

STEVE JACKSON AND IAN LIVINGSTONE

ADVANCED FIGHTING FANTASY

THE ROLEPLAYING GAME



ARION
GAMES

GRAHAM BOTTLEY
Marc Gascoigne and Pete Tamlyn



Arion Games

**ADVANCED FIGHTING
FANTASY 2nd Edition**

The Roleplaying Game

Graham Bottley
Steve Jackson and Ian Livingstone

*Incorporating elements derived from the original
Advanced Fighting Fantasy books written by Marc
Gascoigne and Pete Tamllyn*

Welcome to a world of adventure, of proud Heroes, dark Dungeons, gloomy forests, mysterious wizards and foul monsters. A world described in this book but brought to life in your own imagination. Welcome to the world of Advanced Fighting Fantasy.

This book contains all you need to start playing one of the most exciting games you have ever played, where you can be almost anything you desire and where you can encounter great Dragons and find vast treasures.

Once you start reading, you will find yourself lost in a fantastic world, the world of Fighting Fantasy!

ADVANCED FIGHTING FANTASY

THE ROLEPLAYING GAME

ARION GAMES
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For Florence, Benjamin and Jo

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FOREWORD

Advanced Fighting Fantasy is a complete roleplaying game based upon the worldwide publishing phenomenon that is Fighting Fantasy. Containing full rules for creating Heroes, playing the game, monsters and even designing adventures, this book will conjure up the magic and atmosphere of the Fighting Fantasy world.

Originally published in 1989, the Advanced Fighting Fantasy game expanded the setting and rules found in the gamebooks, into a full game. This new edition completely revises and reorganises the original rules, and adds lots of brand new material.

Although it is possible to play this game with this book alone, you may find the two companion books useful: "Titan", which describes the Fighting Fantasy world, and "Out of the Pit", which provides 250 monsters to challenge and surprise all adventurers.

To play, you will need this book, a handful of normal six-sided dice, some friends and your imaginations!

Many roleplaying game books have an introductory section on "What is a Roleplaying Game?" Without wanting to replicate this yet again, suffice to say that a RolePlaying Game (or RPG) is one where the players use their imagination and a framework of rules to play out an adventure, controlled by a Director. Think of it like an interactive film or computer game where you have complete freedom of action. This book supplies the framework of rules, whilst you supply the imagination!

One last note; throughout this book, the pronoun "He" has been used to describe players of the game and Heroes within it. This does not imply that only males can play the game nor that all Heroes are male. This is purely for convenience and to avoid unnecessarily complex grammar.

As you will read several times in this book, Rule 1 is to have fun, and hopefully reading this book will provide many countless hours of fun!

ACKNOWLEDGEMENTS

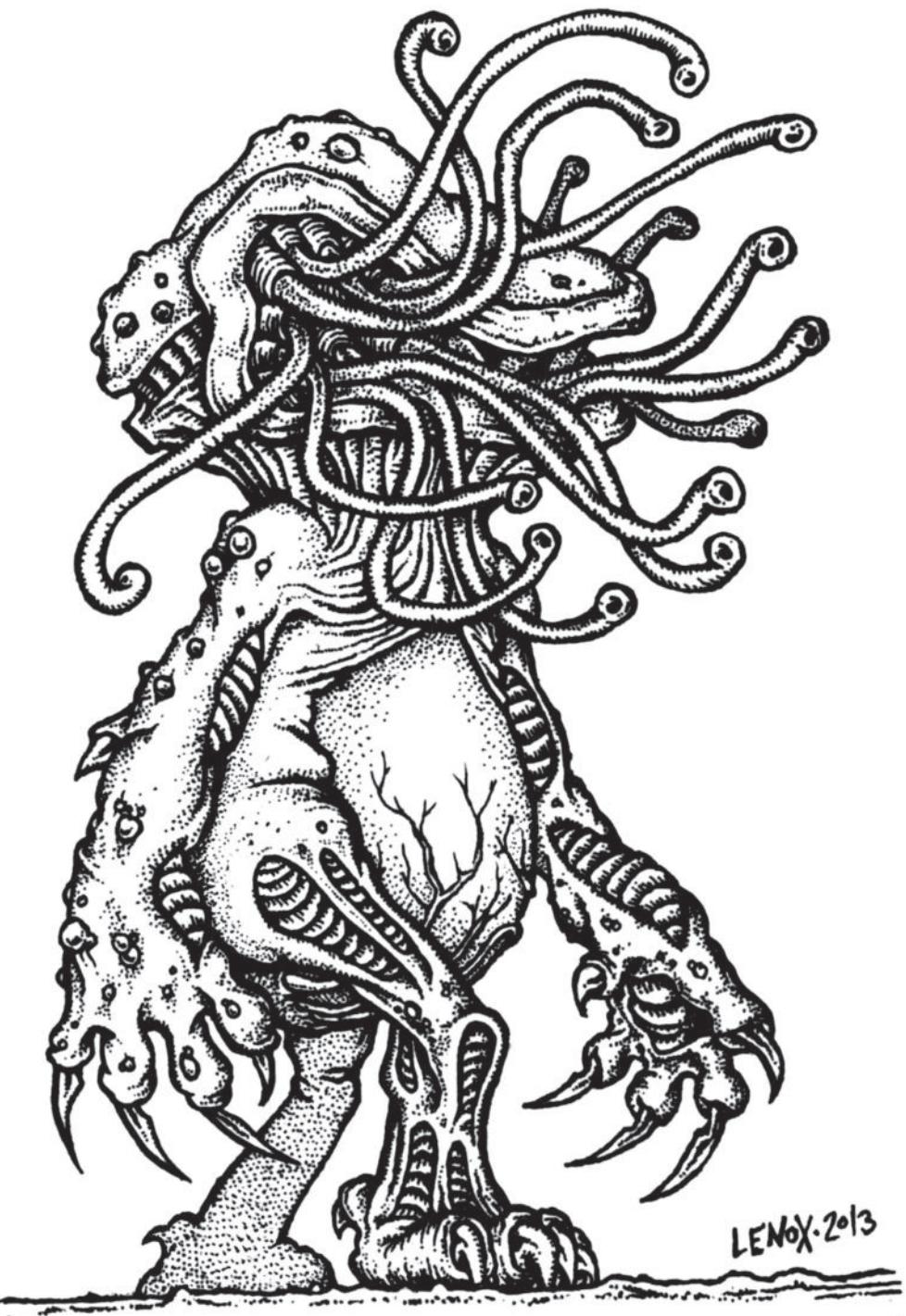
This book would not have happened without the assistance and patience of a number of people, not least Steve Jackson and Ian Livingstone, who created the whole Fighting Fantasy phenomenon in the first place, and have been very supportive in this new venture.

A huge amount of credit also has to go to Marc Gascoigne and Pete Tamlyn for their implementation of the Fighting Fantasy system into a full roleplaying game. Without the success that was Dungeoneer, Blacksand! And Allansia, you would not be holding this book now.

Also Angus Abranson and Dominic McDowell-Thomas at Cubicle 7 who have provided the wherewithal to get the book finished and into the shops. John Sibbick, Russ Nicholson, Steve Luxton, Chris Waller and Kelvin Green have allowed the use of their fantastic art and have been incredibly helpful.

The small group of committed playtesters requires a special mention here, making many helpful comments throughout the whole process, and are Jamie Prentice, Brian Ashford, Matt Jones, David Snoddy, Kelvin Green, Robin Low, Robert J Lee, Adam Windsor, Wayne Ratley, Al Livingstone, Jamie Wallis, Daniel Quinlan, Carl Hammond and Jon Derrick.

An extra special mention has to go to Simon Strafford and James Golder, who were there at the start and have had the patience to see this through to the end. Truly invaluable help.



THE INTRODUCTORY ROLEPLAYING GAME

FIGHTING FANTASY - THE INTRODUCTORY ROLEPLAYING GAME

Advanced Fighting Fantasy is a simple game to play, that nevertheless has lots of options and specific rules. If you are new to this game in particular, or to roleplaying games in general, this section is then for you, providing a very fast way to get started with the game. By reading through these few pages you will be able to play a Fighting Fantasy adventure straight away!

If you are going to play one of the Heroes in the adventure, read through the first part that describes Heroes and the basic rules. If you will be the Director and will actually run the adventure, you will need to read through this section as well and then read through the section for the Director that actually describes the adventure itself. Under no circumstances should any of the Players read this section, as it will give away the secrets of the adventure to come. Once everyone has read through the appropriate section(s), each Player should choose a Hero and leap into the adventure!

To facilitate a quick entry to the game for the players, a selection of Heroes are presented at the end of this section. These Heroes are complete characters, with Characteristics, Special Skills and equipment all ready detailed. Every Player should select one of these Archetypes to play as their Hero in the adventure given here. The appropriate page should be photocopied, or copied onto a blank Hero sheet.

Rules of the game

All Heroes have four main Characteristics. **SKILL** reflects your general fighting ability, physical prowess and agility. Your **STAMINA** is your general constitution, toughness and is also a measure of how long you can stand up in a fight. The **LUCK** characteristic is simply a natural indicator of how fortunate your Hero is. Some Heroes

also have the ability to cast magical spells, and these Heroes also have a **MAGIC** characteristic and a **MAGIC POINTS** score. The first of these is how competent your Hero is at casting magical spells, and the second how many spells can be cast.

Some Characteristics can be tested; Namely **SKILL**, **LUCK** and **MAGIC**. Testing a Characteristic is used to find out if a Hero or monster can achieve something. To test a Characteristic, simply roll two 6-sided dice (also written as **2D6**) and add the values together. If the total is equal

or less than the value of the Characteristic, then the action succeeds. In some cases, the Director may add a small modifier to the value of the Characteristic to represent a task being easier or harder. Trying to climb a tree, a fairly easy task, may have a modifier of +1 or +2, whilst climbing a sheer wall may have a modifier of -2 or even more. A roll of 2 (double 1) will always succeed, and a roll of 12 (double 6) will always fail, regardless of the target number.



In addition to the standard Characteristics, each Hero also has several Special Skills. These add on to **SKILL** (or **MAGIC** in some cases) when appropriate. Thus if a Hero is trying to climb a tree or a wall, the Hero could add their Climbing special skill rating to their **SKILL** when making the climbing test. If a Hero is swinging a sword in combat, they may add the Sword special skill to their **SKILL** characteristic. The Director is the final arbiter of whether a special skill can be used, although most are self explanatory.

Battles

Heroes will often face foul creatures and evil monsters in combat, and the battle is resolved as follows:

1: The Player rolls two 6-sided dice (**2D6**) and adds the result to his **SKILL** and any appropriate special skill. This is the Hero's attack total.

*Example: Harwood the Mercenary is fighting an armoured Orc in a dungeon room. Harwood has a **SKILL** of 6 and a Sword Special Skill of 2. Harwood's Player rolls a 3 and a 4, and so has an attack total of 15 (6 + 2 + 3 + 4).*

2: The Director rolls two 6-sided dice and adds the result to the monsters SKILL. This is the monsters attack total.

Example: The armoured Orc has a SKILL of 7, and the Director rolls a 1 and a 5. The Orc has an attack total of 13.

3: Which ever combatant has the highest attack total wins that combat round. If both totals are the same, both fighters have avoided each others blows and the combat round ends.

Example: Harwood has a higher attack total than the Orc and so wins that round of the combat.

4: The winner of the combat round rolls one 6-sided die and looks at the appropriate weapon chart on their Hero sheet or given in the adventure for the monster. The result from that chart is the amount of STAMINA damage inflicted on the opponent.

Example: Harwood's player rolls a single dice, resulting in a 5. Looking on his Hero sheet we can see that this results in 3 points of STAMINA damage inflicted with his Sword.

WEAPON	1	2	3	4	5	6
Sword	2	3	3	3	3	4

5: The loser also rolls one 6-sided die and looks at the armour chart on their Hero sheet (if they have an armour that is!!) or given for the monster. The result from this chart is deducted from any damage, and whatever remains is deducted from their current STAMINA.

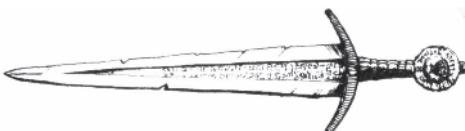
Example: The Director rolls a 4 on one dice, and looking at the monster description we can see that the armour will only stop 1 point of STAMINA damage. The Director must deduct 2 points from the Orc's current STAMINA total.

ARMOUR	1	2	3	4	5	6
Scraps	0	0	1	1	2	2

6: Progress to the next round of combat and repeat!

If any of the combatants reach 0 STAMINA, they will fall unconscious, and a monster can be considered to be dead.

This process will apply to combats between two opponents. If more than one enemy fights a single combatant, then the single combatant must declare which



of his opponents he will attack. All combatants must roll attack totals as normal, although if the "extra" opponent has a higher attack total than the single combatant, he will inflict a wound. This "extra" combatant cannot however be injured if he has a lower total.

Example: Harwood is now fighting a Goblin and an Orc. Harwood decides to attack the Orc first. Harwood has an attack total of 14, the Orc has an attack total of 9, and the Goblin has an attack total of 15. Harwood wins his battle with the orc, but will in turn be hit by the Goblin. If the Goblin only had an attack total of 11 on that round, the Goblin would neither inflict nor receive damage.

A Hero may restore STAMINA lost in combat either through drinking a magical Potion of STAMINA (which restores STAMINA to its Initial level) or by eating or sleeping. Eating will restore 2 STAMINA, although a Hero may only receive this benefit twice per day. Sleeping will restore 4 STAMINA.



LUCK

All Heroes have a LUCK Characteristic. This, quite obviously, reflects how fortunate the Hero is. A Hero may Test their LUCK when requested to by the Director, although they do not have to. A Director may ask for LUCK to be tested to see if a Hero is caught by a trap, affected by a magical spell, or indeed any other situation that is not governed by SKILL. If the test for LUCK is successful, events go the way of the Hero, and if the test for LUCK is unsuccessful, events go against the Hero. Whether the test succeeds or not, the Hero must reduce his current LUCK score by 1. This new value is used for the next test. A Hero will restore his LUCK score at the end of the adventure.

MAGIC

Some Heroes have the ability to cast magical spells and cause some truly spectacular effects. These Heroes also have a MAGIC Characteristic, which represents the ability of the Wizard to cast magical spells. In addition to the MAGIC Characteristic, Wizards also have a Magic Point score. Replenished each day, these points are expended when a spell is cast.

Every Wizard will have a list of spells on their Hero sheet, detailing the effects and magic points required to cast. When a Wizard attempts to cast a spell, the player must declare the fact at the beginning of a round. The player must then roll two dice and test their MAGIC characteristic. If the total of the two dice is equal to or less than the MAGIC characteristic, the spell is cast. If the total is higher, the spell casting fails. In either case, the Wizard must deduct the appropriate number of Magic Points from their temporary total. As with normal tests, a total of 2 always succeeds and a total of 12 always fails.

A Wizard may, if he so desires, spend extra rounds preparing a spell before it is cast. If this happens, an additional +2 modifier is applied to the MAGIC characteristic for each preparatory round.

Equipment

A Hero will start with various pieces of equipment, detailed on his Hero sheet. A Hero will almost certainly find new equipment and treasure during the course of an adventure, and these should also be recorded on the sheet. A Hero can carry 10 items of equipment at any one time in addition to their weapon and armour.

The Director

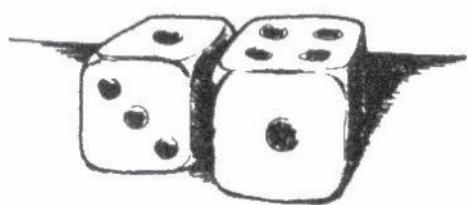
Central to the action, the Director is responsible for reading the adventure, describing the action, making all rolls for the enemies and indeed playing the roles of the enemies.

The Director should first make sure that he has read through the adventure, and also understands the basic rules presented here.

Above all, the game should be fun for all concerned: Director and players alike. **This is rule number 1!**

Once all of the above has been read and understood, the Director should read the following adventure. Under no circumstances should any player read the adventure, for to do so would spoil the game.

Then, get some friends together, with each player choosing a Hero sheet, grab some dice and have some fun!



THE WELL

This adventure is set at the bottom of an ancient well, found near to the highway between Salamonis and Chalice, where nobles and princes of long ago used to come, cast in their gold pieces, and make their wishes. All of this gold collected in the bottom of the well. When the well dried up, treasure hunters from far and wide set off to find it, hoping for riches. But when they reached the well, they found that the quests ahead of them were far more dangerous than they had thought.....

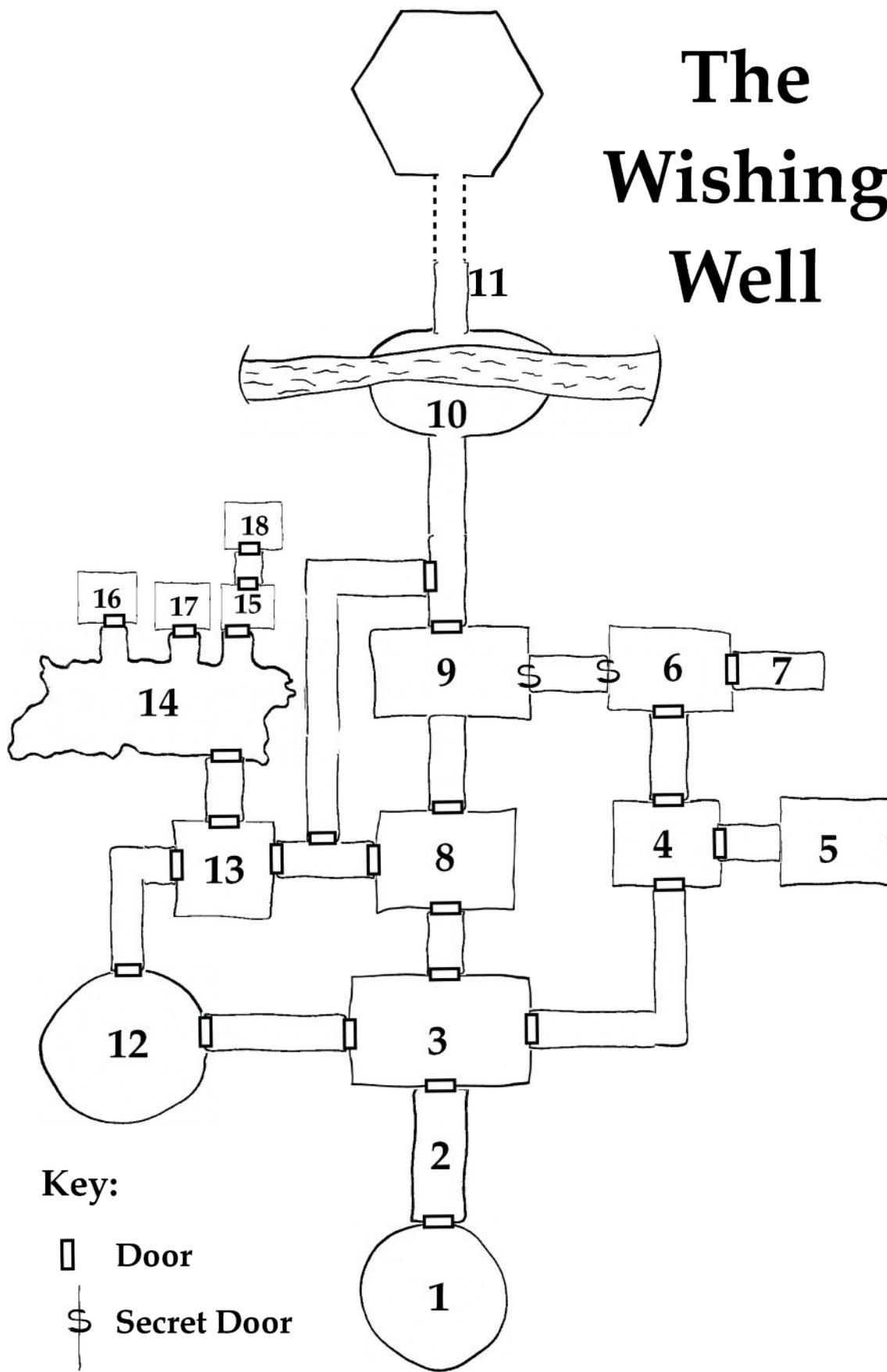
This introductory adventure will take the Heroes down an ancient well in search of treasure and fame. The adventure contains descriptions of the rooms and their contents, characteristics for monsters encountered and advice on how to run the challenges that will be found here. The Director should read this section carefully before play, and when the characters enter a new location, read out loud the italicised section of text. The non-italicised text is to inform the Director only and should never be read out. Above all, have fun!

This Adventure is based upon the assumption that there will be 2-3 Heroes. If there are more or less, the Director should adjust the number of monsters encountered, and may also offer some advice if there is but a single Hero.

One factor that *will* arise is the question of light. Some of the locations are lit, but for many areas, the Heroes will need to supply their own light source. All of the described Heroes have a lantern on their equipment list and a tinderbox to light it. This must be carried in one hand, which of course cannot then be used to hold a weapon or shield. If only one lantern is lit at a time, and that player flees or the lantern is damaged or dropped, the whole party may be plunged into darkness. Not ideal in a fight. It should also be remembered that a lantern being carried down a dark corridor advertises the presence of the adventurers from some way off. The Players should be clear which of them is carrying a lantern, and in which hand.

The Director should allow the adventure to proceed as he sees fit, although a couple of events may occur that will need attention. The first is the Heroes wishing to stop and rest the night in order to restore STAMINA. If this happens, the Director should harass them with a few less powerful creatures (such as Goblins - reuse those from Room 3) once or twice as they try to rest. They should soon get the hint! The second, related occurrence that may happen is the Heroes will want to return to the nearest town to rest, recuperate and stock up with equipment. This should also be discouraged, by pointing out that it is a several day trip etc.

The Wishing Well



Area Descriptions

You have found the well in the wilderness without too many problems, and there is a strong rope attached to the wellhead, dangling down into the darkness. The presence of so many tracks around the well convinces you that this is the right place, and after taking a deep breath you take a good hold of the rope and slowly climb down.

1: As you let go of the dangling rope, your feet touch down onto dry earth. As your eyes accustom to the gloom, you can see that a tunnel, some two metres high, leads away to the north. The walls of the tunnel are built from masonry, and faint footprints can be seen in the earth of the tunnel floor.

There is room for only two Heroes at the bottom of the well itself, so for any further heroes to climb down the rope, some of those at the bottom will have to move into the tunnel. Although there is some light at the bottom of the well itself, the tunnel is dark and so it is likely that a lantern will need to be lit. There is nothing else of interest at the bottom of the well.

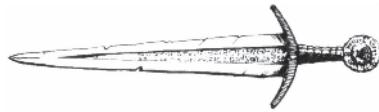


2: As you proceed carefully along the tunnel, you can see a wooden door at the end, blocking the way. The door looks very solid, and you wonder what lies beyond?

The heavy wooden door sits within a dressed stone doorway, but does not appear to be locked. There is a large metal ring to open the door. If any Hero asks to listen at the door, you should make a roll in secret testing the Heroes SKILL Characteristic, adding on their Awareness Special Skill if they have it. If the test is successful, the Hero will hear murmured conversation, without being able to make out any words. You should not tell the Hero whether the roll was successful or not.

3: As you open the door, you can see a room beyond, lit by torches in brackets on the walls. There are three other doors, one each in the northern, eastern and western walls. What really draws your attention however are the four

ugly, warty, grey-skinned creatures playing dice at a table in the middle of the room. As the door is opened, the GOBLINS grab their rusty short swords from the table and, with guttural cries, they rush towards you.



The four Goblins will rush to attack the Heroes as they enter and are wild and vicious. The Goblin statistics are:

Goblins

SKILL 5

STAMINA 5

Weapon: Shortsword

Dice Roll	1	2	3	4	5	6
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Damage	1	2	2	3	3	3
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Armour: Leather Scraps (Light Monster armour)

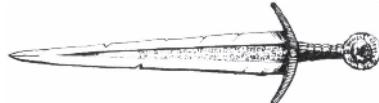
Roll	1	2	3	4	5	6
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Protection	0	0	0	0	1	1
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If the Goblins are all killed, the room may be examined further. There are 6 silver pieces spread across the table along with a set of crude bone dice. The weapons and armour of the Goblins may be taken, but are of very low quality and are in poor repair.

4: This room has three exits; north, south and east, but no furnishings or occupants. The floor however is a pattern of shiny black and white tiles. The white tiles appear to glow with an inner light.

Although the Heroes will be very wary of the floor of this room, suspecting a trap, there is actually nothing sinister about the tiles. The white tiles glow only because of a natural property of the quartz they are made from.



5: The door creaks heavily as it opens, suggesting it is not used frequently, and shows a room that appears to be a charnel house. Stone shelves around the walls are stacked with bones and skulls, and several decomposing corpses lie in heaps on the floors. All seems perfectly still until the corpses begin to stir!

The three corpses on the floor are actually Zombies, animated by a foul Necromancer, who used the Well as a base of operations several years ago. The Necromancer left one day to raid a nearby village, and has not yet returned.... These Zombies have been commanded to attack any intruders into the room. The Zombies have no will or intelligence of their own and will attack until they are beaten down.

Zombies

SKILL	6
STAMINA	6

Weapon: Club

Dice Roll	1	2	3	4	5	6
Damage	1	2	2	2	3	3

Armour: None

Once the Zombies have been re-killed, the room can be investigated further, although there is absolutely nothing of interest apart from a large number of old bones. The room does smell due to the rotting corpses of the Zombies, and is not a pleasant place to stay.

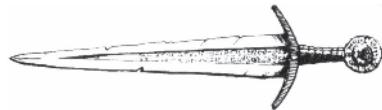


6: As you open this door, you can see a rough stone floor with much loose debris. The far side of the room has a narrow stone shelf in the centre, with a large iron-bound chest sitting on it.

There is a hidden trapdoor directly in front of the chest, such that anyone who approaches the chest may fall into it. Any Hero who does approach must test for LUCK. A success indicates that the Hero has narrowly avoided falling into the pit, although they may be hanging on to the edge by their fingertips! A failed test means that the Hero falls into the pit and takes 1 dice worth of STAMINA damage.

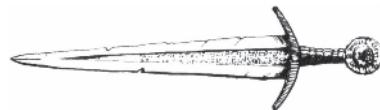
The Chest itself is locked, requiring either the key (found in room 14) or a successful test against the SKILL characteristic and the Locks special skill, assuming the Hero has a set of lock picks. Within the chest can be found 112 gold pieces, a bejewelled leather glove (worth another 30 gold pieces) and a plain silver ring, all thrown down the well in days of yore. The Ring adds a bonus of +2 STAMINA to whoever wears it. These extra STAMINA are lost when the ring is removed.

There is also a secret door in the western wall of this room. If any Hero searches the room, the Director should make a secret test against the SKILL characteristic plus Awareness special skill. A success means that the door is found, although a further test is required to find the secret catch to open the door.



7: This corridor stretches for only ten metres or so, before coming to a rubble-strewn end. Littered across the floor are several broken picks, hammers and spades. Your attention is drawn by a scratching noise to the furthest part of the wall where a solitary pick appears to be feebly working all by itself!

The tools were all originally enchanted to excavate a tunnel all by themselves, but the magic is old and fading. The broken tools on the floor are in that state due to the fading of the enchantment, and the sole remaining active tool is almost at the end of its life. If the active pick is taken away, it will struggle feebly until released, at which point it will float slowly back to this corridor.



8: The floor of this room is dusty, and is criss-crossed with multiple tracks between northern, western and southern doors. There appears to be no other furniture or ornament in this room, although a sharp musty smell pervades here.

Although this room appears empty, there are actually three giant Spiders living in webs suspended 3m above the ground. You should secretly test the SKILL plus Awareness special skill for all Heroes as they enter the room. Any that succeed will see the webs suspended overhead. Once spotted, the Spiders will descend on lines of silk and attack.

Giant Spiders

SKILL	7
STAMINA	8

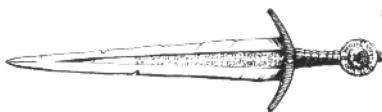
Weapon: Bites

Dice Roll	1	2	3	4	5	6
Damage	2	2	3	3	3	3

Armour: None

When a Spider inflicts a blow with its bite, it will also inflict an extra 1-3 points of damage due to poison (roll a single dice, with a 1 or 2 denoting 1 damage, a 3 or 4 denoting 2 damage etc).

The spiders have the desiccated corpses of 2 previous adventurers suspended in their web, and if these are searched, a sword, two daggers and 16 silver pieces will be found.



9: This door opens to reveal a surprisingly well-lit and warm room, unique so far in this dark and gloomy dungeon. There is only one other exit, a door on the far side, but what draws the eye is the wooden counter down the western side of the room and the two large tables with benches. Two Dwarfs stand behind the counter, which is laden with pots and dishes, and a blackboard hangs on the wall behind. One of the Dwarfs says "Welcome to Pookie's eating house!"

The Dwarfs are Pookie and Glantie, and they run a canteen for the other dungeon monsters! The two Dwarfs have lived here for many years, since fleeing Shagradds Hives of Peril, after the death of their other brother Hungie. The cooks enjoy what they serve. They have several items on the menu, all of which will be served to the Heroes at one of the tables.

The board reads:

Gloister and Bread	3gp
Home made Vittles	3gp
Pookies Stew	3gp
Orc Ale	2gp

The Vittles (meat-filled pastry balls) and Stew (meat and vegetables) will each restore 2 STAMINA points. Each Hero may only restore 4 STAMINA points by eating. Gloister, a runny and smelly cheese, tastes foul but restores 1-6 LUCK points! The taste is so foul, a player should be asked if they will finish the whole portion. The restored LUCK may not be raised above the initial level. Pookie only has 2 portions of Gloister. A Hero drinking the Orc ale must roll one dice to find out the effect:

- 1-2 Drinker feels happy and light-headed
- 3-4 Drinker slurs speech and loses co-ordination.
Loses 2 SKILL for 30 minutes.
- 5 Drinker becomes violent and will attack the nearest person!
- 6 Drinker becomes violent as [5] but will fall unconscious after 3 rounds. Will wake after 10 minutes and suffer the effects of [3-4] above.

There is also a secret door in the eastern wall which opens into a corridor leading to room 6. As with room 6, this door will require separate awareness tests to find and to open.

If any of the Heroes decide (or drunkenly) attack the Dwarfs, they will heft their axes and fight back:

Dwarfs

SKILL 7

STAMINA 6

Weapon: Axe

Dice Roll	1	2	3	4	5	6
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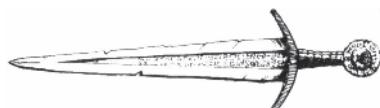
Damage	2	2	2	3	3	3
--------	---	---	---	---	---	---

Armour: Leather Cuirass

Roll	1	2	3	4	5	6
------	---	---	---	---	---	---

Protection	0	0	0	0	1	1
------------	---	---	---	---	---	---

If the Dwarfs are defeated, a box can be found under the counter with 14 gold pieces and 9 silver pieces, their takings for the past two days.



10: As you proceed down the short corridor, the sound of rushing water gets louder and louder. Within a few metres, the corridor widens slightly to become a small beach! Composed of small stones and fine sand, this beach lies alongside a rushing river, some three or four metres in width. A similar small beach can be seen on the far side with a tunnel leading away into darkness.

Although there are no monsters living in the river, the river itself poses a potential danger. The river is nearly 1.5m in depth, and so shoulder height to the Human and Elf Heroes. It will be over the head of any Dwarf Hero! The river flows quite quickly, and so even a strong swimmer would struggle (a -3 penalty to any swimming attempts). The Heroes will have to work out a safe way of crossing, as any Hero who is swept away will never be seen again.

11: This corridor leads away into the gloom, and ahead you can see.....

The above text is intentionally not finished. This corridor can be used to add on a new room, several rooms, stairs down or indeed anything else you can think of. Alternatively, if you have already decided this adventure is long enough for your players (and the time available), you can use the room description below.



11: This corridor leads away into the gloom, and ahead appears to open up into a circular room. As you edge closer, torches burst into life around the doorway, and a sepulchral voice intones: "Ah, fresh corpses for me to use!"

This room is the living space and workroom of the Necromancer who animated the Zombies in room 5. He has returned from his travels, and is looking to use the old Well as a base of operations.

The Necromancer has several spells at his disposal, briefly described below, and also has two Zombie guards (Use the profiles given for room 5 for these). The Necromancer will do his utmost to kill the Heroes, but if it looks like he is about to lose the fight, will cower and plead for mercy. How the Heroes deal with this is up to them, but he is thoroughly evil and untrustworthy and will attempt to escape or harm a Hero given the slightest opportunity.

Necromancer

SKILL	6
STAMINA	14
MAGIC	10

MAGIC POINTS 14

Weapon:	Quaterstaff
Dice Roll	1 2 3 4 5 6
Damage	1 2 3 3 3 3

Armour: None

The spells known to the Necromancer are given here, with the Magic Points required to cast given in brackets. The Director should try to target the strongest Hero first with

his spells, whilst the two Zombie bodyguards block the corridor.

Darkness (1)

When cast, this spell will create a 5m radius circle of absolute darkness around the caster. The area of darkness will not move, and will cancel out both normal light and the Dark Seeing talent. The darkness can be cancelled with a Light spell or a counterspell, but will otherwise last for 3 minutes.

Weakness (1)

This spell may be cast against one target within 5m who may test for LUCK to avoid the detrimental effects. If affected, the target suffers a -1 penalty to both the SKILL characteristic and any damage rolls for 5 minutes.

Sleep (2)

This spell will put one victim to sleep for 5 minutes. The target may test for LUCK to avoid the effects, but if affected, the sleep is normal. The victim may be woken by loud noises, wounds, shaking etc.

Raise Skeleton (6)

A favourite with Necromancers, this spell will animate a corpse with a spark of living spirit, forcing it to return as an undead under the control of the caster. The spell itself takes a whole hour to cast, and requires a corpse of some kind. If the corpse is incomplete, the resulting skeleton will be missing that body part.

The room itself is hexagonal in shape and contains a bed (with obligatory black sheets!), a workbench, covered with nameless body parts and vile liquids, and a large chest. The chest is locked, but the key can be found upon the Necromancer's body. Inside can be found 150 gold pieces, four rubies (each worth 25gp) and the Necromancers Spell Book.



12: As you open the door, you see a circular room more than five metres across. There is no floor in front of the door, only a metre wide walkway protruding two or so metres into the void. Only darkness can be seen below. Another similar walkway protrudes from the northern wall, next to the only exit from the room.

The distance between the ends of the walkways is about 1.5m, and so may be jumped, although this is difficult. Any Hero may test his SKILL (and may include the Jump special skill) to see if he can jump the gap. A failure means that the Hero falls into the pit.....only to reappear from overhead 2 minutes later, still falling. This will be repeated until his co-adventurers find some way of rescuing him from his never ending fall.

13: This large square room has doors in the north, west and eastern walls, but its only furnishings are a large wooden table against the southern wall. The table has a lit candle in a wooden candlestick, a golden chalice and a leather-bound book on its top.

The candle, if watched, does not seem to burn down at all, and indeed is a magical candle that will never burn out. However, if the candle is ever removed from the candle holder, or the candle physically extinguished, both will lose all magical enchantment and become normal. The Chalice has a deep red liquid in it that smells like red wine. It is wine, but will affect everyone who drinks from it differently. There are 4 draughts in the chalice and each drinker must roll one die:

- 1 Restore 2 STAMINA
- 2 Deduct 2 STAMINA
- 3 Restore all STAMINA
- 4 Deduct 1 SKILL
- 5 Restore 3 LUCK
- 6 Deduct 2 LUCK

A person may drink as many times as they like.

The book has thick vellum pages and, if opened, the pages appear to be covered with spidery writing. If any Hero attempts to read the writing, they must immediately test their LUCK. If this test is failed, the Hero will begin to read out loud in an unknown tongue. Unless the Hero is stopped within a minute or so, the Hero will actually cast a spell, summoning a fireball! This will explode, burning the book, chalice and candle, and causing 1 dice of damage to all in the room!



14: As you open the door, you are met by a blast of fetid air. You can see a large and crudely smoothed natural cave, with three heavy doors cut into the far wall. The floors are covered with stinking furs and the only furniture is a large tree stump. Sat upon the tree stump is one of the ugliest humanoids you have ever seen. Three metres tall, with a lumpy and misshapen body, the muscular OGRE hefts his massive club and lurches towards you.....

This room houses an Ogre, who acts as a jailor for the dungeon. The Ogre eats, sleeps and indeed does everything else in this room, which of course stinks terribly! The Ogre himself is a creature of chaos, twisted and insane:

Ogre

SKILL 8
STAMINA 10
Attacks 2

Weapon: Large Club
Dice Roll 1 2 3 4 5 6
Damage 2 2 2 3 3 4

Armour: Furs
Dice Roll 1 2 3 4 5 6
Protection 0 0 0 1 1 1

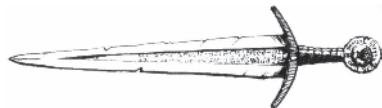
If the Ogre is killed, the Heroes can search the Ogre's matted and greasy furs. They will find, in amongst the layers, a key ring with four large iron keys (one for the chest in room 6, another for the door to room 15 and two unidentifiable ones). They will also find a pouch with 17 silver pieces and a small red gem, worth 5 gold pieces).



15: This door is locked.

As you unlock and open this door, you recoil from the horrible scene within. Knives, spikes, racks and other implements of torture and torment litter the floor of this small room. Dark residues coat the tools and the floor, making it sticky as you pass the door. There is another heavily barred door on the far side of this awful room.

This room was (and indeed is) a torture chamber, albeit a fairly crude one. This is a disturbing room, and one in which no Hero would wish to stay any longer than he has to. There is nothing of any value in the room.



16: As you ease open this heavy door, you hear a high keening sound issuing from the foul darkness beyond. As the door opens further you can see a ragged figure, once human, face twisted with madness and body ruined by torture. The figure leaps towards you with an incoherent scream, long fingernails stretched towards you.

Prisoner

SKILL 7

STAMINA 6

Weapon: *Fists*

Dice Roll	1	2	3	4	5	6
Damage	1	1	1	1	1	2

Armour: *None*

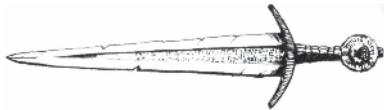
The insane man was once an adventurer, who was captured in the dungeon, some years ago. He has been kept as a pet by the Ogre and occasionally tortured. He is totally and irreversibly insane, and imagines the Heroes are Orcs and Goblins, attacking them wildly. He cannot be reasoned with or calmed.

There is nothing of worth in the room, even if the Heroes could stomach searching through the filth on the floor.



17: As this door opens, the movement disturbs numerous rats from their feasting amongst the filth on the floor. Bones, rags, straw and other ordure litter the floor, and several small holes in the wall provide escape routes for the fleeing rodents. Otherwise, this small cell is empty.

Apart from the infestation of rats, this room has nothing of interest. If the Heroes search, roll a secret test against their SKILL and Awareness, but regardless of the result, just inform them that nothing has been found.



18: This door opens to reveal an emaciated and broken figure chained to the far wall. The straw underneath is foul-smelling, and thick. As the door opens, admitting unaccustomed light, the figure slowly lifts its head to look at you. "Grsssss" hisses the figure as it begins to rise.

The figure chained to the wall appears to be an emaciated human, who is only just hanging onto life. Any Hero who approaches to hear the figure's last words will however receive a nasty surprise. The figure is actually a Ghoul, and the chains are just for show; they are not bound to the creature's arms. A Ghoul is actually a type of undead, a

reanimated corpse that feeds on the dead and the living alike. The Ghoul will attempt to kill and eat the first Hero that approaches it.

Ghoul

SKILL 8

STAMINA 7

Attacks 2

Weapon: *Claws*

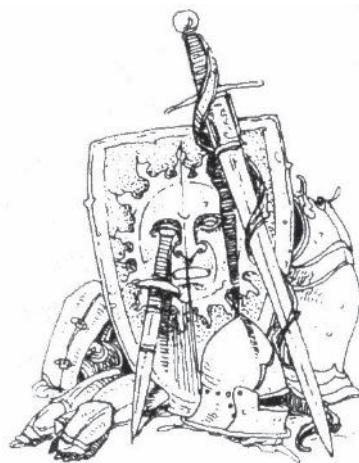
Dice Roll	1	2	3	4	5	6
Damage	2	2	3	3	3	3

Armour: *None*

Special: Any Hero who has to actually take a wound from the Ghoul must immediately *Test their LUCK*. A failed test indicates that the Hero is paralysed for 1D6 combat rounds and may not act at all.

Aftermath

If any of the Heroes survive the adventure, they should be congratulated for their bravery and SKILL! This quick start section does not cover character improvement or provide price lists for the Heroes to spend their loot on, but if you have enjoyed this section, read on into the heart of the book, and experience bigger and better adventures still!



HERO NAME: Vithrain**DESCRIPTION:** Wizard**AGE:** 171**RACE:** Elf**M/F:** Male

SKILL
Initial: 4
Current:

STAMINA
Initial: 8
Current:

LUCK
Initial: 9
Current:

MAGIC
Initial: 10
Current:

MAGIC POINTS
Initial: 18
Current:



This Hero was born into a wealthy Elvish family, and provided with a comprehensive education, taught Wizardry from an early age. Knowledgeable and focused, this Hero is a magical powerhouse, able to assist adventuring colleagues in or out of combat.

SPECIAL SKILL	VALUE	SPELL	COST
Magical Lore	2	Light	1
Staff	1	Ironhand	1
Awareness	1	Breath	2
		Force Bolt	2
		Invisibility	4

GP 7
SP

PROVISIONS 2**TREASURE****EQUIPMENT**

Staff
Spellbook
Lantern & Oil
Backpack
Potion of Magic
(Restores Magic to initial value)

WEAPON 1 2 3 4 5 6

Staff	1	2	3	3	3

ARMOUR 1 2 3 4 5 6

NOTES

Can see in the dark

Light
Magic Point Cost: 1

When cast upon one inanimate object such as a staff, sword or shield, this spell will create an area of magical light (about the size of a human fist) that glows steadily with the same intensity as a torch.

This light lasts for 15 minutes, but may be cancelled at will by the caster. This light will be blacked out by a Darkness spell, but will in turn cancel out an existing Darkness spell.

Ironhand
Magic Point Cost: 1

This very popular spell grants either the caster or one touched target an increase of 1 to their SKILL characteristic.

This will apply to all tests that would be taken against SKILL, and lasts for three minutes. Only one of these spells may be active at any one time on any one target.

Breathe
Magic Point Cost: 2

When cast, this spell will allow either the caster or one touched target to breathe for 15 minutes regardless of the quality or indeed lack of air. Thus the recipient of this spell could breathe underwater, in a smoke filled room or even in a vacuum.

The caster can still breathe normally in a standard environment.

Force Bolt
Magic Point Cost: 2

A similar spell to Fire Bolt, this spell flings a compact bolt of highly charged electricity that will hit a target for 1-6 points of damage, unaffected by armour.

This bolt is so fast that it cannot be dodged or avoided, except by use of a Counterspell or Wall spell.

Invisibility
Magic Point Cost: 4

This handy spell will turn the caster or one other target invisible, along with currently carried clothes and equipment. This spell will not however make the target silent, and doors etc will still need to be opened.

The effects will last for 3 minutes or until the caster either hits an opponent, is hit by an opponent or casts another spell.

HERO NAME: Manath**DESCRIPTION:**Rogue**AGE:** 28**RACE:** Human**M/F:** Male

SKILL
<i>Initial:</i> 7
<i>Current:</i>

STAMINA
<i>Initial:</i> 12
<i>Current:</i>

LUCK
<i>Initial:</i> 12
<i>Current:</i>

MAGIC
<i>Initial:</i> 0
<i>Current:</i>

MAGIC POINTS
<i>Initial:</i> 0
<i>Current:</i>

ADVANCED FIGHTING FANTASY

This Hero is a rough diamond, having grown up in the roughest of cities, taught by the roughest of people. Refusing a life of crime, this Rogue now uses his skills and talents to delve dungeons and defeat evil. Stealth is his weapon of choice, but he is more than capable of using force when required.

SPECIAL SKILL**VALUE****SPELL****VALUE****EQUIPMENT**

Awareness	2
Stealth	2
Trap Knowledge	2
Swords	1
Climb	1
Brawling	1
Lock Picking	1
Dagger	1

Sword
Leather Cuirass
Lantern & Oil
Backpack
Lock Picks

Potion of Stamina
(Restores Stamina to initial value)

GP 10SP

TREASURE

PROVISIONS 2

WEAPON	1	2	3	4	5	6
Sword	2	3	3	3	3	4

ARMOUR	1	2	3	4	5	6
Leather Cuirass	0	0	0	0	1	1

NOTES

HERO NAME: Elstarir**DESCRIPTION:**Archer**AGE:** 162**RACE:** Elf**M/F:** Male

SKILL
<i>Initial:</i> 7
<i>Current:</i>

STAMINA
<i>Initial:</i> 14
<i>Current:</i>

LUCK
<i>Initial:</i> 10
<i>Current:</i>

MAGIC
<i>Initial:</i> 0
<i>Current:</i>

MAGIC POINTS
<i>Initial:</i> 0
<i>Current:</i>

ADVANCED FIGHTING FANTASY

Growing up a March Warden, protecting the borders of a small Elven wood, this Hero is skilled with Bow and Sword, and is capable of remaining unseen. A doughty ally in any fight, the unarmoured nature of this Hero means he should avoid getting too close to a fight.

SPECIAL SKILL**VALUE****SPELL****VALUE****EQUIPMENT**

Awareness	2
Stealth	2
Bows	2
Swords	1
Climb	1

Bow and Arrows
Sword
Lantern & Oil
Backpack
Potion of Stamina

(Restores Stamina to initial value)

GP 6SP

TREASURE

PROVISIONS 2

WEAPON	1	2	3	4	5	6
Bow	2	3	3	3	3	4
Sword	2	3	3	3	3	4

ARMOUR	1	2	3	4	5	6

NOTES

Can see in the dark



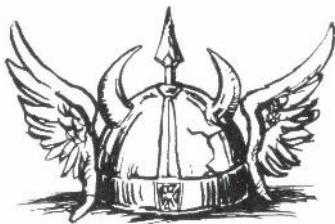
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CHAPTER 1 - HERO CREATION

To take part in a Fighting Fantasy adventure, every player must have a Hero. This character will be their persona in the adventure, the "role" they play. It is important that the player creates a Hero who fits in with the adventure and will be fun to play. Creating a Sailor character from the frozen north for an adventure set almost exclusively in the scorching sands of Khul may not be ideal! Similarly, if every Hero is a Wizard specialising in Illusions, the party may struggle to survive in a dungeon full of traps. When creating a Hero, it is usually important to discuss with both the Director and with the other players.

The introduction to this book provided a series of Archetypes to allow players and the Director to start play very quickly. However, once this quick start adventure has been played, the players may well want to start creating their own Heroes, and have their own ideas about what their Hero can do. Experienced roleplayers may well skip the introduction already and start reading this chapter immediately.

The process of Hero creation is very simple, but it is best to first read through this chapter to see what options are available, and also to read the chapter(s) on game mechanics, to understand the implications of these choices. New and inexperienced players are advised to choose one of the Archetypes presented in the previous chapter to either play directly, or to use as the basis for a new Hero.

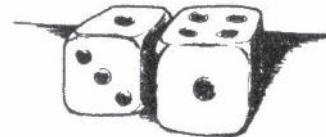


If a new Hero is created from scratch, it is normally a good idea to first establish a concept. That way, Characteristics, Special Skills and Talents can be chosen that complement each other and create a playable Hero. Concepts can be taken from Fighting Fantasy gamebooks, fantasy literature, movies, comics etc. The Archetypes presented in the previous chapter are obvious concepts, but others might include:

- A Knight of Salamonis
- A Blacksand Pirate
- A Samurai from Hachiman
- A Strongarm Mercenary
- A Highwayman
- A Student from the Magic school in the Forest of Yore

A concept should include the background, outlook and goals of the Hero, and is intended as a guide to creating and playing the Hero in the game.

Once a concept has been decided on, the player should work their way through the Hero creation process described in this chapter selecting the options that they think fit the chosen concept best.



CHARACTERISTICS

The first stage is to determine the Hero's Characteristics, which describe the broad capabilities of the Hero:

SKILL

This Characteristic represents the general ability of the Hero to do things. It covers strength, agility, fighting prowess, social skills and even knowledge. About the only ability it does not encompass is Magic. This characteristic is important for all non-Magical Heroes. SKILL normally ranges between 1 and 12, and a normal person will have a SKILL of 5 or 6.

STAMINA

This characteristic determines the general health of the Hero and how much physical punishment they can take from combat, poisons, starvation etc. A Hero with a high STAMINA can take quite a few blows before becoming unconscious, meaning that STAMINA is important for all warriors. Sorcerer characters, who use their own life energy to power their magic, also require a high STAMINA. STAMINA is usually between 1 and 24. Most normal people have a STAMINA of 7 or 8.

LUCK

This Characteristic shows how fortunate the Hero is, and is used anytime the Hero's SKILL cannot be used. Avoiding traps, resisting magic and even stumbling upon clues are all often down to blind LUCK. LUCK however, is a finite resource and a Hero's current LUCK value reduces when used, meaning that a wise player will only

test their Luck when they have no other option. LUCK is usually between 1 and 12.



MAGIC

This Characteristic is possessed by only those Heroes that wish to cast magical spells or use Priestly powers, and affects the chance of successful casting and the effectiveness of most spells cast and powers used. It even governs the energy available to cast Wizardry and Minor magic spells. MAGIC can be between 1 and 12, but will probably be 0 for most Heroes. The use of Magic is further described in Chapters 4 and 5, and it is recommended that a player skim through these chapters if a spellcaster Hero is to be created. Magic may also be used in place of SKILL when making knowledge tests, to reflect the greater learning of magical characters.

When a Hero is created, the Initial values for these Characteristics are recorded on the character sheet (at the back of this book, and also available as a free digital download from our website). These Initial values will almost certainly be temporarily altered during game play, and these changes are recorded in the "Current" box for each Characteristic.

As the Hero grows in experience, the Initial values may well increase.

Every new Hero begins with the following values in their Characteristics:

SKILL	4
STAMINA	8
LUCK	8
MAGIC	0

These starting Characteristics are then increased from a pool of 8 points, with the following caveats:

- SKILL** A maximum of 3 points may be added
- STAMINA** A maximum 4 points may be added – Each point added increases the Heroes initial STAMINA by 2

LUCK A maximum of 3 points may be added

MAGIC A maximum 7 points may be added

Thus at this stage, SKILL and MAGIC have a potential maximum of 7, STAMINA may be as high as 16 and LUCK could be up to 11.

Once these points have been distributed to the player's satisfaction, it is time to consider the race that the Hero will be.

Play Tips – The distribution of these initial points is very important and will have a huge impact on what the Hero can do during play. A high SKILL will make the Hero better in combat and climbing etc. However, a high STAMINA will allow the Hero to last longer in a fight. LUCK should not be disregarded here, as a high LUCK will allow a Hero to avoid the worst effects of magic and traps, and will also be useful in combat and non-combat situations alike. The MAGIC Characteristic is obviously only important for those wishing to use either Sorcery, Wizardry or Holy powers. However, a point or two here may give an edge to an otherwise non-magical Hero by allowing him to cast a few minor magic spells. Some players may wish to have a rough idea of how they will distribute their characteristics, but leave the actual allocation until after Special Skills and Talents have been decided on.



RACE

Most Heroes in Fighting Fantasy will be Human, the most dominant race on the planet. However, Elves and Dwarfs both have a long and distinguished history of producing Heroes, and these are also available to players.

Humans are found in many shapes, sizes and colours across Titan, from the pale skins and muscular frames of Frostholm to the dark skin and hair of the Shamutanti Headhunters. Humans are found living as fur-clad barbarians, silk-clothed townsmen, in stone castles, wooden huts and in caves. In fact, almost any culture and racial type imaginable are found on Titan, and almost any of these are suitable Hero material.

Elves are an ancient and very long-lived race, naturally magical and at home in the woods and forests of Titan. Although there are several sub-types of Elves, most Heroes will be of this common wood Elf stock. Tall, lithe and with pointed ears, Elves usually have a haughty demeanour and consider themselves the most advanced

race throughout the known world. Bitter enemies of the warped and twisted Dark Elves, the ancient Elven race is normally insular, paying little attention to events outside their forest homes.

Dwarfs are a short, heavily bearded people who live in underground cities and mines. Normally principled, Dwarfs love gold above almost all else and so can often be found living in the dungeons and caves of evil sorcerers, if the price is right. Doughty warriors due to their toughness and bravery, Dwarfen Wizards and Sorcerers are however incredibly rare. All Dwarfs consider the distant city of Fangthane as their spiritual home, even those who have never been there.

A player must choose one of these three races for his Hero. Once chosen, the following additions must be made to the Hero's Characteristics:

Human +1 to LUCK

Elf +1 to MAGIC

Dwarf +2 to STAMINA

Each race also has Special Skills that are granted for free, and Elves and Dwarfs also receive a Talent, although all of these are described below.

Play Tips – *The choice of a Hero's race goes beyond the Characteristic additions and Special Skills. Humans have a big advantage in that they can be found everywhere, even in locations where a Dwarf or Elf would stick out like a sore thumb. Thus social considerations must also be taken into account when choosing a race.*

SPECIAL SKILLS

Special Skills are areas that the Hero has specialised in. Any points in a Special Skill are added to SKILL (or, in some cases, MAGIC) when checking for success. They are grouped for convenience into 5 main areas: Combat, Movement, Stealth, Magical and Knowledge. The first



three add to a Hero's SKILL for that specific test, Magical Special Skills add to the Hero's MAGIC, and Knowledge adds either to SKILL or MAGIC, depending on which is higher.

A special skill of 1 point indicates someone who has had basic training, 2 points indicates fully trained, 3 points can be considered an expert, and 4 or more a master.

A Human Hero receives one point in the following Special Skills for free:

World Lore

City Lore (this may be replaced with Forest Lore, Desert Lore etc for rural Heroes)

Religion Lore

One other Movement or Stealth Special Skill

Humans also gain the following Language special skill:

Common Speech (4 points)



An Elf Hero starts with one point in these Special Skills:

Forest Lore

Magic-Minor

Elf Heroes also start with the following Language special skills:

Elvish (4 points)

Common Speech (2 points)

A Dwarf Hero receives one point in the following Special Skills:

Underground Lore

Crafting

Dwarf Heroes start play with the following Language special skills:

Dwarfish (4 points)

Common Speech (3 points)

All new Heroes also assign 2 points to each of three different Special Skills, and 1 point to 6 more Special Skills. No individual Special Skill may be chosen twice, although racial Special Skills listed above may be further improved. So an Elf Hero may start with 3 points in Minor Magic but

a Human or Dwarf Hero may only start with a maximum of 2 points in this Special Skill. Once chosen, the selected Special Skills should be recorded on the character sheet.

The Special Skill categories and individual skills are listed here, along with brief descriptions. More detailed rules for some of these Special Skills can be found in Chapter 2. The categories themselves have no game function other than to provide an easy way to group the Special Skills.

Combat Special Skills

- Armour
- Axes
- Bows
- Brawling
- Clubs
- Mounted Combat
- Polearms
- Staves
- Strength
- Swords
- Thrown

Movement Special Skills

- Acrobatics
- Climb
- Dodge
- Jump
- Ride
- Swim

Stealth Special Skills

- Awareness
- Disguise
- Locks
- Sleight of Hand
- Sneaking
- Trap Knowledge

Knowledge Special Skills

- Animal Lore
- Bargain
- City Lore
- Con
- Crafting
- Etiquette
- Evaluate
- Fishing
- Forest Lore
- Healing
- Hunting
- Languages
- Law
- Leadership

- Religion Lore
- Sea Lore
- Secret Signs
- Underground Lore
- World Lore

Magical Special Skills

- Magic-Minor
- Magic-Priestly
- Magic-Sorcery
- Magic-Wizardry
- Magic Lore
- Second Sight

SPECIAL SKILL DESCRIPTIONS

Combat Special Skill Descriptions

Most of the Combat Special Skills are weapon specific. If a Hero is using a weapon of the right sort, they may add their appropriate Special Skill to their SKILL to find their combat total. Combat Special Skills are obviously a good choice for warriors and soldiers, but are useful for all adventurers.

Armour

This Special Skill allows the Hero to wear armour effectively, only gaining full benefit if the Hero is skillful enough. See Chapter 3 for more detailed information about this Special Skill.

Axes

This Special Skill covers the use of all axes, from small hatchets up to huge two-handed battleaxes, and should be added to a Hero's combat total if wielding one of these weapons.

Bows

This Special Skill covers the use of longbows, shortbows and crossbows, and should be added to a Hero's combat total if using one of these weapons.

Brawling

This Special Skill applies if a Hero is fighting with his fists, feet or head, with any sort of improvised weapon such as a chair or bottle, and even with small weapons such as daggers and knives. This Special Skill also governs the use of grappling and wrestling.

Clubs

This Special Skill covers the use of clubs, maces and hammers, and should be added to a Hero's combat total if using one of these weapons.

Mounted Combat

This Special Skill is required to fight effectively whilst mounted, whilst also requiring the character to possess the Riding Special Skill. More information regarding mounted combat is given in Chapter 3.

Polearms

This Special Skill covers the use of spears, halberds, lances and poleaxes, and should be added to a Hero's combat total if using one of these weapons.

Staves

This Special Skill only covers the use of one weapon, the staff, and should be added to a Hero's combat total if using a staff.

Strength

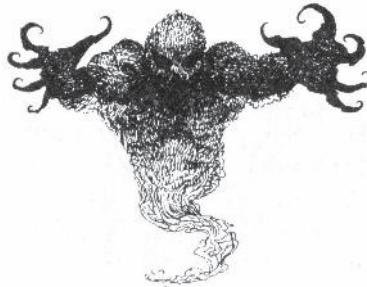
Strength is not often used in combat itself, applying more to situations where the Hero is trying to break down a door, lift a heavy rock or haul a companion up a rope. Strength will however come into play if the Hero has been grabbed or held, and may be used in place of the Brawling Special Skill in these circumstances.

Swords

This Special Skill covers the use of shortswords, broadswords and two handed swords, and should be added to a Hero's combat total if using one of these weapons.

Thrown

This Special Skill covers the use of throwing axes, javelins, throwing knives and rocks, and also includes the effective use of the sling, and should be added to a Hero's combat total if using one of these weapons.

**Movement Special Skill Descriptions**

Movement Special Skills are, obviously, those related to the movement of the Hero. Useful for anyone, they are good choices for rogues, thieves and acrobats.

Acrobatics

This Special Skill covers many situations involving balance and agility. Walking a tightrope, swinging on a

rope, arresting a fall and performing a somersault would all be covered.

Climb

This Special Skill is useful for all sorts of climbs, whether a cliff face, a rope, a tree or the wall of someone's house, this Special Skill will aid speedy movement and prevent the Hero falling.

Dodge

This Special Skill has several uses both in and out of combat situations. Out of combat it can be used to dodge a falling boulder, trap or runaway horse and cart. In combat it can be used as a defensive measure to try and make the Hero harder to hit. It can also, if used in conjunction with the Swashbuckler Talent, be used in place of armour to reduce the damage from attacks. See Chapter 3 for more details.

Jump

This Special Skill can be used to jump over chasms (horizontal jump), upwards to try and reach something or even downwards to try and reduce falling damage (vertical jumps).

Ride

This Special Skill is used to effectively control (and indeed stay on!) a mount. The most common mounts ridden are Horses, although camels are often used in desert conditions. This Special Skill will even apply to more exotic mounts such as giant lizards, giant eagles or Pegasi! This Special Skill does not however allow the Hero to fight effectively whilst mounted, requiring in addition the Mounted Combat Special Skill.

Swim

This Special Skill helps a Hero avoid drowning and cross rivers. Full rules for swimming are given in Chapter 2, but suffice to say that swimming in armour and with a heavy backpack is not a great idea!

**Stealth Special Skill Descriptions**

These Special Skills are those appertaining to subterfuge and the circumvention of subterfuge. Thieves and rogues are obvious Heroes to buy these Special Skills, but so do many adventurers given their obvious usefulness in dungeons.

Awareness

This Special Skill is incredibly useful for all adventurers, helping a Hero to spot hidden enemies, traps, secret doors and all manner of other hidden things. This Special Skill is not only used for seeing things, it also applies to hearing, taste, touch and smell.

Disguise

This Special Skill allows a Hero to use clothing, makeup and other props to appear to be someone they are not. A good supply of disguise equipment will even allow a Hero to appear to be an Orc or other non-human. This Special Skill also covers acting.

Locks

This Special Skill is used to examine, assess and open locks without the specific key. The Hero will need appropriate tools, such as lock picks, in order to open a lock.

Sleight of Hand

This Special Skill is used to pick pockets, steal small items in plain view, secrete small items and other legerdemain. This Special Skill is popular both with thieves, gamblers and entertainers alike.

Sneaking

This Special Skill is used to avoid being seen or heard. A Hero can camouflage himself, hide in a shadow, or move silently past a sleeping guard. Noisy armour will render this Special Skill almost worthless.

Trap Knowledge

This Special Skill allows for the identification and deactivation of traps of all sorts. Simple bear traps, pit traps, poisoned needles, falling blocks, are all typical traps set to try and stop our Heroes, and all ripe for removal with this Special Skill.

**Knowledge Special Skill Descriptions**

Knowledge Special Skills cover a specific area of lore or craft. They allow a Hero to know something or do something related to that knowledge. So the Healing Special Skill can be used to identify a disease or treat combat wounds. Knowledge Special Skills may either add to SKILL or MAGIC, whichever is higher. This allows physically weak but magic-using Heroes to nevertheless have a good knowledge. The Director may add new Lore special skills as desired such as Desert Lore, Mountain Lore, Marsh Lore, Ancient History Lore etc.

Animal Lore

This Special Skill covers the knowledge and handling of animals of all sorts, from domestic livestock to dogs and horses, and even knowledge of wild animals.

Bargain

This Special Skill covers negotiation and persuasion. Buying and selling of goods and treasure is an obvious use, but bribery can also be accomplished with Bargain. Rules for trading are covered in Chapter 2.

City Lore

This Special Skill gives a Hero knowledge of a specific city, and allows him to find his way around. When first chosen, a city should be chosen with the Director. In addition, a hero can use this Special Skill to find a merchant or service (legal or illegal) even in a City he is unfamiliar with.

Con

This Special Skill is used to persuade others to take a specific action, either through bribery or deceit. This Special Skill is highly useful for attaining certain goals without having to resort to violence, or in situations where the odds against the Hero are overwhelming.

Crafting

When chosen, a specific craft must be selected for this Special Skill. The Hero can then design, create and repair items related to this craft. In addition, this Special Skill may be used in place of the Evaluate Special Skill to determine the worth of an item related to this craft.

Etiquette

This Special Skill allows the Hero to behave properly in all echelons of society. An audience with the King and a meeting of beggars are equally covered by this Special Skill.

Evaluate

This Special Skill allows a Hero to identify the worth of a non-magical item. Use of this Special Skill is covered in Chapter 2, but will only identify the local "list price", rather than the price that will actually be paid if the item is sold. If attempting to identify the worth of a magical item, the Hero will only gain the full benefit of this Special Skill if he also possesses the Magical Lore Special Skill.

Fishing

This Special Skill covers the catching of fish and other water-dwelling creatures using fishing lines, nets and even harpoons. It allows an evaluation of the best places and times to fish, identification of any fish caught, as well as the practical skills involved in catching them.

Forest Lore

This Special Skill allows the Hero to understand and be at home in woodland, forests and jungle. It covers finding food, shelter and water, an understanding of the flora and

fauna and even a knowledge of healing herbs and other resources that may be found there.

Of course, it is just as easy to redefine this Special Skill as "Desert Lore", "Mountain Lore", "Swamp Lore" or just about any other natural environment. Each speciality must however be taken separately.

Healing

This Special Skill allows a Hero to patch up wounds acquired in battle, treat diseases and poison and even prepare common herbs into healing poultices. In game terms, a Hero with the Healing Special Skill can restore STAMINA after a battle, and increase the STAMINA restored naturally over time. Although included in the training of physicians, herbalists and village wisemen, this Special Skill is also highly prized amongst adventurers.

Hunting

This Special Skill allows a Hero to find, stalk and trap prey animals in a natural environment. A hunter will still require ability with a bow, spear, sling or similar weapon in order to bring an animal down at range. Traps may be set, but these take longer to work, and are thus usually suitable only if the hunter can revisit his traps daily.

Languages

This Special Skill works differently to the others in that not having the Special Skill means you cannot understand the Language in question. In addition, the value of this Special Skill is normally used purely to define the extent of language known. Thus a Hero with 1 point in Orcish will know the common words and phrases, and can follow a conversation between native speakers, but not be aware of all of the nuances. A Hero with 2 points will be able to hold most basic conversations as well as read and write the language, and a Hero with 3 points will be able to talk, read or write fluently. More than 3 points will allow a Hero to talk as if a native speaker.

A list of just a few of the languages spoken on Titan is given here:

- Common Speech
- Dwarfish
- Dragon
- Elemental
- Elvish
- Giant
- Goblin
- Lizardman
- Orcish
- Troll
- Ancient Allansian



Law

This Special Skill covers an understanding of the legal system of most of the known world. A Hero with points in Law will be able to prepare legal documents, advise on the legality of a particular action and even represent a client in court. This is not a common Special Skill amongst adventurers, but would certainly come in useful should the Heroes ever be arrested!

Leadership

This Special Skill allows a Hero to command others. It only applies if those commanded would have a reason to obey the Hero, such as soldiers, sailors, watchmen, servants etc. If the Hero is in a position of power, then this Special Skill can allow the Hero to boost morale and lead those commanded where they may not wish to go.

Religion Lore

This Special Skill allows an understanding of the beliefs and religious practices of the organised religions of Titan. Obviously possessed by Priests, this Special Skill is also useful for travelling adventurers, giving them an insight into friendly and unfriendly religions.

Sea Lore

This Special Skill gives a Hero knowledge of the sea and coast. Tides, currents, trade routes and dangerous areas will be well known for the local area, and easily acquired for more distant seas. This Special Skill also allows a Hero to sail a ship, or row a boat, and so is essential for sailors, merchants and pirates alike.

Secret Signs

This Special Skill allows a character to understand and write appropriate secret languages. This could be thieves' signs, used to mark locations, ranger signs, used to identify trails, spy codes for a particular nation etc. The player and director should decide between them which signs the Hero knows.

Underground Lore

This Special Skill allows a Hero to understand and survive in underground environments including caves, dungeons and caverns. The Hero will still need a light source or the Dark Seeing talent, but this Special Skill provides the ability to forage for mushrooms, insects and other food sources, find food, and navigate their way around. This Special Skill will also help a Hero avoid natural rockfalls and other dangers.

World Lore

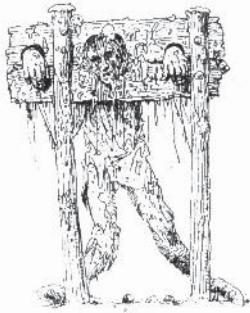
This Special Skill allows a Hero to have a broad knowledge about Titan, the world they live in. It provides common information about nations, natural features such as seas, mountain ranges and forests, common cultural features and some history. It does not replace other special skills such as Forest Lore, but would allow the Hero to at least know the location and reputation of a specific large forest.

Magical Special Skills

Unlike all of the other Special Skills, a Hero requires at least one point in any of the Magical Special Skills to make use of those abilities. So a Hero without at least 1 point in Second Sight cannot see magical effects and spirits. A Hero may only choose one from Magic – Priestly, Magic – Sorcery and Magic – Wizardry. Under no circumstances may more than one of these be chosen for a single Hero.

Magic-Minor

This Special Skill allows the Hero to cast a range of low powered spells, useful in their own specific way. Minor Magic is usually the first Magic learned by an apprentice, and is also learned by otherwise non-Magical Heroes to make their life that little bit easier.



Magic – Priestly

This Special Skill allows a Hero to use powers granted by a God of Titan. This usually means that the Hero is a priest of that God, but this is not an absolute necessity. The Player must however choose a God to worship and follow, which will in turn determine the powers that may be used. See Chapter 5 for more specific information on the Gods of Titan.

Magic – Sorcery

This Special Skill allows a hero to cast spells from the Sorcery tradition originally developed in the Old World. These spells are powered by the Sorcerer's own life energy, and can be very powerful. Chapter 4 gives full descriptions of all of these spells and their use.

Magic – Wizardry

This Special Skill allows a Hero to cast spells from the Wizardry tradition pioneered in Allansia. Using mystical energy extracted from the world around, there are a huge range of spells known, although only a venerable Archmage will know them all. Chapter 4 gives descriptions and rules for using Wizardry.

Magic Lore

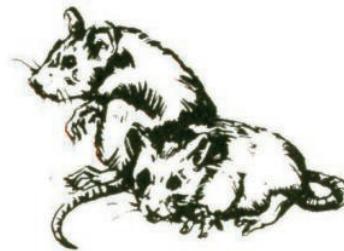
This Special Skill allows a Hero to identify a spell being cast, a magical potion or even a creature of magical origin. Although a Wizard, Priest or Sorcerer will be able to automatically identify spells from their own tradition, this Special Skill covers knowledge of all of the above

traditions. A Hero without this Special Skill may not even attempt its use.

Second Sight

This Special Skill allows a Hero to “see” magic and magical effects. This includes spirit-like undead such as ghosts, active spells and magical wards. Further rules are given in Chapter 4, and the Director decides what can and can't be seen.

Play Tips – Special Skills in most cases make a Hero better at doing that thing, and are not absolutely necessary to attempt that action. So your Hero could still use a Bow even without any points in Bow Special Skill, but they won't be quite as good. So choose the Special Skills you think you will use the most, and those that fit in best with your concept. The obvious exceptions to this are the Magical Special Skills. The different magical traditions each have their own advantages and disadvantages, which are described in Chapter 4.



TALENTS

Talents are special abilities that mark the Hero out as something above the normal folk. Any normal person can learn Special Skills given enough time and effort, but only those marked out for greatness, be it for good or evil, have Talents.

Elf and Dwarf Heroes receive the Dark Seeing Talent for free. Human Heroes may not choose this talent.

Every Hero then chooses one Talent from the following list. A few of these talents have pre-requisites that the Hero must satisfy first. Once chosen, this talent must be recorded on the character sheet.

Ambidextrous

A Hero with this talent can use either hand just as easily for all manner of actions. The biggest impact however is in combat, where the Hero can use a weapon in each hand at the same time. Both weapons must be useable in one hand, and at least one must be a dagger or shortsword. If the Hero is attacking one opponent, a successful combat

round will allow two separate damage rolls, each of which will have an armour roll. If the Hero is fighting two or more opponents, the Hero may designate two enemies that will take damage if the Hero has the higher combat total. This does of course mean that the Hero cannot use a shield.

Animalfriend

This Talent marks the Hero out as a friend to all of the beasts. No natural animal will attack the Hero unless magically controlled. Wild and domestic animals alike will either avoid the Hero or investigate and then leave. If the Hero obviously shields any companions, then most animals will leave the whole group alone. Animals that are starving or maddened through pain may well attack companions of the Animalfriend Hero. If an Animalfriend Hero ever attacks an animal that is not being magically controlled, the act of betrayal will mean that the animal is free to react, along with other nearby animals.

Arcane

In order to take this Talent, the Hero must possess at least one point in either the Magic-Wizardry or Magic-Sorcery Special skill. If possessed, this Talent reduces the chance of catastrophic favour when spellcasting. If the Hero does roll a double 6 when attempting to cast a spell, he must immediately roll another 1D6. If the result is a 1-4, the spell fails but no roll is made on the Oops table. A result of 5-6 still results in a roll as normal on the Oops table.

Armour Training

A Hero with this Talent is well used to wearing armour, and getting the best protection from it. All armour rolls made (including those from shields) receive a bonus of +1 to the result.

Attuned

In order to choose this Talent, the Hero must have at least 1 point in the Magic Lore Special Skill. The Hero with the Attuned Talent is able to identify the main properties of a magical item simply by handling the item. The Director decides exactly what information is acquired, and cursed items are not always revealed as such. However, minor items such as potions can usually be determined with some accuracy.

Blessed

This Talent may only be taken by a Hero with at least one point in the Magic-Priestly Special Skill. The Hero has been especially favoured by his God, and may use one extra granted power per day without extra cost. The power chosen may be different every day, and need not be chosen until the power is used.

Combat Reactions

This Talent grants almost supernatural awareness and control when in battle, and actually grants two abilities. The first is that the Hero cannot be ambushed by enemies. Whilst he may not be aware of an ambushing enemy, his

lightning fast reactions means that the ambusher receives no benefits to his combat totals. In addition, a Hero with Combat Reactions suffers less penalties when outnumbered. If the Hero is outnumbered by 1-, 2- or even 3-to-one, the attackers gain no benefit to their combat total. If outnumbered by 4-to-one, the attackers gain a +1 bonus, 5 to one grants +2 and 6 to one grants +3.

Crack Shot

A Hero with this Talent has an unerring eye with missile weapons, able to strike the most vulnerable part of a target. He gains a +1 bonus to all damage rolls made with missile weapons such as bows, crossbows and slings.

Dark Seeing

The Dark Seeing Talent is granted free to Dwarf and Elf Heroes alike, and may not be taken by Human Heroes. This Talent allows a Hero to see at night and underground. This Dark vision is only in monochrome, and only reaches for a maximum of 20 meters. A Hero in absolute darkness will only see broad features, and would not be able to read writing or distinguish other fine details.

Familiar

A Hero with this Talent has a small, otherwise normal, animal as a familiar. Crows, cats, dogs, parrots and rats are all common familiars, and the Hero does not even need to be a spellcaster to take this Talent. This familiar is fanatically loyal to the Hero and the two have an emotional and mental bond. Whilst this creature does not have any special abilities, it should be considered of normal intelligence, and can follow orders. This familiar can be used to eavesdrop on conversations, although it will only get the gist of what is said rather than specifics, can be used to scout locations etc. If the Hero loses this familiar, then another one will be found before too long, although the Director may well increase this time if the Hero consistently loses their companion!

Fast Healer

A Hero with the Fast Healer Talent will recover quickly from injury, recovering an extra 2 STAMINA points every day, regardless of other healing, food eaten and sleep taken. These points, for convenience, should be added each morning. As is usual with healing, STAMINA gained may not exceed the Initial value.

Fleet Footed

A Hero with this Talent moves considerably faster than others of his race, able to turn on the speed in combat situations, when escaping or when moving long distance. The Hero can move three metres in combat rather than the usual two, adds an additional +4 to any escaping roll if on foot, and, if important, can move 50% further in a day than is normal for his race.

Focus

A Hero who is able to cast either Wizardry or Sorcery spells and has this Talent is able to endow one item as a

spellcasting focus. This endowment process takes 2 whole days of meditation and preparation. If the Hero is holding/wearing the Focus (as appropriate), they receive a +1 bonus to any spellcasting attempts. A new focus may only be endowed if the old one is destroyed, or lost for more than one month.

Hawkeye

A Hero with the Hawkeye Talent has superb vision and gains a +3 bonus to all Awareness checks that involve vision.

Holy

This Talent may only be taken by a Hero with at least one point in the Magic-Priestly Special Skill. This Hero is able to channel the power of his God and, once per day, is able to double the effect of one of his holy powers. This may result in the power affecting two people, or affect double the area, or heal double the points etc.

Knighted

The Hero has been officially knighted by a King or Lord. He may call himself Sir (female knights may take several different titles), has a starting social class of 7, and begins with a Chainmail Cuirass, a Large Shield and a Battle-trained War Horse in addition to his normal equipment. If lost, these items must be replaced in the normal manner. It should be noted that in order to effectively use the Chainmail armour, the Hero must still have sufficient SKILL and Armour special skill (see the Description of the Armour special skill for more information).

Learned

A Hero with this Talent has spent many years learning from wise masters and great libraries. He receives a special bonus of +2 to all Knowledge Special Skill tests, even if the Hero has no points in the Special Skill in question.

Light Sleeper

A Hero with this Talent sleeps very lightly and wakes at the slightest disturbance. The Hero will never be surprised whilst asleep, and even if an enemy attempts to sneak up on the sleeping Hero, he will still receive a normal awareness roll. Even if attacked, the Light Sleeper may act on the same round.

Lucky

This Talent grants the Hero exceptional LUCK, such that he may re-roll a failed LUCK test once per day. The original failed roll and the re-roll together only require the expenditure of a single LUCK point. Whatever the result of the second roll, the result must stand.

Natural Linguist

A Hero with the Natural Linguist Talent has an instinctive ability with languages, and can get across or understand basic messages in almost any language, even if the Hero has only just heard the language spoken. The Hero is

considered to have 1 point in all languages, even those never heard before. If points are taken in the Languages Special Skill, these should be added to the 1 "free" point to determine the Language ability.

Natural Mage

A Hero must have at least one point in the Magic-Wizardry or Magic-Sorcery Special Skill in order to choose this Talent. If chosen, the Hero has an instinctive understanding of the less demanding spells in their repertoire. The Hero does not need to make a spellcasting roll for any Spell that has a MP or STAMINA cost lower than the points the character has in their Magic Special Skill. Thus a Wizard with 3 points in the Magic-Wizardry Special Skill would not need to roll to cast the Sentry spell (2 magic points) but would still need to roll to cast the Explode spell which costs 4 magic points.

Natural Physician

A Hero with this Talent has an innate understanding of medicine and the healing arts. When applying first aid to another Hero (or indeed himself!) a successful Healing Special Skill test will restore 3 points of STAMINA. A roll of double 1 will restore 6 STAMINA points and a roll of double 6 will only inflict 1 STAMINA point of damage.

Physical Empowerment

A Wizard Hero with this Talent is able to draw deep into their own personal lifeforce to power their spells. This Hero can convert 2 STAMINA into 1 Magic Point, taking 1 turn of meditation per Magic Point generated.

Robust

A Hero with this Talent gains more benefit from food or rest than normal people. This Talent means that eating a meal restores 3 STAMINA and Sleeping restores 5 STAMINA. The Hero may still only restore STAMINA from 2 meals and one sleep per day.

Silvertongued

A Hero with this Talent has the gift of the gab, and is the perfect charmer. Any test against the Con, Bargain, Etiquette or Leadership Special Skills will receive a +3 bonus.

Solid Defence

A Hero with this Talent is superlative at keeping out attacks, and if so minded is able to block most enemies. If the Defensive or Dodge options are chosen in a combat turn, the Hero receives an additional +2 bonus.

Status

A Hero with this Talent has both status and wealth, at least relative to other adventurers. This Hero will start with a Social Status of 8 and a monthly allowance of 4D6 gold pieces. This money must be claimed from either the Hero's home or from an agent of their family. The exact

details, background and title should be determined with the Director.

Strongarm

A Hero with this Talent is well used to the rigours of combat and has developed a strong weapon arm, and can deliver more powerful blows than usual. When using any brawling or any hand weapon, the Hero adds +1 to the damage roll.

Survivor

A Hero with this Talent is perfectly at home in the wilds, and will always be able to find food, water and shelter to keep themselves alive. This Talent can also be used to help provide for others. Every 2 hour period provides enough food, water and shelter for one person for one day.

Swashbuckler

This Talent allows an unarmoured Hero to reduce the damage from attacks by dodging, ducking and weaving. This Talent never seems to work if the Hero is wearing armour or carrying a shield. The "protection" provided by this Talent is dependent on the Dodge Special Skill of the Hero, and is detailed further in Chapter 3.

Trapmaster

The Hero with this Talent has an innate understanding of mechanical traps, and receives a +2 bonus to all Trap Knowledge rolls, as well as SKILL or LUCK tests to avoid the effects of triggered traps.

Weaponmaster

This Talent allows a Hero to use almost any weapon without training, even those he might never have seen before! For every 3 points a Hero has in his best melee Weapon special skill (rounded up), he has an effective 1 point in every other melee weapon special skill! The Hero does not actually have any points in these weapons, and other Weapon Special Skills must be developed as normal. Thus a Hero with 4, 5 or 6 points in the Sword Special Skill can add 2 points to his SKILL when fighting with a mace, spear or axe. This Hero will need to develop an axe Special Skill of 3 or more to gain any extra benefit.

Play Tips – Talents really help to define your concept, by allowing actions that could otherwise not be undertaken, or by allowing a Hero to specialise even further. However, there may well be several Talents that could equally fit your concept. This decision is tough!



FINISHING OFF

To complete the process, a few more steps must be followed to really bring the Hero to life.

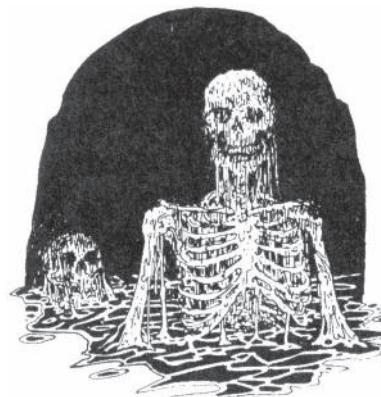
The social standing of the Hero needs to be determined, how the Hero is seen by normal society. Most Heroes will be fairly normal people in their own society. Unless a Hero's social class has already been determined by a Talent, the player and Director must between them determine a Hero's Social Class based upon their concept, within the 0-6 range. The numerical social class should be recorded on the character sheet.

It is important to remember that this Social Class is for the society the Hero comes from. A Mercenary will get more respect in Port Blacksand than a Farmer!

<i>Social Scale</i>	<i>Representative positions</i>
0	Beggar, mercenary or criminal.
1	Peasant or soldier
2	Farmer or watchman
3	Craftsman or sergeant
4	Clerk or Witch
5	Master craftsman or physician
6	Town mayor, captain or priest
7	Knight or senior priest
8	Lord or high priest
9	Prince or duke
10	King

Magical Heroes will also need to calculate how many Magic points they have. Magic Points (MP for short) are used to power Wizardry or Minor Magic spells. Heroes without the Magic – Wizardry or Magic-Minor Special Skills do not need to do this as they have no need of MP. A Hero receives 2 MP for every point in the MAGIC characteristic and Magic-Wizardry special skill. The result should be recorded on the character sheet.

Any Hero with MP should also choose their spells from those listed in Chapter 4. A Hero with Magic-Wizardry knows total spell levels equal to double the total of MAGIC and Magic-Wizardry. No spells above level 4 may be chosen at this stage.



A Hero with Magic-Minor starts with 3 Minor Magic spells for every point in the Magic-Minor Special Skill.

The next stage is to determine what equipment the Hero starts with. At the beginning of their careers, our intrepid Heroes will not have much, merely enough to get them started on the road to greatness.

Every Hero starts with the following equipment that should be recorded on the character sheet:

2d6 Gold pieces in cash

*One weapon that the Hero has a Special Skill in
A Leather Cuirass if the Hero has the Armour Special
Skill*

A lantern and a flask of oil

*A Backpack to store their equipment in
Provisions amounting to 2 meals*

*A magical potion of STAMINA, MAGIC or LUCK. This
potion will restore one of STAMINA, Magic Points
or LUCK to its Initial value when drunk. The
Characteristic restored must be chosen at the start of
play.*

A Hero with the Magic-Priestly Special Skill possesses a Holy Symbol for the appropriate god.

A Hero with Magic-Wizardry or Magic-Sorcery begins play with a Spellbook containing all of the spells they know. A Hero without any weapon special skills starts with a wooden club.

Some Talents also grant additional starting equipment, and this should also be recorded on the character sheet. In addition, the Director is free to assign any equipment necessary for the adventures they have planned. For example, a campaign where the Heroes start in the Army of Salamonis will of course require them to have appropriate uniforms, armour and weapons.

The Hero is free to spend their starting money on any equipment from Chapter 6, choosing the lowest price listed.

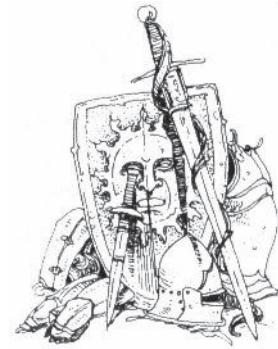
The Player and the Director should now finalise the background, age and appearance of the Hero. Where a Hero comes from and what they look like will have a huge impact on how the world of Titan and its denizens reacts to them. These details will of course be guided mainly by the original concept, but may also be shaped by the adventures the Hero is fated to follow. These factors have no effect on gameplay, but must be explained by the player. Thus a 60 year-old Hero is possible, but what have they been doing for the rest of their life up until that point?

Lastly, the Hero needs a name. Some Heroes simply have a first name such as Gorin, a first and second name such as Gorin Thunderfist or a name and a description such as Gorin the Destroyer. This name can of course change over

time as a Hero becomes more famous. If the player decides to use an Archetype from the end of this chapter, a name is the only thing that needs to be added.

Play Tips – The first stages of Hero creation focus on the concept, Characteristics and Special Skills that define the Hero on paper. These last stages define the Hero in the imagination of the Players and Director. Where the Hero started, what they own and what they look like are in many ways just as important as the Special Skills they know or the spells they can cast. It is also helpful to create a Hero that is compatible with his future travelling companions, otherwise the adventuring party is doomed from the start!

There is one final note, especially for Directors. All of the Hero creation guidelines described above are just that. Guidelines. The Director may at any time alter or change any of these parts to suit the adventures he has planned. An adventure where the Heroes are all part of the Royal army of Salamonis will want all of the Heroes starting with armour and weapons to suit. A Director may likewise allow more Characteristic or Special Skill points to spend or indeed 2 or more talents if he is aiming for more powerful Heroes. It is the Director's responsibility to plan the adventures, and he is the final arbiter of what is allowed during the Hero generation process.



SAMPLE ARCHETYPES

On the following pages can be found several sample Hero sheets, for a range of different Archetypes. Some classic Hero's are here, such as the fur-clad Barbarian, the doughty Dwarf warrior and the Elven Wizard. There are also other more unusual Heroes. These can be used to get a game going without having to use the above process, can be used as inspiration for your own Heroes, or used as ready-made characters for the Director to just drop into a game. Feel free to modify these if required.

ADVANCED FIGHTING FANTASY

HERO NAME:

DESCRIPTION: Warrior

RACE: Dwarf

SOCIAL CLASS: 2

AGE:

M/F:

SKILL	STAMINA
<i>Initial: 7</i>	<i>Initial: 18</i>
<i>Current:</i>	<i>Current: 9</i>

SKILL	LUCK
<i>Initial: 0</i>	<i>Initial: 9</i>
<i>Current:</i>	<i>Current: 9</i>

SKILL	MAGIC
<i>Initial: 0</i>	<i>Initial: 0</i>
<i>Current:</i>	<i>Current: 0</i>

This sturdy Dwarf warrior is typical of his race. Distrustful of magic but doughty in a combat, the Warrior is a welcome addition to any adventuring party, especially if they are to venture underground. Conservative and brave, this warrior is the epitome of his race.

TALENTS

Dark Seeing
Strongarm (+1 to Hand to Hand damage rolls)

EXPERIENCE

SPECIAL SKILL

Underground L.

Weaponcrafting

Axes

Armour

Strength

Bows

Awareness

Brawling

Trap Knowledge

Evaluate

Healing

Dwarfish

Common Speech

Value

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ADVANCED FIGHTING FANTASY

HERO NAME: RACE: Elf

DESCRIPTION: Archer

SOCIAL CLASS: 3

AGE:

M/F:

SKILL	STAMINA	LUCK	MAGIC
Initial: 7	Initial: 16	Initial: 9	Initial: 2
Current:	Current:	Current:	Current:

TALENTS Dark Seeing
Crack Shot (+1 to Missile damage rolls)

EXPERIENCE

This Elf was raised deep in the forests of his homeland and was using a bow almost as soon as he could walk. At home in the woods and wilderness, this Elf relies on stealth and accuracy to defend his homeland and his friends. Not of noble birth, this Elf was raised to defend the borders of his woodland home.

SPECIAL SKILL	VALUE	CANTRIPS										EQUIPMENT	WEAPON	ARMOUR	
		Burn	Ripen	Weather Protection	1 LongBow	2 Quiver of 20 Arrows	3 Leather Cuirass	4 Lantern & Oil	5 Backpack	6 Potion of STAMINA	7				
Wood Lore	2				1						7				
Magic-Minor	1				2						8				
Bows	2				3						9				
Sneaking	2				4						10				
Awareness	2				5										
Armour	1				6										
Swords	1				7										
Climb	1				8										
Dodge	1				9										
Hunting	1				10										
Elvish	4														
Common Speech	2														

GP 6	SP	PROVISIONS 2	TREASURE
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ADVANCED FIGHTING FANTASY

HERO NAME:
DESCRIPTION: Barbarian

RACE: Human

SOCIAL CLASS: 3

AGE: 3

M/F: M

SKILL	STAMINA	LUCK	MAGIC	MAGIC POINTS
Initial: 7	Initial: 16	Initial: 10	Initial: 0	Initial: Current:

TALENTS Swashbuckler (Dodge Special skill can be used as armour)

EXPERIENCE

Growing up in the most remote wilderness, this Hero is a member of one of the Barbarian tribes that roam the mountains, forests and plains. Tough and resilient, even if they have few social skills, Barbarians have a thirst for adventure and the fame it brings to their name and tribe. Rarely wearing armour, many Barbarians even eschew heavy clothing, preferring the comfort and utility of a fur loincloth!

SPECIAL SKILL	VALUE	CANTRIPS	EQUIPMENT	WEAPON	ARMOUR	PROVISIONS	TREASURE
World Lore	1		1 Battleaxe	1	1	GP 1	
Mountain Lore	1		2 Lantern & Oil	3	2	SP 2	
Religion Lore	1		3 Backpack	3	3		
Jumping	1		4 Potion of LUCK	3	3		
Axes	2		5 Spear	4	4		
Dodge	2		6	5	5		
Awareness	2		7	6	6		
Brawling	2		8	7	7		
Polearms	2		9	8	8		
Climb	2		10	9	9		
Swim	2						
Sneaking	2						
Strength	2						
Common Speech	4						

ADVANCED FIGHTING FANTASY

HERO NAME:

DESCRIPTION: Warrior-Wizard

RACE: Human

SKILL

Initial: 6

Current: 14

SOCIAL CLASS: 4

AGE: 10

M/F:

MAGIC

Initial: 2

Current: 8

MAGIC POINTS

Initial: 8

Current: 8

Trained in both swordplay and the mystical arts of Wizardry, this Hero is able to stand toe-to-toe with his enemies or blast them with mystical fire. This flexibility comes at a price however as this Hero cannot normally wear armour, unlike most other warriors, and does not have the range of spells available to a true wizard.

TALENTS Natural Mage (Does not need to make Spellcasting tests for all spells that cost 1 Magic Point)

EXPERIENCE**SPECIAL SKILL****VALUE****EQUIPMENT**

WEAPON	1	2	3	4	5	6	7
Sword	2	3	3	3	3	4	5
Lantern & Oil							
Backpack							
Potion of STAMINA							

ARMOUR

ARMOUR	1	2	3	4	5	6	7
Small Shield	0	0	0	0	1	1	2

GP	0	SP					
PROVISIONS	2						
TREASURE							

CANTRIPS

Glimmer	1
Heat	1
Hold	1
	1

SPELL

VALUE	7
Fire Bolt	1
Open	1
Flash	1
Ironhand	1
Forcebolt	2
Strongarm	2

ADVANCED FIGHTING FANTASY

RACE • Ef

SOCIAL CLASS: 5 AGE: M/F:

DESCRIPTION: Wizard

SKILL	STAMINA	LUCK	MAGIC	MAGIC P.
<i>Initial: 4</i>	<i>Initial: 8</i>	<i>Initial: 9</i>	<i>Initial: 8</i>	<i>Initial: 20</i>
<i>Current:</i>	<i>Current:</i>	<i>Current:</i>	<i>Current:</i>	<i>Current:</i>

This Hero was born into a wealthy Elvish family, and provided with a comprehensive education, taught Wizardry from an early age. Knowledgeable and focused, this Hero is a magical powerhouse, able to assist adventuring colleagues in or out of combat.

EXPERIENCE

Focus (Staff that adds +1 to all spellcasting tests)

SPECIAL SKILL	VALUE	CANTRIPS	VALUE
Wood Lore	1	Pied Piper	1
Magic-Wizardry	2	Attraction	1
Magical Lore	2	Cool	1
Second Sight	2	Hear	1
Staves	1	Hold	1
Ride	1	SPELL	1
Awareness	1	Light	1
Etiquette	1	Strength	1
Healing	1	Tongue Twister	1
Magic-Minor	2	Weakness	1
Elvish	4	Breathe	2
Common Speech	2	Force Bolt	2
		Sentry	2
		Shatter	2
		Invisibility	4
		Lightning Blast	4

ADVANCED FIGHTING FANTASY

HERO NAME:

DESCRIPTION: Sorcerer

RACE: Human

SOCIAL CLASS: 4

AGE:

M/F:

SKILL	STAMINA	LUCK
<i>Initial: 5</i>	<i>Initial: 12</i>	<i>Initial: 9</i>
<i>Current:</i>	<i>Current:</i>	<i>Current:</i>

MAGIC	MAGIC POINTS
<i>Initial: 5</i>	<i>Initial: 0</i>
<i>Current:</i>	<i>Current:</i>

Plucked from peasant obscurity by an observant wandering Sorcerer, this Hero learned a wide range of spells and lore at his master's knee. Skilled and capable with magic, this young Sorcerer would fit in well with any adventuring party.

TALENTS Attuned (May identify magical items simply by handling them)

EXPERIENCE

SPECIAL SKILL	VALUE	CANTRIPS	SPELL	VALUE
Wood Lore	1		All Sorcery Spells	7
World Lore	1			8
Religion Lore	1			9
Climb	1			10
Magic-Sorcery	2			
Swords	2			
Armour	2			
Awareness	1			
Bargain	-			
Evaluate	-			
Healing	-			
Magic Lore	-			
Second Sight	-			
Common Speech	4			

EQUIPMENT

WEAPON	1	2	3	4	5	6	7
Sword	2	3	3	3	4	5	
GP	7			SP			
PROVISIONS	2						
TREASURE							

ADVANCED FIGHTING FANTASY

HERO NAME:

DESCRIPTION: Priest of Telak

RACE: Human

SOCIAL CLASS: 6

AGE:

M/F:

SKILL	STAMINA	LUCK	MAGIC	MAGIC POINTS
	Initial: 5 Current: 10	Initial: 10 Current: 10	Initial: 5 Current: 5	Initial: 0 Current: 0

This Hero was given a good education by his merchant family, this Hero joined the Priesthood of Telak, God of Courage and Combat, at an early age, learning the special skills and rituals associated with the Hero's patron god. Fully capable of surviving the rigours of a dungeon or wilderness, this Priest is no temple-bound bookworm.

TALENTS Blessed (May use one extra Priestly power of choice per day)

EXPERIENCE

SPECIAL SKILL	VALUE	CANTRIPS	POWERS	VALUE	WEAPON	ARMOUR	PROVISIONS	TREASURE
City Lore	1		Maces	7	Sword	1	GP [9]	
World Lore	1		Armour	8	Leather Cuirass	2	SP []	
Religion Lore	1		Awareness	9	Small Shield	0	(2)	
Sleight of Hand	1		Healing	10		0	(2)	
Magic-Priestly	2		Law			0	(2)	
Maces	2		Leadership			0	(2)	
Armour	2		Common Speech			4	(2)	
Awareness	1							
Healing	1							
Law	1							
Leadership	1							
Common Speech	1							

EQUIPMENT	1	2	3	4	5	6	7
1 Mace							
2 Leather Cuirass							
3 Lantern & Oil							
4 Backpack							
5 Potion of STAMINA							
6 Small Shield							
7							
8							
9							
10							

ADVANCED FIGHTING FANTASY

HERO NAME:

DESCRIPTION: Conjurer

RACE: Human

SOCIAL CLASS: 4

AGE:

M/F:

SKILLInitial: 6
Current:**STAMINA**Initial: 10
Current:**LUCK**Initial: 10
Current:**MAGIC**Initial: 4
Current:

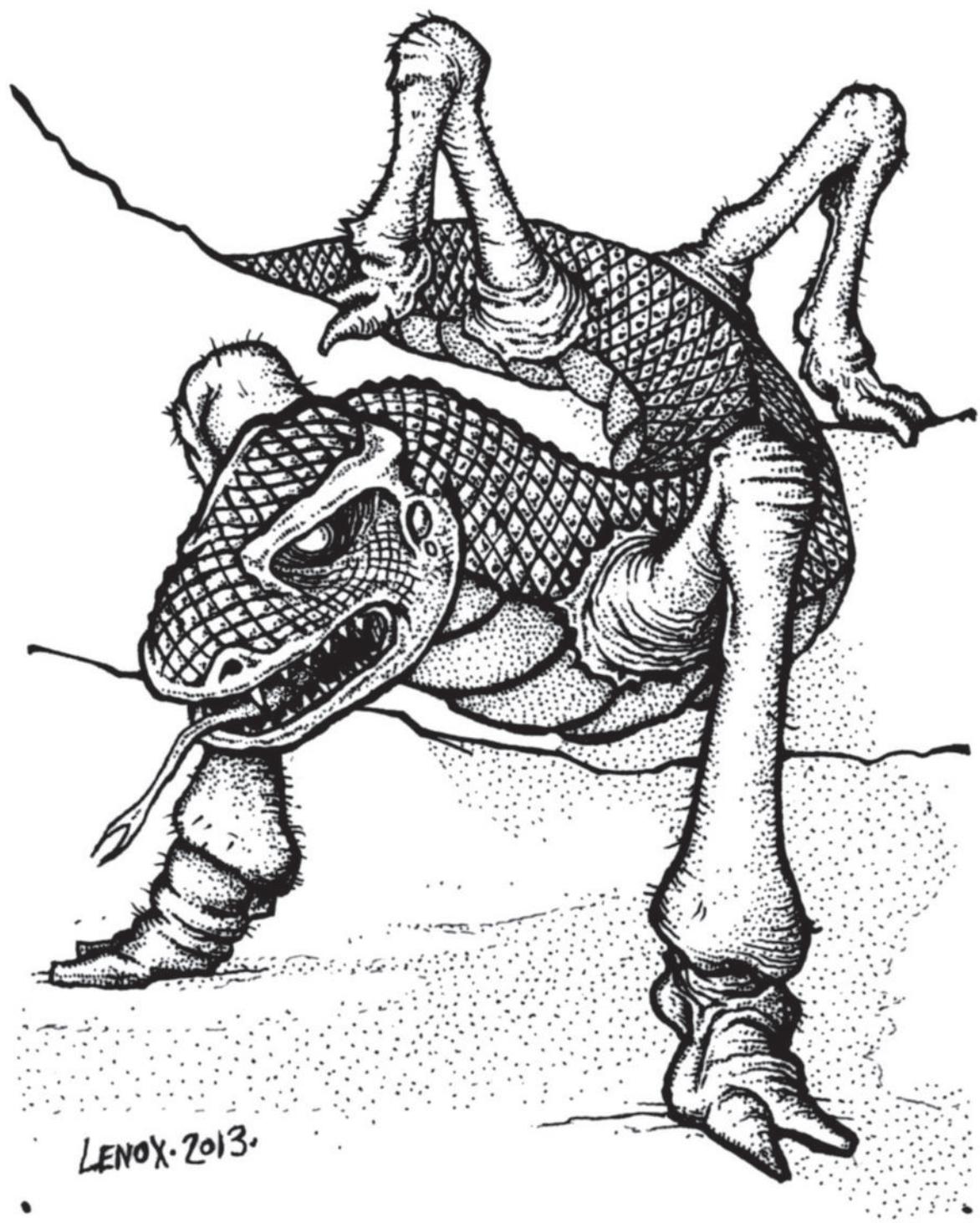
This Hero does not have access to powerful and flashy magics, nor is he a mighty warrior. However, this Hero does

have a good range of minor spells, an intelligent Raven, a quick tongue, and can entertain a crowd or bewilder an Orc guard. Also handy in a fight, this Hero is more than capable in the wilderness, in a dungeon or in a city.

TALENTS Familiar**EXPERIENCE**

SPECIAL SKILL	VALUE	CANTRIPS	EQUIPMENT	WEAPON	ARMOUR	TREASURE
City Lore	1	Attraction	1 Shortsword	1	1	
World Lore	1	Instil	2 Lantern & Oil	2	2	
Religion Lore	1	Enhance	3 Backpack	3	3	
Disguise	1	Entertain	4 Potion of LUCK	4	4	
Magic- Minor	2		5	5	5	
Swords	2		6	6	6	
Con	2		7	7	7	
Brawling	1		8	8	8	
Awareness	1		9	9	9	
Sleight of Hand	1		10	10	10	
Sneaking	1		Raven Familiar	SP	SP	
Bargain	1			PROVISIONS (2)		
Magic Lore	1					
Common Speech	4					

HERO NAME:		RACE: Human	SOCIAL CLASS: 7	AGE:	M/F:																																																																													
DESCRIPTION: Knight																																																																																		
SKILL	STAMINA	LUCK	MAGIC	MAGIC POINTS																																																																														
Initial: 7	Initial: 16	Initial: 10	Initial: 0	Initial: Current:																																																																														
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CHAPTER 2 – GAME RULES

The core Advanced Fighting Fantasy rules are incredibly simple, requiring two 6-sided dice, which are compared to the appropriate Characteristic and/or Special Skill. This chapter describes in more detail this simple resolution mechanic, but also provides more details and modifiers for specific situations. It is of course essential that the Director has read and understood this chapter, but it is also recommended that the Players also skim through the information given here, to help speed up the course of play.

As an additional note for the Director, it is important to remember that the rules presented in this chapter are a guide to playing Advanced Fighting Fantasy. These rules may be altered, modified or ignored by the Director as required, enjoyment is the real key, and the rules should never get in the way. As long as the rules are applied fairly, changes should never be an issue.

CORE MECHANICS

In Advanced Fighting Fantasy, all actions with the exception of combat are handled using one of two simple resolution mechanics.

Unopposed Tests

Actions attempted by a Hero in isolation, those where the action can simply succeed or fail, and where no-one is attempting to stop the Hero are resolved using the first method.

Here, the Player simply rolls 2 6-sided dice (also expressed as 2D6), adds them together and compares the result to the appropriate Characteristic. If the total is less than or equal to the Characteristic, the test is passed. If the result is higher, the test is failed.

In most cases, SKILL will be the Characteristic that is tested, for physical, intellectual and social actions. If a Hero has an appropriate Special Skill, the value of that Special Skill is added to the base SKILL Characteristic for the purposes of the test, although if not, a test against base SKILL will usually suffice.

As an example, a Hero attempting to climb a tree would test their SKILL to see how far they get. If that Hero has a SKILL of 7, they must roll a 7 or below on 2D6 to climb the tree. If that Hero has a Climb Special Skill of 2, they would have to roll a 9 or below to climb the tree.

In addition to the basic mechanic, many actions will have modifiers that add to or subtract from the Hero's SKILL.

A Hero attempting to climb the aforementioned tree carrying a heavy weight would have a penalty of -2 to their test (therefore needing a 7 or below to succeed). A Hero wearing spiked boots to climb the tree would add a bonus of +2 to the test, requiring an 11 or below to succeed. The specific situations covered below have lists of appropriate modifiers, but these can be set by the Director as appropriate.

Most results will simply result in a passed or failed test. However, a roll of double-1 or double-6 will each produce a special result. A roll of double-1 indicates that the Hero has passed the test with flying colours, and has usually achieved more than intended. The exact details will differ from action to action, but will always be beneficial to the Hero. A double-1 will always result in a passed test, regardless of the target number required, although if the target number was 1 or less, this will just be a normal success. A double-6 is the exact opposite, resulting in disastrous failure. The effects will always be detrimental to the Hero, and may have serious repercussions if the character is halfway up a high cliff or attempting to jump over a ravine! Even if a Hero has a target number of 12 or above, a double-6 will result in a (normal) failure.

Opposed Tests

If a Hero is in competition with someone else, such as a running race, bargaining contest, arm-wrestle etc, then a slightly different system is used. The Hero and his opponent both roll 2D6 and add it to their SKILL and Special Skill. Other modifiers may be applied as appropriate for the situation. Whichever has the highest total succeeds. Thus a rogue trying to sneak past a guard would roll 2D6 and add it to his SKILL and Sneaking Special skill. If the light is poor, an additional +2 would be added to the total (see below for more modifiers). The guard would roll 2D6, add it to their SKILL and Awareness special skill, and deduct 2 for the poor light. If the Rogue has a higher total, he would sneak past the guard, but if the guard has the higher total, he sees the Rogue, who may now be in trouble....

Testing LUCK

A Hero is born with a certain amount of LUCK that will hopefully ease their way through the trials and tribulations of their adventures. The Director may ask a Player to test the LUCK of their Hero in certain circumstances, primarily where the SKILL of the Hero has little bearing. Avoiding traps, having a specific person walk past the Hero, or finding a particular item in stock in a shop are all circumstances where LUCK is required.

Testing LUCK uses the same basic mechanism, that of 2D6 rolled and the result compared to the Hero's LUCK Characteristic. If the result is less than or equal to the Hero's current LUCK score, the Hero is lucky. If the result is higher, the hero is unlucky. Unlike normal SKILL tests, a roll of double-6 or double-1 do not have special effects, and do not indicate an automatic success or failure.

Regardless of the result of a test for LUCK, the Hero's current LUCK score should be reduced by 1. LUCK is therefore a finite resource. A Player may choose to not test for LUCK when asked, the Hero is automatically unlucky, but does not have to reduce their current LUCK score.

A Player may also voluntarily elect to test for LUCK in certain circumstances. A test for LUCK may usually be taken as an alternative to any test against SKILL (no bonuses that would normally apply to the SKILL test would apply to the test for LUCK), although the current LUCK score must still be reduced after the test.

Unlike STAMINA, a Hero's current LUCK does not recover automatically over time. The Director will usually allow a hero to restore his LUCK to its initial level at the end of an adventure. In addition, LUCK points may be restored during an adventure by making fortunate choices, discovering key quest items or by drinking a Potion of LUCK. Thus a Hero who finds a key that may allow him to open the chest at the end of a dungeon may be awarded a LUCK point. A Hero may also be awarded a LUCK point if he helps another character who will be important later on. The Director is responsible for deciding when to restore a LUCK point, but it should never be as a result of testing for LUCK. At no time may a Hero's current LUCK score exceed his initial LUCK.

A Hero may also test his LUCK in combat, explained in Chapter 3.

Monsters use their SKILL when testing their luck, as they do not have that Characteristic, but do not reduce their SKILL when doing this. However, monsters may only test their luck for enforced tests, such as to resist magic or avoid traps, and may not make voluntary tests, including in combat.

MOVEMENT ACTIONS

Moving

In most situations, the speed a Hero moves at is of little relevance. If the Hero is not in, or escaping from, a fight the Director is advised to just move onto the next scene. Overland travel depends heavily on the terrain and weather, whether the Heroes are mounted and many other factors, and the Director will determine how far is travelled each day.

In a fight, or any situation where accurate movement rates are required, a Hero can be assumed to move 2 metres per combat round. If a hero is being chased, the pursuit is handled by the escapee making an opposed test against SKILL. Special Skills such as Wood Lore or City Lore can be used if appropriate. The modifiers below are applied to the SKILL test, and if the test is a success, the Hero has escaped enough to hide, duck into a house or take some other action to avoid discovery. These modifiers can also be reversed, so a Hero fleeing on foot from a mounted enemy would have a -4 modifier to the test.

<i>Moving Situation</i>	<i>Modifier</i>
Heroes on horseback	+4
Heroes flying	+7
Open terrain	+2
Carrying Heavy weight	-2
Carrying very heavy weight	-4
Wearing chain armour	-1
Wearing plate armour	-2
Strength Special Skill	+ Value



Riding

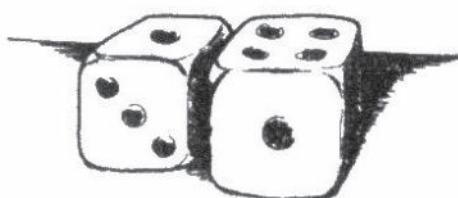
All Heroes can ride a horse, even if they don't have the Riding Special Skill. To canter or gallop requires a test against SKILL or Riding Special Skill (with a -1 penalty for attempting a gallop). A failure of this test will result in the Hero falling off and taking 1-3 STAMINA damage. Horses can jump a distance of 5 metres across and 2 ½ metres high, although a jump of this sort also requires a successful test.

Climbing

At some point in every Hero's adventuring career, they will be required to climb a tree, a cliff or out of a pit. A Hero can climb up or down one metre every combat round, and must make a test against SKILL every 5 metres. The Climbing Special Skill applies to these tests if possessed, as do the modifiers listed below. Any suitable modifiers should be applied, and multiple modifiers may be combined if all apply.

A failed test will mean the Hero cannot move for that combat round and must test again on the next round. A double-6 means that the Hero falls from wherever they currently are. The next section covers what happens to these unfortunates!

<i>Climbing Situation</i>	<i>Modifier</i>
Move an extra Metre	-2
Vertical Slope	-6
60'-85' Slope	-4
45'-60' Slope	-2
No handholds	-3
Unstable or slippery surface	-2
Overhang	-3
Wearing leather armour	-1
Wearing chainmail armour	-3
Wearing plate armour	-5
Smooth tree	-2
Few branches	-1
Using spikes or spiked boots	+2
Roped to another climber	+2
Under attack	-2
Carrying heavy weight	-2
Carrying very heavy weight	-4



Falling

If a Hero slips when climbing, is caught unawares by a pit trap or is pushed off the edge of a building or cliff, they will inevitably fall. If a Hero falls 2 metres or less, they will generally not take any damage (unless they fall onto spikes). A Hero unlucky enough to fall more than 50 metres is almost certain to die.

A falling Hero must test for LUCK, with the score reduced by 1 point for every 5 metres fallen, and increased by the value of the Hero's Acrobatics Special Skill. If lucky, the Hero walks away with nothing more than bruises. If unlucky, the Hero will lose 1 STAMINA point, plus or minus the following number of points:

<i>Falling Situation</i>	<i>Modifier</i>
Every 5 metres fallen	+1
Onto sharpened spikes	+1D3
Onto a soft surface	-2
Into deep water/mud/snow	-3
In chainmail armour	+1
In plate armour	+3
Carrying heavy weight	+1
Carrying very heavy weight	+3

For every 5 STAMINA points lost by a Hero as a result of a fall, that Hero will also lose 1 point of SKILL, as a result of broken bones and other serious injury.

If a falling Hero is roped to another, the Hero still holding on must make an immediate SKILL, Strength or Climbing test, or they will fall too! If the Hero manages to hold on, and the rope is shorter than the drop, the falling hero takes no damage.



Jumping

A Hero will often find the need to jump over something, be it a river, a gorge, a pit, or even a pool of fire! A Hero can jump a horizontal distance equal to his height, and a vertical distance equal to half his height. A reasonable run-up will double the distance jumped and carrying a heavy load or wearing plate armour will halve the distance jumped.

Swimming and Drowning

It is assumed that all Heroes can swim, although those with the Swimming Special Skill will of course be better at it, and Heroes will move at 1 metre per combat round. Any swimming tests will have the following modifiers applied:

<i>Swimming Situation</i>	<i>Modifier</i>
Under attack	-2
Carrying heavy weight	-2
Carrying very heavy weight	-4
In chain armour	-2
In plate armour	-4
STAMINA 3 or less	-2

A failure will result in the Hero floundering and possibly drowning. These drowning rules can also be applied to smoke or poison gas.

If a character cannot take a breath due to being under water, smoke or gas, they may well take damage. The Hero must make a SKILL Test every minute, with a cumulative -1 penalty for every extra minute as well as the following modifiers:

<i>Breathing Situation</i>	<i>Modifier</i>
<i>Under Water</i>	
All swimming modifiers	As table above
Able to take deep breath	+1
Has swim special skill	+3
<i>Gas or Smoke</i>	
Able to take deep breath	+1
Under attack	-2
STAMINA 3 or less	-2

If the Hero fails this test, they will take damage to their STAMINA depending on the situation they are in:

Water	1D6 points
Smoke	1 point
Dense Smoke	1D3 points
Poison Gas	1D6+1 points

Dodging

Outside of combat, there are numerous reasons why a Hero would want to get out of the way of a rolling boulder, speeding cart, falling rock or even a collapsing wall. These are all handled with a test against the Dodge Special Skill, with the following modifiers applied:

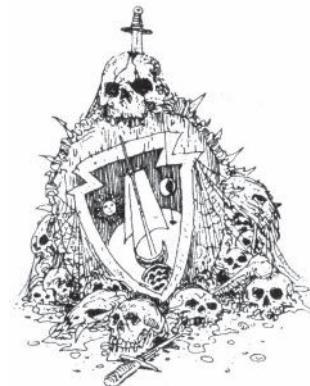
<i>Dodging Situation</i>	<i>Modifier</i>
Carrying heavy weight	-2
Carrying very heavy weight	-4
In chain armour	-2
In plate armour	-4

Encumbrance

A Hero cannot, of course, carry an unlimited number of items. Rather than a complicated formula encompassing weights and sizes, Advanced Fighting Fantasy uses an abstract system to show when a Hero is carrying too much. Normally, a Hero may carry 10 normal sized items, plus an extra 1 for every point in the Strength Special Skill. This total does not include any worn armour or clothes, nor a backpack, but does include anything else that is carried or worn.

Large or very large items will count as two or more items, depending on their weight. Small items such as arrows will only really count as a full quiver which will be considered one item. One hundred very small items such as gems, coins, amulets etc will be counted as one normal item.

A Hero carrying more than this allowance will be encumbered and will move at half the normal movement rate. They will also be classified as carrying a very heavy weight for the purposes of other SKILL tests. A Hero cannot carry more than double their normal allowance.



SOCIAL ACTIONS

Reactions

Very often, the way another person or creature will react to the Hero will be pre-planned by the Director. There will of course be some unplanned encounters, and it is useful to know how a creature will react.

The Advanced Fighting Fantasy guide to monsters: Out of the Pit, lists both a reaction and an intelligence description for every creature, and these ratings are easy to assign to non-player characters.

Reaction is one of: Friendly, Neutral, Unfriendly or Hostile. These refer to how the creature will see a Hero, and need little explanation.

Intelligence is rated as None, Low, Average and High. These also need little explanation, but will of course determine how likely a creature is to alter its base reaction. More intelligent creatures may be open to bribery or being conned. Intelligence for monsters is described further in Chapter 8, but most humanoids can be considered to be of High intelligence.

Social class should also be taken into account if the difference between the two parties is more than 3 or so. A beggar talking to a Lord may well get an unfavourable reaction, but a Lord talking to a beggar will be very different!

Bribery & conning

If a creature is intelligent, they may be open to persuasion or bribery, as an alternative to force. The largest factor that will affect the possible success is the reasonableness of the request, rated as either reasonable, acceptable, unreasonable or unacceptable.

A reasonable request is one that the target may well allow anyway. Asking a town guard to be allowed through the gates is a reasonable request.

An acceptable request is one that the target would consider, but would need an incentive or some persuasion to agree to. Asking a town guard to allow a Hero inside after dark is an acceptable request.

An unreasonable request is one that runs counter to the normal behaviour of the target. Asking a town guard to look the other way whilst the Hero breaks into the town treasury is an unreasonable request.

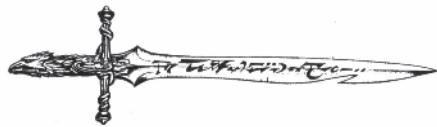
An impossible request is one that the target is highly unlikely to ever agree to. Asking a town guard to assassinate the town mayor and council is an impossible request.

Straight persuasion may well be enough to convince the target, but sometimes a bribe may help, either of money or other valuables. It should be noted that sometimes offering a bribe will be counterproductive, actually offending the target, also a risk if the bribe offered is small. The Director should decide whether the target is open to bribery, and the amount they expect. Of course, the amount offered as a bribe should be suitable for the targets station in life, position and wealth.



Any modifiers should then be applied from the list below, and a roll made in secret by the Director.

<i>Bribery Situation</i>	<i>Modifier</i>
Very small bribe offered	-4
Small bribe offered	-2
Bribe offered	+1
Large bribe offered	+2
Very high bribe	+4
Target offended by bribes	-3
Multiple people to con	-1 per person
Heroes outnumber targets	+2
Targets outnumber Heroes	-2
Friendly target	+2
Neutral target	-1
Unfriendly target	-3
Hostile target	-5
Reasonable request	+3
Acceptable request	+0
Unreasonable request	-3
Impossible request	-6



Disguise

It is sometimes useful to use stealth of a slightly different type. Rather than hiding in the shadows or moving silently, it may be better to walk straight past your enemies in a guise they don't recognise! Disguise could be as simple as a stick-on moustache, or as complex as full make up and costume. To see if the Hero's disguise is successful, a successful test against the Disguise Special Skill is required. Modifiers to this test are listed below:

<i>Disguise Situation</i>	<i>Modifier</i>
Hero does not have Disguise S.Skill	-3
Small change (beard, moustache etc)	+1
Large change (age, skin colour)	-2
Very large change (sex, height etc)	-4
Bright light	-2
Dim light	+1
Dark light	+3
Target unacquainted with Hero	+2
Target acquainted with Hero	-2
Disguised as someone known to target	-3
Target's Awareness Special Skill	-score

Trading

In order to get the best deal when buying or selling, the Hero must haggle with the merchant or trader. Good haggling will ensure the Hero sells his loot for the most cash, and is able to buy the equipment he needs at the lowest price.

The Bargain Special Skill is used to bargain with, and is used for the haggle test. The Hero will propose a price he expects to pay or receive, as will the trader. Realistically these prices should be no less than half of normal price (if buying) or double normal price (if selling).

Modifiers are then added to the Hero's Bargain Special Skill, which is opposed by the traders Bargain score, following the normal rules for opposed tests.

If the test is a success, then the price proposed by the Hero is accepted. A failed test means that the price proposed by the trader is the one paid.

<i>Trading Situation</i>	<i>Modifier</i>
Friendly trader	+2
Unfriendly trader	-3
Hostile trader	-5
Selling at half price	+3
Buying at half price	-3
Selling at double price	-3
Buying at double price	+3
Item commonly available	+2
Item uncommon	-2
Item rare	-4
Item very rare	-6
Item obviously stolen	-3

It is recommended that the Heroes do not haggle over very small purchases, which will just take up lots of playing time for no real benefit. A full list of prices can be found in Chapter 6.

HAZARDS & HINDRANCES

Doors & Locks

A Dungeon just wouldn't be a Dungeon without doors to hinder the progress of the Heroes. Just what is behind them? Will it be a friendly face, a trap or a room full of monsters?

Many Heroes will want to know what is behind a door before they open it, and the main way of finding out is to listen at the door for any tell-tale sounds. The Director can either make a secret Awareness test, or just decide that

any noises there will be heard. Of course, even if noises are heard, they will often be cryptic enough to confuse the Hero even further!

If a door is not locked or barred, it can be opened by turning the handle or lifting the latch. A locked door can be opened if the Hero has the correct key or the lock is picked. Picking a lock requires that the Hero has a set of lock picks, and succeeds in a test against the Lock Pick Special Skill.

If a lock cannot be opened or picked, then it must be broken open. A door can be bashed down and a chest can be pried open with a sword, dagger or similar lever. These both require a successful Strength Special Skill test. A failed attempt to prise open a chest may (at the Director's discretion) snap the lever, rendering a weapon useless. A failed attempt to bash down a door causes 1 point of STAMINA damage, and further attempts on that door by the same Hero will be made at a cumulative penalty of -1 for each subsequent attempt.

Light

Many adventures will take place in Dungeons, caves, ruins, towers or even at night. Human adventurers will not be able to see anything at all, and Elvish and Dwarfish adventurers will not be able to make out fine details. To get around these obvious problems, almost all adventurers will carry a tinderbox and either torches, a lantern or even a candle. Candles are wax cylinders with a wick that carries the flame. A torch is simply a bundle of twigs, bound together and dipped into pitch or tar. A lantern is a metal oil reservoir with a rope wick, surrounded by a frame of metal and glass. The glass windows usually have shutters, enabling the light to be cut off if required.

Candle

Burns 1 hour
Illuminates 1 metre
Extinguishes if dropped on roll of 4-6

Torch

Burns 30 minutes
Illuminates 10 metres
Extinguishes if dropped on roll of 6

Lantern

Burns 2 hours per refill of oil
Illuminates 4 metres
Breaks if dropped on roll of 4-6, causing a small fire that burns for 3 minutes

For every 3 metres outside the illuminated area, the modifier to any tests that require sight is -1. It should of course be noted that any Hero holding a light source cannot succeed in a hiding test.

Fire

Fire can be both a great help to an adventurer, keeping him warm, providing light, keeping away wild animals and even cooking his dinner! But fire can also be a great danger, especially if the Hero is trapped.

A flame, equivalent to that from a torch, will cause 1 point of STAMINA damage per round to those exposed to it. This type of fire is fairly simple to extinguish.

A small fire, such as a campfire, will inflict 1D3 points of STAMINA damage per round. If water is available, this type of fire can be extinguished in a round or two.

Large fires, such as a bonfire, will inflict 1D6+1 points of STAMINA damage per round. It will take a large amount of water, several people and some time to extinguish.

An inferno, such as a strongly burning house or blacksmith's forge, will deliver 2D6 points of STAMINA damage every round, and will be very difficult to extinguish. Magical fire is of this intensity, although usually of very short duration.

If something (or someone) inflammable is ignited, the fire will start as a flame for a single round, be a small fire for three rounds, and then a large fire until all of the fuel is consumed. The fire then becomes a small fire for a further three rounds, then a flame for one round. The fire then dies out.

In addition to any damage inflicted by the flames themselves, any fire in an enclosed and poorly ventilated space will of course also create a lot of thick smoke. This may also choke any Heroes in the vicinity.

If a Hero or an enemy wishes to use a flaming arrow, they wrap some oil-soaked cloth around the arrowhead and light it just before firing. The attack is made at a penalty of -2, but if the arrow hits, it inflicts an extra point of damage for the flame. The arrow will also ignite anything flammable on the target, leading to the progression described above. Clothes made from wool or cotton will be flammable, whilst leather is fairly fire resistant and will not usually ignite.

Poison

There are many different poisons to threaten a Hero, from poisoned needle traps, to drugged food and drink, to gasses and even venomous snakes! Poisons vary widely in their onset times and damage. Mild poisons may cause a few points of damage, whilst serious poisons might cause death or paralysis within 1d6 rounds. A debilitating poison may even reduce the Hero's current SKILL by one point!

Some poisons may allow a test for LUCK to avoid the effects, and some may allow a test against the Strength Special Skill to resist. Even if these tests are successful, the Hero may still take damage from some poisons. In all cases, it will be down to the Director to determine the potency and exact effects of the poison. Some sample poisons are given here:

Spider Venom

Found in some small tropical spiders, this poison is a favourite amongst assassins as it is very fast acting and very dangerous. Administered by injection, either by scratching with a needle, applied to a blowdart or even smeared on a dagger.

The victim must immediately test their LUCK to see if they fall victim to the poison. If the test is a success, the victim suffers 1D3 points of STAMINA damage. If the test is failed, then the target suffers severe pain, a penalty of -2 applied to his SKILL and 2D6 points of STAMINA damage.

If the victim survives, another test for LUCK must be made. If lucky, the SKILL penalty will wear off in 24 hours, but if unlucky the victim must permanently reduce their SKILL score by 1.

Firebush Poison

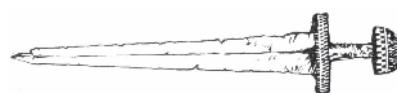
Found on, and often extracted from, the sharp thorns of the Firebush of the Allansian coast, this poison is often used by Lizardmen and savages. Applied through a scratch or wound, an immediate test for LUCK must be made.

The poison will have no effect on a successful test, but if failed the victim will suffer damage for 1D6 rounds. On the first and second rounds, only 1 STAMINA will be lost per round, on third and fourth rounds the loss will be 2 STAMINA and on the fifth and sixth rounds 3 STAMINA will be lost per round.

Brimstone Vapour

Produced by certain volcanic vents, these heavy and pungent fumes are sometimes bottled by alchemists and witches. If prepared in a specific way, one small bottle of vapours can poison a whole room when opened.

Anyone within the room filled by these vapours must immediately test their LUCK. A failed test will inflict 5 points of STAMINA damage instantly, as the victim's lungs are scorched. The vapours do however sink and settle very quickly, and so the poison only remains a threat for a short time.



Diseases

Diseases, like poisons, can take many forms. Some will result in a fixed penalty to SKILL or STAMINA until the disease is cured, whilst others will be a slow deterioration over time. Any reductions to characteristics caused by disease cannot be healed until the disease itself is cured. Diseases may also have other effects such as causing blindness etc. Whilst Priestly abilities can cure most diseases, there may be some diseases that cannot be cured by any means. These are truly to be feared. Two sample diseases are given here, but the Director should feel free to invent more of his own.

Dire Trembling

Endemic amongst some of the bestial races of High Xamen in Kakhabad, this disease is fatal in many cases.

Upon prolonged contact with an infected person or corpse, the victim must test their LUCK. A failed test results in the victim losing 1 SKILL point every day as they begin to shake more and more.

When SKILL reaches 0, the target will die.

Red Plague

Infection, which can be resisted by a test for LUCK, results in large red blotches, hot to the touch, that gradually spread over time.

The victim will lose 1 STAMINA each day, for 2D6 days. This damage may not be healed or restored whilst the infection lasts. If the victim survives, the blotches will fade away over a couple of days and the lost STAMINA may be recovered normally.

Traps

A dungeon, tower or even forest will contain many traps. Pit traps, falling stones, flame jets, arrows and poisoned darts are just a few examples of what awaits the unwary. It is impossible to define every trap that could be found, and the Director is encouraged to define the damage a trap will inflict.

A trap may be found by actively searching, requiring a successful test against either Awareness or Trap Knowledge, although the Director will usually roll this secretly.

An undetected trap can only usually be avoided by a successful test against LUCK or the Dodge Special Skill.

A Hero with the Trap Knowledge Special Skill may be able to deactivate a known trap, although a penalty of -1 to -5 will be applied to this test depending on the complexity of the Trap. A Hero without the Trap Knowledge Special Skill will suffer an additional -3 penalty to this test.

A few sample traps are described here:

Pit Trap

Complexity Modifier: -1

This simple trap has a disguised section of floor that drops away when the weight of a person is placed upon it, dropping its victim 3m or so onto sharpened wooden or metal spikes. Anyone falling in will take 2D6 STAMINA damage from the fall and the spikes, and must still be helped out of the pit if they are not to starve down there.

Spear Trap

Complexity Modifier: -2

This trap features a wooden spear attached to a powerful spring, hidden inside a small hole in the wall, ceiling or floor. When the trap is sprung (through a plate, tripwire or other trigger), the spear is launched out of the hole at high speed, hopefully straight into the victim who triggered it, inflicting 1D6 points of damage. An armour roll is allowed for this trap.

Poison Needle

Complexity Modifier: -4

This common trap features a small spring loaded needle coated with a powerful poison. The trap is found on or in locks, whether on a chest or door, so that anyone attempting to pick the lock will instead set off the trap, firing the needle into the finger of the erstwhile thief. Although the needle itself does little damage, the thief will however suffer the effects of the chosen poison (see above).

PERCEPTION

Awareness and Hiding

All Heroes need to keep their eyes peeled and their ears pricked when they are in the dangerous environment of a dungeon, wilderness or city. Awareness can be used actively by a character, who may suspect that there is a hidden door or sneaking thief. The Director will apply any modifiers that are appropriate and make the test secretly. That way, the player will never know if he failed to notice something, or if there was never anything there in the first place.

Awareness tests can also be made at the discretion of the Director. These tests will be made for exactly the same reasons (assassins, ambushes, traps, hidden doors, clues etc) but are made when the player does not even suspect that there is anything there. These tests are also made secretly.

Awareness is used in opposition to attempts to Sneak, and is treated just like any other Opposed test. Awareness

tests are opposed by the Sneaking Special Skill. Other modifiers from the list below are applied to the Hero's test, depending on whether he is the observer or the sneaker.

<i>Hiding Situation</i>	<i>Stealth</i>	<i>Awareness</i>
Hero/item invisible	+8	-8
Hero/item very small	+5	-5
Hero/item small	+2	-2
Hero/item large	-2	+2
Hero/item very large	-5	+5
Camouflaged	+2	-2
Buried/out of sight	+5	-5
In open country	-4	+4
In thick scrub/forest	+4	-4
Moving	-2	+2
Searcher higher	-3	+3
Searcher using dogs etc	-4	+4
Poor Light	+2	-2
Dark	+4	-4

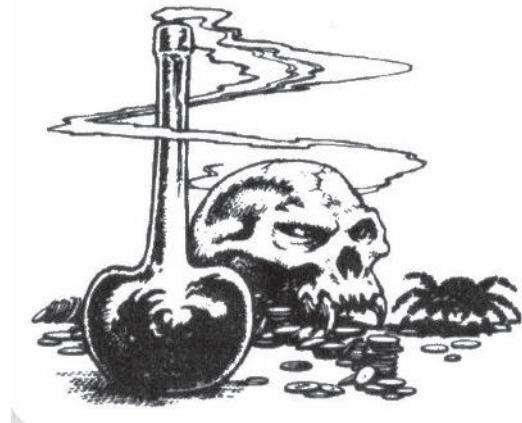


Other modifiers are:

<i>Sleight of Hand Situation</i>	<i>Sleight</i>	<i>Awareness</i>
Darkness	+3	-3
Item very small	+2	-2
Item medium sized	-2	+2
Item large	-4	+4
Item in plain view	-3	+3
Item likely to make a noise	-3	+3
Target is unintelligent	+2	-2

KNOWLEDGE SKILLS

Knowledge Special Skills are a special case in that they may add to either a Hero's SKILL or MAGIC scores for tests. A player may choose which of these to apply in any given tests, but it will of course usually be the highest of the two. Knowledge Special Skills can be used during game play in two ways. The level of Special Skill possessed can be used as an indicator of the knowledge and expertise of the Hero, and can also be added to SKILL or MAGIC for a normal test. It is of course possible for the director to add any Knowledge Special Skills that he desires to his game.



Sleight of Hand

A Hero can use the Sleight of Hand Special Skill to secrete a small item, even in full view of others. This can be to steal a purse from a belt, switching similar items, palming a card whilst gambling or even making a coin appear from a person's ear! As with any opposed test, the Awareness of any watcher must be taken into account.

EXPERIENCE

As a new Hero overcomes challenges, defeats monsters and completes quests, they will get better, more powerful and able to take on more potent challenges. Heroes can improve Characteristics and Special Skills, learn new Special Skills, learn new Spells and even acquire new talents.

The Director should award experience points to each Hero at the end of every adventure. Generally each Hero should be awarded 50 experience points per adventure, although this may be increased or decreased depending on individual and group success, good roleplaying and other factors.

At the end of each adventure, a Hero may spend all, some or none of the accumulated experience points they have earned. The costs for increases and new Special Skills are given below, however no Characteristic or Special Skill may be increased more than once per adventure, even if enough points are available. The initial LUCK score cannot be increased by spending experience points, only awarded by the Gods for completing epic quests.

Increase SKILL

Costs 20x new score in experience points

Increase MAGIC

Costs 15x new score in experience points

Increase STAMINA

Costs 5x new score in experience points

Increase Special Skill

Costs 10x new score in experience points

Increase Magic Points

Costs 5x new score in experience points

(MP's do not increase if MAGIC or Magic-Wizardry are increased)

Learn new Special Skill

Costs 20 experience points

To learn a new Special Skill requires a teacher with at least 3 points in that Special Skill.

Learn new Cantrip

Costs 10 experience points

Acquire new Wizardry Spell

Costs 20x Magic Point cost

Learning a new spell also requires a teacher or spell book containing the spell.

Gain new Talent

Costs 200 experience points

The Director must approve all new Talents.

A Hero may not have more than 12 in SKILL, MAGIC or LUCK, regardless of race. STAMINA may not exceed 24, and Special Skills may not exceed 6.

PLAY TIPS: *How a player spends experience can make a huge difference to how the Hero develops over the course of a campaign. It is of course tempting to increase special skills early on, as they are fairly cheap and thus quick to improve. However, those increases will only apply to one single application, be it one weapon type or one knowledge area. Increasing SKILL or MAGIC, by contrast, improves the chance of success of many actions, including those where the Hero has no special skill at all.*

Similarly, increasing STAMINA can really improve the survival chances of a Hero. This some Heroes will specialise in a few actions, whilst others will have a more balanced advancement, and both are valid strategies.

CHAPTER 3 – COMBAT

Combat is an inevitable part of any adventure, whether against a couple of back alley thugs, a cave system full of goblins or a gigantic dragon. The mechanic used is slightly different to that used for all other tests, but is just as simple.

Just a quick note on time: Outside combat, time progresses as fast as is required. In a combat situation, each combat round is 10 seconds long.

So when a Hero gets into a fight with an enemy, what happens?

In the most basic combats, both fighters roll 2D6, and add their SKILL score and the appropriate weapon Special Skill if possessed. The resulting total is the combat total for that round. The two combat totals are compared, and the highest total will win the round. The lowest total, of course, loses the round. If the two combat totals are the same, that combat round is a draw.

The winner of the round then rolls 1D6 to determine how much damage is inflicted. The result of this roll is compared to the appropriate weapon table (see below) to find out how many STAMINA points of damage are inflicted. The loser of the round also rolls 1D6 and compares the result to his armour table. This will determine how many STAMINA points of damage are prevented by the armour. If the armour stops the same as, or more than the damage inflicted, the fighter is unharmed from that blow. If the inflicted damage is higher than the armour protection, the excess is deducted from the loser's current STAMINA score.

If a Hero reaches 0 STAMINA, they are immediately unconscious, and if they reach -4 STAMINA, they will die. An unconscious Hero will now lose 1 LUCK point per minute (six combat rounds) until LUCK also reaches 0, at which point they will die. A Hero who has died is gone from Titan, never to return (except in exceptional circumstances). If a monster or other character reaches 0 STAMINA, they have died and will not return.

Once all damage has been determined for all combatants, the round ends and the next starts, repeating all of the above once again. Each combat round can be considered to last about 10 seconds.



As an example of this basic combat, Brindar the warrior is fighting an Orc. Their profiles are shown here:

Brindar

SKILL 7

Sword Special Skill 2

STAMINA 14

Weapon: Sword

Armour: Leather Cuirass and Small Shield

Orc

SKILL 6

STAMINA 8

Weapon: Hand Axe

Armour: Light armour

On the first round of combat, Brindar rolls 2D6 and gets a 4 and 5, for a total of 18 (4+5+7+2).

The Orc also rolls 2D6 and gets a 3 and 4 for a total of 13 (3+4+6).

Brindar wins this round, and so rolls 1D6 for damage, rolling a 5. On the Sword table we can see that this results in 3 STAMINA points of damage.

WEAPON 1 2 3 4 5 6 7

Sword	2	3	3	3	4	5

The Orc rolls a 4 on his 1D6 armour roll, which we can see reduces the damage by 1.

ARMOUR 1 2 3 4 5 6 7

Light Monster	0	0	0	1	1	1	2

Brindar's sword blow inflicts 2 STAMINA damage on the Orc, reducing it to 6 current STAMINA.

On the second round of combat, Brindar rolls a 1 and a 2, for a poor combat total of only 12. The orc rolls a 4 and a 5, for a combat total of 15. The Orc wins this round, and rolls a 6 for his damage, resulting in 3 STAMINA points. Brindar also rolls a 6 for his armour roll, which for a leather cuirass and shield means 2 points of damage blocked. Brindar only has to reduce his current STAMINA by 1 point. Brindar now has 13 STAMINA remaining and the fight continues.....

Play tip - To speed up play, it is suggested that each combatant actually rolls three 6-sided dice for each combat, with two of them being of one colour, and the third of a different colour. This way, the differently coloured dice can be used for either the damage roll or the armour roll as appropriate.

Of course, most fights will be far more involved than this example, and there are many options to make each fight a tactical battle as well as a test of strength. It is important to remember that many of these options can be left out without causing too much upset to the system.

Critical Hits

If a combat roll is a double 6, that combatant will automatically win that combat round regardless of combat totals. In addition, the blow is a critical hit and will inflict more damage. The winner makes their damage roll as normal, but the amount of damage that results from the table is doubled. Armour then applies as normal. The loser of that round must also reduce their current SKILL score by 1 due to muscle and bone damage. The director is encouraged to describe the result of the attack.

If both combatants roll a double 6, then both will inflict double damage on each other, as both inflict devastating blows.



Fumbles

If a combat roll is a double 1, that combatant has fumbled their weapon and will automatically lose that round regardless of the combat totals. In addition, the loser must roll 2D6 and find out the effect of the fumble on the following table. If both combatants roll double 1, then not only do both make rolls on the fumble table, but both weapons will also shatter in addition to any other effects. Magical weapons never shatter in this way.

If a Critical and a Fumble are both rolled in one round, the losers weapon will fumble in addition to all other applicable effects.

2D6 *Fumble Result*

- 2 Hero hits nearest ally (or self if no allies nearby) for double normal damage. An armour roll is allowed.
- 3 Hero hits himself, doing normal damage. An armour roll is allowed.
- 4 Hero leaves himself open. Opponent inflicts double damage with this attack.
- 5 Hero falls flat on his face. Character is at -4 for two rounds, then may attempt to get up (see 8)
- 6 Hero drops his weapon. It will take 2 full rounds to recover that weapon.
- 7 Hero slips and is off balance. A -2 penalty applies to all physical actions on the next turn.
- 8 Hero falls. One full round must be spent getting up during which no other action can be taken.
- 9 Hero's weapon is thrown beyond enemies. This weapon may not be reclaimed until after the fight.
- 10 Hero exposes weak spot to enemy. Hero may not have an armour roll against this attack. If Hero does not have armour, attack has +2 to the damage roll.
- 11 Hero hits nearest ally (or self if no allies nearby) for normal damage. Armour roll is allowed.
- 12 Hero hits himself, doing double damage. An armour roll is allowed.

Order of events

In the event that magic is cast or a missile weapon is fired in a combat round, the effects of any missile weapon attacks are resolved first, followed by any magical spells or items, followed by any hand-to-hand attacks.

Modifiers - Combat is affected by a whole range of situations and effects, represented by the modifiers listed below. These should be applied where appropriate, and are cumulative where necessary.

<i>Combat Situation</i>	<i>Modifier</i>
Darkness	-6 *
Night-time darkness	-3 **
Twilight	-1
Smoke/fog	-2
Torrential rain	-1
Knee deep in water	-2
Waist deep in water	-4
Up to the neck in water	-6
Swimming in water	-8
In snow or mud - as water of comparative depth	
Narrow corridor	-2
Very narrow corridor	-4
Steps (fighting down)	+1
Steps (fighting up)	-1
Narrow spiral steps (down)	-1
Narrow spiral steps (up)	-3
Vs Mounted opponent (if unmounted)	-2
Airborne	-5 #
Drunk	-2
Carrying Heavy weight	-2
Carrying Very Heavy weight	-4
Very large being attacking very small	+2
Very small being attacking very large	-1
Outnumbering	+1 ##
Rear Attack	+4

* Reduced to -3 for Dark Seeing or subterranean creature

** Reduced to -1 for Dark Seeing or subterranean creature

Applied to both mounted attacker and unmounted foe

Per extra opponent, maximum of six opponents vs single (maximum +5 bonus)

Using LUCK in Combat

All Heroes may test their LUCK in combat to give them an extra edge. Like all uses of LUCK, each attempt will reduce the current LUCK score, and so this option should be taken with care, as LUCK soon runs out!

LUCK may firstly be used after attack scores have been calculated. A Hero who has lost a round of combat may immediately test for LUCK and if successful the attacker will "roll" a 1 for their damage roll, without making a physical dice roll. Any modifiers that the attacker would apply to this damage roll still apply. A fumble cannot be changed.

Secondly, LUCK can also be used to increase the damage caused by a successful attack. This option may not be chosen if LUCK was used to win the combat round. If this option is used, the Hero must test for LUCK before making a damage roll. If successful, the Hero will use the damage from column 7 of their damage table. This will thus inflict the maximum damage for that weapon type, on that attack only.

These options both require a successful test for LUCK and both require the Hero's current LUCK score to be reduced by one, so should be considered desperate measures. It is important to note that monsters may not use these options as they do not have a LUCK characteristic.

Multiple Combatants

Not all fights will be between one Hero and one enemy. There may well be multiple enemies facing a single Hero, or indeed multiple Heroes facing a single enemy. In these cases, the single combatant must choose which of his enemies he is attacking. All combatants roll as normal and calculate their combat total. If the lone fighter has a higher total than the nominated enemy, he inflicts damage. If he has a higher total than the other enemies fighting him, then he only avoids being hit by them, he does not inflict any damage. Of course, any of the multiple enemies that score more than the lone fighter will inflict damage as normal.

Multiple Attacks

Some creatures will have 2 or more attacks. These creatures may inflict damage on multiple opponents, up to the number of attacks, but may only attack a single opponent once.

Missile Combat

A fight using a missile weapon is conducted almost exactly as with hand-to-hand weapons, except that the one firing the weapon will only take damage on losing the round if his opponent also has a missile weapon. In addition, a Hero with a missile weapon must also keep track of any ammunition used. Some special modifiers below are applied to missile attacks only.

<i>Weapon</i>	<i>Range (metres)</i>		
	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Long Bow	0-50	51-90	91-250
Short Bow	0-35	36-60	61-150
Crossbow	0-18	19-50	51-180
Javelin	0-10	11-20	21-40
Throwing dagger	0-8	9-18	19-24
Light object	0-10	11-20	21-30
Medium object	0-7	8-14	15-22
Heavy object	0-4	5-8	9-12
Sling	0-12	13-30	31-80

<i>Missile combat situation</i>	<i>Modifier</i>
Medium range	-3
Long range	-6
Very small target	-4
Small target	-2
Moving target	-1
Firer moving	-1
Target obscured	-1
Firing straight up	-1
Firing into combat	-5
Throwing into combat	-3

Mounted Combat

If a Hero (or indeed enemy) is mounted during a fight, a few special rules apply.

Firstly, to fight effectively, a Hero requires the Mounted Combat special skill. A Hero without this special skill cannot effectively control a mount in a fight, and will suffer a penalty of -4 to all attack totals whilst mounted. If the Hero does have the special skill, then it determines how effective the Hero will be. The appropriate weapon special skill used is capped at the level of the Mounted Combat special skill. That is to say, if the appropriate weapon special skill is higher than the mounted combat special skill, the mounted combat special skill will be used instead of the weapon special skill. In addition, a Hero must have the ride Special Skill equal to or higher than the mounted combat special skill. Controlling a mount in battle is a highly skilled task!

A mounted warrior has certain advantages over a fighter on foot, and adds a special +1 bonus to his attack total in such a situation. In addition, some mounts, specially trained for combat, can also have their own attacks, resolved separately.

If a mounted combatant charges before the attack, there is a special +2 bonus to the damage roll, in addition to any other bonuses applied. This will only apply on the first round, and is granted by the momentum of the charge.

In addition to the most common mount, the horse, other creatures are also used as mounts, including giant lizards, elephants, giant wolves, giant eagles and even Dragons!

Weapon	Damage Roll						
	1	2	3	4	5	6	7+
Arrow - Longbow	2	3	3	3	3	4	5
Arrow - Shortbow	1	2	2	3	3	3	4
Battle Axe	3	3	3	3	4	4	5
Crossbow Bolt	2	2	3	3	4	4	5
Dagger	1	1	2	2	2	2	3
Club	1	2	2	2	3	3	4
Greatsword	2	3	3	4	4	5	6
Handaxe	2	2	2	3	3	3	4
Javelin	2	3	3	3	3	4	5
Lance	2	2	3	3	4	4	5
Mace	2	3	3	3	3	3	4
Morning Star	1	2	2	3	4	4	5
Polearm	2	3	3	3	4	4	5
Quarterstaff	1	2	3	3	3	3	4
Short Sword	1	2	2	3	3	3	4
Sling	1	1	2	2	2	3	4
Spear	2	2	3	3	3	4	5
Sword	2	3	3	3	3	4	5
Throwing dagger	1	1	1	2	2	2	3
Warhammer	2	3	3	3	3	3	4
Improvised weapon	1	1	1	2	2	2	3
Unarmed (Human size)	1	1	1	1	1	2	3
Unarmed (Large sized)	2	2	2	2	3	4	5
Bite/Claw - Small	2	2	3	3	3	3	4
Bite/Claw - Medium	2	3	3	3	4	4	5
Bite/Claw - Large	3	3	4	4	5	6	7



Weapons

The appropriate lines for any weapons possessed by a Hero should be copied onto the character sheet for easy reference. A Hero may receive bonuses to this roll from Talents, Spells or Priestly powers, which may increase the result to a 7 or more.



Weapon Descriptions:

Arrow - This is a standard arrow that can be fired from a Longbow or a Shortbow. The range and damage of the arrow will both be affected by the bow used. Arrows are carried in a quiver of 20.

Battleaxe - This large double-headed axe is wielded with two hands, so cannot be used with a shield, but is capable of doing large amounts of damage. This is a popular weapon with Dwarf warriors.

Crossbow Bolt - This short stout bolt is designed to be fired from a crossbow. Bolts are usually carried in a wooden case of 20 bolts.

Dagger - This is a small bladed weapon, carried in a belt sheath or easily concealed in clothing, boots and even hats! Daggers are a popular choice for thugs, assassins and as a popular backup weapon.

Club - Simply a heavy length of wood, the club is one of the simplest and cheapest weapons available. To be truly effective as a weapon, the club must have the right weight distribution and shape.

Greatsword - These two-handed swords can be taller than a man, and cannot be used with a shield. Difficult to carry and impossible to conceal, these weapons are fearsome when wielded by a skilled fighter.

Handaxe - This single-bladed axe is designed to be wielded one handed.

Javelin - A light spear designed to be thrown, this weapon can at a stretch be used in hand-to-hand combat. A javelin only requires a single hand to use effectively.

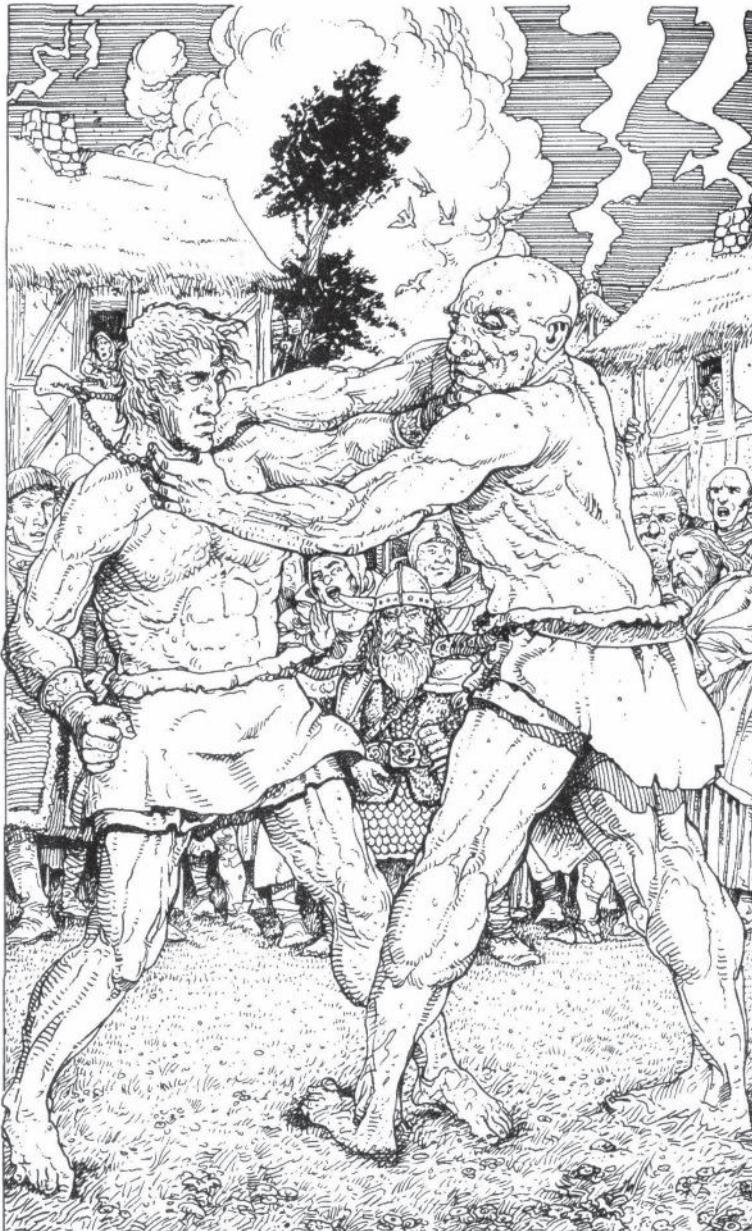
Mace - Essentially a heavy metal flanged head on a handle, a mace is an advanced version of a club. The head may have spikes, flanges, studs or bulges, or indeed may be smooth.

Morning Star - A heavy spiked ball connected by a short chain to a wooden handle, this weapon has the potential to do lots of damage, but is also difficult to use, having a modifier of -2 to the wielder's attack total.

Polearm - A long shaft, often up to 10' in length, with a blade, axe or spear head at one end, polearms are popular with guards. Polearms are not often used by adventurers due to the inconvenience of using a weapon of this length

in the cramped environs of a dungeon or forest, and also because it requires two hands to use. If this weapon is used in cramped conditions such as indoors or a dungeon, there will be a penalty of between -1 and -5, depending on just how cramped the conditions are.

Short Sword - This weapon is cheap, easy to use and effective, and is very popular with militia, soldiers and cash-strapped adventurers.



Spear - One of the most popular and common weapons, spears are simply a small bladed head on a wooden shaft. Very easy to make, repair and maintain, they are stockpiled in villages, guard towers and other garrisons.

Staff - Simply a smoothed heavy wooden shaft, a staff is used to aid walking when travelling, and as a simple, easy to use weapon popular with Sorcerers and Wizards.

Sword - The most common weapon amongst adventurers, swords come in various shapes, lengths and sizes. Broadswords, longswords, scimitars and falchions are all popular amongst adventurers and monsters alike.

Throwing dagger - A specially weighted version of the common dagger, this dagger is designed to be thrown short distances.

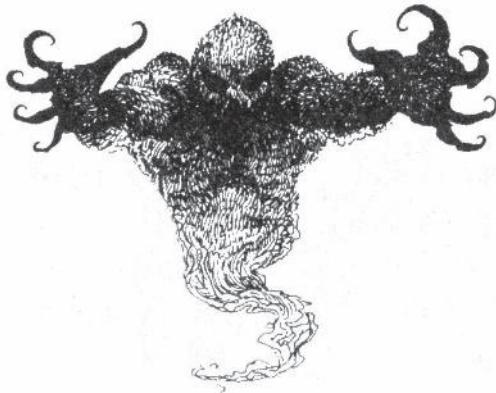
Warhammer - This heavy hammer head on a long handle usually also has a spike on the opposite side and can be used to bludgeon or stab opponents.

Improvised Weapons - This covers anything not specifically constructed as a weapon but being used as such. This often includes broken bottles, chairs, frying pans, large rocks and broken branches.

Unarmed - This "weapon" includes punches, kicks, headbutts, bites and all manner of other combat without weapons. This applies to humanoid type creatures. Creatures with powerful jaws, horns or claws will all use the claw/bite weapons.

Bite/Claw - This can obviously be used for creatures with a bite or claw attack, but can also be used for tail bashes, stingers, horns and other natural weapons.

Play Tip - *The choice of weapon can be one of the defining features of a Hero. All weapons have their own advantages and disadvantages, not only as regards damage, but also availability, price and social acceptability. Short swords are generally acceptable everywhere, whilst some of the heavier weapons may be frowned upon in certain towns and cities. In addition, specific weapons may have other benefits. Maces and warhammers may be good against brittle creatures, spears can be used as a long pole to check for traps, handaxes can also chop wood, and daggers can be easily concealed.*



ARMOUR

Armour is essential for many adventurers, protecting against arrows, swords, claws and other hazards. Armour is heavy and can be difficult to use, and can also interfere with the effectiveness of some magic, although most Heroes will wear the best armour they can afford.



The table below identifies the level of protection provided by each type of armour. However, the Hero must be trained in the wearing of armour, or will suffer penalties. The Hero should compare his Armour Special Skill total (Armour Special Skill plus SKILL characteristic) to the listed values:

Total	Armour that can be effectively worn
7	Leather Cuirass or Large Shield
8	Leather Hauberk
9	Chainmail Cuirass or Breastplate
10	Chainmail Hauberk
11	Plate Armour

If a Hero has an insufficient total to comfortably wear that armour, but wears it anyway, then the difference between the required total and that Hero's actual total is deducted from all physical SKILL tests, including combat. Thus if a fighter with SKILL 7 and Armour Special Skill of 1 (total of 8) wears a chainmail hauberk requiring a total of 10, the fighter will suffer a penalty of -2 to all physical SKILL tests and combat totals whilst that armour is worn.

A Hero may receive bonuses to this armour roll from Talents, Spells or Priestly powers, which may increase the result to a 7 or more.

If a shield is used, then the protection provided for a particular result should be added to that provided by the armour worn. Thus a warrior with a Chainmail Cuirass and a Large shield will reduce the damage by 3 on an armour roll of a 5 (2 points for the cuirass and 1 point for the shield). Only one armour roll is made whether a shield is used or not.

The Armour Special Skill is not required to use a Small Shield, but a Large Shield does have a requirement to use effectively. If a Hero has a Large Shield *and* heavy Armour that they cannot effectively use, there may be more than one physical penalty as discussed above.

Armour	Armour Roll						
	1	2	3	4	5	6	7+
Leather Cuirass	0	0	0	0	1	1	2
Leather Hauberk	0	1	1	1	1	1	2
Chainmail Cuirass	0	0	0	1	2	2	3
Chainmail Hauberk	0	1	2	2	2	2	3
Breastplate	0	0	0	1	2	3	4
Plate Armour	1	1	2	2	3	3	4
Small Shield	0	0	0	0	+1	+1	+2
Large Shield	0	0	0	+1	+1	+1	+2
Monster Light Armour	0	0	0	1	1	1	2
Monster Medium Armour	0	0	1	1	2	2	3
Monster Heavy Armour	0	1	2	2	3	3	4

Armour Descriptions:

Armour is used to help reduce the damage inflicted by a successful attack. Constructed from leather or metal, armour provides a range of protection, although the heavier armours will reduce the mobility of the Hero wearing it, as well as make more noise when moving.

A **Leather Cuirass** is a reinforced leather jacket, covering the torso, abdomen, hips and shoulders. It leaves the arms and legs unprotected, but is light and provides reasonable protection to the most vital areas.

A **Leather Hauberk** is of similar construction to a cuirass, but also covers the arms and thighs of the adventurer.

The **Chainmail Cuirass** is a hip-length short-sleeved shirt constructed of interlinking metal links. Chainmail provides good protection, but is relatively heavy.

Chainmail Hauberks are long sleeved coats of chainmail, reaching down to the knees.

A **Breastplate** is a single shaped piece of metal covering the front of the chest and abdomen, and a matching backplate. Providing excellent protection for the areas covered, a breastplate is however a heavy piece of armour.

Plate armour is a breastplate with other shaped metal plates strapped onto the arms and legs. Very heavy and noisy, plate armour does however provide the best protection.

Small Shields are usually round in shape, made of wood and leather, and have a handle strap of leather.

Large Shields are also made of wood and leather, and usually have a loop for the forearm and a handle for the hand. They can be kite shaped, teardrop shaped, round or square. Large shields take up two slots in the Hero's inventory.

Monster Armour can be light, medium or heavy. This can apply to scraps of leather, chain and plate worn together or tough monster hides. The

Director should decide which armour type applies to which monster.

Play Tip - Armour is vital to most warrior-types, as it reduces the damage from many blows. However, the armour than can be worn may depend on the SKILL and Armour Special Skill of the wearer, available cash and also the impact on other physical activities. Heavier armours will adversely affect many manoeuvres such as climbing, swimming, stealth etc. Some Heroes may prefer to dodge out of the way of blows (see below), although this requires the Swashbuckler talent, reducing the capability of the Hero in other ways. Wizards cannot wear armour if they want to cast spells, but Sorcerers and Priests most certainly can, and indeed should if they meet the requirements. Lastly, the use of a Shield is strongly recommended for most adventurers as it can help totally block an attack with a good armour roll and is cheap and easy to use.



Dodging

A Hero with the Swashbuckler talent and the Dodge special skill is able to reduce the damage from a successful hit by getting out of the way rather than relying on armour. This works exactly the same way as armour, except the row used is based upon the number of points in the Dodge special skill.

Dodging may not be used in this way if the Hero is wearing armour or using a Shield to try and block attacks. A Hero simply carrying (but not using) a Shield can make a Dodge roll, but receives no extra benefit for the Shield.

<i>Dodge Special Skill</i>	<i>"Armour" Roll</i>						
	1	2	3	4	5	6	7+
1	0	0	0	0	0	1	2
2	0	0	0	0	1	1	2
3	0	0	0	1	1	2	3
4	0	0	1	1	2	2	3
5	0	1	1	2	2	3	4
6	0	1	2	2	3	4	5

Other combat-related rules

To further enhance the combat experience, some further options and rules can be used. These will apply to certain situations, but may well swing a combat one way or the other.

Surprise

If the Heroes (or their opponents) are attempting to ambush their enemies, then initially an Awareness or Hide Special Skill test must be made to determine if the ambushees are seen. If the ambusher(s) remains unseen, the resulting attack is made with a +6 bonus to the combat total. If the ambusher attacks successfully, there is an additional +2 modifier to the damage roll. If the defender wins, they do not inflict any damage, merely avoid the ambush attack.

Unarmed

A Hero who is forced to fight with fists, knees, head, dagger, broken bottles, chair legs or other improvised weapons uses the Brawling Special Skill. In addition, if the Hero is facing an opponent who is armed with a weapon larger than a dagger, the Brawler suffers a -4 penalty to his combat score.

Combat Options

If the Director and Players are happy with the combat system as outlined above, then the options listed here may be introduced. These options allow a Hero (or enemy) to increase their defence, damage inflicted or other combat

values. A Player must declare at the beginning of the combat round that he is using one of these options, and only one, and cannot then change his mind. It is of course possible for enemy creatures and monsters to use these options at the discretion of the Director.

All out attack

This option involves an undisciplined ferocious attack. Lacking in finesse and style, this attack will nevertheless do more damage if it does hit. For every -2 taken to the combat total, the damage inflicted is increased by +1 STAMINA.

Defensive

This option involves the Hero focusing purely on keeping out attacks, with little thought to hitting an opponent. The Hero gains a +2 bonus to his combat total against all opponents, even missiles, but will not inflict any damage, even if he wins that round.

Feint

This option attempts to fool an opponent into lowering his guard, to thus inflict more damage. It is a somewhat risky strategy, because if the opponent doesn't fall for the ploy, the Hero himself will leave a gap in his defence. If chosen, the Hero will gain +1 on his damage roll if he wins the round, but his opponent will also gain the same benefit if he wins.

Rapid Shot

Applicable only to attacks with bows or thrown daggers, this attack gets two missiles off in very quick succession, albeit with less power. The Hero may make two separate attack rolls against the same or different opponents in the same round, with a -3 penalty to both. If either of these hit, only 1D3 is rolled for the damage roll. Any modifiers to the damage roll are applied as normal.

Push Back

If this option is used against an opponent who is less than double the weight of the Hero, and the attack wins, the damage roll will automatically be a 1 (no need to roll) but the opponent will also be pushed back 2 metres. This can be particularly effective on bridges, the edge of cliffs etc.

Play Tip - The options presented here can be used by Heroes and monsters alike, and should be used by intelligent Heroes to give them the edge. Surprise and ambush can result from good planning, whilst the clever use of Combat Options can speed up combat, especially when used against lesser opponents. Reducing Combat Total against a very inferior enemy can result in lots more damage being inflicted. Similarly, using the Defensive option against a more powerful opponent may give your comrades time to come to your aid.

Healing & Injury

The inevitable result of defeating all of these evil monsters and saving the world is that a Hero will become injured or even die! If this does happen, then there will surely be another Hero willing to step into the breach and take their place.

However, if a Hero is merely injured, they will need to recover their strength. This happens in one of three ways, but at no time may the current score for any Characteristic exceed the Initial value.

Death and Dying

A Hero or monster reduced to 0 STAMINA is down and unconscious, and a Hero reduced to -4 will be dead. A monster reduced to 0 or below can be considered to be dead. An unconscious Hero will now lose 1 LUCK point per minute, until LUCK also reaches 0, at which point the Hero will die, never to return.....

If the Hero can be restored to 1 STAMINA or more before that happens, the Hero will again be conscious and able to act, and will lose no further LUCK points.

First Aid

A Hero can benefit from the ministrations of a healer directly after a battle. If a Hero performs first aid on an injured combatant straight after a fight, and makes a successful Healing Special Skill test, the injured Hero recovers 2 STAMINA points. If the healer rolls a double 1, the subject of his attentions actually recovers 4 STAMINA points. However, a roll of double 6 will actually make the wound worse, and inflict 2 STAMINA damage.

A Hero may only benefit from one attempt at healing after each fight, and only if he is injured during that fight. This first aid takes a few minutes, and may be performed by a Hero on his own wounds.

Natural Healing

A Hero will also naturally heal over time, bolstered by food and sleep. A Hero will recover 2 STAMINA from eating a meal, whether from provisions or in an Inn. A Hero may eat as many meals a day as he likes, but will only gain STAMINA from the first two meals eaten. If a Hero does not eat at all during the course of a day, they lose 2 STAMINA instead. A night's sleep will also restore 4 STAMINA as long as the Hero sleeps reasonably well.

A Hero who has only minimal sleep, or no sleep at all, will lose 3 STAMINA. A Hero who eats 2 meals a day and has a good sleep will recover 8 STAMINA per day.

A Hero with the Fast Healer Talent will recover an additional 2 STAMINA per day, regardless of how often they eat or sleep, or indeed *whether* they eat or sleep. The Fast Healer will still however also lose STAMINA again if they do not eat or sleep.

A Hero with the Robust Talent will recover an extra STAMINA point each time they eat or sleep, recovering 3 and 5 respectively. This Hero will still only gain the benefit from 2 meals and one sleep.

A Hero who has taken a major wound needs a week-long continuous rest to restore one point of SKILL.

The final way to recover lost STAMINA or SKILL is by Magic. Potions of Skill and STAMINA will restore these Characteristics to their initial value, and certain magical spells and Priestly powers will also restore lost STAMINA.

Play Tip - Healing is essential in all adventures, both short dungeon explorations and long overland campaigns alike. In a short adventure, food and sleep will be less used as they can only be used on a daily basis and also require time and peace. Potions can be vital, but are hard to come by, and so it is important to have several Heroes who can practice first aid.



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CHAPTER 4 – MAGIC

Not all Heroes are iron-thewed barbarians or chain clad warriors. Some Heroes are able to harness mystical power and use ancient and arcane arts to powerful and spectacular effect. Some Heroes will know a few cantrips to make life just that little bit easier, whilst others will use much more powerful spells.

Magic using Heroes are often vulnerable in combat, but can also wield incredible power.

Basic Concepts

There are a few concepts common to each of the magic types, and these are explained first, followed by rules for each specific type.

MAGIC Characteristic

All Heroes that desire to use Magic must have at least one point in the MAGIC Characteristic. This characteristic may affect the chance of successfully casting a spell, the amount of arcane power available and even the potency of some spells. A Hero wanting to use a few cantrips or minor spells may only need a point or two in this characteristic, whilst a fully fledged Wizard will need a lot more!

Magic Points

Spells of both the Minor Magic and Wizardry Magic types are powered by mystical energies that accumulate in each living being. This power is represented by the Magic Points score. A higher natural affinity with magic and magical training both increase the amount of power available to a spell caster.

If a Hero has any points in the Magic-Minor or Magic-Wizardry special skills, their Magic Point total should be calculated before play, and recalculated if necessary. The Magic Point score is calculated as follows:

$$(\text{MAGIC Characteristic} + \text{Magic-Wizardry special skill}) \times 2$$

That is, 2 Magic Points for every point in that characteristic and special skill. These points are available every day to a Hero, and are replenished by a nights sleep. If the Hero has disturbed sleep or less than a full night, the Director may reduce the number of points gained. A Hero may never restore their Magic Point total above the calculated value by sleep or potions. An increase in one of the

contributory factors will however increase the magic Point maximum value.

Spellcasting roll

The rules for casting a spell are very similar to the main rule mechanic. That is roll two 6 sided dice and total the results. If that total is less than or equal to the Heroes MAGIC characteristic plus the appropriate Magic special skill, the spell is successfully cast. If the total is higher, the spell is not cast. If the result is a double 6, regardless of the target number, the spell has failed more spectacularly and a roll must be made on the Oops table (which says it all!).

There will probably be modifiers and even exceptions to this roll for each magical type and situation, but as usual the Director is the final arbiter.

Spells are usually cast in one combat round, but may also be prepared for longer. This preparation cannot be interrupted, and the casting round must follow the preparation immediately. It is fairly obvious to all observers that the spellcaster is preparing a spell.



Oops...

Even the most proficient of spell casters can make mistakes in the intricate series of hand gestures and spoken phrases that constitute the spell. If the spellcaster rolls a double 6 on their spellcasting test, the spell has failed and must immediately roll on the Oops table below. This table will describe what actually happens when the caster completes the casting. The effects should be applied immediately as appropriate for the situation.

Oops Spell Failure Table

3D6 Spell Failure Effect

- 3 Caster is turned into a toad for 2D6 minutes. The toad retains the casters intelligence but is in all other respects a normal toad.
- 4 Caster immediately ages by 2D6 years. This is permanent and irreversible.
- 5 There is a brief but heavy rain of fish in an area 50m across. All further physical actions in the area are at -2 due to the slipperiness underfoot. There is also sufficient fish for many good meals!
- 6 The Casters speech is garbled for 1 hour, preventing verbal communication and spellcasting.
- 7 Caster has constant hiccups for 1D6 hours, and has a penalty of -4 to spell casting during that time.
- 8 The Caster grows a tail (the type is chosen by the Director). This remains for 1 week.
- 9 All Gold Pieces carried by the caster turn into butterflies and flap around randomly in the area.
- 10 An Orc (7 SKILL / 8 STAMINA) materialises beside caster, and is very angry.....
- 11 The Casters hair turns bright blue. This will only change as the hair grows out.
- 12 The Casters shoes catch fire. See Chapter 3 for fire rules. These shoes are now ruined.
- 13 The Caster grows a pair of curly goats horns. These remain for 1 day.
- 14 A dead giant squid appears above the head of a random party member. The falling squid causes 1D3 points of STAMINA damage and knocks the Hero down.
- 15 The Casters hair grows rapidly for 1 hour, ending up floor length.
- 16 The weapons of everyone within sight of the caster turn into bunches of flowers. The sparks radiating from the caster make it blatantly obvious that the caster is the source of this change. Magical weapons return to normal after 10 minutes, but all other changes are irreversible.
- 17 The Caster immediately changes sex. Only a powerful Archmage can reverse this.
- 18 The Caster vanishes.... (At the Directors discretion, the Caster may reappear, unconscious, some short time later within a mile or so of the casting point, smoking gently!)

Resisting Magic

Some magical spells and powers can be resisted by their target, even if they are cast successfully. Any spells that can be resisted are stated as such in each description. The same goes for most magical items and creature powers. If it is not clearly stated whether a spell or power can be resisted, it falls to the Director to decide.

If a Hero is targeted with a spell that can be resisted, and the spell is cast successfully, the Hero must immediately Test their LUCK. A successful test means that the spell fails to have its full effect (although some spells may well do something, even if the Hero is lucky) and a failed test means that the spell has its full effect. As with other uses of LUCK, the Heroes current LUCK score is reduced by 1 point regardless of the result. A Hero may also, voluntarily choose not to Test their LUCK, which will cause them to take the full effect of the spell, but will also not reduce their current LUCK score.

If a monster or NPC without a LUCK characteristic is targeted by such a spell, they instead test their SKILL. The fact that the SKILL of the monster is not reduced after each test should not cause too many problems in most cases.

It is also possible for a spellcaster to reduce the chance of a target making their magic save. If the caster invests extra magic points (wizard) or STAMINA (sorcerer) into the spell purely for the purposes of reducing a targets resistance, the test for LUCK must be modified by this amount. Thus a Wizard wishes to cast Fear onto an enemy warrior. Wanting to make extra sure the warrior fails his test for LUCK, the Wizard spends an extra 4 magic points. The warrior has a LUCK of 9, but to resist this spell must roll a 5 or less (LUCK 9 minus 4 modifier). These extra points must be invested before the spell casting test is made.



Minor Magic

Some magic has been developed to make the life of the magician just that little bit easier. These Minor Magic spells (also known as Cantrips) are easy to cast and low in effect. Adventurers find them useful, and some travelling conjurers make a living entertaining villagers with them. cantrips are easy to learn and cast, and require very little magical power.

To learn Minor Magic spells requires a MAGIC characteristic of at least 1, and at least 1 point in the Magic-Minor special skill. A Hero starts knowing 3 Minor Magic cantrips for every point they have in the Minor Magic special skill. These cantrips should be chosen when the Hero is created.

To cast a Minor Magic spell requires a standard spellcasting roll with a bonus of +6 to reflect the ease of casting. A spellcaster's total of his Magic characteristic and his Magic-Minor special skill is referred to as his "Incantation" score.

Some additional modifiers may also apply:

<i>Cantrip Casting Situation</i>	<i>Modifier</i>
Each round of preparation	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of 1 ranged attack	-1
Caster is Target of >1 range attacks	-2
Target of 1 melee attack	-2
Target of >1 melee attack	-4

If the spellcasting roll succeeds, the cantrip is cast and no magic points need be deducted. If the spellcasting roll fails, one magic point must be expended. If a double 6 is rolled on the spellcasting roll, 2 magic points must be deducted.

To acquire new cantrips, a caster need simply increase his Magic-Minor special skill. Each additional point gained will allow the caster to choose three more cantrips, either immediately or at some time in the future. A Hero may not have more than three cantrips per point in the Magic-Minor special skill.

PLAY TIPS: Minor Magic cantrips will not usually defeat enemies or create powerful effects. They will however make the life of a magician somewhat easier. The starting selection of spells should be chosen carefully however, as many of these spells can come in very useful in specific situations. These spells can even be useful for a non-magician Hero, although the acquisition of these spells will of course come at the expense of other abilities. It is probably a good idea to try and choose a "theme" for the minor magic spells known, and the Instil cantrip is often a good choice.

Minor Magic Cantrips

Listed below are the common Minor Magic spells. This list is by no means exclusive and the Director should feel free to add to this list.

Attraction

This cantrip makes the target find one other person seriously attractive. The caster must either touch the target or Instil this cantrip into a drink. The subject of the attraction need not be present but if not the caster must know the subject reasonably well. The cantrip will last an hour or so, and will usually override any previous feelings held by the target towards the subject. However, this cantrip will not force the target to act completely out of character.

Burn

This cantrip creates a small flame in the palm of the casters hand, lasting up to one minute if desired. This flame can be used to light a candle, lantern or campfire, or will do one point of STAMINA damage if applied to an unaware target. This flame will of course damage anything held by the caster in that hand, but can be dispelled simply by closing the hand into a fist.

Cool

This cantrip will cool one object or person down. If used on a living being, the spell will not cause any freezing damage, but will make a being feel cool or even cold, regardless of the ambient temperature. If used on an inanimate object, the temperature may be taken down almost to freezing. As usual, an unwilling target may Test for LUCK to avoid the effects. Regardless of the target, the effects will last for 3D6 minutes (rolled in secret) after which the surrounding temperature will start to reassert itself.

Dry

This spell will instantly evaporate all of the water from one inanimate object such as an item of clothing, book etc. Although this cantrip will not affect oil, it will affect all water-based liquids.

Enhance

This minor illusion improves the appearance of a small item or group of items. This could make rotten food appear succulent or an old and battered item appear new and shiny. A successful test against Awareness or a successful test for LUCK will allow an observer to see through the deception. The effects will last 1D6 minutes (rolled in secret).

Entertain

This cantrip will cause a small visual illusion to appear on the casters outstretched hand. The illusion will be reasonably detailed, and may perform any actions that the caster desires, as long as they take place on the casters

hand. The illusion will last 2D6 minutes, and is mainly used by travelling conjurers to earn a few small coins.

Extinguish

This cantrip will put out a small fire, usually the size of a lamp or candle flame in size. The spell caster needs to be able to see the flame to extinguish it. Larger flames, up to the size of a campfire, can be extinguished, but have a penalty of -1 to -3 to the spellcasting roll. Flames are extinguished immediately, although smouldering embers may remain. This cantrip will not work on any sort of magical flame.

Glimmer

Creating a Light in the darkness is useful for all adventurers, even dwarfs and elves. The Wizardry spell "Light" is able to create a bright light suitable for reading or illuminating a wide area, but sometimes all that is needed is a faint light. This cantrip creates a dim glow, either on the hand of the caster or a small object, lasting for 2D6 minutes. This glow is equivalent to that given out by the embers of a fire, and will illuminate an area enough to see large shapes in the gloom.

Hear

This cantrip allows the caster to listen in on a conversation that he can see, but may be out of earshot. Whilst the spell is active (which is either one conversation or 2 minutes, whichever is shorter) the caster can only really hear the target conversation. If the conversation is being conducted at a whisper, there is a penalty of -2 to the spellcasting roll.

Heat

This minor magic spell will heat up one object or being. As with the Cool minor magic spell, this will not inflict any damage. When used on an inanimate object, that object may be heated up to what a person would regard as "very hot". When used on a living being, their temperature may be increased so that they feel hot, equivalent to being in full sun in a tropical area. An unwilling target may test for LUCK to avoid the effects, and like Cool, the effects will last 3D6 minutes (rolled secretly).

Hold

This cantrip fixes one small object in place for 30 seconds. This could include sticking a sword in a scabbard, attaching a boot sole to the floor or even sticking a rider's trousers to a saddle! An unwilling target may Test for LUCK to avoid the effects of this spell.

Honesty

When this cantrip is cast upon a target, who must also be touched as the spell is cast, the result is that the target admits one lie they have just told. The target may test for LUCK to avoid the effects, and must have told a lie in the very recent past. If several separate lies have been told, the Director decides which one is admitted.

Inebriate

When this spell is cast and the target touched, the target immediately becomes very, very drunk. The target may of course test for LUCK to avoid the effects, but if this test is failed, the target will have a penalty of -2 to pretty much all actions. The drunkenness will wear off after an hour or so, but can also be removed with the Sober cantrip or a counterspell. The Instil cantrip can be used in conjunction with this one to make a mug of beer or other drink very potent indeed!

Instil

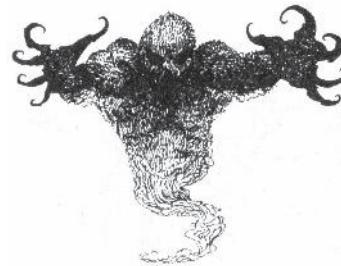
This very useful cantrip allows the caster to introduce the effects of one minor magic spell into a drink or food. The Instil and effect cantrips must be cast at the same time, and the magical effects are retained for 1D3 days. When the food is eaten or the drink drunk, the spell takes full effect.

Jab

When this minor magic spell is used, the caster must lightly touch the target with an extended finger. The target will then feel like they have been firmly jabbed with a sharp stick. This spell may cause 1 STAMINA point of damage (a roll of 6 on 1D6), which will be unaffected by any armour worn. If the caster desires, this spell may be used from a distance of up to 5m away with a -2 modifier to the spell casting roll.

Mend

The Mend cantrip will repair small holes in wooden, metal or cloth items. A suitable patch is required to actually fill the hole, this cantrip merely securely fixes the patch in place. As this cantrip only fixes a single small hole, it could not be used to repair a broken sword or cracked shield.



Mistake

This cantrip must be cast on one target within eyesight, who may test for LUCK to avoid the effects. If the test is failed, the target makes a small mistake. Whilst it will not affect combat, it will however cause someone to make a mistake when writing something down, take a wrong turning, mix the wrong two potions together or mis-weigh an item to be bought or sold. The Director may rule that this spell does not work if the effect is to major, or may apply a modifier to the spell casting test.

Noise

This auditory illusion causes fairly indistinct but appropriate noises to be heard coming from a short distance away. This could be footsteps, murmuring voices, rustling bushes or the squeaking of a door. Targets may not test for LUCK, as the sounds actually exist!

Pied Piper

This cantrip forces a nearby group of pests to follow the caster for 2D6 minutes (rolled secretly), although the caster cannot otherwise control them. When the spell ends, the vermin act as normal for their type. This spell can affect up to 10 rats, 100 beetles or 500 flies. To increase the numbers affected will incur a -2 penalty to double, a -4 penalty to treble, a -6 penalty to quadruple etc.

Pucker

This annoying cantrip will cause the mouth and cheeks of one target within 10m to pucker uncontrollably. The target may test for LUCK to resist, but if the test is failed the target will not be able to eat, drink or talk easily. Any social skills that rely on speech will suffer a penalty of -2, as do any spellcasting attempts. This cantrip will last for 1D3 minutes.

Push

Without any overt actions, this cantrip will allow the caster to push one item or person. The target can be up to 10m away, and the force exerted will be roughly equivalent to a real physical push by the caster. The target may test for LUCK to avoid the effects. If affected, the target will stumble, suffering a small penalty to physical actions that round (-1 or -2), but is in most danger if standing near the edge of a cliff or river.

Repulsion

This cantrip is the opposite of the Attraction Minor Magic spell, making the target take an instant dislike to a specified person. This dislike will not necessarily be violent, but will be a strong emotion. Like Attraction, the spell affects a touched target (or can be Instilled), the subject of the Repulsion must be present (or known to the caster) and the effects will last for 1 hour.

Ripen

This enchantment will cause inedible food, such as unripe fruit, rotten meat or mouldy bread, to become edible. This will affect one single item of food such as a single apple or joint of meat, and the food must be touched for the spell to work. This spell can also reverse the effects of a Sour spell.

Secrete

This spell allows the caster to steal one small object without even seeming to touch it. The caster must be close enough that he could touch it, and anyone actually watching the item will see it vanish, but not where it goes

to. The item, which should be around the size of a gold piece, will appear in the casters pouch or pocket as desired.

Slip

This spell causes one target within 10m to slip, as if on a banana skin under-foot. The target may test for LUCK to avoid the effects, which will generally amount to a -2 penalty to physical actions for one round. If the target is running however, they will require a test against SKILL or go sprawling.

Smudge

This cantrip causes the writing on one page to become blurred, smudged and unreadable. The caster need merely cast this spell and touch the document in question. The smudge can be restored by casting a counterspell on the page, but otherwise the smudging is permanent.

Sober

This spell, much beloved of any caster who spends too much time with Dwarfs or adventurers, will instantly sober up one intoxicated target. Simply requiring one touch, this spell can also be Instilled into a potion for instant sobriety!

Sour

This cantrip will spoil a single container of food or drink, up to the size of a barrel. The container must be touched as the spell is cast, and the food will be soured immediately. Although not poisonous, the food will cause severe stomach ache if eaten. This spell will not affect any sort of magical or enchanted food.

Spark

This spell will cause a small but painful spark of electricity to jump from the casters fingertip up to 10cm away. Although the spark will cause no real damage, it is painful and will cause the target to jump. This spell is most useful for getting a domestic animal moving, or getting a dawdling person out of the way.

Stutter

This cantrip will cause the target to stutter uncontrollably whenever they try to speak on one particular matter (determined by the caster). The effects will last for up to two minutes, and completely prevent the target talking about the matter in question. As is usual with this type of spell, the target must be within 10m of the target, and may test for LUCK to avoid the effects. This spell will not work on spell casting of any kind.

Weather Protection

This useful cantrip will protect the caster from the worst of the weather for 1 hour. In driving rain, the caster will be merely damp. In biting cold the caster will be chilly, and in blazing sunshine the caster will be warm and a bit red. This cantrip can really increase the comfort level of a travelling magician, but if the weather is really terrible, the caster will still need proper protection.

WIZARDRY

Wizardry is a school of magic especially popular on the continent of Allansia, where it is taught by experienced practitioners to their apprentices. Some powerful Wizards even set up schools of magic and take on 3 or 4 apprentices at a time. The most famous of these is in the Forest of Yore, founded by the great Vermithrax Moonchaser. Apprentices are often chosen on the basis of ability rather than how much they can pay, but this is not always the case.

Wizardry magic draws its energy from the invisible arcane power that permeates the world of Titan, and the long apprenticeship of a Wizard uses the learning of many millennia to develop the knowledge to use this power. Thus Wizardry spells are powered by magic points, the in-game manifestation of the arcane power. A Wizard can only channel so much power in a single day, requiring a good sleep to recover their magic points.

Casting Wizardry Spells

To cast a Wizardry spell follows the same principles as the standard spellcasting rules described above. A Wizard refers to his total of Magic characteristic and Magic-Wizardry special skill as his "Arcane Power", which is recorded as such on his Hero sheet.

Spells are graded by rank, with a spell requiring as many magic points to cast as its rank. Thus the simplest spells are rank 1, and cost 1 magic point to cast, whilst the most powerful are rank 8 and generally cost 8 magic points. There are some modifiers to the spellcasting test listed below. In addition to these, a spellcaster may expend additional magic points to gain a +1 modifier to the spellcasting roll for each additional magic point.

<i>Wizardry Casting Situation</i>	<i>Modifier</i>
Each round of preparation previous to casting.	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of ranged attack	-1
Caster is Target of melee attack	-2

A Wizard may also expend additional magic points when casting a spell to reduce the chance of a target successfully testing their LUCK. Each additional magic point thus spent is applied as a -1 penalty to the targets test for LUCK. Additional magic points spent must be declared before the spellcasting test is made.

If a Wizard wears any armour, then additional magic points must be expended for every spell cast as follows:

<i>Armour Worm</i>	<i>Extra MP cost</i>
Leather Cuirass	+1mp
Leather Hauberk / Chain Cuirass	+2mp
Chain Hauberk / Breastplate	+3mp
Plate armour	+4mp

A Wizard will start play knowing only a few spells, and even those are of the lower tiers of power. At some point a Wizard Hero will want to learn other spells, both of low and high power. One requirement is for available experience points, as described in chapter 2. If experience points are available, the caster must also have a way of learning the spell. One way to do this is to find a teacher who already knows the spell. This approach will take 2 days of intense tuition for every rank of the spell. The teacher will probably require payment for this tuition, either in money, goods or services. The second approach is to learn the spell from a spellbook that contains that specific spell. This way will take five full days of study, which need not be contiguous, per rank of the spell.

PLAY TIPS: A Wizard hero will begin play knowing only a smallish selection of Spells, and will probably be very weak in a hand-to-hand fight. However, they are not weakened physically by casting their spells, and will probably be able to cast quite a few of the less powerful spells each day. They should however bear in mind that once their power is gone for the day, it is gone. A Wizard hero walks a fine line between using up all of their magic before a powerful enemy is reached, and reserving their power for a powerful enemy that never appears and thus not helping their colleagues along the way.

Wizards are however a good choice for novice players who would like to have a magician hero as they have a defined role and a limited number of spells to learn.

It is also important to note that the Director controls the availability of spells for his Wizard characters, both by allowing them to find spell books containing new spells, but also by determining which spells teachers will instruct. A player may desperately want to learn the Death spell, but unless he has a way of learning it, as determined by the Director, he will never be able to cast it.



Wizardry Spells

The spells listed below are the most common of the Allansian Wizardry spells known. There will be other schools of wizardry and indeed other spells, so the Director should feel free to add in new spells as required. The numbers listed for each spell in brackets after the name refer to both the rank of the spell and the base magic point cost for the spell. Some spells have a rank listed as a modifier, such as +1, which is explained further in the spell description.

Befuddle (1)

This spell will cause one touched target, who may test for LUCK to avoid the effects, to become very confused for one minute. The target will struggle to make active decisions, and all active tests such as combat, spellcasting, lock picking, social tests etc will be made with a penalty of -6. The target will however try and avoid danger wherever possible and retreat to a safe place where they will just stand with a glazed look.

Darkness (1)

When cast, this spell will create a 5m radius circle of absolute darkness around the caster. The area of darkness will not move, and will cancel out both normal light and the Dark Seeing talent. The darkness can be cancelled with a Light spell or a counterspell, but will otherwise last for 3 minutes.

Fear (1)

This spell will induce terror in one target, which may be resisted with a test for LUCK. If the spell does take effect, the target will for two minutes attempt to get as far away from the caster as possible. At the end of this time, the fear will abruptly disappear and the target may act as normal.

Fire Bolt (1)

This common spell will hurl a small bolt of intense fire at one target within 100m from the pointed finger of the caster. The target may either test for LUCK or instead attempt a Dodge test to avoid being hit by the bolt. A target that is hit will lose 1D6 STAMINA in fire damage, and if especially flammable, may be ignited.



Flash! (1)

This spell will cause a brief but very bright flash of light to emanate from just in front of the caster. Anyone within sight will be blinded for 1D6 minutes (rolled separately for each target) unless they state that they will be closing their eyes or successfully test for LUCK. The caster may also choose to close his eyes. Anyone who does state they are closing their eyes will suffer a penalty of -4 to all actions for that combat round. The only exception to this

is that the caster will not have a penalty to casting this spell. If cast in an area of magical darkness, the gloom will be dispersed for one round only before returning.

Glowing Eyes (1)

This popular spell will cause the casters eyes (or one touched target) to glow with a colour chosen by the caster for up to five minutes, although this may be cancelled at will by the caster. The glow is equivalent to a Glimmer minor magic spell, but may also give a bonus to intimidation effects and may impress primitive folks.

Ignite (1)

When cast, this spell will cause something flammable to burst into flame (equivalent to a small fire), which is thereafter treated as a normal fire. The target must normally be touched, although the expenditure of an additional magic point will allow a range of 5m, with each additional magic point adding another 5m. This spell will not ignite a living creature unless they are especially flammable.

Illusion (1)

This spell will allow the caster to create one defined visual illusion. However, the illusion has no physical presence, and so will be dispelled if a creature touches it, or indeed it touches a creature, or after three minutes. A target will not normally have a test for LUCK to avoid the illusion, although in some circumstances this may be allowed. As an example, an illusionary bridge over a chasm will vanish as soon as a character steps onto it. There would be no test for LUCK to avoid the illusion itself, although there

could be a test for LUCK to avoid falling into the chasm when the "bridge" is stepped on.

Ironhand (1)

This very popular spell grants either the caster or one touched target an increase of 1 to their SKILL characteristic. This will apply to all tests that would be taken against SKILL, and lasts for three minutes. Only one of these spells may be active at any one time on any one target.

Light (1)

When cast upon one inanimate object such as a staff, sword or shield, this spell will create an area of magical light (about the size of a human fist) that glows steadily with the same intensity as a torch. This light lasts for 15 minutes, but may be cancelled at will by the caster. This light will be blacked out by a Darkness spell, but will in turn cancel out an existing Darkness spell.

Lock (1)

This spell will magically lock a chest or door without needing a physical key or lock. An open spell will cancel the effect, as can the caster just by willing it, but otherwise the door or chest must be physically broken to open it. This spell will not imbue the door or chest with any extra physical integrity.

Open (1)

This spell will open any physical lock or cancel out a magical Lock spell. The door, chest or lock must be touched to be affected.

Peace (1)

This spell will cause any two people within 5m to be calmed down, with a test for LUCK allowed to resist the spell. This will only happen if the targets are not actively fighting, and will also not prevent calmed targets from assisting friends who are being attacked. The expenditure

of additional magic points will allow 2 more targets to be affected for each additional magic point spent. This spell will last for 2D6 minutes (rolled in secret) and will be a fragile peace, which will be broken if an unaffected person attacks a calmed target.



Personalise Spell (+1)

This rank 1 spell is very popular among the flashier Wizards as it allows a spell to manifest in a particular way. Thus a Fear spell may appear as dark shadows that swirl round the target inducing terror, and a Restrain spell may appear as golden chains wrapped around the victim. Despite being a rank 1 spell, there may be an additional +1 to +6 magic point cost depending on the extent of the Personalisation. This additional cost is decided by the Director based upon the specification of the player. The Personalise spell is not cast separately, and so there will only be one spellcasting test.

Strength (1)

This spell imbues the caster or one touched target with the strength of a troll for up to one minute. This will add an additional +2 to the Strength Special Skill of the target and also to damage rolls made in

hand to hand combat whilst the spell is active.

Thunder (1)

In some ways similar to the Flash! spell, this spell will create a momentary special effect; In this case a deafening clap of thunder. This massive boom can be heard up to a kilometre away, and will deafen anyone within 20m who does not test for LUCK. The caster will not be affected. Affected targets will be mostly deaf for 1D6 minutes and will struggle with communication during this time. If the caster also knows the Flash! Spell, these may be combined into one spell (requiring one combat round to

cast and one spellcasting test but costing 2 magic points) for a potent burst of sound and light.

Tongue Twister (1)

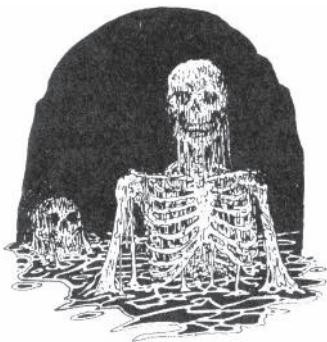
When cast, this spell causes the targets tongue to be temporarily tangled and unable to speak for a whole minute. The target may test for LUCK to avoid the effects of the spell, but if failed will of course prevent spellcasting. The range for the spell is 5m, although each additional magic point expended will increase this range by 5m.

Ward (1)

Unusually, this spell may be cast in the same round as another action or even another spell. When cast, the spell deflects one arrow, spear or other thrown or fired missile away from the caster. It will only work against one missile, will only protect the caster and may only be used once per round. This spell will not work against magical bolts or spells.

Weakness (1)

This spell may be cast against one target within 5m who may test for LUCK to avoid the detrimental effects. If affected, the target suffers a -1 penalty to both the SKILL characteristic and any damage rolls for 5 minutes.



Animate (2)

An incredibly useful spell much used by southern mystics to create impressive rope tricks, this spell will animate either one small item or very small item within 5m of the caster. The animated objects may not actually fly, but may "hop", slither or leap through the air and will be much stronger than their size would suggest. A flexible object may articulate itself so that a rope could tie a knot in itself or a cloak could wrap itself around a person or object. The animated object may be used to fight with an Attack Strength equal to the casters MAGIC Characteristic plus Wizardry Special Skill. If however the item loses a combat round and is thus struck, the spell ends and the item loses all animation.

The spell will otherwise last for two minutes, although this may be extended by one minute for each additional magic point expended. A medium sized object may be animated with the expenditure of 2 additional magic points, a large object for an additional 4 and a very large object for 6 additional magic points.

Breach (2)

This spell applies raw force to an inanimate object such as a wall, gate or door. It has a range of 5m, and will reduce one cubic metre to rubble or splinters. Additional cubic metres may be added to the effect at a cost of 2 additional magic points per cubic metre. The debris produced may still partially block the breach and will need to be manually cleared.

Breathe (2)

When cast, this spell will allow either the caster or one touched target to breathe for 15 minutes regardless of the quality or indeed lack of air. Thus the recipient of this spell could breathe underwater, in a smoke filled room or even in a vacuum. The caster can still breathe normally in a standard environment.

Combine (+2)

This useful spell allows two other spells to be combined together. These spells together will all take only a single round to cast, but an individual spellcasting test must be made for each spell and magic points must be spent for all of the spells, both those that are combined and the Combine spell itself. If any of the individual spellcasting tests fail, all of the spells will fail. Equally, if more than one spellcasting tests results in a double 6, a separate Oops roll must be made for each double 6.

Concentrate (+2)

If this spell is cast on the round before any other spell, the second spell will be re-cast immediately its duration expires without requiring a new spellcasting test or indeed any time. Magic points will be expended again at the time of recasting, and the recast spell will be recast in exactly the same form as the original casting.

Consume (2)

This spell makes use of the awesome power of fire, and will envelop one target in flame equivalent to a large fire. The target must be within 5m, and if a living being may test for LUCK to avoid the effects. If the test is failed or the spell cast on an inanimate object, the target will be ignited by the spell (as long as the target is flammable of course). The large fire will then burn normally as described in Chapter 3.

Counterspell (2)

When cast, this spell will cancel one other spell either in effect or in the process of being cast. Although the technical rank of the counterspell is 2, the magic point cost is actually equal to the rank of the spell being cancelled plus 1. Minor magic spells count as rank 0 spells for the purposes of Counterspell. A Wizard may however only counter spells that have a rank less than his own MAGIC Characteristic.

When actually making the spellcasting test, the Counterspell caster must apply a special negative modifier equal to the rank of the spell being cancelled. If this spell

is cast successfully, the target spell is snuffed out before it can take effect (if being cast) or immediately cancels the target spell (if already in effect).

It is suggested that a Wizard be able to change his declared action to counter a spell being cast, although this would of course mean abandoning his already declared action.

Darksee (2)

This simple spell endows the caster or one touched target to receive the benefits of the Dark Seeing talent for 20 minutes.

Ensure (2)

Nominally a rank 2 spell, this casting will prevent a catastrophic magical failure. This spell is cast at the same time as any other spell, and costs the same number of magic points as the spell it is Ensuring. Only one spellcasting test is made, but if a double 6 is rolled, the caster need not roll on the Oops table. Although costly, this spell may well prevent catastrophe visiting the caster.

ESP (2)

This spell, which has a range of 10m, allows the caster to look into the mind of one other living creature. The target may receive a test for LUCK to block the spell, but if failed the caster can see the emotions and general thoughts of the target. Individual thoughts or ideas cannot be read, but the caster would be able to tell if the target was angry, was friendly towards the caster or was about to attack. The spell lasts for 1 minute, but the caster must concentrate for that time for the spell to continue working.

Farseeing (2)

This spell grants the caster with eyesight as good as an eagle for 15 minutes. The caster receives a +3 bonus to all sight-based awareness tests and can see for many kilometres, assuming line of sight.

Fog (2)

This spell is in some ways similar to the Darkness spell, but it covers a larger area of 15m radius and lasts for 15 minutes. The affected area is filled with very thick grey fog with a visibility of less than a metre. All physical activity will be at a penalty of -6 and ranged attacks will be impossible. Dark Seeing will not help in this magical fog.

Force Bolt (2)

A similar spell to Fire Bolt, this spell flings a compact bolt of highly charged electricity that will hit a target for 1-6 points of damage, unaffected by armour. This bolt is so fast that it cannot be dodged or avoided, except by use of a Counterspell or Wall spell.

Languages (2)

This spell grants the caster or one nominated target a Language special skill of 4 in one specific language. This ability does not grant the ability to read or write the

language, but does give almost complete spoken fluency. This spell will last for 1 hour.

Levitate (2)

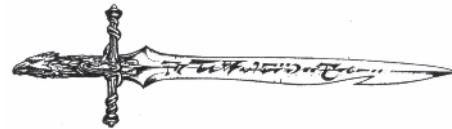
This spell removes the effects of gravity from the caster, one other being, or one inanimate object. If the target is unwilling, he will receive a test for LUCK to resist the effects. When active, the target can float up or down at will (at walking pace), under the control of the caster. The levitated being may pull themselves sideways if there are handholds nearby, and may also be affected by strong winds. The spell lasts for 5 minutes, and when it ends the target will float gently back down to the ground.

Mirror Selves (2)

When cast, this illusion will create two copies of the caster, all of which will act in a similar way. In a fight, this spell will mean that only 1 in 3 successful attacks will actually hit the real caster, and the caster will also count as three people for the purposes of outnumbering and any bonuses thereof (although the copies will not cause any damage). Even if a copy is the one hit, it will not disappear, with the spell lasting for 3 minutes.

See Through (2)

This spell allows the caster to see through a solid object and see what is beyond. The basic spell will allow the caster to see through an object up to 1 metre thick. If the object is more than 1 metre thick, the caster may add in additional magic points, extending the "view" by 1 metre each time. The spell will last for 1 minute once the final magic point has been used. This spell will however only affect one object.



Sentry (2)

Ideal when camping or resting, this spell will post a magical guard up to 20m from the caster. This invisible presence will sound the alarm should anyone unwanted approach the camp. The classification of unwanted is based upon the casters own viewpoint. This sentry will cover a 90° arc and so in the open four sentries would be required to alert the caster. The alert can be an audible sound (emanating from the location of the sentry itself) or a mental alert to the caster. The sentries can detect hidden and invisible enemies.

This spell could also be placed upon the mouth of a pouch, lid of a chest etc. The spell will last for 24 hours or until the caster moves more than 20m from the location of the sentry.

Sleep (2)

This spell will put one victim to sleep for 5 minutes. The target may test for LUCK to avoid the effects, but if affected, the sleep is normal. The victim may be woken by loud noises, wounds, shaking etc. A Hero may automatically kill most sleeping opponents, although this is considered bad form in most cases!

Starry Orb (2)

This spell will create a wondrous ball of glowing light and weaving fire, suspended in the air up to 10m away from the caster. This orb will distract and transfix all who see it close at hand (within 3m). Creatures who have average intelligence or less will be hypnotised on a roll of 1-4 on 1D6. A creature with high intelligence (including Heroes) may test for LUCK or test against SKILL to avoid being transfixed. Any hypnotised victims simply stare agape at the orb for the 1 minute duration of the spell. The orb cannot be moved from its original location.

Strong Arm (2)

This handy and popular spell adds 2 to a specific hand-to-hand weapon special skill, either for the caster or one touched target. The weapon special skill must be nominated by the caster at the time the spell is cast, and any one target may only benefit from one of these spells at a time. The spell lasts for 10 minutes.

Sure Shot (2)

This spell is similar to the Strong Arm spell, but instead applies to a single missile weapon special skill.

Where's Home (2)

This spell will prevent a Wizard being lost in the wilderness. When cast, the caster will instantly be aware of the direction that one named place lies in. This could indeed be the casters home, but could also be one other place known to the caster either from a visit or from an accurate map. This awareness of the direction does not imply the safest or even a passable route, and only lasts for a few seconds.

Arrow-Snake (4)

This nasty spell causes one arrow notched on a bow and ready for firing to instantly turn into a venomous snake! The snake will land one automatic bite on the victim (use small bite matrix) with an additional 2 points of damage for the venom. The snake will then continue to attack the target (SKILL 7 and STAMINA 3). The range of this spell is 10m, and the target does not get a test for LUCK as they spell does not affect them directly.

Command (4)

This powerful spell will allow the caster to issue a single command to another being. The target may of course test for LUCK to avoid the spell, but if failed, must obey the command. This single command cannot be something that would directly and obviously be harmful. Thus a Goblin could be commanded to close its eyes in combat

or drop its weapons, but could not be commanded to stab itself or throw itself off a cliff. It is important to note that the caster does not need to speak the language of the target. The effects of the command cannot last longer than 30 seconds, and the Director has the final say on what does and does not constitute a valid Command.

Explode (4)

This spell is similar to the Breach spell, but causes the target to explode violently as if blown apart by a huge amount of gunpowder. The target may be up to 50m away, and the base spell will explode up to one cubic metre of material. The amount of target exploded may be increased by expending an additional 4 magic points per cubic metre. This spell is very slow to cast, requiring 5 minutes of uninterrupted casting and preparation per cubic metre to be exploded. However, when the spell is completed, the targeted material will explode outwards, damaging an area around the blast equal to 2 metres for every cubic metre. The exact damage inflicted on any targets in this blast zone will depend on both the distance and the material exploded. If a living target is to be exploded with this spell, he receives a test for LUCK to resist the spell.

Find (4)

This spell is similar to the Where's Home? spell, except that the target may be absolutely any physical thing or place. This spell will simply provide the direction to the nearest item of the specified type. Thus casting this spell to find "a gold piece" will simply provide the compass direction to the nearest gold piece. This spell does not provide accurate directions nor distance, so finding the exit from a dungeon will just point to the nearest dungeon exit regardless of what lies in between. As with "Where's Home?", the sensation of the direction will only persist for a short time, in this case one minute.

Fly (4)

This spell is a more powerful version of the Levitate spell, and allows the caster or target to fly in any direction at running pace. The target has full control over their movements. The spell lasts 5 minutes and like Levitate, the flying creature will gently float to the ground when the spell expires.

The caster can carry a weight equivalent to that he could carry comfortably on foot.

Gills (4)

This spell affects either the caster or one target, who must be touched. An unwilling target may test for LUCK as usual to avoid the spell. This spell creates a magical pair of gills on the neck of the target, allowing them to breathe underwater. However, these gills do bypass the normal breathing arrangements and so if the target is not underwater, the target may well suffocate. This spell is permanent until cancelled by the caster or by a Counter Spell by another Wizard.

Grand Illusion (4)

This spell is a more powerful version of the rank 1 Illusion spell, and can include other senses such as smell, sound and even touch. This means that anyone struck by the illusion will believe themselves to be injured. The Illusion will fight with a SKILL equivalent to the casters MAGIC characteristic plus their Magic-Wizardry special skill. Of course, any wounds inflicted by the Illusion will be just that; illusionary. Anyone "killed" by the Illusion will merely be unconscious for a round, and will then wake up realising what has happened. The illusion will otherwise last for 3 minutes.

Grow (4)

When this spell is cast, the target, whether an object or being, will grow half as big again almost immediately. Thus a two metre tall man would grow to three metres in height! If a living creature, the target will benefit from the effects of a Strength spell due to his increased size, and clothing and armour will also grow to match their wearer. This spell will last for 3 minutes, but may be cast multiple times on one target. An additional casting on the aforementioned man will increase his height to 4 ½ metres, and provide the benefits of two Strength spells! An unwilling target will of course receive a test for LUCK.

Invisibility (4)

This handy spell will turn the caster or one other target invisible, along with currently carried clothes and equipment. This spell will not however make the target silent, and doors etc will still need to be opened. The effects will last for 3 minutes or until the caster either hits an opponent, is hit by an opponent or casts another spell.

Lightning Blast (4)

This powerful attack spell creates a huge bolt of lightning that automatically hits one target within 5m range. The spell causes 2D6+2 points of STAMINA damage to the target, and is not reduced by armour. This spell cannot be dodged or avoided, and only a Counter Spell or Wall will block the bolt. The basic range can be increased, with each additional 5m range costing 2 more magic points.

Magic Bridge (4)

When cast, this spell will create a magical bridge across a chasm, river or other impassable area. Requiring a solid footing at either end, the bridge will span 5 metres for every 4 magic points put into it. The bridge is wide enough for one person, and will support as many people as it took magic points to cast. The bridge will last for 5 minutes, but will start to fade gently after 4 minutes.

Poison (4)

This spell can create a powerful poison from any small amount of liquid or edible item. It can also combine with a Fog spell to create a cloud of poison or even poison a target directly if the caster is touching bare flesh when the spell is cast. The poison is fast acting and immediately delivers STAMINA damage equal to 2 plus the total

number of magic points put into the spell. A Wizard using an additional 6 magic points would thus create a poison inflicting 12 points of STAMINA damage.

Restrain (4)

This spell will bind the target object or creature in bands of magical energy, fixing them in place even if they are airborne! Once bound, the target cannot move a muscle, although they can steal breathe. Even gravity will not affect a Restrained target, so a falling boulder or leaping combatant could both be fixed in the air. The spell lasts for three minutes, and normal physics will take over when the Restraint is removed. Up to 3 cubic metres may be affected by this spell.

Shrink (4)

This spell is the reverse of the Grow spell, causing the target to shrink to half their normal size. Like Grow, it can be cast multiple times, shrinking the target by half each time. Whilst under the effects of one of these spells, the target will suffer the effects of a Weakness spell, due to their small size. This spell will last for 3 minutes or until cancelled by the caster.

Speak to Animals (4)

Similar to the Languages spell, this useful casting will allow the caster to speak to any animal for the following 10 minutes. Although the caster can communicate, this does not guarantee that the animal will be interested in talking as some have very limited attention spans!

Wall (4)

This spell creates a circular wall, 5m in diameter, around the caster or one nominated object. The wall lasts 5 minutes, and is completely impervious to all attacks, objects and even spells. Only a Counter Spell can cancel the wall, although if anything or anyone inside touches the wall, it will disappear immediately. The wall will remain stationary for the duration.

Weather Control (4)

This spell utilises multiple elemental controls to control the local weather as desired by the caster. It will only affect the weather directly overhead. This spell can affect an area the size of a small village or field. Unusual weather such as heavy rain, a small whirlwind or even a blizzard could be summoned or calmed. However, the basic spell will only affect the weather by some degree. Turning rain into snow, or cloud into a clear sky can be accomplished with the basic spell. Turning heavy snow into hot sunshine would require as many as 8 extra magic points. The basic form of this spell will last for 5 minutes, and extending this costs 2 magic points per extra 5 minutes.

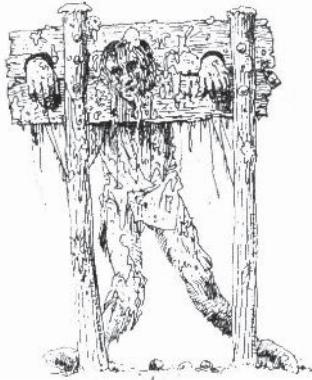
Banish Undead (6)

This spell will destroy the lifeforce that animates one single undead, thus returning it to a peaceful rest. Whilst the target may attempt to resist the spell as normal, the test is reduced by the MAGIC characteristic of the caster.

An undead creature banished by this spell can never be animated again, so this spell is sometimes cast on the bodies of dead heroes to prevent them ever being raised.

Cockroach (6)

This particularly nasty spell has featured in many legends and folk tales, where it has turned Heroes into frogs, cockroaches or mice. Thus if the target fails their test for LUCK, they permanently become a small and inoffensive creature of the casters choice. Their clothes and other possessions are not affected, and so drop to the ground where their owner once stood. The poor victim still retains their knowledge and consciousness but can only speak in an animal language. The caster may reverse this spell by touching the target and willing it so, otherwise only a counterspell can reverse the transformation.



Exchange Shape (6)

This spell requires the Wizard to touch the victim whilst the spell is cast; If the target fails his test for LUCK, the Wizard and target exchange bodies! The caster will retain his own characteristics, but will of course be free of most curses, poisons and diseases that the old body suffered from. This spell is permanent, although a successful counterspell will reverse it, forcing the original caster back into his own body, wherever that might be. If the casters original body has died, the counterspell will effectively kill him. The caster will however acquire any special abilities the new body possesses. Thus a caster Exchanging Shape with a Birdman will be able to fly, even if a bit of practice is required first.

Hurricane (6)

This specialised version of the Weather Control spell conjures up a 30 metre radius storm around the caster, with ferocious winds, hail., rain and even snow. Everyone caught in the area of effect (except the caster) must test either their LUCK or SKILL or be blown right off their feet, suffering 1D3 points of STAMINA damage in the process. Attempting to stand or move away requires another test. Combat, spellcasting and conversation are almost impossible within the area of effect, with the Hurricane lasting 5 minutes. The caster himself must concentrate throughout the duration and may take no other actions. It is also possible that other objects or even buildings within the area may be damaged by the spell.

Petrify (6)

This powerful spell will start turning one target, who must be within 5 metres, to stone. Starting with the feet, and creeping slowly upwards, the target will lose 1 STAMINA and 1 SKILL every two combat rounds until his current STAMINA score reaches 0 (SKILL will stop declining at 0). When this has happened, the target, his clothes and equipment included, will be completely made of stone.

The process can be reversed if a counterspell is cast or the caster is killed before the process is completed. If the victim is fully petrified, he can never be turned back.

Raise Skeleton (6)

A favourite with Necromancers, this spell will animate a corpse with a spark of living spirit, forcing it to return as an undead under the control of the caster. The spell itself takes a whole hour to cast, and requires a corpse of some kind. If the corpse is incomplete, the resulting skeleton will be missing that body part. The caster must be close to the skeleton to issue it with orders; Said orders will be followed literally until countermanded by the Necromancer.

By expending different amounts of magic points, other undead may be created as follows: Crypt Stalker (7), Skeleton Warrior (7), Zombie (7), Decayer (8) or Ghoul (8). A Necromancer may have a maximum of four Raised Undead at any one time for every point he has in his combined MAGIC characteristic and Magic-Wizardry special skill.

It should also be noted that Raising Undead is considered an evil act in most lands.

See Future (6)

This spell allows the caster to see brief scenes from the near future of either himself or one known person. The future in this case is no more than 2 days, and the visions are often confusing and obscure. The visions are of events that will probably happen, but intervening events may change this. This spell often presents problems for the Director, as he will be required to predict what will happen.....

Teleport (6)

This spell is a very powerful addition to the repertoire of any Wizard. This spell will allow the caster to travel instantly between two places that are less than 10km apart! The caster must have some idea of where he will appear, although a very good description would suffice from someone who knows the place well. The spell will transport the caster and whatever he can carry in his hands (including up to one other person) to the target location. Assuming the spell works correctly, the caster appears immediately.

Wall of Power (6)

This spell is a more powerful version of the Wall spell, and creates a similar barrier around the caster, although this one is dome-shaped, and can be increased in size by spending an additional 3 magic points for every extra 5 metres diameter. This wall will not only keep enemies out, but will actively damage any who try to pass through. Any being touching the outside of the wall will take 3D6 points of damage (armour will protect against this damage), and although they will not be able to pass through the wall, will continue to take damage on each round they are in contact with it. Lasting five minutes, this spell can only be removed with a counterspell, or another wall of power (which destroys both walls).

Web (6)

This spell will fill an area up to 5 metres in diameter with strong, sticky spider webs. Anyone within the area will be bound by multiple strands and completely immobilised. A very strong victim such as a Troll or Giant can break out in two rounds, and any Hero with the Strength special skill can break out after two successful Strength tests. Heroes without the Strength special skill must wait for the 5 minute duration to elapse before they are freed.

Assassin's Dagger (8)

This spell is much beloved of evil Wizards, to be used against luckless Heroes who have escaped their grasp. When cast upon a known enemy, this spell creates a ghostly hand holding a dagger. This hand immediately sets off directly towards its target at a steady walking pace. Whilst not very fast, the hand is relentless and never stops or rests, and will float ever onwards towards its victim. The hand can be trapped for a short while if the victim is ingenious enough, although this will only ever be short

term relief. If the hand does catch up with its victim, It attacks with SKILL 10, but never takes any damage if it loses a combat round. The only way to cancel the curse is to cast a counterspell on the hand (which must be present).

Death (8)

This very potent spell will kill one target within 5 metres instantly, and there is no test for LUCK to avoid the effects! This spell does actually cost the caster 12 Magic points (not 8) and ages him one year, although that is little consolation to the victim!

Earthquake (8)

This spell will cause a powerful but localised earthquake over an area of up to 30 metres diameter. The ground will heave and shake, damaging buildings and even demolishing rickety ones. Large cracks open up in the ground, and all beings within the area must test for LUCK or be lost down one of these. The earthquake will last for 3 minutes, and any characters who have fallen into a crack will be stuck there until the earthquake subsides. Even those who avoid being swallowed by the earth must make a test against SKILL each round to stay on their feet. Only the caster is immune to the effects of the spell. The diameter of effect may be increased by 10m simply by expending an additional magic point.



SORCERY

Sorcery is a magic style initially developed in the Old World, but now disseminated across the whole of Titan. Sorcery uses the same arcane energies as Wizardry, but instead of distilling these energies from the surrounding environment to power spells, Sorcerers draw energy from their own bodies. Thus Sorcery spells are powered by STAMINA rather than magic points and a Sorcerer will only use magic points if he also knows minor magic spells. One consequence of this approach is that some spells require physical foci, or components, for the spell to work properly. Whilst many of these components are easy to obtain, some are much rarer. The primary consequence of Sorcery is that using spells depletes the casters own physical reserves, possibly leaving them more vulnerable to attack. Unlike Wizardry, Sorcerers learn all of the spells available during their training.

Casting Sorcery Spells

Sorcery Spellcasting follows the standard procedure, with a test being made against the total of the casters MAGIC characteristic and Magic-Sorcery special skill. This total, for Sorcery, is referred to as the Sorcerers "Inner Strength". As with the other magical styles, certain modifiers will apply to the spellcasting test:

<i>Sorcery Casting Situation</i>	<i>Modifier</i>
Each continuous round of preparation	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of 1 ranged attack	-1
Caster is Target of >1 range attacks	-2
Target of 1 melee attack	-2
Target of >1 melee attack	-4

As with Wizardry, a roll of double 6 will result in an automatic spell failure and will also require a roll on the Oops table. However, unlike Wizardry, the wearing of armour does not affect Sorcery spell. A Sorcerer will still require the Armour special skill to receive the full protective benefit from the armour though.

Components

A Sorcerer must always have a component if one is required, and there is no way to cast one of these spells without. The required STAMINA is deducted immediately after the spell is cast, and it is entirely possible for a Sorcerer to knock himself unconscious with the casting of a more powerful spell. It is also worth noting that casting a Sorcery spell does not cause wounds, only weakens the essential life force of the Sorcerer. Thus

the Healing special skill will not be able to restore STAMINA lost through spell casting, although food, sleep, a Healing potion or priestly ability would.

A final word on components. Some, such as Gold-backed mirrors, Galehorns or Pearl Rings, can be purchased from suitable vendors or found as treasure. Others, such as sand and pebbles, may be selected in nature at no cost. Components such as Beeswax or Goblins Teeth can be harvested from a beehive or goblin corpse. It is suggested that a Director allow only one lump of wax or tooth be harvested from each of these sources. Some components will be consumed during the casting of the spell, whilst others can be reused indefinitely.

The availability of components is of course one mechanism whereby the Director can restrict the availability of Sorcery spells. It is also a one of the major restrictions on the power of a Sorcerer.

PLAY TIPS: There are certain advantages and disadvantages to being a Sorcerer. Sorcerers start knowing all the spells, and will never have to learn new spells. Even though some of these will require components, Sorcerers will have a much larger repertoire early on, and even in later stages of a campaign. A Sorcerer is also less reliant on a high MAGIC characteristic than a Wizard. Although a Sorcerer must still test their MAGIC to cast spells, they do not require magic points. This, combined with the ability to wear armour, means that the Sorcerer can be reasonable in combat or other situations. On the downside, a Sorcerer powers their spells with STAMINA, meaning that a Sorcerer must have a reasonable STAMINA to begin with, but even so, casting several spells can severely weaken a Sorcerer and leave them vulnerable in a fight. Sorcerers can however wear armour, and so can often hold their own in a hand-to-hand fight.



SORCERY SPELL DESCRIPTIONS

Listed below are all of the Sorcery spells that each Sorcerer knows. Each spell is listed as a 3 word name, a system devised by the earliest Sorcerers, along with any required components and a spell description. Unless specifically noted otherwise, the components are not consumed. Many of the spell effects are dependent on the Sorcerers "Inner Strength". This again is the total of the casters MAGIC characteristic and his Magic-Sorcery special skill.

ZAP (4)

Component: None

One of the more powerful Sorcery spells, ZAP fires a large bolt of lightning at one target within 30m, causing 3D6 points of STAMINA damage. Armour is of no use against this spell, and the target does not receive a test for LUCK.

HOT (4)

Component: None

The HOT spell fires a large ball of fire at one target within 30m, bursting on impact into a 3m radius circle of fire. Anyone caught within the radius of effect will take 1D6+1 points of STAMINA damage. Especially flammable targets will find themselves ignited by this spell, as will flammable objects.

FOF (4)

Component: None

When cast, this spell creates a personal and impervious barrier a couple of inches from the caster. This barrier will block attacks from both inside and outside, and will also block all spells. This barrier will last for a number of minutes equal to the casters Inner Strength, and will move with the caster at walking pace during this time.

WAL (4)

Component: None

This spell will create a 3m x 3m wall of magic that will block anything physical passing through from either direction. This wall cannot be moved once created, but will stop all physical objects, and will even stop a falling building or landslide!

LAW (4)

Component: None

This spell will only work on creatures with Low or No intelligence. Lasting a number of rounds equal to the casters Inner Strength, this spell will completely dominate the targets intelligence, effectively leaving the target under the complete control of the caster. The target will of course receive a test for LUCK, but need not speak the same language as the caster. This spell will allow the caster to order the target with almost any actions, although anything completely out of character will not be obeyed. The target must stay within eyesight of the caster for the spell to continue to work.

DUM (4)

Component: None

This spell will make the target (if it fails a test for LUCK) badly uncoordinated and clumsy. As with many Sorcery spells, the effects will last for a number of combat rounds equal to the casters Inner Strength. Outside combat, an affected target will drop handheld objects on a roll of 1-3 on 1D6. This should be checked each round.

In combat, a target will fight at a penalty of -2 and will fumble on any double. If a double 6 is rolled, the victim must make two rolls on the fumble table.



BIG (2)

Component: None

This spell will instantly grow the caster to double their normal size. The caster now inflicts double normal damage will all hand-to-hand effects, but will make all physical tests (except Strength) with a penalty of -2 due to the difficulty of coordinating such a large body. This spell will last for a number of combat rounds equal to the casters Inner Strength.

WOK (1)

Component: A gold coin

Whilst casting this spell, the Sorcerer places the gold coin on his wrist, and the coin becomes a large magical shield. The shield has no weight, and acts in all respects as a large shield. The shield will last for a number of minutes equal to the Sorcerers Inner Strength, and then disappear, along with the coin.

DOP (2)

Component: None

This spell will open or unlock any one door or chest, even if the door is barred instead of locked. The door or chest to be opened must be touched by the Sorcerer as the spell is cast.

RAZ (1)

Component: Beeswax

As the Sorcerer casts this spell, the beeswax must be run along the cutting edge of a bladed weapon. He weapon becomes super sharp for a number of combat rounds equal to the casters Inner Strength, adding +2 to all damage rolls with that weapon. The portion of beeswax is consumed by the spell.

SUS (2)*Component: None*

When cast, the Sorcerer is made aware of any trap or ambush within 10m. This spell will actually detect all traps and ambushes, even those not laid for the caster! The Sorcerer will be aware of the direction and rough distance of each threat, and will know whether the threat is a trap or ambush, but other details are not forthcoming.

SIX (2)*Component: None*

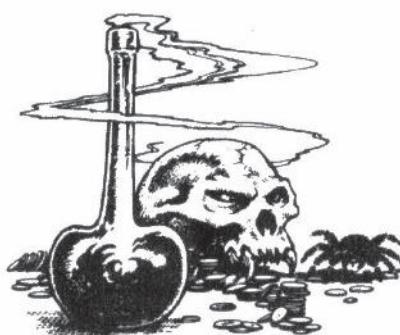
This spell creates 5 illusionary duplicates of the caster who mirror his every move. In combat, any successful attack against the Sorcerer will only stand a 1 in 6 chance of hitting the real copy. However, the copies will be dispelled when hit, so if a duplicate is hit, the next attack will stand a 1 in 5 chance of hitting the caster and so on. These duplicates will not count as extra combatants for outnumbering purposes, and will not strike any opponents. If not dispelled by attacks, these duplicates will vanish after a number of combat rounds equal to the Sorcerers Inner Strength.

JIG (1)*Component: Bamboo Flute*

The caster must play the flute as this spell is cast. The spell will cause one target to start dancing uncontrollably to the music, and cannot take any voluntary actions. As is usual with spells of this sort, the victim may test for LUCK to avoid the effects. If the dancing victim is attacked, they can make a combat roll as normal, but suffer a -2 penalty to their attack strength and cannot inflict any damage. The spell will last for a number of rounds equal to the Sorcerers Inner Strength or until the Sorcerer stops playing, whichever is shorter.

GOB (1)*Component: Goblin Tooth*

This spell will consume a Goblin Tooth to summon a Goblin warrior (SKILL 5/STAMINA 5) to fight for the Sorcerer. The Goblin will obey any command, even suicidal ones, and will persist for a number of minutes equal to the casters Magic Inner Strength or until killed. The Goblin will appear with normal Goblin equipment, which will also disappear when the Goblin does.

**YOB (1)***Component: Giant Molar*

This spell is similar to the GOB spell, except that a Giant molar is used up to summon a Cave Giant (SKILL 9 / STAMINA 10). As with GOB, this summoned creature is equipped and entirely subservient to the will of the Sorcerer. Problems may be encountered if there is limited headroom! The Giant will persist for a number of combat rounds equal to the casters Inner Strength.

GUM (1)*Component: A Vial of Glue*

When casting this spell, the caster throws a vial of glue at the feet of the target. The spell causes the glue to spread out and become super-sticky, making it very difficult for the victim to move freely. The target may test for LUCK to avoid the effects, but if this test is failed the target must halve their SKILL (rounded up) for all physical actions including combat. The glue will last for a number of combat rounds equal to the casters Inner Strength. The vial of glue is consumed by the spell.

HOW (2)*Component: None*

This spell can be cast when there is a choice of two or more ways onwards. The caster must have a goal in mind, such as escape, safety, accessing the centre of the dungeon etc. This spell will then give the caster a psychic nudge towards one of the ways onwards. The Director should make an educated decision on which way is best to follow.

DOC (1)*Component: A medicinal potion*

This spell, when combined with the target drinking a healing potion, will result in the healing potion having double the normal effect. This spell is one of the few that will not work on the Sorcerer himself. In addition, some herbal potions may be enhanced to completely cure a poison or disease. These should be adjudicated on a case by case basis by the Director.

DOZ (2)*Component: None*

This spell will cause a victims movements to slow and become sluggish if they fail a test for LUCK. The target makes all physical tests, including combat, at -4, and the target will also be able to inflict damage on even numbered rounds. If the Target wins an odd-numbered attack round, they will not inflict any damage. The effects will last for a number of combat rounds equal to the casters Inner Strength.

DUD (2)*Component: None*

When cast, this spell will turn stones, sticks and other debris into apparent treasure worth 1D6x10gp. The treasure is only illusionary however, and will vanish after a number of hours equal to the casters Inner Strength. The false treasure will radiate a faint magical aura, and a

successful test of awareness will give the target an indication that the treasure is not all it seems.

MAG (2)

Component: None

This spell acts as a pre-emptive counterspell, protecting against the next hostile spell cast against the Sorcerer. This spell will remain active for as many combat rounds as the Sorcerer has Inner Strength, but will only stop one spell, regardless of the power of the attacking spell.

POP (1)

Component: Small stone

This spell must be cast on a small stone held by the caster. This stone is charged with magical power such that it will inflict 1D3 damage if thrown at an opponent or object. A stone will retain its power for a number of combat rounds equal to the casters Inner Strength, and a stone can be thrown by anyone.

FAL (2)

Component: None

When cast, this spell will protect the Sorcerer against one fall. This spell may be cast before or during a fall, as long as the fall is above 15m, thus giving the Sorcerer time to cast the spell. This spell will not provide the power of flight, but will merely act as a magical parachute, gently lowering the caster to the ground.

DIM (2)

Component: None

When cast, this spell will cause the mind of one target within 5m to become severely confused if they fail a test for LUCK. The effects will last for one round for every two full points in Inner Strength, and each round must roll 1D6 and consult the following table to find out what action they will take:

Roll Action

- 1 Target attacks Sorcerer
- 2 Target attacks own friends
- 3 Target attacks random opponent
- 4 Target dithers and does nothing
- 5 Target flees for one round
- 6 Target may choose his own actions

FOG (2)

Component: None

When cast this spell will fill one enclosed space with a dense fog, making activity for all concerned almost impossible. All caught within the room will make all physical tests at a penalty of -4(except the caster who will only have a penalty of -1) until the fog dissipates after a number of combat rounds equal to Inner Strength.

MUD (1)

Component: A handful of sand

As this spell is cast, the Sorcerer must throw a handful of sand over the area desired. This spell will turn the area of ground 3m across into a deep quicksand. Any creature stepping into the quicksand will start sinking into it. The victim must immediately test their SKILL or LUCK to avoid being caught, but if they do escape they will escape back to where they started. A captured creature will drown in a number of rounds equal to their own SKILL characteristic, during which time they will sink lower and lower. The target can fight anyone within weapon range, but will have a penalty equal to 1 for every round they have been sinking. They may be rescued with a suitable plan by anyone not stuck.

The quicksand will last for a number of minutes equal to the casters Inner Strength.

NIF (1)

Component: Nose Plugs

This spell is unique in that the material component is not absolutely required to cast the spell, but without the nose plugs, the caster will suffer the full effects of the spell. When the spell takes effect, the enclosed space immediately fills with an incredibly bad smell. All within suffer a penalty of -2 or more to all actions whilst the smell persists. Most Humanoid creatures suffer a -2 penalty, unless they have the Awareness special skill of 3 or more, in which case the level of Awareness is used as the penalty. The general principle is that the better the sense of smell the target has, the higher the penalty. Creatures such as wolves with a good sense of smell will have a penalty of -4. The smell will persist for a number of combat rounds equal to the casters Inner Strength.

TEL (1)

Component: A cloth skullcap

This spell is almost identical to the wizardy spell ESP (rank 2). It will allow the caster to read the surface thoughts and emotions of one target within 5 metres, and will last for a number of combat rounds equal to the Sorcerers Inner Strength.

GAK (1)

Component: A black facemask

When this spell is cast and the mask held up to the casters face, one target within sight must immediately test for LUCK. If this test is failed, the target will immediately flee the caster for a number of rounds equal to 12 minus the targets SKILL characteristic.

SAP (2)

Component: None

This spell will drain all morale, confidence and energy from the target, causing them to fight with a -1 penalty to SKILL, a -1 modification to damage rolls, and a -1 penalty to armour rolls as the victim becomes very lacklustre. The target will of course receive a test for LUCK to avoid the

effects and the effects will last for one round for every point the caster has in their Inner Strength.

GOD (1)

Component: A jewel of gold

This spell, when cast, will cause all humanoids nearby to become more favourably disposed towards the caster. This will cause all reactions (as described in Chapter 2) to shift one place towards friendly; Hostile > Unfriendly > Neutral > Friendly, and will also apply a +2 bonus to all social type tests with those affected. Creatures that are tasked with being hostile to the Sorcerer, such as guards, assassins etc, are allowed a test vs LUCK, but other creatures should not. The jewel of gold is consumed by this spell.

KIN (1)

Component: A gold-backed mirror

The caster must hold up a gold-backed mirror as this spell is cast. The spell then creates a double of the target, who receives a test for LUCK to prevent the spell working. If a double does appear, it will attack the original and will have the same SKILL and STAMINA as the original, and the same equipment, although none of the special abilities or spellcasting.

The copy's weapons and armour will also not have any magical abilities of the originals. This spell is best used against lone enemies as any outside interference in the subsequent combat will dispel the copy. During the fight, the caster must keep the mirror pointed at the combat. The copy will persist for a number of rounds equal to the casters Inner Strength, but will disappear if either combatant is defeated.

PEP (1)

Component: A potion of Firewater

This spell will greatly increase the strength of the caster, who must drink a potion of firewater during casting. The caster will gain a +3 bonus to all damage rolls for a number of rounds equal to the casters Inner Strength. There is also a +3 bonus to the Strength special skill during this time.

ROK (1)

Component: Rock Dust

This spell will instantly turn to stone one target whom the caster throws a handful of rock dust over. There is of course a test for LUCK to avoid this effect. If the test is failed, the target and all he carries is turned to stone. The victim will return to normal form after 3 minutes, and will be mostly impervious to normal attacks during this time. The Director will need to rule on the affect of any magical attacks. The casting of this spell will consume the rock dust.

NIP (1)

Component: Yellow Powder

Whilst casting this spell the Sorcerer must sniff a special yellow powder. For a number of combat rounds equal to

half of his Inner Strength (rounded down), the caster may act at double the normal rate. Thus the caster may attack twice per round, may cast two spells, may run at twice normal speed or any combination of these. Thus under the effects of these spells, a Sorcerer may cast a spell and attack in the same round.

HUF (1)

Component: A galehorn

When casting this spell, the Sorcerer must blow hard into a Galehorn in the direction of the target(s). As the spell takes effect, a huge blast of wind knocks over all man-sized or smaller beings within 3m of the target point. All affected beings may not take any action in the current round other than getting up, although they may also not be attacked with hand-to-hand or missile weapons due to the high winds in the area of effect.

FIX (1)

Component: A staff of oak

This spell will fix one target in place, removing it from all natural laws. If the target is alive, it gets to test for LUCK to resist the spell, otherwise it is frozen and fixed in place. The target is no longer affected by gravity, time or indeed any other natural or magical force. All the while the Sorcerer concentrates and keeps the staff pointed at the target, the victim is fixed. As soon as this concentration is dropped, the target is subject again to whatever forces were acting on the target at the time they were fixed. Thus a Sorcerer fixing a wyvern diving to attack the caster would resume the same dive when the fix was removed.

NAP (1)

Component: A brass pendulum

The caster must set the pendulum swinging as the spell is cast, hypnotising a creature and then sending it to sleep. There is a test for LUCK to avoid the effects, although if the target fails they will instantly fall into a natural sleep. They will only wake up when they would normally wake, although loud noises etc will also wake the target up.

ZEN (1)

Component: Jewel studded medallion

This spell is somewhere between the Levitate and Fly spells in power. Once cast, the Sorcerer may float up, down or in any direction, up to a maximum of 2 metres every combat round. No other spells may be cast whilst the Sorcerer is floating, and the caster may not attack anyone, but otherwise the spell only ends when the Sorcerer touches down on a solid surface.

YAZ (1)

Component: A pearl ring

This spell causes the caster and all that he carries to become invisible. The invisibility lasts for as many minutes as the caster has points in Inner Strength, although it will end early if the caster attacks anyone or casts another spell.

SUN (1)*Component: A yellow sun jewel*

This spell will cause the sun jewel to glow, as brightly as the Sorcerer desires. At its brightest, the bright light will cause all who are nearby to act at a penalty of -1, including combat. Creatures especially sensitive to sunlight, such as Goblins, Orcs and Trolls, will have a penalty of -2. The jewel may also be dimmed such that it just illuminates a room. The jewel will glow for a maximum number of hours equal to the casters Inner Strength, although it may be cancelled by the Sorcerer before this time.

KID (1)*Component: A bracelet of bone*

The bracelet must be worn for this spell to work. When cast, an illusion will be created for one specific target that will be believed implicitly. The target will act as though the illusion is real until something disproves it. Thus if the illusion is that the floor is composed of red-hot coals, the target will feel the heat, hear the steam and see the glow. They will even believe that it burns if they walk on it.

However, if another person walks across the "coals" without even seeming to notice the heat, the illusion will be dispelled. If not dispelled in this way, the illusion will last for a number of minutes equal to the casters Inner Strength.

RAP (1)*Component: A green wig*

This spell allows the caster to understand any humanoid languages for one conversation. The caster must wear the wig for the spell to work however.

YAP (1)*Component: A green wig*

This spell works the same as the RAP spell, except it grants the ability to speak any animal languages for one conversation.

ZIP (1)*Component: A ring of green metal*

This useful spell allows the caster to teleport up to 100m away in a direct line. The spell will transport the caster through soft materials, but will be blocked by stone and metal. If a double 6 is rolled for the spellcasting test, the caster will not only have to roll on the oops table, but will also be transported somewhere else....at the Directors discretion.

FAR (1)*Component: An orb of crystal*

This spell will present a vision of the near future as it applies to the caster. The caster has no control over what he sees, but the vision is something that will probably happen soon. The vision will be somewhat abstract and possibly misleading.

RES (1)*Component: A vial of holy water*

This spell will restore a recently departed character to life. The spell must be cast within a number of rounds of death equal to half the dead creatures SKILL (rounded down) and a vial of holy water must be poured over the corpse. Thus a dead Hero with SKILL 8 who has been killed must have this spell cast within 4 rounds of death. A resurrected Hero will be restored to 1 STAMINA, and cannot increase this for 24 hours. After this time the resurrected creature will start to recover STAMINA normally.

ZED (7)*Component: None*

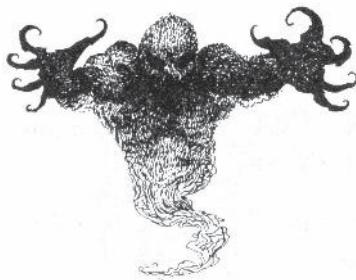
This spell is taught to all young Sorcerers, although they are never allowed to cast it in full, nor will they ever see anyone cast it in full. All Sorcerers are told that this spell must be used only as a last resort and when there is no other options. The Director will be the final arbiter of the spell effects, although they are likely to be both far-reaching and not totally benign to the caster. It is rumoured that when cast this spell will rip the Sorcerer out of his current time and place and fling him somewhere else. Quite where and when, no-one can tell and what else will occur is also open to speculation.

CHAPTER 5 – RELIGION

The Gods of Titan once roamed omnipotently across the surface of the world, reforming it as they saw fit. However, since the wars of the Gods, they have retreated to the heavens and left the surface of the world to the mortal races. The Gods now pursue their own agendas through their Priests; these are their main agents who achieve the aims of the gods and recruit new worshippers.

Religion on Titan runs the whole gamut from the animal deities who have almost no formal religion at all, all the way to some of the major gods who have huge organised and coherent religions. Most of the Gods will have Priests; Some are hermits and wandering loners, some are crusading adventurers and others are bound to a single temple to care for the local people. Heroes of course are likely to be wanderers rather than temple Priests.

Most common people will acknowledge all Gods whilst revering one above all others. A person will choose their God based upon their family or community religion. A person may choose a God based upon what they do. A sailor worshipping the God of the sea may well be a good idea, as is a Soldier worshipping the God of war. Priests however will only ever worship the one God.



PRIESTS

The Priests themselves will always carry a symbol of their religion, which they will wear prominently unless in enemy territory where it would attract unwelcome, possibly fatal, attention. Priests of an organised religion will wear the appropriate robes or costume. Between the symbol and the costume, Priests proudly proclaim their allegiance and profession.

Priestly Heroes are unlike most other adventurers in that they have social advantages and responsibilities. Most Priests will generally have a higher social rating (see Chapter 1) and will usually be able to request lodging at any similarly aligned Temple or Priest, and will be able to command a certain respect in many communities. On the

other hand, a Priest must act in accordance with their Religion and the tenets of their God. The Director and player should agree on some behaviors that are expected and forbidden to the Priest, and the Hero should try to stay within those limitations. If a Priest transgresses these limitations badly or often, the God may withdraw the Priests special powers either temporarily or permanently.

TEMPLES

The larger, more organised, Religions base the worship of their Gods around their Temples. Cities may have vast impressive stone edifices to accommodate thousands of the faithful, whilst villages may have a small wooden building with a hut for the Priest. Temples to nature Gods may be a sacred grove or pool. All properly consecrated Temples have power however, and are difficult for supernatural enemies of the God to enter. Some Temples may even be in caves or forest groves!

Even ancient Temples to long forgotten Gods will have certain lingering power and should be entered with care.

The biggest Temples will have multiple Priests, guards, support staff, accommodation and other services and will be a place of sanctuary for Heroes friendly to the God. Very large Temples may well have huge investments and have both secular and religious power. The High Priest of this type of Temple will be a very important person indeed!

Heroes will be able to find healing and other services at many Temples, although the Temple will expect a donation of some form for this help if the Heroes are able to afford it.

PRIESTLY ABILITIES

Each God grants his or her followers certain abilities and powers, to help him spread the holy word across Titan and defeat his enemies. These powers in some ways resemble magical abilities, but whereas a Wizard or Sorcerer speaks an incantation and makes the appropriate gestures, a Priest merely murmurs a prayer to his God to invoke the effects.

A Priest still requires a "MAGIC" characteristic, but unlike true Magic does not need to test this to use an ability. The total of a Priest's MAGIC characteristic and his Magic-Priestly special skill is referred to as his "Devotion" and is used to determine the effect of his powers.

A Priest simply states that his action for a particular round is to use an ability, and it happens. In fact, the only thing that will prevent a Priest from invoking a power is if that Priest is so far out of favour that his Gods favour has been withdrawn.

A Priest has no need of magic points either, as their power is divine in origin. However, a Priest may only use each of his gifted powers once every day. If used, a power becomes available again at midnight. In dire circumstances a Priest may use one of his powers for a second time during a day, but must deduct a LUCK point to do so. No power may be used a third time during one day. Priestly abilities may not be avoided by testing for LUCK unless otherwise stated.

All Priests will carry a Holy Symbol as evidence of their faith and station, but contrary to popular myth, are not absolutely required for a Priest to be able to use his powers. No self respecting Priest will hide his symbol or suffer its loss lightly. The Holy Symbol is what proclaims to the world that "Here is a Priest of....".

Each God grants its Priests a specific power and three common powers. The common powers are listed below, and the unique powers are listed later in this chapter in the description of each God.

Salvation

A Priest may also, once in his career, call on his deity for Salvation. This is a last chance call, which must be made whilst the Priest is alive (although not necessarily conscious) will save the Priest from his current predicament. This salvation may, if the Priest desires, include his companions. The exact form of the Salvation could take many forms, but will often be flashy to say to all witnesses: "See My Power!" The Priest will not be fully healed, but all who are saved will at least be conscious. Where the Priest and his companions end up is anybody's guess.....

In very, very rare circumstances, a God may award a Priest an additional Salvation, and even rarer is to offer this to a non-Priest. These will only ever happen to the survivors of a truly epic quest.



Common Power Descriptions

As with other derivatives from the MAGIC characteristic, the extent of many of the effects is based upon the Priests "Devotion". This is the total of the MAGIC Characteristic and the Magic-Priestly special skill.

Both common and unique powers can both be personalised for different Gods; thus if a Priest of Filash, God of Fire uses the Smite power, the Priests' weapon will burst into flames.

Heal

An almost ubiquitous power, and the one priests are probably best known for, Healing is also one of the most useful powers. When used, the Priest must touch one target with his hand and recite the correct prayer. The target immediately gains a number of STAMINA points equal to the Priests Devotion. At no point may the targets STAMINA exceed their initial value, and any excess points are wasted. This spell will not cure poison or disease, but will cure a STAMINA loss from such an infliction.

A Hero or other character may normally only benefit from one Heal power every day. If a second Heal is used on the same Hero on the same day, the Hero must sacrifice a LUCK point in order for the power to work. The Gods require a sacrifice from those who demand too much.

Protection

This power will protect both himself and his colleagues from a specific type of enemy with a shimmering magical armour. The listing for each God will specify which enemies the armour is effective against.

The power can protect as many allies as the Priest has Devotion (the Priest himself will count as one of these) and will increase the apparent armour as described below. This increased armour will work against physical and magical attacks and will last for an entire combat.

<i>Current Armour</i>	<i>Resulting Effective Armour</i>
None	Leather Hauberk
Leather Cuirass	Chain Cuirass
Leather Hauberk	Chain Hauberk
Chain Cuirass	Breastplate
Chain Hauberk	Plate Armour with +1 to the roll
Breastplate	Plate Armour with +2 to the roll
Plate Armour	Plate Armour with +3 to the roll

Cure Poison/Disease

This power will not restore any STAMINA, but will completely cure any poison or diseases in one target. The target must be touched to allow the power to work. This power could conceivably also be used to cure parasites or other infestations also.

Create food and water

When used, this power will create plain but nourishing food (such as bread, fruit and cooked vegetables) and clean water. Sufficient is created for a number of meals for every point the Priest has in Devotion. Suitable receptacles must be ready for the food and water, which will only last 12 hours before the food crumbles away to nothing.

Smite

This power allows the Priest to do greatly increased damage against the enemies of the God, specified for each deity. The power will last for a number of combat rounds equal to the Priests Devotion, and will allow the Priest to roll 2 separate D6's for damage. The results of each damage roll are both applied to the target, and indeed any bonuses to the damage roll are applied to both rolls.

Bless

This power will imbue one target with the righteous wrath of the God, and so receives a bonus of +1 to all dice rolls made for a number of combat rounds equal to the Priests. This bonus applies to combat rolls, spellcasting tests, SKILL tests, damage rolls, armour rolls and even tests for LUCK.

Bravery

This power, when used, will make all allies within a number of metres equal to the Priests Devotion completely immune to all fear. This will include poor morale. Magical spells, creature induced fear and indeed anything else that would cause the Priest or his allies to run away, and will last for the entirety of one combat.



Ill-Luck

This power is the direct opposite of Bless, and will cause one target to suffer a -1 penalty to all rolls and tests made by the target for a number of combat rounds equal to the Priests Devotion. There is no test for LUCK to avoid this, but the effect will be canceled out by a Bless power.

Ward

This power will create a protected zone of 3m radius, that will prevent most undead, evil spirits and even demons from entering. Any of these beings that wish to enter the area or cast spells or use powers on those within must make an opposed roll (effectively a combat roll) using their SKILL characteristic against the Devotion of the Priest, who receives a bonus of +3. If the evil being wins the contest, they will no longer be inhibited by that Ward and may enter freely.

Banish

This power will banish one single undead, evil spirit or demon from the area. The Priest and evil being must both make an opposed test; The evil being uses SKILL and the Priest using Devotion with a bonus of +3. If the Priest wins, the being must immediately flee the area and not return until the following sunset at least. If the evil being wins then the Priest has no further power over that spirit that day, and the being will not flee. If the result is a

draw, then the contest must be re-rolled the following round.

Weakness

This power will drain the strength, agility and motivation of one enemy. The Priest may impose negative modifiers on an enemies SKILL, Damage rolls and Armour rolls in total equal to the Priests Devotion. As an example, a Priest has a Devotion of 7 and calls down Weakness upon an enemy warrior. The Priest decides to modify the warriors SKILL by -3, his damage rolls by -2 and his armour rolls by -2. It is worth remembering that SKILL may not be reduced below 1, and that damage and armour rolls cannot be modified below 1. These modifiers last for a number of combat rounds equal to the Priests Devotion.

Commune

When used, this power allows the Priest to talk directly to his God. The Priest addresses a question to his deity, and must then either sleep or meditate. The God will provide information or guidance, although the response may be cryptic and obtuse. The Director must decide how much information to provide and how much interpretation is required.

Curse

This evil power allows the Priest to call down a divine curse upon one target within 5m. The Priest must loudly call down the curse, and the target will lose a number of temporary STAMINA points equal to the Priests Devotion. These points cannot be healed or restored by any means until the curse is lifted by the caster, the cursing Priest is killed or the victim is blessed by a High Priest with a Devotion at least 3 points higher than the cursing Priest.

Shape Change

A favourite of the Animal Gods, this power allows the Priest to change (and back) once per day into an animal or creature appropriate to their deity. All clothes and equipment are included in the change, which takes a full round, and the Priest retains his full intelligence. If the creature's normal SKILL is higher than that of the Priest, the Priest gains a +1 bonus to his SKILL while transformed, but always retains his own STAMINA. The Priest will however gain any special non-magical abilities such as flight, extra attacks, armoured hide etc.

Sanctuary

This power will protect the Priest, and a stationary area 2m around him from normal threats such as rain, snow, blazing sun, hot weather, cold weather and biting insects. This will not protect the Priest from spells, powers or creatures, but otherwise will allow the Priest to survive anywhere in relative comfort for a number of hours equal to the Priests Devotion.

Incite

This power will cause one target within sight to lose their temper and become violent. They are still broadly in control of their actions, but will be in a towering rage! Unlike every other Priestly power, this one will allow the target a test against LUCK to avoid the effect. The Director must offer guidance to the player, and the affected victim will not necessarily attack friends, but will try and pick a fight with someone.



Play Tips: Priests can be an invaluable part of an adventuring party, providing bonuses when attacking enemies, special protection, social abilities and of course healing. The God chosen will obviously have a huge impact on the career of the Priest as it cannot be changed, and new powers cannot be learned, so it is essential that the decision is carefully considered. Priests can be capable in a fight, but can also be very useful in civilisation due to the respect they usually command.

The Gods of Titan

Listed here are the major Gods of Titan. Many other gods do exist, worshipped by small tribes or cults, and the Director should feel free to invent new minor Gods as required. More information on the Gods listed here can be found in the pages of Titan. If Titan is not available, the Player and Director together should determine the local doctrine the Priest Hero follows.

The Evil Gods are also listed here, but an Evil Priest should only be allowed in the most unusual of games. Evil Priests can however be a nasty enemy to face....



The Gods of Good

Sindla

Goddess of Luck and Fate

Specific Power: Once per day, the Priest may ask for any dice roll, by either Director or player, to be re-rolled. The second result must be kept.

General Powers:

- Bless
- Ill-Luck
- Heal

Sindla is worshipped right across the world of Titan, often by a different name, and is considered one of the major Gods. With Luck and Fate as her providence, her name is invoked regularly in everyday speech, as in: "May Sindla watch over you". She is the sister of Titan, and has three daughters: Libra, Asrel and Usrel. Her Priests wear white and a pair of dice is her symbol.

Libra

Goddess of Justice and Truth

Specific Power: Once per day the Priest may detect any lies spoken in his presence for a number of minutes equal to the Priests Devotion. This power must be invoked before the lies are spoken.

General Powers:

- Ward
- Protection vs Criminals, bandits etc
- Healing

The patron Goddess of Analand, in the Old World, and several other nations, Libra is a major Goddess who represents Truth and Justice. He stands for all that is right and just, and like her mother is known by different names across the world. Her symbol is a pair of scales, and her Priests wear grey.

Asrel

Goddess of Beauty and Love

Specific Power: Once per day the Priest may add a bonus of +4 to all social tests for 1 hour, affecting either himself or one other target.

General Powers:

- Bless
- Commune
- Heal

Another daughter of Sindla, Asrel is now rarely worshipped, by humans at least. Her name is however often invoked by hopeful suitors and besotted lovers. She has a Rose for a symbol, and her Priests wear red robes.

Usrel

Goddess of Peace

Specific Power: A Priest of Usrel may, once per day, create a 3m radius zone of peace, inside which no aggressive action may be taken by anyone, including the Priest himself. This lasts for a number of combat rounds equivalent to the Devotion of the Priest.

General Powers:

- Ward
- Banish
- Heal

The third daughter of Sindla, Usrel is a minor Goddess, worshipped primarily wherever unwanted war occurs. Usrel is depicted as a motherly figure embracing the world in her arms. There is usually little in the way of organised religion following Usrel, as there is little need for her worship in areas settled and peaceful, which are naturally those most conducive to temple building. There are however many wandering Priests, wearing their white robes and bearing the symbol of the white flower. She is the mother of Courga and Fourga.

Courga

Goddess of Grace

Specific Power: Once per day, the Priest may imbue himself or one other target with supernatural physical grace. Lasting for a number of minutes equal to the Priests Devotion, the target gains a +1 bonus to most physical actions (including combat) or a +4 bonus to any physical actions involving grace, balance or poise. This latter category could include acrobatics, dancing etc

General Powers:

- Bravery
- Weakness
- Heal

The daughter of Usrel, and rather confusingly also the wife of her brother, Fourga, Courga is a minor Goddess of physical and personal Grace. Her priests are always graceful in their actions and words. Courga is also the mother of Telak. Priests of Courga have no standard dress, but do have a symbol: a Cat.

Fourga

God of Pride

Specific Power: When the Priest invokes the name of Fourga, one target within sight becomes inordinately proud of one of their abilities, actually increasing that ability! The highest value Special Skill the target possesses is temporarily boosted by +2 (Non-language). If this power could apply to several of the targets Special Skills, the target gets to choose which one is boosted. The effects will last for a number of minutes equal to the Priest's Devotion.

General Powers:

- Bless
- Bravery
- Heal

The brother and husband of Courga and the father of Telak, Fourga is not a well regarded God. Pride is no longer considered a virtue by most cultures, and so his name is usually invoked in a negative fashion; "You are as proud as Fourga" is considered something of an insult. His Priests wear red robes and his symbol is a Hunting Dog.



Telak

God of Courage and Combat

Specific Power: Once per day the Priest may increase his SKILL by +2 and his damage and armour rolls by +1 each. These bonuses apply for one complete combat.

General Powers:

- Bravery
- Smite vs Evil Humanoids
- Heal

The son of Courga and Fourga, Telak is the patron God of all soldiers, knights and warriors. Telak is worshipped across Titan under that name. His priests usually wear gold-engraved armour and his symbol is a golden sword.

Hamaskis

God of Learning

Specific Power: The Priest has a photographic memory and will never forget anything he has seen or heard. This also imparts a +1 bonus to all Lore special SKILL tests.

General Powers:

- Commune
- Bless
- Heal

Hamaskis is one of the major Gods, and is the patron of all scholars, teachers and mages. Depicted as an elderly man (or a youth) reading a huge book, his Priests wear purple robes and his symbol is a Staff. Priests of Hamaskis often wander the countryside bringing information and teaching to the populace.

Galana

Goddess of Plants and Fertility

Specific Power: The Priest may cause all plants within 5m to become animated, hindering enemies of the Priest. The effect will vary with the amount of vegetation in the affected area, but will cause all enemies within this area to suffer a penalty to any and all physical actions, including combat.

Low grass may induce a penalty of -1 as the grass moves underfoot, whilst

thick jungle undergrowth could cause a penalty as high as -5.

- General Powers:*
- Cure poison/disease
 - Create food/water
 - Heal

A daughter of Titan (creator of the Gods and the world) and the sister of Throff, Galana is the patron of farmers and Elves, and one of the major gods, although she is also known by various other names. Temples and Priests to Galana are common in rural areas, and both spring and autumn see special rituals to appease and placate her, in the hope of a good harvest. Her priests wear Green robes, and her symbol is a tree.

Throff

Earth Goddess

Specific Power: The Priest may cause a small and localised Earthquake, with exactly the same effects as the Wizardry spell Earthquake although this power will only last for 10 seconds or so. Thus victims who are swallowed up by cracks or knocked down may recover on the round after the earthquake stops.

- General Powers:*
- Create food/water
 - Sanctuary
 - Heal

Sister to Galana and the daughter of Titan, Throff is a major Goddess and the patron Goddess of the Dwarfs. In most of the creation Myths, Throff was the creator of the world. Once the wife of Hydana, God of the Waters, they had three sons including Aqualis and Farigiss. With her second husband Filash, she is the mother of Verlang and Lorodil. Her Priests, including those of the Dwarfs who revere her, wear robes of silver, and have a Diamond as their symbol.

Filash

God of Fire

Specific Power: The Priest may cause a flame, equivalent to a torch, appear anywhere within 3 metres and remain for up to 1 minute. If created on a person or flammable object, the target will take 1D3 damage per round and may ignite.

- General Powers:*
- Smite vs Undead
 - Bless
 - Heal

The brother of Glantanka, Goddess of the sun, Filash embodies heat, fire and flame. Worshipped across Titan, Filash is sometimes known by different names, but is always depicted as a man engulfed in flames. His Priests wear orange robes, and his symbol is a stylized flame.

Glantanka

Sun Goddess

Specific Power: The Priest can cause the bright light of the sun to flood the area, within a 5m radius.

All undead within this area will suffer a -2 penalty to their SKILL, and will lose 1 STAMINA per combat round. The light will of course also illuminate the area as a light spell, and will last for a number of rounds equal to the Priest's Devotion.

- General Powers:*
- Sanctuary
 - Smite vs Undead
 - Heal

Sister to Filash, Glantanka is worshipped across Titan; in cold lands her followers call for her to bring spring, and in hot regions her followers beg for protection. Her temples are often open air, and flat-topped pyramids are a favoured design to bring the Priests closer to their Goddess. One of the greater Gods, her Priests wear yellow robes and have a sun as their symbol. She is usually hated and feared by subterranean-dwelling races.

Verlang

God of Metal workers

Specific Power: Priests of Verlang will always know the quality and workmanship of any piece of metalwork, and will always know any magical additions to Attack Total, armour rolls or damage rolls. They may (at the Director's discretion) know other magical abilities on a metal item. This power is permanent and need not be activated.

- General Powers:*
- Commune
 - Ward
 - Heal

Lorodil

God of Volcanoes

Specific Power: Once per day, the priest may cause a minor volcanic eruption from any piece of ground. Any creature standing on the eruption takes 1d6 damage, as does any creature stepping in it. After 5 rounds, the lava returns to the ground, leaving it unscarred.

General Powers:

- Incite
- Bravery
- Heal

The son of Throff and Filash, Lorodil is the God of volcanoes and magma. He is worshipped in areas prone to volcanic activity and by Dwarfs, all of whom hope Lorodil will be benevolent and protect them from volcanic eruptions. His temples are usually constructed from volcanic rock, his Priests wear red and his symbol is a volcano.

Solinthar

God of Mariners

Specific Power: The priest will never drown unless actively held under the water. The priest may support up to twice his own bodyweight in armour, coins, equipment or companions. This power is always active.

General Powers:

- Commune
- Create Food/Water
- Heal

The brother of Fulkra, Solinthal is worshipped at almost every port, fishing village or quay, even if a small shrine is the focus of said worship. Well regarded by all those who ply their trade on the ocean waves, Priests of Solinthal are thought to bring good luck to ships that carry them and they rarely have to pay for passage. His Priests wear deep blue robes and a ship is his symbol.

Fulkra

God of Travellers

Specific Power: When used, this power will allow the Priest to instinctively know the safest path to one named destination. However, the knowledge will only

cover one days travel, so must be re-used each day.

General Powers:

- Bless
- Ward
- Heal

Brother to Solinthal, Fulkra is the patron of all those who spend their days traveling, the merchants, peddlers and adventurers. His shrines and chapels can be found at the gates to major cities, for travelers to leave an offering as they set off on their journey, and also at way houses and crossroads. His priests wear grey, travel-stained robes and his symbol is a signpost. He has very few permanent temples.

**The Neutral Gods****Sukh**

God of Storms

Specific Power: The priest may, if outside, cause a lightning bolt to strike a single enemy for 2D6 damage. There is no real requirement for a storm overhead, although there may still be a clap of thunder.

General Powers:

- Create Food/Water
- Sanctuary
- Heal

The brother of Pangara and Hydana, Sukh is one of the major Gods. He is considered to have a violent and changeable temper, and to be indiscriminate when angry. His priests wear dark grey robes, as of storm clouds, and his symbol is a skull with a circular mouth. His servants, the Life Stealers, are a truly evil race despite the neutral aspect of their lord.

Pangara

God of Winds

Specific Power: The Priest may, by extending his hands, cause a strong wind to blow in whichever direction is

desired. This wind will last for a number of hours equal to the Priest's Devotion, or when the Priest desires the effect to end, whichever is sooner. This wind can be used to fill the sails on a small ship, can cause havoc in a scribes office and will also cause all missile weapon attacks in the area to be made with a penalty of -2.

- General Powers:*
- Smite vs Underground creatures
 - Sanctuary
 - Heal

Brother of Sukh and Hydana, Pangara is worshiped and appeased by sailors and those who are planning a journey by sea. Pangara also created the Birdmen in the beginning of days, and is their patron. The Priests of Pangara wear light grey robes, and his symbol is a stylised gust of wind.

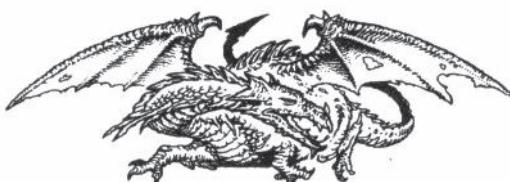
Hydana

God of the Waters

Specific Power: The priest may, once per day, walk upon water as if it were land for a number of hours equal to Devotion. This power will end if the Priest steps back onto dry land.

- General Power:*
- Create Food/Water
 - Commune
 - Heal

Brother of Sukh and Pangara, Hydana is the third of the elemental brothers, and God of the Waters. It was Hydana who created the oceans during the birth of the world. The first husband of Throff, Hydana retreated from the celestial court after the first battle, and resides in the deeps to this day. Hydana is particularly worshipped by the aquatic races such as Fish Men and Mermen, although he is also worshipped in coastal settlements on dry land. His priests wear light blue robes and bear the symbol of a trident.



Aqualis

God of Rivers

Specific Power: The priest may cause one short section of river or stream to behave as if it were fast rapids, knocking anyone or anything in the section over, and potentially even washing them away. Any swimming tests made within the fast river will have a penalty of -4. The rapids will last for a number of minutes equal to the Priest's Devotion.

- General Powers:*
- Ward
 - Commune
 - Heal

The son of Throff and Hydana, this major God is truly of both the earth and the sea. Shrines to Aqualis can be found in many towns and villages along major rivers, and can also be found at fords, ferries and bridges. His priests wear pale brown robes, and his symbol is the swan.

Farigiss

God of Ice and Cold

Specific Power: The priest may, one per day, cause up to 1 litre of water (or other liquid) to freeze instantly. This power can also be used on a creature, inflicting 2D6 damage on a small creature, 1d6 on a medium sized creature and 1D3 on a large creature.

- General Powers:*
- Commune
 - Sanctuary
 - Heal

Also a son of Throff and Hydana, Farigiss is the God of Cold and Ice, and is primarily worshipped in the far north of Allansia. There is very little organised religion around Farigiss, mainly being conducted by the Shamen of the northern nomads. His symbol is a snowflake and his colour is white.

The Beast Lords

Patron Gods of each specific Animal type

Specific Power: The priest will never be attacked by animals of the type he serves, and may communicate freely with animals of that type.

- General Power:*
- Shape Change
 - Commune
 - Heal

There are numerous Beast Lords, each the essence of one specific animal type. The senior Beast Lord is Kilanirax, lord of the Dragons, and their is a strict hierarchy. The beast lords are generally little worshipped by humans, although some of the non-human races worship these Gods.

Logaan

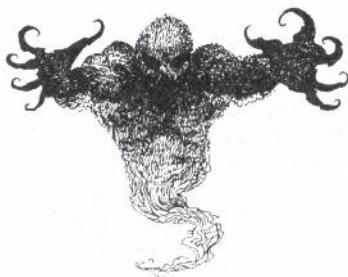
God of Tricksters

Specific Power: Once per day, the priest may reverse the events of a round. Anyone who did damage receives that amount instead, anyone who cast a spell finds it affects him instead etc. This Power must be used the same round, after all actions have taken place, and the priest may not act the following round. This power must affect all in the vicinity or none.

- General Powers:*
- Bless
 - Ill-Luck
 - Heal

One of the most enigmatic of Gods, Logaan is one of the major Gods. Logaan is known by many different names, but is widely credited with creating Humans at the beginning of the world. Logaan considers himself the lynchpin of all creation, between law and chaos, and between good and evil. Followers of Logaan believe that all is in balance, and nothing should dominate.

His Priests wear multi-coloured robes and his symbol is either a two-headed arrow or a 6 pointed star, representing balance or *anything*.



The Gods of Evil

Slangg

God of Malice

Specific Power: The Priests of Slangg are feared across Titan, especially by those groups of adventurers who cross their path. The Priest may cause one target within sight to hate one other being with a furious, burning hatred. This hatred will only last for a number of rounds equal to the Priest's Devotion, but during this time the target will hate their victim enough to attack them immediately, with no test for LUCK. The Director must rule on the exact details of the power.

General Powers:

- Curse
- Smite vs Good Races
- Incite

Slang, brother of Tanit, is not a widely worshipped God, being restricted primarily to the city of Kharé in Kakhabad, and the cities of the Dark Elves. Slangg is devoted to spreading fear, terror and pain as far abroad as possible. His Priests wear bright orange robes and have shaved heads, and always carry an array of weapons and torture tools. His symbol is a forked snake tongue.

Death

God and Incarnation of Death

Specific Power: When the Priest uses this power, one single target within 10m who has less remaining STAMINA than the Priest has Devotion, will drop dead. The target must test against LUCK twice, and it is for this reason that Priests of Death are widely feared. The target can be considered to be on -4 STAMINA immediately.

General Power:

- Curse
- Smite vs All
- Ill-Luck

Death was responsible for the imposition of Time on the world of Titan and the changing if the old order. Death is one of the most powerful of the evil Gods, and has no worshippers in civilised lands. His few Priests wear

black robes and have a skull for their symbol, and are feared by all they encounter. Known Priests of Death are ruthlessly hunted down in more prosperous areas.

Disease

God and Incarnation of Disease

Specific Power: A Priest of disease may cause one touched target to start suffering from a debilitating disease. Each day, including the day of infection, the target must roll on the following table and immediately apply the effects to the appropriate characteristics. These losses are permanent until the disease is cured. The target receives no test for LUCK, and normal medicine cannot heal this disease, although the Cure Disease power of another Priest will work. If not cured, the target will surely die.

General Power:

- Curse
- Smite vs Good Races
- Weakness

Disease Table:

1D6	Characteristic
1	SKILL
2-4	STAMINA
5	MAGIC (or LUCK)
6	LUCK

The Festering Lord, as Disease is also known, is only really worshipped in some southern areas of Khul, although his Priests can be found across Titan. His colour is pus yellow, and his symbol is a Maggot.

Decay

God and Incarnation of Decay

Specific Power: The priest may, once per day, cause the instant decay of one wooden or metal item. Wood rots, metal rusts etc. The item must be within 10m and cannot be magical.

General Powers:

- Curse
- Ill-Luck
- Weakness

The brother of Disease, Decay is the lord of all that rots and perishes. He is worshipped by some beggars and plague victims, but has few Priests. His symbol is a Skeletal Hand and his Priests wear bone white.

Arhallogen

God of Spiders

Specific Power: As a **Beast Lord**, detailed above.

General Powers:

- Shape Change
- Weakness
- Curse

The Lord of Spiders is a close companion of Death, but is also directly opposed to Hmurresh. He has a few acolytes, who wear black robes and have a Spider as a symbol. His followers favour poison as a weapon.

Hmurresh

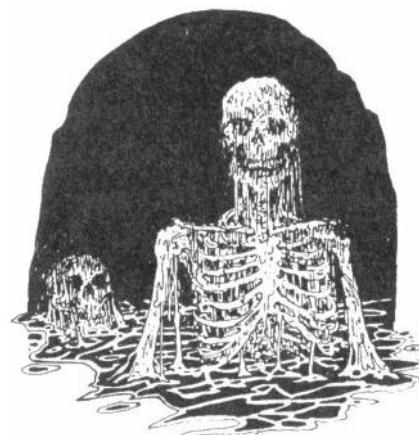
God of Flies

Specific Power: As a **Beast Lord**, detailed above.

General Powers:

- Shape Change
- Ill-Luck
- Weakness

One of the evil Beast lords, Hmurresh is associated with both Disease and Decay, and is rarely worshipped in his own right. However, he does have a few Priests, that wear black and have a Fly as their symbol.



Tanit

Goddess of Envy and Jealousy

Specific Power: Once per day, the priest may cause one target within 10m to lust after a particular item known to be held by someone else. The victim will, for the duration of the effect, do everything in its power to gain the item, attacking if necessary, but only if other methods fail. This power will last for a number of rounds equal to the Priest's Magic Total.

General Powers:

- Curse
- Incite
- Ill-Luck

The sister of Slangg, she is also primarily worshipped in Kharé. Directly opposed to the works of Asrel, Goddess of Love, Tanit only has Priestesses who are subtle and attempt to subvert friendships and encourage envy. Her Priestesses wear black robes and veils, and her symbol is a curved dagger.



CHAPTER 6 – THE WORLD OF TITAN

The world of Titan is the setting for Advanced Fighting Fantasy adventures, from the scorching deserts of Khul to the frozen mountains of northern Allansia. Across Titan can be found sweeping vistas, teeming alleyways, trap-filled dungeons, ferocious monsters and deadly animals. Of course, there are also farming villages, traders, temples and all sorts of other normal folk.

Titan is a world of adventure waiting to be explored, it just needs some Heroes!

HISTORY OF TITAN

The Time of Gods

There are many and varied stories of the creation of Titan and all found upon it, depending upon who you speak to and the race and culture they are from. It is generally accepted that the Gods existed before the world, many hundreds of them dreaming in empty space, each with their own hosts of demi-Gods. Things changed when Time and Death were unleashed, and soon after the world was created, along with the races, animals and plants, with each god creating a part. The creation was followed by huge battle, with the evil gods and their creations on one side, facing the good gods and the races they had created. The Good Gods won, the Evil Gods were banished to the outer darkness, and the world of Titan was left to the mortal races.

Since this time, the Gods have only had an indirect influence on events on the world of Titan, although some Gods seem to meddle more than others, especially the Evil Gods and Logaan the Trickster!



The Time of Heroes

This Era lasted a thousand years on the huge continent of Irritaria, from the first early civilisations and inventions, the development of distinct cultures and the golden age of Atlantis. Magic and Religion became organised, Dwarfs dug ever bigger mines, and countless Heroes performed their heroic deeds. However, the Demon Prince Myurr became, in human form, the ruler of Atlantis, and oversaw many foul deeds. The subsequent outrage of the Gods against these corruptions, lead to the sinking of that Island kingdom and the splitting of the continent of Irritaria into three.

The Age of Wizards

The races of Titan again had a long slow climb to civilisation after the cataclysm of the Gods. Countries and domains were founded and fell again into ruin, tribes migrated and knowledge had to be relearned. Nearly 2000 years after the cataclysm, a group of human scholars discovered a forgotten temple, haunted by the spirits of ancient sorcerers. These spirits undertook to teach the scholars the lost secrets of high magic, reintroducing power to the human kingdoms.

Within just a few years, schools of sorcery could be found across the known world. Not long after, a party of adventurers released an unknown spawn of Chaos from a tomb in the wastes of Khul. This in turn sparked huge battles worldwide between the Wizards and armies of the good races and the orcs, goblins, trolls and Chaos creatures.

Culminating in the siege of Carsepolis, where the combined armies of Humans, Dwarfs and Elves destroyed the main force of chaos, the Wars destroyed many cities and took many lives.



Recent History

The destruction of Chaos was taken by civilisation at large to signal the start of a new era and a new calendar. In the 284 years since the start of that calendar, Allansia has remained an empty land, with vast tracts of land claimed by no-one, civilisation in Khul clings only to the edge of that continent, and the Old World continues with its infighting and petty wars. These are times of opportunity for any brave enough to try.....

THE WORLD OF TITAN

The separate book "Titan" fully describes the world of that name, but here we present an incredibly brief overview of the world, its lands and peoples. Even with a copy of Titan in hand, a Director will still need to fill in the gaps somewhat.

The Continents

Allansia

Upon the continent of Allansia can be found the vermin-ridden city of Blacksand, the town of Fang and its famous Trial of Champions, the infamous Firetop mountain, the magical school in the Forest of Yore, the huge expanses of the Flatlands and the frozen mountains of Frostholm. There are mountains, deserts, forests, plains, swamps, hills and islands. Not for nothing is Allansia known as the Land of Danger!

There are many towns and villages scattered across the continent, some of which are shown on the map, but many more which are too small and insignificant to show. These settlements are arranged into Kingdoms, Baronies and loose associations. There are also many tiny hamlets and isolated farmsteads who appear to owe allegiance to no-one.

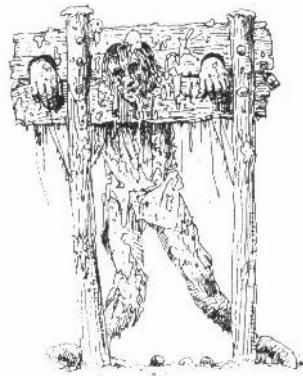
Allansia, despite the aforementioned suggestion of civilisation, is nevertheless a land empty of people. It is possible to travel for days and days without seeing anyone at all. You may see lots of monsters though...



Old World

Far to the east of Allansia, across the Ocean of Tempests and Ocean of Serpents, is the Old World. A patchwork of Human Kingdoms, including Analand with its huge Wall, Femphrey with its famous King Chalanna and Kakhabad with Khare, the city of traps, and its insane Archmage ruler in his citadel at High Xamen. A continent of high civilisation and foul monsters, the Old World currently has little of the warfare that plagues the others.

In contrast to Allansia, the Old World is more settled and organised politically and culturally. With the obvious exception of Kakhabad, many of the other kingdoms are reasonably pleasant places to live. There are of course still large tracts of wilderness, but these are all surrounded by more civilised lands.



Khul

At the heart of the continent of Khul are the Wastes of Chaos. The site of vast battles against the armies of Chaos, the centre of the continent is now uninhabitable, an area of wild magic, dust and ash. The costal areas have most of the human and monster habitation, with cities, ports and small kingdoms. Khul is little known to the peoples of the Old World and Allansia due to the dangers of the ocean crossings but is even a place of mystery to those who live there.

Thus Khul is a continent of contrasts. The fertile, inhabited coast with ancient cities, great libraries and paved roads, and the vast empty spaces of the interior. Most travel will take place around the coast, with ships being the favoured method. Much of the civilisation takes the form of independent city states and petty kingdoms.

Travel between the three continents is long and arduous, and the frequency of ships is quite low. Unless you are a very brave sea captain, the distance and storms are likely to make the journey a once in a lifetime event.

Races of Titan

Humans

Humans are the dominant race across most of Titan, and most nations and Kingdoms are primarily human. Humans are found serving good and evil, and a human will rarely provoke comment in almost any setting.

Humans are adept at crafting, scholarship, agriculture, warfare and magic, and in fact can turn their hand to almost any facet of life. This adaptability and relatively rapid reproduction has allowed their dominance across Titan, and means that Humans are core to many of the legends and stories.

Dwarfs

Dwarfs are not as widespread as Humans, but are still found across the world, either in small strongholds and mines, or working in Human cities. Dwarfs are also found working for evil in dungeons and caves, as many Dwarfs care more for money than they do for morals.

The solidity, strength and resolve of the Dwarven race means they are often the last organised bastion against the forces of evil, although they can be sometimes slow to rouse this strength.

Elves

Elves, the third of the main races serving good, are also the rarest of the three. Found mainly in their deep forest villages, Elves are not often seen outside the forests, but when they are, they are usually found either travelling the wilderness or occasionally in a Human city.

Deadly serious and flighty at the same time, Elves provide something of a paradox. Among their own kind they feast, sing, dance and make merry whenever the opportunity presents itself. Amongst others, especially Dwarfs, they appear haughty and aloof, as befits their longevity and ancient providence.



The Other Major Races

There are other, minor races of good, but none of them have large populations or make much impact on the wider world. Most of these races, such as Woodlings and Minimates, are in decline and are rarely, if ever, seen.

The other major inhabitants of Titan include Goblins and Orcs, Ogres, Lizardmen and Snakemen. Most of these have a civilisation of sorts, although this is often very primitive and fragmented. Members of these races are rarely seen in more civilised lands or cities, but are fairly common in less reputable settlements and realms. In some places, such as Port Blacksand, Trolls and Goblins live openly there and are even employed by the ruler.

Other Intelligent Races

In addition to the major races, there are countless other intelligent creatures living on, in or above Titan.

The mountains and skies have, amongst others, Bird Men, Harpies and Life Stealers. The deserts have Caarth, the waters and swamps have Fish Men, Kokomokoa, Marsh Hoppers, Mermen and Mudclaws. In the dark caves below the surface can be found Doragars, Rat Men, Skorn, Troglodytes and Xoroa. Many others are found in the wilds or indeed towns: Centaurs, Giants, Hamakai, Mantis Men, Red-Eyes, Rhinomen. Even in the snowy wastes can be found intelligent life such as the Toa-Suo.

Animals and Plants

In addition to the fully intelligent life on Titan, there are numerous creatures and plants, both natural and magical. Prehensile plants, walking statues, undead, demons, predators, harmless balls of fur, birds, fish and dinosaurs can all be found on Titan, some of which are friendly, but many are simply a threat to an unwary adventurer.

ALLANSIA - LAND OF ADVENTURE

The north-western area of Allansia is the location of many famous (and infamous) sites of adventure. Vast wildernesses, majestic mountains and rugged coasts vie with vibrant cities, wizards towers and ancient temples as places of mystery and danger. Some of these places are described in a little more detail below, with some being ideal places to start an adventure, whilst others could end your adventures for good!

Fang

This town is the Capital city of the small country of Chiang Mai, and is the location of the famous "Trial of Champions", an annual competition that only one entrant walks away from. Situated on the River Kok, at the southern edge of the Icefinger Mountains, Fang is a haunt of adventurers and merchants alike.

There are many markets and Inns in Fang, both catering to the large trade caravans that pass through, and thus goods of all kinds from across the land can be found here.



Stonebridge

This Dwarven town, at the northern end of Darkwood forest, is ruled over by King Gillibran. Possessor of a magical warhammer, Gillibran uses it to good effect against the local tribes of Hill Trolls, ancestral enemies of Stonebridge.

Stonebridge is one of the more unusual Dwarven towns, being built almost entirely above ground. However, the Dwarfs are still entirely Dwarfish in behaviour! This town provides welcome respite from the Darkwood Forest and the Moonstone Hills that encircle it.

Salamonis

An old walled city, founded by King Salomon, and still ruled by a monarch of that name, Salamonis sits in the southern Pagan Plains. Famous for its ancient library,

Salamonis is also very insular, concerned only with what goes on inside its walls and in the surrounding farm lands.

Despite this inward looking disposition, Salamonis is a welcome sanctuary from the wilds in which it sits. If an adventurer can get past the vigilant guards on the city gates, a warm welcome awaits, especially if said adventurers have plenty of loot to spend!



Port Blacksand

This sprawling and famous city, built upon the ruins of an earlier port at the mouth of the Catfish River, is home to some of the worst brigands, robbers and pirates in Allansia. A heap of wooden buildings constantly on the verge of collapse, Port Blacksand is a dangerous place to visit for several reasons.

Ruled by Lord Azzur, this city does have a form of law, although including order in that description might be going too far! The city guard is known to include both Ogres and Trolls, who seem to enjoy terrorising the population under their "protection".

Fire Island

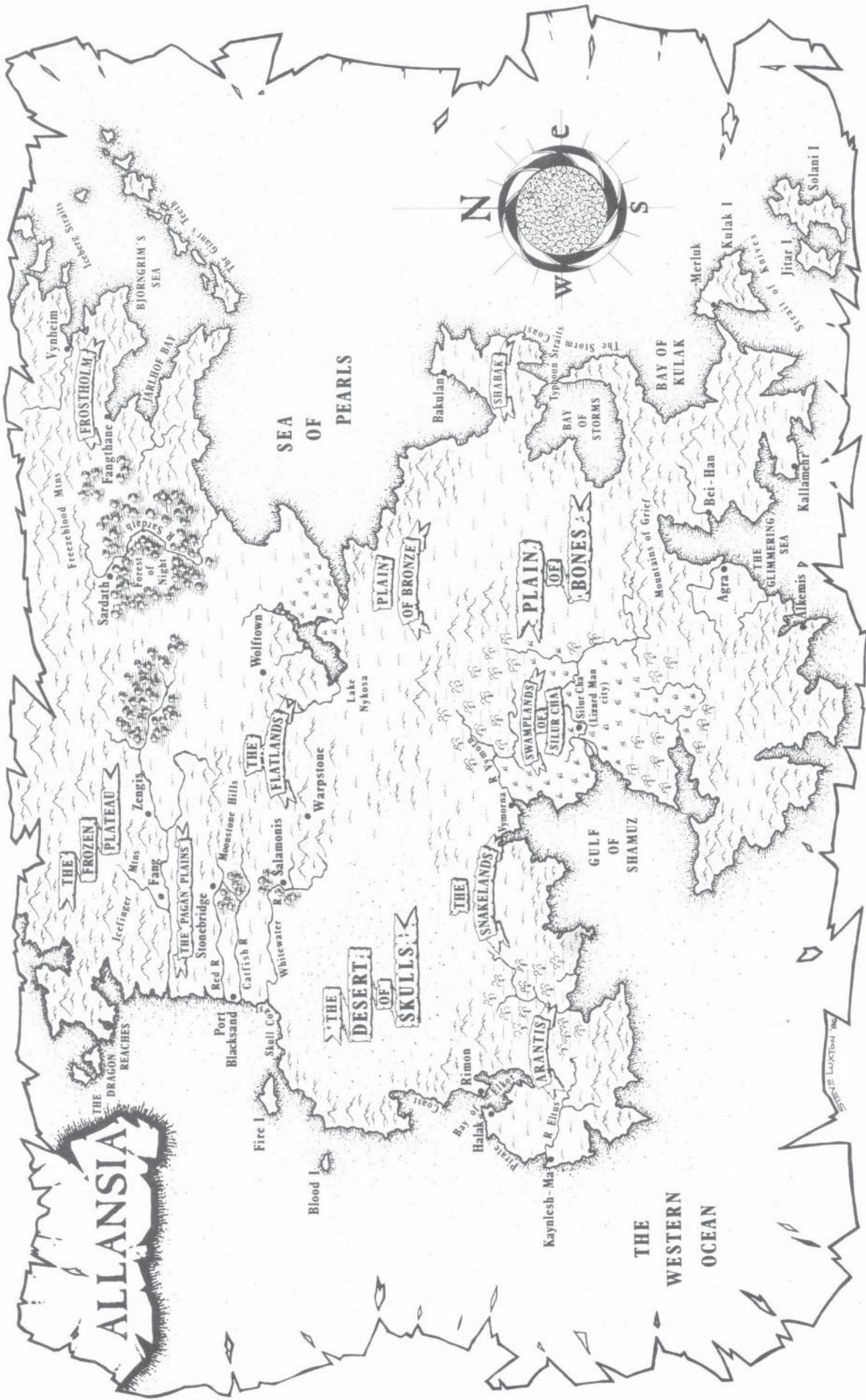
Originally a prison colony guarded by mercenary Lizard men, the guards took over the island when they were not paid, and is now ruled over by a Lizard King. Home to many wild creatures and vicious tribes, this Island off the Skull coast is avoided by honest merchant and pirate alike.

The prison camp itself only occupies a tiny part of this small island, with the rest comprising swamps, mountains, hills and jungle.

Moonstone Hills

A huge range of hills to the east of Darkwood Forest, this wild area is home to barbaric tribes, foul creatures, and the odd friendly outpost. Roads from both Stonebridge and Salamonis pass across the hills, heading for the Flatlands to the east.

These rough and broken hills are barren and windswept, growing little but heather and gorse and home to very few creatures. Several roads do however cross these hills, allowing travel to the lands beyond.



Flatlands

A vast open plain stretching from Salamonis and the Moonstone hills in the west all the way to the Sea of Pearls in the west, the Flatlands are almost devoid of civilisation. Small tribes of horse nomads and gangs of orcs and goblins comprise much of the intelligent life that does inhabit the Flatlands.

The plains do also support numerous other life forms however, from Lions and wild horses to large patches of Tangleweed. Just because the plains *look* empty, does not mean they are perfectly safe.

Firetop Mountain

A solitary peak at the northern end of the Pagan plains, Firetop Mountain is capped by a luxurious growth of bright red vegetation. Local rumour says that there is a large dungeon in the base of the mountain, ruled over by an evil Warlock.....

The area around the mountain is actually fairly civilised, despite the regular depredations of the dungeon inhabitants. The mountain has, over the years, had several rulers, all of which have so far fallen victim to brave adventurers. But it seems that as fast as the dungeon is cleared, evil springs anew in its dark depths.

Craggen Heights

A small mountain range to the south of Salamonis full of evil creatures and goblin tribes, this area is also home to Balthus Dire, the famous Warrior-Wizard. A dangerous place to travel, the mountains are however the only source of a magical green metal, much prized by Old World Sorcerers.

The mountains are a difficult place to live, being either barren moorland, treacherous valley or stinking marshland. There is some life in the heights, although much of it is either small and hidden or deadly dangerous.

Darkwood Forest

Straddling the Catfish River, the almost impenetrable Darkwood forest is home to foul creatures of every description. Also reputed to be the location of a subterranean city of foul Dark Elves, raiding parties of these evil creatures can apparently be found roaming the forest at night.

There are paths through the forest, used by travellers who have no other choice. Not all of these travellers emerge unscathed at the far side, due to the foul creatures who make their home there, although those that do pass

through relatively safely report that there are also a few friendlier faces!

ISLANDS AND OCEANS

The coastal waters around the continents and the vast oceans in between also teem with life. Fish, whales, sharks and other animals can of course be found here, but so can much more dangerous creatures and even intelligent, civilised beings.

The sea is home to some truly terrifying creatures such as Giant Crabs, as large as 5 metres across, and lakes and rivers also have their share of deadly predators.

As well as Sea Trolls and Sea Giants, there can also be found Sea Elves and Mermen in the deeps. Both of these latter races are very intelligent and have a highly developed civilisation. They train other creatures, manufacture goods and weapons and have true societies. This does not necessarily mean that they are friendly towards shipwrecked sailors or castaways, as they are also prone to the same character flaws that affect surface humans and elves.

The oceans themselves can themselves be a danger far worse than any sea giant. Tremendous storms and vast waves can quickly reduce even the sturdiest of ships to matchwood, whilst whirlpools and sea spouts can also present an unexpected threat to a sea captain. Reefs and shallows nearer the coast will also sink an unwary ship that gets too close.

Even if a ship avoids the storms and Sea Giants, there are also pirates to contend with. Found on almost every coast, pirates are possibly the worst threat on all the wide seas. Most prudent captains make sure they have signed up a fully qualified and experienced Naval Sorcerer before leaving port!



PRICE LISTS

One of the major reasons to adventure is the spoils that can be gained. Of course, there is no reason to have money or treasure and then do nothing with it (unless you are a dragon!). Here can be found prices for some common equipment and goods.

Prices are given for Cities, Towns and Villages, as these will all have different supply chains. However, just because a price is listed for a particular item does not necessarily mean that the item is available. The Director must decide what is available at any particular location. An isolated farmstead may well be able to supply food, but is unlikely to have any luxuries or weapons for sale. In addition, prices may change from those listed due to changes in supply.

All prices are given in either Gold Pieces (gp) or Silver Pieces (sp). A Gold Piece is equivalent to 10 Silver Pieces. Although each country and region will have its own minted coinage, these coins are usually accepted in neighbouring regions without question. Further afield, more exotic coins will be accepted at a lower rate of exchange.

ITEM	CITY COST	TOWN COST	VILLAGE COST
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WEAPONS

Battle Axe	35gp	50gp	75gp
Long Bow	15gp	12gp	25gp
Short Bow	12gp	10gp	22gp
Crossbow	90gp	120gp	150gp
Dagger	1gp	1gp	2gp
Spear	6gp	8gp	12gp
Long Sword	30gp	40gp	65gp
Short Sword	20gp	25gp	50gp
War Hammer	35gp	40gp	75gp
Morning Star	50gp	65gp	80gp
Greatsword	80gp	95gp	110gp
Quarterstaff	5gp	3gp	1gp
Lance	20gp	35gp	50p
Handaxe	15gp	25gp	40gp
Club	2gp	1gp	5gp
Polearm	45gp	60gp	90gp
Arrowheads (20)	2gp	2gp	4gp

ITEM	CITY COST	TOWN COST	VILLAGE COST
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WEAPONS CONTINUED

Quiver of 20 Arrows	3gp	3gp	5gp
Box of 20 Xbow bolts	6gp	9gp	15gp
Sling	3gp	3gp	2gp
Javelin	5gp	6gp	10gp
Mace	32gp	36gp	70gp

ARMOUR

Breastplate	65gp	70gp	150gp
Cuirass, Chain	40gp	60gp	130gp
Cuirass, Leather	20gp	25gp	55gp
Hauberk, Chainmail	55gp	80gp	175gp
Hauberk, Leather	25gp	30gp	65gp
Shield, Small	5gp	6gp	10gp
Shield, Large	12gp	15gp	25gp
Helmet	20gp	25gp	40gp
Plate Armour	110gp	125gp	180gp

CLOTHING

Belt, Leather	2gp	4gp	5gp
Belt, Silk	4gp	6gp	12gp
Belt, Weapon	4gp	6gp	9gp
Boots, Cheap	3gp	3gp	6gp
Boots, strong	6gp	5gp	10gp
Cloak, Leather	5gp	3gp	5gp
Cloak, Wool	3gp	2gp	5gp
Cloak, Silk	10gp	18gp	25gp
Clogs, Wooden	3gp	2gp	1gp
Dress, Silk	14gp	23gp	35gp
Dress, Wool	5gp	4gp	8gp
Gloves, Leather	3gp	4gp	7gp
Gloves, Silk	7gp	10gp	14gp
Hat, Leather	3gp	3gp	5gp
Hood, Wool	2gp	1gp	1gp
Hose, Silk	5gp	6gp	9gp
Hose, Wool	2gp	1gp	2gp

ITEM	CITY	TOWN	VILLAGE	ITEM	CITY	TOWN	VILLAGE
	COST	COST	COST		COST	COST	COST
<i>CLOTHING CONTINUED</i>							
Robe, Linen	2gp	3gp	7gp	Bull	60gp	50gp	45gp
Robe, Silk	10gp	16gp	24gp	Camel	95gp	100gp	85gp
Robe, Wool	5gp	4gp	3gp	Cat	3gp	4gp	5gp
Shirt, Silk	6gp	8gp	13gp	Chicken	2gp	1gp	1gp
Shoes, Cloth	3gp	3gp	5gp	Cow	55gp	50gp	45gp
Shoes, Leather	4gp	5gp	7gp	Dog	6gp	8gp	10gp
Skirt, Silk	9gp	15gp	22gp	Dog, Guard	10gp	8gp	8gp
Skirt, Wool	3gp	2gp	4gp	Falcon, trained	40gp	35gp	45gp
Surcoat	6gp	7gp	8gp	Goat	25gp	20gp	18gp
Trousers, Leather	6gp	5gp	8gp	Pig	30gp	27gp	25gp
Trousers, Wool	4gp	3gp	6gp	Sheep	30gp	25gp	20gp
Tunic, Wool	2gp	3gp	5gp				
<i>LIVESTOCK</i>							
<i>TRANSPORT</i>							
Boat, small (4 people)	80gp	75gp	75gp	Ale, Flagon	4sp	3sp	3sp
Boat, large (10 people)	180gp	160gp	155gp	Fodder (per day)	3gp	2gp	1gp
Bridle	4gp	4gp	5gp	Lawyer visit	20gp	35gp	50gp
Canoe	40gp	50gp	55gp	Physician visit	10gp	12gp	20gp
Carriage	175gp	250gp	400gp	Room-single (night)	2gp	4gp	5gp
Cart, 2 wheels	70gp	85gp	100gp	Room-shared (night)	1gp	15sp	2gp
Donkey, mule, ass	40gp	35gp	35gp	Stable (24hrs)	1gp	8sp	2gp
Harness	4gp	4gp	9gp	Tavern Meal (hot.)	2gp	2gp	2gp
Horse	40gp	40gp	50gp	Tavern Meal (cold)	8sp	5sp	5sp
Horse, Draft	80gp	60gp	50gp	Wine, Flagon	4sp	6sp	7sp
Horse, War	100gp	150gp	250gp				
Horseshoe	3sp	2sp	3sp				
Ox	70gp	50gp	45gp				
Saddle	6gp	7gp	10gp	<i>GENERAL EQUIPMENT</i>			
Saddlebags	4gp	4gp	5gp	Backpack	1gp	15sp	2gp
Sled	30gp	35gp	40gp	Barrel	2gp	1gp	2gp
Sled-dog	30gp	25gp	25gp	Bell	5gp	5gp	8gp
Wagon	110gp	100gp	120gp	Blanket, Large	2gp	2gp	4gp
Wheel	10gp	9gp	10gp				

ITEM	CITY COST	TOWN COST	VILLAGE COST	ITEM	CITY COST	TOWN COST	VILLAGE COST
GENERAL EQUIPMENT CONTINUED							
Candles (12)	1sp	1sp	4sp	Glue (vial)	10gp	12gp	15gp
Chest	10gp	12gp	16gp	Holy Water (vial)	20gp	20gp	30p
Cooking pot	4gp	5gp	55sp	Medallion, jewelled	65gp	70gp	85gp
Food / day (fresh)	2gp	17sp	14sp	Mirror, Gold backed	50gp	65gp	80gp
Food / day (preserved)	4gp	35sp	3gp	Nose Plugs	5gp	8gp	12gp
Grappling iron	12gp	15gp	30p	Ring, Green Metal	25gp	32gp	38gp
Grindstone	8sp	8sp	12sp	Ring, Pearl	17gp	22gp	27gp
Herbs, Cooking	1sp	1sp	2sp	Skullcap	3gp	35sp	4gp
Holy Symbol	25gp	35gp	50gp	Stone Dust	25gp	30gp	40gp
Hourglass	20gp	25gp	25gp	Sun Jewel	35gp	45gp	60gp
Lantern	2gp	3gp	6gp	Wig, Green	10gp	15gp	17gp
Lock Picks	45gp	60gp	90gp	Yellow Powder	15gp	25gp	40gp
Mirror	15gp	25gp	40gp	MAGICAL SUNDRIES			
Musical Instrument	11gp	13gp	14gp	Potion of STAMINA	30gp	35gp	40gp
Oil, Pint	5sp	7sp	1gp	Potion of LUCK	40gp	40gp	40gp
Quill, ink + paper	1gp	2gp	4gp	Potion of MAGIC	35gp	40gp	60gp
Quiver	1gp	12sp	2gp	Potion of SKILL	75gp	80gp	90gp
Rope per metre	6sp	7sp	15sp	Love Potion	5gp	8gp	6gp
Sack	2sp	3sp	5sp	Potion of Cooling	3gp	3gp	3gp
Tent	3gp	4gp	6gp	Potion of Warming	3gp	3gp	3gp
Tinderbox	2gp	3gp	4gp	Potion of Sobriety	10gp	12gp	11gp
Torch	1sp	1sp	7sp	Ring of Light	20gp	20gp	30gp
Waterskin	2gp	22sp	18sp	Band of Strength	35gp	40gp	50gp
SORCERY SPELL COMPONENTS							
Bamboo Flute	8gp	10gp	14gp	Fire Capsule	3gp	3gp	4gp
Beeswax (1/2 pound)	5gp	4gp	4gp	Dowsing Rod	15gp	18gp	10gp
Bone Bracelet	8gp	12gp	12gp	Curative Salve	22gp	26gp	35gp
Brass Pendulum	15gp	20gp	30gp	These magical trinkets can be bought from Enchanters, Archmages and Witches. These are not common, and thus these items are not often available. Full details on these items can be found in Chapter 10.			
Crystal Orb	75gp	90gp	125gp				
Facemask	25gp	30gp	45gp				
Fire Water	20gp	25gp	35gp				
Galehorn	35gp	40gp	45gp				

CRAFTING

It is inevitable that at some point a Hero will want (or need) to make something for themselves. This may be for many reasons. It could be that a Hero needs a particular item in a hurry, or there is no craftsman or trader to be found.

Generally, a Hero will need an appropriate Crafting special skill to make a useable item, although *in extremis* a Director may allow an unskilled Hero to craft an item.

Crafting usually requires a successful test against SKILL and the appropriate crafting special skill. Failure will result in the raw materials being lost, and success will result in a useable item.

Of course, the raw materials available, time and the facilities available will both have a big impact on the chance of success. To craft a sword will require a forge and tools, and not having these means that a sword cannot be made.

Some Heroes may also wish to craft items to sell. This is not really very heroic behaviour, but some heroes may be driven to it by desperation. In this case, a suitable length of time must be taken with all of the appropriate tools and raw materials. A successful crafting here will result in an item that can be sold for the price listed above. A critical success on the test will give a sale price half as much again as the listed price.

A professional craftsman working every day making the same items would not normally need to make SKILL tests unless they were making a special item or under great pressure of time. Heroes, having a different, higher, calling in life, are required to make the tests as they are not used to the daily grind of manufacture.

TRADE

Some Heroes may well take up trading as a sideline, whether taking advantage of their wandering nature to move small goods around or joining or founding a trade caravan. Other Heroes will join said caravans as guards for pay or to further their heroic goals.

We have not offered any mechanics for trade, as there are so many factors that can affect both the purchase and sale price. Instead, it is far easier for the Director to determine a purchase price for the sale goods based upon quantity, availability etc.

Once (or rather if!) the destination is reached, the Director then determine a sale price, again based on demand and quality.

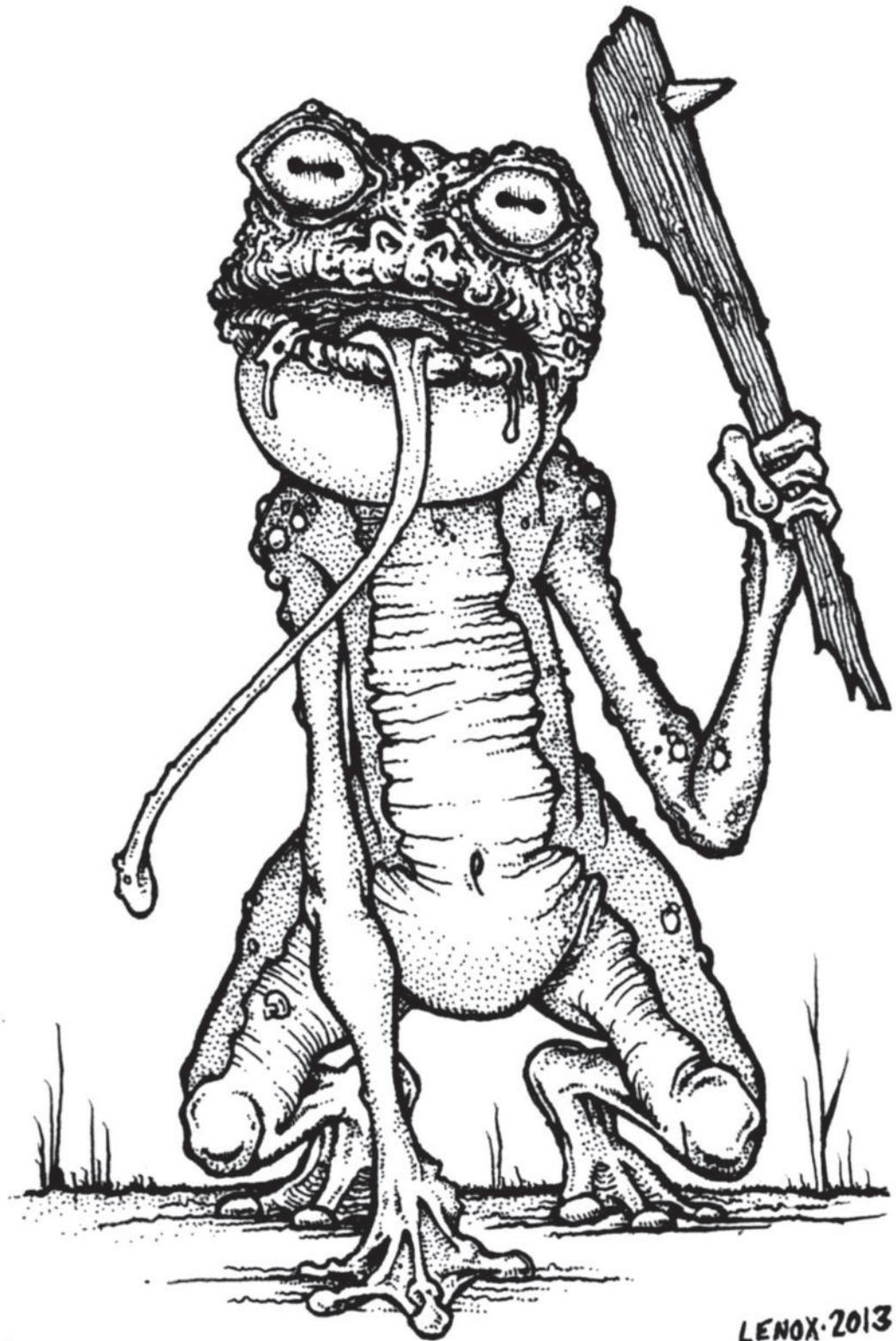
Both of these can be aided by a successful Bargain special skill test.

Trade goods can also be found as treasure in monster lairs or dungeons. Rugs, paintings, spices, uncut gems, carvings and other trade goods can all be sold for large amounts if the right dealer can be found.

In this respect, cities are a magnet for all sorts of trade as that is where the money can usually be found. Wherever the goods are produced, cities usually have an insatiable appetite for imports, and dealers and merchants abound.

Some powerful Heroes may also invest some of their hard earned treasure in trading ships or caravans. Not only can this provide a nice source of income, but this can also provide the Director with a source of adventures, as merchant ships and trade caravans act as a powerful magnet for pirates and bandits!





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CHAPTER 7 – DIRECTOR’S GUIDELINES

The Director is crucial to an Advanced Fighting Fantasy adventure. He often plans the adventure in advance, helps with Hero creation, orchestrates all combats, plays the part of all other characters, enemies and non-enemies alike, determines the outcomes of Hero actions and doles out rewards. In short, the Director is like a god to the Heroes themselves. This of course is a responsibility: the players will only have fun if the Director designs and runs a good adventure. However, being a Director can also be a source of great satisfaction and enjoyment. In this chapter, we aim to provide some assistance and tips to help new and experienced directors alike. Before we start with some more specific advice, we offer this general tip: Have fun. You and your players are all in this to have a good time, and this should be paramount. To repeat: Have fun!

A good Director will allow his players to create the Heroes they want, whilst at the same time gently guiding them to create Heroes appropriate to his campaign!

If a player has his Hero die and thus has to create a new one, there may be considerations if the surviving Heroes are very experienced. The Director needs to decide how to handle the new Hero. Either the new Hero is created as in Chapter 1, and will need to catch up his new colleagues, or the Hero is created with extra experience that can be spent before play commences. If this second approach is taken, it is recommended that the awarded experience is less than the totals of the existing Heroes. This way, there is a penalty for dying, ensuring that all players try and avoid death.

RULE 1 - HAVE FUN!

Hero Creation

This stage is only an occasional part of a game, but a very important part. The Heroes that are created will hopefully be played across multiple adventures, and achieve great goals, and so it is important that each player is happy with the Hero they have created, and that the party contains suitable Heroes for the campaign they are part of.

To this end, the Director can change, tweak or alter any part of the creation process to suit his campaign. If a campaign will be based around a group of Knights of Salamonis, the Director may well grant each Hero the “Knighted” talent as a free bonus, but may also allow only Human Heroes. In a campaign based around normal peasants and their ascent to Hero status, the Director might allow only 5 or less Characteristic points, and 4 Special Skills at 1 point. It is important that the changes are applied to all new Heroes that are created, and are suitable for the campaign.



Combats

Fighting and combat are an essential part of any Advanced Fighting Fantasy adventure, and is the primary (but not the only) way to overcome problems. Players of course have it fairly easy during combat. They have to think about the tactical issues for one Hero, compared to the multiple opponents the Director is controlling. This can become especially difficult when one or more of the enemies are spellcasters or have magical powers.



It is often helpful to use miniature figures to show the location of each enemy. There are numerous manufacturers of metal, plastic and even paper miniatures for every type of game, but even buttons, glass beads or coins will suffice. Floorplans can be commercial, hand drawn on paper or drawn onto a whiteboard or blackboard. Use of props such as these can help the director and players visualise where each Hero or enemy is. Unlike some games, AFF does not worry too much about exact distances, and it is not recommended to use a ruler to measure to the nearest mm. It is much better for the Director to describe the action, and move the figures to match the description. This way, the fluid, cinematic style of the game is maintained, whilst allowing all participants to see what is going on. Of course, some Directors will prefer not to use figures, and this is also fine. In this case, the Director should be sure to carefully describe what is happening, so that everyone knows where they are and what they are doing!

Beyond the actual description of combat, one of the hardest jobs for a Director is to balance the enemies opposing the Heroes. If the enemies are too strong, the Heroes are very unlikely to win, possibly leading to the death of the whole party. If the enemies are too weak, the Heroes will probably win easily, and the players will feel somewhat let down. The trick is to challenge the Heroes, without greatly over-matching them. SKILL is of course the main factor for comparison, and given the distribution of dice results, a difference of 3-4 in SKILL will usually be a deciding factor. However, the number of attacks an enemy has, armour, damage, special attacks, intelligence and outnumbering are all factors. A whole horde of weak enemies will be very dangerous whilst their numbers last, and a single large enemy will deal out a lot of damage, but will probably not last too long against a whole party.

Ultimately, the ability to judge a challenge will only come with experience, but if a challenge is too hard, the Director can avoid killing everyone by having the enemies take prisoners, or even by the enemies making some ill-advised decisions!

Magic & Priests

Magic-using Heroes can potentially be very powerful, being able to act in ways other Heroes cannot, such as becoming invisible, flying or breathing underwater, and can also inflict a lot of damage in combat. However, they have their limitations, and can not act this way all adventure. So for an adventure where the party does contain a Sorcerer, Wizard or Priest, the Director will have to consider the action. If enemies are thrown repeatedly at the Heroes, without chance for resting, any warrior types will be slowly beaten down but still capable of fighting. Any magic using Heroes will likely have exhausted all of their magic and be unable to do much at all. This of course may be intentional on the part of the Director, but if it occurs too frequently, the magical Heroes are likely to become frustrated after a while.

A common problem encountered by novice Directors is planning an adventure or obstacle that depends on magic

possessed by one of the Heroes. An example of this would be a chasm that can only be crossed by a flying character, who then lowers a drawbridge. This becomes a major problem if the Wizard with the fly spell gets killed in an earlier encounter, or has used all of his Magic points before the Heroes reach the chasm. An obstacle of this sort should always really have a "plan B", even if it is much more dangerous and difficult than the magical solution.

Other Situations



This book describes rules for many situations, but that does not mean they have to be used. If a Hero simply wants to climb a tree to see the surrounding countryside, and there is no pressure of time the Director does not really need to insist on a test against SKILL or the Climbing Special Skill. If however there are several wolves racing towards the Hero and he has to climb the tree to escape them, then a test should always be rolled. It is important to keep the momentum of the game going, and Tests for most actions should only be used if it will add to the drama and excitement. Tests for MAGIC should normally be made due to the chance of an Oops happening.

Adventuring Situations

A good adventure is not simply about the over-arching plot and the monsters fought. A big part will also be played by the traps avoided (or not), the doors listened at, the confusing signs, chests opened and atmospheric sounds. Of course, the treasure found will also be very important to both the players and Heroes. In all of these cases the Director should keep the atmosphere of the adventure. If the Heroes are adventuring in a forgotten tomb deep in the deserts, the doors should be large carved stone doors, the sounds will be of desert insects and winds, traps may be rolling stones and tilting floors, and treasure will be ancient weapons and strange coins. An orc lair deep in

the mountains will have crude doors, sleeping caves with fur beds, a communal kitchen with foul food (possibly containing rats!) and a prison cave with bars of lashed together wooden poles. The atmosphere of an adventure comes from the peripheral items, and the obstacles the Heroes will face.

Magical Items

Advanced Fighting Fantasy is, traditionally, a lower magic game than many other fantasy games. Even very experienced Heroes will only have one or two powerful magic items. Most items found or even bought by the Heroes should be of the disposable type: potions, one use wands or rings, weapons specific against one enemy. The Heroes are then forced to decide whether to use their magical items to reach their goal, or save them for their final enemy. Without plenty of powerful items to rely on, the Heroes are forced to use their skills and ingenuity to overcome obstacles.

Reactions

The reactions of non-player characters is an important part of the adventure. Traders, innkeepers, nobles, town guards, sages and priests will all react to the Heroes in different ways. The way the Heroes are dressed, their state of dishevelment or otherwise and the way they act will all have a bearing on the way they are received in civilisation. A group of smartly dressed Heroes, clean and with polished armour, will usually receive a courteous if reserved welcome from most villages and towns. A gang of scruffy, bloodstained and wounded Heroes, laden with weapons and orc heads may well be refused entry to the same town! Of course, if a city such as Port Blacksand is considered, the reverse may well be true!



Experience & development

Players will develop a great attachment to their Heroes, and a big part of this will be the continued improvement and development of said Heroes. The journey from merely competent warrior to world-saving legend is why most players enjoy prolonged campaigns. It is tempting for a new Director to either be over generous with experience rewards, or conversely to award far too few. Either of these will cause resentment amongst the players, so it is important to find a balance. The players must feel adequately rewarded when they complete a mission, but they must also feel that they have earned every last experience point.

It is suggested that a standard adventure, lasting 3-4 hours or so, should be worth about 40-50 experience points if completed successfully. A success way beyond the expected should be rewarded with an extra ten points or so, whilst a failure should earn the Heroes 10-20 points less.

A Director can also allocate individual awards as a reward for excellent "in-character" roleplaying, cunning plans, inspirational actions or personal heroism. It is suggested that these be limited to 5-10 points per award.

Dealing with the unexpected

It is almost inevitable that at some point the players will take actions that the Director could never have imagined. In some cases, the players may even come up with a plan that short-circuits all of the Directors planned adventure! This can be very difficult to deal with, for obvious reasons. And this is also where a Director needs to think on his feet and improvise. Of course, Rule 1 should take precedence, and as long as everyone is having fun, it should not be seen as a problem. If the players do find a short cut to the solution that the Director had not

forseen, the Director could add in new challenges, or even just say “well done” and move on to the next part of the adventure or campaign.

Other situations where the players take unexpected actions should just be played out as the Director sees fit. The art of improvisation is key to being a good Director!

Planning adventures

If the Director is creating his own adventures, preparation is key. The more maps, detail and forethought put into the adventure, the more enjoyable the adventure will be for all concerned. An ideal adventure will have a good balance of monsters, interesting rooms, traps, treasure and atmospheric details. The plot that introduces the adventure also needs to be strong enough to motivate the players without seeming to railroad them, and the final boss needs to be powerful enough to be a real challenge without resulting in the deaths of all Heroes.

An excellent source of inspiration are the Fighting Fantasy™ gamebooks. These provide a Titan-based plot, adventure outline, map, monsters, treasures and even atmospheric descriptions. The comparability between the gamebooks and the Advanced Fighting Fantasy system means that it should be possible to run with almost no conversion. Films, novels and other roleplaying products can also be used for inspiration, simply by relating them to the world of Titan.

Campaigns

The next stage on from planning an adventure is planning a whole campaign. This is where a whole series of adventures are linked together by common factors. This could be a loose association, as in a campaign where the Heroes are employed by a single employer and sent on successive missions. Or it could be a campaign with an end goal, as in the Sorcery series of gamebooks, where the Hero(es) are attempting to reclaim the Crown of Kings from the Archmage of Mampang. Very often the players will not know the end goal when they start the campaign, and only find out the bigger picture as the adventures progress. In other campaigns, the Heroes will be given a long term goal and start working towards it immediately. The Director will need to decide how long the campaign will take, and how to pace the adventures so that the tension is slowly increased. A truly epic campaign will start slowly with small, fairly mundane adventures, and work up to saving the world!

Recurring non-player characters, items found in earlier adventures that are key for later goals and a steady trickle of information that slowly reveals the plot are all hallmarks of a good campaign.

Hero death

The Death of a Hero can be one of the hardest situations for a Director or Player to deal with, especially if the Hero has been played over several years of real time. Death should always be a risk, otherwise the players will not feel challenged, but death should not be dealt out on too regular a basis to avoid making the players feel helpless.

If a Hero does die during an adventure, the Director should allow the player to immediately create a new Hero. Ideally the Director should grant the newly created Hero some extra experience, so that they are able to take part in the remainder of the adventure. The Director then has to find a way to introduce the new Hero in such a way that they feel part of the adventuring party as soon as possible. This is often achieved by having the party help the new Hero in a fight against overwhelming odds, or the new Hero help the party when they have been ambushed. Other suggestions could include one side rescuing the other from an enemy prison or the new Hero being sent by the party’s employer as backup.

However the introduction of the new Hero is achieved, it is important that he feels at home as soon as possible.

As a final note, we come back to the start and Rule 1: Have Fun. Advanced Fighting Fantasy, as in any RPG, is about having fun. Ultimately it doesn’t really matter what the style of game is, as long as everyone enjoys it.

CHAPTER 8 – MONSTERS AND ENEMIES

Monsters are an integral part of any Advanced Fighting Fantasy adventure, providing atmosphere, challenge and even the threat of being eaten! Out of the Pit, a companion volume to this book, provides a selection of over 250 monsters of all sorts, from the smallest Jib-Jib to the largest Dragons. A bestiary of that size is beyond the scope of this book, so instead we present a small selection of monsters with some rules on how they are used.

Monsters in Advanced Fighting Fantasy have similar characteristics to Heroes, but in somewhat less detail. All monsters have SKILL, which is used in exactly the same way as a Hero. Monsters also have STAMINA, also used in the same way. Monsters do not however have a LUCK characteristic. In any situation where a Hero would test their LUCK, such as resisting Magic or avoiding a trap, a monster will instead test their SKILL. SKILL is not reduced after a test of this sort in the same way that LUCK is. Monsters also do not have Special Skills, instead using their base SKILL for all actions.



Some monsters have more than one attack, which means that they can attack more than one enemy at a time. Multiple attacks will have no effect if the monster is fighting against a single opponent, but a monster with two attacks will be able to damage two enemies in every combat round with no penalty.

Some monsters, such as Orcs and Goblins, will use similar weapons to the Heroes, and may also use a shield. These monsters will use the normal weapon damages listed in the combat chapter, with a bonus to the damage roll in the case of large or strong monsters. Animals and more bestial monsters will instead use natural weapons such as claws, teeth, horns or stingers. These weapons use the bite/claw rows, of the appropriate size.

Similarly, intelligent creatures may wear armour. This could be of the same sort as a Hero might wear, using the same damage reductions, or could be bits and scraps of leather, bone, chainmail and metal plates. Scraps of armour such as this uses the monster armour matrix, again using an appropriate row, as does natural armour possessed by some animals and monsters. Light armour includes primarily leather scraps, as well as the thick hides

possessed by wolves, bears and boars. Medium armour will include mixed metal and leather armour, as well as natural armour such as Lizardmen and Rhinomen. Heavy armour will include mainly metal armour as well as the skin of Dragons and crocodiles.

In addition to the standard Characteristics, attacks, weapons and armour, monsters may also have special abilities. These are wide and varied, but could include poison, magical attacks, ranged attacks, invisibility, flight, fear, spells or even a resistance to normal weapons. Out of the Pit describes these special abilities for each of the monsters listed there.

Every monster also has a range of other descriptors:

Habitat:

This describes where the monster is usually found.

Number Encountered:

This describes how many of the monsters are normally encountered, and is used as a guide for the Director.

Type:

This describes whether the creature is an animal, bird, fish, humanoid, magical creature etc

Reaction:

This describes the usual first reaction of the monsters upon encountering the Heroes. Friendly monsters will, obviously, be friendly towards the Heroes. Neutral monsters will be wary of the Heroes and will react according to their actions. Unfriendly monsters will not be happy at seeing the Heroes and will try and leave, or get the Heroes to leave. A Hostile monster will usually leap straight into the attack.

Intelligence:

This describes how clever the monster is. Creature listed as None can usually only react to simple stimuli. Low intelligence monsters are usually animals. More intelligent animals and most monsters have Average intelligence and humanoids have High intelligence. The intelligence of a creature will determine how it reacts to the Heroes actions and how it solves problems.

The monsters characteristics and descriptions on the following pages can be used to populate your own adventures, or fill in gaps in existing adventures. They can also be used as inspiration when designing new enemies.

Sample monsters

Monster	SKILL	STAMINA	Attacks	Weapon	Armour	Special	Habitat	Number	Type	Reaction	Intelligence
Boar	6	5	1	Small Horn	Light	No	Forest, Plains	1D3	Animal	Unfriendly	Low
Caarth	10	11	1	Sword	Medium	No	Deserts	1D6+1	Humanoid	Hostile	High
Clawbeast	9	14	2	Large Claw	Light	No	Hills, Forests	1	Monster	Hostile	Low
Crocodile	7	7	2	Large Bite	Heavy	Yes	Rivers, Lakes	1D2	Reptile	Unfriendly	Low
Earth Elemental	18	22	2	4 pts	Special	Yes	Underground	1	Magical	Hostile	Low
Gark	7	11	1	Battleaxe	Light	Yes	Caves, Dungeons	1	Humanoid	Unfriendly	Low
Ghoul	8	7	2	Medium Claw	None	Yes	Ruins, Dungeons	1D3	Undead	Hostile	Low
Goblin	5	5	1	Shortsword	Light	No	Hills, Caves	1D6	Humanoid	Hostile	Average
Lizardman	8	8	1	Spear	Medium	No	Jungles, Marshes	1D6	Humanoid	Hostile	Avg-High
Minotaur	9	9	2	Battleaxe	Light	Yes	Dungeons, Ruins	1	Humanoid	Hostile	Average
Ogre	8	10	2	Club	Light	Yes	Hills, Forests, Caves	1D6	Humanoid	Hostile	Avg-High
Orc	6	5	1	Sword	Light	No	Dungeons, Ruins,	1D6	Humanoid	Hostile	Average
Giant Rat	5	4	1	Small Bite	None	No	Ruins, Dungeons	1D6+1	Animal	Unfriendly	Low
Rhinoman	8	9	1	Polearm	Medium	Yes	Plains, Ruins	1D3	Humanoid	Unfriendly	Average
Skeleton	6	5	1	Sword	None	Yes	Dungeons, Ruins	1D6	Undead	Hostile	Low
Giant Spider	7	8	2	Medium	Light	Yes	Forests, Caves	1	Insect	Hostile	Low
Cave Troll	8	9	2	Club	Light	Yes	Caves, Dungeons	1D2	Humanoid	Hostile	Low
Wolf	7	6	1	Small	Light	No	Plains, Forests, Hills	1D6	Animal	Hostile	Avg-Low
Zombie	6	6	1	Sword	None	Yes	Ruins, Dungeons	1D6	Undead	Hostile	Low

Monster Descriptions

Boar

These large wild pigs are strong, bristly and very bad tempered. Thick hides and wicked tusks make Boar a fearsome opponent for any hunter or wanderer in the wilderness. Omnivorous, eating just about any food, these creatures roam woodlands and forests in small groups.

Caarth

A race of evil Snakemen who live in vast cities in the deepest deserts, the Caarth are highly intelligent and nurture an incredible hatred of all of the good races. Caarth have their own magical traditions, and worship the Snake Demon Sith, and have a civilisation even more complex than that of most humans.

Clawbeast

Clawbeasts are 2 metre tall killing machines, roughly humanoid in shape but with 4 arms, each ending in a huge razor-sharp claw. These creatures live only to kill, and are almost instantly hostile towards anything they come across.

Crocodile

These huge aquatic reptiles have long snouts packed with teeth and heavily armoured skin. Lying motionless just below the surface of a river or lake in tropical climes, crocodiles patiently await the arrival of their prey.

Special: Crocodiles suffer a penalty of 2 to their SKILL when on dry land, but have no such penalty when in the water.

Earth Elemental

These magical creatures, primeval spirits animating solid rock and earth, are not found naturally upon Titan. Summoned by archmages from the elemental plane of



earth, these creatures are usually full of rage against all living beings and are highly dangerous. Occasionally, Heroes will encounter an Earth Elemental bound by a master Wizard, and forced to obey the commands of its summoner.

Special: Earth Elementals always inflict 4 points of damage with a successful attack. Their stone nature means that any successful attack only inflicts a single point of STAMINA damage, and even then only if the weapon used is magical.

Gark

A sorcerous cross between a Goblin and a Giant, Garks indeed look like giant Goblins. Tall, strong and aggressive, Garks are often found living with their smaller brethren, where they are used as guards and shock troops.

Special: Garks have a bonus of +1 on all damage rolls.

Ghoul

Foul undead creatures, Ghouls have half-rotted bodies, swarming with maggots, and love feasting on fresh human meat. Ghouls use their filthy clawed talons to attack their targets, and if they manage to damage their opponent four times, they will paralyze them for 1-6 hours.

Goblin

Small, ugly, brown-skinned humanoids, Goblins are evil to the core. Very numerous, they live in tribal groups in caves, woodlands and dungeons. Goblins hate all of the good races, and delight in killing and burning.

Lizardman

Swamp-dwelling reptilian huamoids, Lizardmen dwell in the tropics in the south of the world. Tall, evil, aggressive and warlike, Lizardmen hold the swamplands in their thrall, and are a constant danger to all travellers.

Minotaur

Huge, muscled humanoids with the head of a bull, these shaggy creatures are typically found in labyrinths, dungeons and mazes. Very bad tempered, these creatures are very dangerous opponents.

Special: Minotaurs have a +2 bonus to all damage rolls, and are able to use a Battle Axe in one hand.

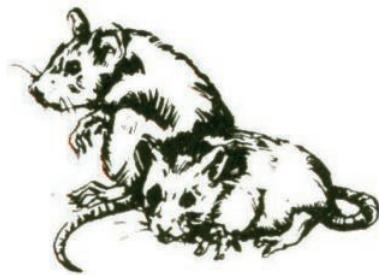
Ogre

Tall and muscular humanoids, Ogres are a race of chaos and vary wildly between individuals. Extremely ugly, Ogres either dwell in isolated caves far from civilisation, or else serve in the armies of evil humanoids that occasionally plague Titan.

Special: Ogres have a bonus of +1 on all damage rolls.

Orc

Taller and heavier than Goblins, but otherwise similar to their smaller cousins, Orcs are just as evil. Commonly found in dungeons, wastelands and wildernesses, Orcs are brutal when they have strength of numbers, but can be very cowardly when isolated.



Giant Rat

Similar to ordinary rats apart from their great size, these metre long rodents can be very dangerous to all but the most powerful Heroes. Running in small packs, these creatures can still squeeze into remarkably small gaps, and thus nowhere is safe from their predations.

slow and dull witted. Rhinomen are popular as guards as they don't have the imagination to get bored!

Special: Rhinomen have a bonus of +2 on all damage rolls.

Skeleton

The naked bones of a man or other humanoid, animated by evil magic, skeletons are one of the most common of the undead creatures used by evil masters. Moving jerkily and utterly unintelligent, they simply follow the most recent command they have been given. However, they can be armed with a variety of weapons and are tireless and unsleeping.

Special: Skeletons will only take a single point of damage from edged or pointed weapons due to the fact that they only consist of bones.



Giant Spider

Huge arachnids as large as a grown man, Giant Spiders are a menace in many parts of Titan. These creatures build huge sticky webs to trap their prey.

Special: Anyone becoming caught must test their SKILL successfully twice to escape from the sticky strands. Anyone trapped can be bitten automatically each round by the spider.

Cave Troll

Huge, primitive humanoids, Cave Trolls have long arms, sharp tusks and filthy claws, and are both aggressive and stupid. Cave Trolls use simple weapons such as clubs and knives, stealing rather than crafting.

Special: If a Cave Troll is using a suitable sized weapon, it inflicts double the damage indicated by the roll.

Wolf

Excellent pack hunters, Wolves are the bane of many isolated human farmsteads, taking livestock and even lone people. Wolves will normally only attack when hungry,

Rhinoman

Thought to be created by an insane Sorcerer centuries ago, Rhinomen are literally humanoid Rhinoceroses. Heavily built and incredibly strong, they are however somewhat

although it should be pointed out that they are hungry much of the time!

Zombie

Whereas Skeletons are the naked bones of a dead humanoid, Zombies are rotting corpses, also animated by evil necromancy. Less mobile than Skeletons, but also slightly tougher, Zombies are foul creatures repulsive to all living creatures due to their appearance and smell.

Special: Zombies are particularly susceptible to the effects of holy water, taking 1D6 STAMINA damage if a vial is splashed over them.

Playing at Monsters

A Director will of course have a wide range of non-player characters populating his world and adventures, and it is usually quite easy to get into character when playing the part of an cheerful innkeeper, decadent noble or brusque town guard.

However, getting into the part of an Orc, Goblin or Hill Troll is another matter, even more so for exotic monsters such as the Caarth or Fire Demon. The Director should try and look at the world of Titan through this monster's eyes, and what the Heroes are doing. The more the Director considers the point of view of that monster, the more realistic the reactions of that monster.

It is also worth considering that many monsters will flee a fight if it looks like it is going against them. Some monsters are psychopathic killing machines, always fighting to the death, but by no means all.

Designing new monsters

There are a few classic monsters listed here, with many more in Out of the Pit, but of course at some point every Director will want to create his own weird and wonderful monsters. Luckily, this is a very simple process, limited only by the imagination of the Director!

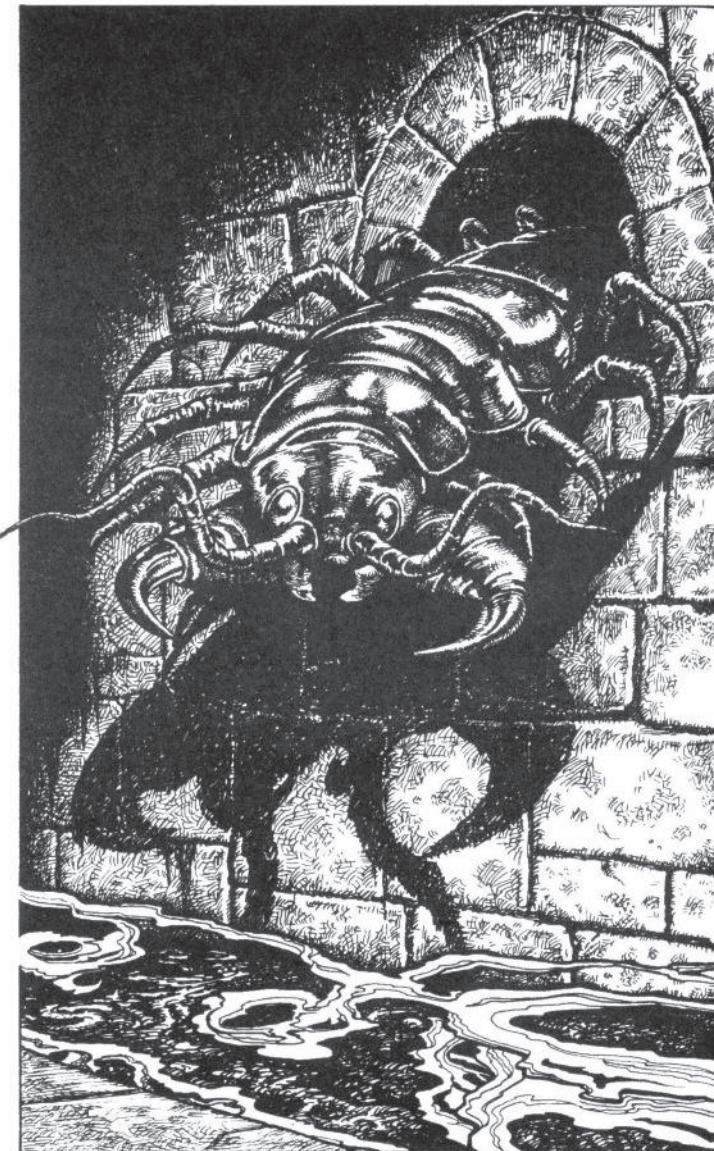
It is usually a good idea to first decide on the look, habitat and nature of the monster first. Is it a natural creature or one created by magic? Where does it live and what does it eat? What does it look like and how does it move around? Is it intelligent?

Once this concept has been decided on, the Director can then decide on the Characteristics. SKILL is obviously the main Characteristic, and will determine the threat the monster poses. A SKILL 4 or more points higher than that of the Heroes will mean that the monster will almost always win a one-on-one fight.

STAMINA obviously determines how much punishment the monster can take, and should normally be in some proportion to the monsters SKILL. This does not have to be the case however. A high-SKILL, low-STAMINA monster will stand a very good chance of winning each combat round, but will only be able to lose a few rounds before falling over. A low-SKILL, high-STAMINA monster will

only win a few combat rounds, but will take a long time to beat.

The weapons, armour and special abilities also need to be determined. The first two are easy, simply picked from the list in Chapter 3. However, special abilities can be almost anything from poison, spitting acid, flying, magical power to invulnerability to some or all weapons. Existing powers in Out of the Pit are a good source of inspiration.



As an example of monster creation, we will look at this simple process through the creation of the PuddleJumper. The Director has decided that he needs a new creature to inhabit the shallow lakes in the hills where his adventure is located. This creature will be aquatic, living in the lake margins, but also be capable of rapid movement across land. The creature will also be a predator, leaping on its prey from the edge of the water.

The PuddleJumper looks a little like an oversized toad, with huge legs and a pair of muscular arms. It has 2 eyes mounted on stalks on top of its head and a long tail for balance. It is slightly larger than a human, and *always* hungry.

So far we have:

Skill:	.
Stamina:	
Weapon:	
Armour:	
Special:	
Habitat:	Lakes & Rivers
Number:	1D3
Type:	Animal
Reaction:	Hostile
Intelligence:	Low

attack will not do any damage if the PuddleJumper hits, but will clamp the prey in its arms. Until free, the target will fight with a -3 penalty applied to its Attack total, and any weapon larger than a Shortsword will incur a further -2 penalty. In subsequent combat rounds, the PuddleJumper will do normal damage with its large bite attack.

Now we have:

PUDDLEJUMPER	
Skill:	8.
Stamina:	10
Weapon:	Medium Bite
Armour:	Light
Special:	Jump Attack Grapple
Habitat:	Lakes & Rivers
Number:	1D3
Type:	Animal
Reaction:	Hostile
Intelligence:	Low

We also have a description and a definition of the special attacks.



The other characteristics and abilities will partly depend on the ability and experience of the Heroes this monster is intended for. Giving this creature a SKILL of 12 and STAMINA 24 if the Heroes are just created will result in dead Heroes. Similarly, giving the creature SKILL 5 and STAMINA 5 if the Heroes are the veterans of many years of epic campaigning will provide no challenge whatsoever.

The Heroes in this campaign are all fairly inexperienced, and so we will give this creature a SKILL of 8 and a STAMINA of 10. This will be a threat to the Heroes, but not overwhelming.

The creature has a scaly hide, and so we decide that Light armour is the way to go here. It attacks by first leaping on its prey, grabbing it with its muscular arms and then biting with its fanged mouth. Thus we give it a Medium bite attack.

We will also give it special abilities. Firstly, it hides in the water with only its yellow eyes on the surface. Thus Heroes will need an Awareness test of 16 or more to spot a submerged PuddleJumper.

Next, the PuddleJumper can leap up to 20m from the edge of the water onto an unsuspecting target. This initial

This process should only take a few minutes to create a new creature, that can then be added to a file for future repeat use. In this way, a long running campaign can have a whole host of unique and recurring monsters providing that special threat.

Non-monster enemies

Not all enemies of the Heroes are classified as monsters. This mainly applies to guards, thugs, thieves or other "normal" people that oppose the Heroes. Unless these are really important characters, it is usually easiest to simply assign them a SKILL, STAMINA, armour and weapon type and then decide on their motivations. Guards will not usually fight to the death, and may flee or surrender as appropriate. They are usually, after all, paid only a smallish amount. It is normally not worth applying special skills to these enemies, simply include these in the SKILL characteristic..

The other enemies that require special treatment are the more significant ones such as the master of a dungeon, enemy magician or even a monster priest. These enemies require a little more preparation from the director, as it is often worth assigning these enemies special skills, talents, spells and special equipment. A Director should actually treat these special enemies as a Hero (or indeed anti-Hero) and fill out a character sheet. However, the normal rules of Hero creation do not apply here, and a Director is free to apply whatever special skills or talents he considers appropriate.

As an example of creating a significant Dungeon Boss, we will create a minor warlord who has conquered and rule a small dungeon.

Agbar the Victorious was originally a petty Bandit Chief, haunting the forests and hills and preying on travellers and merchants. One winters day, looking for shelter from a blizzard, the small band happened upon the entrance to an ancient underground stone tomb complex. Long cleared of its original inhabitants, the tomb was now the home to a motley collection of Goblins, spiders and other creatures.

Agbar and his bandits moved into some empty rooms, and before long had mastery of the whole tomb through a mixture of force, intimidation and guile.

Since that day, Agbar has acquired a couple of potent magical items from defeated adventurers but also lost the rest of his original outlaw band.

We will use a standard Hero sheet for Agbar, and just ignore the LUCK and Experience boxes, as well as any others that are not required for a non-Hero.

Agbar needs to be a decent fighter to have conquered the existing inhabitants whilst also having some persuasion and survival skills.

Thus we give him SKILL 9 and STAMINA 16 to reflect his veteran status.

We will also give him a Sword special skill of 3, Bow and Spear both at 2 and Armour at 3. This will give him an all-round ability in combat.

We will also give him some other useful special skills including Awareness 2, Con 3, Forest Lore 2, Hunting 2 and Leadership 3. This reflects both his Bandit leader background and his newer status as the Boss of the small dungeon.

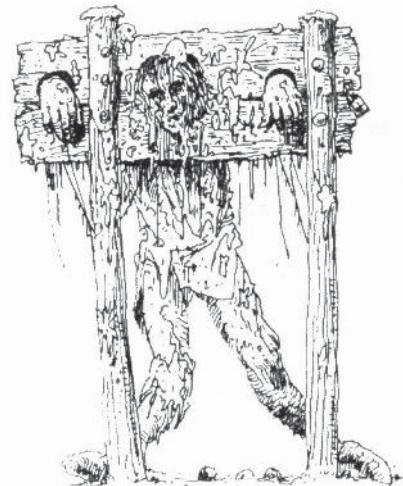
In addition we will also give him the Strongarm Talent to give him an extra edge in a fight.

For equipment, we will give him a normal spear and bow, and a Chainmail hauberk and shield for protection. It is not really worth detail normal equipment, such as lanterns, ropes etc, at this point as these can be taken for granted.

We will also give him a magical sword, called Cleaver. Not an attractive sword, this is big and heavy, with a notched and stained blade. However, its looks belie the quality of this blade. When used in combat, this sword has a +1 bonus to the attack total, and also ignores any metal armour. Leather or natural armour stops damage as normal.

In addition to his sword, we will also give Agbar an amulet of Domination. Once per day, this amulet allows the wearer to take control of the mind of another creature for a short while. Lasting 5 combat rounds, and allowing a test for Luck, the wearer may direct the actions of one target within sight.

We would also need to determine the treasure Agbar has amassed and any personal bodyguards he has in attendance. This is best done when the rest of the dungeon has been detailed.



Out of the Pit monsters - special abilities

Some of the monsters listed in "Out of the Pit" have special abilities that do not fit neatly into the rules presented in this book. If one of these monsters is used, the Director should apply the specific rule as is appropriate for the situation. Almost all of the monster-specific special rules can easily be incorporated into the core rules. One example is the "Iron Eater". This monster destroys armour worn by the Hero. In the most basic incarnation of the Fighting Fantasy rules, a reduction in armour resulted in a reduction in Hero SKILL. This is obviously not the case with these rules, so instead the creature should allow the creature to destroy a metal breastplate or cuirass in 1 round and a hauberk sized piece of equipment in 2 rounds. A shield would take 1 round to destroy. By using common sense, a Director should be able to use any special rule in his game.

Weapons and armour

The monster guide Out of the Pit does not specify which weapons or armour most of the monsters use. Humanoid monsters will use a weapon appropriate to their lifestyle; primitive cavemen will probably use a club or spear whilst more advanced Dark Elves will probably use swords and crossbows. Beasts simply need to be categorised into small, large or very large for their attack, be it claw, bite or horn. The next few pages have a list of all of the Out of the Pit monsters, along with the Armour and weapon they typically use and any bonus damage inflicted. These can of course be modified if desired.

The armour worn or naturally possessed by other monsters will again depend on their type. Humanoid monsters may wear any type of armour worn by Heroes, or may wear scraps as described above. Thus the Director needs to decide if the monster is wearing manufactured armour or scraps. If the monster is of the bestial type, the Director just assigns either no armour, light, medium or heavy.

Special abilities are described fully in Out of the Pit, and summarised here. All may work in slightly different ways, so that one creature that spits acid may have a completely different way of deciding if it hits, and indeed damage, to another creature that spits acid. The beauty of this approach is that it keeps the players guessing. They may find out that the Spit Toad spits acid, but they won't know how often, how far, or how much damage it might do!

Weapons and Armour used by the Creatures from "Out of the Pit"

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Aakor	Medium	None	None	
Aardwolf, Giant	Medium	None	None	
Ape, Great	Medium	None	+2 to Damage roll	
Ape Man	Club	None	None	
Baddu-Beetle	Large	Medium	None	Spits Acid
Banshee	Small	None	None	Screams
Basilisk	Small	Medium	None	Petrifying gaze
Bat				
Common	Small	None	None	
Vampire	Small	None	None	
Giant	Small	None	None	
Bear				
Adult	Medium	Light	+1 to Damage Roll	
Cub	Small	None	None	
Bhorket				
Adult	Small	None	None	
Young	Small	None	-2 to Damage Roll	
Bird Man	Spear	None	None	
Black Lion	Medium	None	None	
Bloodbeast	None	Medium	None	Grappling tongue
Boar, Wild	Small	Light	None	
Boulder Beast	Large	Heavy	+1 to Damage Roll	
Brain Slayer	Small	None	None	Hypnotic Gaze
Bristle Beast	Small	Medium	None	
Caarth				
Male	Sword	Medium	None	
Female	Dagger	Light	None	
Young	Dagger	None	-1 to Damage Roll	
Calacorm	Hand Axe	Light	None	
Cat People	Small	None	None	
Caveman	Club	None	None	
Centaur	Spear	Non-Light	None	
Centipede, Giant	Small	Light	None	Poisonous Bite
Champaque	Small	None	None	
Changeling	As Shape	As Shape	As Shape	As Shape
Chestrap Beast	Medium	None	None	
Clawbeast	Large	Light	None	
Clone				
Worker	Spear	Light	None	
Warrior	None	None	None	
Cockatrice	Small	None	None	Poisonous Breath
Crab, Giant	Large	Heavy	None	
Crocodile	Large	Heavy	None	
Crypt Stalker	Small	None	None	Immune to normal weapons
Crystal Warrior	Sword	Medium	None	
Cyclops	Battle Axe	Medium	+2 to Damage Roll	
Death Spider	Small	None	None	Poisonous Bite
Death Wraith	Sword	None	None	Immune to normal weapons
Decayer	Small	None	None	Spores
Demon Bat	Small	None	None	Fire
Earth Demon	Large	Medium	+2 to Damage Roll	
Demonic Servant	Sword	None	None	
Demon Spawn	Medium	None	None	

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Devlin Dinosaur	Fire (2 points)	None	None	Immune to weapons
Brontosaurus	None	Medium	None	
Pleisiosaurus	Medium	Light	None	
Pterodactyl	Medium	None	None	
Styracosaurus	Large	Heavy	None	
Tyranosaurus	Large	Medium	+2 to Damage Roll	
Dog				
Death Dog	Medium	None	+1 to Damage Roll	
Wolf Dog	Medium	None	None	
Wild Dog	Small	None	None	
Doragar	Sword	Medium	None	
Dracon	Large	None	None	Can fly
Dragon				
Black, Adult	Large	Heavy	Double Damage	
Black, Young	Medium	Medium	+1 to Damage Roll	
Gold, Adult	Large	Heavy	Double Damage	
Gold, Young	Medium	Medium	+1 to Damage Roll	
Green, Adult	Large	Heavy	Double Damage	
Green, Young	Medium	Medium	+1 to Damage Roll	
Red, Adult	Large	Heavy	Double Damage	
Red, Young	Medium	Medium	+1 to Damage Roll	
Silver, Adult	Large	Heavy	Double Damage	
Silver, Young	Medium	Medium	+1 to Damage Roll	
White, Adult	Large	Heavy	Double Damage	
White, Young	Medium	Medium	+1 to Damage Roll	
Dragonfly, Giant	Small	None	None	
Dripper Plant	None	None	None	Poison
Dwarf	Axe	Medium	None	
Eagle				
Eagle	Small	None	None	
Goldcrest Eagle	Small	None	None	Invisibility
Giant	Medium	None	None	
Eel				
Blood	Small	None	None	
Electric	Small	None	-1 to Damage Roll	Electrical Shock
Giant	Medium	None	+2 to Damage Roll	
Elemental				
Air	Large	None	None	Immune to normal weapons
Earth	4 Damage	Special	Double Damage	
Fire	Large	Light	+2 to Damage Roll	Immune to normal weapons
Water	Large	Medium	+1 to Damage Roll	
Elf				
Black	Spear	Light	None	
Dark	Bow/Knife	Light	None	
Mountain	Bow/Knife	None	None	
Wood	Bow/Shortsword	None	None	
Elvin	Shortsword	None	None	Magic
Eye Stinger	Small	None	None	Hypnosis / Acid
Felinaur				
Adult	Bow/Shortsword	None	+1 to Damage Roll	
Young	Dagger	None	None	
Fetch	1D3 Damage	None	None	Electricity
Fiend	Small	Light		Fire Breath
Fire Demon	Sword/Whip	Light	+2 to Damage Roll	Fire Breath
Firefox	Small	Light	None	Immolation
Fire Sprite	1D3 Damage	None	None	

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Fish Man	Polearm	None	None	
Flayer	Small	None	None	
Flesh Grub	1 Damage	None	None	
Fly, Giant				
Common	Small	None	None	
Firefly	Small	None	None	Electricity
Needlefly	Medium	Light	None	
Flying Fish	Medium	None	None	
Flying Guardian	Medium	Medium	None	
Fog Devil	Large	None	None	Disorientation
Gangee	None	None	None	
Gargoyle	Medium	Heavy	None	Immune to normal weapons
Gark	Battle Axe	Light	+1 to Damage Roll	
Genie	Sword	None	None	Immune to Weapons
Ghoul	Medium	None	None	Paralysis
Giant				
Cave	Club	None	+2 to Damage Roll	
Forest	Club	None	Double Damage	Throws boulders
Frost	Spear	Light	Double Damage	
Hill	Club	None	Double Damage	Throws boulders
Marsh	Spear	None	+2 to Damage Roll	Aquatic
Mountain	Battle Axe	Light	Double Damage	Throws boulders
Sea	Spear	None	Double Damage	Aquatic
Storm	Staff	None	Double Damage	Magic
Gnome	None	None	None	Magic
Goblin				
Goblin	Shortsword	Light	None	
Marsh	Handaxe	Light	None	
Golem				
Flesh	Small	None	None	
Stone	Medium	Heavy	+1 to Damage Roll	Immune to edged weapons
Wood	Small	Medium	None	
Gonchong	None	None	None	Psychic control
Grannit	Small	Medium	-1 to Damage Roll	
Gremlin				
Wingless	Dagger	None	None	
Winged	Small	None	-2 to Damage Roll	
Gretch	Medium	Medium	None	
Hamakei	Staff	None	None	Magic
Harpy	Small	None	None	Can Fly
Harrun	Small	None	None	Can Fly
Hawk				
Death	Small	None	None	
Night	Small	None	None	
Head Hunter	Spear	None	None	
Hell Demon	Large	Medium	+2 to Damage Roll	Immune to normal weapons
Hellhound	Medium	Light	+1 to Damage Roll	Breathes fire
Wild Hill Man	Handaxe	None	None	
Hobgoblin	Sword	Medium	None	
Horned Demon	Small	None	None	Can fly
Howl Cat	Medium	None	None	Howls
Hydra	Medium	Medium	None	Multiple heads
Ice Demon	Medium	Medium	+2 to Damage Roll	Freezing breath
Imitator	Light	None	None	
Iron-Eater	None	None	None	Eats metal
Jaguar	Medium	None	None	
Jib-Jib	None	None	None	Scream

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Kokomokoa	Net/Spear	None	None	Aquatic
Krell	Small	None	None	
Leaf Beast	Medium	None	None	
Giant Leech	1 Damage	None	None	Aquatic
Leprechaun	None	None	None	Magic
Life Stealer	Dagger	None	+1 to Damage Roll	Can fly
Living Corpse	Small	None	None	Breaks into bits
Giant Lizard				
Adult	Medium	Light	None	
Young	Small	Light	None	
Lizardine	Small	Medium	None	Breathes fire
Lizard King	Sword	Medium	+1 to Damage Roll	
Lizard Man				
Lizard Man	Spear	Medium	None	
Two Headed	Whip	Medium	None	Magic
Mutant	Club	Medium	None	
Mammoth				
Adult	Large	Light	+3 to Damage Roll	
Young	Medium	Light	+1 to Damage Roll	
Man Orc				
Adult	Axe	Light	None	
Young	Dagger	None	None	
Manticore	Medium	None	+1 to Damage Roll	Stinger
Mantis Man	Small	None	None	Poison Bite
Marsh Hopper	Spear	None	-1 to Damage Roll	Aquatic
Marsh Wraith	Small	None	None	Insubstantial
Medusa	Small	None	None	Petrifying Gaze
Merman				
Merman	Spear	Shield	None	Aquatic
Mermaid	None	None	None	
Messenger of Death	None	None	None	Immune to weapons
Mik	Knife	None	None	Illusions
Minotaur	Battle Axe	Light	+2 to Damage Roll	
Mirror Demon	Small	None	None	
Mist Vampire	None	None	None	Drains SKILL
Mucalytic	Medium	Light	None	Poisonous Breath
Mudclaw	Small	None	None	Aquatic
Mummy	Small	None	None	Undead
Mungie	Small	None	None	
Nandibear	Medium	Light	None	
Nanka	None	None	None	Immune to normal weapons
Neanderthal	Spear	None	None	
Night Demon	Large	Medium	Double Damage	Fire Bolts
Night Stalker	Medium	None	None	
N'yadach	Club	Medium	None	
Octopus, Giant	Special	None	None	Grapples
Ogre	Club	Light	+1 to Damage Roll	
Orc				
Common	Sword	Light	None	
Great	Morning Star	Medium	None	
Owl, Giant	Small	None	None	Can fly
Pegasus	Small	None	None	Can fly
Phantom	None	None	None	Paralysis
Piranha	Small	None	None	
Pit Fiend	Large	Heavy	Double Damage	
Pitcher-Plant, Giant	Special	None	None	Grapples
Pixie	Knife	None	-2 to Damage Roll	

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Poltergeist	1 damage	None	None	Immune to damage
Pygmy	Blowpipe	None	None	Poisoned darts
Rat, Giant	Small	None	None	
Rat Man	Shortsword	Light	None	
Razorjaw				
Adult	Large	Medium	None	
Young	Medium	Light	None	
Red-eye	Sword	Light	None	Fiery Eyes
Rhino-Man	Polearm	Medium	+2 to Damage Roll	
Rock Demon	Large	Medium	+2 to Damage Roll	
Rock Grub	Light	Light	None	
Sabre-Toothed Tiger	Medium	None	None	
Sand Devil	Medium	None	None	Insubstantial
Sandworm, Giant	Large	Medium	Double Damage	
Scorpion, Giant	Medium	Medium	Double Damage	
Sentinel	Sword	Medium	None	
Serpent Guard	Sword	Light + Shield	None	
Serpent Queen	Small	None	None	Poison
Shapechanger	Small	None	None	
Shark	Medium	None	+1 to Damage Roll	
Skeleton				
Skeleton	Sword	None	None	Resistance to edged weapons
Warrior	Battleaxe	Medium	None	Resistance to edged weapons
Skorn	Dagger	None	None	
Skunkbear	Medium	Light	None	Smell
Sleeping Grass	None	None	None	Sleeping Pollen
Slime Eater	Medium	Light	None	
Slime Sucker	Medium	Light	None	
Slug, Giant	Medium	Medium	None	Spits Acid
Slykk	Shortsword	None	None	Aquatic
Snake				
Poisonous	Small	Light	None	Poison
Sewer	Small	Light	None	
Giant	Medium	Light	None	
Snake Demon	Sword	Medium	Double Damage	Spits Acid
Snapperfish	Medium	None	None	Causes SKILL damage
Snattacat	Medium	None	None	Invisibility
Spider, Giant	Medium	Light	None	Poison
Spider Man	1 Damage	None	None	Poison
Spirit Stalker	Medium	None	None	Immune to normal weapons
Spit Toad	Medium	None	None	Spits Acid
Sprite	1 Damage	None	None	Magic
Sting Worm	Large	Light	None	
Stranglebush	None	None	None	Grapples
Strangle Weed	Small	None	None	Grapples
Suma	None	None	None	Immune to damage
Tangleweed	None	None	None	Drinks Blood
Tarator	Large	Medium	None	
Tentacled Thing	None	Medium	None	Grapples
Toa-Suo	Medium	Light	None	
Toad, Giant	Large	Light	None	
Tree Man	Large	Medium	None	
Troglodyte	Bow/Dagger	None	-1 to Damage Roll	
Troll				
Cave	Club	Light	Double Damage	
Common	Battle Axe	Medium	+2 to Damage Roll	
Hill	Spear	Light	Double Damage	

<i>Monster</i>	<i>Weapon</i>	<i>Armour</i>	<i>Damage Modifier</i>	<i>Special</i>
Troll continued				
Sea	Medium	Light	+1 to Damage Roll	Aquatic
Vampire	Sword	Light	+1 to Damage Roll	Immune to normal weapons
Venus Fly-Trap, Giant	None	None	None	Grapples
Wasp, Giant	Medium	None	None	Poison
Were-Creature				
Werebear	Medium	Light	+1 to Damage Roll	
Wererat	Small	None	None	
Weretiger	Medium	None	None	
Werewolf	Small	None	+1 to Damage Roll	
Wheelie	Dagger	None	None	Throw Daggers
Wight	Small	None	None	Immune to normal weapons
Will-O'The-Wisp	3 Damage	None	None	
Wolf				
Wolf	Small	Light	None	
Snow	Small	Light	+1 to Damage Roll	
Wolfhound	Small	None	None	
Woodling	Dagger	None	None	
Wraith Ape	Axe	None	None	Can Fly
Wrapper	Medium	None	None	
Wyrm	Large	Medium	+1 to Damage Roll	Icy Breath
Wyvern	Large	Light	None	Fiery Breath
Xoroa	Spear	None	None	
Yeti	Large	Medium	None	Freezing Touch
Zombie	Sword	None	None	

Small, Medium and Large weapons refer to the monster weapon tables in Chapter 3. These may be claws, fists, horns etc as appropriate.

Light, Medium and Heavy refer to the monster armour tables in Chapter 3. This may be hide, scraps of armour, scales, full suits of armour etc.

Double Damage means that the monster rolls normally for their weapon, applies any normal bonuses and then doubles the final result. Armour is then deducted as normal.

+1 to the damage roll means that the usual 1D6 is rolled to determine damage, and a +1 (or more) is added to this dice roll.

Special abilities are summarised here for convenience. See Out of the Pit for more details.

CHAPTER 9 – ADVENTURE IDEAS

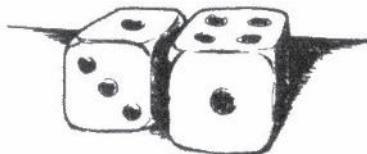
As discussed in earlier chapters, planning an adventure can be a daunting task for a new Director. A really good adventure will seamlessly draw the Heroes in, have an interesting plot, plenty of action, and a satisfying aftermath. Of course, not all adventures must be about saving the world or defeating legendary enemies. Excellent adventures can also be had defending a village from goblin bandits or solving the mystery of a poisoned river. Many ideas can be had from novels, television programmes, films and even music, and adapted to the world of Titan. This chapter will give some ideas for adventure “hooks” and plots, as well as suggestions for good adventuring locations, and protagonists. These ideas still require work to turn them from mere ideas into fully fledged adventures, but by putting together a plot, location and protagonist, the outline at least should start to appear. Some sub-plot ideas are also given here. Sub-plots are usually not integral to the adventure itself, but are interwoven with the main plot to complicate and confuse matters.

The ideas presented here are by no means comprehensive, and the Director is encouraged to invent his own, possibly using these as inspiration. If the same framework is followed, it can simplify adventure design and planning.

This chapter also provides a random Dungeon generator, to allow a Director to create a random subterranean labyrinth in a short period of time. This generator is useful for emergency dungeon design, or as part of a more controlled process, or even to just kick-start ideas.

Adventure hooks

The Adventure Hook is very important, as it is what draws the Heroes into the adventure in the first place, and what they will be trying to do. This will of course depend on the ability, experience and renown of the Heroes. Heroes that are just starting out will be unlikely to be hired by the King to kill an arch-Liche that is terrorising the kingdom for example. Equally, the reward on offer, be it material or otherwise, should also be commensurate with the status of the Heroes and the task to be completed. Having said all of that, the motivations of the Heroes (and the players) is the prime consideration when choosing the hook.



Hired by Important Personage

One of the classic adventure hooks, this sees the Heroes recruited by a King, Noble, merchant, town mayor or other important person. The wages may be money, treasure, goodwill, titles, land or just about any other reward that would tempt the Heroes. This is an easy hook to set up as the employer just has to contact the Heroes, offer them employment (just about any goal) and then pay them when they return.

Treasure Map

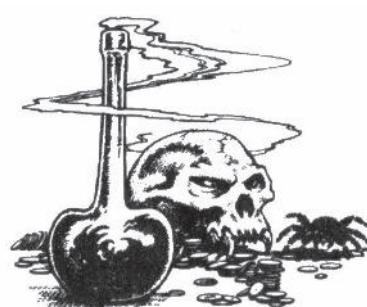
Another classic, this hook is one way of tying in one adventure to the next. All that is required is to have the Heroes find a “treasure map”, cryptic or plain, artistic or written, that describes the location of a monetary or magical treasure.

Quest

Similar in some ways to a Treasure Map, a quest hook is one that is given as part of the previous adventure. Thus the Heroes could rescue the princess, but the protagonist gets away with the evil artefact at the last minute. The Heroes must of course pursue, and thus begin the next adventure. Sometimes this hook will not be obvious to the players or Heroes, but will become apparent as the next adventure proceeds.

Pure Adventure

An old favourite, this hook simply provides the opportunity for wealth and fame at an adventure site. An increased number of goblins in the area of an old mine may well be enough to lure Heroes, especially more inexperienced ones looking for that first step on the road to Heroism. This lure can be increased by legends of lost treasures or powerful magical items.



Dying Request

An easy hook to introduce, the Heroes simply come across a character dying of their wounds, who asks the Heroes to complete a task with their dying breath. The Heroes may intervene in the fight and defeat the enemies (although not quite in time) or they may come across the aftermath of the fight. It is important that the dying person relates their message and then dies before any of the Heroes can heal them though!

No Choice

This hook forces the Heroes to take part in the adventure! Whether the Heroes are captured by slavers, cursed by an evil magician or magically transported into the middle of an adventure, the Heroes must fight their way through the adventure just to regain their liberty. It is important not to overuse this hook, as the players may feel their Heroes have no free will if this hook is used too frequently.

Personal Motivation

This hook relies on the personal feelings of the Heroes. Whether these feelings are loyalty to a cause, personal honour, religious following or simply the integral goodness of the Heroes, this hook relies on the Heroes following the adventure purely because they feel they should. This should only be used by a Director who is certain that the players and their Heroes will indeed follow the adventure!

This hook may also need more and earlier preparation than some others, because suddenly having a brother of a Hero appear out of nowhere, requiring the Hero's help, when said brother has never been mentioned before is not the best way to ensure the Heroes do the right thing. Thus introducing family members early on in a campaign is a good idea.



Adventure Locations

Where the adventure takes place is usually separate from the location of the introduction, and may in fact be some distance away. Some adventures will have incidents during the travel, but often the director will just fast-forward the scene to get to the action. The locations listed below can usually be placed just about anywhere on Titan, and just require a bit of customisation to make them feel right. It is also possible to mix and match these to create even more individual locations: Thus you may have a tower at the centre of an island, some caves at the centre of a forest etc.

Dungeon

The classic adventure location, a dungeon is a subterranean series of rooms, corridors and chambers. Lit with torches, and possibly with several layers connected by stairs, the classic view of a dungeon has masonry walls and floors with wooden doors.

Corridors are often 10' wide, and 10' tall. The rooms and corridors are often arranged so that the ruler of the dungeon is found in the rooms furthest from the entrance. A classic arrangement is to have items that must be found before progress can be made beyond a certain point, forcing the Heroes to explore fully.

Despite the familiarity, this is a favourite with many Directors and players alike and is easy to design.

Caves

A cave based adventure is actually fairly similar to a dungeon. The rooms will be less regular, and the passageways may be very cramped, but otherwise a cave adventure will be run in a very similar way to a classic dungeon. Some caves may have been worked on by their inhabitants, but there will also be more natural features such as underground rivers and lava pits.

Tower

A tower can be an interesting location for an adventure, because although there may be a cluster of buildings or rooms around the base, the rest of the tower has a very obvious layout. The master will probably be at the top, and you simply have to go upwards to reach him! A tower location is thus less about exploration, and more about simply working your way past the enemies, traps and obstacles to reach your goal.

Castle

A castle location could be as small as a single keep building, or as large as a vast fortress. Castle locations will usually include several separate buildings (such as kitchens, storerooms etc) and may well have several outside areas to explore as well. Castles are of course difficult to get into, and will also offer the opportunity to encounter some characters such as cooks, guards and servants. Not all of these need be human, or even alive!



Sewers

Beneath the bigger and more civilised cities lie the sewers. Not places most people would venture into voluntarily, but good locations for an adventure. Who knows what has made its home there, close to a constant source of food (the city folk)? The sewers may also be used by the thieves guild, be home to countless rats, and even link into buried and forgotten ruins!

Swamp

A damp and dangerous terrain, Swamps may hide ancient weed-choked ruins, huge pools inhabited by monsters and villages of humanoids. Many creatures here will be venomous and the risk of vanishing forever into a quagmire is always real.

Town/City

A town and city make for a very different adventure than the other suggestions here. The Heroes cannot just swagger about killing all they meet. Almost every town or city will have some form of law, and the law tends to look very dimly on anyone killing its citizens. However, there may be all sorts of secrets in the private houses of the city, and an adventure where the Heroes are opposing a thieves guild or gang could be very entertaining. There is also nothing to say that a monster, especially one such

as a shapechanger, would not find a city an ideal place to live.

Catacombs

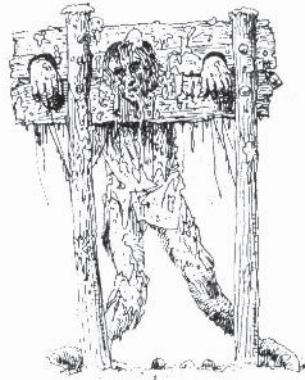
Some cities and temples bury the bones and corpses of the dead in vast catacombs: Tunnels and chambers hewn out of the rock and intended as a place of eternal rest. However, these places offer an ideal recruiting ground for necromancers, vampires and demons to raise an army of the undead, and offer a secure home at the same time.

Forest

Forests, woods and jungles offer a less linear but interesting location for adventure. There may be isolated huts, small villages, caves, tribes of savages, lost temples and of course all sorts of monsters. A Director is advised to sketch out a map and mark on any locations of interest and any paths and tracks. Confused heroes may well find themselves wandering in circles!

Island

An Island can hold just about anything, and whilst the Heroes are free to wander anywhere within the island itself, they are also constrained by the shore and the surrounding sea or lake. If the Heroes are stranded on the island, a route of escape can be an interesting sub-plot, especially if there is a volcano on the island as well....



Ruins

Effectively a combination of dungeon and town, Ruins can offer an outside dungeon. With both intact and ruined buildings to explore, the Heroes have a lot of freedom to wander. Ruins can of course have caves underneath, and a large ruined temple could be an adventure location in itself. Interest can also be added if the ruins were constructed by an ancient civilisation, with secrets to be discovered.

Underwater

This adventure location is very different from the others, and also requires a fairly specific plot hook, namely a way to breathe and move freely underwater. Without this caveat, the adventure would be very short indeed. Underwater adventures can offer a very interesting set of problems, obstacles and monsters, which may require a very different response from the Heroes.

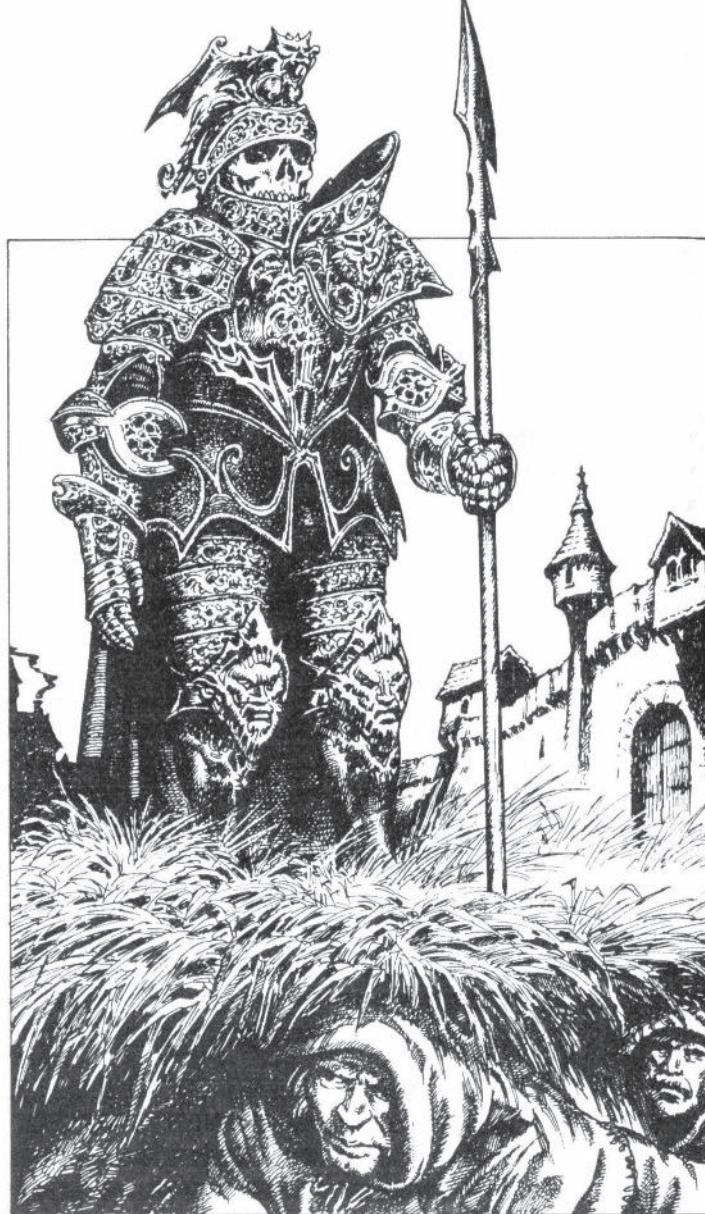
Wilderness

This last suggested location is quite vague, and intentionally so. In many cases a wilderness will simply be traversed en route to the main adventure location, but occasionally the wilderness will be the adventure. Travel across an unfriendly landscape with monsters, villages, marshes and plains can provide all sorts of potential encounters for the Heroes. It is suggested that a similar approach be taken to that for a forest location: making a map of the area with paths and points of interest.

Protagonist

The Hook and Location chosen will in turn inform the choice of protagonist. This will be the enemy to be killed, captured or defeated in some way in order to achieve the task. This protagonist is usually the most powerful and dangerous opponent the Heroes will face in the adventure, and will usually be encountered at the end.

They may or may not have guards with them, depending on how powerful the Hero and protagonist are.



There are various archetypes that the Director can choose as his Protagonist, each with its own advantages and disadvantages:

Warlord

A Warlord protagonist is one of the easiest types for a Director to run. Basically a powerful human (or humanoid) warrior, a warlord will command the lesser beings around him by force of arms and strength. A warlord may well have magical advisors, weapons or items, but when the Heroes finally reach him, a warlord

will respond with force.

He will almost certainly have magical weaponry or armour, and will also make use of special combat options.

Magician

A Magician protagonist can be a very challenging opponent for a party of adventurers. A Magician may be able to summon or animate magical or undead creatures, may be able to spy on their approach and will also be able to place magical traps in their way. A Magician protagonist will also be a deadly opponent in the final confrontation, as long as guards are present to prevent the Heroes closing in melee too quickly.

A Magician can be either a Sorcerer or Wizard, or could have completely different or unique abilities determined by the Director. It is also possible that a protagonist's spells work in a different way to those of the Heroes, which will of course keep the players guessing.

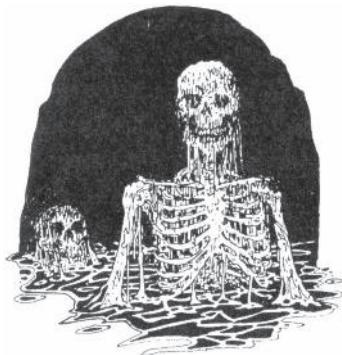
Powerful magician protagonists can however be difficult for a novice Director to run effectively, due to the different spells and powers available. It is of course possible to mix the warlord and magician types, and have a protagonist skilled with weapons and magic, to make a truly frightening opponent!

Monster

Almost any of the more powerful monsters may be a protagonist, with only a certain level of intelligence as a pre-requisite. Even this is not strictly necessary in the case of smaller dungeons or adventure areas, where size and strength can cow the local monsters. Thus a monster protagonist could be anything from an Ogre or Troll, through creatures such as a Lizard King, all the way up to a Dragon. A Monster protagonist may well have completely alien objectives and goals from a human point of view. However, monster protagonists are easy to prepare, as they can be selected straight from "Out of the Pit".

Demon

A Demon protagonist can be one of the most difficult for a party of Heroes to face. Powerful in combat and possessing magical abilities, a demon may also be able to move in dimensions or even time. The Demon may also be following orders from a higher power still, and so may have significant resources at its command. Some demons are only injured by magical weapons or spells, and some can change shape into almost any other creature. Demons can pose the ultimate challenge to the Heroes.



Enemies

Once a plot, location and protagonist have been chosen, the Director will then need to populate the rest of the adventure location. There are several ways of doing this. Traditionally dungeons have had an almost random mixture of monsters, rooms and traps. This type leaves the players guessing, and provides great variability and interest.

A more realistic approach, if such a thing exists in a fantasy game, is a single monster type dungeon. This does not actually have to be a single monster type, but a "goblin" dungeon could also include Garks, Ogres and

Trolls. An "undead" dungeon could feature skeletons, zombies and ghouls. The most complicated type is the theme dungeon. This may have an outer zone populated by goblinoid races, wolves, evil humans etc. The inner zone could have undead, and the inner sanctum could have magically summoned guardians.

Sub-Plots

Sub-plots are additional plotlines designed to give an adventure or campaign greater depth and complexity. Thus whilst attempting to find the Baron's kidnapped daughter, the Heroes could also have to deliver a plague cure to a nearby village, and hope that nothing goes wrong. By giving the players more to think about, the Director can really crank up the pressure on both the Heroes and their players.

Sample Sub-plots

Enemy in the midst

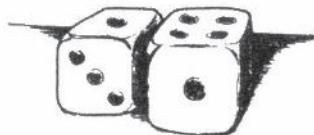
This sub-plot has an enemy in or near the party. This could be a spy, a changeling or an illusion hiding the enemy. Whatever the details, someone the Heroes think is a friend, or at least a hireling, is in fact an enemy. This may be completely unrelated to the main plot of the adventure, but will still be a threat until the enemy is unmasked.

Extra Job

This sub-plot gives the Heroes an extra task to complete, unrelated to the main adventure, although this may not be obvious. In fact, this extra job may even make their main goal more difficult to achieve by leading the Heroes in the opposite direction or forcing them to choose between one or the other.

Hanger on

This sub-plot attaches an extra character to the adventuring party, one who may not be much use on an adventure or worse, may be a hindrance. Examples could include an orphaned child related to the Heroes or rescued from danger, a sage expert in the danger the Heroes will eventually face but useless until then, several refugees or even a valuable prisoner, who will make noise whenever silence is required!



Romantic interest

This sub-plot needs to be set up carefully before the adventure starts, and can in fact be spun out over several adventures. However, with one of the Heroes torn between advancing his favour with the object of his affection and advancing the objectives of his party, this sub-plot can add a bit of humour to the adventure or campaign.



Dungeon Generator

The system described here is perfect for creating a dungeon on the fly or at the last minute, often necessary if the game has been arranged with little notice. Also useful for initially plotting the dungeon section of an adventure, this process simply generates a series of rooms, passages and doors. Tables are provided to then randomly populate these rooms with monsters, and the next chapter can be used to assign treasure to these monsters. The dungeon created will not be particularly slick, but should be functional and fun, especially for a one-off adventure.

The first table in the process is one that is completely optional, and should probably be avoided if any of the adventure components described above have been used. This first table generates a reason for the adventure and a goal to be aimed for:

<i>2D6 Roll</i>	<i>Adventure Objective</i>
2	Rescue Princess or Maiden in distress
3	Kill a traitor or spy
4	Find a Hermit or Sage
5	Recover a Magic item
6	Slay a bandit lord
7	Recover a treasure
8	Rescue village hostages
9	Destroy an evil temple or shrine
10	Find a lost/kidnapped person
11	Find disease cure
12	Kill sworn enemy

Once the objective has been determined, the Director should roll or decide on the terrain surrounding the dungeon itself. The dungeon itself could of course be a day or two travel from where the Heroes start their adventure.

<i>1D6 Roll</i>	<i>Surrounding terrain</i>
1	Mountains
2	Forest
3	Island
4	Plains
5	Hills
6	Swamp

The next step is to determine the architecture of the dungeon itself. This again may depend on other factors, and can of course be chosen rather than rolled.

<i>1D6 Roll</i>	<i>Dungeon architecture</i>
1	Natural caverns
2	Rough-hewn caves
3	Engineered caves
4	Crude stonework
5	Good masonry
6	Special (Worm tunnels, magical excavations etc)

Once the above tables have been rolled on or the features decided, it is time to determine the layout of the dungeon itself. One important decision to be made is how many levels the dungeon has. The more levels the dungeon has, the longer the adventure will take to play through, and the more dangerous it will be. If the dungeon does have more than one level, the next part of the process should be repeated once for each level.

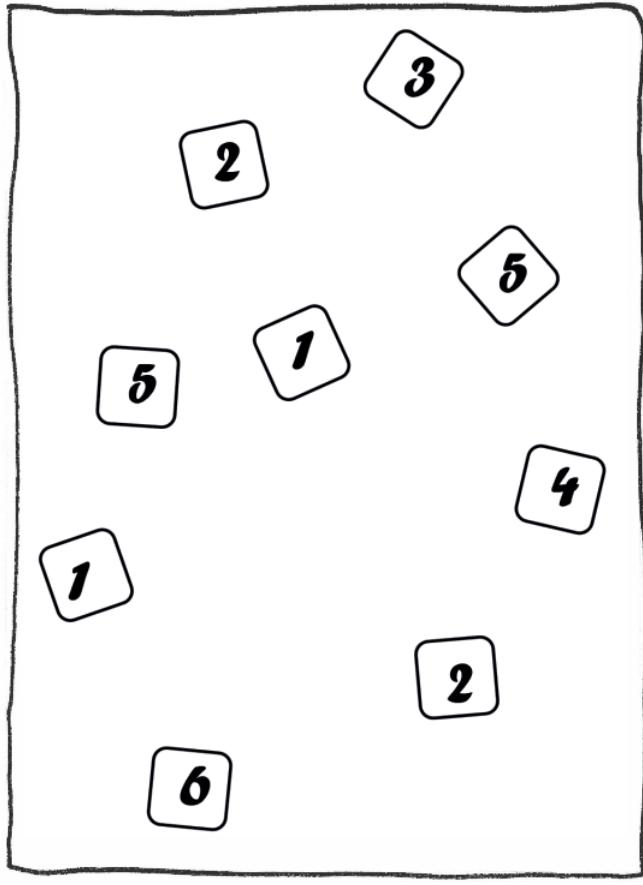
The following is required to generate the dungeon layout itself:

- A piece of paper for each level of the dungeon
(A4/Letter etc)
- A box lid in which the paper can fit
- A handful of 6 sided dice
- A pencil & eraser

Firstly, lay out the single sheet of paper, ideally in a box lid. Roll 1D6 and add 6 to the result to determine the number of rooms on that level. Of course, a Director could design a smaller level by only rolling 1D6 or a larger level by rolling more dice.

The Director should then gather a number of D6's equal to the number of rooms on that level. These dice should be rolled all together onto the piece of paper. Each of these dice should then be drawn around with a pencil, with each one representing the location of a room. If any dice have rolled off the paper completely, they should be re-rolled onto the paper before the dice are drawn around. Each die should now be removed from the paper, and the number that had been rolled on the die written inside the drawn square.

This part of the process will result in something like this:

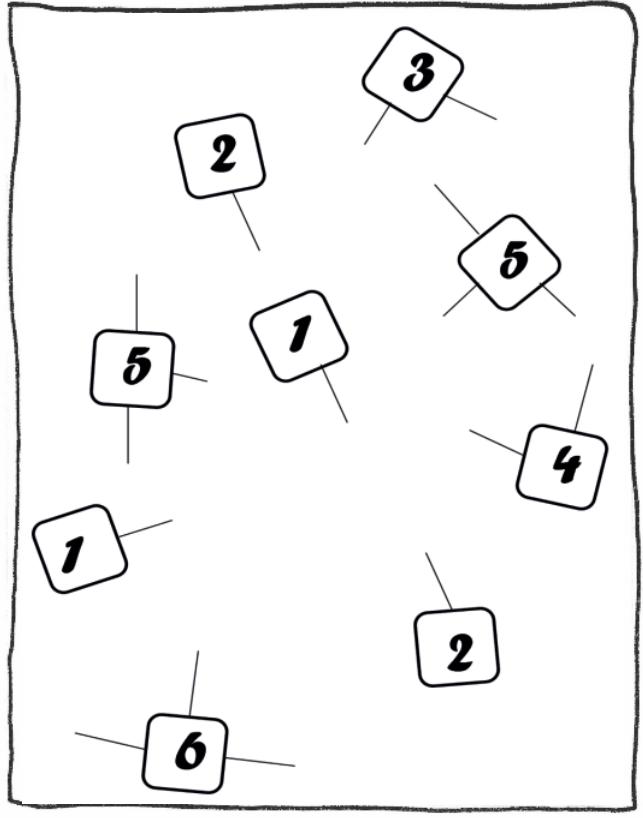


The number rolled on the dice will be used to determine the number of obvious exits from each room. A roll of 1-2 indicates 1 way into the room, a roll of 3-4 is two ways in and a 5-6 indicates three ways in. There may also be secret or hidden doors to be added later.

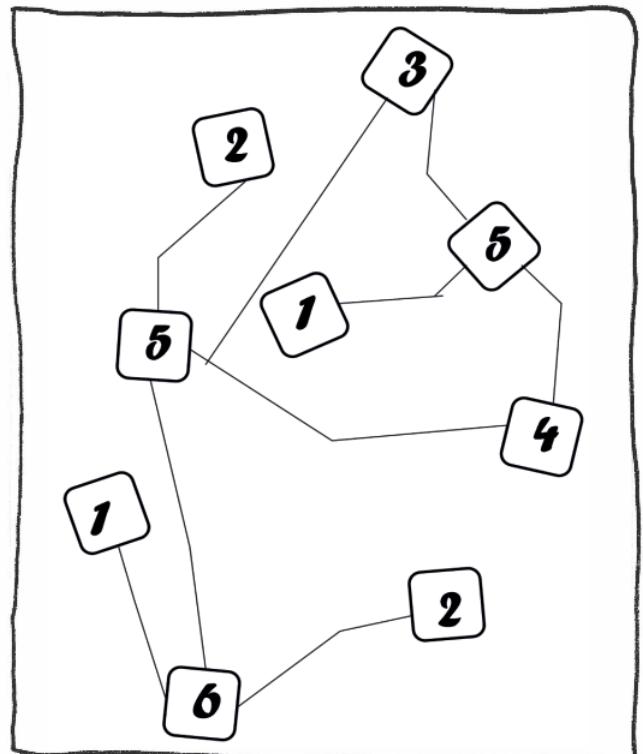
The layout of the dice also gives a rough representation of the spatial arrangement of the rooms, although this is not exact can be tidied up later to show distances.



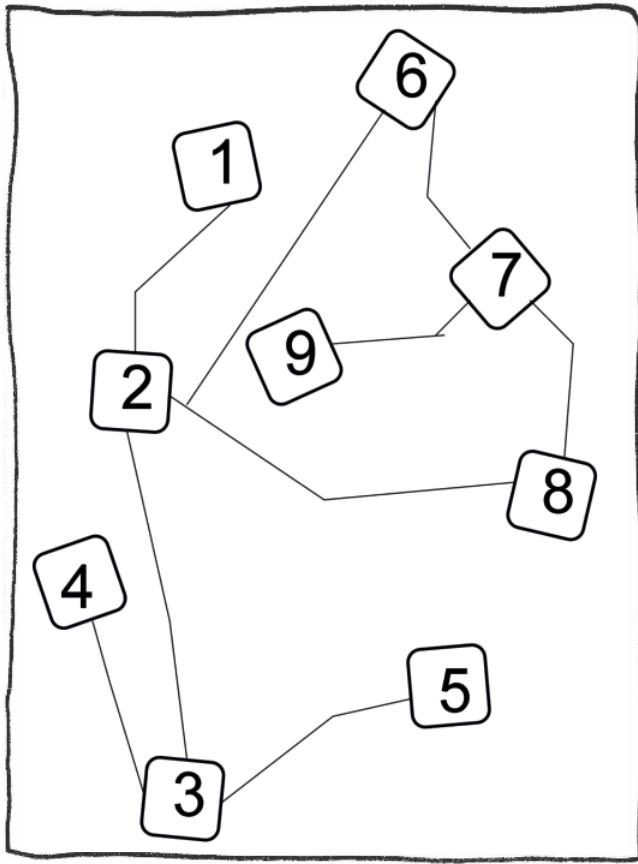
A number of lines should then be drawn from each room, depending on the number of exits reflecting passageways, doors and tunnels, as determined by the result of the dice results:



These lines should be joined up to other rooms where possible. There will inevitably be some exits left over that cannot join directly to rooms because of intervening passageways, and so these exits should join to a passageway to make a T-junction. Extra corridors can now be added to join passageways to each other.



Once the layout is complete, the numbers written within each square can now be rubbed out. The room which is the entrance to the dungeon should be decided on, and that room numbered 1. The other rooms should then be numbered sequentially.



If there are multiple levels, the Director should draw a "down arrow" in any rooms that have stairs down, and "up arrows" in rooms with stairs leading up. Other details and descriptions should be added in at this point including special rooms such as temples, shrines, rooms with water in, locked doors, traps and other features. Not all of these features need to be enemies or dangerous to the Heroes; healing springs or even a monster tavern could be encountered!

Ideally all of the descriptions should be noted down room by room for easy reference during the adventure. The way in to the dungeon should be determined (a cave entrance, door in a hillside, etc) and the room or rooms that house the final boss should also be described in detail. All other rooms can be described, and their size decided on. Some rooms may be the classic 10' by 10', but some may be much larger.

The next step is to determine any unusual features found in a room. It is assumed that normal furniture appropriate to the inhabitants will be found, along with normal fixtures such as hearths and piles of rubbish. To find out

if there are anything strange in the room, roll 1D6 for each room. These features may be in addition to any monsters or instead.

<i>1D6 Roll</i>	<i>Feature</i>
1-4	None
5	Trap
6	Other feature

<i>1D6 Roll</i>	<i>Trap</i>	<i>Other Feature</i>
1	Pit Trap (1D6 Damage)	Magical Fountain
2	Spear Trap (1D6 Damage)	Unusual Statue
3	Fire Trap (1D3 Damage)	Strange Décor (walls, floor or ceiling)
4	Blade Trap (as Sword)	Kitchen
5	Pit Trap (2D6 Damage)	Darkness, Fog, Smoke
6	Magical Trap	Alter or Temple

The exact description, significance and game effect of the trap or feature should be determined by the Director, who can of course also place new and specific features without resorting to rolling on this table. A Magic Fountain for example, could cure poison when the water is drunk, could heal, poison or change shape. This could even be a random effect, changing with each drinker.



Monsters

Lastly, the monsters that inhabit the dungeon should be added in. This can be done by design or randomly. The random tables below feature many monsters from the Out of the Pit book, but the Director can improvise if this book is not available. There is also a column to generate the boss of the dungeon. This should of course be used with some caution as some of the more powerful monsters on here will spell certain doom for a party of inexperienced Heroes.

The monsters below are only suggested for a particular level. It would certainly be possible to have goblins on level 2 of a dungeon, or a Gark on guard on level 1.

Random Monster Inhabitant tables

<i>3D6 Roll</i>	<i>Dungeon Level 1</i>	<i>Dungeon Level 2</i>	<i>Dungeon Level 3</i>
3	Decayer	Fetch	Phantom
4	Hobgoblin	Death Wraith	Mucalytic
5	Warrior Clone	Giant Centipede	Wight
6	Flesh Grub	Demonic Servant	Wrapper
7	Gremlin, Wingless	Demon Bat	Cockatrice
8	Zombie	Spider Man	Bloodbeast
9	Skeleton	Dark Elf	Troll, Cave
10	Goblin	Orc, Great	Giant Spider
11	Orc	Troglodyte	Ghoul
12	Giant Rat	Skeleton Warrior	Golem, Flesh
13	Skorn	Crypt Stalker	Mummy
14	Rat Man	N'yadach	Tarator
15	Chestrap Beast	Gark	Wererat
16	Grannit	Doragar	Death Spider
17	Demonspawn	Spirit Stalker	Rock Grub
18	Iron Eater	Bristle Beast	Medusa

<i>3D6 Roll</i>	<i>Dungeon Level 4</i>	<i>Dungeon Master</i>
3	Manticore	Hell Demon
4	Slime Eater	Fire Demon
5	Night Stalker	Flayer
6	Flayer	Death Spider
7	Lizard King	Mummy
8	Minotaur	Medusa
9	Hellhound	Chaos Knight
10	Golem, Stone	Magic User
11	Calacorm	Warlord
12	Golem, Wood	Lizard King
13	Gargoyle	Wererat
14	Giant, Cave	Troll, Cave
15	Brainslayer	Giant, Cave
16	Mirror Demon	Brainslayer
17	Clawbeast	Mirror Demon
18	Fire Demon	Vampire

It is likely that the above tables will generate a peculiar mix of creatures in close, and unlikely, proximity to each other. The Director can either move monsters around if desired or else just accept this state of affairs as being in the spirit of Fighting Fantasy!

Not every dungeon has to rationalised or "make sense" to be fun. In fact, some of the best adventures have completely unexpected denizens and encounters.

Adapting for non-dungeons

It is possible to use this process to generate a forest, island or plains based adventure, or indeed many other non-dungeon types. Simply use each drawn square as the location of an encounter (clearing, watering hole, village, cave etc) and the lines are the paths and tracks between.

Heroes leaving these tracks will probably find the going very difficult, after all it was why the paths were created in the first place!

It is also fairly easy to determine what will happen if the Heroes leave the beaten tracks, especially one the final map is completed.

Completing the Process

Once all of the above has been completed, the Director may if he wishes draw up a "proper" map showing the dungeon, so that the length of corridors and the size and shape of rooms may be accurately described to the players.

This map can be as elaborate or basic as time and artistic ability allow.

AGBAR'S RETREAT

The map and descriptions below are based upon the sample map already shown, and the description was generated using the tables above.

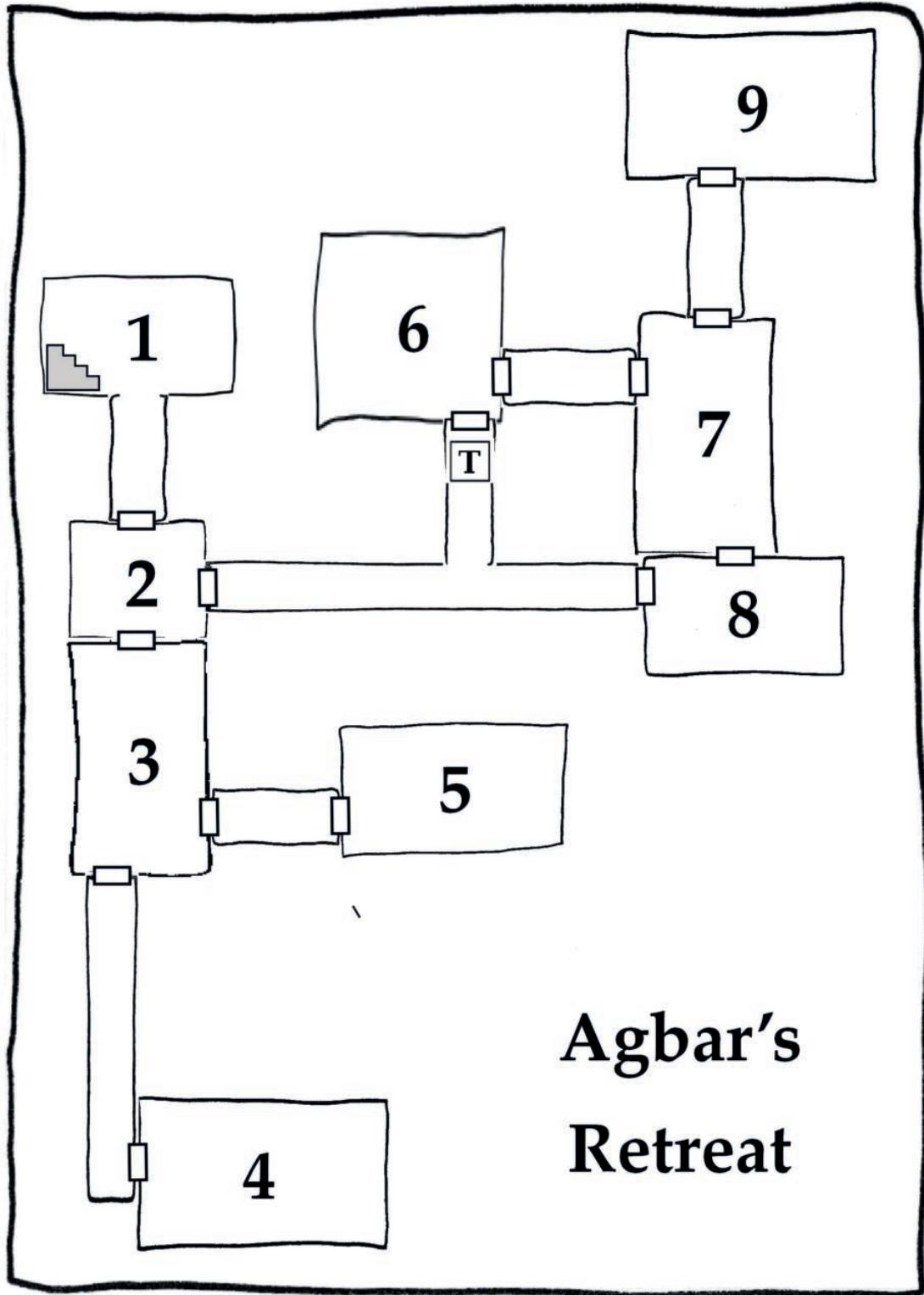
For convenience, only the monsters given in Chapter 8 are given in this description.

This Dungeon would make an excellent follow up adventure to that at the beginning of this book, or as a first

adventure for Heroes created with the full rules. Alternatively, a Director could easily take any of the elements here and use or modify them when creating their own adventure.

Designed for 3-4 adventurers, this description can easily be adapted for more or less.

Characteristics for the monsters here can be found on Page 112. Treasure has not been added to this description, but can easily be added using the details given in Chapter 10.



You have braved the dangers of the wilderness and managed to find your way to the clearing against the low cliff face. The low skull-carved doorway in the centre of the cliff looks dark and forbidding, but the ground at its foot is trampled and muddy. Your small group lights its lamps, takes a collective deep breath and steps into the gloom.....

Room 1:

The narrow stone steps lead down into the darkness, eventually opening into a stone vaulted room, with a passageway opening in the southern wall. Dirt and dry leaves litter the floor, interspersed with bones, scraps of fur and discarded animal entrails. Three huge WOLVES wearing spiked collars lounge against opposite wall. As you enter, they climb to their feet and begin to growl.

These three wolves have been placed here as guards and alarms. Unless the wolves are killed within three combat rounds, the sounds of the fight will alert the Goblins in Room 2, and bring them running..



Room 2:

As you open the door, you can see doors in the southern and eastern walls, and two large benches against the western wall. [Include the next part only if the goblins have not rushed into room 1]

Lounging on these benches are 4 ugly green-skinned GOBLINS, wearing leather armour and clutching spears. The Goblins exclaim loudly and leap to their feet into positions of readiness.

These Goblins have been placed in this room by Agbar as a second defence after the wolves. Boredom results in some inattention, hence their less than prompt response to a combat in room 1.

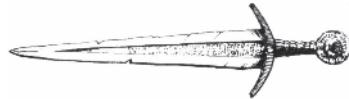


Room 3:

As the door to this room is opened, heat and smoke escape and wash over you. The room beyond is lit by a large open fire, attended to by a large, lumpy humanoid. The OGRE appears to be vigorously stirring a large iron pot, similar to one suspended over the fire. A huge pile of unwashed and encrusted plates can be seen in one corner. There are other exits in the southern and eastern walls.

This room serves as the kitchen and canteen for the inhabitants of the dungeon. Gugbrit the Ogre is the cook, not due to any great culinary skill or ability, but purely because the other inhabitants are cleverer than Gugbrit and thus avoid this onerous chore.

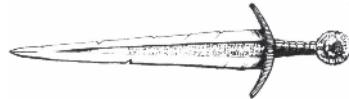
Gugbrit will not attack immediately, but will be very wary of any new interlopers.



Room 4:

The corridor leading to this room was carved with worn and disturbing friezes depicting ancient battles and heroics. The door opens to reveal a large room with wide stone shelves from floor to ceiling, and on all walls except the doorway itself. In the gloom between the shelves can be seen ancient skulls and rusted weapons. Great curtains of spider webs drape the room and shelves, and shrouded shapes hang from the ceiling. Something begins to stir in the darkness.

Two Giant Spiders live in the room, and are used by the other inhabitants to preserve their larder. Live animals are released into the room, to be poisoned, wrapped and hung by the Spiders. Gugbrit the Ogre then comes in and retrieves the paralysed but still live creature for cooking.



Room 5:

The door swings open to reveal a room with several knee-deep piles of ancient bones scattered around. Standing motionless in the middle of the room are three SKELETONS, armed with swords. They begin to jerk into life as they detect your presence.

These skeletons were animated from the ancient bodies found in the tomb by the power of a wandering Necromancer paid handsomely by Agbar. They follow the commands of Agbar only, but will attack anyone not a regular inhabitant of the dungeon.



Room 6:

TRAP: Just outside the southern door of this room is a spike trap. To avoid activation, a large flat stone in the left hand wall must be pushed whilst the door is opened (or the trap disabled using the Trap Knowledge special skill). If triggered by a victim opening the door, two

spears are propelled at speed out of both side walls, requiring a test for LUCK. If failed, the victim takes two separate Spear attacks, each with +1 to the damage roll. Armour applies normally.

As you open the door, you see another immediately on your right, and a large square room with the floor swathed in furs. [Use this section if the spear trap has been avoided]
Sleeping around the room are five GOBLINS, similar to those encountered in the guard room. Snores fill the air. [Use this section if the spear trap has been triggered]
Sleepily clambering to their feet are five GOBLINS, unarmoured, but clutching their spears.

This room is the Goblin dormitory. If the Goblins are asleep, one can be killed immediately for every Hero present, although this may present a moral dilemma to moralistic Heroes.

If the Goblins are awake, they have no armour, and will only take defensive action in the first round of combat due to their unprepared state.



Room 7:

As the door opens, exits can be seen in the north, south and western walls. A very large crude wooden bed rests against the eastern wall, and standing by it is a huge creature, similar to the Goblins but for its size. The GARK hefts its axe and drops to a crouch as you enter.

The Grak is the personal bodyguard of Agbar, and will fight to the death to protect his master in the room beyond. If the Gark takes a couple of wounds, it will bellow loudly to summon Agbar from the room to the north.



Room 8:

As you open this door, your first impression is of the mess, huge piles of shredded blankets, broken crates and branches. Your second impression is of the smell: powerful and musty. A path seems to lead through the mess to a half-hidden door in the northern wall.

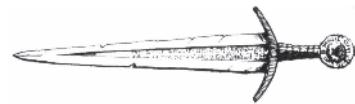
Hidden in the debris are five GIANT RATS, safe in nests. These huge rodents will lie silently in wait until the majority of the Heroes are in the room, then scurry out to attack! The rats are not very brave, and will flee back into their nests if they seem to be losing the fight. They will fight if cornered though.

Room 9:

The door to this room creaks loudly as it opens, to reveal by far the most opulent room of the dungeon. Originally the main crypt room, this is now the lair of the minor warlord who rules this dungeon. A huge flat stone is now made up as a bed, and a large chest is in a corner. Standing in front of the bed is a grizzled veteran, with a wry smile on his face.

He holds a heavy notched sword and a shield and wears chainmail armour. By his side stands a huge wolf, growling loudly. The man hefts his blade and strides forwards.

This is Agbar (see Chapter 8 for details), lord of the Dungeon. He will fight with his wolf to the death as he knows he will get no mercy from either the Heroes or indeed the local justices.



As mentioned above, no treasure has been listed for the dungeon, although the majority should be found in the Agbar's chest.

CHAPTER 10 – TREASURE

One of the main motivations for any adventurer is treasure. Coins, jewels, luxuries and enchanted items are all greatly desired, and indeed are hoarded by many monsters. When these monsters are defeated, their treasures are there for the taking.

Very often an adventure will describe the treasures to be found, or a Director will decide in advance. In other instances, the Director will use this chapter to decide which treasures are found in an unplanned monster lair. This chapter will help with many of these situations, presenting a large selection of mundane and arcane treasures to be discovered by the Heroes. These can be selected or randomly generated as the Director sees fit.

Furthermore, these treasures can be used by Directors as inspiration for new and custom items. It is always worthwhile keeping in mind the relative power of a magical item, to try and match the power and experience of the Heroes.

Identifying Treasure

To identify a mundane treasure requires the Evaluate special skill. The identification of "standard" treasures does not necessarily require a test against the special skill.

Rather, a Hero with 1 point in the Evaluate special skill may easily identify a reasonable sale value for normal items of equipment. A special skill of 2 points allows the Hero to identify treasures such as jewels etc. An evaluate special skill of 3 or more means that the Hero can identify the monetary value of magical items, although the Director will have to determine the local value of any items found as there are no standard prices for magical items.

However, Evaluate will not identify the basic enchantment on a magical item. This requires either the Magic Lore special skill or the Attuned talent. A Hero may test their Magic Lore special skill whilst handling the item, and if successful the Director may impart the broad scope of the enchantments, rather than specifics.

The Director should use narrative terms, thus a "sword of unnatural sharpness" rather than a Sword with +1 to the damage roll. Over time, and with use, the Players will learn the actual game mechanics of the item. A Hero lucky enough to have the Attuned talent simply needs to handle an item for a short while and will automatically determine the effects, both in narrative and game terms. A Director is not, however, obliged to disclose every power an item has, and in the case of cursed items, the item may appear to have other effects until used.



Using Items

The use of most magic items is obvious, but specifics are detailed here.

Scrolls are read aloud to activate, but to do this requires at least one point in the Magic Lore special skill. The reader does not need to test the special skill however, and need not be able to cast spells. Most scrolls will affect all who hear them, friends and enemies alike, although the range can obviously be modulated by the volume at which they are read.

Potions are drunk to receive the effect, even without knowing the identity of the potion itself, although this is of course a risky strategy.

Weapons and armour require no special abilities or knowledge. Weapons are wielded and armour is worn. Other items may require the wielder to know the identity



and powers in order to use, although this is not an absolute requirement. As always, the Director is the final arbiter as to whether a Hero can use a particular item.

Random Generation

If the Director decides that he needs to randomly generate the treasure found on a monster or in a lair, the tables below may be used. The first will generate any coinage or treasures found, and will also indicate whether a magic item has been found. This roll may be modified by the expected wealth of the hoard. A Dragons lair may have a +7 or +8 modifier to this roll, whilst a lone Goblin may have a modifier of -6. If a Magical item is found, the Director may choose which type or roll on the second table. An appropriate item of that type should then be chosen. These tables are only intended to assist a Director in a hurry, and any results considered inappropriate may be safely ignored.

MONEY/TREASURE TABLE:

Sp refers to silver pieces and gp refers to gold pieces. The numbers listed for treasures refer to the total nominal value in gold pieces, either as one or more treasures, although the amount the treasure is actually sold for could be much less.

<i>2D6 Roll:</i>	<i>Coins found</i>	<i>Treasure found</i>	<i>Magical Item?</i>
>2	none	none	no
3	1sp	none	no
4	2sp	none	no
5	1D6sp	none	no
6	2D6sp	none	no
7	1D6gp	none	no
8	2D6gp	1D6gp	no
9	3D6gp	4D6gp	no
10	5D6gp	1D6x10gp	Maybe
11	2D6x10gp	2D6x10gp	Yes
12+	4D6x10gp	5D6x10gp	Yes

If other treasure is found, the Director can either decide what that treasure consists of, or else can roll on this table:

<i>1D6</i>	<i>Treasure Item(s)</i>
1	Furs / Skins
2	Trade Goods
3	Gems / Jewels
4	Jewellery
5	Objects d'art
6	Spices

If a magical item is indicated, the following table can be used to randomly determine the item type:

<i>1D6</i>	<i>Type of Item found</i>
1	Scroll
2	Curiosity
3	Sorcery Component
4	Potion
5	Trinket
6	Enchanted Item

Some sample Magical items are described below, but the Director is free to invent any that seem appropriate for his adventures and Heroes. These items are only limited by the imagination of the Director!



SCROLLS

Scrolls are parchment or vellum sheets inscribed with a magical effect. Scrolls are used by reading aloud the words written there, upon which the words will fade. Only powerful Arch-Mages can create Scrolls, which require a host of rare ingredients. It is possible to have almost any effect on a scroll, from darkness to explosions to protective wards.

Scroll of Balm

When read aloud, all who are within hearing range will immediately heal 1-6 STAMINA points. These points will not increase STAMINA above the initial level.

Scroll of Filash's Protection

This scroll will affect all who hear, and will provide powerful protection against all sorts of fire, both magical and mundane. The protection will last 10 minutes, and will reduce all fire damage taken by half (round down).

Scroll of Holy Proclamation

This scroll must be read aloud, with the words having a startling effect on all undead creatures who hear. Every undead creature within range will immediately take 2D6 points of STAMINA damage, and writhe as if in pain. This scroll will have no effect on living creatures.

Scroll of Peace

All who hear the reading of this scroll (except the reader himself) must immediately test their LUCK. Any who fail are completely calmed and may not attack of their own volition. Any calmed targets will defend themselves if attacked, but will not initiate any violent actions, spells etc.

Scroll of Restoration

This powerful scroll will, when read, restore the SKILL, STAMINA, LUCK, MAGIC and Magic points of the target to their initial levels. A target must be touched to be affected, otherwise the scroll will affect the reader, and once read, the scroll will disintegrate into a fine dust.

**Scroll of Swords**

When read out loud, this scroll will grant a bonus of +1 to the attack and damage rolls of all who hear. The effects will last for 10 minutes.

CURIOSITIES:

Curiosities are relatively minor magical items that are often strange to behold and with very specific powers. They are usually useful only in certain situations, although

they can have very profound effects when they are useful. Almost any item can be a curiosity, as long as it has a strange and limited power. Some Arch-Mages may even sell curiosities to passing Heroes!

Dehydrated mist from Mithrir forest

This silvery powder is incredibly light and appears to have no real weight. When the powder is poured into a vessel of water, at least the size of a bucket, the powder will dissolve and dense mist will start to boil out of the water. The mist will otherwise be normal, and will fill an enclosed area or be blown away by winds.

Pickled Shapechanger Brain

This small glass jar contains a shrunken grey brain that seems to slowly pulse and contort. If the jar is brought into the presence of a Shapechanger (including Lycanthropes), the brain will start to vibrate.

Pocket Myriad

This curious metal cube, six inches across, has a strange pattern engraved deeply on its surface. Several of these areas can be depressed. When one of the "buttons" is pushed, the cube rapidly starts to change shape and contort, becoming another, fully functional, item. Pressing a button on the resulting item reverts the whole to a cube again. Each Myriad has different items within it, such as: Sword, Bow, Small Shield, Lantern, Frying pan and Grappling hook. All created items will be of metal.

Potion Apparatus

This painted clay jug has an engraved metal stopper on a fine silver chain. The user must pour in one measure of a magical potion and one equivalent measure of water. The jug is then stoppered and shaken. One die must then be rolled. On an even number, the jug will contain two measures of the same potion which can be poured into bottles. On an odd number, the jug will contain plain water. The jug is fairly fragile and will lose all enchantment if broken.

Spiderman in a Jar

This stoppered glass jar is sealed with wax and wire, and contains a large, hairy, black spider with the head of a man. The spiderman appears to need no food, water or air, and the jar will block all attempts to communicate. The spiderman does appear to be angry however. If broken, the spiderman will scuttle away at high speed and hide.

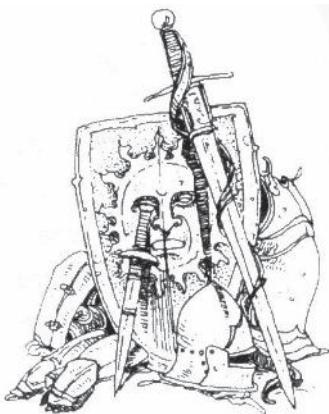
Silver Mirror

This highly polished silver mirror in an oak frame carved with faces cannot be used in any way a normal mirror could, in that it does not appear to cast a reflection. In the dark however, the mirror will reflect, but only for whoever is holding it. It can be used as a somewhat clumsy way to navigate in a dark room.

COMPONENTS:

Sorcery components are, obviously, components for Sorcery spells. Coveted by Sorcerers, these items may also have other powers and abilities, and may also be worth considerable sums of money in their own right.

- Bamboo Flute
- Beeswax
- Black Facemask
- Bracelet of Bone
- Brass Pendulum
- Cloth Skullcap
- Crystal Orb
- Galehorn
- Giant Molar
- Goblin Teeth (1-3)
- Gold Backed Mirror
- Green Haired Wig
- Green Metal Ring
- Holy Water
- Jewel of Gold
- Jewel Studded Medallion
- Medicinal Potion
- Nose Plugs
- Oak Staff
- Potion of Fire Water

**Pearl Ring**

- Rock Dust
- Sun Jewel
- Vial of Glue
- Yellow Powder

**POTIONS:**

One of the easiest types of magical items to create, Potions, are also one of the more common types. In fact, all new Hero characters start with a potion! Potions take effect when they are drunk, and so are fast and easy to use. Potions must, of course, be found in a suitable container. Other Potions could have almost any effect imaginable, including bad effects. Some "potions" are actually powder, ointments or even gasses. These are usually not ingested, but are instead rubbed onto the body or something else, whilst gasses are either just released or inhaled.

Potion of Anti-poison

When drunk, this potion will immediately dispel the effects of any poisons. This potion will not reverse or heal any toxic effects already inflicted, but will prevent any new effects.

Potion of Invisibility

This potion will immediately turn the drinker invisible, along with clothes worn and items carried. The invisibility will last for 10 minutes, or until the drinker attacks someone, is struck in combat or casts a spell.

Potion of Insect Control

This strong tasting bitter potion will allow the drinker to control and repel all manner of insects, both normal sized and giant. This potion lasts for 10 minutes, and during that time the drinker may command all insects in the immediate vicinity. This may be along the lines of attacking a nearby enemy (although the command will wear off if the the enemy is outside the area of effect), or may be just to flee the area.

Potion of Misfortune

This potion will appear to be a potion of LUCK to all tests, and only the Attuned talent will determine otherwise. If drunk, this potion will cause the drinker to immediately lose 1D6 points of LUCK. In addition, the drinker will fail his next LUCK test, regardless of the test roll. The Director should not tell the player this fact, and should ask him to make a test as normal and deduct a LUCK point as normal. However, this test will always be a failure.

Potion of Trap Detection

When drunk, this potion will allow the drinker to detect all traps within 2 metres. The drinker will know the rough location of the trap, but will not know the type, trigger or effect of said traps. However, if the drinker has the Trap Knowledge special skill, he will receive a bonus of +3 to detection and remove attempts. If the drinker directs attempts to remove or detect the traps, the one doing the disarming will receive a bonus of +1.



Belladonna Ointment

This black and slimy ointment will, when smeared on the skin, inflict 2 STAMINA points of damage, but will also prevent infection with lycanthropy for 12 hours if the Hero is bitten by a were creature.

Dried Chamelionite Blood

This red crystalline powder is mixed with a small amount of water and rubbed onto the skin, changing the treated skin's colour to whatever shade the Hero desires. The effects last for 2 hours, and during this time the Hero may change their skin shade as many times as required, simply requiring one round of concentration. This effect will, if used appropriately, add a bonus of +4 to hide or disguise tests.

Pot of Green Gas

This glass pot is sealed with a cork and red wax, and contains a roiling green gas. If opened, the gas begins to slowly boil out, and may be breathed in by up to two

people (or one person twice). Each time this gas is breathed in, the breather must roll 1D6 on the following table and immediately apply the effects.

<i>1D6 Roll</i>	<i>Effect</i>
1	Restore STAMINA to maximum
2	Lose 1D6 LUCK points
3	Add +1 to all damage rolls for 1 hour
4	Skin turns green for 1 day
5	Lose 2 SKILL points
6	Restore SKILL, STAMINA and LUCK to maximum values

Powder of Mind Protection

This potion will, when drunk prevent all attempts at mind control by any means, either magical or innate creature abilities. The effects last for 1 hour. The controller will not know that their attempts are being blocked, and will believe that the mind control is working. The drinker will also know what commands are being given, but is not forced to follow them.

Doppelganger Potion

This oily yellow potion, when drunk, allows the drinker to become an exact copy of someone he can currently see. The potion will change the appearance of clothing, armour and equipment, although the actual effects of these weapons/armour etc remain the same. The drinker does not acquire any knowledge or languages from the copied individual, merely looks exactly the same. The effect will last for 1 hour.

Potion of Rage

Upon drinking this potion, the Hero will become enraged and attack his enemies with fury. The Hero must use the all out attack option (see chapter 3) in combat, and will not use missile weapons, retreat or accept surrender. If there are no enemies in sight, the drinker must attack *someone*, usually the person they can see that they have the lowest regard for. The effects of this potion will last for 2D6 rounds, rolled secretly by the Director.

Potion of Trueseeing

This potion will give the drinker almost perfect mystical vision. The drinker will be able to see through normal or magical darkness, normal and magical fog and illusions. All perception attempts by the drinker are made with a +6 bonus.

The effects last for 10 minutes, and in addition to the above bonus to perception tests, any special skill or test which relies on vision receives a +3 bonus.

TRINKETS:

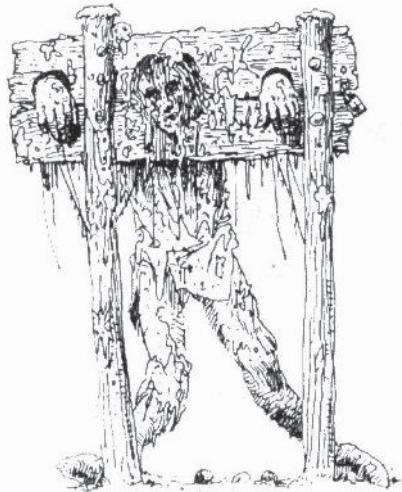
Similar to Curiosities but more powerful, Trinkets are still often specific to a particular situation, enemy or problem. Often destroyed when used, a Hero must be careful selecting the right time to use their precious Trinkets.

Blue Candle

When lit, this candle will repel all spirit beings from the immediate vicinity. The Spirits may not test for LUCK, but must immediately flee. The candle will burn for 1 hour, but may be extinguished and re-lit.

Headband of concentration

This metallic chain is worn as a headband and has a small emblem in the middle of the forehead. Whilst worn, the headband protects the wearer from any mind control spells or powers. The wearer cannot be forced to do something against his will, nor can his feelings or emotions be altered. This headband will not however prevent attempts to read the wearers mind.



Ivory skull necklace

This necklace has 6 tiny ivory skulls threaded upon a gold chain. Initially, each of these skulls would once protect the user against the full fury of a lightning bolt spell or power. However, once a skull has protected the wearer, it loses its enchantment. When a necklace is found, the Director should roll one dice to see how many of the skulls are still active. The protection will completely negate the effect of one lightning bolt.

Necklace of Survival

This necklace consists of 2-12 (roll 2 dice) large clay beads threaded upon a leather thong. When a bead is crushed,

the wearer will be protected against starvation and dehydration for 24 hours. The wearer restores no STAMINA from this, but also does not lose any if they do not eat.

Razor Egg

This red-marbled egg, roughly the size of a chicken's egg, should be protected carefully. Laid by an unknown creature, these eggs may lay dormant for many years. If heated in a fire or similar for a few minutes, or if the egg is broke, the creature inside will hatch with explosive force. All within 5 metres will take 1D6 STAMINA damage from the razor shards expelled by the hatching. No survivors have ever reported what creature hatches out, their vision obscured by the explosion.

Slumber Berries

These berries can be found fresh or dried, and if eaten will require a test against LUCK to avoid falling into a normal sleep. A single handful can send up to 3 people to sleep.

ENCHANTED:

The Enchanted items are the most powerful items normally found. Usually with a permanent enchantment, these items are coveted by their possessor, and are almost never sold. Weapons and armour both come into this category, and although "Sword of" is listed here, this weapon could however be found as as almost any hand weapon or projectile. This also applies to armours. Enchanted items can take many shapes and have many powers, but should of course be used sparingly!

Armour of protections

This armour, which can be of any type, is enchanted to protect the wearer, and grants a special +1 bonus to the armour rolls of the wearer. This bonus will be in addition to any other bonuses the Hero would apply.

Arrow-proof shield

This fine round shield is painted with a large target on the front. When used in combat, it will automatically and completely block one arrow every combat round, even if the bearer is unaware of the shot. If more than one arrow is fired at the bearer, the bearer may decide which one is blocked.

Bone Medallion

This medallion is a carved disk of bone, engraved with a skull motif. When worn around the neck, this medallion will protect the wearer from physical damage inflicted by the undead. Any attack by an undead will automatically inflict one less STAMINA damage, which may even reduce the damage to zero.

Cloak of deflections

This heavy red woolen cloak has been enchanted with powerful protective magics and is much sought after by Wizards. This cloak will actually provide the same armour protection as a Chain Cuirass, but without the weight or requiring the Armour special skill. It also does not interfere with spellcasting.

This cloak will not function if worn with actual armour.

Enchanted Throwing Dagger

This long throwing knife has a black gem set in the pommel with a yellow streak in it, reminiscent of an eye. When thrown at an enemy, the dagger will automatically hit its target and inflict normal dagger damage. The dagger may be recovered after the battle and reused.

Lucky Charm

Whilst worn, this 4-leaf clover shaped brooch will boost a Hero's initial and current LUCK characteristic by 1. These will both be reduced by 1 if the brooch is removed.

Pouch of unlimited contents

This tooled leather pouch has quite a wide opening (enough to get a large fist into) but only looks big enough to hold said fist. However, the pouch will actually hold up to five normal sized objects, as long as they will fit through the opening.

Ring of confusion

This ring, half black and half white, will dull the intelligence of the wearer somewhat, reducing their SKILL characteristic by 1. However, this reduction in imagination also renders the wearer immune to all



illusions. The wearer can still see/hear any illusions, but just knows they are fake.

Ring of direction

Popular with adventurers and rangers, this ring will allow the wearer to always know which way is north. Of course, someone unfamiliar with the area may still be completely lost, but at least they will know where the sun will rise!

Ring of fire

This ring will allow the wearer, once per day, to launch a bolt of fire at one target within 100m. The bolt cannot be dodged, and will inflict $1D6+3$ points of STAMINA damage. It will also ignite flammable items or enemies as appropriate.

Ring of invisibility

This powerful ring will, when put upon a finger, make the wearer invisible, although their clothes and items carried are not affected. The invisibility will last whilst the ring is on the finger or until the wearer attacks someone, is struck in combat or casts a spell.

Rope of Tying

This rope, which may be up to 50m long, has rudimentary intelligence and may be commanded. The rope can move itself as long as one end is anchored and can tie itself onto things. It cannot attack enemies and is only as strong as a normal man. The rope is susceptible to being cut, and only the largest part will retain any magic. A cut rope cannot be repaired.

Spriggans Lamp

This ornate faerie lamp does not appear to have a wick or indeed anywhere to add oil. However, as the sun sets the lamp begins to glow, getting brighter as the sun gets lower. The lamp is brightest after dark, but does have small shutters on the lamp windows to direct the light in a particular direction. The lamp cannot be made to glow during the day by any means.

Staff of Casting

Made of oak and as tall as a man, this staff has a carved fist at the top, holding a blue crystal. The enchantment on this staff enhances the control a Hero has over magical energies, and thus adds a special +2 bonus to all spell casting tests.

ARTEFACTS:

Sword of Skill

A finely balanced sword with a steel blade and carefully wrought hilt, the sword possesses an enchantment that adds a bonus of +1 to all combat totals when using this weapon. The sword inflicts normal damage.

Sword of Slaying

These swords all have a particular type of creature that they are lethal against. The Director should determine which creature is the bane of this sword, and against these opponents the weapon will inflict double normal damage (calculate the total inflicted before armour and double it). These swords are very specific, so a sword of Goblin



Slaying will do normal damage against Orcs. These swords are very often named by their creators.

Sword of Sharpness

The enchantment on this sword imparts a razor sharp edge, increasing the damage inflicted. This adds a special +1 bonus to all damage rolls made upon a successful hit. The sword has no modifiers to the combat total.

Winged Helmet

This impressive helm covers the skull and neck of the wearer, has an open face, and has two large golden wings sprouting from the sides. The helm offers no special benefits in combat, but is invaluable if the wearer ever falls from a height. If the drop is above 2 metres, the enchantment slows the fall of the wearer, such that he floats gently to the ground. This obviously prevents any damage, but can take some time if the wearer falls from an airship or similar great height.



The most legendary of items, Artefacts have great power. Magical items of this type should only be found as part of a specific goal, and will always be well guarded and protected. Some artefacts will have truly earth-shattering powers, but with only a single use before they are exhausted, whilst others will demand a personal sacrifice from their wielder. Artefacts may be weapons, armour or just about anything else. Some lesser artefacts are given here.

Crown of Atlantis

This incredibly ornate gold and silver crown is decorated with a marine theme, having engraved shells and mounted pearls. When worn, the crown allows the wearer to behave completely freely underwater, breathe air, swim freely and ignore hazards such as waves, currents and whirlpools. The wearer will also be able to see a good distance in all but the darkest areas of the sea.

Crystal Mirror

This small but thick mirror of an unknown crystal is unbreakable by any normal means. Whilst it will function as a normal mirror, it will also reflect the true nature of any who look into it. Thus illusions, shapechangers, vampires and creatures of chaos will all be revealed by this mirror. The effect works on objects as well as creatures.

Pegasus Wings

This large amulet in the shape of a winged horse will allow the wearer to fly at will and with total control. The wearer may fly as fast as a real Pegasus does, but can also hover, fly upside down and perform all manner of aerial acrobatics. Even unconscious, the wearer will simply float downwards rather than fall.

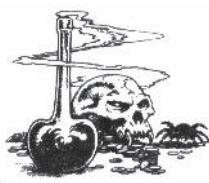
Rod of Lightning Bolt

A plain ivory rod as long as a man's forearm, with runes carved into the side, this is a potent artefact indeed. Able to create powerful lightning bolts inflicting 2D6 points of STAMINA damage upon one target in range, this Rod may be used by spellcasters and non-spellcasters alike. However, the rod does take its toll on the body of the wielder, draining one point of SKILL and two points of STAMINA for each use. These are both deducted from the current scores, and may be restored as normal. A target may, at the discretion of the Director, test their LUCK to avoid the effects.

MAGICAL SUNDRIES:

Curative Salve

If applied to an injured Hero, this salve will increase the STAMINA regained from food or sleep by +1 for 24 hours.



Potion of STAMINA

This popular potion is a favourite of novice and experienced adventurers alike. When the potion is drunk, the STAMINA of the drinker will be restored to its maximum value.

Potion of LUCK

Similar to a potion of STAMINA, this potion will restore the drinkers LUCK to its maximum value.. Rarer and more potent than the others of this type, potions of LUCK are much sought after.

Potion of MAGIC

When drunk, this potion will restore a drinkers Magic Point total to its maximum value. This potion will have no effect if drunk by a Hero with no Magic Points.

Potion of SKILL

This potion will restore the drinkers SKILL characteristic to its maximum value when drunk.

Love Potion

Created by witches or other magical types with Minor Magic ability to order, this potion will make the drinker fall in love with the target designated when the potion was brewed. This effect will last for around an hour, but may last longer if the target makes a very good impression during this time.

Potion of Cooling

When drunk, this potion will reduce to drinkers body temperature such that he feels cool, but not cold, whatever the ambient temperature. This potion will not however

provide protection from extreme or magical heat. The effects will last about 20 minutes.

Potion of Warming

This potion will warm the body of the drinker such that he feels warm, but not hot. Again, the ambient temperature will have no appreciable effect. The effects will last 20 minutes and will not provide protection from magical or extreme cold.

Potion of Sobriety

This potion will immediately sober the drinker, regardless of how much has been drunk or how drunk the target is. This potion may also work on other inebriants.

Ring of Light

This rough copper ring, when worn for the first time, will begin to glow with light equivalent to a lit torch. This light will last for an hour or so, and then will fade forever. The ring can only be dimmed by putting a glove on that hand. These rings are in much demand by lone adventurers and warriors who need to delve into dark places., as they do not require a separate hand to hold, unlike torches or lanterns.

Band of Strength

A crude band of bronze, this ring will grant the wearer a bonus of +1 to SKILL, +1 to hand-to-hand damage rolls and +2 to the Strength special skill for 30 minutes or until the ring is taken off. At this time the ring will lose all enchantment and become a mundane ring.

Fire Capsule

These ivory coloured ovals are around the size of a little finger. If broken, they erupt briefly into flames, causing 1D3 of STAMINA to anyone in contact with it. They are not that fragile , and will not break if just thrown at an opponet. They will however break if trodden on or struck with an object. They are sometimes used as convenient ways to start a campfire.

Dowsing Rod

This enchanted Y-shaped stick can be used to detect large quantities of water, whether a buried stream, a hidden oasis or even the location of a subterranean stream in a cave system. There is no defined quantity or distance that the rod will work over, it will simply detect the nearest large body of water. Once the rod has led the bearer to this body of water, it will break and lose all power.



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CHAPTER 11 – OPTIONAL RULES

The proceeding 10 chapters present a set of rules for playing the Advanced Fighting Fantasy roleplaying game, and they have been carefully designed and balanced to work well. However, there are a few slightly different ways of using these rules and a few advanced options that can be used.

It has to be stressed that the optional rules given in this chapter are just that. Optional. It is entirely up to the Director which of these rules are used in his game and which are not. Some are to be used instead of the existing rules, and some are to be used in addition.

It is recommended that these rules are only used when the Director at least is familiar with the Advanced Fighting Fantasy system as written.

As has been mentioned earlier, Rule 1 is to have fun, whatever rules are used!

Random Hero Creation

The system of Hero creation presented in Chapter 1 will allow all of the players in a campaign to create Heroes of approximately the same ability, ensuring that everyone can contribute to the adventure.

However, the original Fighting Fantasy Gamebooks used a random method to create the Heroes, and some people prefer this type of system. This will create a variety of Heroes with different capabilities, and will in all probability result in a very unbalanced party of adventurers, and so should be used with care, and should not really be mixed with the standard system..

In the random system, it is still better to establish a Hero concept first before rolling all of the dice. This way, the player will still be able to create the sort of Hero they want.

The Hero will start with the following Characteristics:

SKILL:	3
STAMINA:	3
LUCK:	5
MAGIC:	0

Next, the player should roll 4D6. These can be assigned to the Characteristics as desired, except that Skill, Luck and Magic may only have 1 die assigned to them, and Stamina may only have 2 dice. Of course, it is also possible to not assign a dice at all to a particular characteristic.

This will of course give a SKILL value between 3 and 9, a STAMINA between 4 and 15, a LUCK between 5 and 11 and a MAGIC between 0 and 6.

The player should then choose a race from the standard list in Chapter 1, and apply the Characteristic bonus, talent (if applicable) and special skills.

The player should then roll 3D6 to determine the number of special skill points they have to allocate. Half of the points should be allocated as 2's, and the other half as 1's. Of course, if the total is an odd number, there will be more 1 special skills than 2's.

Thus if the player rolls a total of 13 on the three dice, that Hero will have three special skills at 2, and seven special skills at 1.

These points should be allocated in exactly the same way as in the normal Hero creation rules.

A Hero also receives one talent as normal, and again can choose whichever talent they desire, according to the normal guidelines.



The rest of Hero creation follows the same process, with the exception of Social class, which is rolled on a single D6. Priests add a modifier of +2 to this value.

Spells choices, Magic Points, equipment and all other details follow the normal procedure.

This random system should, on average, create a Hero roughly similar to a normally created Hero, but can also create a far more powerful or far weaker one.

Extra Talents

During the creation process, the new Hero starts with one single talent, with extra talents costing experience points over time.

It is possible that a player may ask the Director if they may have an extra talent when the Hero is created, in order to design a specific archetype.. It is of course up to the Director if they wish to allow this, but if it is allowed, it is suggested that the Hero lose 2 Characteristic points from their pool, and also start with only two special skills at 2 points and four special skills at 1 point. This may seem a high price to pay, but talents offer an extra edge that cannot be gained any other way, and certain combinations of talents can be very potent.

Of course, the Director may anyway allow all Heroes to have two talents at the outset, or may assign all Heroes a specific talent to fit in with the campaign or adventure he has in mind. There is usually no problem doing this, as long as the same rule is applied to all Heroes equally.



New Special Skills and Talents

Chapter 1 provides a fairly comprehensive list of special skills and talents, but it is inevitable that at some point a player will ask for one that is not listed.

It is fairly easy to create new special skills, but a few points should be made first. It should be considered if one of the existing special skills could cover the apparent omission. This is often better for the player, as they may not have to purchase a new special skill after all, and also saves any new book keeping. Lore special skills are a special case, because there are only a few Lore special skills listed.

Secondly, the Director needs to consider if the special skill is actually something that can be trained and improved. Thus if a player requests a "Falling" special skill to alleviate the damage from pit traps, the Director could rule that LUCK and SKILL already fulfil this purpose and also that it is very difficult to develop and improve a skill with falling.

If it is decided that a new special skill is required, the it should be recorded in the house rules pages at the end of this book for future reference, along with the grouping in which it is placed. Once recorded there, the new special skill can then be considered official in that Directors games.

New Talents are a slightly different matter, given that each is applied in a different way. Although a new talent does not necessarily have to be as useful as the existing ones, it does need to serve a purpose.

A new talent should *never* be a "super" version of an existing talent. That is to say there should not be a "Might Strongarm" talent that adds a +2 bonus to a hand to hand damage roll. However, there are plenty of other tests that would benefit from a +1 bonus, and so could have a talent associated with them. The actual bonus applied to a test should be in proportion to its usefulness and the frequency of use. Thus bonuses to armour, damage or combat tests should normally have a +1 modifier, but a bonus to fireating or cookery could have a modifier of +3. Although both of these are still useful to the right person, they will only apply in certain situations, especially in the life of an adventurer.

Talents can also grant the ability to do something not covered by a standard test, or even require a dice roll. A talent that allows the Hero to always know which way is north may well add to any navigation or pathfinding tests, but also, without a roll, allows the knowledge of due north. Similarly, a Talent that allows an immunity to poisons, also does not require a roll, the Hero is just immune to poisons.

Talents are the mechanism whereby similar Heroes can be distinguished from each other, important especially when the game system has relatively few characteristics and skills to otherwise differentiate between the party. Very experienced Heroes will invariably have several talents each, and so the creation of new talents will help to give those epic veterans something new to aim for and to work towards.

New Races

The classic triumvirate of races: Human, Elf and Dwarf are staples of many fantasy settings, and thus are excellent for new players and Directors to handle.

However, more experienced players and Directors may well want to experiment with other, more exotic, races. The lure of playing as a Goblin, Red-eye or Gark is certainly exotic, and in the right sort of campaign can be very rewarding.

Of course, most of the monster races will not integrate very well into an existing party of adventurers, who see these creatures as enemies. There are of course many good- or neutral-aligned minor races such as Gnomes that could work well in a normal AFF campaign.

It is a fairly simple process to design and incorporate a new race, although it is probably best if left to the Director to ensure races are correctly planned. The following process will produce a playable class that is broadly comparable to the races presented in Chapter 1, although some may be slightly more powerful or weaker. As stated before, use these carefully.

It helps if the monster or creature already exists in the standard format before conversion to a playable race. If Out of the Pit is available, that can be used, as can the creatures in Chapter 8. Alternatively, the guidelines there can be used to create a new creature. We will use a Rhinoman and a Goblin here to demonstrate the process.

To start, take the creatures SKILL characteristic and deduct 3. This is the starting value used in the Hero creation step. The listed STAMINA value is used as the starting point.



Example 1: The standard Rhinoman description gives us a SKILL of 8 and a STAMINA of 9. A Rhinoman Hero would have the following Characteristics as his base:

SKILL: 5

STAMINA: 9

Example 2: The standard Goblin profile gives us a SKILL of 5 and a STAMINA of 5. A Goblinn Hero would have the following Characteristics as his base:

SKILL: 2

STAMINA: 5

Now we need to calculate the effect of these characteristics. Halve the STAMINA value (ignore fractions) and add it to the SKILL value. This will give a base value for the race.

A race starts with 8 in LUCK , but if the base value calculated above is more than 8, then the excess value is deducted from this LUCK score.

If the base value is lower, a positive effect will be applied later on.

Example 1: The base value for a Rhinoman is calculated using SKILL of 5 and STAMINA of 4 (half of 9) to give a total of 9. This is one higher than 8, and so starting LUCK is reduced to 7.

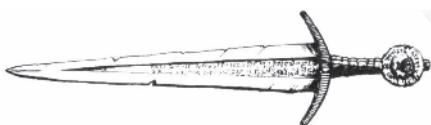
Example 2: The base value for a Goblin is only 4 (2 from SKILL and 2 from STAMINA - 5 halved). This is 4 less than the 8 benchmark, and will benefit the race later. For now, starting LUCK is 8.

The racial bonuses are decided next, and are usually:

a +1 bonus to one of the primary Characteristics.
(+2 to STAMINA)

Possibly a talent or two

Starting special skills



The standard is for a +1 bonus to characteristics and four separate special skills at 1 rank with no talent. The special skill ranks may be reduced to two in order to include a "minor" talent, that is a non-combat or non-magic one. The special skills may be done away with all together to include two "minor" talents or one "major" talent - a combat or magical one. Similarly, the Characteristic bonus may also be traded for a "minor" Talent.

Thus each race is awarded 6 design points at this stage, and the costs for each option are as follows:

Characteristic bonus+1
(worth 2 points)

Special skill
(worth 1 point)

Minor Talent
(worth 2 points)

Major Talent
(worth 4 points)

If the creatures base value (from above) is less than 8, some of that difference may be traded here for equivalent design points.

New talents can be invented here if necessary, and must be graded as appropriate.

If there are not enough points available from base value or racial bonuses, a negative balance can be accrued.

Example 1: The Rhinoman has no points left over from his base value, but the Director wants to give him Medium Armour skin and a Medium Horn that can be used as a weapon, in addition to the Strongarm talent that gives a +1 to damage rolls.. These are three major talents, each worth 4 points, and only 6 are awarded at this stage, so there is no Characteristic bonus or special skills are lost, and the current tally of design points is at -6.



Example 2: The Goblin has 4 points left over from his base value, and the Director decides to give +1 LUCK, Dark Seeing, and Survivor (underground) to the race. This equates to a total of 6 points, using up the free allocation. The Director also awards 1 point in each of the following special skills: Dodge, Sneaking, Underground Lore and awareness, using up all 4 of the left over points. The Goblins current tally of design points is at 0.

Languages are awarded separately from this process, but it is suggested that a creature's native language is at 4 points, and it has common of at least 2 points to allow it to communicate with the rest of its party members.

Each Hero will then receive 12 points of special skills to allocate as they see fit. Half of this is as 2 point special skills, and half as 1 point special skills. This total should be reduced or increased by the remaining points from the steps above. A negative value will reduce the available special skills, and a positive value will increase it. The "half as 2 point special skills" rule should still be applied here.

It will be noted that it is far better to have points put into special skills here rather than racial ones as the player gets to choose these special skills rather than have them enforced. This is one reason why the Director would normally complete this process.

Example 1: The Rhinoman had a tally of -6 from the previous step, and so only has 6 points to add to special skills. This is most likely to be one single special skill at 2 points, and 4 special skills at 1 point.

Example 2: The Goblin however had a balance of 0, and so receives a full 12 points of special skills, three of them at 2 and six of them at 1.

Social class for most monster Heroes will be 0 or 1, even the good aligned ones, as they are so rare in normal civilisation.

Equipment for the new race should be determined as appropriate.

This essentially completes the race generation process. The Hero is now created by adding the 8 discretionary

Rhinoman

Starting Profile:

SKILL: 5

STAMINA: 9

LUCK: 8

Characteristic bonuses: None

Starting Talents: Thick Hide (Medium Armour)
Horn (Medium damage)
Strongarm (+1 to damage rolls)

Racial Special Skills: None

Special Skill choices: One at 2 points
Four at 1 point

It is fairly obvious that the humanoid (or roughly humanoid) creatures are the best ones to convert to playable races, and Titan is swarming with suitable candidates. from Goblins, Orcs, Ogres and Trolls, to Mudclaws, Centaurs and Pixies!

It is suggested that more powerful creatures such as Dragons, Demons etc are avoided, partly because they are liable to break this process and result in an unplayable Hero, but also because it is hard to envisage how a campaign featuring all Dragon Heroes could be played out.

The other consideration with non-standard races is how they are perceived in civilisation. Ogres and Trolls may well be accepted in Port Blacksand, along with other apparently evil creatures, but very few cities will have an attitude that relaxed to these races.

Thus the use of non-standard races will also require the Director to rethink elements such as trade, travel and

points, using the same limitations presented in Chapter 1 (a maximum of 3 points in SKILL etc).

To complete this section, we present below the completed racial profiles for Rhinomen and Goblin Heroes.

Goblin

Starting Profile:

SKILL: 2

STAMINA: 5

LUCK: 8

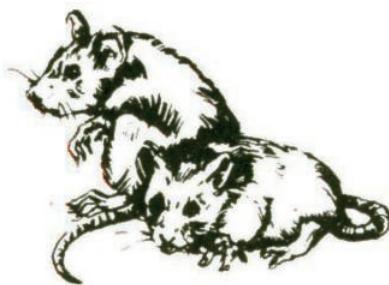
Characteristic bonuses: +1 LUCK

Starting Talents: Dark Seeing
Survivor (underground)

Racial Special Skills: Dodge
Sneaking
Underground Lore
Awareness

Special Skill choices: Three at 2 points
Six at 1 point

training, all of which would have to be achieved at a Goblin hive or Dark elf city



Alternative Unopposed Tests

In the standard rules, presented in Chapter 2, opposed tests are conducted in the same way as combat; with both opponents rolling 2D6 and adding the result to their characteristic (usually SKILL). However, unopposed tests are made by the Hero rolling 2D6 and attempting to score *under* his SKILL.

Although easy to calculate the chance of success, some feel that having two separate methods of test resolution is unnecessarily complex and so here is presented an alternative method of working out unopposed tests.

This alternative method uses the same basic system as opposed tests and combat, where the player rolls 2D6 and adds the result to their SKILL (and appropriate special skill). However, rather than trying to beat a total rolled by an opponent, the dice need to beat a predetermined target number.

It is suggested that the standard target number be 15, such that a Hero with 7 SKILL and 1 point in a special skill needs to roll a total of 7 to succeed. The Heroes SKILL is still adjusted by any modifiers from Chapter 2, which will have the effect of making the target easier or more difficult to attain.

If the target number is equalled or exceeded, the test is a success, with a double 1 constituting a critical failure and a double 6 a critical success, just like in combat.

This change will have the effect of making all SKILL and MAGIC tests "roll high is better", regardless of whether they are opposed or unopposed. It is suggested that LUCK tests remain as originally described, as they rarely have any modifiers and are unaffected by double 1's or double 6's.

This rule would of course apply to all unopposed tests, whether based on SKILL or MAGIC, and would include spellcasting tests, in which case the Oops table would be used in the case of a double 2 rather than a double 6.



Multiple Magical Special Skills

Chapter 1 states that a Hero may only ever know one magical tradition (with the exception of Magic-Minor). Thus you cannot have a Hero who is both a Priest and a Sorcerer, or a Sorcerer and a Wizard. This has been done for game balance reasons, as knowing two different magical styles would make a Hero very powerful.

Once the whole campaign starts to reach a certain level of ability and power though, there will be players who will ask to learn a second magical style. If the Director decides to allow this, and the Heroes are powerful enough for the decision not to distort the campaign, it may be allowed.

The magical Hero must also have a MAGIC characteristic of 12, and 6 points in their magical special skill (Wizardry, Sorcery or Priestly). As a master of their craft, they are now ready to learn a new style.

There will almost certainly be a price to pay, both in treasure or magical items (to the teacher) and also a great deal of time, as learning a whole school of magic or religion is very time consuming.

If approved, and the conditions met, a teacher found and time spent, the Hero may add a new magical special skill at one point. They now have full access to that magical style as normal. Experience points must also be spent to gain this point, and also to gain new wizardry spells, if that was the tradition learned.

From this time on, the Hero may use either magical type freely and following all of the normal rules.

A Hero will also gain a title in recognition of their experience and power:

<i>Magical traditions known</i>	<i>Title</i>
Wizardry and Priestly	Heirophant
Sorcery and Priestly	Sorcerer-Priest
Wizardry and Sorcery	Magus

Choosing a second magical style should be an irreversible decision. Once chosen, the Hero may never go back, and may never choose a third.

Archmages

The other option that may be taken by very experienced magical Heroes is that of attempting to become an Archmage. Despite the name, this can also apply to Priest Heroes, who take the title High Priest.

As above, the Hero must have a MAGIC characteristic of 12, and a magical special skill of 6. The Hero must then complete a quest of some sort that allows them to transcend normal magical limits. This quest should be determined by the Director, and should be suitable for the magical type. Thus a Wizard may need to find an ancient grimoire, lost for centuries, that identifies a unifying theory of Wizardry. A Priest may need to read the inscriptions on a long deserted temple that reveals the true thoughts of their God. Whatever the details of the quest, it should be long and difficult to complete.

Once completed, the Hero needs to retire from the world for a month or so to consider the implications of their discovery.

After this time, the Hero gains the special skill "Magic-Arcane" at 1 point (and must spend appropriate experience). Arcane Magic works differently to the other magical styles, as it allows the casting of very powerful spells using rituals.

Rituals are a form of spell that take a long time to cast, require very rare components, and can have far-reaching effects. A sample ritual is given here, and the Director should design more if and when required by his campaign and players.

Ritual of Throff's Anger

Time to cast: 6 hours

Required Components: Dust from a destroyed Earth Elemental
Heart of a Boulder Beast
(both must be less than 1 month old)

Effects: The ritual must be cast in a large circle that is in contact with natural earth. When the ritual is completed, a huge earthquake will occur at the desired location, which can be up to 5 miles away. The earthquake will be powerful enough to demolish many buildings, drain lakes and flatten forests. The quake itself will last for several minutes. The location must be known fairly well to the caster, or must be visualised by magical means (a crystal ball or similar) as the ritual is cast.

Rituals must be found or developed (at the discretion of the Director) and cost 50 experience points to learn.

The rituals themselves can affect large areas of land, large numbers of enemies or long periods of time. Rituals may also enchant powerful items or weapons or enchant locations.

An Archmage Hero may never learn a second magical style, and a Hero who has learned a second magical style may never become an Archmage.

New Magical Spells

A Director (or indeed player) may desire to learn magical spells other than those listed in Chapter 4. It is strongly recommended that no new Sorcery spells are created, as all Sorcerers know all spells, and introducing new ones may upset the balance of different styles.

However, there is no real barrier to introducing new Cantrips or Wizardry spells to the campaign. This can be especially useful if the new spell is given to an enemy Wizard to be used against the Heroes!

When creating a new spell, it is essential that the proposed magic point cost is compared to the existing spells so that the new spell is not unreasonably powerful or weak. It is also important that a new spell does not make an existing spell (or indeed other Hero!) redundant. The last proviso is that Wizardry spells cannot heal STAMINA damage, or restore Magic Points.



Fallen priests

Chapter 5 states that a Priest who violates the tenets of his God loses all of his powers. This section presents an alternative rule to allow the rehabilitation of said fallen Priest.

Some say that just because a Priest has acted in opposition to the will of his deity, it does not necessarily mean that his God has abandoned him.

Thus if this optional rule is used, a fallen Priest may not increase his MAGIC characteristic or his Magic-Priestly special skill whilst this state persists, and indeed loses one point from his MAGIC characteristic. In addition, the Priest must pay 1 LUCK point to use any of his powers, regardless of the use to which the power is put. A fallen Priest may only use each of his powers once per day.

If the fallen Priest attempts to redeem himself and again follow the correct faith for a reasonable length of time (determined by the Director), then he may use his powers again for free, but *only* if that use embodies the goals of the God. All other uses not totally in accordance with the teaching of that Deity must still be paid for with a Luck point.

If the Priest continues to adhere to the correct teachings, then he will eventually be admitted back into the faithful and can then increase his MAGIC characteristic and Magic-Priestly again as normal (although he does not recover the lost MAGIC point). He may also use his powers as he sees fit without sacrificing a LUCK point.

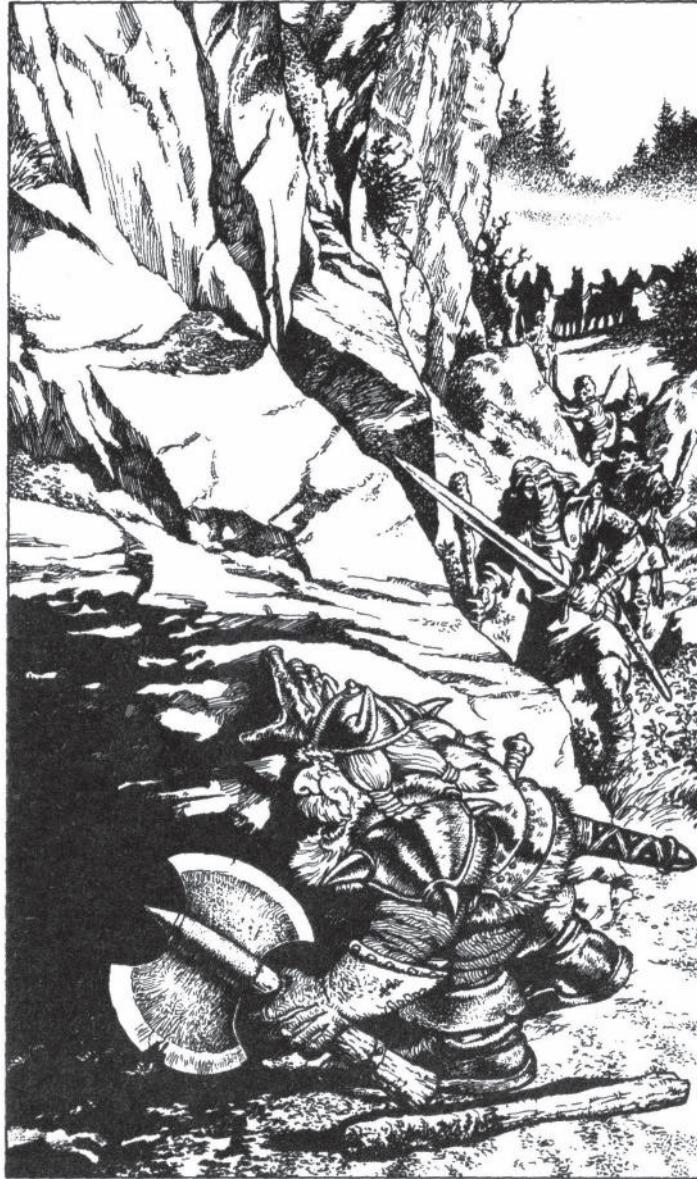
This redemption may only be attempted once in a Priests life. A second falling will result in the permanent, irredeemable loss of his special abilities.



New Weapons & Armour

It is possible, and even desirable, to add new weapons and armour to the game. This could include weird and wonderful monster weapons or weapons from other cultures across the world of Titan.

The design, look and usage of the weapon should be decided on first, and the rest decided on around this.



The first thing to determine is if there are any special modifiers to using the weapon, quite separate from the damage it inflicts. Thus a three-bladed moon sword might have a penalty of -3 to use, due to the difficulty of wielding it safely. Other penalties might include an increase in the frequency of fumbling the weapon (a roll of 3 or 2 on the combat dice).

This will often be applied to very damaging but difficult to use weapons, and thus provide a reason why the weapon has not become ubiquitous.

It must also be decided if the weapon requires one or two hands to wield, which will determine whether a shield can be used.

If the weapon is a missile weapon, the range categories must be worked out. The best way to do this is to use the existing missile weapons as a guide.

Lastly, the weapon damage table must be worked out. Again, a similar weapon can be used as a starting point. Generally, a very reliable weapon should have a narrow range of possible damages, with only high or low rolls being different from the middle value.

An unreliable weapon, that which could cause small or large amounts of damage, should have a much more variable range of results.

The damage value for a result of 7 should always be one higher than the result for a 6.

New armour requires a similar process. The design and type of armour should be decided on first, and then a decision should be made regarding the Armour special skill total to effectively wear. Existing armour types should be used as a guide here.

Then the armour protection table needs to be worked out. The armour coverage will determine the number of results that provide protection. A plate which covers just the upper chest would only give protection on a result of a 6, whereas a suit of armour that covered the Hero from head to toe may well provide protection on a 1 or more.

The amount of protection on these results is determined by the material used. Reinforced cloth might provide a maximum of 1 point of protection, leather may be 2 points and metal plates over chainmail may provide up to 4 points of protection on a good roll. As with weapons, a result of 7 always provides one more point of protection than a result of a 6.



In summary, these optional rules can be used to expand or enhance a game, or can be excluded completely.

Further new rules can be created by the Director and written at the back of this book in the space provided.

For convenience, we have provided a list here of the optional rules that are either used or not, along with checkboxes. Simply place a tick (in pencil if necessary) in the box of those options used:

- | | |
|-----------------------|--------------------------|
| Random Hero Creation | <input type="checkbox"/> |
| Extra Talents | <input type="checkbox"/> |
| Monster Races | <input type="checkbox"/> |
| Alternative Unopposed | <input type="checkbox"/> |
| Multiple Magic Styles | <input type="checkbox"/> |
| Archmages | <input type="checkbox"/> |
| Fallen Priests | <input type="checkbox"/> |

This process can be used to generate whatever weapons and armour the Director desires, and indeed Heroes may well commission unique equipment to be made.

APPENDICES

This section of the book contains additional material useful for running, or playing, the game.

Feel free to photocopy any of these materials for your own use.

ADVANCED FIGHTING FANTASY

RACE:

M/F:

HERO NAME:

SOCIAL CLASS:

AGE:

SKILL

Initial:
Current:

STAMINA

Initial:
Current:

MAGIC

Initial:
Current:

LUCK

Initial:
Current:

MAGIC POINTS

Initial:
Current:

TALENTS

SPECIAL SKILL

VALUE

CANTRIPS

EQUIPMENT

1

2

3

4

5

6

7

8

9

10

WEAPON

ARMOUR

GP

SP

EXPERIENCE

SPELL

VALUE

TREASURE

STYLING

BOOK

REFERENCE TABLES

The following pages contain all of the tables and modifiers from Chapter 2 (covering game rules), Chapter 3 (Combat) and Chapter 4 (Magic) for your convenience.

Full rules associated with each of these situations can be found in the appropriate chapters; these tables are simply for rapid reference during play.

Please feel free to photocopy these pages for your own personal use to assist the flow of play.



Moving Modifiers

<i>Moving Situation</i>	<i>Modifier</i>
Heroes on horseback	+4
Heroes flying	+7
Open terrain	+2
Carrying Heavy weight	-2
Carrying very heavy weight	-4
Wearing chain armour	-1
Wearing plate armour	-2
Strength Special Skill	+ Value

Climbing Modifiers

<i>Climbing Situation</i>	<i>Modifier</i>
Move an extra Metre	-2
Vertical Slope	-6
60'-85' Slope	-4
45'-60' Slope	-2
No handholds	-3
Unstable or slippery surface	-2
Overhang	-3
Wearing leather armour	-1
Wearing chainmail armour	-3
Wearing plate armour	-5
Smooth tree	-2
Few branches	-1
Using spikes or spiked boots	+2
Roped to another climber	+2
Under attack	-2
Carrying heavy weight	-2
Carrying very heavy weight	-4

Falling Damage Modifiers

<i>Falling Situation</i>	<i>Modifier</i>
Every 5 metres fallen	+1
Onto sharpened spikes	+1D3
Onto a soft surface	-2
Into deep water/mud/snow	-3
In chainmail armour	+1
In plate armour	+3
Carrying heavy weight	+1
Carrying very heavy weight	+3

Breathing Modifiers

<i>Breathing Situation</i>	<i>Modifier</i>
<i>Under Water</i>	
All swimming modifiers	As table above
Able to take deep breath	+1
Has swim special skill	+3

<i>Gas or Smoke</i>	<i>Modifier</i>
Able to take deep breath	+1
Under attack	-2
STAMINA 3 or less	-2

If the Hero fails this test, they will take damage to their STAMINA depending on the situation they are in:

Water	1D6 points
Smoke	1 point
Dense Smoke	1D3 points
Poison Gas	1D6+1 points

Dodging Modifiers

<i>Dodging Situation</i>	<i>Modifier</i>
Carrying heavy weight	-2
Carrying very heavy weight	-4
In chain armour	-2
In plate armour	-4

Light Sources

<i>Candle</i>	
Burns 1 hour	
Illuminates 1 metre	
Extinguishes if dropped on roll of 4-6	
<i>Torch</i>	
Burns 30 minutes	
Illuminates 10 metres	
Extinguishes if dropped on roll of 6	
<i>Lantern</i>	
Burns 2 hours per refill of oil	
Illuminates 4 metres	
Breaks if dropped on roll of 4-6, causing a small fire that burns for 3 minutes	

REFERENCE TABLES

Bribery Modifiers

<i>Bribery Situation</i>	<i>Modifier</i>
Very small bribe offered	-4
Small bribe offered	-2
Bribe offered	+1
Large bribe offered	+2
Very high bribe	+4
Target offended by bribes	-3
Multiple people to con	-1 per person
Heroes outnumber targets	+2
Targets outnumber Heroes	-2
Friendly target	+2
Neutral target	-1
Unfriendly target	-3
Hostile target	-5
Reasonable request	+3
Acceptable request	+0
Unreasonable request	-3
Impossible request	-6

Disguise Modifiers

<i>Disguise Situation</i>	<i>Modifier</i>
Hero does not have Disguise S.Skill	-3
Small change (beard, moustache etc)	+1
Large change (age, skin colour)	-2
Very large change (sex, height etc)	-4
Bright light	-2
Dim light	+1
Dark light	+3
Target unacquainted with Hero	+2
Target acquainted with Hero	-2
Disguised as someone known to target	-3
Target's Awareness Special Skill	-score

Sleight of Hand Modifiers

<i>Sleight of Hand Situation</i>	<i>Sleight</i>	<i>Awareness</i>
Darkness	+3	-3
Item very small	+2	-2
Item medium sized	-2	+2
Item large	-4	+4
Item in plain view	-3	+3
Item likely to make a noise	-3	+3
Target is unintelligent	+2	-2

Trading Modifiers

<i>Trading Situation</i>	<i>Modifier</i>
Friendly trader	+2
Unfriendly trader	-3
Hostile trader	-5
Selling at half price	+3
Buying at half price	-3
Selling at double price	-3
Buying at double price	+3
Item commonly available	+2
Item uncommon	-2
Item rare	-4
Item very rare	-6
Item obviously stolen	-3

Weapon Damage Table

<i>Weapon</i>	<i>Damage Roll</i>						
	1	2	3	4	5	6	7+
Arrow - Longbow	2	3	3	3	3	4	5
Arrow - Shortbow	1	2	2	3	3	3	4
Battle Axe	3	3	3	3	4	4	5
Crossbow Bolt	2	2	3	3	4	4	5
Dagger	1	1	2	2	2	2	3
Club	1	2	2	2	3	3	4
Greatsword	2	3	3	4	4	5	6
Handaxe	2	2	2	3	3	3	4
Javelin	2	3	3	3	3	4	5
Lance	2	2	3	3	4	4	5
Mace	2	3	3	3	3	3	4
Morning Star	1	2	2	3	4	4	5
Polearm	2	3	3	3	4	4	5
Quarterstaff	1	2	3	3	3	3	4
Short Sword	1	2	2	3	3	3	4
Sling	1	1	2	2	2	3	4
Spear	2	2	3	3	3	4	5
Sword	2	3	3	3	3	4	5
Throwing dagger	1	1	1	2	2	2	3
Warhammer	2	3	3	3	3	3	4
Improvised weapon	1	1	1	2	2	2	3
Unarmed (Human size)	1	1	1	1	1	2	3
Unarmed (Large sized)	2	2	2	2	3	4	5
Bite/Claw - Small	2	2	3	3	3	3	4
Bite/Claw - Medium	2	3	3	3	4	4	5
Bite/Claw - Large	3	3	4	4	5	6	7

Hiding Modifiers

<i>Hiding Situation</i>	<i>Stealth</i>	<i>Awareness</i>
Hero/item invisible	+8	-8
Hero/item very small	+5	-5
Hero/item small	+2	-2
Hero/item large	-2	+2
Hero/item very large	-5	+5
Camouflaged	+2	-2
Buried/out of sight	+5	-5
In open country	-4	+4
In thick scrub/forest	+4	-4
Moving	-2	+2
Searcher higher	-3	+3
Searcher using dogs etc	-4	+4
Poor Light	+2	-2
Dark	+4	-4

REFERENCE TABLES

Armour Special Skill Requirements

Total	Armour that can be effectively worn
7	Leather Cuirass or Large Shield
8	Leather Hauberk
9	Chainmail Cuirass or Breastplate
10	Chainmail Hauberk
11	Plate Armour

Armour Table

Armour	Armour Roll						
	1	2	3	4	5	6	7+
Leather Cuirass	0	0	0	0	1	1	2
Leather Hauberk	0	1	1	1	1	1	2
Chainmail Cuirass	0	0	0	1	2	2	3
Chainmail Hauberk	0	1	2	2	2	2	3
Breastplate	0	0	0	1	2	3	4
Plate Armour	1	1	2	2	3	3	4
Small Shield	0	0	0	0	+1	+1	+2
Large Shield	0	0	0	+1	+1	+1	+2
Monster Light Armour	0	0	0	1	1	1	2
Monster Medium Armour	0	0	1	1	2	2	3
Monster Heavy Armour	0	1	2	2	3	3	4

Dodging Table

Dodge Special Skill	"Armour" Roll						
	1	2	3	4	5	6	7+
1	0	0	0	0	0	1	2
2	0	0	0	0	1	1	2
3	0	0	0	1	1	2	3
4	0	0	1	1	2	2	3
5	0	1	1	2	2	3	4
6	0	1	2	2	3	4	5

Combat Modifiers

Combat Situation	Modifier
Darkness	-6 *
Night-time darkness	-3 **
Twilight	-1
Smoke/fog	-2
Torrential rain	-1
Knee deep in water	-2
Waist deep in water	-4
Up to the neck in water	-6
Swimming in water	-8
In snow or mud - as water of comparative depth	
Narrow corridor	-2
Very narrow corridor	-4
Steps (fighting down)	+1
Steps (fighting up)	-1
Narrow spiral steps (down)	-1
Narrow spiral steps (up)	-3
Vs Mounted opponent (if unmounted)	-2
Airborne	-5 #
Drunk	-2
Carrying Heavy weight	-2
Carrying Very Heavy weight	-4
Very large being attacking very small	+2
Very small being attacking very large	-1
Outnumbering	+1 ##
Rear Attack	+4

Fumble Table

2D6	Fumble Result
2	Hero hits nearest ally (or self if no allies nearby) for double normal damage. An armour roll is allowed.
3	Hero hits himself, doing normal damage. An armour roll is allowed.
4	Hero leaves himself open. Opponent inflicts double damage with this attack.
5	Hero falls flat on his face. Character is at -4 for two rounds, then may attempt to get up (see 8)
6	Hero drops his weapon. It will take 2 full rounds to recover that weapon.
7	Hero slips and is off balance. A -2 penalty applies to all physical actions on the next turn.
8	Hero falls. One full round must be spent getting up during which no other action can be taken.
9	Hero's weapon is thrown beyond enemies. This weapon may not be reclaimed until after the fight.
10	Hero exposes weak spot to enemy. Hero may not have an armour roll against this attack. If Hero does not have armour, attack has +2 to the damage roll.
11	Hero hits nearest ally (or self if no allies nearby) for normal damage. Armour roll is allowed.
12	Hero hits himself, doing double damage. An armour roll is allowed.

REFERENCE TABLES

Missile Combat Modifiers

<i>Missile combat situation</i>	<i>Modifier</i>
Medium range	-3
Long range	-6
Very small target	-4
Small target	-2
Moving target	-1
Firer moving	-1
Target obscured	-1
Firing straight up	-1
Firing into combat	-5
Throwing into combat	-3

Missile Weapon Ranges

<i>Weapon</i>	<i>Range (metres)</i>		
	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Long Bow	0-50	51-90	91-250
Short Bow	0-35	36-60	61-150
Crossbow	0-18	19-50	51-180
Javelin	0-10	11-20	21-40
Throwing dagger	0-8	9-18	19-24
Light object	0-10	11-20	21-30
Medium object	0-7	8-14	15-22
Heavy object	0-4	5-8	9-12
Sling	0-12	13-30	31-80

Minor Magic

<i>Cantrip Casting Situation</i>	<i>Modifier</i>
Each round of preparation	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of 1 ranged attack	-1
Caster is Target of >1 range attacks	-2
Target of 1 melee attack	-2
Target of >1 melee attack	-4

Wizardry

<i>Wizardry Casting Situation</i>	<i>Modifier</i>
Each round of preparation previous to casting.	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of ranged attack	-1
Caster is Target of melee attack	-2

Sorcery

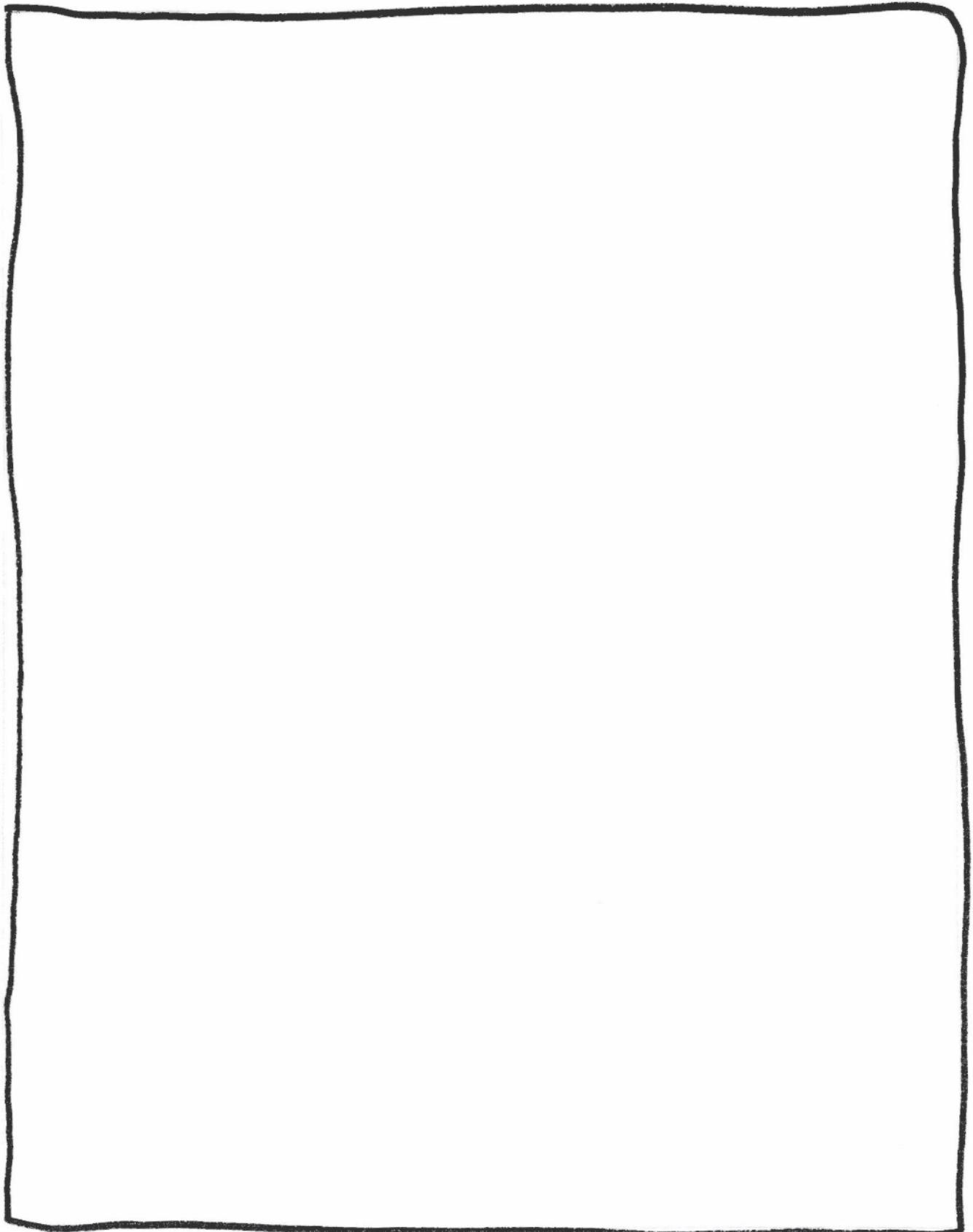
<i>Sorcery Casting Situation</i>	<i>Modifier</i>
Each continuous round of preparation	+2
Quiet surroundings	+3
Not under attack	+0
Caster is Target of 1 ranged attack	-1
Caster is Target of >1 range attacks	-2
Target of 1 melee attack	-2
Target of >1 melee attack	-4

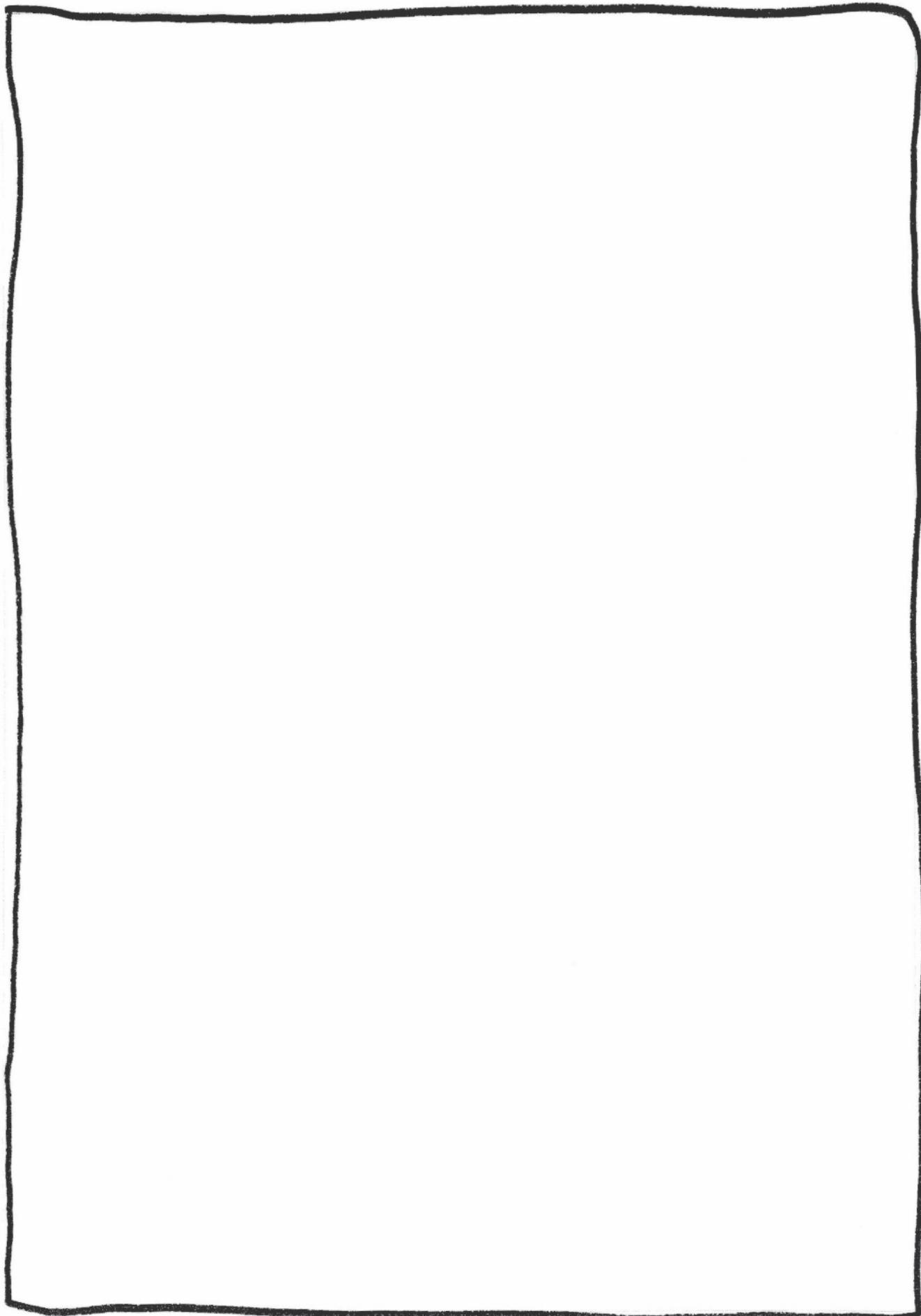
Oops Spell Failure Table

<i>3D6</i>	<i>Spell Failure Effect</i>
	Caster is turned into a toad for 2D6 minutes. The toad retains the casters intelligence but is in all other respects a normal toad.
4	Caster immediately ages by 2D6 years. This is permanent and irreversible.
5	There is a brief but heavy rain of fish in an area 50m across. All further physical actions in the area are at -2 due to the slipperiness underfoot. There is also sufficient fish for many good meals!
6	The Casters speech is garbled for 1 hour, preventing verbal communication and spellcasting.
7	Caster has constant hiccups for 1D6 hours, and has a penalty of -4 to spell casting during that time.
8	The Caster grows a tail (the type is chosen by the Director). This remains for 1 week.
9	All Gold Pieces carried by the caster turn into butterflies and flap around randomly in the area.
10	An Orc (7 SKILL / 8 STAMINA) materialises beside caster, and is very angry.....
11	The Casters hair turns bright blue. This will only change as the hair grows out.
12	The Casters shoes catch fire. See Chapter 3 for fire rules. These shoes are now ruined.
13	The Caster grows a pair of curly goats horns. These remain for 1 day.
14	A dead giant squid appears above the head of a random party member. The falling squid causes 1D3 points of STAMINA damage and knocks the Hero down.
15	The Casters hair grows rapidly for 1 hour, ending up floor length.
16	The weapons of everyone within sight of the caster turn into bunches of flowers. The sparks radiating from the caster make it blatantly obvious that the caster is the source of this change. Magical weapons return to normal after 10 minutes, but all other changes are irreversible.
17	The Caster immediately changes sex. Only a powerful Archmage can reverse this.
18	The Caster vanishes.... (At the Directors discretion, the Caster may reappear, unconscious, some short time later within a mile or so of the casting point, smoking gently!)

HOUSE RULES

Use these pages to record any houserules that your Director considers to be official. Use sticky notes or write directly onto the pages as required.





GLOSSARY

Arcane Power

The total of a Wizard's MAGIC characteristic and his Magic-Wizardry special skill.

Archetype

A classic character type, common in fantasy stories and games. Here used to demonstrate a way of building a common Hero.

Cantrip

A minor magic spell, low powered but useful. Used by conjurers, apprentices and Wizards alike.

Characteristic

The abilities of a Hero, defining their abilities and competency.

Critical Hit

The result of rolling a double 6 in combat, inflicting double damage.

D6

A single six-sided die. Notation of 2D6 indicates two dice should be rolled, 3D6 means three dice etc. D3 indicates roll one dice and half the result.

Devotion

The total of a Priest's MAGIC characteristic and his Magic-Priestly special skill.

Director

The person who plans, runs and adjudicates an Advanced Fighting Fantasy game.

Dwarf

A short, bearded humanoid, renowned for their skill with metalwork and bravery in battle.

Elf

An ancient and noble race of humanoids, dwelling in the woods and mountains of Titan. Innately magical, Elves are guardians of good.

Fumble

The result of rolling a double 1 in combat, resulting in the loss of that round of combat and a roll on the fumble table to determine the effect.

Hero

The character controlled by a player, and the Hero of the story and the game.

Human

The commonest race on Titan, very familiar to all readers!

Inner Strength

The total of a Sorcerer's MAGIC characteristic and his Magic-Sorcery special skill.

LUCK

One of a Hero's Characteristics that defines the characters innate fortune.

MAGIC

The Hero's Characteristic representing their ability with mystical abilities and spells.

Magic Points

The personal reserve of arcane energy used to power Wizardry spells and cantrips.

Oops

The result of badly failing an attempt to cast a magical spell.....

Player

Someone who controls a Hero in an Advanced Fighting Fantasy adventure.

Protagonist

SKILL

The Characteristic that represents the general ability of a Her, from physical fitness, dexterity, speed to intelligence, charm and perception.

Sorcery

A style of magic utilising the internal energy of the Sorcerer to power the spell, possibly assisted by physical components.

Special Skill

A specific area of training or natural aptitude.

STAMINA

A characteristic representative of the Hero's toughness and physical reserves.

Talent

A special ability granting the Hero a specific bonus.

Test

The mechanism by it can be determined whether a Hero has succeeded in an action. Based on a 2D6 roll against SKILL, LUCK or MAGIC and a special skill if appropriate.

Wizardry

A style of magic channeling the arcane energy of the universe to power the spell.

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