



Sil-Q



Welcome to Sil-Q

A game of adventure set

In the first age of Middle-earth,

When the world still rang with elven song

And gleamed with dwarven mail.

Walk the dark halls of Angband.

Slay creatures black and fell.

Wrest a shining Silmaril from Morgoth's iron crown.

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Sil-Q is a fork of the game Sil, which was originally developed by Half and Scatha. In this document, the game Sil (v1.3) will be referred to as "original Sil", when differences between the base game and the fork are noted. When the fork and base games are discussed as a whole, they will be referred to collectively as "Sil."

About Sil

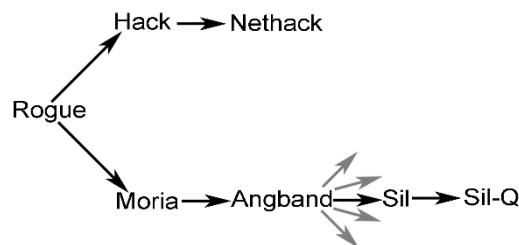


Sil is a role-playing game with a strong emphasis on discovery and tactical combat. It has a simple but rich combat system which allows for a great variety of choice: should you wear heavy armour that makes you easier to hit but reduces the damage you take? should you wield heavier weapons to overcome your opponents' armour, or wield lighter weapons for more accuracy and a greater chance of critical hits? It depends on the situation and the type of character you become. You will also have the chance to retreat back into shadowy corridors to take the enemy one by one, or to stealthily creep up to your opponent and take him unawares, if you decide to engage at all.

It is also one of very few games that stays true to the writings of Tolkien. Carefully researched, it dispenses with many generic fantasy tropes and reveals a different world. There are no wizards or priests, no plate mail or magical scrolls. Instead, it is the Norse Saga inspired world that Tolkien imagined, with

warriors clad in shining mail, singing songs of rage or sorrow as they slay. The magic of the world is subtle yet powerful: there are songs of fear and of binding, rather than spells of fireball and teleportation.

Sil comes from a tradition of role-playing games known as roguelikes. They stem from a game called Rogue that was written before computers had graphics and instead used symbols on the screen to represent a dungeon filled with monsters and treasure, that was randomly generated each time you played. Rogue also had 'permanent death': you have only one life and must choose wisely lest you have to start again. Finally, it had a system of unidentified items whose powers you must discover for yourself. Sil inherits all of these features, though it is much more advanced in many ways.



Who will like Sil?

You will like Sil if you want to play a detailed and well-balanced role-playing game with a rich and intuitive system of tactical combat. You will also like it if you are interested in the works of Tolkien, or even just want a less generic role-playing game.

The Basics

You take the role of an elf, dwarf, or human, attempting the impossible: to infiltrate Morgoth's famed fortress of Angband, descend a thousand feet into the cold earth, find Morgoth in his throne room, and escape with a Silmaril from his crown. Along the way, you will need to find many items of power, learn potent skills and abilities, and slay many of Morgoth's servants.

After creating a character, you begin the game just inside the great dungeons of Angband. However you managed to enter (disguise? subterfuge? capture?) the cost was high: you are unarmed and carry only a few meagre supplies. Your first task will be to find a weapon so that you can hold your

own with the early enemies. You will then need to secure a basic set of equipment over the first few levels, and begin developing your chosen skills and abilities.

The best way to pick up the basics of the game is to play the tutorial, and remember that you can always press (?) in game to bring up the help screen.

Much of the randomness in Sil is generated through simulated dice rolls. The terminology XdY is used for throwing X dice each of which has Y sides and adding up the total shown on the dice. For example, throwing two six-sided dice is represented by 2d6.

Notes for Angband players

Sil borrows much from the looks and interface of Angband, but almost every game mechanic has changed. While there are many similarities, the design principle was to do things as I believe would be best for a new game, rather than to compromise between this and how things were done in the past. However, the learning curve should be mostly remedied by this document. If you just want to dive in, then simply read the rest of this section, start a new game, create a character, then press (?) for a nice explanation of the commands in Sil. At that point, you are ready to try it out. Then have a look at this manual when you want to know more about the combat system or the skill system or the abilities...

You might be interested to know that Sil is actually descended from a variant of Angband (NPPAngband). However, this is scarcely evident in gameplay as so many NPP features have been changed or removed. The main legacy is the 4GAI code.

Rogue → Moria → Angband → Angband (1 to 3.0.3) → NPPAngband (0.1 to 0.4.1) → Sil (1 to 1.3) → Sil-Q

Main changes

- You are no longer trying to kill Morgoth
- The aim is now to free a Silmaril from Morgoth's crown, then escape
- The game is much shorter
- Morgoth is found at 1,000 ft
- A winning game should take about 10 hours
- There is no town or word of recall
- It has a much more coherent theme: The First Age of Middle Earth
- There are no classes or experience levels
- Instead there are 8 skills to improve
- With a tree of special abilities for each
- The combat system is completely new
- It is very thoroughly thought out and tested
- It leads to many more interesting choices for the player
- Monster AI is much better
- It uses 4GAI, plus numerous improvements
- The monsters, items, artifacts are almost completely rewritten

- There is much less explicit magic (e.g. no fireballs, no teleportation)
- There is more tactical depth in combat, partly due to the absence of easy escapes
- There is an effective time limit
- Over time you can no longer find your way to the shallower depths
- You can thus play each level more than once, but not indefinitely

System changes

- Stats
- Based around the average for the Men of the first age (set as 0)
- There are no 'stat potions', so initial stats matter a lot more
- Int/Wis/Cha are replaced with Grace
- Hit points don't go up with experience
- They are solely based on your Constitution
- You die at 0 (instead of -1 in Angband)
- There are only four elemental attacks (fire, cold, poison, dark)
- Resistances stack, reducing damage to $\frac{1}{2}$, then $\frac{1}{3}$, then $\frac{1}{4}$, ...
- Dark resistance is determined by your light level
- Poison does no direct damage, but damages over time
- Speed is much less fine-grained and less available
- The only speeds are 1, 2, 3, 4
- Normal speed is 2, so +1 speed makes you move 50% faster
- The only 'pseudo id' is {special}, which covers artefacts and 'ego-items'
- You can only tunnel with shovels and mattocks

About Sil-Q

Sil-Q is a fork of Sil that attempts to continue active Sil development. The design philosophy attempts to remain as close to half and Scatha's vision as possible, though Quirk is quite opinionated in his own right.

Key aspects of the design philosophy being followed are:

1) Sil-Q attempts to remain as true to Tolkien as possible and reflect a possible Angband of the First Age without anachronism or elements foreign to Tolkien's work.

It increases flavour elements and adds new enemies in order to do this, without adding items or other elements that are useless to the player.

2) Sil-Q tries to make all items and skills potentially useful in some context.

It wants to preserve multiple valid choices so runs remain rich and varied. Skills that are too good in the late game are likely to be weakened or replaced so they do not become dominant choices, skills that are too weak are likely to be strengthened or replaced. It aims to continue the balancing

efforts that have improved Sil since the first version.

3) Sil-Q takes seriously the assertion in original Sil that killing Morgoth is a bug.

It is possible to kill Morgoth, but it has intentionally been made more difficult by making him increasingly dangerous when angered. The victory most consistent with canon is to flee the throne room with a Silmaril and an angry Morgoth at your heels.

4) Sil-Q is easier than original Sil early but more difficult than original Sil late.

The intent is to make a fairer game, not an easier one, and not to put off new players before they've had the chance to experience what makes Sil great.

Sil-Q also adds an attractive custom tileset created by MicroChasm. The use of either ASCII or the tileset is a personal preference, and both options are equally valid ways of experiencing the game.

When using the tileset, it is recommended that you increase the font size. Although it depends on your monitor, in general 16x25.fon is the recommended font for use with the tileset.

The Dungeon

*"Far, far below the deepest delving of the Dwarves,
the world is gnawed by nameless things."*

Deep below Thangorodrim go the pits of Angband, and many and sprawling are the corridors and caverns. It is so vast and lacking in order that having once left an area behind, it is highly unlikely that you could navigate your way back.

Deep, deep within the earth, a thousand feet underground, is the throne room of the black enemy Morgoth. There he holds court with all manner of foul orcs, beasts, and demons, and in his black iron crown are those three stolen gems, the Silmarils of Fëanor. It is normally the greatest and darkest of his servants who are found in the deep parts of the dungeons.

Staircases and Minimum Depth

Linking different areas of the dungeon are many winding staircases. These will normally take you to an area 50' deeper or shallower. Sometimes you may find shafts that dive down into the rock, taking you 100' deeper. But the dark power of Morgoth calls all new things in Angband to him, and you will only be able to resist this call for so long: as time goes on, you will be unable to find your way to the shallower levels (your character sheet shows this with the 'min depth').

Your Minimum Depth increases with turncount and is not affected by any other factor. If you attempt to go back up the dungeon beyond your Minimum Depth, for example if are on 200', your Min. Depth is 200', and you try to go up to 150', the staircase will collapse and you will fall back down to 200'.

Only with a Silmaril in your hand will you be able to return to the surface. This rule stops you slowly accruing power in the shallow regions — if you want to build up the power to face Morgoth's throne

room in time, you will need to quickly descend to the deeper levels where the risks and rewards are greater.

Also note that if you use many staircases in a short period of time, you are liable to become lost and may unwittingly take a wrong turn or step overbold into a trap. Monsters enter a level on upstairs or downstairs, making staircases a dangerous place to dally, say, while healing from a fight.

Items

There many different items that you will find on your journey through the dungeon. Some of these items, namely potions, staves, digging implements, horns, and special items, will be unidentified when first found on any run.

The first and most common way to identify these items is to cause them to have a noticeable effect. For example, if you are poisoned by an enemy attack and then drink a Potion of Antidote, you will identify that type of potion for the rest of that game. However, if you drink the Potion of Antidote before it is identified and while not poisoned, you will not learn the identity of the potion. The exception to this rule is Potions of Healing, which are always identified after being quaffed the first time whether any health is restored or not.

If you are able to make the item via forging, then you can identify the item in the dungeon. For example, the Jeweller skill allows you to identify jewelry. Alchemy allows you to immediately recognize herbs, potions, staves, and horns, while Channeling allows you to identify staves and horns. A Staff of Understanding will identify one item per charge. Finally, a Staff of Self Knowledge will identify the traits currently effecting your character, which may assist you in identifying items yourself.

Race and House

The first choice in creating a character is to choose your race. The races in Sil are intentionally not balanced against one another. Instead, they act like a difficulty level. Playing one of the Noldor will produce the easiest game, and is recommended for first-time players. Playing as one of the Naugrim or Sindar is a little harder but can lead to interesting variations in playing style, and playing as one of the Edain is noticeably more difficult, and should be considered a challenge mode. On the other hand, within each race, the Houses are considered as approximately equal in power level.

Each race and house gives you various modifiers to your statistics (Strength, Dexterity, Constitution and Grace), which are added as a bonus or penalty to the numbers you choose for your character. You can see these in the character creation screen. You will also have an affinity or penalty for one or more skills, and may have a proficiency for some types of weapon.

Affinities

- If you have an affinity with a skill, you get:
 - a bonus of 1 to your skill total
 - all abilities linked to that skill are 500 experience points cheaper
 - in particular your first ability is free!

Skill mastery or penalty

- Mastery is like a double affinity for a single skill
 - you get a bonus of 2 to your skill total
 - all abilities linked to that skill are 1000 experience points cheaper
 - (except your first one, which is free rather than giving you experience!)
- Penalty is the opposite of an affinity
 - You get a penalty of 1 to your skill total
 - All abilities linked to that skill are 500 experience points more expensive

Weapon proficiency

- All elves (Noldor and Sindar) have bow proficiency
 - This gives them a bonus of 1 to their archery so long as they are using a bow
- Dwarves (Naugrim) have an axe proficiency
 - This gives them a bonus of 1 to their melee so long as they are using an axe

Stats

You have 13 points to spend between your four stats (Strength, Dexterity, Constitution, and Grace). The costs increase as the triangular numbers: 1, 3, 6, 10.

Strength

- Increases the damage you do in combat
- The damage increase is limited by the weapon weight (see the section on Combat)
- Increases your range with bows (as it is based on the weapon damage)
- Increases your carrying capacity by 20% per point of Strength
- Allows you to throw things 20% further per point of Strength
- Allows you to wield very heavy weapons without penalty
- Helps you resist being disarmed in combat
- Helps you break free of webs
- Helps you bash down locked doors

Dexterity

- Gives a bonus to the first four skills: Melee, Archery, Evasion, Stealth
- Helps you avoid needle traps in chests

Constitution

- Increases your health points (like 'hitpoints') by 20% per point of Con

Grace

- Gives a bonus to the last four skills: Perception, Will, Smithing, Song
- Increases your voice points (like 'mana') by 20% per point of Grace

*"But of bliss and glad life there is little to be said, before it ends;
as works fair and wonderful,
while they still endure for eyes to see, are ever their own record,
and only when they are in peril or broken for ever do they pass into song."*

Skills

The main mechanic in Sil is the skill check. This involves rolling 1d10 and adding the appropriate skill score and comparing this to 1d10 plus the difficulty level. The first total needs to be higher than the second in order to succeed. Skill checks are used in and out of combat, though for any of the first three skills (melee, archery, evasion) d20s are used instead of d10s. The difficulty for a skill check is often based on an adversary's skill. For example, when you try to hit an opponent in melee, your melee skill is opposed to their evasion skill, and when you try to sneak past a monster, your stealth skill is opposed to their perception.

Melee

- Helps you hit an opponent in hand-to-hand combat.
 - difficulty = opponent's evasion
 - You can also get critical hits (if you succeed by enough).
 - See Combat section for full details.
- Helps you hit an opponent with thrown weapons.
- Helps you prise a Silmaril from Morgoth's crown.
 - difficulty = 0 (but you need to do a lot of damage!)

Archery

- Helps you hit an opponent in ranged combat.
 - difficulty = half opponent's evasion
 - You can also get critical hits (if you succeed by enough).
 - See Combat section for full details.

Evasion

- Helps you avoid being hit in combat.
 - difficulty = opponent's melee or archery
 - You can also suffer critical hits (if you fail by enough).
 - See Combat section for full details.
- Helps you climb out of pits
 - difficulty = (15 for normal pits, 20 for spiked pits)
 - Helps you avoid falling debris
 - difficulty = 20
- Helps you avoid getting hit by dart traps.
 - difficulty = 15

Stealth

- Helps you avoid being noticed by opponents.
 - difficulty = opponent's perception + numerous modifiers
 - See Stealth section for full details
- Provides a bonus to melee against unwary or sleeping opponents if you have the 'assassination' ability.
- There is a penalty of -1 to Stealth for each 10 lb of armour worn
- Stealth mode (command: 'S') gives +5 to Stealth, but -1 to speed.

Perception

- Helps you notice traps and secret doors.
 - difficulty = base of half the dungeon level
 - +10 for floor traps and secret doors
 - +15 for chest traps
 - +5 if you cannot see properly
 - +5 if confused
 - +2 for each square of distance from you (*beyond the first*)
- Helps you disarm traps and pick locks.
 - difficulty = base from 1 to 7 depending on the trap or lock
 - +5 if it is a lock
 - +5 if you cannot see properly
 - +5 if confused
- You trigger a trap if you fail to disarm it by 3 or more
- Helps you detect 'invisible' opponents.
 - difficulty = opponent's will + 2 per square of distance between you
- Helps you avoid stepping on a caltrop trap.
 - difficulty = 10
- Provides various benefits when using perception-based abilities (see the individual ability listings)

Will

- Helps you resist many special effects: confusion, stunning, fear, blindness, entrancement, slowing, hallucination, hunger, stat draining.
 - difficulty = opponent's will (if an opponent caused the threat)
 - difficulty = 10 (if there is no opponent)
- Helps you successfully use staves and horns.
- difficulty = half the object level
 - +5 if confused
- Increases the effectiveness of many staves and horns.
- Provides various benefits when using will-based abilities (see the individual ability listings)

Smithing

- Lets you make more powerful items at forges.
- See Abilities section and the tutorial for more details.
- The only skill that doesn't use opposed rolls (or any roll at all).

Song

- Increases the power of various songs that you can sing.
- See the Abilities section for full details.

Combat

Each attack you make has two stages:

1. Roll to see whether you hit your target.
2. If you hit, then roll to see how much damage you do.

Weapons and Armour

Weapons and armour have a few numbers displayed next to their names which explain how they relate to these two phases of an attack. Take an axe for example:

Battle axe (-3,3d4)

This battle axe provides a penalty of -3 to accuracy, and if it hits it does 3d4 points of damage. Armour is quite similar:

Leather armour [-1,1d4]

This suit of leather armour has a penalty of -1 to evasion, making you slightly easier to strike than if you were unarmoured. However, it also offers some protection, absorbing 1d4 points of damage each time you are struck. These are very simple examples and sometimes it can be more complex. For example:

Greatsword (-2,3d5) [+1]

Mail corslet (-1) [-3,2d4]



This greatsword offers a +1 bonus to evasion, making you slightly harder to strike. This represents your ability to parry with it. On the other hand, the mail corslet is sufficiently cumbersome that it gives a penalty to accuracy as well as a penalty to evasion. You can work out which numbers apply to offense and which apply to defence as follows:

- Offense comes first and is in round brackets.
- Defence comes second and is in square brackets.

Attacking

To determine whether an attack hits, the attacker makes an *attack roll* and the defender makes an *evasion roll*. If the attack roll is greater, then the attack hits.

Attack roll: Attacker's melee score + 1d20

Evasion roll: Defender's evasion score + 1d20

The melee and evasion scores are the associated skills combined with a number of modifiers. Firstly, as noted above, the skills are affected by your weapons and armour. They can also be affected by other things, such as being stunned (which gives -2 to all your skills including both melee and

evasion), being overwhelmed, and various special abilities. The penalty for being overwhelmed only affects evasion. The size of the penalty depends upon how many monsters are surrounding you, and on where they are relative to the monster who is currently attacking. You get a -2 penalty for each monster that is in one of the three sides furthest away from the attacking monster, and a -1 penalty for any other adjacent monsters. This is a severe penalty, and even weak monsters can become deadly when they surround you. As there is only one of you, monsters will never suffer this penalty.

Finally, the melee score is halved if the attacker cannot see the defender and the evasion score is likewise halved if the defender cannot see the attacker. Opponents that are unwary count as not being able to see you for these purposes. If you are unfortunate enough to be fighting from within a pit or a web, both your evasion and melee scores are halved (again). If someone is completely unable to move (i.e. an enemy is asleep or the player is entranced) then their evasion score is set to -5 irrespective of any other relevant modifiers.

Doing Damage

To determine how much damage is dealt when an attack hits, the attacker makes a *damage roll* and the defender makes a *protection roll*. If the damage roll is smaller or equal, the attack does no damage. If it is greater, it does one point of damage for each point of difference between the rolls.

In simple cases, the damage roll is just the damage of the weapon, and the protection roll is the sum of the protection rolls for every piece of armour being worn. However, there are often modifiers on the weapon damage. Some of these affect the number of dice that are rolled, while others affect how many sides these dice have.



For each point of strength the attacker has, a side is added to the dice. For example, if you have strength 3 and are wielding the axe mentioned earlier, you would do 3d7 damage instead of the basic 3d4. However, there is a limit to how much strength can be applied with a given weapon. Your strength bonus is limited to 1 point of bonus damage for each 1 lb of weapon weight. For example, no matter what strength you have, you couldn't get more than 4 bonus sides with a 4 lb battle axe. High strength characters will want to use heavier weapons (to take advantage of their strength) and weapons with many dice (to take advantage of the extra sides). Note that negative strength subtracts sides of damage up to the same strength limit based on weapon weight.

Some weapons are 'hand-and-a-half' weapons, which can be used one-handed or twohanded. If you are not wearing a shield, you are presumed to be wielding these weapons two-handed and are given a bonus 2 damage sides. To continue the example above, let's suppose that the battle axe is being used with two hands, giving it a total damage of 3d9.

Extra damage dice are added in two ways. Some weapons are especially deadly against certain enemies. In such cases, they do an extra die of damage. For example, if the axe above is an axe of orc-slaying and is being used against an orc, it will do 4d9 damage instead of 3d9. Elemental brands (such as fire brand or frost brand) are similar, doing an extra die of damage against enemies that do not resist the element and 2 extra dice against enemies that are explicitly vulnerable to it (such as fire damage against a frost demon). As always, damage by your enemies works the same way. For example, if a Werewolf bites you with a 2d9 poison attack, you will take 3d9 damage if you do not resist poison. Elemental attacks are thus a bit more dangerous than they first appear in the monster recall window.

It is also possible to get extra dice via critical hits. These are awarded when the attack roll exceeds the evasion roll by a particularly large amount. This amount is determined by the weight of the weapon, with lighter weapons more likely to produce critical hits, due to their easier handling.

To get a critical hit, you need to beat the evasion roll by a certain amount. This amount is 7 points plus one point per full pound of weight of your weapon. You are granted a bonus damage die for every multiple of this amount by which you exceed the required score. For example, if wielding a 3 lb longsword, you would need to beat the evasion score by 10 points to get the first bonus die, by 20 points for the second die, 30 points for the third, and so on. This sounds very difficult, but characters who concentrate on accuracy can get very large critical hits, particularly on sleeping or unwary monsters. Of course, monsters can also get critical hits upon you if you are too poor at evasion. You don't need to memorize this formula; just bear in mind that high accuracy and light weapons can sometimes do a lot of extra damage.

In summary, the weapon damage can gain extra sides from strength or from two-handed wielding, and extra dice from 'slays' and critical hits.

Archery

Archery is very similar to melee, but with a few differences. Firstly, the attack roll uses the archery skill instead of the melee skill. To this is added the attack bonus of the arrow being fired, and a range penalty of -1 for every 5 squares the target is from the archer. In addition, the defender's evasion score is halved against archery (this can stack with the halvings mentioned above). This makes evasion considerably less useful against archery than against melee.

Damage is calculated almost identically to melee, incorporating strength, 'slays' and critical hits. The strength bonus of bows is again limited to 1 point per 1 lb of weapon weight.

The range of a bow is equal to 1.5 times the number of sides of damage you do with it. Thus, if you are doing 1d10 with your Longbow, its range will be 15 square.

Finally, it is very dangerous to use your bow when there are enemies in melee range. Firing your bow in such a circumstance will let your guard down, allowing all adjacent enemies to make a free attack on you, calculated at half of your normal evasion score.

Thrown weapons

Throwing is like melee, but with a few differences. Firstly, many items are not designed to be thrown and they thus give a penalty of -5 to the attack roll when thrown. The items that are designed to be thrown include daggers, throwing axes, and spears. All throwing attacks also suffer a range penalty of -1 for every 5 squares.

Damage is just like melee, except that the number of damage sides is halved if the object was not designed for throwing. Thus, even if you can hit with a thrown longsword, it will do a lot less damage than in melee.

The range is calculated from the weight of the object and your carrying capacity (which in turn depends on your strength).

$$\text{Range: carrying capacity} / (5 \times (\text{weight} + 2))$$

For example, if you can carry 100 lb and are throwing a spear weighing 4 lb, then your range is $100 / (5 \times (4 + 2)) = 3.333 = 3$ squares. While the range is tricky to calculate, all throwing weapons display it when examined (the 'x' command).

Consumables and Horns

In addition to weapons and armour, you will find consumable items in the dungeon, in the form of staves and potions. In addition to consumables, you may find Horns that are imbued with certain powers. Horns do not run out of uses in the way that staves do, but rather use up the Player's Voice when blown.

As in most roguelike games, these items are not identified when they are first encountered. Rather, they are identified when the player can see their effect. A potion of antidote will not be identified when drunk, for instance, unless the player is currently poisoned.

Each run of Sil will contain the same types of these items (e.g. poison, antidote, strength, healing) but they will be given a random visual description each run. While Healing potions may have been golden in the previous run, they may be purple in the next run. Once a color of potion or type of staff is identified, it will be consistent for the rest of the run. Once you find that a golden staff is a staff of Self Knowledge, for instance, you will know the identity of all golden staves.

Special Items

There are some items in Sil which give you a bonus when equipped, such as the slaying weapons and weapons which grant abilities like Piercing or Two-Handed Fighting.

Slaying weapons are not automatically identified when you encounter them. Rather, they are identified in a manner similar to potions or staves; you will identify them when you see their effect.

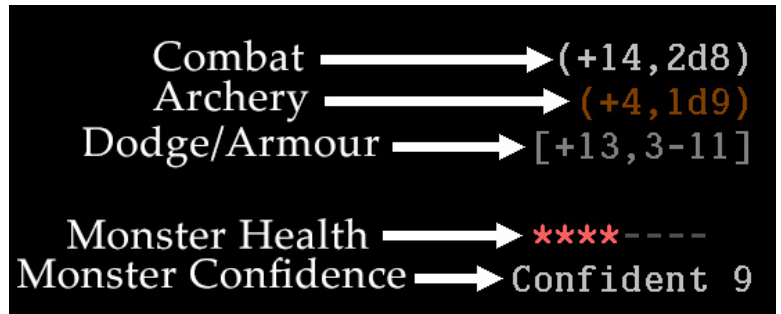
In addition to ego items, there are many artefact items the dungeons of Angband. Artefacts only generate one time, when a floor is entered. This means that when you leave that floor, whether you have seen and identified the artefact or not, that specific artefact will not be generated again during that run of the game.

User Interface

Combat UI

The first row shows your combat information. Here, they add +14 to their attack roll, and they do 2d8 damage with their weapon.

The second row shows your archery information. Here, they add +14 to their attack roll, and they do 1d9 damage with their bow.



The third row shows the character's dodging and armour. In this example the character adds +13 to their dodge roll, and their armour blocks a random number between 3 and 11 damage from enemy attacks.

The fourth row shows monster health, between 0-8 pips. This is a simple visual display of the monster's actual health value.

The fifth row shows the monster's current confidence score. This number represents how confident the monster is in attacking you—more information about morale can be found in the Morale section, below.

Font and Windows

You can customize your game by choosing one of the available fonts that Sil provides. The font can be changed in the topbar by selecting Window : Font : Sil in the top bar.

Sil uses the multi-window setup that is characteristic of the Angband family. You can add additional windows to your setup by selecting Window : Visibility, and then selecting the type of window you would like to add. These windows include the Combat Rolls, Inventory, and Messages.

Note on Save Files

In Sil, your game options, (e.g. "Automatically dismiss '-more-' messages", or "Stop singing when you use the rest command") are tied to a specific character name. Every time you create a new game file with a new name, you will need to set your options again. Because of this, some players prefer to play the same name more than once, for instance playing the same name until you win with that name, and then creating a new one. This also reduces the number of names that come up when you save or die on a run, a list which can become long and unwieldy over time.

Elements and Resistances

As well as purely physical attacks, there are four special types of elemental attack that some monsters may use against you:

Fire

- The most common and dangerous element — the fires of Angband are legendary.
- It can destroy arrows, bows, axes, polearms, hafted weapons, boots, gloves, cloaks, soft armour, chests, torches and staffs.

Cold

- Treated similarly to fire, but less common and less dangerous.
- It can destroy potions and flasks of oil.

Poison

- Many spiders and werewolves are famed for their deadly poison.
- Instead of damaging you directly, poison damage is added to your poison counter. If you don't take steps to prevent this, you will eventually suffer all of this damage. Each round, the poison counter is reduced by 20% and you suffer this damage.

Darkness

- Morgoth is the Lord of Darkness, and some of his servants use darkness itself against you.
- Darkness resistance works differently to the other elements. There is no 'darkness resistance' available, except a strong source of light. If the light level on your square is above 2, you get a level of darkness resistance counted for each level of excess.

Elemental damage

Elemental attacks are either pure (like dragon breath and poison gas), or mixed with physical damage (like a balrog's flaming sword). Mixed elemental damage was explained in the combat section: if you don't have the relevant resistance, you take an extra die of damage. If you are especially vulnerable, you take two extra dice of damage. There is no advantage in having multiple sources of resistance to mixed elemental damage.

Dragons and some other foes have potent elemental breaths. Their breath spreads out in a cone, damaging everything within, but the damage decreases by 2d4 for each square. Armour is usually no defence against such an attack. The only sources of protection that count are special protection from special abilities, or magical rings and amulets. If it is fire or cold damage, you can also count the protection from your shield. Any damage that gets through this meagre protection is then halved if you have resistance, or divided by three if you have double resistance etc. If you are vulnerable to the element, the damage is doubled.

Morale

Sil has a sophisticated morale model for its enemies. Other than mindless creatures (which always just attack you) most enemies take stock of the situation and retreat if needed. They have a morale level which changes depending on the circumstances.

Bonuses:

- The base for morale (6)
- Appearing after their usual depth (+1 per 50 ft)
- The player is escaping Angband with a Silmaril (+2, instead of the depth modifier)
- The player is blind, hallucinating, or stunned (+2 each)
- The player is confused, slow, afraid, or heavily stunned (+4 each)
- The player is entranced or knocked out (+8 each)
- The player has 75% health (+2)
- The player has 50% health (+4)
- The player has 25% health (+8)
- The monster is hasted (+4)
- Similar creatures in line of sight that are not fleeing (+1 each, or +4 for leaders)

Penalties:

- Appearing before their usual depth (−1 per 50 ft)
- The monster is stunned (−2)
- The monster has 75% health (−2)
- The monster has 50% health (−4)
- The monster has 25% health (−8)
- The monster is already fleeing and 75% health (−2)
- Light susceptible and the player's square has more than 3 light (−1 per level in excess)
- The player has the ability Majesty (half the difference between the player's Will and the monster's Will)
- The player has the ability Bane (−x, where x is the player's Bane bonus)
- Similar creatures in line of sight that are fleeing (−1 each, or −4 for leaders)

Temporary modifiers (which decay by 10% each turn):

- Unable to escape (+6)
- Just stopped fleeing (+6)
- Just started fleeing (-6)
- It (or a similar creature) is hit by a slaying weapon (-2)
- It (or a similar creature) is hit by an elemental brand it is especially vulnerable to (-2)
- It (or a similar creature) is hit by a Cruel Blow (-2)
- A similar creature is killed in line of sight (-4, or -16 for a leader)
- Song of Elbereth (-1 per point by which you won the skill check)
- Horn of Terror, Staff of Majesty (-2 per point by which you won the skill check)

The morale level of an enemy determines its 'stance' which can be one of the following three:

Aggressive

- (Morale > 20)
- Aggressive monsters simply attack you.
- Mindless creatures are always Aggressive.
- Trolls are Aggressive instead of Confident.
- Enemies who have been angered are Aggressive instead of Confident.
- Items of Wrath make creatures Aggressive instead of Confident.

Confident

- (0 > Morale ≥ 20)
- Confident monsters may use tactics while attacking you (such as lurking in rooms waiting for you).

Fleeing

- (Morale ≤ 0)
- Fleeing monsters try to get as far away from you as possible.
- Creatures that are immune to (non-magical) fear stay Confident instead of fleeing

Stealth

In the tale on which Sil is based, Beren and Luthien did manage to enter Angband, obtain a Silmaril, and escape. This they achieved not by force, but by subterfuge. Similarly it is possible to succeed in Sil by sneaking past your enemies rather than fighting them.

Mechanics

At any time, an individual monster may be in one of three states:

Asleep

- They cannot move and their evasion is set to [-5].

Unwary

- They are awake and going about their business, but they do not know that you are there. Their evasion is halved.

Alert

- This is further subdivided into whether they are Confident, Aggressive, or Fleeing, but this is a matter of morale rather than stealth.

This is modelled internally by an 'Alertness' score for the monster. Monsters always start out Asleep or Unwary, but may as a result of your actions notice you. An 'Alertness' of 0 or more means they are aware of you; between -1 and -10 means they are awake but unwary, and -11 or below usually means they are asleep. But be warned: not all inhabitants of Angband sleep!

Each round, you make a Stealth roll (your stealth score + 1d10), to see how stealthy and quiet you are. Each monster makes a Perception roll (their perception score + 1d10), to see how observant they are. Various modifiers are applied, listed below. If at the end of this the monster's perception score is higher than your stealth score, their Alertness increases by difference which may make them move from Asleep to Unwary, or from Unwary to Alert.

Compared to the original Sil, monsters in Sil-Q are less perceptive in the early dungeon, and more perceptive in the deeper levels. This simulates Morgoth's creatures becoming more aware of the player's character as they descend.

Modifiers to Stealth

Helpful factors:

- Distance to monster: each square reduces monster perception by 1 point, and sound does not pass through stone or rubble at all.
- Each closed door on path reduces monster perception by 5.
- If you are in Stealth mode (press (S) to activate, but be warned that it makes you move more slowly than normal), you get a bonus of +5 to your stealth
- If you passed last turn (pressed (5) or (z), or (Z)), you get a bonus of +7 to your stealth (not cumulative with Stealth mode).

Hindrances:

- For each 10 lb of armour you are wearing (-1)
- Being attacked by one or more enemies (-2)
- Attacking one or more enemies (-2)
- Awake but unwary monsters which are in line of sight get some additional bonuses:
- Doubles the modifiers for attacking or being attacked
- For every adjacent passable square (-1)
- So you may do well to stick to walls and corners.
- If you are singing, this reduces your stealth by a value equal to the noise level of the Song (see the list of Songs).
- Setting off some traps (-5 to -10)
- Landing from a leap (-5)
- Note that your stealth is not affected by your light level.

One-off effects that are not modified by stealth:

- Player actions:
- Horns (10 to 40), smithing (10), bashing doors (5 or 10), tunnelling (5 or 10), setting off some traps (-10 to 20).
- Monster abilities:
- Earthquakes (30), arrows (5), boulders (10), crying out (10), breath weapons (10), unearthly screeching (20).

Stealth is thus quite abstract: a high stealth may mean little noise made, or that you kept in the shadows, or that you moved in an unobtrusive way, or let the noises that did occur sound like the natural background noises in the dungeon.

If you attack a monster, or an unaware monster tries to move into the square you are on, it will immediately notice you.

Once a monster has noticed you, it will become unwary again if you are out of sight of it, and it fails its perception check to spot you by 25 points or more. In this case, they lose a point of alertness for each point in excess of 25 that they fail by. This is very hard to achieve and will typically require you to get a fair distance from the monster and close some intervening doors. Note that this number is reduced to 15 if you have the ability 'Vanish'. In addition, there are a few other ways in which you can make monsters become unwary:

- It is possible to put monsters to sleep with a Staff of Slumber or the Song of Lorien.
- Territorial monsters such as dragons will become unwary or even fall asleep if they have returned to their lairs and cannot see you.

Smithing

As well as its many treasures, Angband has mighty forges, to arm the hosts who fight under Morgoth's banner. If you find one, you may be able to use such a forge to make yourself arms or armour, or even items of great power.

To create an item, you need:

- A forge which has enough resources left,
- The relevant Smithing Ability:
 - *Weaponsmith* for weapons, including bows, arrows, and digging implements
 - *Armoursmith* for armour, including cloaks and shields
 - *Jeweller* for amulets, rings, and light sources
 - *Enchantment* if you want to add a special enchantment to a weapon, piece of armour, or light source
- Enough mithril, if the item requires it,
- A high enough Smithing skill (which depends on the item type and the bonuses you add to it),
- A part of yourself into the item, for certain types of enchantment:
 - this can be experience points, which is a permanent cost (this is normally the cost for items which grant Abilities or give bonuses to Skills),
 - it may instead be one or more stat points (which will be drained until such time as you eat or drink something which can restore them).

Making an item will take ten turns per point of difficulty, and makes noise, so you may be interrupted during this time. If this occurs you can resume your forging where you left off.

In order to create an item, you must be standing directly on top of the forge. Some items are particularly easy to enchant. The costs for weapons (including bows), shields, body armour, helms, and amulets are lower than those for other equipment slots. The costs for robes are even lower. When not at a forge, you can still plan what you'd like to make if you find one by pressing '0' to enter Smithing planning mode and explore the possibilities. There are guaranteed forges at 100',

300', and 500'. These guaranteed forges appear only the first time that you enter one of these depths. If you enter 100', then leave, then return to 100', the forge will be gone as the floor is rerolled. If you take a shaft past one of these depths then your guaranteed forge will spawn at this depth instead. In other words, if you take a shaft from 450' to 550', the guaranteed forge will spawn at 550'.

Compared to original Sil, costs for smithing in Sil-Q have been substantially overhauled: protection is cheaper, evasion and accuracy are more expensive, and high-tier skills cost more XP.

Creating artefacts

Truly great smiths are capable of working beautiful or terrible pieces. If you have the Artifice ability, you will be able to create your own artefacts, which may be a matter for songs and legends of the future. This can let you customise your items much further, as well as going beyond the bounds of what is normally possible. In addition, you can name your artefacts, and they are virtually indestructible. Creating an artefact is a great work, and requires three uses from a forge. These must all be at the same forge, so you must find a forge with enough resources; it is impossible to begin work at one and finish at another.

Enchanted forges

Many forges in Angband are used just to produce swords and mail for the legions of orcs, but some few are used for the axes of the Valaraukar or the armour of the Troll Guard of Gothmog. If you are lucky enough to be working at such a forge, it will give you a bonus to your Smithing, allowing you to make more powerful items than otherwise.

Temporary Status Effects

At certain times you may find yourself suffering from various effects. Many of these are displayed in coloured text near the bottom of the map. These will usually wear off in time, and there is typically some kind of consumable item to be found which will immediately remove the effect.

Hunger

There are several types of food that can be found in the dungeons of Angband to stave off hunger until your escape, or death. Note that the Gorged status from Sil has been removed in Sil-Q.

- Full:
 - 5,000 turns of food
- Hungry:
 - 2,000 turns of food
- Weak:
 - 1,000 turns of food
 - You are at -1 to Strength until you manage to eat enough food to recover
- Starving:

- 0 turns of food
- You take a point of damage each turn and no longer regenerate health

Other negative effects

- Blind:
 - o You cannot see anything.
 - o Note that Melee, Evasion, and Archery are halved against foes you cannot see.
- Hallucinating:
 - o Enemies and objects look like other enemies or objects.
 - o You occasionally see things that are not there.
- Slow:
 - o You are moving at half your normal speed.
 - o May be caused by carrying more weight than your weight allowance (in which case the only way to stop it is to reduce your load).
- Confused:
 - o You are unable to choose directions normally for moving, attacking, etc.
 - o Attempting to choose a direction may randomly choose a nearby direction instead.
- Afraid:
 - o You are too afraid to attack, either by melee, archery, or throwing.
- Entranced:
 - o You are frozen in place, cannot act, and are at [-5] evasion.
 - o This is broken the first time an enemy attacks you (or when enough time passes).
 - o Entrancement can be broken through Freedom of Movement
- Stunned:
 - o (1 to 50 turns on the stun counter)
 - o You get -2 to all of your skills
 - o Heavily Stunned:
 - o (51 to 100 turns on the stun counter)
 - o You get -4 to all of your skills
- Knocked Out:
 - o (101 to 105 turns on the stun counter)
 - o You are frozen in place, cannot act, and are at [-5] evasion.
- Poisoned X:
 - o You have been poisoned and will take X damage over the next few rounds.

- o Each round you take 20% of X damage (rounded up) and X is decremented by this amount.
- Bleeding X:
 - o You are bleeding from an open wound.
 - o Handled like Poisoned X.

Drained stats

- If any of your stats (Strength, Dexterity, Constitution, Grace) are drained, they will appear in yellow.
- This will not heal with time: you must find some item to cure it.

Resistances

- Elemental resistances are described in the section on the elements.
- Resistance to a status effect grants a very large bonus (+10) to any roll to avoid it.
- Free Action conveys resistance to Slowness and Entrancement, as well as helping you escape from Webs.
- See Invisible grants a +10 bonus to seeing otherwise invisible enemies.

There are various positive status effects which may be granted by pieces of equipment or consumables (in the latter case they are always temporary). These include resistances, increased stats or light radius, speed, etc, which are generally explained elsewhere.

Of special note is Regeneration:

- You regain health at three times the normal rate.
- Voice recovery is increased
- You also suffer from great hunger, and will grow hungry at three times the normal rate

Experience

Sil has neither classes nor levels, but it is far from the case that all characters of a given race are the same. As you adventure, you will accrue experience points, which you can spend in the character screen (accessed by pressing the @ symbol) to improve your prowess. There is a lot of flexibility in how you spend your experience, and this is a major part of the game.

Sources of experience

By default, characters begin the game with 5,000 experience points to allocate. There is also a challenge mode called Fixed XP, which gives characters 50,000 XP to start with, but disables all other sources of experience.

There are four sources of further experience in the game: encountering monsters; killing monsters; descending deeper into the Iron Hells; identifying objects.

Encountering monsters

- You gain experience for encountering each individual enemy the first time you see it (or if you kill it without ever seeing it).
- For the first monster of a given type you encounter, you get $d/5$ experience points, where d is the depth (in feet) at which it is normally met. For subsequent encounters with monsters of the same type, the amount that you get decays: when you meet the second one you will only receive $\frac{1}{2}$ this amount of experience, then $\frac{1}{3}$, then $\frac{1}{4}$...

Killing monsters

- For the first monster of a given type you kill, you get $d/5$ experience points, where d is the depth (in feet) at which it is normally met. The experience gained for killing additional monsters decays in exactly the same way as for encounters.
- Thus there is the same amount of experience available for killing monsters as for encountering them. All characters are likely to get more experience from encounters than from kills, and for some this may be much more.

Descending

- The first time you reach a depth of d feet (or deeper), you are awarded d experience points.

Identification

- Whenever your character identifies a new type of potion, herb, ring, amulet, horn, stave or special item, you are awarded 100 experience points.
- In the halls of Angband one may find ancient or renowned items of great power, which we collectively refer to as artefacts. Each time you identify an artefact, you are awarded 200 experience points.

Note that there are several ways to deal with enemies apart from killing them: you may, for instance, sneak past them, make them flee before you, or run yourself. Characters who kill few enemies may thus get a little less experience than those who do, but may also have a higher chance of survival (combat is dangerous!). It is possible to complete the game without ever attacking.

Spending Experience points

Your character may use the lessons learned to train any of the eight skills detailed below. Your first point in a skill will cost 100 experience, your second 200, your third 300, and so on.

You may also learn various unique abilities. Each ability is linked to a skill, and may have requirements before you are able to learn it. For each skill, the first linked ability costs 500 experience points, the second costs 1000, the third costs 1500, and so on.

“As three great Jewels they were in form. But not until the End, when Fëanor shall return who perished ere the Sun was made, and sits now in the Halls of Awaiting and comes no more among his kin; not until the Sun passes and the Moon falls, shall it be known of what substance they were made.”

Abilities

Most abilities are always turned on by default, with the exception of Songs, which need to be initiated through the (s)ong menu. However, there may be situations where you would rather turn off a specific ability, such as turning off Smite during a specific fight to avoid losing a turn after each attack. Abilities can be turned off by press the right arrow or 6 while the ability is selected in the menu.

Melee

Power

- Gives a bonus of +1 damage sides to your melee attacks.
- But increases the amount needed to score each level of critical hit by 1.
- e.g. need to hit by 8 + weapon-weight instead of 7 + weapon-weight.

Finesse

- Lowers the amount needed to score each level of critical hit by 2.
- e.g. need to hit by 5 + weapon-weight instead of 7 + weapon-weight.

Knock Back

- When you hit a monster, you make a skill check to see if you can force them back a square. You roll twice your effective strength with that attack against twice their constitution. Your effective strength includes the modifiers for abilities like Charge or Rapid Attack, it is capped by the weight of your weapon, and then there is a +2 bonus if wielding a weapon with two hands.
- They are only knocked back if there is an empty square for them to move into.
- They miss their next turn if they are actually moved back.
- Opportunist attacks don't trigger Knock Back

Polearm Mastery

- Gives a +2 bonus to melee when using polearms.
- Allows you to 'set' a polearm to intercept attackers.
- If you waited last turn (pressed '5' / 'z') and any opponent who wasn't adjacent to you moves into an adjacent position, you get a free attack on them.
- Note that you don't get the free attack if you cannot see the opponent or you are confused.

Charge

- If you attack an opponent after having just moved towards that opponent (so that your move and attack are in the same direction or at most 45° apart), then your attack is calculated as if you had 3 more points of strength and dexterity.
- The damage bonus is only gained if this is a regular, flanking, or controlled retreat attack.

Follow-Through

- If you kill an opponent, you get a free 'follow-through' attack on another opponent adjacent to you.
- Note that you don't get the free attack if you cannot see the opponent or you are confused.
- The follow-up attack only applies if the killing blow was a regular, flanking, controlled retreat, or *follow-through* attack (so it can be chained).

Impale

- Allows you to attack up to two enemies in a row provided you are wielding a polearm or greatsword. Both enemies are attacked with an impale attack.
- Only applies if the attack was a regular, flanking, or controlled retreat attack.
- The benefits of Rapid Attack and Smite trigger on Impale attacks.

Subtlety

- If you wield a one-handed weapon and have nothing in your off-hand, then the amount needed to score each level of critical hit is reduced by 2.
- Note that hand-and-a-half weapons like Bastard Swords do *not* count as one-handed weapons for these purposes.

Whirlwind Attack

- When you attack an enemy in an open area (no walls or rubble adjacent to you), you get a free attack on all other enemies that are adjacent to you.
- Note that you *do* get the free attacks *even if* you cannot see the opponent or you are confused.
- The extra attacks are only gained if this is a regular, flanking, or controlled retreat attack.
- Note that *all* the attacks are treated as whirlwind attacks, so they are incompatible with many other abilities.

Zone of Control

- If an opponent moves between two squares which are both adjacent to you, you get a free attack.
- Note that you don't get the free attack if you cannot see the opponent or you are confused.

Smite

- When using a two-handed weapon, the first main attack you make each turn rolls the maximum possible damage to all opponents it hits. If you make such an attack, you lose a turn to recover.
- Whirlwind Attack and Impale count as main attacks that hit multiple enemies for the purposes of this skill.

Rapid Attack

- You receive two melee attacks instead of one, but they are calculated as if you had 3 fewer points of strength and dexterity.
- The extra attack is only gained if this is a regular, flanking, or controlled retreat attack.
- In other cases, the single attack doesn't suffer the above penalties.

Two-weapon Fighting

- You can wield a weapon in your off-hand instead of a shield.
- Only one-handed weapons can be placed in your off-hand (no hand-and-a-half weapons).
- You receive an attack with this weapon which is calculated as if you had 3 fewer points of strength and dexterity. The extra attack is only gained if this is a regular, flanking, whirlwind, or controlled retreat attack.
- If *Impale* or *Two-weapon Fighting* attacks would both be valid, you will impale your enemy instead of striking with both weapons

Strength

- You gain a point of Strength.

Archery

Rout

- Attacks on fleeing enemies are calculated as if you had 5 more points of Dexterity.

Fletcher

- You can now craft arrows into +3 arrows by using the '-' command.
- Each +3 arrow takes one turn to craft. Crafting all the arrows in a stack will take as many turns as arrows.
- You can be interrupted while crafting.

Point Blank Archery

- When you provoke attacks of opportunity by firing your bow, the enemy you fired at doesn't get one.

Puncture

- Whenever an enemy's armour roll would fully block your archery damage roll, you deal the enemy a flat five damage instead.

Ambush

- Grants an additional critical damage die whenever you hit an unwary or sleeping monster with an arrow.

Versatility

- If you have more skill points in archery than in melee, you gain a bonus to melee of half the difference between the two scores (rounding down).

Crippling Shot

- If you score a critical hit using archery (and do at least 1 point of net damage), your opponent has to make a Will check against the output of the following calculation:
$$(30 - (60 / (\text{level of critical hit} + 2)))$$

If they fail, they become slowed for one round for each level of the critical hit.

Deadly Hail

- When shooting an enemy immediately after killing another enemy with an arrow, you roll twice as many damage dice as you normally would.
- All damage dice are doubled, with no regard to their origin – slay or poison dice, critical dice, weapon dice all count.
- This is more than the damage two arrows would do, as the enemy will only get one armour roll against one arrow, whereas they would get to roll armour twice against two arrows.

Dexterity

- You gain a point of Dexterity.

Evasion

Dodging

- Gives you a bonus of +3 to evasion if you moved last turn.
 - This is not displayed on the left side of the screen, but does happen.

Blocking

- Doubles the number of dice of protection granted by your shield against all attacks if you did not move in your last turn.

Parry

- Doubles the evasion bonus granted by your weapon.
 - This bonus does not apply to a weapon wielded in your off-hand.

Crowd Fighting

- Halves the bonus to melee that opponents get for surrounding you.

Leaping

- You can leap over a square of a chasm or trap. Roosts and webs are not leapable.
- You must have moved roughly towards it on the previous turn.
 - It takes the usual two turns to reach your destination, one of which is spent in the air and you can't do anything in this turn, but can be attacked.

Sprinting

- You gain +1 speed if you move four or more squares in roughly the same direction.
 - Each of the four moves can be up to 45 different from the one before it.
 - The speed lasts until you fail to meet the condition.
 - Note that you can never exceed speed 3.

Flanking

- Gives you a free attack on an opponent if you move between two squares which are both adjacent to it.
- You cannot get a flanking attack and a controlled retreat attack on the same turn, flanking simply adds to the eligible opponents.
- Only works on one opponent each time and gives preference to the one that is targeted (if any).
- Note that you don't get the free attack if you cannot see the opponent or you are confused.

Heavy Armour Use

- Gives you [1dX] extra protection, where X = total armour weight / 15 lbs

Riposte

- If an opponent misses you in melee by at least 10 + your weapon weight, you get a free attack on it.
- You only get at most one riposte per round.
- Note that you don't get the free attack if you cannot see the opponent or you are confused.

Controlled Retreat

- Gives you a free attack on an opponent if you move from a square adjacent to it to a square not adjacent to it, but only if you didn't move on the previous round.
- You cannot get a flanking attack and a controlled retreat attack on the same turn, controlled retreat simply adds to the eligible opponents.
- Only works on one opponent each time and gives preference to the one that is targeted (if any).
- Note that you don't get the free attack if you cannot see the opponent or you are confused.

Dexterity

- You gain a point of Dexterity.

Stealth

Disguise

- Halves any bonuses that awake but unwary monsters have to notice you due to you being in their line of sight.

Assassination

- Gives you a melee bonus equal to your stealth score when you attack unwary or sleeping opponents.
 - Note that you don't get the melee bonus if you cannot see the opponent or you are confused.
- The melee bonus is only gained if this is a regular, flanking, or controlled retreat attack.
- The bonus is not applied if you are doing a Charge attack.

Cruel Blow

- If you score a critical hit in melee (and do at least 1 point of net damage), your opponent has to make a Will check against the output of the following calculation:

$$(30 - (60 / (\text{level of critical hit} + 2)))$$

- If they fail, they become confused with pain for one round for each level of the critical hit.

Exchange Places

- You may use the 'X' command to swap places with an adjacent enemy.
- Alert enemies get a free attack on you unless they are confused or mindless.
- Cannot be used when you cannot see the enemy, or you are in a web or pit.

Opportunist

- If an opponent moves from a square which is adjacent to you to one which is not, you get a free attack.
- You don't get the free attack if you cannot see the opponent or you are confused.

Vanish

- It is easier to make enemies unwary again.
- Instead of needing to beat them by more than 25 in their perception check when out of line of sight in order to reduce their alertness, you only need to beat them by more than 15.

Dexterity

- You gain a point of Dexterity.

Perception

Quick Study

- Lets you take other abilities without having the needed prerequisite abilities.

Focused Attack

- Gives you a bonus equal to half your Perception score to your attacks if you waited on the previous turn (pressed '5' / 'z').
- Only works for the first attack of the round.

Keen Senses

- Allows you to see enemies who are just beyond the edge of a pool of light, including your own light radius.
- Provides a +5 bonus to spotting 'invisible' enemies.

Concentration

- Gives you a +1 bonus to attack for each consecutive round spent attacking a particular enemy (to a maximum of half your perception).
- Spending a turn waiting/blocking ('5' or 'z') doesn't break concentration.

Alchemy

- Lets you determine the purpose of all herbs and potions you encounter, as well as staves and horns.
- You still gain the experience for identification only when you actually encounter an item of a type you had not seen before.

Bane

- You receive a bonus to *all* skill rolls against a selected broad category of enemy.
 - The categories are: Orc, Wolf, Spider, Troll, Wraith, Rauko, Serpent, Dragon.
 - You need to have killed 4 enemies from the category to select it.
 - When you reach 2n kills of your chosen enemy, the bonus increases to +n.

Outwit

- Whenever you receive a critical hit, you make a Perception roll against the attacker's Perception
- If you succeed, you negate all critical damage from that attack

Listen

- Gives you a chance each turn to detect monsters that you cannot see (including around corners and through doors).
- This chance takes the form of a perception skill check:
- difficulty = opponent's stealth score
 - 3 if it is awake but unwary
 - 5 if it moved
 - 10 if it called out or smashed a door
 - 15 if it tunnelled through rock
 - +(Song/2) if you are singing the Song of Silence
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Successes represent the opponent as a grey asterisk, unless you succeed by 10 or more, in which case they are completely revealed.

Master Hunter

- Gives you an attack bonus of +1 for each time you have killed an opponent of the same narrow type (up to a maximum of a quarter of your Perception).
- e.g. killing 3 Orc soldiers gives you a +3 attack bonus against Orc soldiers.

Grace

- You gain a point of Grace.

Will—————

Curse Breaking

- Allows you to remove cursed equipment and thereby break the curse.

Channelling

- You automatically recognise all staves and horns and can use them twice as efficiently.
- Horns have halved voice costs.
- Staves have twice as many charges.

Strength in Adversity

- Gives you bonuses to Strength and Grace when seriously injured:
 - +1 when 50% health,
 - +3 when 25% health.

Formidable

- Slaying enemies in melee scares all other enemies who see it. Enemies do not gain morale based on your injuries.

Inner Light

- Strengthens the light in your light radius against the unnatural darkness that some monsters create.

Indominable

- Gives resistance to fear, confusion, stunning, and hallucination. Reduces hunger to one third its normal rate.

Oath

- You swear an oath, and are rewarded for keeping it.
- If the forbidden action is performed before the oath is taken, the oath will not be available to you.
- If you perform the forbidden action after taking the oath, you lose the benefit of the oath and cannot recover it that game.
- The oaths are:
 - Mercy: You may not attack men or elves. You gain +1 Grace.
 - Silence: You may not sing. You gain +1 Strength.
 - Iron: You may not go up stairs without a Silmaril. You gain +2 Constitution.

Poison Resistance

- Gives you a level of resistance to poison.

Vengeance

- When you are damaged in melee by an enemy, your next successful attack gains an additional damage die. This effect does not stack and a maximum of one die can be gained this way on each attack.

Majesty

- Makes monsters more likely to flee, by lowering their morale (by half the difference between your Will and theirs).

Constitution

- You gain a point of Constitution.

Smithing

Weaponsmith

- Allows you to create weapons when at a forge.
- Includes bows and arrows.
- You are able to improve the attack, evasion, and damage of weapons created at a forge.

Armoursmith

- Allows you to create armour when at a forge.
- You are able to improve the attack, evasion, and protection value of armour created at a forge.

Jeweller

- Allows you to create rings, amulets, and light sources at a forge.
- Allows you to identify jewellery you encounter.

Enchantment

- Allows you to create {special} items at a forge.
- Allows you to identify enchanted items you encounter.

Expertise

- Reduces the time taken to forge an item by half.
- Negates all experience and stat costs on items you create.

Artifice

- Allows you to create your own custom artefacts with many different properties.
 - Note that these require three uses of a forge each.

Masterpiece

- Allows you to create items whose difficulty exceeds your Smithing skill.
 - For each excess point of difficulty, you lose one Smithing skill point.
 - This loss is permanent, but you can always regain the point with more experience.

Grace

- You gain a point of Grace.

*"Then sudden Felagund there swaying
sang in answer a song of staying,
resisting, battling against power,
of secrets kept, strength like a tower,
and trust unbroken, freedom, escape;
of changing and of shifting shape,
of snares eluded, broken traps,
the prison opening, the chain that snaps."*

Song of Elbereth

- Causes fear in intelligent enemies.
- This is done through a skill check of your Song skill versus:
- difficulty = enemy's Will skill
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Temporarily lowers their morale by 1 per point you succeed by.
- Voice: ½ per turn.
- Noise: 8

Song of Challenge

- Boosts your enemies' morale and makes them aggressive.
 - Morale is boosted by up to +3
 - Enemies with morale greater than 5 become aggressive
- Aggressive enemies who would normally attack from range or maintain their distance may be further angered into charging to attack at close range.
- Both checks involve a skill check of your Song skill against a difficulty of (enemy's Will skill * enemy's Will skill) / 10
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Voice: ⅓ per turn.
- Noise: 12

Song of Delvings

- Reveals terrain adjacent to known areas, including forges, stairs, traps and secret doors.
- Squares adjacent to squares already known to you are revealed if they pass the check: Song - distance from player > 1d6
- Stairs and forges do not need to be adjacent to a wall to be seen.
- Voice: ½ per turn.
- Noise: 4

Song of Freedom

- Eases your passage through the dungeon.
- It gives you free action (protection from entrancement and slowing) and makes existing effects of these types wear off very quickly.
- It has a chance of disarming nearby traps (whether discovered or not), removing rubble, and discovering secret doors and unlocking locked or stuck doors or chests.
- This is done through a skill check of your Song skill versus:
 - difficulty = base of: dungeon-level/2 + 5
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Voice: ⅓ per turn.
- Noise: 4

Song of Silence

- Quietens sounds in the dungeon, making opponents less likely to notice you.
- Lowers the noise you make by half your Song skill, effectively giving opponents a penalty of this size to their perception checks.
- Also gives this penalty to opponents in hearing *each other* when they call for help etc.
- *But* it even gives this penalty to your own perception checks if using the 'Listen' ability.
- Voice: ⅓ per turn.
- Noise: 0

Song of Staunching

- Stops all bleeding and speeds healing of your wounds.
- Each point of Song skill heals 1/12 of a point of health each turn.
- Voice: 1 per turn.
- Noise: 4

Song of Thresholds

- Doors you close while singing this song are warded. Warded doors can be green, blue or purple.
- Green doors are wards that take a 20 strength Will check to pass.
- Blue doors are wards that take a 25 strength Will check to pass.
- Purple doors are wards that take a 30 strength Will check to pass.
- The ward strength is determined by a 1d10 Song skill check with difficulty 15.
- If the skill check fails, the ward on the door is green.
- If the skill check succeeds, the ward on the door is blue.
- If the skill check succeeds by a margin of 10 or more, the ward is purple.
- Voice: $\frac{1}{3}$ per turn.
- Noise: 4

Song of the Trees

- Increases your light radius by 1 per 5 points of Song skill.
- Voice: $\frac{1}{3}$ per turn.
- Noise: 4

Song of Slaying

- Critical hits in melee kill enemies outright if they have health less than your Song score.
- Voice: 1 per turn.
- Noise: 8

Song of Staying

- Gives you [2d2] protection.
 - This protection works against all damage types, like a ring of protection.
- Increases your Will skill by 1 for every 2 points of Song skill
- Voice: 1 per turn.
- Noise: 8

Song of Lorien

- Lowers the alertness of nearby enemies, making them unwary and then ultimately putting them to sleep.
- This is done through a skill check of your Song skill versus:
- difficulty = enemy's Will skill + 5
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Voice: 1 per turn.
- Noise: 4

Song of Mastery

- Attempts to make nearby enemies completely powerless before you.
- If you succeed in a skill check against an enemy, they will completely miss their turn, staying still and not attacking.
- This skill check uses your Song skill against:
- difficulty = enemy's Will skill + 2d10 – 2d8
 - +1 per square of distance along the shortest sound path
 - +5 per closed door along the shortest sound path
- Voice: 1 per turn.
- Noise: 8

Woven Themes

- Allows you to add a 'minor theme' to your song.
- This means that you can begin a second song and have its effect in addition to your major song, but its power is less, treating you as if your Song skill were half what it is.
- The noise from your singing is the average of the two songs, and the voice cost is the sum of the two.
- You can end the minor theme without ending the major theme by attempting to sing the major theme again, and you can swap the order of the themes by attempting to sing song 'x'.

Grace

- You gain a point of Grace.

*"In Aman we have come through bliss to woe.
The other now we will try: through sorrow to find joy;
or freedom, at the least."*