

TFT Tékumel

by Brett Slocum

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FRONT COVER: Soldiers from the Tsolyáni Legion of the Searing Flame and a soldier from the Legion of the Lord of Red Devastation fight soldiers from the Yán Koryáni Rülla Gurek in the streets of Sunráya in Milumanayá.

INSIDE FRONT COVER: Street scene in a large city in Tsolyánu, including children, a Tinaliya, and a Pe Choi.

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# Introduction

This article describes how to use The Fantasy Trip rules from Metagaming Concepts for adventures on Tekumel, the first world setting published as The Empire of the Petal Throne in 1975, just a year after D&D was published. The character creation and spell lists have the most changes. For more information on Tekumel, go to the *Tekumel: The Empire of the Petal Throne* website (<http://tekumel.com>) or read *Introduction to Tekumel* by Don Kaiser.

# Character Creation

1. Choose Race
2. Choose Magic User or Hero
3. Choose Clan
4. Choose Religion
5. Choose Name
6. Choose Attributes -- Strength (ST), Dexterity (DX), and Intelligence (IQ).
7. Choose Talents and Spells
8. Give the character equipment
9. Develop the character’s personality and history

## Race

Humans predominate on Tékumel, but other races exist for player characters. For this game, everyone is human.

## Magic User or Hero

A magic user has perfected their ability to cast spells after studying magic most of their adult lives. In Tsolyánu, nearly all magical training comes from the temples. Most magic users are either clergy within the temple or those who have left the temple hierarchy after their training. Because of their focus on magic, magic users are not very good at anything else. Tsolyánu also has a strong social pressure to train a person in only one area. Therefore, with a few exceptions, non-magical talents cost triple for magic users.

A hero is anyone who is not a magic user. They may be trained in weapons or some area of knowledge, but they deal with the physical world, not the spiritual, magical world of the magic user. There are no casual spell casters, so heroes cannot learn spells.

## Clan

In this game, everyone starts as a member of the Broken Reed clan, a large clan of medium status, living in the clan house in Jakálla. The clan has numerous lineages as follows: high status lineages – hiBarrégga, hiTsúnkai, and hiVorússa; medium status lineages -- hiGenúma, hiMrékka, hiMurúsa, hiNekótu, hiRéstla, hiSáshte, hiShantéthu, hiShashtólu, and hiTurúgda; low status lineages – hiFa’ásu, hiPagártra, and hiSrúnel. Feel free to use the names from the generic lineage name list below. The clan is described as consisting of farmers, warriors, artisans, and a variety of other occupations with no particular religious affiliation and found throughout the Empire. Body guarding is one of their important businesses in Jakálla.

## Religion

The ten Gods and their ten Cohorts comprise the pantheon of the Tsolyáni. The Five Stability Gods are Hnálla, Karakán, Thúmis, Belkhánu, and Avánthe. The Five Stability Cohorts are Drá, Chegárra, Keténgku, Qón, and Dilinála. The Five Change Gods are Hrü'ǘ, Vimúhla, Ksárul, Sárku, and Dlamélish. The Five Change Cohorts are Wurú, Chiténg, Grugánu, Durritlámish, and Hriháyal.

## Names

Tsolyáni names have two parts, the given name and the lineage name. Before the lineage name comes the ‘hi’ honorific, similar to the ‘von’ of German gentry. For example, before he became a Prince, the Emperor’s name was Mirusíya hiVríddi, and then became Prince Mirusíya hiTlakotáni. Interestingly, both the Vríddi and Tlakotáni clans have only one lineage, which matches the name of the clan. Most other clans have several.

### Male Given Names

Achán

Adlár

Arkháne

Bálesh

Chúrisan

Dlamúz

Drakóhl

Ekuné

Fíru

Gámalu

Gayán

Hárisu

Héttukeng

Hóru

Jesékh

Jijékmu

Kágesh

Kánkolu

Kémuel

Kotáru

Marján

Mígor

Mízhotl

Mnéktu

Mórusai

Mottán

Mridók

Nirún

No’ómu

Núromen

Omél

Osumétlu

Pí’ur

Qárras

Réshmel

Sánjesh

Shémek

Tákodai

Treshélmu

Tsodlán

Túrisan

Visán

Zagár

Zhurák

Znayáshu

###

### Female Given Names

A’én

Arimái

Asháne

Atín

Balané

Chaikúra

Chashána

Dijáya

Dirúla

Dzái

Elulén

Halé

Háya

Isúra

Jashána

Ke’él

Layéth

Linátla

Liyása

Mára

Mikúsa

Mísa

Nélel

Ngáya

Osuré

Paluél

Qiláin

Raisákka

Rayána

Réluen

Sáyi

Senértha

Shánü

Shekkára

Sherésa

Sídla

Srúdhal

Ta’ána

Talía

Tálodel

Tlayésha

Umá

Visháya

Zhána

Ziyá

###

### Lineage Names

hiAmiyála

hiArusá

hiBarrégga

hiBeshyéne

hiBurusá

hiChagotlékka

hiCháimira

hiChaishyáni

hiChakrésa

hiChánkolel

hiChársha

hiChiggéne

hiChorúkka

hiChunúr

hiDelashái

hiDulumésa

hiFa’ásu

hiFershéna

hiFesrengála

hiGaján

hiGurúma

hiHyáguru

hiJalchéma

hiJarásh

hiKarélsa

hiKétkolel

hiKhanúma

hiKhorsán

hiKoródu

hiKurúshma

hiKutonyál

hiMaróda

hiMirkétme

hiMmórsa

hiMraktiné

hiMrékka

hiMritlékka

hiMriyén

hiNáshomai

hiNemuné

hiNezár

hiNrashkému

hiPagártra

hiPakáillu

hiQolyélmu

hiQúrrodu

hiRánmiyel

hiReretlésa

hiRi’inyússa

hiSáika

hiSanyél

hiSayúncha

hiSénkolum

hiShálane

hiShanátl

hiSharítla

hiShétla

hiSorúna

hiSráshar

hiSrúnel

hiSsáivra

hiSsánkoral

hiSsánmirin

hiSsanyúsa

hiTáika

hiTánkolel

hiTigál

hiTikéshmu

hiTishkólen

hiTlakán

hiTlanátl

hiTlekólmü

hiTlélsu

hiTlénggeku

hiTsúnkai

hiTukéshmu

hiTukkolén

hiTuplángte

hiUséna

hiVáika

hiVaisonér

hiVaisúra

hiValúro

hiVárchal

hiVasháka

hiVayéshtu

hiVessúma

hiViridáme

hiVíridu

hiVoruséka

hiVorússa

hiVrázhimü

hiVriyón

hiZhayárvu

hiZhnáyu

## Attributes

### Starting Points

You start with 32 points to build a character. These are distributed between Strength, Dexterity, and Intelligence. Humans start with 8 in each attribute plus an additional 8. 10 is the human average and 30 is the human maximum for any attribute.

### Strength

1. Determines the amount of damage a person can take. When they reach ST 0 from damage, they are in danger of dying.
2. Determines the amount of fatigue a person possesses. Fatigue is caused by physical effort and spell casting. Each spell has a cost to cast and a cost to maintain. A magic user cannot cast a spell that reduces their ST to 0. A person falls unconscious if the total of damage and fatigue reduces them to ST 1.
3. Determines how much weight a person can carry.
4. Determines other factors such as resistance to poison, the ease of knocking a person down, and the size of weapons that can be wielded.

### Dexterity

1. Determines the order of action for the characters each turn after movement.
2. Used to cast spells and perform some physical actions, such as attacking with weapons.
3. Used to avoid physical calamity, such as falling.

Dexterity is adjusted by various bonuses and penalties for injuries, range, armor, and other factors. A character’s Adjusted Dexterity (AdjDX) is used to make all attack and spell rolls.

### Intelligence

1. Determines the number of talent and spell points the character has to spend.
2. Determines the complexity of talents and spells the character can learn.
3. Used to perform mental tasks and to avoid the effects of some spells.

## Talents

Talents are skills and abilities that can be learned during play.

* Select up to IQ points in Talents of appropriate IQ level or below.
* Tsolyáni language is free. Literacy is not.
* Choose one Mundane Talent (IQ 9) or Farming free as a part of your clan upbringing.
* Choose three talents or spells to be learning. Only those talents can be bought later. As you learn these talents and spells, add new talents and spells to list of talents that you are learning.
* Some talents can be learned by magic users at normal cost as indicated in the description.
* Magic-using priests of Karakán or Vimúhla can learn one weapon talent at normal cost.

### IQ 7 Talents

**Ax/Mace** (2)

**Bow** (2): This ability includes Sling, and costs only one point if you already have Sling.

**Brawling** (1): Gives +1 damage when in HTH. Treat as Unarmed Combat I for entering HTH.

**Crossbow** (1)

**Knife** (1): A person with this talent can learn Sword for 1 point. Magic Users can learn at normal cost.

**Pick/Hammer** (2)

**Pole Weapons** (2)

**Shield** (1)

**Sling** (1): Skill with slings and staff-slings. A person with this talent can learn Bow for 1 point.

**Sword** (2): This ability includes Knife, and costs only one point if you already have Knife.

### IQ 8 Talents

**Bola** (1): Prerequisite: Thrown Weapons.

**Flail** (1): These flexible weapons can ignore shields and parries.

**Military Discipline** (1): Prerequisite: 6 months of soldier experience. If everyone in a party knows this talent, they gain +1 on all reaction rolls. Only those with this talent may form a shield wall.

**Quarterstaff** (1)

**Spear Thrower** (1): Prerequisite: either Pole Weapons or Thrown Weapons.

**Whip** (1)

**Boating** (1): Without this ability, make a 4d/DX saving roll every 5 minutes or tip the boat over.

**Farming** (1): The ability to grow plants and animals for food.

**Literacy** (1): Applies to all languages a person knows. Magic Users can learn this talent at normal cost.

**Running** (2): +2 MA.

**Seamanship** (1): Those without this talent have a -2 DX penalty (except to cast a non-missile spell) while on shipboard.

**Sex Appeal** (1): 3d/ST or IQ (whichever is higher) roll against being killed by members of the opposite sex. You might be sold into slavery or some other non-lethal predicament. When negotiating with a member of the opposite sex, make the same 3d roll to get +1 reaction. -1 reaction if it fails.

**Swimming** (1): If you fall into water make a 4d/DX saving roll if a non-swimmer, 2d/DX roll for a swimmer. A person with Diving succeeds automatically.

**Thrown Weapons** (2): +2 DX bonus when throwing something. Ready and throw any weapon on the same turn.

### IQ 9 Talents

**Acute Hearing** (3): Hear approaching beings before they hear him, unless his own party is making too much noise (GM’s discretion), travel in the dark at only half his normal speed, detect invisible or hidden creatures within 3 MH on a 4d/IQ roll, if his own party is silent, fight in the dark at -4 DX instead of -8. Cannot be taken by surprise from behind.

**Alertness** (2): Roll 1 less die when looking for anything hidden or when "noticing" something. 3d/IQ roll to detect any ambush before being attacked.

**Animal Handler** (2): Roll 3d/IQ to make friends with an animal -- ignore any "hostile" reaction roll, treating it as "neutral" instead. If its reaction roll was a 6, it will stay as a pet; the handler can train it over time.

**Charisma** (2): +1 on all reaction rolls, except with animals, zombies, demons, and similar nasties. Roll 3d/IQ to make friends, 4d/IQ if combat was about to occur, 5d/IQ if charisma is attempted on or by a prisoner. Ignore any "hostile" reaction roll, treating it as "neutral" instead.

**Detect Traps** (2): Rolls 2 fewer dice when looking for any trap, and 1 fewer die when making his saving roll against a trap that went off. This talent only costs 1 IQ if you already have Alertness.

**Diving** (1): Prerequisite: Swimming. The diver can save a drowning person by rolling 3/DX unless the victim is in plate or chain. If the diver fails, he must make another 3d/DX or be drowned himself. They can also resuscitate a victim within 36 turns (3 minutes) of drowning on a 4d/IQ roll. +1 IQ if a Physician, 3d/IQ roll if Master Physician.

**Priest** (1): In the temple hierarchy, performing rituals, doing scholarly research, and administering temple lands and businesses. +1 reaction from worshippers of the same deity or its cohort. Magic Users can learn at normal cost.

**Silent Movement** (2): A creature with Acute Hearing could hear him up to 3 MH away, but only if he was actively listening for something. Only leather armor or lighter, and travelling no faster than MA 4.

**Recognize Value** (1): If the value is well-hidden, make a 3d/IQ roll to notice.

**Driver** (1): Can handle animal-drawn vehicles and large riding animals (over 3-hex).

**Missile Weapons** (3): +3 DX on all missile weapons and missile spells. Magic Users can learn this talent at normal cost.

**Climbing** (1) Roll 2 dice fewer dice to make climbing rolls.

**Warrior** (2): Prerequisite is a ST of 14 or better. -1 damage per attack.

**Veteran** (3): Prerequisites: ST 16 or better, and Warrior talent. -2 damage per attack.

**Willpower** (1): +2 IQ to saving rolls for such things as control spells (Control Person, Geas, etc.), questioning (torture), going berserk. New skills and spells may be learned in 10% less time. Magic Users may learn this talent at normal cost.

**Wrestling** (1): Also known as Charáge and used in the Hirilákte arena. Knowledge of holds and pins for use in HTH. Treat as Unarmed Combat I for entering HTH and for determining the success of pins and holds. Prerequisite: leather armor or less.

**Sleight of Hand** (1): Prerequisites**:** DX 13 and no gauntlets being worn when used. A 3d/DX roll allows a person to make small, handheld objects "disappear" (into a pocket or sleeve). Observers can see through the trick on a 5d/IQ roll (4d with Alertness). Increase the roll to notice pick pocketing by 1d, if the object is small enough.

**Artist** (1): This talent covers painting, sculpting, drawing, and other arts.

**Calligrapher** (1): Prerequisite: Literacy. +1 reaction when petitioning the Imperial Bureaucracy.

**Musician** (1): Skill of singing or playing a musical instrument.

**Survival** (1): Ability to find food, water, and shelter in the wilderness. A person with this talent can forage for four other people without rolling while traveling without provisions.

**Mundane Talents** (1): Baker, Barber, Bootmaker, Bricklayer, Butcher, Carpenter, Carpetmaker, Cook, Dyer, Fisherman, Glassblower, Grocer, Mason, Miner, Paper-and-Ink Maker, Perfumer, Potter, Rope-and-Net Maker, Sailmaker, Tailor, Tanner, Weaver, Winemaker, and Wheelwright.

### IQ 10 Talents

**Weapon Master** (3): Prerequisite: Sword or Axe/Mace or Polearm, adjDX 13+ from armor. Double damage on any to-hit roll of 7, 6, or 5, and triple damage on a 4 or 3. Applies to one type of weapon.

**Advanced Shield** (2): Prerequisites**:** Shield, adjDX 13. Allows advanced shield tactics (see Advanced Shield rules).

**Remove Traps** (1): Prerequisite: Detect Traps. Roll the dice rating of the trap to remove.

**New Followers** (2): Prerequisite: Charisma. After making friends via Charisma, a 4d/IQ roll if person is of your race, 5d/IQ roll if they are of another race, and 6d/IQ roll if they are of a hostile race (with Diplomacy) will turn them into a follower. Follower/Trained Animal limit: IQ/2 rounded down.

**Diplomacy** (1): Allows a person to talk to hostile races or peoples without the automatic reaction penalty, and to command a party containing hostile races.

**Tracking** (1): 3d/IQ roll reveals what passed through an area 1 MH in size within the last day — or the last thing to pass, if many have gone by.

**Acrobatics** (3): Prerequisite: DX 12+. One less die needed for saving rolls for falls or clumsiness or to avoid large falling objects. Climb up a rope at the rate of 2 meters per turn with no risk of falling. A non-acrobat climbs at 1 meter per turn, and must make a 2d/DX saving roll each turn.

**Business Sense** (2): +1 on business-related reaction rolls. 4d/IQ to swindle a less intelligent person, selling goods at twice value or buying them at half value. On meeting the swindled person later, roll 4d/IQ to avoid hostility (-2 reaction).

**Armorer** (2): Build and maintain ordinary weapons and armor -- but not fine weapons, crossbows, or siege engines. Recognizes fine weapons, and recognizes magic weapons on 3d/IQ roll..

**Unarmed Combat I** (1): Prerequisite: DX 13+, cloth armor or less. +1 damage striking with bare hands. The martial arts of Dedarátl, which uses the hands, and Hu'ón, which uses the feet, can only be learned in the temples of Thúmis and Ksárul, respectively.

**Mimic** (2): Listeners roll 4d/IQ to avoid getting fooled. Animals roll 2d/IQ. Roll each time the Mimic speaks.

**Combat Engineer** (2): Build, maintain, and fire siege equipment, and detection of a mining operation against a castle.

**Thief** (2): Pick an ordinary lock, roll 3d/DX once per minute, some locks are tougher. Pick a pocket, 3d/DX or be noticed, 2d/DX if victim is distracted.

**Orator** (2): The talent of public speaking. Add +1 to their reaction roll from their audience..

**Poet** (2): Writing and improvising verse in the styles of the nobility. Add +1 to their reaction roll from listeners.

**Writing** (2): The ability to write engaging prose for histories, fiction, even reports. Add +1 to reaction roll in appropriate situations.

**Bowyer/Fletcher** (2): Can make bows and arrows, as an Armorer makes weapons and shields.

**Navigator** (2): Can navigate on land or at sea using the position of the planets to determine direction. A navigator is required if a ship ventures away from the coast. A navigator can also use a water compass to find magnetic North.

**Geologist** (2): Can recognize minerals and rock formations on 3/IQ roll. Their advice can give architects a +1 IQ bonus.

**First Aid** (1): Prerequisite: first aid kit. Allows the person to heal 1 point of damage in five minutes as for Physician. Those with this talent may learn Physician talent for only 1 point.

### IQ 11 Talents

**Architect/Builder** (2): If a character has this talent, the GM should give him a few extra hints when presented with mysterious labyrinth or building maps. An architect also rolls 1 less die to see a hidden trap, door, or similar item, unless he already has Alertness or Detect Traps.

**Goldsmith** (2): Prerequisite: Recognize Value.

**Shipbuilder** (2): Prerequisite: Seamanship. Given time and materials, a person with this talent can construct boats and ships.

**Two Weapons** (3): Prerequisite: DX 13+, talents for the weapons used. Options: (1) attack with both weapons, normal for 1st attack and -4 for second, (2) attack with one weapon and parry (stops 2 hits) with the other, or (3) parry with both weapons (stops 4 hits).
**Courtly Graces** (1): +1 on reaction rolls involving very high and very low social classes.

**Monster Followers I** (2): 2d/IQ per 10 ST (rounded up) that IQ 6-10 monster has at the moment. Each 10 ST counts as 1 follower.

**Tactics** (1): 5d/IQ roll to guess enemy plans. +1 on party initiative rolls, if leader.

**Physician** (2): Prerequisite: first aid kit. Heal up to 2 hits on any humanoid figure, taking 5 minutes. If you already have Vet or First Aid, this talent costs 1 IQ.

**Detection of Lies** (2): Roll 5d/target’s IQ, if target is smarter; roll 4d/target’s IQ, if target is equally intelligent; roll 3d/target’s IQ, if target has a lower IQ to detect lies.

**Vet** (2): Prerequisite: Animal Handler. If you already have Physician, this talent costs 1 IQ.

**Engineer** (2): Includes abilities of Remove Traps and Armorer (only for crossbows and siege engines). If a character has Remove Traps, this ability costs you only 1 IQ point. Time to build traps = 2 x (dice to see, dice to dodge, dice to remove) in hours.

**Naturalist** (2): Recognize all races and creatures except GM specials. 3d/IQ roll to see a slime or similar ambushing creature, just before he walks into the ambush area, 5d/IQ roll if the naturalist is running or fighting.

### IQ 12 Talents

**Expert Naturalist** (3): Prerequisite: Naturalist. 2d/IQ saving roll to see ambushes by slimes, etc., before they occur, or a 4d/IQ saving roll if they are running or fighting. Can make a good guess (4d/IQ roll) as to the general nature of new beings the GM has introduced.

**Monster Followers II** (2): Prerequisite: Monster Followers I. Also works on monsters of IQ 11 or more. 2d/IQ die roll for every 8 ST the monster has at that moment.

**Spying** (3): Prerequisite: Silent Movement, leather armor or less. 3d/DX roll to open doors a crack and look, peek around corners without being seen, etc. A 4d/DX roll can escape pursuit (even close pursuit) by ducking into a room, branching tunnel, or wide spot if one is available.

**Assess Value** (1): Prerequisite: Recognize Value.

**Captain** (2): Prerequisite: Seamanship and two years around the sea. +1 on initiative rolls if the combat involves watercraft.

**Ventriloquist** (2): 3d/IQ roll to deceive listeners; subtract 1 per MH from your character to the target.

**Unarmed Combat II** (2): Prerequisite: U.C. I and a DX of 14+. Two extra hits of damage in any bare-handed combat. Throw your foe, knocking him down, using the shield-rush rules. Can only be learned in the temples of Thúmis and Ksárul.

**Master Thief** (2): Prerequisites: Thief and DX 14+. Roll 1 less die to pick any lock or pocket. Add 1 die to attempts to Detect Lies.

**Master Armorer** (2): Makes fine weapons. On a 4d/IQ roll, they will recognize the Weapon/Armor Enchantment spells, immunity to Drop and Break Weapon, and the ability to "flame." If he misses the roll, or if the spell is another type, he will still know the weapon is magic, but not what type.

### IQ 13 Talents

**Chemist** (3): 3d/IQ roll to identify any Chemist potions by smell. If it is alchemical, they will know that, but that only. **Warning: Chemist rules haven’t been written yet.**

**Master Engineer** (2): Prerequisite: Engineer. Takes him only half the time to build traps that it takes a Engineer, or a quarter of the time, if he is assembling an existing trap in a new place.

**Scholar** (3): Prerequisite: Literacy. 3d/IQ to recognize any language; common languages will be automatic. +1 on any reaction roll in all civilized areas. Speaks any language they know like a native. 4d/IQ roll to make a very good guess about the origin of most artifacts or objects.

**Strategist** (2): Prerequisite: Tactics, and at least two years of military experience. +2 on all initiative rolls in combat, if leading a party.

**Mathematician** (2): Prerequisite: Literacy. This ability also takes in astronomy and astrology. A mathematician who is in business for himself earns an extra 10% profit. Magic Users can learn this talent at normal cost.

### IQ 14 Talents

**Master Physician** (2): Prerequisite: Physician. Can heal 3 hits if he has a first-aid kit, or 1 hit even without such a kit. Either way, it takes 5 minutes. Can also make the Healing Potion like an Alchemist

**Disguise** (2): It takes about an hour to disguise oneself (less if it's a simple disguise). Each minute (12 turns), roll 6d/IQ if they are impersonating someone wholly dissimilar or someone known to those he's trying to fool; 4d/IQ for a creature of a different species than his own or a member of the opposite sex; 3d/IQ for an ordinary disguise. If a magic user casts an illusion or shapeshift to perfect your physical appearance, you roll one less die. If you have the Mimic ability (and know the language!) you roll one less die. If you don't know the language, you'd better keep your mouth shut.

**Theologian** (2): Prerequisite: Priest. Like Priest, only higher up in the temple hierarchy. +2 reaction from worshippers of the same deity or its cohort. Magic Users can learn at normal cost.

**Unarmed Combat III** (2): Prerequisite: U.C. II. Does 3 extra hits of damage when he strikes with bare hands, and can knock a foe down as described under U.C. II. Opponent must make a 5d/DX roll to avoid falling (4d/DX if the opponent has more than twice the ST the martial artist does). May attempt to "throw" any foe whose ST is less than 3 times his own. Can choose the "defend" option bare-handed. Can only be learned in the temples of Thúmis and Ksárul.

**Unarmed Combat IV** (2): Prerequisite: U.C. III, DX 15+. Side hexes count as front hexes, and the rear hex counts as a side hex. If they take the "defend" option bare-handed, attackers must roll 5d/DX to hit him. Can only be learned in the temples of Thúmis and Ksárul.

**Unarmed Combat V** (3): Prerequisites: U.C. IV, DX 16 or better. An attacker must roll 4d/DX to hit this figure in normal combat, 6d/DX if he is dodging, 7d/DX if he is defending. If they strike an armed foe and do more than 3 damage, that foe automatically drops his weapon. Can only be learned in the temples of Thúmis and Ksárul.

**Alchemy** (3): Magic Users can learn this talent at normal cost. A 3d/IQ roll to identify any alchemical potion. If the potion is a chemical one, they will learn that, and that only. **Warning: Alchemy rules haven’t been written yet.**

### LANGUAGES

A character starts off knowing their native language at no IQ cost. Each additional language learned (whether the learner is a hero or a magic user) requires one IQ point. If a language is on a character’s Learning list, the character can attempt to communicate in the language by making 3d/IQ rolls for each sentence (spoken by either person).

**Modern Languages**: Aomórh, Hijajái, Jannuyáni, Livyáni, Lo'orúnankh, Milumanayáni, Mu'ugalavyáni, N'lǘssa, Pe'é, Pecháni, Sa'á Allaqiyáni, Salarvyáni, Tká Mihálli, Tsoléi'i, Tsolyáni, Yán Koryáni.

**Ancient Languages**: Ái Ché, Ancient Mihálli, Bednálljan Salarvyáni, Classic Mu'ugalavyáni, Classic Tsolyáni, Duruób (Classic Livyáni), Engsvanyáli, Llyáni, Súnuz, Thu'úsa, The Tongue of the Lord of Worms, The Tongue of the Priests of Ksárul, Tsáqw (Ancient Yán Koryáni), Zna'yé.

##

## Spells

The teaching of magic in Tsolyanu is controlled by the temples. Unless you pay for a private tutor, you will be learning new spells from your temple. Some spells are known to all temples, some spells are known only to a subset of temples or one temple.

If a temple or temples are listed for the spell, only followers of that temple may learn that spell. For spells with multiple temple designations, the Cohort of the listed deity also can take that spell. So, for instance, since the Confusion spell can be learned in the temples of Ksarul, Sarku, Thumis, any members of the temples of Gruganu, Durritlamish, and Ketengku can also take the spell.

Because of the advanced and proprietary nature of these spells and the restrictions placed on learning them by the temples, spells with only one temple listed, as well as Summon Lesser Demon, Summon Demon, Shield of Defense, and Revival, require the Theologian talent.

### Gods and Cohorts

#### Tlomitlanyal (Gods of Stability)

Hnalla / Dra

Karakan / Chegarra

Thumis / Ketengku

Belkhanu / Qón

Avanthe / Dilinala

#### Tlokiriqaluyal (Gods of Change)

Hru’u / Wuru

Vimuhla / Chiteng

Ksarul / Gruganu

Sarku / Durritlamish

Dlamelish / Hrihayal

### Spellcasting

1. Magic Users may cast one new spell per turn by choosing the “Cast Spell” option.
2. Continuing spells are reenergized before movement. Any spells that are not reenergized end in that phase.

### Spell Types

1. Missile (M)
	1. DX adjustment: 0-2 MH = 0, 3-4 MH = -1, 5-6 MH = -2, etc.
	2. Roll to miss intervening figures.
	3. Roll 3d/DX to cast.
		1. If successful, hits target.
		2. If unsuccessful, it misses and continues.
	4. Total range: number of megahexes equal to caster’s ST.
	5. Full ST is always expended.
2. Thrown (T)
	1. DX adjustment: -1 DX per hex to target.
	2. Roll 3d/DX to cast.
		1. If successful, hits target. Pay full ST cost
		2. If unsuccessful, the spell fails. Pay 1 ST.
	3. If the spell has no visible effect (e.g. Iron Flesh), caster can just say ‘secret protection’ and write down what spell was cast. Thus the NPCs can be kept in the dark as to what spells are cast.
		1. Caster could cast nothing.
		2. Caster could cast another spell with no visible effect, like a summon inside a shadow hex.
	4. Control spells
		1. Victim gets a 3d/DX saving roll.
		2. Takes over the maintenance cost of summoned creatures.
		3. If told to kill themselves or attack a creature 2xST or greater, gets another 3d/DX save.
		4. If an image or illusion is controlled, it vanishes.
3. Creation (C)
	1. Caster states they are trying a Creation spell.
	2. Roll 3d/DX to cast.
		1. If successful, pay full ST cost and place on map.
		2. If unsuccessful, pay 1 ST.
	3. Range 2 MH
		1. Creations must appear in an unoccupied hex with the exception of Shadow.
		2. Caster must be able to see target hex with their own eyes, even if it is shrouded in Shadow.
		3. No DX penalty for range.
	4. Creatures (Summoned or Illusion) appear in the turn they are cast and can move on the next turn.
	5. Caster can see through the eyes of creations. If caster has Mage Sight, so do creations.
	6. Multi-hex spells include the lower-sized versions.
4. Special (S)
	1. Spells that don’t fit any other category.
	2. All particulars for special spells is contained in the spell description.
	3. Roll 3d/DX to cast.
		1. If successful, pay full ST cost and place on map.
		2. If unsuccessful, pay 1 ST.

###

### IQ 8 Spells

**Aid ST** (T): Temporarily adds 1 to ST of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Aid DX** (T): Temporarily adds 1 to DX of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Aid IQ** (T): Temporarily adds 1 to IQ of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Ksárul, Sárku, Thúmis.

**Blur** (T): Costs 1 ST / +1 each turn. Makes subject hard to see. -4 DX to hit subject.

**Detect Magic** (T): Cost: 1 ST. Tells caster whether a single item or being is magic or has any spells on it.

**Drop Weapon** (T): Costs 1 ST or 2 ST if victim’s ST is 20 or more. Makes you drop whatever is in

one hand -- a weapon, shield, etc. Will not make a ring or amulet fall off. Temples: Avánthe, Dlamélish, Karakán, and Vimúhla.

**1-Hex Image** (C): Costs 1 ST. Creates any one hex image.

**Light** (T): Costs 1 ST. Lights up small object for one day. Will it off, must recast to get it back.

### IQ 9 Spells

**Clumsiness** (T): Subtract 2 from victim’s DX for every 1 ST used to cast. Lasts 3 turns, or 1 turn if victim’s ST is 30+. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Comprehend Languages** (T): Cost: 1 ST / +1 per turn. Caster can understand a human language spoken within 2 megahexes. Double cost for non-human languages.

**Confusion** (T): Subtract 2 from victim’s IQ for every 1 ST used to cast. Lasts 3 turns. A magic user can’t use spells above his adjusted IQ, but can still power spells already cast. Temples: Ksárul, Sárku, Thúmis.

**Create Meal** (C): Cost: 1 ST. Creates food and water for 1 person for 1 day.

**Dark Vision** (T): Cost: 3 ST. Gives subject the ability to see normally, even in total darkness, for 1 hour. This spell does not penetrate invisibility, magically induced shadow, etc. Temples: Belkhánu, Hnálla, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Darkness** (S): Costs 1 ST per 3 hexes range. Temporarily extinguishes artificial lights, torches, even light spells, in one megahex area. Lasts 3 turns.

**Deflect Missiles** (T): Costs 1 ST / +1 each turn. Missiles attacks on the target are deflected and continue past the target as if the target was missed.

**Detect Life** (S): Cost is 2 ST; range can be increased by 1 megahex (in all directions) for each +1 ST. Range: 3 megahexes. Detects living beings within the range area (except members of caster’s party). Can be restricted to one hex or megahex in the range, or one kind of life (i.e. Shén). Note: tiny life (e.g. germs, flies) doesn't count, but large plants do, so this spell is not very useful in a forest.

**Fear** (T): Cost: 2 ST. Causes fear and panic in the subject. They will flee without regard for their defense. The victim gets a 3d/IQ saving roll.

**Flame Shield** (T): Costs 2 ST / +1 each turn. All foes in the magic user's hex take damage as if in a magic fire hex. Temples: Karakán and Vimúhla.

**Heal Minor Wounds** (T): Cost: 2 ST. Cures 1d hits of damage.

**Lighten Burden** (T): Cost: 2 ST / +1 per 5 minutes. Reduces the weight of a burden by 300 pounds. Lasts 5 minutes.

**Neutralize Poison** (T): Cost: 2 ST. The subject is cured of any poisoning, except the drug Zu’ur.

**Reveal Magic** (S): Costs 1 ST. Range: 15 hexes. Reveals active secret protection spells. Cast on any one figure (you can see) at a time. Also reveals slippery and sticky floors within range. Temples: Belkhánu, Hnálla, Ksárul, Sárku, Thúmis.

**Slow Movement** (T): Costs 2 ST. Halves MA for 4 turns. Two spells do not reduce a character to 1/4 MA, but doubles how long spell lasts. (Keeps him at 1/2 MA for 8 turns.) Temples: Avánthe, Dlamélish, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Summon Small Animal** (C): Costs 2 ST / +1 each turn. Brings a small animal to follow magic user’s orders. The animal summoned may be any 1-hex animal with 11 or less ST, 14 or less DX and 6 or less IQ. Some examples: Kurgha, Kuruku, Hyahyu’u, large snakes, Dlaqo, Mnor, etc.

### IQ 10 Spells

**Clairvoyance / Clairaudience** (T): Cost: 1 ST / +1 per turn. The subject can see and hear through a hex of solid material, but not metal, to a range of 10 hexes, even if the area is dark.

**1-Hex Complex Image** (C): Cost: 2 ST. Creates a complex image up to 1 hex in size. This image can be made up of multiple moving parts and is capable to display a scene with several characters.

**Control of Self** (S): Cost: 2 ST / +1 per turn. The caster can control their own body: hold their breath, stop their heart, hold an object without dropping it, enter a trance, recall a memory, stop hearing, etc. Actions impossible for a body cannot be performed (e.g. growing a tail).

**Dazzle** (S): Costs 3 ST. A blinding psychic flash that causes all sighted creatures (friend or foe) in an area within 15 hexes of the caster (except magic user) to suffer -3 DX for 3 turns. Temples: Hnálla, Hrü'ǘ, Ksárul, Thúmis.

**Detect Enemies** (S): Cost is 3 ST; range can be increased by 1 megahex (in all directions) for each +2 ST. Like Detect Life, but picks up only on beings with general or specific hostile intent. Can also detect some kinds of hostile magic: Blast Trap, Proxy (of a hostile being), Rope, Giant Rope, Hand of Glory, and other traps of a magical (but never physical) nature.

**ESP** (T): Cost: 2 ST. Reads the surface thoughts of the subject. Caster gets an impression of what the subject is thinking at the moment.

**Far Vision** (T): Cost: 1 ST. Subject of this spell can see "like a hawk" for 60 turns (five minutes); their distance vision is increased a hundred times. Temples: Karakán, Vimúhla.

**Gold Sight** (T): Cost: 2 ST / +1 per turn. The subject can sense gold and gems within 5 megahexes, even if buried or invisible.

**Heal Serious Wounds** (T): Cost: 3 ST. Cures 2d hits of damage.

**Lock/Knock** (T): Costs 2 ST. Lock/seal doors. Open doors with ordinary locks and Lock spells. Temple: Vimúhla.

**Madness** (T): Cost: 3 ST / +1 per turn. If the subject fails a 3d/IQ saving roll, they are rendered temporarily insane. The GM randomly controls the actions of the victim. Someone using Control of Self is immune. Temples: Belkhánu, Hnálla, Hrü'ǘ, Sárku.

**1-Hex Shadow** (C): Costs 1 ST. Fills one hex with total blackness. -6 DX to attack through or from a shadow hex, attacking into a shadow hex is a -4 DX

**Shock Shield** (T): Costs 2 ST / +1 each turn. Causes 1d damage (armor doesn’t stop) to all creatures in magic user’s hex at end of each turn. Temple: Vimúhla.

**Speed Movement** (T): Costs 2 ST. Doubles MA for 4 turns, two spells do not quadruple MA, but makes spell last 8 turns. Double movement options, an archer can move 2 hexes and fire. Temples: Belkhánu, Hnálla, Karakán, Vimúhla.

**Summon Fighter** (C): Costs 2 ST / +1 each turn. Brings a fighter to follow magic user’s orders with ST + DX = 24 and 8 IQ. This fighter may have any 1-handed sword, axe/mace or pole weapon plus a dagger for weapons, and may wear either cloth, leather or no armor, but may not have a shield. MA as appropriate for armor.

**Trailtwister** (S): Cost: 4 ST. Confuses pursuing enemies to take the wrong path at an intersection. The leader gets a 4d/IQ saving roll to penetrate the spell. Lasts one day, or until the casting magic user is killed or wills the spell to end. At each return to an intersection, the pursuers have a 50% chance of still being confused. Temples: Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Trip** (T): Costs 2 ST or 4 ST if victim’s ST is 40 or more. Does no damage but makes you fall down. If on the edge of a pit target will fall in unless he makes a 4d/DX roll.

**Ward** (S): Cost: 2 ST. Booby traps a doorway or area of floor (up to 3 hexes) to warn the caster psychically of intruders and whether they have hostile intentions, even if he is asleep, busy, or facing another way. The caster must stay within 15 hexes. Lasts 1 day.

**Climb Walls** (T): Cost 2 ST. Allows subject to climb walls and similar surfaces like a giant spider. Very smooth surfaces (marble, glass, etc) will not hold, but trees, castle walls, tunnel ceilings, etc all work. Note that climbing involves at least three appendages so complex spell casting and fighting can’t be done while holding on to a wall (any spell that you have 3 or more IQ point more than needed to cast could be done, but no melee attacks without falling).

**Throw Web** (T) Cost 2 ST. Throws a 1-hex web from the caster’s hand/staff to ensnare a victim. Treat as the Giant Spider’s web from In The Labyrinth. If the magic user makes his AdjDX roll, assume the person is ensnared and must roll 3d against DX to avoid falling. If they do not fall, they can stand and fight at -4DX or cut through the web. If they fall they can only cut through the web with an edged weapon.

Only works on creatures with less than 30 ST. Any creature with 30 or more ST will simply yank it off

like so much loose yarn.

### IQ 11 Spells

**Acute Hearing** (T): Costs 2 ST / +1 per hour. Target will have the Acute Hearing talent for the next hour.

**Blindness** (T): Cost: 2 ST / +1 per turn. The subject cannot see for the duration of the spell. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, and Hrü'ǘ.

**Control Animal** (T): Costs 2 ST / +1 each turn. Does not work on humans or animals with ST 20 or more. 3d/IQ saving roll allowed when spell first hits. Images and illusions disappear when spell strikes. Does not work on intelligent creatures, undead, demons, or Underworld creatures.

**Create Banquet** (C): Cost: 3 ST. Creates food and water for 1d+4 people for 1 day.

**Cure Disease** (T): Cost: 2 ST. The subject is cured of most diseases. If used on a nonhuman or animal, the magic user must make an additional 3d/IQ roll to succeed.

**1-Hex Illusion** (C): Costs 2 ST. Creates any 1 hex illusion.

**Levitate** (T): Cost: 2 ST / + 1 per turn. The subject of this spell can float up or down with an MA of 6. DX penalties are as for flight. Horizontal movement is difficult at best with this spell. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ǘ, Ksárul, Thúmis.

**Medium** (T): Cost: 1 ST / +1 per turn. Allows subject to speak with spirits of the dead. Treat like Telepathy with a 3d/IQ saving roll for the dead to keep their secrets. Temple: Belkhánu.

**Plague** (T): Cost: 3 ST. The subject is infected with a horrid disease, rendering them incapacitated. They die after 2 turns, if Cure Disease is not successfully cast on them. Persons touching the victim must make a 3d/ST saving roll to avoid catching the disease. Temples: Avánthe, Dlamélish, Sárku.

**Persuasiveness** (T): Cost : 2 ST, +1 per minute. Target rolls one less die when using talents that convince others to do something (Charisma, New Followers, etc.). Target also gets +2 on any reaction roll. Lasts 1 minute. Temples: Avánthe and Dlamélish.

**Read Languages** (T): Cost: 1 ST / +1 per turn. Caster can read and write documents written in a human language. Double cost for non-human languages.

**Reveal/Conceal**(S): Cost: Reveal is always 2 ST; Conceal is 2 ST for the first casting, and doubled for each subsequent casting on the same object, to a maximum of five castings per object. This multi-purpose spell can be used to find and hide things and spells. A Conceal spell will make an object or an enchantment on an object harder to find. For each Conceal cast on an object, add a die to the roll to detect the item. For example, if a trap requires a 3d/IQ roll to find, it will need a 5d/IQ roll after two Conceal spells are cast on it. Conceal will also work on spells and enchantments cast on objects. It will add a die per casting to the roll for Detect Magic or Analyze Magic. A Conceal spell lasts until removed.

A Reveal spell with remove a Conceal spell on an object or hex. It will also make something that is hidden easier to find. When you are looking for hidden things, Reveal may be cast in a given hex. For each Reveal spell cast (any number may be used) one Conceal spell in that hex is eliminated. When all Conceal spells (if any) in that hex are gone, each Reveal spell cast in that hex makes each hidden item in that hex 1 die easier to find. If two Reveal spells were cast in a hex containing a 4-die hidden door, the party would only need a 2d/IQ roll to see the door. Used this way, a Reveal spell lasts only 12 turns.

A Conceal spell does not hide an object from the person who put it where it is. If your sword has a Conceal spell on it, you don't have to spend all day searching for it when it's in your belt.

**Reverse Missiles** (T): Costs 2 ST / +1 each turn. Causes missile weapons or spells to reverse and hit the firer instead. Reveal at the end of the turn, after all first missile weapons have fired.

**Silent Movement** (T): Cost: 1 ST / +1 each turn. Lets the target walk, run, climb, etc., totally noiselessly. Temples: Belkhánu, Hrü'ǘ, Ksárul, Sárku.

**Sleep** (T): Costs 3 ST. Wake up if hit or shaken by figure in adjoining hex (takes two turns). Does not work if ST 20+. A sleeping figure falls down.

**Summon Animal** (C): Costs 3 ST / +1 each turn. Brings a 1-hex animal to follow magic user’s orders with 20 or less ST, 14 or less DX, and 6 or less IQ. Some examples: Dzor, Zrne, Biridlu, giant spider, Dnelu, Ngoro, Vringalu, Gerednya, etc.

### IQ 12 Spells

**Analyze Magic** (T): Cost: 4 ST. Reveals the exact nature of the enchantments on any one object, one spell per casting, low IQ spells before higher IQ spells. Caster may specify that they are looking for "harmful" or "beneficial" spells. Temple: Thúmis.

**Blast** (S): Costs 2 ST. Does 1d damage to every creature, friend or foe (except magic user), in magic user’s megahex. Temples: Karakán and Vimúhla.

**Break Weapon** (T): Costs 3 ST. Shatters one weapon/shield. Broken weapons do 1/2 damage. Temples: Hrü’ǘ, Karakán, Sárku, and Vimúhla.

**Control Undead** (T): Cost: 3 ST / +1 per turn. Controls an undead creature to do the caster’s bidding. A 3d/IQ saving roll is allowed for undead that are not mindless. Temples: Ksárul, Sárku, Thúmis.

**Drain Strength** (S): Drain life force from humanoids into magic user or others. 5 ST drained gives 1 ST to recipient. All must be adjacent to each other. Magic User makes DX roll, failing looses 1 ST. Cannot exceed current ST of victim and victim must cooperate or if unwilling be restrained. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ǘ, Ksárul, Thúmis.

**Megahex ESP** (T): Cost: 4 ST. The same effect as ESP, but applied to all targets within a megahex.

**Eyes Behind** (T): Costs 3 ST / +1 each turn. All side hexes treated like front hexes and rear hex treated like a side hex for all purposes including the ability to attack. Temple: Keténgku.

**Find Object** (T): Cost: 2 ST / +1 per turn. The subject can sense an object at a distance of up to 20 megahexes. The object must be something the caster has touched.

**Fireball** (M): Cost: 1 ST per 1d-1 damage. Can be used to set fire to flammable objects. Temple: Karakán, Vimúhla.

**Freeze** (T): Costs 4 ST. Totally freezes victim for 2d turns. Victim can disbelieve and can only cast a spell if spell is an IQ level 5 below his IQ. Does not work if ST is 30+. Temple: Dilinála.

**Invisibility** (T): Costs 3 ST / +1 each turn. Makes subject invisible. -6 DX to hit an invisible figure, minus not cumulative with shadow, darkness or blur. Doesn’t work on images/illusions.

**Mage Sight** (T): Costs 2 ST / +1 each turn. Allows you to see objects concealed by blur, shadow, invisibility, or ordinary darkness. Temples: Belkhánu, Hnálla, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Magic Fist** (M): Cost: 1 ST per 1d-1 damage. If Magic Fist does 6 points of damage before armor then it will trip target unless he makes a 3d/ST or DX roll, use highest attribute. Appears as large fist. Temples: Chegárra.

**Magic Rainstorm** (C): Costs 4 ST. Creates a “storm” 1 megahex in size that puts out all fires. Moves 1 hex per turn. Fireballs, lightning, and dragon fire cannot pass through. Lasts 12 turns. Temple: Avánthe.

**Repair** (T): Costs 6 ST. Repairs simple breaks in small objects; e.g. weapons, ropes, pots, etc. Temples: Avánthe, Karakán, Ksárul, Thúmis, and Vimúhla.

**3-Hex Shadow** (C): Costs 2 ST. Like shadow spell but covers 3 connecting hexes.

**Summon Warrior** (C): Cost 3 ST / +1 per turn. Brings a human fighter with ST + DX = 28 and 9 IQ to follow the caster's commands. The ST must be at least 14, and the fighter knows the Warrior talent. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear cloth, leather, chain, or no armor and may have a shield. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ǘ, Ksárul, Thúmis.

**Web of Kriyag** (M): Cost: 2 ST / +1 per turn. Shoots a web that immobilizes the target. They get a 3d/DX saving roll. Affected persons cannot move or attack. On a 5d/ST roll, they can break free.

**Wound Pool** (T): Cost: 2 ST per 1d of hit points. This spell gives the subject a pool of ST to use for damage. Damage comes out of the wound pool first, then off the character’s ST. Damage vanishes when the spell ends. This ST cannot be used for spells or fatigue. Lasts one hour.

### IQ 13 Spells

**Calm** (S): Cost: 2 ST / +1 per turn. A wave of peaceful energy flows out from the caster, stilling storms, Wall of Water, Wall of Wind, rioting mobs, and other violent disturbances. It moves out from the caster at a rate of 2 megahexes per turn to a maximum of 6 megahexes. Temples: Avánthe, Belkhánu, Hnálla.

**Control Person** (T): Costs 3 ST / +1 each turn. Works on humanoids. Target gets a 3d vs IQ saving roll. If target is successful magic user only looses 1 ST, not 3. Images and illusions disappear.

**Curse** (T): Cost: 2 ST per 1 point of Curse. For every point of the Curse, every die roll the victim makes is modified by 1 against the victim -- if they want to roll low, add 1, if they want high, subtract 1. It lasts until removed by Remove Thrown Spells. An individual may not know that he is cursed (although it's usually easy to figure out), but a Detect Magic spell will detect it, and an Analyze Magic spell will give its nature.

**Megahex Fear** (T): Cost: 4 ST. As for Fear, but affects a megahex.

**Fireproofing** (T): Costs 3 ST / +1 each turn for each hex of the size of the subject. Makes you and your clothing/objects immune to fire. Temples: Avánthe, Ksárul, Thúmis, Vimúhla.

**Flight** (T): Costs 3 ST / +1 each turn. MA = 12. Any attack on a flying figure is at a -4 DX, even if you are flying. Flying figure won’t be used to flying so -2 DX for attacks or spell casting and -4 DX for thrown or missile weapons as well, this is in addition to the -4 to attack. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ǘ, Ksárul, Thúmis.

**4-Hex Image** (C): Costs 2 ST. Creates a 2 to 4 hex image.

**Megahex Heal Minor Wounds** (T): Cost: 4 ST. Like Heal Minor Wounds, except it affects everyone in a megahex.

**Open Tunnel** (T): Costs 10 ST. Turns object or being in one hex into air. Living creatures get a 4d vs DX to escape by jumping back one hex. Multi-hex beings loose a % of ST. Temple: Hrü'ǘ.

**Seeing Other Planes** (T): Cost: 2 ST / +1 per turn. Allows caster to see nexus points within 3 megahexes. Temples: Belkhánu, Hnálla, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Slippery Floor** (T): Costs 3 ST. Makes floor over one megahex slippery. Reveal only when 1st victim enters it. 3d/DX roll for each hex you enter or stand still in. Effects images and illusions.

**Sticky Floor** (T): Costs 3 ST. Makes floor over one megahex sticky. Reveal only when first victim enters it. Must stop immediately. Your MA reduced to 1 each turn you are in the megahex, MA 2 if you are ST 30+. Lasts 12 turns. Effects images and illusions.

**Stone Flesh** (T): Costs 2 ST / +1 each turn. Stops 4 hits in addition to other armor. Temples: Belkhánu, Karakán, Sárku, Vimúhla.

**Stop** (T): Costs 3 ST. Victim has MA zero for the next four turns. Cannot move to another hex under any circumstances but may do things like attack, cast spells, etc. May change facing.

**Telekinesis** (T): Costs 2 ST per turn. Objects may be picked up. thrown, etc. Treat as if magic user has an “invisible body” which he can place anywhere he can see, -1 per hex distance. Can use a weapon this way at an additional -4 DX.

**Transmute Floor** (M): Cost: 3 ST / +1 per additional megahex, up to 4 total megahexes. This spell turns a megahex of water, mud, dirt, or stone into one of the other forms. So a stone floor can be turned to dirt, mud, or water, mud can be turned to water, dirt or stone, etc. Water and mud reduce MA by half and act as broken ground. This spell lasts 12 turns. Temple: Hrü'ǘ.

**Withering** (T): Cost: 4 ST. The subject of this spell loses the use of one or more limbs (roll 1d: 1 = one arm, 2 = one leg, 3 = both arms or both legs, 4 = one arm and one leg, 5 = torso, 6 = head). A 3d/DX saving roll is allowed. An affected limb is withered permanently and can only be cured with a Restore Limb spell or an Eye of Restoration. If the victim is hit in the torso, they become paralyzed 3d days. If they are hit in the head, they fall into a coma for 2d days. Temples: Avánthe, Hrü'ǘ, Ksárul, Sárku.

### IQ 14 Spells

**Amnesia** (T): Cost: 4 ST / +2 per hour. Makes the subject forget all or specific events of one hour duration. If questioned, subject will remember nothing for 24 hours after the spell is cast, will remember on 5d/IQ roll on the following day and on a 3d/IQ roll on any subsequent day. Subject will not remember spontaneously. If specific events are to be forgotten, spell will take several turns to cast. Temple: Sárku.

**Bladeturn** (T): Costs 4 ST / +1 per turn. Casts a protective aura over the subject against physical attacks. Anything making physical attacks on the subject must roll 5d/DX to hit. Temples: Karakán and Vimúhla.

**Cold** (T): Cost: 1 ST per 1d damage. This spell fires a blast of cold 1 hex wide toward the target. Caster must roll 3d/DX to hit each subject in the line, -1 DX per hex range. Range: 6 hexes. Temple: Hrü'ǘ.

**Control Creature** (T): Cost: 3 ST / +1 per turn. Controls an underworld creature or animal to do the caster’s bidding. A 3d/IQ saving roll is allowed. This spell does not affect humans, intelligent non-humans, undead, not creatures with ST 30 or more. Temple: Ksárul.

**Dispel Illusions** (S): Costs 5 ST. Causes all illusions within 15 hexes to vanish immediately, regardless of size and who created them. Temple: Hnálla.

**Explosive Gem** (S): Can be created to go off when disturbed at all, or to explode only when thrown, at the creator’s choice. Its creator may handle it without danger. Explosive gems of 6 dice power or more also put one die of damage on each figure in a hex adjacent to that in which they explode! Temple: Karakán.

**Fresh Air** (T): Cost: 2 ST / +1 per minute. The subject of this spell can breathe normally, regardless of location - entombed in rock, underwater, surrounded by noxious gases, etc. The spell magically brings him air from elsewhere. Temple: Avánthe.

**Glamour** (T): Cost: 10 ST. A Glamour is cast over some living creature to make him appear as other than what he is; it is a magical disguise. A Glamour does not give the disguised creature any of the abilities of his disguise, and cannot make him appear to be more than twice his actual size. A Glamour cannot be penetrated by disbelieving. It lasts until removed by Remove Thrown Spell, until the caster wills it away, or until the englamoured one or the caster dies. A creature with Mage Sight may have a 4d/IQ roll once only, to see through a Glamour when it is first encountered. If successful, this removes the Glamour - but only for him; others will still see the illusion.

**The Hands of Krá the Mighty** (M): Cost: 1 ST per 1d damage. This spell grabs and squeezes the subject telekinetically. Temples: Avánthe, Belkhánu, Dlamélish, Sárku.

**4-Hex Illusion** (C): Costs 3 ST. Creates a 2-4 hex illusion. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ǘ, Ksárul, Thúmis.

**Infernal Barrier** (C): Cost: 3 ST / +1 ST per turn. This spell creates a sparkling barrier in front of the caster. An enemy must roll a 5d/DX roll to pass through the shield. This shield does not stop missiles, but makes the subject harder to see: -2 DX to missile attacks. It will stop a Wall of Water or Ice, and will stop a Cold spell or Eye of Frigid Breath. Temple: Vimúhla.

**Lightning** (M): Cost: 1 ST per 1d damage. 5 points of lightning damage will blast through one hex of a wall, clearing hex. If a being is killed by lightning then all magical items it carried are destroyed. Temple: Vimúhla.

**The Missile of Mettalja** (M): Cost: either 3 ST for sleep, or 5 ST to kill. Caster may choose whether to put the target to sleep or to kill the target with this psychic blast. If target is ST 30 or more, the lethal version does 5d damage. Temples: Ksárul, Thúmis.

**Remove Thrown Spell** (T): Costs 2 ST. Negates any thrown spell. Can be used to dissolve an enemy’s spell or to eliminate a foe’s own magical protection. Has no effect against a spell shield.

**The Silver Halo of Soul-Stealing**(M): Cost: 4 ST. Sends a shiny ring of energy toward the target. If the target is hit, they lose their soul, leaving them in a mindless state. A 3d/IQ saving roll is permitted. This spell is deflected by Invulnerability or Pentagram -- on a 1d roll of 2 or less, this spell hits a nearby target, randomly selected. Once a victim’s soul is gone, only a Revival or a Reincarnation spell can restore them. Temples: Belkhánu, Hrü'ǘ.

**Spell Shield** (T): Costs 3 ST / +1 each turn. Prevents any spell from being cast on its subject. Does not affect spells already cast or protect you from physical damage by illusions.

**Summon Large Animal** (C): Costs 4 ST / +1 each turn. This spell summons any size animal with 50 or less ST, 15 or less DX, and 6 or less IQ to follow the caster's commands. Some examples: grizzly bear, tiger, lion, giant scorpion, etc. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ǘ, Ksárul, Thúmis.

**Summon Lesser Demon** (C): Cost: 20 ST. Summons a minor demon, who will perform one service for the caster, or fight for 12 turns, but will not grant a wish. The demon is a 1-hex creature with ST 50, DX 13, IQ 16, and infinite MA due to its ability to teleport itself. It may use any weapon. It does 2 dice damage in hand-to-hand combat; its skin stops 3 hits/attack. The summoning takes 5 undisturbed turns to complete, and, if the magic user fails the DX roll at the end of the summoning, the demon will appear anyway - and attack. Temple: All.

**Telepathy** (M): Cost: 4 ST / +1 per turn. Can send and receive messages between the caster and a target. 2 pieces of information can be conveyed per turn. Subject get 4d/IQ roll to resist. This spell can also be used to delve deeper into a subject’s mind than the ESP spell. 2 questions can be asked per turn. In this case, the caster must touch subject, and subject must be conscious. Works on humanoids, non-humans, and animals.

**The Vapor of Death** (S): Cost: 5 ST / +1 per turn. A wave of poisonous gas flows out from the front of the caster. It moves at 1 megahex per turn, and the caster must be sure the wind is still or blowing away from the caster’s party. All persons caught in the cloud get 3d/ST saving rolls, and, if successful, the subject takes 1d damage. If the saving roll is failed, the subject dies unless a Neutralize Poison spell is cast on them within 2 turns. Temples: Hrü'ǘ, Ksárul, Sárku, Vimúhla.

**Weapon/Armor Enhancement** (T): Cost: 2 ST per plus / +1 per turn. This spell adds +1 DX to hit or +1 to the damage a weapon does for each 2 ST put into the spell. Can also add 1 to the hits armor stops per 2 ST. Temple: Karakán, Sárku, and Thúmis.

**Megahex Web of Kriyag** (M): Cost: 5 ST / +1 per turn. The same effect as Web of Kriyag, except it affects all creatures in a mega hex.

### IQ 15 Spells

**Astral Projection**(S): Cost: 10 ST. Lets the magic user send their ‘astral body’ to another place while their physical body sleeps. The astral body can go anywhere the magic user knows about if they know (approximately) the path. Distance is no barrier. The astral body can observe events in other places for one hour; at the end of that time, it automatically returns.

A magic user cannot take real physical objects (magical or otherwise) into the astral plane. An astral body looks like the magic user's real body, and is dressed and armed the same way.

A magic user in the astral plane may look for traps, read open books, etc., just as though they were there in physical or insubstantial form. A magic user in the astral plane may cast a spell on themselves, or on another astral figure, exactly as though they were physically present. However, if an astral figure wishes to cast a spell on any physical person or object, the ST cost is tripled. Furthermore, a magic user in astral form cannot use the Create Nexus Point or Control Nexus Point spells at all.

Combat between astral beings is handled exactly like combat between ‘real'’ creatures, except that (a) there are no physical barriers on the astral plane, and (b) no magical item can be used. Magic Users can cast spells at one another, just as though the fight were physical. Other forms of combat also work; two astral figures can battle with weapons or hand-to-hand combat. An astral figure will have astral weapons identical to the ‘real’ ones he was carrying, but they will not have the magic powers (if any) that the real ones did.

Nothing in the physical plane, except a Dazzle spell, can harm an astral body; in fact, an astral body cannot communicate with a physical being except by telepathy (the ST cost for telepathy is the ordinary cost, not the tripled one). Pentagrams, wards, and other magical protections will stop an astral body.

A physical being cannot observe an astral body in any way except by Mage Sight. Detect Life will detect nothing. Detect Enemies or a Ward spell will warn that something is present, but that's all.

An astral body has the ST that its possessor did immediately after the spell was cast to send him onto the astral plane. ST lost by the astral body (due to spells cast, wounds, or anything else) is also lost by the physical one. An astral body cannot draw ST from an AID spell cast by a physical being. He can use the Drain Strength spell, if he knows it, but only on a willing subject. Death of the astral body kills the physical body, and vice versa. Temple: Belkhánu.

**Megahex Control Animal** (T): Cost: 3 ST / +1 per turn. The same effect as Control Animal, except it affects all animals in a megahex. Works on animals with ST 30 or less.

**Control Missile** (T): Cost: 3 ST / +1 per turn. Acts exactly as Reverse Missiles, except that the subject has the option to redirect an attack on a target other than its originator. Only 1 attack may be redirected per turn, all others are simply reflected back. The attack must be from a visible foe and a 3d/DX roll must be made in order for the redirected attack to hit. Temples: Ksárul, Thúmis.

**Hammer Touch** (T): 1d damage per ST. Makes your fist a lethal weapon. Lasts 3 turns. Subject of a 4 pt. spell could deliver three 4d punches. Roll a 17-18 take 1d damage. Temple: Karakán.

**7-Hex Image** (C): Costs 4 ST. Creates a 5 to 7 hex image.

**Iron Flesh** (T): Costs 3 ST / +1 each turn. Stops 6 hits. Temple: Vimúhla.

**Open Nexus Point** (T): Cost: 2 ST / +1 per turn; +1 ST will inform the caster as to the nature of the other side. Will open a nearby nexus point, allowing the party to pass through. The caster should be the last one through, because the nexus point will close after they enter. Temples: Belkhánu, Hnálla, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Circle of Protection** (C): Cost: 5 ST / +1 per turn. A circle drawn on the floor and filled with mystical symbols, covering one megahex, which is a barrier to magic and evil. A Circle of Protectionwill act as a Spell Shield to stop any magical attack from outside the megahex. It will also stop images, illusions, and summoned beings. The only thing it will not stop is a totally "natural" thing - such as a purely physical attack by a non­-magical creature. Drawing the Circle of Protection takes 3 full turns; if the magic user is disturbed while drawing it, they lose 1 ST and must start over. When the first attack is made against the circle, the caster must make a 3d/IQ roll to see if they drew it correctly. If they miss the roll, the Circle of Protection is faulty and offers no protection. A demon may be summoned into a Circle of Protection. If the circle holds, everyone outside its perimeter will be safe.

**Control Will** (T): Cost: 4 ST / +1 per turn. Exactly like the Control Person spell, but a 4d/IQ roll is needed to save against it.

**Restore Limb** (T): Cost: 3 ST to restore if limb is intact; 6 ST to restore if limb is lost. Restores one limb from the effects of paralysis, the Withering spell, or injury. If the limb was intact, the effect is immediate. If the limb was lost, the limb regrows in a week.

**7-Hex Shadow** (C): Costs 3 ST. Like shadow spell but covers 7 connecting hexes.

**Shield of Defense** (T): Cost: 5 ST / +1 per turn. This spell creates an invisible dome of energy around a megahex that stops all missiles, The Hands of Krá the Mighty, Lightning, Fireball, and Telekinesis. It also prevents creatures of ST 12 or less from entering the megahex. Temple: All.

**Spellturn** (T): Cost: 4 ST / +1 ST per turn. Casts a protective aura over the subject against magical attacks. Anything making magical attacks (spells, or summoned creatures and illusions) on the subject must roll 5d/DX to hit. This spell will not protect against magical weapons wielded by real (non-summoned) creatures. Temples: Avánthe, Dlamélish, Ksárul, and Thúmis.

**Strike Blind** (M): Cost 3 ST. Either a flash of light or an enveloping darkness (light for Hnálla, darkness for Hrü'ǘ) permanently blinds those within the target megahex. This spell affects living beings only. It can be cured with an Eye of Restoration or a Restore Limb spell. Temples: Hnálla, Hrü'ǘ.

**Summon Veteran** (C): Cost: 4 ST / +1 per turn. Brings a human fighter with ST + DX = 32 and 9 IQ to follow the caster's commands. The ST must be at least 16, and the fighter always knows both Warrior and Veteran talents. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear either any non-fine armor or no armor and may have a shield. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ǘ, Ksárul, Thúmis.

**Megahex Teleport** (S): Cost: 6 ST. This spell transports the caster and all targets in the caster’s megahex to any place the caster has visited in the last hour. Unwilling targets get a 3d/DX saving roll. Only items carried by the targets can be transported with the group. If other beings occupy the destination, an explosion occurs doing 3d to each member of both parties.

**Unnoticeability** (T): Cost: 3 ST / +1 per turn. This spell makes its subject hard to notice. They are not invisible, so Dark Vision, Mage Sight, etc., are of no help; they are simply very easy to overlook. Anyone who would normally see (hear, smell, etc.) an "unnoticeable" person must make a 4d/IQ roll. Failure to make the roll means that they will never realize the subject is there. They will not look, walk, or fire missiles in the vicinity unless absolutely necessary. Even if they bump into the subject, they won't realize it if they have missed their IQ roll before.

Figures in battle roll one more die to notice; figures with Alertness or Acute Hearing roll one less die for each talent. If an "un­noticeable" person attacks someone, the one attacked will notice him. Once you notice an unnoticeable figure, you can see him clearly, but those who have not noticed him must still make a roll to see him, even if you point. They may decide you're insane! Temples: Avánthe, Belkhánu, Hrü’ǘ, Ksárul, and Sárku.

### IQ 16 Spells

**Control Weather** (S): Cost: 5 ST / +2 per turn. This spell creates weather of the caster’s choosing within the area 12 megahexes of the caster. Rain, snow, sun, clouds, wind, and storms can all be created. The caster can walk out of the area of effect as long as they maintain it. This spell can be dissipated by casting Remove Thrown Spell on the caster or on the center megahex of the effect. Temple: Avánthe.

**Doomkill** (M): Cost: 6 ST. This special missile spell creates a terrific explosion in the target hex. Anyone in the megahex who misses a 4d/DX saving roll takes 8d damage. Anyone who makes their saving roll takes 2d damage. Revival of victims of the Doomkill require 3 weeks recovery. On a critical failure of the casting of this spell, the caster targets his own hex accidentally. Temples: Hnálla, Karakán, Vimúhla.

**7-Hex Illusion** (C): Costs 5 ST. Creates a 5-7 hex illusion.

**Long-Distance Telepathy** (S): Cost: 12 ST. Allows caster to send a short (5 words) message to any character he knows, whatever the distance. Allows 2 magic users who know each other and know the spell to converse for 30 seconds (they split the ST cost).

**Megahex Sleep** (T): Costs 8 ST. Affects every creature of ST less than 20 in a megahex (except the magic user), or any single figure of ST 50 or less.

**Mind-Bar** (M): Cost: 4 ST. After failing a 3d/IQ saving roll, the subject is controlled by the caster for 12 turns. Victims may be made to kill themselves, to fight against their former allies, and to otherwise do the caster’s bidding. Temples: Belkhánu, Hnálla, Hrü'ǘ, Ksárul, Sárku, Thúmis.

**Re-embodiment** (T): Cost: 10 ST. The soul of a person not more than 1 hour dead may be placed into an ‘empty’ body (see Silver Halo of Soul-Stealing). Temple: Belkhánu.

**Summon Giant Animal** (C): Cost: 5 ST / +2 per turn. Summons an animal of any size or ST. May include Akho, Sro, Aqaa, etc. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ǘ, Ksárul, Thúmis.

**Trance** (S): Cost: 10 ST. Caster seems to sleep for one hour of game time. During this period, he may ask one yes-no question of the GM. The GM will answer truthfully. If the magic user missed his DX roll, the trance fails; the GM does not get to lie to him. Temples: Hnálla, Hrü’ǘ, Ksárul, Thúmis

**Vallation** (C): Cost: 5 ST / +2 per turn. This spells creates a wall of material that moves away from the caster. A 3-hex wall is created in front of the caster, and on the next turn it moves away from them at one megahex per turn. These walls do 4d damage to all who miss a 3d/DX saving roll. Those who makes a saving roll still take 1d damage. Vallation automatically dispels creatures created or summoned through magic. Walls stop all physical attacks and missiles, as well as Doomkill, Fireball, Hands of Krá the Mighty, Silver Halo of Soul-Stealing, and Vapor of Death. If two walls collide, make a 3d roll for each, with the wall with the lowest result winning, and the other wall dissolving. In case of a tie, both walls are stopped for a turn and reroll on the next turn. Each temple teaches a different form of this spell: Avánthe = Water, Belkhánu = Wind, Dlamélish = Serpents, Hnálla = Calm, Hrü'ǘ = Ice, Karakán = Swords, Ksárul = Indigo Fog, Sárku = Grave earth and worms, Thúmis = Grey Mist, Vimúhla = Fire. Temples: All.

**Write Scroll** (S): Lets magic user create a Magic Scroll. The magic user must know both the Write Scroll spell and the spell to be written on the scroll. Writing a scroll requires a magic user's whole effort for as many days as the IQ required for the spell; he must make his DX roll once on each of those days or his pen slips and he ruins the scroll. Therefore, ST cost is inappli­cable; it just takes time and effort. A scroll cannot be made for any spell that creates a magic item.

### IQ 17 Spells

**Blast Trap** (S): Cost: 6 ST to make a blast doing 1d+1 damage to anyone in the same hex, 12 ST, to make a blast doing 2d+2 to anyone in the hex, and 1d damage to anyone in an adjacent hex, 24 ST, to make a blast doing 3d damage to anyone in the same hex, and 2d damage to anyone adjacent. An object prepared with this spell will explode under a condition set by the magic user when he casts the spell. Any condition may be set, as long as it has some immediate relation to the trapped object. For instance, an Blast Trap could not be set to explode when the King of a far-away city sneezed, but it could be set to explode when some­one in the same room with the object sneezed. There may be only one triggering situation per spell, though an object may have more than one Blast Traps on it. The Detect Traps talent will not detect this spell, but the Detect Enemies spell will.

Since this is not a "Create Magical Item" spell, the cost to cast it does not vary, whether other spells are on the object or not. This spell lasts only a day; it must then be re-cast. Blast Trap can only be used on relatively small objects (no more than 20 pounds).. When the item explodes, it is totally destroyed. Any exposed flammable items in the affected hexes will also catch fire unless their holders make 3d/DX saving rolls.

**Cleansing** (T): Cost: 20 ST. Kills all small life forms (disease germs, vermin, etc.) within the specified area. Up to 7 connected hexes may be cleansed with one spell. This spell will make moldy food safe to eat, cure a plague victim, or kill off the lice in your garments. It will not affect poisons or make something inedible good to eat. Any living being wholly within the cleansed area will be killed, except those specifically named by the magic user who casts the spell, thus, this spell can be used as a weapon in emergencies. However, you can't kill a serudla by cleansing one of his hexes. Unfortunately, the spell always puts 1d of damage even on the individual(s) the magic user does not want to injure, so there is a risk involved when a very weak individual is cured this way. Temples: Avánthe, Belkhánu, Hrü’ǘ, and Thúmis.

**Megahex Control Person** (T): Cost: 5 ST / + 1 per turn. The same as Control Person, except it affects all humanoids in a megahex.

**Megahex Flight** (T): Costs 5 ST / +1 each turn. The same effect as Flight, except it affects all within a megahex. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ǘ, Ksárul, Thúmis.

**Geas** (S): Cost: 10 ST. A geas is a command to do, or not to do, a certain thing. A magic user who has this spell may lay a geas on any figure just by talk­ing to him - no DX roll required. The victim gets a 4d/IQ saving roll. A magic user may only attempt a given Geas once (ever) on any person, and a person may have only one Geas at a time. Examples might be (a) not to touch weapons for a year, (b) to go on a quest for a certain thing and bring it to the magic user, (c) to attack all magic users on sight . . . etc. Analyze Magic will detect a Geas; only a Wish or Dissolve Enchantment will remove it. Temple: Sárku.

**Insubstantiality** (T): Costs 4 ST / +2 each turn. Nothing but thrown spells can affect you. Move at 1 hex per turn and can pass through solid objects. You can only use thrown or creation spells and you can make no physical attacks. If you become solid in the middle of another creature, both die. You appear as a dim, foggy shape. Temple: Hrü'ǘ.

**Invulnerability** (T): Cost: 4 ST / +1 per turn. Similar to Iron Flesh, but better. The subject becomes immune to all chlén-hide and normal steel weapons and missiles. Enchanted steel weapons, Eyes, and spells (except Doomkill, Silver Halo of Soul-Stealing, and Telekinesis) can all penetrate this protection. Temple: Karakán.

**The Little Death** (T): Cost: 1 ST if voluntary or unconscious; 5 ST if unwilling. This spell puts its subject in a suspended animation closely resembling death. The subject will lose 1 ST every day, until they are truly dead, or until the spell is removed (through Dissolve Enchantment or Remove Thrown Spell). A figure cannot voluntarily leave the Little Death. The only way to tell the figure is alive is through Analyze Magic, which reveals this spell is being used. This spell is quite useful for preserving the life of a badly­ wounded friend. An ingenious magic user will find many other applications. Temples: Avánthe, Belkhánu, Dlamélish, Ksárul, Sárku, and Thúmis.

**Remove Cursed Object** (T): Cost: 20 ST to cast. This spell a temporary disenchantment. It suppresses a Curse or other spell on an obnoxious magical object for just long enough to allow the wearer to put it down or take it off. If you have been tricked into picking up a sword that reduces your DX, putting on a Helm of Stupidity, or donning a ring which geases you to sing bawdy songs at the top of your voice, this is the spell you need. You can usually get it done at the temple for a mere 500 K. If you don't have the money, they will do it for free - but they keep the object after it is removed. This spell makes no permanent change in the magical nature of an object.

**Sending of Evil** (M): Cost: 6 ST. Like Plague, but a missile spell, which affects a megahex at the target. Temples: Avánthe, Dlamélish, Sárku.

**Spellsniffer** (T): Cost: 2 ST / +1 each turn. This spell gives the subject a combined Reveal, Detect, and Analyze Magic ability that covers everything within 5 hexes. Roll twice for every item in range. If the first 3d/IQ roll is successful, the spell/magic item is detected. If the second 4d/IQ roll is successful, the spell is analyzed, as per Analyze Magic. If a figure or item has several spells on it, a separate pair of rolls are made for each spell. A figure using this spell will know (if he makes his 3d roll) that an illusion or image has magic about it, and will also know (if he makes his 4d roll) that it is an illusion or image, as the case may be. Conceal, of course, impedes this spell just as it impedes Analyze Magic. Temple: Thúmis.

**Summon Demon**(C): Cost: 30 ST. Allows magic user to summon a 3-hex Greater Demon. The demon will do one of three things: (1) Fight for 12 turns and disappear. Its ST is 100, DX 14, IQ 20. It does 4 dice damage in bare-handed combat, and may use any weapon. Its skin stops 4 hits/attack. (2) Grant one regular wish (see Wishes). (3) Perform one service. The service is up to the GM; legitimate services include transporting the magic user and his party (up to 10 people) to another place, bringing the magic user some known object from a known place, etc. The demon can transport itself instantaneously - but if it has to fight (or search) for more than 12 turns, it will vanish rather than finishing the job. Also, demons are very literal-minded. The GM (acting for the demon) may be as obtuse and perverse as he wishes in conforming to the letter of a magic user's instructions - but precisely worded instructions should be followed precisely. However, the time it takes to instruct a demon counts against the 12 turns that he will stay!

The other catch in summoning a demon is that (1) it takes 10 undisturbed turns to finish the summoning (any disturbance costs the magic user 1 ST and forces him to start over); (2) if the magic user blows his DX roll at the close of the summoning, the demon will attack, which makes a pentagram good life insurance; (3) if the magic user demands a wish from the demon, he must make a 3-die roll on the difference between his IQ and the demon's or die. See the section on Wishes for details.

Demons will not cast spells while in our plane; they are highly magical, but don't use magic as we know it. Temple: All.

**The Walking Dead** (T): Cost: 7 ST. A dead comrade is brought back to a sort of half-life, having all their mental faculties and -5 on ST and DX. This state lasts two more weeks, and then they die again permanently with no chance of revival. This period gives the person time to walk out of the wilderness or underworld. If Revival is cast on them, they are returned fully to life. Temples: Hrü'ǘ, Sárku.

**Weapon/Armor Enchantment**(T): Cost: 10 ST a day for two weeks. With this spell, steel armor (and shields) can be enchanted to enhance their protective value, and steel weapons can be enchanted to hit more often and/or do more damage. For details on casting this spell, see Creating Magical Items.

Any suit of armor, or any shield, can be enchanted to stop more blows. Applying this spell in its weakest form will produce an item that magically stops 1 extra hit/attack. Applying it in a stronger form will let an item stop more hits/attack, up to 5. Any weapon can be enchanted to do more damage, or to hit more often, or both. Applying the spell in its weakest form will create a weapon that does +1 damage, or increases its user's DX by I, whichever the maker specifies. Stronger applications can give a weapon with damage and DX bonuses totaling up to 5 - never more.

An item that is both offensive and defensive (a spike shield, for instance) could have both offensive and defensive bonuses on it - but not totaling more than 5.

This spell takes two weeks to complete the casting. Every week a 3d/DX roll must be successfully made or the spell must be started over. No other magic can be performed during that time.

This spell is permanent. It may be removed by a Remove Thrown Spell - like any other thrown spell, but the bonuses on a multiply-enchanted object must be removed one at a time. Temples: Karakán, Sárku, Vimúhla.

### IQ 18 Spells

**Control Monsters** (T): Cost: 4 ST / +1 per turn. This spell works like Megahex Control Animal, except that it can control one animal of any size or a megahex of animals with ST 30 or less. This spell affects animals and Underworld creatures.

**Control Nexus Point** (C): Cost: 10 ST. Reveals where the other end of a Gate is and what rules govern it; a second cast­ing can change the rule on either a temporary or permanent basis. A magic user who knows this spell can also destroy a Gate (both ends) at a cost of 50 ST; he must be within Creation Spell range to do so.

**Megahex Freeze** (T): Costs 12 ST. Affects every creature of ST less than 20 in a megahex (except the magic user), or any single figure of ST 50 or less. Temple: Dilinála.

**The Grey Hand** (T): Cost: 5 ST. The subject of this spell can touch a person and turn them into a pile of dust with no saving throw. Treat touch as an attack, rolling 3d/DX. The victim gets a final blow. Revival of the victim subtracts an additional 2 points of attributes. Spell lasts for 3 turns or until a successful hit is made. Temple: Wurú.

**Shapeshifting** (T): Cost: 20 to shift another, 10 to shift yourself. Turns its subject into any known type of creature with any attributes. However, the IQ may not be raised, and the total of ST and DX may not be raised. ST and DX may be traded off, lowered, etc., as long as neither is reduced more than 1 below the usual minimum for the new shape. A person could be shapeshifted into a relatively clumsy wolf, but not a wolf of DX 6! GMs may use their discretion as to what kind of shifting is allowed. The individual’s memory, spells, and talents remain intact, though he will not be able to use those spells and talents for which he no longer has IQ. Likewise, DX for spells and some talents will be impaired if the new shape has no hands!

Shifting to a new shape gives you the physical, but not the mental, abilities of that shape. If you shift to Goblin shape, you will move and fight as a Goblin, but you will not magically learn the Goblin language. The spell is permanent unless removed by Dissolve Enchantment, a wish, or another shapeshift. Temple: Dlamélish.

### IQ 19 Spells

**Long-Distance Teleport** (S): Cost: 20. Teleports the caster or another person from anyplace to a destination the caster has been or can see (or has a clear memory of) by some means, magical or otherwise. A crystal ball visualization is not accurate enough for this spell. Up to 50 kg of possessions can be carried by the subject.

On a failed casting, if the roll is exactly 16 (regardless of his DX), the teleported character goes, not to the intended destination, but some­ where in some way similar to that place. (GMs: determination of this place is up to you. Make it interesting.) On any other failure, the teleported character is dead, kaput, finished, lost forever. A magic user can use this spell to get rid of a foe, but cannot use it to deliberately disintegrate him or otherwise fail on purpose. Temple: Hnálla.

**Revival** (T): Cost: 50. This spell will restore any dead creature to life within one hour of death. The spell cures all minor wounds and diseases and leaves its subject unconscious with a ST of 1. To succeed, most or all of the body must be present. If the body has been severely burned, mangled, or otherwise dam­aged, or if limbs are missing, the magic user must make his DX roll on four dice. Revival does not restore missing limbs. The character who is revived loses 5 points from some attribute or combination of attributes. See DEATH. No one has found a way to make this spell work when read from a scroll. Temple: all.

**Zombie** (T): Cost: 5 ST + whatever ST (minimum 2) is being put in the Zombie. Reanimates a corpse to create an undead servant with no IQ and a DX of 2 less than it did in life. Its ST is equal what the magic user puts into it when they cast the spell. Its creator can see through its eyes. A zombie's wounds cannot heal on their own, and it loses 1 ST a day as it rots; however, healing potions, further Zombie spells, etc., can give it more strength. If the controlling magic user dies, his Zombies will wander aimlessly. Make a reaction roll for everything they encounter. On a bad reaction (l or 2) a Zombie will attack. Burned, beheaded, or dismembered corpses cannot be used for zombies. An intact skeleton can be used; it will make a zombie Skeleton. Temple: Sárku.

### IQ 20 Spells

**Create Nexus Point** (C): Cost: 5 ST / +1 per minute. Creates a nexus point to a plane the caster knows about through studies, books of magic, or a teacher. Lasts one minute. Temple: Belkhánu.

**Possession** (S): Cost: 20 ST if it succeeds, 5 if the victim makes his saving roll; the ST is spent when the attack is made, not when the "trap" item is prepared. Cost to prepare the trap: 10 ST. The magic user casting this spell puts himself into a trance and takes over the body of some other creature. To be possessed, a person or animal must be in physical contact with the possessing magic user or some object he has previously prepared as a ‘trap’ or must be well known to the magic user. The victim gets a 4d/IQ saving roll to avoid being possessed when the attack first takes place; if he succeeds, he will know who tried to possess him.

Possession may be noticed by either a Scholar or a good friend of the possessed victim on a 4d/IQ, the first time the victim is encountered after possession. It may also be detected by an Analyze Magic spell cast on the victim.

Possession ends when (a) the possessing magic user dies, (b) the victim dies (this also does 2d damage to the magic user!), (c) the possessing magic user voluntarily lets go, or (d) a Dissolve Enchantment spell is cast on the victim or the magic user. Temple: Belkhánu.

## Equipment

### Good Weapons

Better than average quality weapons cost 2x their base price. When a normal weapon would break in combat, roll an extra die. On a roll of 4, 5 or 6, a good weapon will break.

### Fine Weapons

Fine weapons cost 10x their base price for +1 DX or +1 damage, 20x for +1 DX and +1 damage or +2 damage and 40x for +1 DX and +2 damage.
Only axes, maces, hammers, swords and pole weapons may be made finely. Only bladed weapons may be made to do extra damage, except daggers which can only be given the +1 DX.
When a normal weapon would break, roll an extra die for a fine weapon. One that does +1 damage will break if a 5 or 6 is rolled and one that does +2 damage will break only on a 6. The Break Weapon spell has normal effect on fine weapons.

### Weapon Charts

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sword/Knife** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Dagger\* | 1d-2 | - | 5 K | 0.1 |
| Scimitar | 1d | 10 | 9 K | 0.4 |
| Short sword | 2d-2 | 11 | 10 K | 0.4 |
| Broadsword | 2d-1 | 12 | 12 K | 0.5 |
| Hand and a half sword | 2d | 13 | 13 K | 0.75 |
| Bastard sword † | 2d+1 |  |  |  |
| 2-handed sword † | 2d+2 | 14 | 15 K | 1.5 |
| Great sword † | 3d | 16 | 20 K | 2 |
|  |  |  |  |  |
| **Axe/Mace** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Club\* | Varies | - | free | 1+ |
| Hatchet\* | 1d-1 | 9 | 5 K | 0.4 |
| Hammer\* | 1d | 10 | 6 K | 0.75 |
| Small axe\* | 1d+1 | 11 | 6 K | 1 |
| Mace\* | 2d-2 | 11 | 7 K | 1 |
| Military pick | 2d-1 | 12 | 8 K | 1 |
| Maul † | 2d | 13 | 9 K | 2 |
| Great hammer † | 2d+1 | 14 | 10 K | 2 |
| Battle axe † | 3d-1 | 15 | 12 K | 2 |
|  |  |  |  |  |
| **Polearms** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Javelin\* | 1d-1 | 9 | 4 K | 1 |
| Spear\* | 1d | 11 | 5 K | 2 |
| Spear (2 hands) \*†‡ | 1d+1 |  |  |  |
| Halberd †‡ | 2d-1 | 13 | 8 K | 5 |
| Pole hammer †‡ | 2d-1 | 14 | 9 K | 5 |
| Pike axe †‡ | 2d+1 | 15 | 12 K | 6 |
| Heavy pole hammer †‡ | 2d+1 | 16 | 10 K | 6 |
| Pike † | 2d | 12 | 8 K | 4 |
|  |  |  |  |  |
| **Pick/Hammer** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Hammer\* | 1d | 10 | 6 K | 1.5 |
| Military pick | 2d-2 | 12 | 8 K | 1 |
| Great hammer † | 2d+1 | 14 | 10 K | 2 |
| Pole hammer †‡ | 2d-1 | 14 | 9 K | 5 |
| Heavy pole hammer †‡ | 2d+1 | 16 | 10 K | 6 |
|  |  |  |  |  |
| **Flail** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Morningstar | 2d | 13 | 8 K | 1.5 |
| Flail † | 3d-1 | 15 | 8 K | 2.5 |
|  |  |  |  |  |
| **Bow/Sling** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Thrown rock | 1d-4 | - | - | 0.1 |
| Sling (including rocks) | 1d-2 | - | 3 K | 0.25 |
| Staff sling | 1d-1 | - | 8 K | 1 |
| Lead sling pellets (20) | - | - | 1 K | 0.5 |
| Small bow † | 1d-1 | 9 | 15 K | 1 |
| Medium bow † | 1d | 10 | 20 K | 1 |
| Longbow † | 1d+2 | 11 | 30K | 1.5 |
| Composite bow | 2d-1 | 12 | 50 K | 2 |
| Great bow † | 2d | 14 | 60 K | 2.5 |
| Quiver with 20 arrows | - | - | 20 K | 0.5 |
|  |  |  |  |  |
| **Crossbow** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Light crossbow † | 2d | 12 | 20 K | 3 |
| Heavy crossbow † | 3d | 15 | 40 K | 5 |
| Quiver with 30 quarrels | - | - | 20 K | 1 |
| Cranequin | - | 8 | 30 K | 2 |
|  |  |  |  |  |
| **Special Weapons** | **Damage** | **Min. ST** | **Cost** | **Wt (kg)** |
| Blowgun † |  | - | 20 K | 1 |
| 20 Blowgun darts |  |  | 2 K | 0.2 |
| Whip | 1d-1 | 8 | 5 K | 1 |
| Bola\* | - | 9 | 2 K | 2 |
| Quarterstaff † | 1d+2 | 11 | 5 K | 2 |
| Spear thrower | +2 |  | 5 K | 0.5 |
|  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Legend** |  |  |  |  |
| \* = throwable |  |  |  |  |
| † = 2-handed |  |  |  |  |
| ‡ = 2-hex jab |  |  |  |  |
|  |  |  |  |  |
| **Notes** |  |  |  |  |
| Small bow | 2 shots/turn, if adjDX = 15+. |
| Medium bow | 2 shots/turn, if adjDX = 16+. |
| Longbow | 2 shots/turn, if adjDX = 18+. |
| Great bow | 2 shots/turn, if adjDX = 18+ and ST 16+. |
| Light crossbow | 1 shot/2 turns. 1 shot/turn, if adjDX= 14+. |
| Heavy crossbow | 1 shot/3 turns. 1 shot/2 turns, if adjDX= 16+. |
|  |  |  |  |  |

### Armor Chart

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Armor Type** | **Hits stopped** | **DX penalty** | **Cost** | **Wt (kg)** | **MA** |
| Cloth Armor | 1 | -1 | 10 K | 5 | 10 |
| Leather Armor | 2 | -2 | 20 K | 10 | 8 |
| Chainmail | 3 | -3 | 40 K | 10 | 6 |
| Fine Chainmail | 3 | -2 | 400 K | 7.5 | 8 |
| Scale Mail | 4 | -4 | 50 K | 12.5 | 6 |
| Fine scale mail | 4 | -3 | 500 K | 12.5 | 6 |
| Half-plate | 4 | -5 | 60 K | 15 | 6 |
| Fine Half-plate | 5 | -4 | 600 K | 15 | 6 |
| Plate Armor | 5 | -6 | 70 K | 18 | 6 |
| Fine Plate | 6 | -4 | 700 K | 18 | 6 |
| Pack on Back | 1 | -1 or -2 | Varies | - | - |
| Small Shield | 1 | 0 | 10 K | 3 | - |
| Spike Shield | 1 | 0 | 15 K | 3.5 |  |
| Large Shield | 2 | -1 | 20 K | 6 |  |
| Tower Shield | 3 | -2 | 35 K | 10 | - |
|  |  |  |  |  |  |
| **Notes** |  |  |  |  |  |
| Pack on back | Stops 1 hit from rear only |  |
| Spike Shield | If used as 2nd weapon, does 1d-2 damage with DX -4. |

### General Equipment

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Cost | Wt (kg) | Notes |
| 20 chlen spikes and mallet | 4 K | 2.5 | For scaling walls and wedging doors |
| Flint, steel, and tinder | 5 K | - | Steel is rare and expensive |
| Hooked chlen grapnel | 5 K | 0.5 |  |
| Torch (10) | 2 K | 2.5 | Burns for about an hour. |
| Lantern | 5 K | 1 | Burns 6 hours on oil from 1 molotail. |
| Lamp oil flask | 1 K | 1 | 1 liter lamp oil in bottle |
| 15-m rope | 3 K | 0.75 |  |
| 100-m rope | 18 K | 5 |  |
| 10-m rope ladder | 40 K | 2 | With hooks at top. |
| Collapsible 2-m pole | 3 K | 1 | Wood, very strong. 3 sections. |
| Crowbar | 5 K | 1 | In combat, a club if ST = 12+. |
| Belt pouch | 1 K | 0.2 | Holds 1 lbs. of small items |
| Small sack | 1 K | 0.5 | Holds 15 lbs. |
| Large sack | 3 K | 1 | Holds 60 lbs. |
| Backpack | 5 K | 2 | Holds 60 lbs. |
| Compass | 50 K | 5 | Bulky, fragile water compass |
| Charting paper, pens, ink | 3 K | - |  |
| Heavy outdoor boots | 15 K | 3 |  |
| Tsural buds (bunch) | 2 K | - | Repels certain creatures |
| Rations (hardtack and jerky) | 2 K | 0.5 | Enough for one person for one day. |
| Rations (bread, cheese, sausage) | 3 K | 0.5 | Enough for one person for one day. |
| Ngalu wine bottle | 1 K | 1 | 1 liter decent wine |
| Waterskin - 1 liter | 1 K | 0.1 | Weighs 1 kg when full of water. |
| 200 coins or large gems | - | 1 | Any variety; most coins weigh the same. |
| Scroll (or similar object) | - | 0.1 | Any scroll-sized object |
| Book (or similar object) | - | 0.5 | A medium-sized book |
| Physician's chest | 50 K | 2 | Bandages, poultices, salves, splints, etc. Must be restocked after each adventure (10 K). |
| Magic User's chest | 1000 K | 5 | Needed for ritual magic. Must be restocked every month for 50 K. |
| Clothing: upper-class | 100 K | 2 | Suitable for a merchant or noble. |
| middle-class | 30 K | 2 | Suitable for a townsman. |
| lower-class | 5 K | 2 | Suitable for a peasant or brigand. |

## Combat

### Sequence

1. **Roll for initiative.** Add bonuses for Military Discipline, Tactics, orStrategy. Winner chooses who moves first
2. **Renew continuing type spells.** This is not considered an action. Spells not renewed end now.
3. **Movement.**
4. **Actions.** Figures act in order of their adjusted DX. If a figure’s DX changes before their turn, they act at the new DX.
5. **Force Retreats.** If you scored a physical hit on an opponent and took no hits that turn from any source then you may retreat that enemy in any direction to any vacant hex and either advance to the hex vacated by the enemy or stand still. Missiles, thrown weapons and spells do not allow you to force a retreat.
6. **Wound Markers.** Take away current -2 DX wound markers and turn over any wound markers received this turn.

### Movement

1. You can move your MA each turn, if you do nothing else.
2. Each hex costs 1 MA, each facing change costs 1 MA.
3. Sideslipping into your front hexes does not cost extra.

### Engagement

1. If a character is in a front hex of an opponent who is armed and awake, the character is considered ‘Engaged’. This means that the opponent can threaten the character, the character needs to be on their guard, and the combat options are more limited.
2. For multi-hex creatures, more than ⅓ of their hexes must be in the front hexes of opponents for them to be engaged. For instance, a 3-hex Dzor is not engaged by a single fighter, though the fighter is engaged by the Dzor. A 7-hex serudla can only be engaged by three or more fighters.
3. One person or creatures can engage more than one opponent, as long as the opponents are in the person’s front hexes and they can threaten the opponents.

### Options: Disengaged Figures

1. **MOVE** up to your full MA. Do no other actions.
2. **CHARGE ATTACK.** Move up to 1/2 of your MA and attack with a ready weapon; normal attack, extra damage polearm attack, normal polearm jab attack, shield rush, or sweeping blow with any 2H, edged weapon. A figure can’t attack if it moved than 1/2 its MA
3. **THROW WEAPON.** Stand still or move one hex and throw a weapon. -1 DX per hex distance.
4. **LOAD** a crossbow. Move up to 2 hexes and load a crossbow.
5. **ATTEMPT HTH**. Move up to 1/2 of your MA and attempt HTH.
6. **DODGE.** Move up to 1/2 of your MA and dodge. You cannot dodge if you are engaged. Used against missile weapons/spells or thrown weapons. 4d/DX to hit you.
7. **DEFEND.** Move up to 1/2 of your MA and defend. Used against physical attacks. Must have a ready weapon. Destroys bows. 4d/DX to hit you.
8. **DROP.** Move up to 1/2 of your MA and drop to a prone position. Adjacent figures get a +4 DX to hit a prone figure.
9. **MISSILE WEAPON ATTACK.** Stand still or move one hex and fire a missile weapon.
10. **CAST SPELL.** Stand still or move one hex and attempt any spell.
11. **DISBELIEVE.** Stand still or move one hex and attempt to disbelieve.
12. **PICK UP WEAPON.** Move up to 2 hexes and pick up a dropped weapon in your hex or an adjacent one. +4 DX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.
13. **CHANGE OR READY NEW WEAPON.** Move up to 2 hexes and resling or drop ready weapon and/or shield and ready a new weapon and/or shield. Weapon will be ready next turn.
14. **EXCHANGE WEAPONS.** Move up to 2 hexes and exchange weapons with any adjacent figure. Both figures must choose this option. Weapons will be ready next turn.
15. **STAND UP.** Rise from a prone position and choose any facing in the hex.

### Options: Engaged Figures

* **ATTACK.** Stand still or shift one hex and attack with a ready weapon; normal attack, jab with a polearm, shield rush, or sweeping blow with any 2H edged weapon.
* **DEFEND.** Stand still or shift one hex and defend. Used against physical attacks. Must have a ready weapon. Destroys bows. 4d/DX to hit you.
* **LAST SHOT MISSILE ATTACK.** If you had a missile weapon ready before you were engaged you may stand still or shift one hex and get off one last shot. You must then drop the missile weapon unless you kill or knock down foe with the arrow
* **CHANGE OR READY NEW WEAPON.** Stand still or shift one hex and drop ready weapon or shield (if any) and ready a new, non-missile weapon or shield. Weapon will be ready next turn.
* **DISENGAGE.** Stand still or shift one hex and disengage. Comes on your DX. Move back one hex away from one or more enemies.
* **STAND UP.** Rise from a prone position and choose any facing in the hex
* **PICK UP WEAPON.** Stand still, bend over and pick up a dropped weapon in your hex or any adjacent hex. +4 DX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.
* **ATTEMPT HTH**. Stand still or shift one hex and attempt HTH.
* **CAST SPELL.** Stand still or shift one hex and attempt any spell.
* **DISBELIEVE.** Stand still or shift one hex and attempt to disbelieve.
* **THROW WEAPON.** Stand still or shift one hex and throw a weapon. -1 DX per hex distance.
* **DROP.** Stand still or shift one hex and drop to a prone position. Adjacent figures get a +4 DX to hit a prone figure.

### Options: Figures in HTH Combat

* **ATTACK.** Attack with your fist or a ready dagger. Everyone in HTH gets a +4 DX to hit
* **DRAW DAGGER.** Its hard to draw a dagger in HTH. 3d/DX (without the +4 HTH bonus) to pull out a dagger.
* **CAST SPELL.** Attempting to cast a spell in HTH is very difficult because the magic user is undergoing a severe distraction. -6 DX to cast!
* **DISENGAGE.** Attempting to disengage in HTH is not automatic. Roll 4d/DX. Stand up in any adjacent hex.

### Options: Engaged Prone Figures.

* **STAND UP.** Rise from a prone position and choose any facing in the hex.
* **READY A WEAPON.** Lie still and attempt to ready a weapon. You must make a 3d/DX to be successful
* **CAST SPELL.** Lie still and attempt any spell.
* **DISBELIEVE.** Lie still and try to disbelieve one illusion.

### Options: Disengaged Prone Figures.

* **STAND UP.** Rise from a prone position and choose any facing in the hex.
* **READY A WEAPON.** Lie still and attempt to ready a weapon. You must make a 3d/DX to be successful
* **CRAWL.** Your MA is 2. Adjacent figures get a +4 DX to hit a crawling figure. You may not attack. You may enter into HTH.
* **CRAWL AND STAND.** Crawl one hex and stand up.
* **CAST SPELL.** Lie still and attempt any spell.
* **DISBELIEVE.** Lie still and try to disbelieve one illusion.
* **TAKE COVER.** Lie still or crawl one hex and take cover in the same hex with a fallen body. Any attack with a thrown weapon or missile weapon/spell is at a -4 DX to hit you. If enemy misses you, roll to miss the prone body if necessary.
* **CROSSBOW MISSILE ATTACK.** Lie still and fire a crossbow +1 DX to hit, however you can not re-load a crossbow while prone.

### Options during movement

* **ENTERING A BODY HEX.** If you enter a body hex or a hex containing a prone figure you must *stop* and immediately make a 3d/DX roll (*per body*) or fall.
* **JUMPING BODIES.** Moving through or jumping over a prone figure “costs” 3 hexes of movement and you must make a 3d/DX (*per body*) or fall in the body hex. (2 points of movement for the body hex and 1 point for the next hex after the body.) This is the only way to move across fallen figures.
* **JUMPING HOLES.** No extra MA “cost” but you must make a saving roll based on ST
2d/ST for a 1-hex hole
3d/ST for a 2-hex hole
4d/ST for a 3-hex hole, etc.
If you miss the roll you fall in the hole but you get a 3d/DX roll to grab the far side. If this is successful then starting next turn you can attempt to pull yourself up by making a 4d/ST roll. Every time you miss this roll you must take 1 point of damage from exhaustion. Falling into the hole will cause damage, how much depends on the depth of the hole.
* **PUSHING BACK.** A 3 hex or larger creature can push back one or more 1 hex figures one hex at the end of their movement. The combined ST at the moment of the figures being pushed back can not exceed the ST of the creature doing the pushing. Move all figures one hex and stop. Each fig- ure gets a 3d/DX. Success means that they are pushed back. Failure means that the fall in the creatures hex and are underfoot where they can be trampled. Figures are considered to be in HTH with the creature.

### Action Options: Disengaged Figures

##### Stand still or move/shift one hex and:

* **ATTACK** with a ready weapon, normal or sweeping blow.
* **THROW** a ready weapon, -1 DX per hex.
* **LOAD** a crossbow
* **JAB** with a polearm.
* **ATTEMPT HTH**, comes during movement. Drop to a prone position.
* **FIRE** a missile weapon.
* **CAST** a spell.
* **DISBELIEVE**
* **DEFEND** against physical attacks. Must have a ready weapon.
* **DODGE** against missile weapons/spells or thrown weapons. (You can not dodge if you are engaged.)
* **PICK UP** a dropped weapon in your hex or an adjacent one. +4 DX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn

##### Move two hexes or less and:

* **CHANGE WEAPONS**. Resling or drop ready weapon and/or shield and ready a new weapon and/or shield. Weapon will be ready next turn.
* **EXCHANGE WEAPONS** with any adjacent figure. Both figures must choose this option.

##### Move 1/2 of your MA or less and:

* **ATTACK** with a ready weapon, normal or sweeping blow. Throw a ready weapon, -1 DX per hex.
* **CHARGE** with a polearm doing extra damage if you hit. You must move at least one hex. If you hit you do one extra die damage. Example: A 2H Spear does 1+1 normal damage. It does 2+1 in a charge attack.
* **JAB** with a polearm.
* **ATTEMPT HTH**, comes during movement.
* **DODGE** against missile weapons/spells or thrown weapons. (You can not dodge if you are engaged.) Drop to a prone position.

##### Move more than 1/2 of your MA up to your full MA.

* **DO NOTHING**.

### Options: Engaged Figures

##### Stand still or move/shift one hex and:

* **ATTACK** with a ready weapon, normal or sweeping blow. Throw a ready weapon, -1 DX per hex.
* **JAB** with a polearm.
* **ATTEMPT HTH,** comes during movement.
* **DEFEND** against physical attacks. Must have a ready weapon.
* DROP to a prone position.
* **LAST SHOT MISSILE ATTACK**. You must drop the weapon after firing unless you kill or knock down foe with the arrow.
* **CAST SPELL**.
* **DISBELIEVE**
* **DISENGAGE**. Comes on your DX. Move back one hex away from enemy.
* **PICK UP WEAPON** in your hex or an adjacent one. +4 DX to hit you as you bend down to retrieve weapon. Weapon will be ready next turn.
* **CHANGE WEAPONS**. Resling or drop ready weapon and/or shield and ready a new weapon and/or shield. The new weapon or shield will be ready next turn.

### Hand-to-Hand Combat

An attempt may be made to enter HTH combat at two times: either during movement or as a combat option. If done as a combat option, it is considered to be a normal attack as far as ordering of actions goes, and the person attempting HTH must have moved 1/2 MA or less.
Roll 2d and compare it to the following chart to determine the result of the attempt to enter HTH combat:

|  |  |
| --- | --- |
| **Roll**  | **Result**  |
| 2 or less  | Attacker knocked back and down to the ground.  |
| 3-5  | Attacker knocked back.  |
| 6-8  | HTH is initiated, defender has time to ready a dagger.  |
| 9-11  | HTH is initiated, defender doesn't ready a dagger.  |
| 12 or more  | HTH is initiated, defender stunned  and at -2 DX next turn.  |

Modifiers to the above roll:

|  |  |
| --- | --- |
| -2  | Attempted from crawling position.  |
| -2  | Attempted during movement.  |
| -1  | Defender has higher MA.  |
| -1  | Defender has higher UC skills.  |
| +1  | Attacker has higher UC skills.  |
| +1  | Attacker leaping on defender from above.  |
| +1  | Attacker moving from defender's side.  |
| +1  | Defender is backed against a wall.  |
| +2  | Attacker moving from defender's rear.  |

After initiating HTH, the attacker may strike the defender on the same turn only if HTH was initiated during movement and the attacker moved 1/2 MA or less. The defender may attack if no other combat action has been taken this turn.
Leaving HTH may be attempted on a 4d/adjDX roll. The +4 DX bonus does not apply. If the roll is successful, the person ends up in any adjacent hex in a crawling position. If the other person has not yet taken a combat option, they may choose to again initiate HTH or to also rise to a crawling position.

### Rolling to Miss

Each figure that an archer, thrower or spell caster rolls to either hit or miss reduces the adjDX of any further rolls by 1. So, if you roll to miss a friend, roll to hit a foe (and miss) and then roll to hit a second foe, your adjDX will be reduced by 2 on the third roll in addition to other adjustments.

**Attacker rolls 3d/DX:**

|  |  |
| --- | --- |
| Success | You have missed the intervening friend or enemy figure. Roll to hit the target. |
| Failure to miss enemy | Your shot goes wide and you do not hit the enemy you tried to miss, but if you roll a 14 or above apply the below effects. |
| Failure to miss friend | You hit the friend you tried to miss, and if you roll a 14 or above apply the below effects. |

**When you are rolling to miss:**

|  |  |
| --- | --- |
| 14 | Automatic hit, regardless of your DX |
| 15 | Double damage hit |
| 16 | Triple damage hit |
| 17 | Dropped weapon |
| 18 | Broken weapon |

### Charge Attack

A charge attack is defined as a movement of 3 or more hexes in a relatively straight line ending with a foe in a front hex. On a hex grid, it is sometimes difficult to move exactly straight, so sideslipping is allowed.
If a person moved at least half their MA on the previous turn, they may continue that movement another 1 or 2 hexes and perform a charge attack, if the last 3 hexes moved were in a line. Real movement is continuous and doesn't stop for the end of the turn.

### Pole Weapons

When used in a charge attack or to receive a charge attack, a pole weapon does an extra 1d+1 damage, not double damage as in the original rules. Thus a halberd does 3d+1 in a charge.
When a foe moves into the front hex of a pole weapon user who has not moved or turned, the user will attack at +2 DX, if attacking that foe. This is known as setting a pole weapon against an attacker. If a foe shifted into a front hex from a side hex, no bonus is gained.
The extra damage done by a fine pole weapon is **not** added to the damage done when charge attacking.

### Double or Triple Damage

Doubling and tripling damage of weapons when a 3 or 4 or a Fencing hit is rolled makes them far too deadly. Instead of actually doubling damage, ignore armor and shields the foe has. Treat triple damage the same way, but also add an extra 1d of damage. The Warrior and Veteran talents have their normal full effect. Creatures with natural armor or people using the Stone or Iron Flesh spells stop half as much (rounded down). When striking a foe with no armor or shield (or just Warrior or Veteran) for double or triple damage, reroll all 1s rolled for damage. Whenever double or triple damage is mentioned, treat it in this fashion, unless otherwise noted.

### Waiting for an Opening

A person may opt to not attack for one or more turns and gain a bonus when finally attacking. This is known as waiting for an opening. Archers may not move while waiting for an opening, and people who are engaged may only shift one hex and/or Defend or do nothing.
For each turn that the person waits, a +1 DX is earned. However, no more than +2 DX may be gained no matter how many turns are waited.
A person may choose to increase the chances of rolling double or triple damage instead of gaining a DX bonus. For each +1 DX that would have been earned, a person may instead choose to take a -1 DX penalty and raise the rolls needed for double or triple damage by 1. Thus someone striking a normal blow who waits for 2 turns would have a -2 DX penalty and strike for triple damage on a 3, 4 or 5 and double damage on a roll of 6. A weapon master or someone taking a good bow shot who waits 1 turn would do triple damage on rolls of 3, 4 or 5 and double damage on rolls of 6, 7 or 8.

### Dagger Marksmanship

Actually double the damage done if a successful hit is scored (this is an exception to the Double and Triple Damage rules above).

### Archery

#### Good Bow Shots

Highly skilled archers may take ***good*** bow shots that are treated just like fencing hits for the purposes of damage. If a 3 or 4 is rolled, triple damage is done. If a 5, 6 or 7 is rolled, double damage is done. The range of the target must be 23 hexes or less, and the archer's adjDX to hit the target must be at least 10. The archer must state that a good shot is being taken before any rolls are made.
Archers who can shoot twice per turn and have the Missile Weapons talent may give up their second shot and take a good shot instead. The attack takes place at the normal time for their first shot.
Archers using the sling may take good shots by waiting 1 turn and taking no other action. They must state that they are waiting to take a good shot when their attack would normally happen on the first turn. The good shot occurs at their normal time on the second turn. This is **not** considered to be waiting for an opening, and none of that option’s bonuses apply.
Archers not meeting either of the above restrictions and all crossbow users may not take good shots.

#### Long Range Shots

A person with Missile Weapons talent firing a missile weapon or using a missile spell suffers the following DX penalties at long range.
Out to 30 hexes, normal DX penalty (-1 DX/6 hexes).
31-42 hexes, -6 DX
43-54 hexes, -7 DX
55-66 hexes, -8 DX
67-90 hexes, -9 DX
91-114 hexes, -10 DX
Every additional 24 hexes are another -1 DX. See page 25 in Advanced Melee for additional rules on long range shots. At more than 30 hexes, if an archer who can shoot twice a turn does so, the normal DX penalty is used, rather than the above chart.

#### Opportunity Fire

An archer may aim at an area where no foes presently are visible. If the archer has been waiting at least one full turn and a target presents itself in the area aimed at, a shot may be fired immediately, ***during movement***. All DX bonuses for waiting apply, but no good shot may be taken. This is the classic situation of waiting for foes to peek around the corner or run across an open doorway.

### Advanced Shield Rules

#### Shield Bash

A person using a shield may attempt to hit a foe with it and either knock the foe down or reduce the foe's DX for the foe's next combat action.
If a successful roll to hit is made, the foe must make a DX roll to remain standing. The roll is:
2d/adjDX, if the foe is stronger,
3d/adjDX, if the foe has the same ST or up to 4 lower,
4d/adjDX, if the foe's ST is 5 or more lower, and
5d/adjDX, if the foe's ST is half the attackers ST or less.
If the roll is failed, the foe is knocked to the ground. If the roll is exactly the attacker's adjDX, the foe will be at -2 DX for the next turn.
An attacker with Advanced Shield talent is given a +3 ST bonus when comparing ST.

#### Shield Rush

This is an attack similar to a shield bash, but is done at the end of a charge attack. Treat the attack as a shield bash with the attacker's ST effectively raised by 3, or 5 if the attacker has the Advanced Shield talent. This is not like a pole weapon charge and occurs during the normal attack sequence.

#### Shield Wall

A group of soldiers with the Military Discipline talent may form a shield wall. The shields of people who form a shield wall effectively stop 1 extra hit for each person adjacent to them also forming the shield wall. Thus those on the ends stop 1 extra hit and all those in the middle stop 2 extra hits.

### Death and Dying

People die very easily in TFT. It is difficult to put a lot of effort into a character if you know that he'll die quite easily. Therefore, the following system will be used.
A character who has 0 ST left is unconscious and badly wounded. But the character may survive without assistance. Someone with *negative* ST left is unconscious and dying, but might survive if helped by a friend.
Someone with 0 ST left, or someone with negative ST assisted by a friend, must roll an 8 or better on 2d in order to survive. The roll is modified as follows:

* Subtract 1 from the roll for every ST point below 0.
* +1 for a person with First Aid talent assisting the person, +2 if a physicker is assisting the person, and +3 for a master physicker.
* +1 if a second physicker is assisting the person, +2 for a master physicker.
* +1 for every 2 Healing potions (maximum of 4) used while trying to save the person. These potions will not restore any ST.
* -1 for every minute the person has not been helped.
* Modify for original ST as follows:

|  |  |
| --- | --- |
| **ST** | **Modifer** |
| 1-8 | -1 |
| 9-11 | 0 |
| 12-14 | +1 |
| 15+ | +2 |

A roll of 2 always means death. There is no automatic save.
Assisting someone takes 5 uninterrupted minutes.
A person who makes the roll will remain unconscious for several hours. When they do wake up, they will be extremely weak (0 ST) and unable to do most tasks (-5 DX).
A person who makes the roll will take at least 5 weeks to recover totally, even if all ST is restored before then. The -5 DX penalty will drop by 1 every week the person rests, so after 5 weeks the person is considered to be completely recovered.

### Combat Tables

**Fist/Club/Dagger Damage Chart**

|  |  |  |  |
| --- | --- | --- | --- |
| **ST** | **Fist** | **Fist in HTH** | **Club or dagger in HTH** |
| 1-8 | 1d-4 | 1d-3 | 1d-1 |
| 9-10 | 1d-3 | 1d-2 | 1d |
| 11-12 | 1d-2 | 1d-1 | 1d+1 |
| 13-14 | 1d-1 | 1d | 1d+2 |
| 15-16 | 1d | 1d+1 | 1d+3 |
| 17-20 | 1d+1 | 1d+2 | 1d+4 |
| 21-24 | 1d+2 | 1d+3 | 1d+5 |
| 25-30 | 1d+3 | 1d+4 | 1d+6 |
| 31-40 | 2d+1 | 2d+2 | 2d+4 |
| 41-50 | 3d+1 | 3d+2 | 3d+4 |
| 51-60 | 4d+1 | 4d+2 | 4d+4 |

**Great STR and 2H Weapons**

Add 10 to the STR rating of a weapon. That is the minimum

STR needed to use the weapon 1H.

#### Success - Failure Table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Number** **of Dice** | **Triple** **Damage** | **Double** **Damage** | **Automatic** **Success\*** | **Automatic** **Failure** | **Drop** **Weapon\*\*** | **Break** **Weapon\*\*** |
| 2 | - | - | 2 | 12 | - | - |
| 3 | 3 | 4 | 5 | 16 | 17 | 18 |
| 4 | 4-5 | 6-7 | 8 | 20 | 21-22 | 23-24 |
| 5 | 5-7 | 8-10 | 11 | 24 | 25-27 | 28-30 |
| 6 | 6-9 | 10-13 | 14 | 28 | 29-32 | 33-36 |
| 7 | 7-11 | 12-16 | 17 | 32 | 33-37 | 38-42 |
| 8 | 8-13 | 14-19 | 20 | 36 | 37-42 | 43-48 |

*\* Regardless of what your DX is.*

*\*\* Natural weapon attacks (Fists, Claws, etc.) take 1d damage with no armor or magical protection.*