples:	Whitewater Rapids, Well Above Average Ocean Storm	
Risk Factor:	Deadly Hazard	
Stamina Check Freq.:	1 minute	
Stamina Check Threshold with Swimming Talent:	8	
Stamina Check Threshold without Swimming Talent:	12	

Extremely Rough Waters

Examples:	Niagra Falls, Hurricane Force Waves, Exceptional Ocean Storm	
Risk Factor:	Suicidal Hazard	
Stamina Check Freq.:	10 seconds	
Stamina Check Threshold with Swimming Talent:	10	
Stamina Check Threshold without Swimming Talent:	14	

Sandstorm

Statistics

Associated Creatures: Air Elemental, Andro Sphinx, Crio Sphinx, Djinni, Manticore, Mummy, Pesian Sphinx, Phantom

E.P. Value: Award experience points for surviving a harsh sand storm. See the examples for specific E.P. Values.

If one person's actions alleviate the danger for others, award experience to him for all those helped.

Obviously, E.P. is only awarded for surviving a sand storm in the wilderness where a person must use his skills to overcome the hazard.

Description

A sandstorm is an intense windstorm blowing over a sandy desert. Gale force winds kick up loose sand from the desert floor producing a devastating natural force. The sand whips in swirls, tornadoes, and updrafts at such high velocity that it blasts and erodes everything in its path. Sandstorms quickly deposit huge volumes of sand over wide areas. Anyone caught in a sandstorm's grip does well to find his way to shelter.

Sandstorms strip sand from some areas and deposit it elsewhere in dunes ranging in height from 1 to 24 feet, depending on the storm's intensity and duration. In places, the new dunes can reach as high as 30 or more feet. Entire cities are sometimes lost to the most devastating of these phenomena. See the examples below for the average depth of sand deposited by a sandstorm.

Anyone caught in the storm's path will sustain damage from the driven sand; even desert travelers who are otherwise properly outfitted for a desert climate. The damage accrual rate depends on the storm's severity according to the examples below.

Note that wearing heavy armor during a sandstorm is virtually impossible as the wind whips the sand into every crevice and open seam. The armor quickly fills with sand and loses its ability to flex within 1d4 hours. Even so, as long as the armor is worn, it retains its damage

absorptive ability and protects its wearer normally. (Treat the hourly damage as a single blow for absorption purposes.)

A character's *Speed* is cut to one-half normal during these conditions. Note that casting spells such as **Dragon's Flight**, **Magic Carpet**, or **Aerial Bubble** during such weather conditions is stupid, if not absolutely suicidal.

Fortunately, sand storms kick up so much dust and debris that desert travelers can see the approaching wave of violence from up to 35 miles away on a clear day. This gives about a ½ hour warning before the storm hits. Allow anyone with *Desert Lore* a *Success Roll* with *Perception Adjustments*. A successful roll indicates the person senses the storm's approach 1d4 hours before it arrives.

Just as sandstorms sometimes bury cities, they can also uncover old ruins as well. After all, the sand has to come from somewhere . . .

Below Average Sand Storm

Damage Rate:	1d6 per hour
Storm Duration:	2d6 hours
Average Depth of Sand:	1d4 feet
E.P. Value:	5

Average Sand Storm

Damage Rate:	2d6 per hour
Storm Duration:	2d8 hours
Average Depth of Sand:	1d6 feet
E.P. Value:	5

Above Average Sand Storm

Damage Rate:	2d8 per hour
Storm Duration:	2d10 hours
Average Depth of Sand:	2d4 feet
E.P. Value:	5

Well Above Average Sand Storm

Damage Rate:	3d6 per hour
Storm Duration:	2d12 hours
Average Depth of Sand:	2d6 feet
E.P. Value:	48

Exceptional Sand Storm

Damage Rate:	3d8 per hour
Storm Duration:	4d12 hours
Average Depth of Sand:	2d12 feet
E.P. Value:	90

“Just as sandstorms sometimes bury cities, they can also uncover old ruins as well. After all, the sand has to come from somewhere...”

Sand Trap
Statistics

Associated Creatures: Giant Centipede, Giant Scorpion, Large Centipede, Rock Hag, Giant Wolf Spider, Sphinxes of all types

E.P. Value: Anyone escaping the hungry grip of a sand trap earns experience points. Since the difficulty in spotting a sand trap varies from one locale to another, the E.P. award reflects this. See the description for specific E.P. Values.

Description

When a desert sandstorm piles mounds of sand over a cave entrance or rocky overhang, a natural trap forms. The storm often leaves sizeable air gaps in the cave or under the overhang but blocks it off with an apparently normal sand dune.

This air gap presents significant danger. Any weight disturbing the sand on the surface causes it to collapse, allowing the cascading sand to fill the gap. Of course, the dune takes any trespassers with it.

Allow anyone with *Desert Lore* a *Success Roll* with *Perception Adjustments* to discern evidence of instability in the sand dune. The following table provides the difficulty of the check and the associated award for circumventing the danger.

Percent Likelihood	Success Threshold	E.P. Value
10%	24	4
30%	26	6
40%	28	12
15%	30	25
5%	32	60

Anyone stepping on a *Sand Trap* triggers its collapse. The unfortunate victim must make an *Agility Check* against a *Threshold* of 10 or be pulled below the sand's surface.

If the space within the cave fills completely, the sand above the victim buries him to a depth of 2d10 feet. The victim sustains the effects of *Slow Suffocation* (see **Slow Suffocation** in the **Trauma** section of *The Tome of Terrors* for details).

Anyone buried 1 or 2 feet below the surface may easily dig his way out in 1d6 turns, provided he remains conscious. Those buried deeper have more difficulty. They must make *Physical Strength Checks* against the *Thresholds* given on the following table:

Burial Depth	Physical Strength Check Threshold
3 feet	4
4 feet	6
5 feet	8
6 feet	10
7 feet	12
8 feet	14
9 feet	16
10+ feet	20

Failure indicates a person cannot move. Success indicates he may slowly dig his way to the surface at a rate of 1 foot per 5 minutes.

On the other hand, if the cave contains an air pocket, the victim can easily free himself, but will be trapped within the cave, possibly making a tasty treat for some clever desert behemoth. Meanwhile, the *Sand Trap* itself will be readied for another victim.

Tar Pit Statistics

Associated Creatures: Skeletons of sabre-toothed lions (panthers), wooly mammoths (elephants), the Sinclairs, Dino, etc. All covered with black tar.

E.P. Value: Award experience points for avoiding the sucking muck of a tar pit. Since the difficulty in spotting these dangerous areas varies from one locale to another, the award reflects this. See the description for specific E.P. Values.

Description

You might think that a tar pit is not really a very hazardous natural feature. Anyone seeing a pit of tar would obviously decide to walk around. However, the reality is far different. Tar pits, despite being filled with thick viscous oily muck, look surprisingly like ordinary pools of water. The surface of the slick gook acts as an excellent reflector. On a bright day the blue sky and fluffy clouds are perfectly reflected from the dark pool. The tar pit may be as small as 10 feet across or as large as 100 feet.

For 5 to 10 feet around the edge of the deadly pit, the bank is made of thick tar. It is often covered with the leaves, twigs, and dust of the surrounding area providing it with excellent camouflage. Here may also be found the old bones of the pit's earlier victims.

Obviously, since sentient creatures do not intentionally create tar pits, there is great variability in the camouflage between sites. Even novices easily spot some tar pits while others are difficult to discern by the most experienced swamp dwellers.

In order to spy a tar pit before stepping foot into its hungry surface, a traveler must make a *Perception Check*

when he approaches within 5 feet of any dangerous area. The difficulty of the check and the associated E.P. Award for succeeding in it are provided on the table below.

Allow anyone with *Swamp Lore* an additional *Success Roll* with *Perception Adjustments* against the corresponding *Threshold*. Success indicates that he spots some telltale clue revealing the pit's nature.

Percent Likelihood	Perception Check Threshold	Success Threshold	E.P. Value
10%	4	24	4
30%	6	26	6
40%	8	28	12
15%	10	30	25
5%	12	32	60

You should only award experience to those characters who identify the tar pit and avoid its insistent embrace.

Despite the fact that most people think of tar pits as boiling bogs of putrid smelling gook, the tar in most pits is calm and cool and gives off no discernible odor. Many pools even have a thin sheet of water floating on top. If there is sufficient heat to actually boil the tar, the pit will be quite obvious to all the senses.

In all other respects, the bank and tar pit act exactly like **Quicksand** (described above).

Below Average Tar Pit

Perception Check Threshold:	1d4
Success Threshold to detect with Swamp Lore:	24
E.P. Value:	4

Average Tar Pit

Perception Check Threshold:	1d6
Success Threshold to detect with Swamp Lore:	26
E.P. Value:	6

Above Average Tar Pit

Perception Check Threshold:	1d8
Success Threshold to detect with Swamp Lore:	28
E.P. Value:	12

Above Average Tar Pit

Perception Check Threshold:	1d10
Success Threshold to detect with Swamp Lore:	30
E.P. Value:	25

Exceptional Tar Pit

Perception Check Threshold:	1d12
Success Threshold to detect with Swamp Lore:	32
E.P. Value:	60

Under-Water Passage**Statistics**

Associated Creatures: Giant Eel, Guivre, Kelpie, Mermaid, Siren, Stingray, Water Elemental

E.P. Value: Award experience points for swimming extended distances underwater. The difficulty and danger of such swims is directly related to the length of the passage. The following table provides awards for a variety of underwater jaunts.

E.P. Values based on Distance

Distance	E.P. Award
75 yards	1
100 yards	2
125 yards	5
150 yards	10
200 yards	25
500 yards	60
1,000 yards	125
1 mile+	200

Note that E.P. is awarded *only* if a person cannot surface for air or if he uses his own skills to circumvent an otherwise unavoidable barrier (i.e. a **Teleport** spell). If the actions of one person alleviate the danger for others (i.e. **Aqua Air** or **Nixie's Breath**), award that person the experience. Swims of about 150 yards and greater usually require some form of aid, magical or otherwise.

Description

Characters sometimes find themselves forced to swim underwater for extended periods. The only entrance into the latest "Cave of Riches" may be submerged 10 feet under or a person may be making a desperate escape from an angry tribe of blowgun-bearing aborigines and cannot surface for air.

In any case, a person's lifetime respiration habits can get the best of him. When oxygen runs out, air-breathing creatures begin suffering from suffocation (see the **Trauma** rules in *The Tome of Terrors* for details.) If a swimmer has the good sense to take a deep breath before submerging, he delays the suffocation effects for 2d4 turns.

Since the *Swimming* talent allows a person to move at a rate of one-fourth his normal *Speed* in water, most characters will travel approximately 15 yards every turn (when swimming at a furious pace). This means that characters will, on average, swim about 50 or 60 yards before suffering the initial effects of drowning. Most characters will be able to survive a swim of about 100 or 125 yards underwater, albeit with extreme duress. Any swim of significantly greater distance can seriously threaten a person's life.

Whirlpool**Statistics**

Associated Creatures: Giant Frog, Guivre, Hyperborean Frog, Kelpie, Mermaid, Selkie, Water Elemental, Water Hag

E.P. Value: Experience points are awarded for escaping the persistent pull of the whirlpool or for aiding someone else to do the same. See the description for specific E.P. Values.

Description

A whirlpool is a large body of rotating water depressed in the middle that looks strikingly like water escaping down a gigantic drain. Most whirlpools form when one moving body of water (such as a river or waterfall) meets another (such as a lake or underground reservoir). While nearly all whirlpools threaten swimmers, most whirlpools are little danger to most boats and ships. (Those whirlpools that do present a threat to ocean-going vessels are described under **Oceanic Whirlpool**.) Canoes and rowboats are the largest boats a normal whirlpool threatens.

If whirlpools constantly swirled at fixed locations, they would be far less hazardous. Swimmers would simply give them a wide berth. Unfortunately, they are quite unpredictable. They will spontaneously appear, dance in slow circles for a few minutes, and then vanish.

A whirlpool's effective reach depends on the strength of the water currents generating it and is detailed in the examples below. When it forms, it will spontaneously appear within a single turn somewhere within 1d100 feet (if it is any threat at all).

If a swimmer is caught near a whirlpool when it forms, he may attempt to escape its reach if he has the *Swimming* talent. Every turn he struggles to escape its perimeter, he must make a *Stamina Check*. Any successful roll indicates the swimmer manages to gain a 10-foot headway toward escape. A failed roll indicates a 10-foot loss. The difficulty of the roll depends on the size and strength of the water's pull. The examples give appropriate *Thresholds* for variously sized whirlpools along with their corresponding E.P. Values.

If a small rowboat or canoe bobs along near a forming whirlpool, the rowers must make similar rolls against their *Staminas*. Any failure by any rower on a given turn indicates failure for the entire crew.

If a swimmer or small boat reaches the pool's center, it is immediately pulled below the surface (no *Luck Roll*). The unfortunate victims will begin drowning (see **Choking / Drowning / Suffocating** in the **Trauma** section of *The Tome of Terrors* for details.)

Below Average Whirlpool

Duration of Intermittent Appearance:	2d4 mins.
Radius of Effect:	4d10 feet
Stamina Check Threshold:	4
E.P. Value:	20

Average Whirlpool

Duration of Intermittent Appearance:	2d6 mins.
Radius of Effect:	5d10 feet
Stamina Check Threshold:	6
E.P. Value:	30

Above Average Whirlpool

Duration of Intermittent Appearance:	3d6 mins.
Radius of Effect:	6d10 feet
Stamina Check Threshold:	8
E.P. Value:	60

Well Above Average Whirlpool

Duration of Intermittent Appearance:	3d8 mins.
Radius of Effect:	8d10 feet
Stamina Check Threshold:	10
E.P. Value:	125

Exceptional Whirlpool

Duration of Intermittent Appearance:	3d10 mins.
Radius of Effect:	10d10 feet
Stamina Check Threshold:	12
E.P. Value:	300

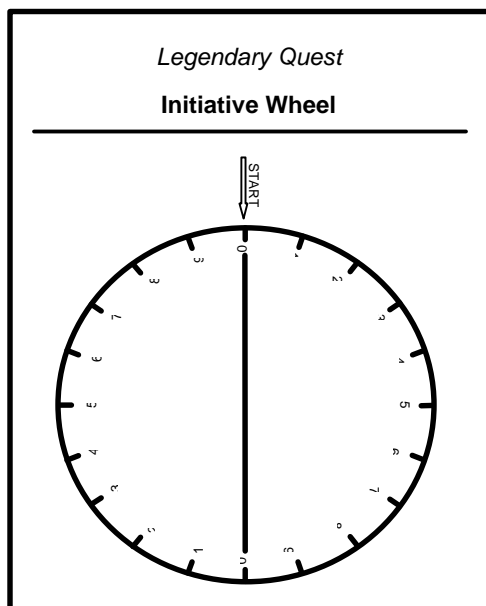
Tracking Initiative

The LQ initiative system is really fairly simple. Because of this, many people keep track of events in their heads. I did this myself for many years. But, I have come to appreciate various techniques to do this chore for me, so my limited gray matter can be spent on more important issues. In this book, we present two methods of initiative tracking. Neither option changes the initiative rules in the slightest. One records the timing of events on a "Combat Worksheet." The other, my personal favorite, uses an "Initiative Wheel" to do the job. Both techniques are described hereafter. Feel free to use neither, one, or both as you desire. It might interest you to know, though, that the Combat Worksheet and Initiative Wheel were first created at least 10 years after our current initiative system was developed, so their use is far from mandatory to play the game.

The Initiative Wheel

Legendary Quest's Initiative Wheel can be found at the end of this book. It has the advantage of requiring no bookkeeping work and does an excellent job of communicating the sequence of events to all players involved in the game. It also allows the Overlord to assign initiative tracking responsibility to one of the players, if he chooses, thus lifting some of his burden.

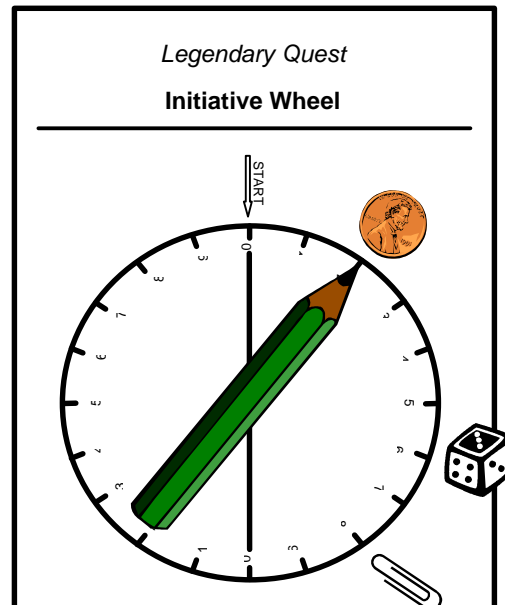
The Initiative Wheel is little more than a circle with twenty numbered tick-marks around its perimeter. To one side of the circle, there is a "START" arrow.



The numbers begin at 0 next to the START arrow and increment by one at every tick mark until 9 is reached. At this point, the numbering starts over at 0 next to the tick

mark opposite the START arrow. The numbers once again increment to 9 to complete the circle.

The idea is to print out the Initiative Wheel and lay it on the table during play. Place a pencil, pen, or other makeshift pointing device in the center of the circle pointing to the "START" arrow. This pointer represents the current second in game time. In addition, each combatant needs a token of some kind to represent his character. You can use colored stones, miniature figures, coins, dice, or any number of other small objects as tokens. You will place these tokens around the outside of the circle at various tick marks. The placement of the tokens indicates when a combatant will perform his next action. So, if an archer's next arrow fires on the 8th second of the current turn, place his token next to the tick marked "8." Those combatants whose actions fall on the 10th second of the turn place their tokens on the tick next to the "0" at the end of the turn.



As the turn's seconds tick by, rotate the pencil to point to the next tick mark with a token. At this point, the people controlling the indicated characters and/or monsters perform their actions. Thereafter, if a combatant is performing a range action or is otherwise out of hand-to-hand combat, his next action is likely to take a predictable amount of time. If so, immediately move his token to the corresponding location on the wheel indicating when his next action will occur. If the combatant is in hand-to-hand melee rather than at range, temporarily move his token off of the board after performing his action, since you cannot know when his next action will take place until after rolling the next turn's initiative. (I usually move the tokens for hand-to-hand combatants above the line

separating the title from the wheel on the sheet to keep them out of the way but handy.)

Once all actions of a given turn are performed and the pointer is pointing to the "0" at the end of the turn, roll initiative for the next turn and place the tokens of all hand-to-hand combatants that were temporarily moved aside at appropriate locations for the next turn's action. The pencil keeps going round and round until the battle ends.

That's all there is to the wheel. It's pretty straightforward and quite useful.

The Combat Worksheet

Legendary Quest's Combat Worksheet is a simple grid-like form that allows you to track the timing of events during combat. It can be found at the end of this book next to the Initiative Wheel.

The worksheet has a number of advantages. First, it allows you to go back and review the events of an entire battle if questions about timing that are dependent on prior events arise in later turns. It also allows you to easily preserve the action of a lengthy battle should the hour grow too late to complete a fight. On the next session, the worksheet can usually be brought out and combat resumed without a hiccup. It is also an excellent way to communicate initiative concepts via the printed page (and is used extensively in the section "An Analysis of Initiative" for this reason). The Combat Worksheet has the disadvantage that, while it makes the timing of events quite visible to the Overlord, it does nothing to communicate its information to the players.

The Combat Worksheet's main characteristic is a grid like the following:

	1	2	3	4	5	6	7	8	9	10
1										
2										
3										

etc...

This grid is very simple. Each line represents a turn, each of which consists of 10 seconds. After 10 turns, the numbering starts again at 1:

10										
	1	2	3	4	5	6	7	8	9	10
1										

We did this simply to allow the worksheet to be used for several combats, since most battles take less than 10 turns to complete. If you need to bleed over from one section of 10 turns into the next section, though, the sheet accommodates you nicely.

To keep track of events, all you need to do is place an identifying mark at the points where important actions occur. I like to use an "X" to represent the party and an "O" for the bad guys. So, if the party rolls a 3 on initiative, and the Overlord rolls a 6 for the wolves they are fighting, you will simply mark the sheet as follows:

	1	2	3	4	5	6	7	8	9	10
1			X				O			

If Wanda the Wizard, one of the party members acting at range, finishes casting her Fire Dart spell on the 8th second of the turn, you can place a special identifying mark on that second for her:

	1	2	3	4	5	6	7	8	9	10
1			X				O	W		

That's really all there is to it. Any subtleties that occasionally arise are explained in more detail below.

An Analysis of Initiative

New players to LQ are sometimes confused by our initiative system. I believe this is mainly due to the fact that some aspects of the system look similar to those of other games. It is frequently difficult for a person to overcome his natural "bias" of past experience when encountering a new way of doing things, especially when he grabs on to one familiar characteristic and tenaciously hangs on to it as the central focus of the system. This section was written in order to alleviate this difficulty as much as possible.

Role-playing games are largely segmented into time-based and turn-based systems. A time-based system assigns a particular length of time that every action takes. These systems are often mechanically simple, since the timing of actions is pre-ordained. As a consequence, time-based systems can make combat seem a bit too much like playing chess and a bit too unlike Russian Roulette.

Turn-based systems, on the other hand, chop combat actions up into "rounds" or "turns." Often an "initiative" die is rolled to determine which of the opposing forces is able to go first. This introduces randomness, keeping the chaotic feel of hand-to-hand combat. However, these systems can be unsatisfactory in that their separation

from “time” means that the initiative systems are often augmented with arbitrary rules concerning how many “offensive” and “defensive” actions a combatant may take during his turn. It seems natural that a powerful combatant will get multiple attacks on less experienced fighters, but totally eliminating “time” from the equation makes any rules that attempt to simulate the timing of actions seem artificial.

So, both time-based and turn-based systems have their advantages and disadvantages. These descriptions are over-simplified, of course, but when you boil it all down, those are the fundamentals.

The *Legendary Quest™* initiative system is essentially a time-based system with a turn-based system grafted on top of it. It attempts to take advantage of the strengths of each genre and thereby dispense with the weaknesses. The turn-based aspects are used where they are most appropriate and the time-based aspects are used otherwise. As you will see, the initiative rules are simple and can be applied consistently to quickly handle almost any situation.

When Do I Go?

The most important outcome of initiative is the determination of when the various combatants attack. So, let's get a basic understanding of that aspect first.

Combatant to Combatant

Let's start with the next-to-simplest hand-to-hand combat situation: two combatants fighting one another with hand-held weapons. (We'll get to the simplest case in just a sec.) Let's assume there are no complicating factors for this example. We'll call the combatants “Roger the Ranger” and “Larry the Lush.” Both sides roll 1d10. Roger gets a 4 and Larry gets a 5. On our grid, we'll represent Roger with an “R” and Larry with an “L”:

	1	2	3	4	5	6	7	8	9	10
1				R	L					

In this next-to-simplest case, the initiative grid is showing that Roger takes his swing on second 4 and Larry takes his on second 5. That's about as simple as it gets. What could be simpler?

Combatant to Fence Post

Let's suppose that Larry the Lush is so drunk that he has picked a fight with a fence post. Even drunk, Larry is obviously a far superior warrior than the post. The post is doing absolutely nothing to prevent Larry from wailing on it repeatedly. The LQ rules state that every hand-to-hand attack requires one second to both deliver (swing) and

recover (draw back). So, logically, Larry should be able to attack once per second:

	1	2	3	4	5	6	7	8	9	10
1	L	L	L	L	L	L	L	L	L	L
2	L	L	L	L						

Unfortunately, on the 4th second of the 2nd turn, Larry fumbles. The Overlord decides he's had enough and has Larry make a *Luck Roll*, which he promptly fails in his stupor. Larry has apparently tripped headfirst into the post and knocked himself unconscious. The post wins.

Notice in this example that neither the post nor Larry rolled initiative. **If there is not both an active hand-to-hand attacker and an active hand-to-hand defender in a combat situation, LQ falls back to a purely time-based system.** (The only exception to this rule is when determining surprise, which demands randomness.)

Range Weapon Firing Times

Let's say Roger decides to perform a little target practice with his longbow on a bull's eye tacked to a tree in the woods. The weapons table states that the firing time for a longbow is 5 seconds. So, Roger takes aim and fires every 5 seconds:

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R					R

Pretty simple. There is no hand-to-hand combat involved here either, so no initiative is rolled.

Mixed Turns

Note that the case does not change if Roger is instead firing at a distant Larry, since neither is a hand-to-hand combatant at this point. Let's suppose that Larry is 50 yards away when Roger begins firing. On Roger's first arrow, Larry notices Roger and starts staggering toward him at a rate of 25 yards per turn (let's ignore surprise for now):

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R	?	?	?	?	?

Since Larry didn't notice Roger's aggressive moves until second 5 of the first turn, and since he must travel 50 yards at a *Speed* of 25, he takes until 5 of the 3rd turn to make it to Roger. At this point, he starts swinging his wine-bottle at Roger.

How do we handle this? For half the turn, we have a purely time-based range attack situation, and the rest of the turn we have a hand-to-hand combat situation. Both Larry and Roger must roll initiative. With his wine-bottle in hand, Larry suffers a penalty of 5 on his initiative since he did not close the gap between himself and Roger until then. Roger similarly suffers the penalty of 5, but since he must drop his bow and draw his long sword he suffers additional penalties as well. The LQ rules state that drawing a medium weapon penalizes initiative by 2 points, so Roger must add a total of 7 to his initiative roll (dropping the bow costs nothing). If either combatant's adjusted initiative roll is greater than 10, the attack "falls off" the end of the turn and is lost.

Let's suppose Larry rolls a 6 and Roger rolls a 2. That means Larry's adjusted roll is an 11 and Roger's is a 9:

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R				R	

That means that Larry gets no swing on the 3rd turn while Roger gets both a shot from his longbow and a swing with his long sword. That may not seem fair, but that's the chaos of hand-to-hand combat. The odds were, after all, in favor of Larry being the one to get a swing.

The next turn, both combatants roll initiative as normal. Let's say Larry rolls a 4 and Roger rolls a 7:

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R				R	
4				L			R			

Here we are in a pure combat situation, so initiative is determined using the turn-based rules.

Multiple Flurries

On the next turn, Roger and Larry roll initiative once again. Roger gets a 9 while Larry rolls a 2. This is a difference of 7 in favor of Larry. The Overlord is treating Larry's wine bottle as a one-handed club, and thereby decides it has a *Recovery Time* of 6. The initiative difference was greater than the *Recovery Time*, so Larry is entitled to an additional attack 6 seconds after his first swing. So, he goes on 2 and 8:

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R				R	
4				L			R			
5		L						L	R	

Mixed Attack Types

Now, let's suppose that Roger's friend, Wanda the Wizard, pops out from behind a bush at the beginning of turn 6 and decides to help Roger in his battle. She pulls out her material components for "Blazing Bullfrogs" (a spell she personally invented) and starts casting. Let's say the casting time for "Blazing Bullfrogs" is 4 seconds. On the next turn of combat, Wanda does not need to roll any initiative, since her spell takes a fixed amount of time to invoke and nobody is attacking her personally. However, Roger and Larry still do. Roger rolls a 3 while Larry rolls a 5 (We'll represent Wanda with a "W"):

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R				R	
4				L			R			
5		L						L	R	
6			R	W	L			W		

Thus, Roger swings on 3, Wanda casts her first spell on 4, Larry swings on 5, and Wanda casts her second spell on 8.

On turn 7, Larry and Roger keep fighting and Wanda keeps casting. Initiative is rolled for Larry and Roger. Larry gets a 3 while Roger gets an 8. At the end of the previous turn, Wanda had already been casting her next “Blazing Bullfrogs” spell for 2 seconds. So, her spells go off on 2, 6, and 10:

	1	2	3	4	5	6	7	8	9	10
1					R					R
2					R					R
3					R				R	
4				L			R			
5		L						L	R	
6			R	W	L			W		
7		W	L			W		R		W

At this point, Roger is convinced Larry is some undead horror of the night, since he keeps fighting on despite the arrows, sword thrusts, and flaming frogs inflicted upon him. In reality, Larry is simply too drunk to have the good sense to die. So, instead, he decides to lie down and have another drink.

Engaging Combat

Now that we have a sufficient understanding of how initiative applies for most combat situations, we should cover some of the more difficult issues surrounding initiative. These mainly involve the beginning and ending of the combat scenarios. In short, we need to look at how *Legendary Quest* handles engaging and disengaging from battle.

Handling Surprise

One of the most common complications to engaging combat is surprise. Surprise arises when one or both of the combatants are unaware of the other at the beginning of combat. Die rolls determine the number of seconds one of the two opposing sides is surprised. Each side rolls a d10 and adds any pertinent attribute adjustments. When both sides start out unaware of the other, the highest *Perception* of each force is added to the surprise roll. If one of the two forces is definitely aware of the other first and is actively attempting to surprise the other, the aggressor adds the lowest *Agility* of the surprising group rather than the highest *Perception*. The group being surprised adds the highest *Perception* to its surprise roll. Obviously, if one group is aware of the other first and is actively attempting to surprise the other, the aware group cannot itself be surprised regardless of the outcome.

The difference in the adjusted die rolls determines the number of seconds the loser is surprised. As such, it is used as an adjustment to the first turn's initiative roll.

Note that this is the only time that initiative must be rolled on both sides even if there are no hand-to-hand combatants.

Surprise Attacks

To illustrate these concepts, let's suppose that Bob the Burglar is sneaking around a warehouse. As he turns a corner he sees, to his horror, a food dish with the name “Daisy” painted on its side. Standing over the dish is a massive Doberman Pincher. To keep things simple, let's say that both Daisy and Bob have a *Combat Level* of 1.

Surprise is rolled to determine if the thief, the dog, or neither is surprised. Daisy rolls a 7. Adding the dog's *Perception* of 4 to the roll results in an adjusted roll of 11. Bob rolls a 4 and adds his *Perception* of 3 for a total of 7. The difference is 4 in favor of Daisy.

Obviously, Bob will begin to draw his short sword as soon as he is aware of Daisy. Per the LQ Combat Rules, drawing a medium weapon requires 2 seconds, so Bob will suffer an additional 2 penalty on initiative.

Initiative is now rolled. Daisy rolls a 3 while Bob rolls a 7. Unfortunately, Bob must add 4 (surprise) plus 2 (drawing weapon) to his initiative, resulting in a total of 13. Since this falls off the end of the turn, Bob does not get an attack this turn. Since Daisy's recovery time is a 7, she actually gets an extra attack on 10:

	1	2	3	4	5	6	7	8	9	10
1			D	.	.					D

(The bold boxes indicate the seconds where Bob is susceptible to a surprise attack. The seconds where Bob is drawing his weapon are indicated with a ‘.’) Daisy's initiative roll essentially indicates the first moment she is aware of Bob. Since they are in such close quarters, Daisy can immediately attack.

So, on second 3 Bob suffers a surprise attack and his *Defense* is calculated accordingly. Any thief skulking around a warehouse is obviously under the constant threat of danger. So, the Overlord decides to calculate his *Defense* as specified under the heading “Conscious and Aware of Danger” in the Combat Rules found in *The Grimoire of Game Rules*. On the following second, Bob's *Defense* is no longer penalized so severely, since he is now obviously very aware of Daisy. However, he has not yet drawn his weapon, so his *Defense* is calculated

discounting *Parry* and his *Combat Level* is calculated as if he had no weapon in hand. On second 6, Bob has his full *Defense* and *Combat Level*.

Closing to Attack

Let's alter our example slightly so that Daisy starts out 20 yards away from Bob when she first spies him (on second 3). Dogs have a Speed of 100, so it will take her 2 seconds to close the distance between her and the skulking thief. Let's consider all other rolls to be identical. Essentially, this means that Daisy's initiative roll is penalized by 2 seconds because she must close:

	1	2	3	4	5	6	7	8	9	10
1			*	*	D.	.				

(The *'s indicate the time Daisy spends running). In this case, the fact that Daisy must close the distance means that Bob is already aware of her on her first attack. He has not drawn his weapon yet, though, so his *Defense* is calculated without *Parry* and his *Combat Level* is calculated without a weapon in hand. Since *Combat Level* is the average of *Character Level* and *Weapon Level*, the *Combat Level* is simply half of the *Character Level*. Daisy's initiative penalty of 2 also means that she does not gain a second attack this turn.

Combining Penalties

There are times when it is reasonable to drop an initiative penalty because it can be combined with another. For example, suppose that Bob the Burglar of our previous example spied Greg the Guard instead of Daisy the Doberman. The guard is 24 yards away and has his back turned.

Bob decides to throw caution to the wind and runs up behind the guard while drawing his weapon. Further, let's suppose it will take Bob 3 seconds to close the distance.

Surprise is rolled for each side. Bob gets an adjusted surprise roll of 9 while Greg gets an adjusted roll of 5. The difference is 4 in favor of Bob. Initiative is rolled. Bob gets a 1 while Greg gets 5. Bob would ordinarily have a penalty of 5 on his initiative, since he must take 3 seconds to close the distance and an additional 2 to draw the weapon. However, it is perfectly reasonable in this situation for Bob to be drawing his weapon *at the same time* he is running toward Greg.

So, in this case the greater of the two penalties is used to determine Bob's initiative:

	1	2	3	4	5	6	7	8	9	10
1	*	*	*	B						

Here we see that Bob will swing at Greg while Greg is still susceptible to a surprise attack. Without combining the initiative penalties, Bob would not have had this opportunity. However, Greg's surprise penalty cannot be merged with the penalty he must suffer from drawing his long sword, which also has a penalty of 2. The reason is just that Greg obviously would not draw his weapon until after he notices Bob. So, Greg suffers the total penalty of 6 to his initiative, pushing it past the end of the turn and forcing him to lose any chance of attack on the first turn of combat.

Multiple Initiative Rolls in a Turn

Ok, we have an even better grasp of how the LQ initiative system works, so let's dream up a more complicated but realistic scenario and see how well the system holds up.

Suppose we have Max the Mighty trying to get to Sam the Sorcerer, who has caused him grievous pain. Unfortunately, Sam has charmed a zombie to act as his front line and, try as he might, Max has been unable to break through. All hope of survival is almost lost. Initiative is rolled. Max gets a 4 while the zombie gets a 7. Sam does not need to roll initiative, because his spell takes a fixed amount of time to cast (8 seconds):

	1	2	3	4	5	6	7	8	9	10
1				M			Z	S		

On second 4, though, Max delivers a magnificent blow with his short sword and the zombie finally topples. What happens next?:

	1	2	3	4	5	6	7	8	9	10
1				M	?	?	?	?	?	?

Obviously, Max is going to run at the Sorcerer since there is nothing preventing it. Sam decides to try and finish his spell, since Max is looking pitiful and Sam thinks one more spell ought to do it. When the spell is complete, Sam plans to draw his Kris, just in case (A Kris is a small weapon, so drawing it incurs an initiative penalty of 1). It will take Max the Mighty 2 seconds to close the distance, so this is the situation:

	1	2	3	4	5	6	7	8	9	10
1				M	*	*		S	.	

Should Max get to swing again this turn? Should Sam? The answer is a definite “maybe.” The sorcerer is certainly hampered by his spell casting efforts, but he is hardly standing there like a post. This is obviously a completely different hand-to-hand combat scenario than when the turn began. So, what do we do?

The answer is simple once you understand LQ’s initiative system. There is nothing in the *Legendary Quest* rules that states that a person can roll initiative only once per turn. If one hand-to-hand combat scenario has ended between combatants in the middle of a battle, it is perfectly reasonable for any new combat scenario starting in the same turn to require its combatants to make a second initiative roll. Here, Max and the Sorcerer

must each roll initiative independently. Max will have an initiative penalty of 6, since that is when he engages Sam. Sam, on the other hand, must complete his spell (on 8) and draw his Kris (1 second additional penalty). So, Sam’s initiative penalty is a whopping 9. Max rolls a 2 while Sam rolls a 7. So, Max will get to attack Sam on 8, simultaneous with the completion of Sam’s spell.

Obviously, if Sam survives Max’s attack, he will not get to swing back with his Kris this turn since his adjusted initiative is a 16. However, he will have the *Parry* and *Combat Level* benefits of the weapon on 10. (Although we will not delve into it here, it is likely that Max will get multiple attacks on Sam starting on 8 since his *Combat Level* is almost certainly higher than the Sorcerer’s.)

Is this complicated? Well, from a rules perspective it isn’t. Each individual rule is straightforward and the rules were incrementally applied in a logically consistent fashion. From a game mechanics perspective; of course, the whole procedure was rather involved since there was a lot of action happening on that turn. However, complex turns like this one are greatly in the minority. A good initiative system should be able to quickly handle the majority of cases and still deal with the intricate ones smoothly. LQ’s initiative system does just that.

Legendary Quest™ Combat Worksheet

Overlord: _____

Date: _____

	Character	Defense
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____

<i>Monster</i>					
CL:					
Attack:					
Defense:					
Abs.:					
EP:					
Damage:					
DT:					

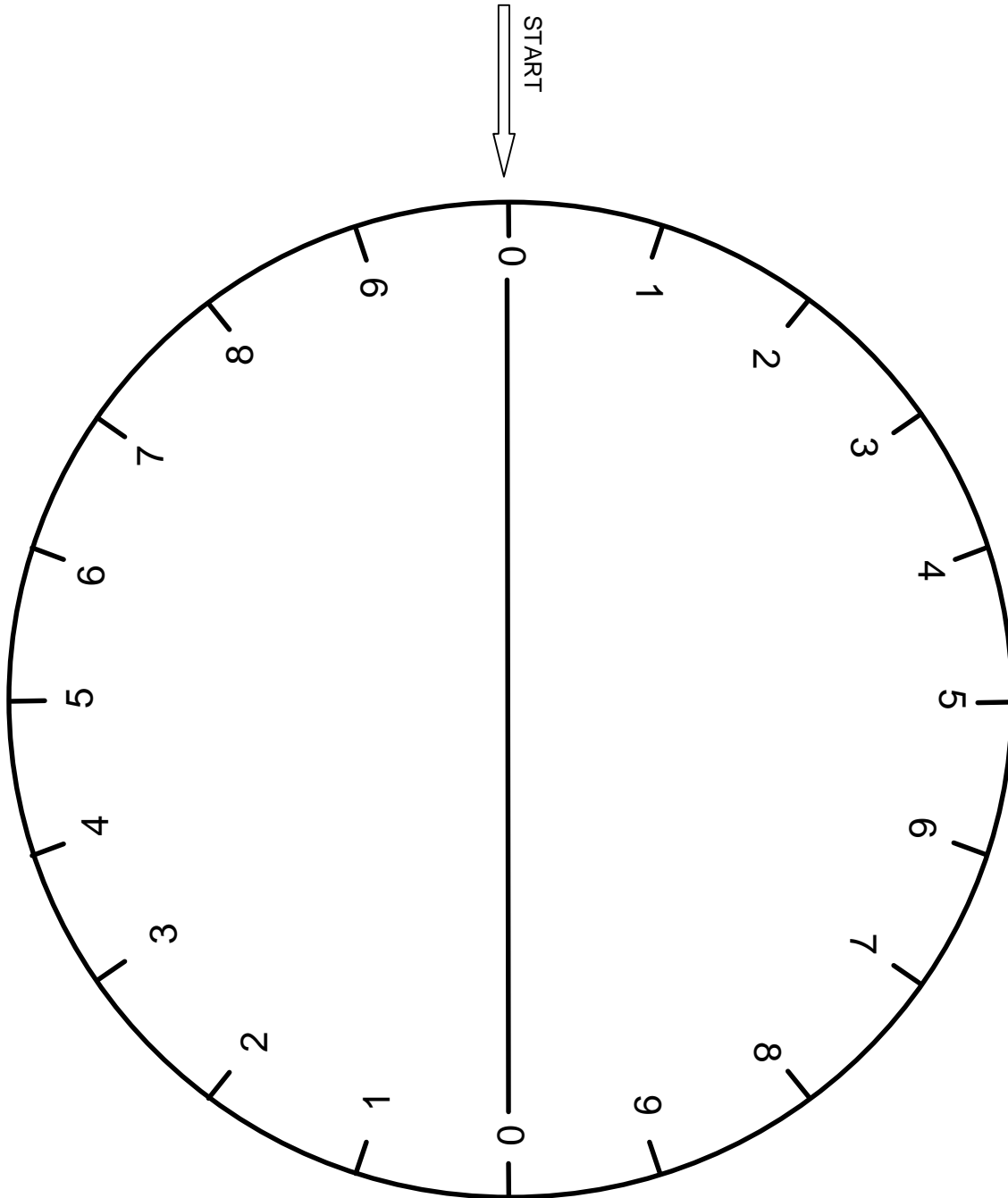
	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
	1	2	3	4	5	6	7	8	9	10
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

X = Party Initiative # = Individual Initiative
 O = Monster Initiative -- = Second Complete



Legendary Quest's™ Initiative Wheel

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Legendary Quest™ Character Sheets

Character Sheets

As *Legendary Quest*™ has evolved, so have the materials to help you develop your character and keep track of his or her abilities and equipment during play. Some people prefer the old sheets while others prefer the new. The character sheets on the following pages take into account the new rules introduced here, in *The Handbook of Hazards and House Rules*. Enjoy!

Legendary Quest™ Character Sheet

Legendary Quest™ Character Sheet

Personal Characteristics

Overlord _____

Name _____

Race _____ Origin _____

Align. / Idiom _____ Handedness _____

Height _____ Weight _____ Sex _____ Age _____

Hair/Eye Color _____ Deity _____

Attributes

WD: _____ VG: _____ HE: _____ FA: _____
 PC: _____ WP: _____ IN: _____
 CD: _____ AG: _____ MD: _____ CH: _____
 ST: _____ PS: _____ BR: _____

= Racial Max.

Attribute Bonuses Used: _____

Equipment

Classes

Max # _____
 Classes: _____ 3 + IN/2

Experience Points

Total: _____

Unspent: _____

DT: _____ SP: _____

(4xBR)+32 (VG+PC)x5+45

Daily Healing Rate: _____ Max # Magic Items: _____
 ST+10 WP+4

Unconscious: _____ Dead: _____
 -((2xWP)+11) -((5xST)+16)

Money



Weapons

CD Two-Handed Attack _____ / _____
 Left / Right

CD: Small HH & Entrap.
 VG: Med & Large HH
 HE: Thrown, Shot, & Fired

Weapon	Damage	Parry	Rec. Time*	Base	Spent	Raw Level	Level Adj.	Level	Attack Bonus

* Recovery Time/ Firing Rate

Combat Characteristics

Character Level _____ \triangleright $\begin{matrix} A \\ V \\ G \end{matrix}$ \triangleright Combat Level _____

Level _____

Parry _____

Raw Defense (AG+15) _____

Encumbrance + Shield _____

Weapon in Hand _____

Armor _____

Defense _____

Absorption _____

Speed in Armor _____

SP _____ minus _____ Speed Penalty _____

