Legends of the Ancient World

RULES

In *Legends*, each player plays the part of one or more characters who go adventuring. You can play solitaire, or with other of players. In group play, one player is the game master (GM). The GM reads the instructions aloud and carefully logs the party's progress and game time.

CHARACTERS

Each character possesses three attributes: *Strength*, *Dexterity* and *Intelligence*.

Strength (ST)

Strong characters inflict and survive more damage.

Dexterity (DX)

Agile characters strike and dodge with greater success.

Intelligence (IQ)

Intelligent characters are better at applying skills.

New Characters

New characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills, two of which can be combat skills. Magic characters begin with four points of spells and skills.

DOING THINGS

Passing a Check

A character hits a foe by passing a three-die DX check (3/DX). The player rolls three six-sided dice (3D6) and totals the results. If the total is the character's DX or less, he hits. If not, he misses. If he hits, roll for damage (see Damage).

Example

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits his target.

Checking ST or IQ

A character may check 3/ST to accomplish a physical feat, or 3/IQ for a mental one. A four-die check is abbreviated *4/ST*, *4/DX*, or *4/IQ*.

Winning a Check

First, the attacker decides how many dice he will roll. Then the defender decides. Both roll their dice, and the higher total wins--unless it exceeds their character's attribute(+skill). If both go over, both fail. On a tie, the higher attribute wins.

Example

Ajax, ST12, decides to roll three dice. Hector, ST11, elects to roll three. Ajax rolls a 13 and Hector rolls a 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins ST.

PLAYING THE GAME

Initiative

Players roll a single die. The player with the highest roll takes the first turn. Re-roll ties.

Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

Player's Turn

The player taking his turn moves each of his characters, in any order, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the following player begins his turn.

Character's Turn

A character may move up to his movement allowance (MA), which is half his DX rounded down. After moving, a character may execute ONE action.

Example

Ajax (DX11) moves five spaces and attacks.

Space

Only one character can occupy a space, unless grappling a foe. Multiple small animals can occupy a space. A character must stop upon entering an enemy's space (see *Takedown*).

ACTIONS

Every character can execute ONE action per turn. An action is striking, shooting, throwing, takedown, grappling, etc. A character cannot move after an action.

Strike

An attacker hits an adjacent foe by passing 3/DX. The defender can then dodge by passing 3/DX (see Reaction). If the attacker still hits, roll for damage. If the defender survives the hit and did not dodge, he can counterattack (see *Reaction*).

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed defender by passing 3/DX. If he hits, roll for damage; if he fails he misses. If the defender survives, he may immediately counterattack (see *Reaction*). A shooter cannot move in the turn he shoots, but a thrower can.

Range

Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

Takedown (Entering A Defender's Space)

An attacker takes down a defender by entering his space. The defender may counterattack first, doing an extra D6 damage if he hits (see *Reaction*). If he does not counterattack, the defender may defend the takedown (see *Reaction*), or save his turn for later.

GRAPPLING ACTIONS

Grappling Attack

Grapplers can only attack each other, and only *after* the takedown turn. The grappler winning ST hits his foe, even if it is his foe who is attacking. Additional grapplers hit automatically. Unarmed grappling attacks negate armor.

Drag Grappling Foe

A grappler drags his foe into any adjacent unoccupied space by winning ST. A grappler with twice or more the ST of his opponent suffers no mobility penalty and can also attack enemies outside of his space. When moving, he simply carries his opponent with him.

Escape From Grappling

A grappling character escapes into any empty adjacent space by winning ST. If he fails, he remains grappled. A character with twice or more the ST of his opponent may freely exit the grappling space and move and act normally.

OTHER ACTIONS

Change Weapons

A character takes a turn to change or pick up a weapon. He cannot move in this turn.

Cast Spell

A magic user (mage) casts a spell by passing 3/IQ. He cannot move in the turn he casts a spell. If casting a direct spell on an enemy, he must win IQ. A caster can only cast into a space with an unobstructed line of sight.

REACTION

A defender can react to ONE of his attackers. However, the defender gives up his following turn. A reaction is dodging, counterattacking, defending a takedown, or in limited cases, entering the attacker's space.

Dodge

A defender dodges by passing 3/DX. He must retreat away from the attacker, into an empty adjacent space, or he cannot dodge. He may view the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile or thrown weapon.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. The defender hits by passing 3/DX. If he hits, roll for damage; if he fails he misses.

Defending a Takedown

The *attacker* must win DX, or the defender can retreat away, into any empty adjacent space. A stronger defender can instead force the attacker back into his entering space.

Zone of Control

If an attacker tries to move around or past adjacent defenders without attacking or entering their space, the defenders may counterattack or enter the attacker's space without being hit.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one point. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter, and all his fatigue with a full night of sleep.

Recovery

Between adventures, characters recover fully. During play, a character fully recovers in a week, provided: (1) he remains in one location, (2) has adequate shelter, (3) is fully provisioned, and (4) participates in no combat or any other activity.

WEAPONS

Damage (D)

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers (minimum of one).

Example

Ajax hits Hector for 2D6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED	D	H
Unarmed (U)	D3F (U)	-
BLADES	**D**	**H**
Dagger (T)	D6	-
Dagger-used in grappling (G)	D6+2	-
Rapier	D6	9
Cutlass	2D6-2	10
Short Sword	2D6-1	11
Broad Sword	2D6	12
Broad Sword (2)	2D6+1	12
Bastard Sword	2D6+1	13
Bastard Sword (2)	2D6+2	13
2-Handed Sword (2)	3D6-1	14
CLUBS	**D**	**H**
Wizard's Staff	D6-1	8
Club (T)	D6	9
Club (2)	D6+1	9

	D	H
Mace	D6+2	11
Morningstar	2D6+1	13
Maul (2)	3D6-2	13
AXES	**D**	**H**
Hatchet (T)	D6+1	9
Axe	D6+3	12
Battle Axe (2)	3D6	15
POLE ARMS	**D**	**H**
Javelin (T)	D6	9
Spear (T)	D6+2	11
Halberd (2)	2D6	12
MISSILES	**D**	**H**
Thrown Rock	D2	6
Sling	D6-1	8
Bow (2)	D6	9
Longbow (2)	D6+2	11
Crossbow (2R)	2D6	12
Arbalest (R3)	3D6	14

(2) Two-handed weapon; cannot use a shield.
(G) Only G weapons can be used grappling.
(R) Reload takes one turn.
(R3) Reload takes three turns.
(T) This weapon can be thrown.
(U) D3 fatigue, (+1 if the attacker is stronger).

ARMOR

Armor (A)
When a character is hit, reduce the damage he suffers by the cumulative rating of his armor.

Example
Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

Restriction (R)
Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example
Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A-R
Cloth	1-1
Leather	2-2
Chain	3-3
Segmented	4-4
Plate	5-5
Small Shield (S)	1-0
Large Shield (S)	2-1
Tower Shield (S)	3-2

(S) Shields cannot be used while grappling.

CAMPAIGNING

Experience Points (XP)
Characters use XPs to buy skills, magic and ST/DX/IQ points. After each combat, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, each character gains one XP.

Advancement
A character raises his ST/DX/IQ by spending XPs equal to the next level. He raises a skill one point by spending 10XP or 20XP for a spell. A mage spends 10XP for a spell, or 20XP for a skill level. A character may increase an attribute or skill during play, but can only learn new skills and spells between adventures.

Example
An IQ11 character spends 12XP to get IQ12, but spends 10XP to increase a skill one point.

Karma/Wish
A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to future adventures.

Curse
A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, three karma points, or 10 XP. Curses are cumulative.

SKILLS
To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

Required Skill Checks
Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."

Example
"On passing 3/ST against SWIMMING, Ajax swims ashore."

Assisted Skill Checks
Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example
"On passing 3/ST+CLIMBING, Ajax scales the wall."

ATHLETIC	
Acrobat	Reduce fall damage by 1D6 for each acrobat level on 3/DX.
Climbing	Scale obstacles on 3/ST.
Riding	Ride large animals on 3/DX.
Swimming	Swim on 3/ST.

COMBAT	
Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.	
Axe	+1 with an axe, mace or club.
Bow	+1 with a bow.

Dagger	+1 with a dagger; +1 grappling.
Pole Arms	+1 with a spear or halberd.
Sling	+1 with sling.
Sword	+1 with a sword.
Unarmed	+1 striking; +1ST grappling.

SOCIAL

Charisma	Control non-hostile NPC by winning IQ.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Leadership	Add leadership rating to one character's check on 3/IQ.
Dwarvish	Speak Dwarvish on 3/IQ.
Elvish	Speak Elvish on 3/IQ.
Orcish	Speak Orcish on 3/IQ.
Sorcerer's Tongue	Speak Sorcerer's Tongue on 3/IQ; costs mages 10XP to learn skill.
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL

Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify & follow local beings; negate surprise on 3/IQ.

THIEF

Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect/remove traps on 3/IQ.

TRADES

Alchemist	Create a potion to boost a skill or ST/DX/IQ, on 3/IQ. The potion raises the attribute or skill by the skill level of the alchemist. Effects last for one encounter. Potions cost 1XP to create. Alchemist skill costs 10XP for mages.
Animal Handler	Prevent animal attacks by winning IQ.
Bard	Distribute maximum on one karma point per bard level, to be used in the current adventure on 3/IQ.
Crafts	Earn daily skilled labor rate for Carpenter, farmer, fisherman, jeweler, mason, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Sailor	Avoid collision on 3/DX.
Scholar	Know history/science on 3/IQ.

MAGIC

A mage casts a spell by passing 3/IQ (see *Magic Tables*). He casts a direct spell by winning IQ against his target. He can only cast spells he knows, and are rated his IQ or less. A mage cannot cast spells while grappling.

Direct Spells

A direct spell is a spell cast directly upon a person. A magic user, being taken down, can cast a direct spell or a magic strike as his counterattack.

Dynamic and Static Spells

Dynamic spells are single-use; static spells remain in play for the duration of the encounter. Static spells cannot be stacked--casting the same spell on a target yields no additional effect.

Fatigue

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in the spell tables.

Multi-Space Spells

A character knowing a multi-space spell automatically knows all lesser versions of that spell. Likewise, a character learning a lesser-space spell automatically knows the greater-space version when his IQ gets to the appropriate level.

Staffs/Wands

A mage can carry a staff or wand, which can be any piece of wood. The staff/wand absorbs fatigue for the mage--until it is depleted.

Charging Staffs/Wands

A depleted staff/wand automatically recharges overnight. New staffs start with zero capacity. A mage permanently increases his staff or wand's capacity by using 2XPs for each point of

capacity. A mage can only increase the capacity of his staff/wand up to his IQ.

Metal

Excessive metal interferes with magic. Mages in metal armor cannot cast spells.

CREATION (Static)

Creation magically creates physical objects in target spaces.

Fire-1	IQ9	1F	Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.
Flash	IQ10	3F	Creates a blinding flash. Everyone on the board except the caster suffers DX-2. Not cumulative. Dynamic spell.
Shadow	IQ10	1F	Creates a one-space shadow in the target space. All attacks into or out of the space are at 4/DX.
Rope	IQ11	2F	For binding or climbing. For binding, a target of ST20 or less cannot move and is 4/DX for all actions. Upon passing 4/DX, the rope vanishes.
Wall	IQ11	2F	Creates a 1-space solid wall that blocks movement just like a real wall. Cannot be cast on occupied space.
Fire-3	IQ12	2F	Three space contiguous fire.
Shadow-3	IQ12	2F	Three space contiguous shadow.
Wall-3	IQ13	4F	Three space contiguous wall.
Super Rope	IQ15	5F	Like rope spell, but works on creatures up to ST40.
Shadow-7	IQ15	3F	Seven space contiguous shadow.
Fire-7	IQ16	4F	Seven space contiguous fire.
Wall-7	IQ16	6F	Seven space contiguous wall.

ENCHANTING (Static)

Enchanting affects the properties or behavior of objects and beings.

Blur	IQ8	2F	Makes the target difficult to hit. All attacks are 4/DX to hit the target.
Slow	IQ8	2F	Slows down the target. The target can only move 1/2 his MA.
Assist	IQ9	1F	Adds +1 to any of the target's attributes for the current encounter. Can use on self.
Clumsiness	IQ9	*	Drops the target's DX-1 for every fatigue the caster spends.
Confusion	IQ9	*	Drops the target's IQ-1 for every fatigue the caster spends.
Speed	IQ10	2F	Doubles the target's MA.
Slippery Floor	IQ10	1F	Character in spell space fights at 4/DX.
Reverse Missiles	IQ11	3F	All missiles aimed at the target attack the shooter, not the target.
Slippery Floor-3	IQ11	2F	3-space contiguous slippery floor.
Freeze	IQ12	4F	Freezes the target for the duration of the encounter. If frozen character takes damage or fatigue, the spell is broken.
Invisibility	IQ12	4F	Target is 5/DX to hit.
Mage Sight	IQ12	3F	See through any visual obstruction, both natural and magical.
Flight	IQ13	4F	Target flies has MA12 flying. Target is 4/DX to hit while flying.
Slippery Floor-7	IQ13	3F	7-space contiguous slippery floor.
Stone Flesh	IQ13	3F	Gives target 4-0 armor. Cannot be stacked with other armor spells.
Dispel Magic	IQ14	4F	Dissolves any single spell. By winning IQ against the caster, or if the caster is absent, the IQ level of the spell.
Spell Shield	IQ14	4F	Protects the target from any direct spells.
Iron Flesh	IQ15	4F	Gives target 6-0 armor. Cannot be stacked with other armor spells.

Death	IQ16	*	Gives the target one damage point per fatigue point the mage spends.

HEALING (Dynamic)

Healing facilitates rapid recovery of injury.

Heal Wounds	IQ10	*	Target heals one damage point per fatigue point expended. Caster can treat himself. Spell does not work on character below net zero ST.
Reverse Death	IQ14	*	Revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost = ST of character revived.
Channel Energy	IQ16	ST+3	Transfers damage points from one local character to another. Direct spell if target is hostile.

ILLUSION (Static)

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning IQ against the caster.

Image-1	IQ8	1F	Creates a one-space object that looks, sounds and smells just like real.
Illusion-1	IQ11	2F	Creates a one-space object acting just like real; exists until disbelieved.
Sleep-1	IQ11	3F	Target immediately falls asleep. He wakes when attacked or shaken for a turn.
Image-4	IQ13	2F	Four space contiguous image.
Mind Control	IQ13	5F	Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over.
Illusion-4	IQ14	3F	Four space contiguous illusion.
Sleep-4	IQ14	4F	Four space contiguous sleep.
Image-7	IQ15	4F	Seven space contiguous image.
Illusion-7	IQ16	5F	Seven space contiguous illusion.
Sleep-7	IQ16	8F	Seven space contiguous sleep.

KINETICS (Dynamic)

Kinetics is the ability to move remote objects. Magic strikes *(Fist, Fireball, Lightning)* act as missiles and cannot be resisted as direct spells.

Magic Fist-1	IQ8	1-2F	Does XD6-2 damage for X fatigue spent. Maximum two fatigue.
Drop Weapon	IQ8	1F*	Target drops any object he is carrying. Costs 2F if target has ST30+.
Avert-1	IQ9	1F*	Caster moves one character away from him. Costs 1F for every three spaces moved.
Trip	IQ10	2F*	Knocks victim down, causing him to lose his turn. Costs 4F if target has ST30+.
Shock Shield	IQ10	3F	D6 damage (no armor) to other characters in the mage's space. Static spell.
Avert-3	IQ11	2F*	Caster moves characters in three contiguous spaces away from him. Costs 2F for every three spaces moved.
Magic Fist-3	IQ11	2/4F	Like Magic Fist-1, but for three contiguous spaces. Twice cost of Magic Fist-1.
Blast	IQ12	2F	Does D6 damage to other characters in the caster's space and every space adjacent. Armor does not protect.
Break Weapon	IQ12	3F	Shatters the target weapon. Cannot be used on magical weapons.
Fireball-1	IQ12	1-3F	Does XD6-1 damage for X fatigue spent. Ignites flammable objects, and makes the target space a fire space (see fire-1). Maximum three fatigue.
Fireball-3	IQ14	2-6F	Like Fireball-1, but for three contiguous spaces. 2x cost of Fireball-1.
Lightning-1	IQ14	1-4F	Does D6 damage for every fatigue spent. Maximum 4

			fatigue.
Magic Fist-7	IQ14	3-6F	Like Magic Fist-1, but for seven contiguous spaces. Three times the cost of Magic Fist-1.
Avert-7	IQ15	3F*	Caster moves characters in seven contiguous spaces away from him. Costs 3F for every three spaces moved.
Fireball-7	IQ16	3-9F	Like Fireball-1, but for seven contiguous spaces. Three times cost of Fireball-1.
Lightning-3	IQ16	2-8F	Like Lightning-1, but for three contiguous spaces. Twice the cost of Lightning-1.
Lightning-7	IQ18	3-9F	Like Lightning-1, but for seven contiguous spaces. Thrice the cost of Lightning-1.

MORPHING (Static)

The mage assumes the shape, abilities and DX of a creature, but retains his IQ. The Mage returns to human form when willed or if unconscious. Characters cannot cast spells while morphed.

Werewolf	IQ11	2F	Wolf: STx1 DX13, MA8; Attack D6+1, Hide 1-0.
Werebear	IQ13	4F	Bear: STx3 DX11; Attack 3D6; Hide 2-0. Damage points taken in bear form reduced by 1/3 when character reverts to human form.
Weregoyle	IQ15	4F	Gargoyle: STx2 DX11; Attack 2D6; Skin 4-0; MA16 flying.
Dragon	IQ17	5F	Dragon: STx3 DX13; Attack 2D6+2; Fire (missile) 2D6+2; Scales 3-0; MA16 flying.

SEEING (Dynamic)

Seeing is the ability to be cognizant of events, objects and conditions in different times or locations.

Reveal Magic	IQ9	1F	Detect all local magic.
Read Mind	IQ12	1F	Read one "talk" option ahead without have to take the option.
See Future	IQ14	3F	Read all options, one instruction ahead, before deciding which option to take.

SUMMONING (Static)

Summoning calls a being from a different plane. The being appears within two spaces of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

Summon Wolf	IQ9	3F	ST10 DX13 IQ6 MA8; Attack D6+1; Fur 1-0.
Summon Warrior	IQ10	3F	ST12 DX12 IQ8; Broadsword 2D6; Shield 1-0.
Summon Bear	IQ11	5F	ST30 DX11 IQ6; Attack 3D6; Fur 2-0.
Summon Gargoyle	IQ13	5F	ST20 DX11 IQ8; MA16 flying; Attack 2D6; Stony Skin 4-0.
Summon Giant	IQ14	5F	ST45 DX10 IQ8 MA8; Club 3D6+3; Tower Shield 3-0.
Teleport	IQ15	1F	Teleport any character to another space. Cannot teleport into solid object.
Summon Small Dragon	IQ15	6F	ST30 DX13 IQ16 MA16 flying; Attack 2D6+2; Fire (missile) 2D6+2; Scales 3-0.
Summon Dragon	IQ16	9F	ST60 DX14 IQ20 MA20 flying; Attack 4D6; Fire (missile) 4D6; Scales 5-0.
Raise the Dead	IQ18	*	Summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic, and adopts the host's ST. Direct spell against host. Cost = IQ of the spirit.