

MAZE WORLD

Copyright © 1994 Dark Tier Games.
All rights reserved.

FORWARD.....4**IN THE BEGINNING5**

PERSONNEL	5
<i>Maze Master</i>	5
EQUIPMENT	5
<i>Dice</i>	5
<i>Books</i>	5
<i>Accessories</i>	5

CHARACTER CREATION.....6

STARTING A CHARACTER	6
INTELLIGENCE	6
DETAILS...DETAILS...DETAILS	6
<i>Background</i>	7
<i>Temperament</i>	7
<i>Language</i>	7
<i>Phobias</i>	7
<i>Phobia Strength</i>	8
<i>Motivation</i>	8
<i>Special Skills</i>	8

GAME BASICS9

LEVELS	9
WIN POTENTIAL (WP)	9
COST OF LIVING	9
SLEEP	9
CURRENCY	9
BAGGAGE	9
WEAPONS	9
ARMOR	9
SPELLS	10
POTIONS, SCROLLS, FROGS AND TOADS	10
STARTING OUT	10

THE RACES WHICH INHABIT THE WORLD11

<i>Size</i>	11
ELVES	11
DWARVES	11
WILMSRY	11
FRIDGIAN	12
TROLLS	12

THE CLASSES AND SUB-CLASSES13

FIGHTERS--THE CLASS	13
FIGHTER SUBCLASSES	13
<i>KNIGHT</i>	13
<i>GUARD</i>	13
<i>WOODSMAN</i>	13
<i>SOLDIER</i>	13
<i>BARBARIAN</i>	14
<i>MASTER OF ARMS</i>	14
<i>SAMURAI</i>	14

<i>BARD</i>	14
SPECIAL SKILLS FOR FIGHTERS	15
MAGIC USERS--THE CLASS	16
MAGIC USER SUBCLASSES	16
<i>WIZARD</i>	16
<i>WARLOCK</i>	16
<i>SORCERER</i>	16
<i>COURT MAGE</i>	16
<i>ILLUSIONIST</i>	17
<i>CLERIC</i>	17
<i>SUMMONER</i>	17
<i>APPRENTICE</i>	17
<i>Magic User Bonuses</i>	18
THIEVES--THE CLASS	19
THIEF SUBCLASSES	19
<i>PICK POCKET</i>	19
<i>PILFER</i>	19
<i>CAT BURGLAR</i>	19
<i>CUTTHROAT</i>	20
<i>CLOAKER</i>	20
<i>NINJA</i>	20
<i>CON ARTIST</i>	20
<i>ACROBAT</i>	20
SPECIAL SKILLS FOR THIEVES	21

ENCOUNTERS22

WHAT IS THIS ABOUT?	22
TIME & MOVEMENT	22
WHO GETS IT	22
THE MAZE	22
MOVEMENT	22
WANDERING MONSTERS	22
THE SYMBOLS	22

COMBAT24

INITIATIVE	24
COMBAT ROUND	24
"TO STRIKE"	24
"TO HIT"	24
DAMAGE	24
SKILL LEVEL	24
<i>Skill Level Advancement</i>	24

MAGIC & SPELLS.....25

AN INTRODUCTION TO MAGIC	25
THE GRIMOIRE	25
GAINING SPELLS	25
CASTING SPELLS	25
RESISTING SPELLS	25
ABOUT THE SPELLS	26
<i>Availability</i>	26
<i>Thrown Spells</i>	26
<i>Area</i>	26
<i>Duration</i>	26

<i>Level</i>	26	<i>Humans</i>	41
<i>Spells v. Armor</i>	26	<i>Lair Beasts</i>	42
SPELLS DESCRIBED.....	27	<i>Magical</i>	42
OFFENSIVE SPELLS.....	27	<i>Walking Dead</i>	42
<i>Level One</i>	27	LEVEL FIVE	42
<i>Level Two</i>	27	<i>Beasts</i>	42
<i>Level three</i>	28	<i>Demons</i>	43
<i>Level Five</i>	29	<i>Humans</i>	43
PROTECTION SPELLS	29	<i>Lair Beasts</i>	43
<i>Level One</i>	29	<i>Magical</i>	43
<i>Level Two</i>	30	<i>Walking Dead</i>	43
<i>Level Three</i>	30	CHARTS AND TABLES	44
<i>Level Four</i>	31	WEAPONS.....	44
<i>Level Five</i>	31	ARMOR	44
HEALING SPELLS.....	32	<i>Using Armor</i>	44
<i>Level One</i>	32	<i>Repairing Armor</i>	44
<i>Level Two</i>	32	ENCOUNTERS	45
<i>Level Three</i>	32	MAGICAL STAVES.....	46
<i>Level Four</i>	32	JOINERS	46
<i>Level Five</i>	33	MAGICAL CLOAKS	46
DIVINATION.....	33	SPELLS & GRIMOIRES	46
<i>Level One</i>	33	MISCELLANEOUS MAGIC.....	47
<i>Level Two</i>	33	JEWELRY.....	47
<i>Level Three</i>	34	POTIONS.....	47
<i>Level Four</i>	34	<i>Potion Prices:</i>	47
<i>Level Five</i>	35	FAERIES	48
CREATURES DESCRIBED	36	MAGICAL WEAPONS	48
LEVEL ONE	36	MAGICAL ARMOR.....	48
<i>Beasts</i>	36	FOOD	48
<i>Demons</i>	36	DISEASES AND POISONS.....	48
<i>Humans</i>	36	TRAPS	48
<i>Lair Beasts</i>	36	CLIMBING	49
<i>Magical</i>	37	LEAPS	49
<i>Walking Dead</i>	37	STORES	49
LEVEL TWO	37	RANDOM DIRECTIONS.....	49
<i>Beasts</i>	37	SPELL LIST.....	50
<i>Demons</i>	37	THE BAD GUYS.....	51
<i>Humans</i>	38	PERSONAL	53
<i>Lair Beasts</i>	38	COMBAT	53
<i>Magical</i>	38	FOOD.....	53
<i>Walking Dead</i>	38	MISCELLANEOUS	53
LEVEL THREE	38	SPELLS & MAGIC ITEMS	53
<i>Beasts</i>	38		
<i>Demons</i>	39		
<i>Humans</i>	39		
<i>Lair Beasts</i>	40		
<i>Magical</i>	40		
<i>Walking Dead</i>	40		
LEVEL FOUR	40		
<i>Beasts</i>	40		
<i>Demons</i>	41		

FORWARD

Welcome to the game Maze World! Inside this book you will find all pages and pages of useless facts, figures, charts and tables that will help you play this game. This game is for the novice and expert gamer alike, but mostly it's for fun.

If you have ever played roleplaying games before, then you will understand the basic idea behind Maze World. The underlying theme throughout the game however, is to LIVE! We hope that all who enter this maze of a game thoroughly enjoy themselves...or die trying.

This game takes place in a maze, much like other games don't (it's also in the name). Although only one maze is included, you are free to create new ones to suit your own personal preference. Whether they be shorter, longer, or nothing mazy at all your free to do as you please.

Additionally, to keep things as simple-minded as possible, ~~th~~ game has perhaps the most simple combat system we could think of. We have attempted to make it so for the reason that simplicity makes it easier for you to not think. You're playing a game! Who want's to think when your playing. In looking at many combat systems to follow as a basis, none seemed to fit...so we started at the beginning and created a fight scheme so simple that a first time player can get it. But, we made it logical and fair enough that the expert can feel good about using it. In other words, take it all with a grain of salt.

This game originally started as a parody of fantasy roleplaying games. We hope that you will find our character concepts to be entertaining and new. We have steered away from the accepted standards enough that players familiar with roleplaying will need to rethink themselves. But the old standbys are there, only with a twist.

Speaking of characters and simple, character generation has also been simplified...not simple characters, only simple creation. Once again we've entirely eliminated the thought process. Just roll a few dice and consult the mind-boggling barrage of charts and tables, then POOF! You've got a bonified character...er...sort of.

Our ultimate goal here is a simple game with as little overhead as possible. We want you to sit down and start playing without having to spend hours developing a character. Besides that, the death rate in this game is unbelievable, so don't get to attached to your cute, fuzzy little Dwarf Ninja. He could get munched on before he gets his foot in the maze.

Now that you have some idea of what the hell we're talking about, we hope that you will enjoy playing this game, we do. Play it again and again, it will never be the same. Fight well.

In The Beginning

Personnel

Essentially, this is a game for two to six players and one Maze Master (MM). Any more than six could get complicated, then you'd have to think and we wouldn't want that at all. Any less than two players would be stupid, not that we haven't done it ourselves. The optimal number to play with is four; but don't let numbers stop you. If you want to get really fancy, or you don't want your ass to get kicked before you start, players can take more than one character at a time.

Maze Master

The Maze Master (MM) is in charge of the whole game. It's his job to keep track of the map and all encounters that occur on it. This game is simple enough that the MM can also partake in the game as a character, but it is good to have someone generally in charge.

Equipment

This is all the essential stuff you'll need to play a game of Maze World.

Dice

Any roleplaying game requires dice, much like this was does. For this game, a full set is needed and can be found at any local hobby store. One of each of the following dice are needed:

one twenty-sided dice (d20)

one twelve-sided dice (d12)
one ten-sided dice one (d10)
one eight-sided dice one (d8)
one six-sided dice one (d6)
one four-sided dice (d4)

Only one of each will ever be necessary. Dice are a personnel item and a you should choose some that you comfortable with. Then if someone asks if they can borrow your dice you scream at them "NO! You'll curse them."

Books

This one. Just this one, teensy-tiny, eensy-weensy book.

Accessories

The mazes are an important accessory. In fact, you can't play without 'em. Like we mentioned before you can create your own. If you are incredibly creative, or you forgot your map because you were busy with real life and shouldn't be playing games anyhow, you try to go without a map. But, that means you'll have to actually think.

Character sheets will speed up the preliminary stages of the game. We've included on in the back of this book. Photocopies work well because buying extra books gets expensive after a while.

Another recommended article is paper. Blank paper may have a hundred uses; ranging from figuring damage and death to writing down new spells. Always carry paper, and keep it under your towel.

If you want, you may try using miniatures, they work niftily. They can be used to mark your spot on the maze. Neat-O.

Character Creation

Sometimes creating a character can be the most rewarding experience of the game, in fact, it usually is. Whether you end up a thief or a fighter, a cutthroat or a Paladin, know this; each character has a significant role in the game. Some thieves can fight better than Samurai, and some fighters are as smart as Sorcerers. All-in-all, no one character type can be said to be better than any other. The skill of the player determines how skilled the character is.

There are three main classes of characters: Fighters, Magic users, and Thieves. Within these classes are many sub-classes, which amount to a grand total of 24 character classes.

All sub-classes of characters share similar aspects to all other characters of the same sub-class. For instance, all Knights are arrogant, and all Ninja are mute. Each subclass also has it's own advantages and penalties. It is important to play these penalties to their fullest (I don't need to say "use the advantages to their fullest"). The penalties are the true equalizers of the game. Also, they add excitement to the adventure and will be more fulfilling to all in the end.

Do not be downhearted if you are a thief and wanted to be a fighter...exploit your new found talents. You will find that you have more to offer than you think; no matter who you may be.

STARTING A CHARACTER

We'll start by determining which class of character you have. Class is sort of like a career. Take your d6 and roll it, then consult this table.

Class Table:

<i>Roll</i>	<i>Class</i>
1-2	Magic User
3-4	Fighter
5-6	Thief

As simple as that, POOF! You have a character class. Now, record your class on your character sheet. Next, we'll determine your sub-class so warm up your d8.

To determine your subclass roll your warm d8 and consult the sub-class table.

Subclass Table:

<i>Roll</i>	<i>Magic Users</i>	<i>Fighters</i>	<i>Thieves</i>
1	Wizard	Knight	Pickpocket
2	Warlock	Guard	Catburglar
3	Sorcerer	Woodsmen	Cutthroat
4	Summoner	Soldier	Ninja
5	Cleric	Master of Arms	Jester
6	Illusionist	Samurai	Mugger
7	Court Mage	Barbarian	Cloaker
8	Apprentice	Bard	Acrobat

Record this sub-class on your character sheet. At this point it may be desirable to look up your sub-class and see what you have just gotten yourself into.

Intelligence

Now we need to find out how intelligent your character is. Intelligence is not just a measure of mental knowledge, but of mental strength and willpower as well. To determine intelligence roll a d20 and record the result on your character sheet.

Details...details...details

Once you have completed the basic character generation as described above, you can start playing the game. However, some of you people out there actually like to make characters, so for you freaks out there we've added some more details. The detail we are referring to are things like who your character is, where they are from, what they like/dislike, height, weight, basic build, etc. These are the details which help to create a role for a person to play. We have included a few recommended detail charts to this section. Remember, all of the following section is optional! Don't do it if you don't want to.

Background

The World in which the game is staged is an integrated one. There are at least six known species of sentient life in the World and they all live together. Therefore, any race can come from any geographical location. To start with, here are the races:

Race Table:

Roll	Race	Roll	Race
1	Elven	5	Human
2	Dwarven	6	Fridgian
3	Wilmsry	7	Human
4	Human	8	Troll

Each of the races, except for humans, carry along with them advantages and penalties to play. If you elect to use this section, please use the advantages and penalties as well. (p. 11)

Temperament

To really play the game to it's fullest, it becomes essential to get into the head of your character. That is where temperament will help you to step out of who you are and become part of the adventure. Roll d12

Temperament Table:

Roll	Temperament	Roll	Temperament
1	Lazy	7	Edgy
2	Patient	8	Zealous
3	Joyous	9	Greedy
4	Angry	10	Thoughtful
5	Wary	11	Reckless
6	Leader	12	Sensitive

Some of these temperaments will not necessary agree with your concept of your sub-class, but if it doesn't, remember that your character is an individual. You may be playing the only sensitive Barbarian you know. Temperaments do not come with set rules or bonuses or penalties; they come with guidelines of what your character is prone to think like.

Language

Although it is true that the Wilmsry have established a trading tongue known as Slop, there are several other languages out there. Whichever race you may be, you will know that language as well, except humans. Humans only speak Slop, unless they are Magic Users. All other races, and human Magic Users speak their one extra language with a chance to speak a third or fourth. It is simple, roll d12. Then, if

you do not speak what you have rolled already, add the new language to your character sheet. If you already speak it, tough, you don't get to roll again. Magic Users get to roll twice (even human ones).

Language Table:

Roll	Language*	Roll	Language
1	Troll	7	Dragon
2	Dwarven	8	Good beasts
3	Fridgian	9	Sign Language
4	Elven	10	Elven
5	Underearth	11	Troll
6	Court manner	12	Roll Twice

*There are no descriptions of these languages, but the MM may use them in encounters such as stores, fights, and even new companions. You can learn new ones, but if you buy one at a store, you will not be able to speak it until you advance a skill level.

Phobias

All mankind (and every other kind for that matter) fears something, even if it is fear itself. These fears cause a person to not react normally when encountered. The exact nature of this behavior is up to the MM. If the MM elects to do something extraordinary to you because you encounter your fear, tough rocks. There of course are many fears and phobias which could come into play, to enhance your non-thinking pleasure, we've listed the phobias by layman's terms instead of there scientific equivalents. For phobia roll d10 and consult the phobia table.

Phobia Table:

Roll	Phobia	Roll	Phobia
1	Darkness	6	Vampires/Undead
2	Death	7	Opposite sex*
3	Being trapped*	8	Heights
4	Bodies of H2O	9	Fire
5	Bats/Rats	10	Roll Twice

*phobia cannot have a higher strength than 7

There are, of course, thousands of phobias which are not listed, but these will play into the game well enough. It is also important that a roll of phobia strength occurs so that the MM will know how strong to make your character react. REMEMBER, THE MM IS THE FINAL WORD, DON'T MESS WITH THEIR JUDGMENT!!!!!!

Phobia Strength

The strength of your phobia determines how drastic your reaction will be when faced with your fear. Roll d10 to determine your phobia strength.

Phobia Strength Table:

<i>Roll</i>	<i>Phobia*</i>	<i>Reaction</i>
1	weak fear	results little
2	repulsed	general hatred of encountered thing
3	uneasiness	some lack of concentration
4	paranoia	unable to work well, no initiative
5	fear	-1 to all strikes against thing
6	Shakes	lose -2 to all strikes
7	Sickness	Start pukin' man! Can hit only on 1, no magic can be used
8	Panic	complete inability to fight or use magic. All that can be done is remove individual object of fear
9	freeze	complete stop, often faint
10	flight	uncontrolled run in nearest safe direction. Stop in 2d20 squares.

*Please note that all of these are recommended reactions. Maze Masters should feel free to act on them or create entirely new scenarios.

Motivation

Nothing could be worse than actually caring why you are in this maze. So, roll a d12 just to see for curiosities sake. A motive will give you a reason to go on in your adventures (as if you needed one anyhow). It may be just for the Wilmst, or it may be vengeance. If you're really bored or just sick in the head you may want to make up a story to go along with your motive. You know, talk about how your parents beat you when you were little, or how the neighbor kids picked on you because you were different, blah, blah, blah.

Motivation Table:

<i>Roll</i>	<i>Motivation</i>	<i>Roll</i>	<i>Motivation</i>
1	Adventure	7	Fame
2	Personal Status	8	Grudge
3	Love	9	Money
4	Blood	10	Experience
5	Power	11	Skill
6	Money	12	Knowledge

Special Skills

In order to provide more variety in the game, fighters and thieves receive some special skills. Magic users don't receive any special skills because they already have spells. Each fighter begins with 8vp, or value points; thieves each begin with 12vp. Use these points to purchase the special skills. For further information, please consult the Special Skill listing after the Fighter and Thief sub-classes.

Game Basics

Don't leave home without them!

Levels

Every character begins at level 1. This means that he is a novice adventurer. Through the gaining of experience points you can increase your characters level, thus making him more and more powerful.

Win Potential (WP)

The basic unit of a characters health and strength is WP. WP is based on the level of your character. Every one of you will want to get as much as possible, because the more ya got, the longer you survive. Some of the creatures are 20-30 times more powerful than even the toughest character, but oh well. Consult this chart to determine your characters starting WP. Upon gaining additional levels, consult the chart again to determine your increase.

WP Table:

Level	Magic User	Fighter	Thief
1	25	50+1d8	40
2	+1d8	+1d8	+1d8
3	+1d8	+1d6	+1d6
4	+1d8+2	+1d6	+1d6
5	+1d8+3	+1d6	+1d6+2
6↑	+1d8	+1d6	+1d6+1

It is obvious who is strongest to start, but it will not always be so. There are opportunities to receive bonus WP, which will permanently stay with a character, throughout your adventures in the maze.

Cost of Living

It takes WP just to live; in fact it takes 4wp per day just to live. This WP is subtracted at the start of the day, and must be replenished by food, drink or sleep. You will find the food on the equipment charts, but sleep is found below.

Sleep

A character must rest for 8 hours each day. For each hour less than 8 that the character receives, he loses an additional 1WP at the beginning of the next day.

Currency

There is a definite need to purchase some things along your journey, like food and weapons. To do this requires money. The base monetary unit of this game is the Wilmst. The Wilmst (WM) comes from the merchant class of society, called Wilmsry, and they are the backbone of the mercantile industry. They are known throughout the settled world as the traders, the gift givers, and in general, the rich. Because of their influence, all gold and precious metal, as well as stones and gems have become measured in WM. Therefore, even Dragon plunder (although it will be golden or silver, etc.) is measured in WM value.

Baggage

Next to your paper and a towel, the most important thing that you can have is a bag. All things which you will pick up along your way do take up space and weight, plus you can only hold so much with just your hands; two items to be exact. Everything else must either be worn, or put into your bag. Each character will begin with a certain container based on class. You may never have more than one bag at any one time, and if you lose your bag, you lose whatever is in it. The following table will show how many weapons, Wilmst, and food each type a container may hold.

Bag Table:

Bag	Weapons	Wilmst	Food	Cost
Small	1	2000wm	10wp	1000
Medium	2	5000wm	20wp	2000
Large	3	8000wm	40wp	5000
Ex-large*	4	10,000wm	60wp	8000

*creatures smaller than a human cannot carry this bag, a human can only carry it for about 100 squares.

Weapons

One of the keys to any victory, a weapon is a good friend. The weapons listed in the charts and tables are typically the only weapons you can buy. But, special and magical weapons can be found in the maze. Details on weapons are found in the Weapons Table (p. 43).

Armor

Armor can save your butt, but often times it can cost your butt. In either case, armor is an option. There are five different classes of armor: cloth, leather, studded, mail, and plate. Details on armor and how it works are listed on the Armor Table (p. 43).

Spells

What good is a Magic User without these things? Not much. There are many powers of spells as well as several varieties of specialties. Each Magic User will start out with a grimoire which was handed down from a past mentor. This grimoire contains d10 spells (minimum 4) and can also have spells transferred to it later. More detail about specifics is found in the Magic section User (p. 16) and in the spell section (p. 23)

Potions, scrolls, frogs and toads

Because fighters and thieves cannot use magic, Alchemists have devised physical incarnations of certain spells. These take the form of potions, scrolls, magical amulets, talismans or what have you. These items are never cheap to buy, but they can also be found in the maze. Stores carry them, Alchemists can make them, you may just find them, or even a high level Magic User can make them for your party. They are very effective, but can only be used a limited number of times. More information about these items can be found in the Charts and Tables section (p. 43).

Starting Out

Because every character is assumed to have some experience, they will start with some basic things which will be needed for the journey.

Starting Item Table:

<i>Item</i>	<i>Magic Users</i>	<i>Fighters</i>	<i>Thieves</i>
Wilmst	200	1000	500
Bags	1 sm.	1 med.	1 sm.
Spells	d10	n/a	n/a
Potions	d6	1	2
Other*	Staff	Food(20wp)	Cloak

* Roll on the appropriate chart to determine the appropriate starting items for staves and cloaks. For food, choose items equaling a total of 20wp in food from the food table.

THE RACES WHICH INHABIT THE WORLD

You should be aware that there are six known sentient races in The World. Of these six, your character is one. All of the races, except for humans, have some advantages and disadvantages.

Size

There are, of course, things which you will encounter of various sizes, even your party may be various sizes. All sizes are relative to size of the squares which make up the maze. Sizes are rated by how many things of the stated size will fit into one square; approximately 10' X 10'. You must be careful if your party members are of variant sizes. If not everyone can fit into a single square then you may have to break up into two parties, each occupying its own square and moving and encountering independent of one another. The size table shows the abbreviation for each size as well as a ratio of how many creatures of the given size can fit into one 10' x 10' square.

Size Table:

Size	Abbr	Space
Tiny	T	10:1
Small	S	8:1
Human	H	6:1
Large	L	4:1
Ex-large	XL	2:1
Gigantic	G	1:2
Colossal	C	1:3
Behemoth	B	1:4
Jurassic	J	1:6

Elves

Welcome to the land of the original little people. That's right, elves are small. You can fit eight of them in a square. They wear little pointed shoes and are feisty little guys. Elves are a culture of a long history which they will not discuss with anybody. They are not often seen in the open, but when they are, it is quite a site! Most humans treasure the sighting of an elf as a good omen; and an elf in your group will be a boost to morale. Because of their small size, they strike quickly and accurately, all classes need only a 5 "to hit", and start at level one on a d12 "to strike". However, they are weak critters and only start with half of the allotted WP. They also build up at half the rate when they receive WP. But, they are holly and

don't care about their frailty, especially because of their size. All enemies must roll a 4 "to hit" them, instead of the usual 5 "to hit". Being an elf is a mixed blessing.

Dwarves

Traditionally, the dwarves lived in little villages build up in the trees. They are shaped just like humans, but they are smaller (S). These are hardy people and don't mind telling you so. A dwarf tends to brag up his strength, and he is not altogether without cause to. Dwarves, though smaller than humans are stronger. All dwarves get +2 to their damage rolls. They also are hardy in the cost of living area. Dwarves only lose 1WP a day instead of the normal 4WP. Not too shabby. However, its not easy being a dwarf. For one thing, dwarves are clumsy. Originally, they were nimble from living in the trees, but no more. Now, a dwarf has a problem even running right. Most of them have gotten fat on too much mead. If you are a dwarf be aware that when a creature strikes at you, they always roll on 1 die lower "to strike", (a level 1 creature will roll d12 instead of d20, level 2 d10, etc.) **even if that means using a d6.**

Wilmsry

Ah! Life on the road! That is the desire inbred into the Wilmsry. Wilmsry are human sized and human looking; but they are not human. Wilmsry have two hearts which gives them incredible endurance and healing ability. So much so that the Wilmsry heal twice as fast as anybody else. Even healing magic has double effect. These people are of the trader race. They are the ones who settled the land, taught humans how to farm, taught elves how to sing, and are noted throughout the world for their bargaining ability. All good and evil creatures recognize the Wilmsry and often desire to barter with them. However, Magic Users hate them. They know that the Wilmsry have all of the spells in existence, but the Wilmsry refuse to give them out. They are not tough fighters (just like humans) and they only gain ½ the skill points they would normally receive from an encounter.

Humans

You know the story. No advantages, no penalties. You are what you eat.

Fridgian

A bit off the wall to be sure, Fridges are nutty. They have intelligence, but they don't use it. You cannot be a Fridgian Samurai because Fridges don't wear any armor. In fact, they hardly care if they get hurt or killed, they are nuts. They tend to frenzy during encounters, (1-5 on d8) when this happens, they get two attacks per round, but the second attack they have 3 "to hit" no matter what class they are. The Fridges lived in the desert regions of The World where they play and party all of the time. They are prolific persons who have 3-4 babies a year! But in the adventure, they don't. All Fridges who leave the desert to go anywhere get fixed first. They are sexless beings. The reason is that if they were not fixed, they would have babies spontaneously. They don't need a partner. They are human sized, but they are freaks. They have such poor concentration that they never always strike last in combat, and often strike creatures after they are dead. In frenzy, they will sometimes waste an entire round attacking a dead creature (1-5 on d10).

TROLLS

Big. That would be it in a word. Trolls are large creatures (L). They are not too smart, but they lack in brains they make up for in strength. A troll does +6 damage just for his size, and his weapons, which only a troll can heave, do +3 damage to anything. That makes them the ultimate warrior; especially since they all start with 75 WP regardless of their class. So you ask, why be anything else? Well, there is a couple disadvantages. First, there is cost. Troll armor and weapons cost triple, and Troll weapons cost double. Second, there is food. To keep a troll fed is a large task. A Troll's cost of living is 15WP per day instead of the normal 4WP.

The Classes and Sub-classes

Fighters--The Class

Since the beginning of time man forged and wielded his own weapons and stepped on to the field to battle his fellow man. It was hand to hand, toe to toe, blood and sweat fighting. Sometimes the women let there husbands fight too.

Fighters, men of steel and sweat. Magic and stealth will get you no where. Only a nice sharp piece of steel and a thick hide will save your butt in a tight situation. These men are always in the thick of the action, and usually receive the brunt of the damage. But, they get the glory and honor of driving a sword through the heart of the enemy.

Fighters dedicate their lives to the tactics and study of combat. Because of this, fighters can use any weapon and can wear any armor. Also, because of there extensive training they only need a 5 "to hit".

Fighter Weapon Proficiency Table:

Subclass	Weapon + Damage Bonus*
Knight	Pole Arm +2, Long Sword +1
Guard	Spear +2, Quarter Staff +1, Long Sword+1
Woodsman	Quarter Staff +3, Axe +2
Soldier	Pole Arm +1, Long Sword+1
Barbarian	Battle Axe +2, Club +4
Master of Arms	All Weapons +2
Samurai	Katana +3, Wakazashi +2
Bard	Short Sword +1, Dagger +2

*Damage bonus is the fighters level + damage bonus

Fighter Subclasses

KNIGHT

Nickname: Dream-Boat

Quote: "Any maiden in distress, I can undress."

Oh how the women love me! One or two a night. However, some knights are homosexual. If you have a Cutthroat in your group, a gay Knight will be a prime target.

A knight is the highest rank of fighter that is possible. Knights are of noble blood and their royalty is obvious to everyone because they don a coat of arms. During combat any creature with less than 5WP will never attack a Knight, and creatures with over

20WP will always attempt to strike a Knight before any other character. They are strong, loyal, but most of all they are arrogant.

GUARD

Nickname: Steadfast

Quote: "Rest well, none will pass me."

My kingdom for a guard! A guard will be very noticeable because of his stiff backed posture and strict self discipline. The Guard never suffers 2x damage on critical attack because he always has time to prepare. They are keen of vision, however, they are too concerned with protection for a strong offense. They are very light hitters doing -3 damage at level 1, -2 at level 2, etc. until no penalty at skill level four.

WOODSMAN

Nickname: Squirrel

Quote: "Let my armies be the birds of the air and the beasts of the field."

The Woodsman owes tribute to none. He is perhaps the most noble of all fighters. Men stand in awe of their power over the beasts, but the Woodsman does not rule, he is merely a friend.

Woodsman are trackers, and learned in all types of woodland legend and lore. They prefer wardrobes that will help them to blend in with woodland terrain. Because of the Woodsman's experience with nature he knows of woodland creatures and how they react. They are learned in the lore and legend of the wilderness and can speak all animal languages, except dragon.

A Woodsman will never wear mail or plate amour, and cannot wield a shield.

SOLDIER

Nickname: Cannon Fodder

Quote: "I'll destroy that dragon by myself!"

Over-anxious, immature, rowdy, and zealous the Soldier is the common fighting man just trying to make an honest living. If you are one, you will probably be dead soon.

Soldiers are only Soldiers until they reach skill level 3, at which time they become a Knight (From then on they are treated as per the Knight class). However, most do not live that long. Generally very hardy, Soldiers are beginners; they receive critical damage on a 2 "to strike" roll by an enemy attack, and they themselves can never deliver critical damage. Because of there usual youth they will heal damage at 2x the normal rate when resting. (Magical is not double rate).

BARBARIAN

Nickname: LummoX

Quote: "Me futold, me win. You die."

Not too bright, that you can be sure of, and yet...These guys are tough. I mean it. They can easily carry their own weight for days and require little nourishment.

Barbarians are savage humans who must fight to survive, and care for nothing but to see their enemies fall. Because of a Barbarians strong will to survive they get two attacks, however they are somewhat dull-witted and only receive ½ of all given skill points for encounters.

MASTER OF ARMS

Nickname: Smithy

Quote: "Nicholas! Give me that broken sword"

A Master of Arms is not proud, but should be. Somehow he can fix anything. If it is broken he does not care because he will find a way to fix it.

A jack of all trades, the Master of Arms is a fantastic and treacherous fighter. He believes in steal and not magic, therefore he does not like to associate with magic users. A Master of Arms can also use those weapons which he fixes. So well in fact, that he receives a +3 bonus to damage with any weapon he uses. However, because of his love for the fight, the Master of Arms will always attack a creature no questions asked.

SAMURAI

Nickname: Clunker

Quote: "Honor, the key to dying."

The Samurai centers his life around the body, mind, and soul. The ultimate goal is to make all three combine together to create the perfect assemblage and balance of life. This is done through combat training.

The Samurai is never afraid to die, and, in fact, would give his life in a fight. Dying in combat is a most noble act. The Samurai automatically receives armor equivalent to plate, and it is loud so a party containing him will never win initial initiative. But, do not count him out, because each Samurai starts with a magical (game masters decision) Katana. He is a deadly warrior, but also suicidal. A Samurai will never run from a combat.

BARD

Nickname: Sally

Quote: "Once upon a time in a far off kingdom..."

Heritage is very important to the Bard. They are the heroes of legend and lore, the creators and carriers of its existence. They are the men who make others famous by telling of their deeds.

Everyone, and everything has great respect for Bards. In fact dragons are known to grant gifts to Bards in return for a story or a song. Bards have a special list of songs, which, when sung will have special effects (See Bard Song Table Below). Creatures with low intellect (3 or 4) will always attack Bards first and try to slay them, taking their sword (or maybe their head) as proof. After all, that is a big story in itself, especially in a goblin village.

Bard Song Table**

Level	Song Title	Effect
I	Soothe the Savage	This song will effectively calm any agitated creatures or characters within 5 squares of the Bard.
II	Inspire the Heart	This song will add +1 "to hit" of any ally within 2 squares of the Bard.
III	Lullaby	This song will cause d6 hostile creatures of equal or lower skill level as, and within 3 squares of the Bard, to fall into a deep slumber for 1 day.
IV	Cry of Thunder	This song will cause d12 hostile creatures of equal or lower skill level as, and within 4 squares of the Bard to be stricken with fear and unable to move until the Bard has made 1 movement rolls or for d8 rounds.
V	An Ode to Death	This song will allow the Bard to Bring a total skill level of creatures equal to the Bard down to one WP. (This song may only be used once per dungeon.)

**Unless otherwise noted these songs can only be sung once every 100 squares.

Special Skills For Fighters

Each fighter subclass begins with 8vp to purchase special skills. Purchasing special skills is available only at character creation.

Fighters Special Skills Table:

<i>Skill</i>	<i>Description</i>	<i>Cost</i>
Kata	Special knowledge of one weapon which is owned at the birth of the character. Allows them +Level damage as well as 1-6 accuracy with that specific weapon only.	4vp
Stealth	Training in sneak attacks. Critical strikes on 2 "to hit" during sneak attacks. A fighter cannot sneak while wearing Plate armor.	3vp
Death-touch	Critical strike of 2x damage on any roll of 1 "to hit". If the target creature has less than 15WP this results in automatic death.	4vp
Agility	Gymnastics and speed. All enemies must hit on 1-4 instead of 1-5. If enemy normally hits on 1-4 it is 1-3	5vp
Hardiness	A fighter with hardiness is a trained masochist of sorts. Damage done to a fighter with this skill is at -3. So, if the damage would have been 5, it is now 2WP. This skill also cuts the strength of the any phobia's in half.	6vp
Ambidextrous	A fighter with this special skill can attack with two weapons each round. Only the fighter can perform this maneuver, and the second attack always comes at the end of the round.	4vp
Cooking	It may seem like the training of a pansy, but a fighter will gain much from this. This is a good thing to have if you are a roll especially. It allows the fighter to cook and eat any beast or food. Any Beast creature will provide nourishment up to ¼ of its WP (minimum of 1).	3vp
Language	Speech is something that fighters are not known for, but this skill will amend that. This allows a fighter to gain any language other than dragon which seems useful to them. Believe it or not, it may come in handy.	1vp
Runes/Signs	This is the skill of an educated fighter; barbarians may not possess it. This will allow them to read maps as well as documents written in runes. A fighter cannot use scrolls unless this skill is possessed.	2vp
Tracking	A skill not to be forgotten is tracking. A fighter with this skill may be able to tell what types of creatures, if any, are present in a given area. Anytime an encounter dot is landed the fighter has a 5 in 20 (1-5 on a d20) chance to determine what creatures are at the encounter. The MM should make an encounter roll and if there are creatures he will inform the fighter what they are. At this point, the fighter has the option of allowing the party to skip this encounter.	4vp
Climbing	A fighter possessing this can boost his chance of not falling. It adds + 4 to all climbing rolls.	2vp
Leaping	Like climbing, leaping is a gained skill. A fighter who possesses this skill gains a +2 on all leaping rolls.	2vp

Magic Users--The Class

For centuries magic has been a mystical, awe inspiring force. Most people (and creatures) fear those who can control it. It is found in many states of existence including books, scrolls, potions, weapons, and amour. It is very powerful, and the ability to wield it properly is a very huge advantage to any party.

Magic Users have the ability to cast magical spells. Spells which can have disastrous and devastating effects. Some spells actually offer help, though, and a party would not survive even a single adventure without it.

When a Magic User is rolled you must determine how many spells he has in his grimoire (that's a spell book for all you newbies). To do this roll a d10*, then consult the Spell List and choose which spells you want. The spells you choose can be of any level, however, you can only cast spells of a level equal to your level. Check the Magic User bonus table (p. 18) to determine what spells you receive bonuses for, and what types of spells you can and cannot have.

Magic Users devote so much time to studying and memorizing their magical incantations that they need to roll a 1-3 on a "roll to win" in order to score a success. They also have restrictions on the types of armor and weapons they can use.

*The minimum for this roll is 4

Magic User Subclasses

WIZARD

Nickname: Wanderer

Quote: "Knowledge is the key to success"

Wizards are considered to be the oldest of the magic users. They have dedicated their life's blood to the study of magic, and spend every minute of every day to enhancing their art.

They are very useful in an encounter because they are the only class that has immediate access to all spell types. They are very solitary, though, and if two Wizards are in the same party they will fight see who stays and who leaves. For the most part, they are generally good natured, but they refuse to teach spells to or trade spells to anyone except for an Apprentice. A Wizard likes to rely solely on his magic to get him through any situation and will, therefore, never resort to hand to hand combat until all possible spells have been used.

WARLOCK

Nickname: Murderer

Quote: "Meet your maker lately?"

Violence, we love it. We Warlocks are considered the most evil of our kin. We only care about us. Therefore we never learned to protect any but us. The best defense is a great offense. Generally, we care not for gold, just power. We are clannish, and will conspire against anyone for a price.

Warlocks are magic users who study the art of witchcraft, necromancy and other innately evil arts. Warlocks are evilly inclined and tend to give off cold evil auras.

A Warlock's background will allow him to duplicate one potion once per week for each skill level. However, because of the evil aura emanated by him a Warlock bestows a cumulative +1 WP per skill level to all walking dead. For example, a Floater with an 8WP would have 12WP if a level 4 Warlock were nearby.

SORCERER

Nickname: Burning Ones

Quote: "Fire, the blood of my soul."

Home is a sorcerers favorite place. Wall of flame or fireball are his favorite spells. They are not evil, but not good either. They are not group for hand to hand combat for sure. They would rather sit around the fire and tell tall tales.

Sorcerers love to exchange spells; they almost collect them. Because of this all Sorcerers begin with d20 + 4 spells in their grimoire. At each new level they gain 2 new spells automatically. But, they have become so interest in fire that they have a 1 of 8 chance (roll d8 each level) that they will lose the ability to cast any spells except fire based ones. Also, the maximum damage of any non-magical attack made by the sorcerer can never exceed 9.

COURT MAGE

Nickname: Windbag

Quote: "Hey, let's sit down and talk about this..."

Court Mages are talkative. Well, let's face it, they blow a lot of hot air. At one point in time they were an advisor to some royalty, possibly a king or high monarch. These guys can BS with the best of them and they could talk the ear off an elephant. They usually do not know half of what they are talking about though, so watch out.

The Court Mages ever endless mouth will usually get him into big trouble, especially when

another party member has a short fuse. There is a 1 in 10 (1 on a d10) chance that anyone with an angry disposition in the party will lose his temper and attempt to kill the Court Mage (roll at the MM's discretion). So if your not careful someone might be putting their foot in your mouth. On the good side, however, there is also a 1 in 12 chance (roll 1 on d12) that any creature the Court Mage comes in contact with will become so insanely bored of the chatty Mage that it will commit suicide just to get away from him.

ILLUSIONIST

Nickname: Trickster

Quote: "Fooled you!"

Illusionists are specialists in the art of falsehood, forgery, and inter-planer travel. So much like a thief (most of them carry lock picks) you might think that they are. The Illusionist is loved and hated. Children love them, everyone else hates them. They are usually very childish and are not well tolerated by their peers.

The background involved in the Illusionists studies give him the ability to control a teleport dot (i.e. he can pick the direction and number of squares between 1 and 20). They have a special list of spells that only they have access to (they will each start with 3 illusion spells on top of the beginning roll), however, their minds are constantly shifting planes on a level that is rarely accessible at low levels. Their jumbled state of mind makes it hard for them to concentrate on reality, therefore they have a d20 "to strike" until level 3 where they will begin the descent down to a maximum of d8 "to strike".

CLERIC

Nickname: Savior

Quote: "Lord, allow me to be used."

How many times have you had your butt saved by one of these guys? A Cleric is indeed a blessing. They are the best protectors and healers among the magic using population.

The Cleric is a man of God. Their faith and devotion is second to none, and they receive the gift of spell casting because of it. Most have spent several years in a convent mastering the art of meditation and healing. Most have also mastered the art of warfare to a level exceeding that of most magic users in order to protect the followers of the Lord.

All Clerics start with their original d10 spells, plus they receive heal wound, turn walking dead, and cure disease automatically. Also, any healing spell which they cast receives a +3 WP bonus. Clerics need only roll 4 "to hit" in combat as compared to the

normal 3 "to hit" for other Magic Users. Clerics can also use a shield and wear chain mail armor.

SUMMONER

Nickname: Shadowdancer

Quote: "Seeing things?"

Ah! Lost your way have you? Sorry, I can't help you. However, my werewolf friend can. Yes, we are the true spell-binder, the Guardians of the Eye. Only very few of us are ever powerful enough to receive the gift of the Eye (skill level 5+), but all seek it. We can create from the air itself, the only question is "is it real?". Well, touch it. Go on, touch it!

Beware, anything conjured up by one of these fellows is no doubt evil, and it will only do there bidding as long as they are alive. All summoning spells cast by a Summoner have a duration of two times normal, and the WP and spells are doubled as well. However, summoned creatures have an innate hatred for Summoners themselves, and there is a 1 in 8 chance (1 on a d8) that any summoned creature will attack the party if there is a Summoner present (even if the Summoner was the Summoner).

APPRENTICE

Nickname: Student

Quote: "I'll get it!"

Life on the road! I love learning, in fact, I love it so much that until skill level 3 I learn 2x as fast as everyone else (receive 2x skill points). Not bad, eh? I'm not quite perfect yet though, so watch out just in case my fireball spell backfires.

Every spell cast by the Apprentice has a chance to backfire, roll a d8 and on a 1 the effect of the spell either fails (if one party is involved) or will affect the casters party (if two parties or more are involved). Thus, if a fireball was cast at the group of goblins and the Apprentice failed, Oops! The party receives the affects of the fireball. The price of education. However, the Apprentice may learn ANY spells (even Illusionist spells) so long as he remains an Apprentice. At skill level 3, the Apprentice, if he so chooses, gets to roll for a new magic user sub-class (if Apprentice comes up again re-roll). The Apprentice then disregards all rules abiding Apprentices and takes on the rules of the new sub-class. All spells are retained as well as the characters level.

Magic User Bonuses

Magic users can refer to this table which will tell which spell types are available to each subclass. The table also tells what bonuses, if any, apply when casting spells of the given type. The bonuses apply to either damage, number effected, additional healing, or

additional squares, depending on which spell is cast. The MM should use his discretion as to what the bonus adds. An n/a means that the spell type is not available to the sub-class.

Magic User Bonus Table:

<i>Subclass</i>	<i>Offense</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusion</i>
Wizard	+3	+0	+0	+0	+0	+0
Warlock	+4	**	*	+2	n/a	n/a
Sorcerer	+4	+1	**	+3	+1	n/a
Court Mage	+2	+2	+1	**	n/a	n/a
Illusionist	+0	*	n/a	+1	+4	+0
Cleric	+0	+3	+4	*	n/a	n/a
Summoner	*	+2	+0	+4	+1	n/a
Apprentice	+0	+0	+0	*	+0	+0

* spells may be learned and cast upon attaining skill level 3.

** spells may be learned and cast upon attaining skill level 4.

THIEVES--THE CLASS

Man has always been one for material wealth and accumulation. Everything that he has wanted he has either purchased or just settled for dreaming about it. A few of the brave, however, have deemed that if they want it, they will have it. If you can't afford it, take it away, no one will notice it is missing, at least not for a while. Not all thieves are out for the glory of accumulated wealth, though, some are out for the thrill of the kill. Let's face it, some people just like to kick the hell out of other people. Murder, beatings, muggings, simple pocket picking, nothing is beyond the likes of these vagrants.

In actuality, being a thief is just as decent as any other honest living person. Hey, sometimes you have to do dirty jobs to survive. If you got what it takes, do it. Most thieves are not usually that bad, except for when they are. Oh, and if you carry a heavy money purse keep a hand on it!

As a thief, your duty is to uphold the laws of thievery. Well, actually there is but one law and that is simply "there are no laws" (I just love clichés!). Thieves are trained in the arts of stealth, spying, and back-stabbing, sometimes even in acrobatics. They are proficient in a large array of weapons, however, they can only wear leather or lighter armor. Heavy armor negates any advantages they may gain for stealthiness and other similar tactics employed by thieves. Also, they never carry shields. Thieves need to roll a 1-4 on a "roll to win" in order to successfully strike.

Thief Subclasses

PICK POCKET

Nickname: Pincer

Quote: "Hey, how'd that wallet get in my bag? Oh, its yours?"

A Pick Pocket studies small scale thievery. He loves to short change people, and always seems to find loose coin purses lying about. Most of these guys love to taunt their victims. A "Ha, ha you can't catch me" sort of attitude. They get to be really annoying.

A Pick Pocket can steal d% (roll 2d10 and read the first number as the ones and the second as the tens. Example: a 1 and a 9 = 19%) of any one character's gold at any one time and may steal one object of choice at any store. If any encounters occur where treasure is visible (normally in a lair encounter), however, the Pick Pocket will make all "to strike" rolls on 2d10 (add the numbers together) with a normal 4 "to hit".

PILFER

Nickname: Slipknot

Quote: "If you just slip your hand out here and pull this...no, how about this?"

Houdini, ha! I could be stuffed into five lead chests, a vault, a straight jacket, and be thrown into freezing, shark infested waters, blindfolded (etc.) and still be able to get out. These guys are trained, actually dedicating most of their lives studying traps, locks, and the art of escaping. They sometimes get cocky about their abilities and tend to exaggerate their expertise. So, if you're smart don't always trust him when he says "Hey, trust me".

A Pilfer will automatically disarm any and all traps that are encountered and can find his way out of any enclosed area even if there is no way out! (If the party is in an area where there is no plausible exit, the a Pilfer can choose to place the party on any square outside of the walls of the area.) However, a Pilfer may never use any magic items except for those items that heal.

CAT BURGLAR

Nickname: Kitty

Quote: "While the dragon is away, the cat will come out and play."

The Cat Burglar is a very suave and debonair individual. He prides himself on being very enticing and trust worthy. He is very smooth in talk and gesture. You can never tell when he is going to let the cat out of the bag, so to speak.

The Cat Burglar lives for the large scale crime, the bigger the better. He likes to go for the big kill and will pass up smaller amounts if he knows a bigger haul is just in the next room. The Cat Burglar is very cautious, though and is always ready if someone walks in on a heist.

The first "to strike" roll made by a Cat Burglar will always be an automatic success. The quest for larger and bigger, however, leads the Cat Burglar to be the first to enter any room (10x10 or larger area) and thus he will receive the full effects of any undesirable encounters (traps and such). A roll will be made as normal if the affect is the granting of a gift, wish or other desirable affect (see Who Gets It p. XX).

CUTTHROAT

Nickname: Ripper

Quote: "You mean you thought we were friends?"

These guys are just plain ruthless and there is no two ways about it. Cutthroats are the epitome of kicking a guy when he's down. They specialize in surprise and death. First they surprise you, then they kill you. That is, of course, if they are in a good mood.

A Cutthroat will always do 2x the normal damage on his first successful "to strike" roll. Because of a Cutthroats bloodthirst, though, he will automatically kill one of the party members at any given time during each dungeon. The player gets to choose but, if there is a joiner at the time of the killing then the joiner must be the victim. Tough cookies!

CLOAKER

Nickname: Shadow

Quote: "Now you see me..."

Cloakers are very much loners. They tend to stay to themselves and don't say a whole lot. It makes life simpler. They get along very well with Ninjas.

Cloakers are trained in the art of concealment and disguise. They are quiet as a mouse when needed, but are not averse to killing when the time is deemed appropriate.

The Cloaker never has to engage in combat and can remain in hiding, thus, never getting hit. A lone Cloaker may pick and choose who he wishes to engage. This is done at the expense of gaining 0 skill points for that encounter. Also, if he wishes to engage after he has already chosen to cloak the first creature to attack him will make its first "to win" roll with one better dice than normal (maximum of d8).

NINJA

Nickname: Assassin

Quote: "...."

Ninjas are mute, that is the first rule of thumb. They are not normally unable to speak, but after many years of training they realize that it is best to NEVER, EVER talk (I hope you get the idea).

A Ninja is the most skilled of any of the thief sub-classes. He is trained in the art of quick draw, and he is intuitive, thus always expecting the unexpected.

A Ninja's first "roll to strike" is always successful and does the maximum possible amount of damage (this damage will never be critical damage). From then on out anytime the Ninja rolls a one 1 or 2 on his "to hit" roll the enemy is struck for critical

damage. Any critical damage does normal damage x2.

CON ARTIST

Nickname: BS

Quote: "Well, you see, it all started like this..."

These guys could lie and cheat their way out of the amazon from a bunch of starving cannibals. The best BS artists on the block. A specialist in lying, deceit, and trickery these guys will talk you out of your clothing if you let them.

A Con Artist will always try to talk his way out of a fight first. Any creature with an intellect of 6 or lower will not attack a party with a con artist in it. He dickers and deals his way out of the situation and everyone will receive full skill points. However, because the Con Artist is so busy trying to talk his way out of predicaments, he will deal no damage on his first successful "to strike" roll.

ACROBAT

Nickname: High Wire

Quote: "Ha-ha-ha-ha-ha!"

Most likely a circus performer at one time, the skills of acrobatics, tumbling and other circus tricks have made this subclass one of the most deadly and successful of the thief class.

Some of these guys are really out there. You know, WACKOO! Yup, really loony-toons. They like to jump around and make people think they are a real mental case and then WHAM! a knife comes flying out of nowhere and hits you right square between the eyes.

Built for speed, anyone who attempts to strike an Acrobat needs to roll 3 "to hit" no matter what class they are. But, because of a limited background on weapons training, the Acrobat can never use any weapon of greater size than a knife or dagger. However, their proficiency with these weapons allows them to attack as a fighter needing a only a 5 "to hit".

Special skills for Thieves

Each Thief subclass begins with 12vp to purchase special skills. Purchasing special skills is available only at character creation.

Thieves Special Skills Table:

Type	Description	cost
Kata	Training in the use of a specific weapon. Trained thieves strike as fighters needing only a 5 "to strike", and they do +Level damage. This skill can be used by any thief, and it helps to compensate for their weakness.	5vp
Locks	Picking locks is a favorite thieving skill; it is useful in many situations. For instance, the MM can choose to have treasure in a locked box. Then the thief can open it. All locks must be rolled. For a success, 1-5 on d10 must be rolled. If the thief wishes to be better, 1vp additional will bring up the roll to 1-7.	2vp
Sewing	This is a skill beyond the measure of its name. Training in sewing can make a thief very rich. This is because a thief can mend cloth or leather armor. The base price of 4vp allows him or her to fully restore cloth armor, and add d6 WP back to leather armor (up to maximum). These repairs may take place 4 times per piece of armor. Now, for 2vp more, a thief may repair them 6 times, and add d6+3 to leather instead of d6.	4vp
Night Vision	In times of darkness, all characters who do not possess this skill become less competent in their abilities. The lucky thief who does have night vision is not affected. The normal loss of prowess is that all characters are dropped to a 2 "to hit", and no critical strikes are permitted in darkness.	3vp
Heft	Similar to the fighter's hardness, heft is, of course, related to strength. Heft permits a thief to do +2 damage, and to wear mail armor. Heft also makes it so that a thief's cost of living is only one-half of what they normally lose per day.	5vp
Acute Hearing	He can hear a dragon fart at four leagues! Well, that is not exactly what this does. Acute hearing is a gift which allows a character to hear many things. A thief who possesses it can never be taken by surprise. But perhaps even better is that against invisible creatures thieves with acute hearing only need a 3 "to hit".	5vp
Climbing	Anything up can be conquered! A thief who has this has much. Sometimes a creative MM may hide treasure in high places. A talented thief can climb without and gain +4 to all climbing rolls. Also, damage from a fall is cut in half. Cat burglars automatically possess this skill.	3vp
Leaping	Not that the thief has the strength of body which is possessed by the fighter; but he or she will have the same leaping rolls as the fighter with this skill (+2 to all leaping rolls). Acrobats automatically possess this skill.	4vp
Silence	With this skill, a thief cannot be heard in regular walking. This allows them sneak attacks only dreamed of by other groups. Critical strikes are allowed and are automatic during sneak attacks by thieves with this skill. Also in the dark, they are impossible to hit except with a 1 "to hit" followed by an additional "to strike" roll with a 3 "to hit". This also applies to invisibility. The Ninja have this skill automatically.	6vp

Encounters

What Is This About?

Well, let's see. The just of this game is very simple. You will adventure around a map which is marked off with squares (a grid if you will). On this map will be various symbols representing encounters. Encounters are anything that the party finds on the map. This could be other adventurers, nasty monsters, a friendly faery, or maybe even a store.

Time & Movement

Maze world is divided up into units of time and movement based on rounds and squares respectively. When the characters are not involved in a combat situation, each round consists of a player rolling a d20. The resulting number is the number of squares that the party may move in the maze. After all movement for the round has been used, a new round starts and movement is rolled again. Each 100 squares that the party moves is equal to one day. At the beginning of each new day, be sure to subtract the cost of living from each character. For every hour of sleep less than 8 that each character got, subtract one additional WP.

WHO GETS IT

Anytime the party encounters a dot where a gift or wish (basically anything cool) is to be granted or found, or a trap or other undesirable affect is encountered count the total number of party members and assign them a number on a dice. Roll the dice and whoever's number shows up gets the result be it good or bad. For example, if a party of four encounters a dot and one member is to granted a wish take an 4-sided dice and assign each character in the party a number. Whoever's number comes up gets the wish.

THE MAZE

This game takes place in a maze. (duh!) The maze is a series of passageways in various direction which all end up in one of two place: Out of the maze or at a dead end (no pun intended!). Where is the maze you ask? Well, we've included a small sample maze with this book, however, you are free to draw your own mazes and stock them however you see fit. Included in the next few paragraphs are examples of the many encounters that may appear in a maze and the symbols you can use to denote them on your own maps. Have fun!

Movement

Movement in the maze is simple. Roll d20. Move that many squares. Every 100 squares is equal to 1 day. Many magical weapons and spells will include sq. (or squares) as the duration or distance.

Wandering Monsters

Be aware that for each hour your party is asleep a roll must be made. This roll is on d20. If a 1 is rolled, the party will encounter a wandering monster. Wandering monsters are always from the Beast category and the level of these monsters will never exceed the highest party members level. An encounter could happen up to 8 times per night if you are unlucky enough to roll eight one's. Also, if a wandering monster is encountered the 1wp you would have received for that one hour forfeit.

The Symbols

To denote your party's position on the map, take a pencil and put the following symbol at the start of the maze. It's a P and it stands for party! Isn't that a song? Anyhow, use this symbol to record your party's location in the maze.

- This little dot is the true combat scene of the game. It is very simply called an encounter dot. More accurately it could be called a doorway or an opening. When a dot is contacted, there is always some type of encounter, but how does everyone fit in that tiny square? The encounter area is not contained in the square, rather there is an opening which leads to a larger area where the encounter occurs. Whenever you land on an encounter dot, roll on the encounter table and then roll on the table associated with the encounter table result.



A square labeled with one of these is a teleporting square. If you step on it, you will teleport in any direction. Roll on the random direction chart to see what direction the party is teleported in and roll d20 to determine how many squares they are teleported. If you teleport into a square that contains a wall, or is off the map or some other hazard the entire party will die.



This is the invisible zone. A square marked with this denotes that all the squares near and around this one are invisible; including their contents (which means the characters). Roll on the random direction chart and move the characters in that direction each time the characters make a movement roll while inside the invisible zone.



This is a rotating wall. The character can pass through this wall, but only from the side opposite the arrow. Once they are on the other side of the wall there is no going back.



Similar to a rotating wall, the one-way door can only be entered through the side opposite the arrow. Once your in your stuck.



This is a wall. The only way for the characters to get over it is to climb. Have fun!



The gorge, or crevice, is a large pit that the party may have to leap across. Missing the leap could have dire consequences.

COMBAT

I initiative

Initiative is simply who gets to act first. Roll a d20 for the party and a d20 for the enemy group at the beginning of each round. Whoever rolls higher gets to act first during that round.

Combat Round

Combat time is measured in rounds, similar to movement. A round consists of each creature or character executing one action for the round (maybe two depending on special skills and such). An action consists of any one thing such as attacking or casting a spell.

"to Strike"

Combat is the name of the game. It is the guts n' glory of this entire operation. The better you fight, the longer you last, the more power you get, the more treasure you horde. And that is life folks. Each character, depending on his class (or subclass if the case may be) will have a certain chance "to strike" opponents when they attack them. Consult the following chart to see what dice type you roll for a chance "to strike".

"to strike" Table

<i>Skill Level</i>	<i>"to strike"</i>
I	d20
II	d12
III	d10
IV	d8
V	d6

"to Hit"

When a character wishes to attack he merely rolls his "to strike" dice and he has a chance "to hit" based on his character class. A "to hit" will be a single number like 5. This means that any "to strike" roll that is equal to or less than the "to hit" number is a successful hit. Fighters have a 5 "to hit", Thieves have a 4 "to hit", and Magic Users have a 3 "to hit".

All creatures attack as a Fighter of a level equal to their own needing a 5 "to hit" on a d20 "to strike" at level 1. However, a creatures "to strike" roll will never be lower than a d8 (regardless of level) unless otherwise stated.

Damage

So you hit your target, eh? Well, you obviously did a little bit of damage then. Any strikes with your bare fists or a physical weapon will automatically do your character level² (level x level) in damage. If you are wielding a weapon consult the weapon table and calculate the damage listed there, adding this to your total. This is the number of WP you subtract from the target of the attack.

A critical damage attack will be calculated as above, except that the damage score is then doubled.

When a creature strikes, it does damage equal to it's level² (level x level) plus any weapon damage or other bonuses just as a character would. Any special attacks such as acid, poison, breath or magical attacks only do the listed damage.

Skill Level

Every combat that is won, as well as other occasions throughout the maze will result in the characters receiving skill points (SP). In a combat win situation each creature that was fought and defeated will have **d6 x creature level of SP's + any bonuses** which will be divided evenly between all of the party members who participated in the encounter. The characters will need skill points in order to advance in skill level.

Skill Level Advancement

As a character goes up in skill level he becomes more efficient as an adventurer. This usually means his combat skills and spell casting abilities become more potent. Below is a list of how many skill points are needed to attain a given skill level. Once your character obtains enough skill points to advance to the next level, he does!

Skill Level Advancement Table:

<i>Skill Points</i>	<i>Skill Level</i>
000 - 200	I
201 - 500	II
501 - 900	III
901 - 1500	IV
1501 - ?	V

Magic & Spells

An Introduction to Magic

In the beginning of time, man was created to commune directly with the spirit world and specifically with man's creator, Felect. Because of this, Felect saw it fit to grant mankind certain powers to specifically deal with the spirit world. Meanwhile, in the spirit world the evil had grown among certain planer beings and they had left the divine realm to enter a sub-realm of the spirit realm known as The Planes.

From here, they rapidly began to deceive mankind into calling them gods; and gave them more powers to wreak evil on Felect's creation. A small band of mankind known as the Wilmst followed the true God and creator without fail. To them was granted much. Slowly, as in all religions, the worship of the planer beings ceased. Soon they were only legends, except to a few.

These few became known as Wizards. They were the first order of magic users. Only a few knew how they had truly gained their powers and only a handful of them cared. Gradually, the clans which are now in existence grew out of them. Through the millennia, the power of the magic users has waxed and waned, even once it was all but destroyed.

In the year 792, by Wilmst reckoning, a reckless Sorcerer called upon The Planes to destroy his enemy, a Wilmst Cleric. To the dismay of all, the entire Plane opened and burst out physical manifestations into our world. The magic users fought back using everything in their power, but found that they could not kill their teachers. Then, the Cleric Toleuse began to pray to Felect.

Never in the memory of the living had Felect directly intervened in the affairs of mankind, until that day. A calm settled over the planet, then a doorway was seen. The doorway was to The Planes. A hand stretched out and grappled all of the planer beings; and threw them into the doorway. Felect had saved his own.

Yet, the world was not without punishment. All the magic users were also banished to The Planes, to be with their masters. All except Toleuse. Toleuse was blessed and given knowledge of all spells. He also was given immortality. Through him, magic was saved.

Now, magic is again spread out to several clans. Man perverts all that Felect creates, evil again is born.

The Grimoire

This is a magic users spell book. It can contain any number of spells of any level. Spells may be transferred from other grimoires or scrolls into the magic users grimoire, however, the spell that was transferred is permanently erased from the object it was transferred from. Thus a scroll is no good after the spell has been transferred from it. Also, the magic user must be of equal or higher level than the spell in order to transcribe it.

Gaining Spells

After the characters are created and gain their original d10 spells, other spells are acquired only if your character is lucky enough to find them lying around. Some special cases are listed under some subclasses, but other than these, your own.

You can also gain spells by being taught by other Magic Users. To gain a spell by teaching you must first find a Magic User willing to teach you a spell. Then both Magic Users need to roll a d20 and roll under their respective intelligence scores. If this is successful you may add the new spell to your grimoire. If the roll fails you cannot attempt to learn that spell from that Magic User again.

Casting Spells

The magic system is fairly simple. Decide what spell you wish to cast and cast it. Read what the effects are under the description of the appropriate spell and that is exactly what happens. Spells may only be cast once every each day per Level of the caster. (at level 1 you can cast a spell once per 100 squares, at level 2 once per 50 squares, etc.). So, keep count of how far you've moved after every spell that is cast.

Spells will only work on creatures who are of equal or lesser level than the caster unless otherwise specified.

Resisting Spells

Any spell that is not a thrown spell has a chance to be resisted by its intended target. Any Magic-User, or any other creature or character with an Intelligence of 12 or higher can make an intelligence roll in an attempt to resist the effects of the given spell. Roll a d20 and if the roll is less than the targets intelligence rating the spell has no affect on the target.

About the Spells

Availability

To start with, each magic user gets a certain number of spells. A Magic User can only use spells at or below his level. Although the grimoire may contain up to level five spells, these may not be used until the Magic User reaches the appropriate level.

Thrown Spells

Some spells are considered thrown spells, which usually means some sort of projectile effect occurs (such as fireballs or lighting). Any spell that says it is a thrown spell must have a dice roll to determine if it hits its intended target. There is a d8 "to strike" with a 4 "to hit" with all thrown spells (Apply bonuses from the Magic User bonus chart to this roll). If successful, the spell will then take effect on its intended target.

Area

The area of affect of spells is usually classified in squares of affect. This figure gives the total relative area a spell can cover. A spell that covers 3 squares will affect up to 12 human sized creatures, or up to 24 tiny creatures. However, it will have no effect on creatures larger than it's bounds. Thus a creature that takes up 4 squares cannot be affected by a spell that affects only 3 squares.

There other classifications of spell affects are a specific number of affected targets. This is when affect lists a specific number of creatures or calls for a dice roll to determine the number of creatures. If there is a spell that says it will affect d6 creatures, it will effect that many creatures regardless of how many squares the creatures take up.

If a spell has an area listed as a number, its assumed to be a number of affected squares. The '#' preceding a number is assumed to be a specific number of targets.

Duration

The duration of a spell is how long the spells effect lasts. Sometimes the you will have to roll to determine just how long the spell lasts. Other times a spell may last for an entire encounter or maybe for a full day. Unless otherwise specified, the number listed in duration is in rounds.

Level

Unless otherwise stated, for each level that the Magic User is above the level of the spell he casts the area, duration and affect are multiplied by that difference. For example, A level 3 Magic User who casts the level one Doze spell (Level 3 - level 1 = 2) now has an area of affect of 4 squares and a duration of d4 x 2 rounds.

Spells v. Armor

Armor only protects its wearer from thrown spells that deal physical damage.

Spells Described

Offensive spells

Level One

Spell	Area	Duration	Damage
Doze	1	d4	0

If you are in a jam, say stuck with a bunch of Pogos, the last thing you want is to die. So, what do you do? Put them all to sleep so that you can hit the stupid things! Doze only lasts a short time, but during that time all characters have a d6 "to strike" with a 5 "to hit" against any dozing creatures.

Spell	Area	Duration	Damage
Stun	# d6	d4	0

This spell is very like doze, except for the fact that it affects a rolled number of creatures. This is especially useful when encounters involve larger creatures. Be aware that stun is *athrown spell*.

Spell	Area	Duration	Damage
Freeze	# d6	d8	d6

Sick of those Phillies? Freeze 'em! That's right, this handy-dandy spell freezes for the duration of the encounter. It will freeze up to six beasties and do it well. However, it does not effect magic creatures. You cannot kill the creatures after they are frozen, they are surrounded by ice. You also get no experience points for the encounter. This is also a thrown spell. It is 1-6 on 1d10 + bonuses, so it is a little bit simpler.

Spell	Area	Duration	Damage
Weaken	1	d20	Special

Now, if there is really a problem, try this one. For duration of the spell a weakened enemy has 3 "to hit" and any damage is ½ normal.

Spell	Area	Duration	Damage
Strength	# 1	1 day	Special

The target of this spell has his base WP doubled for the spells duration (Add the base WP to current WP, healing spells can bring the character up to 2xBase WP for spells duration.). Additionally, any damage done by hand to hand combat is at +d10.

Level Two

Spell	Area	Duration	Damage
Insane	# d4	d10	0

This spell causes a geneal ruckus. Any affected creature will do 1 of 6 things for the duration of the spell. Roll once for each affected target on the following table:

Roll	Result
1	suicide
2	strike ally
3	flee
4	freeze
5	frenzy (two attacks)
6	surrender

Spell	Area	Duration	Damage
Stupidity	1	d10	0

Ah! A simpleton would not kill a magic user, would he? Most likely not. In this case, any effected creature will become a simpleton. Their mental capacities are such that they will no longer be able to take actions while they are stupid anything and their intelligence drops to 1.

Spell	Area	Duration	Damage
Acid	1	d6	2d6+2

Acid is one of those spells which nobody wishes to encounter. The physical manifestation of this planer casting is deadly. First off, the acid is thrown in a sheet that will automatically cover one full square of area. The square does not have contain the entire creature in order to damage it's target. Therefore, if acid is cast at a dragon, it will have full effect (2d6+2) for the number of rounds rolled. Even though acid is not a thrown spell it can be cast at any level of creature. The damage effect is not altered by level and damage occurs once for each round of the duration.

Spell	Area	Duration	Damage
Heat/Cold	d6	Enc.	Special

This spell is useful against creatures that are especially vulnerable to either heat or cold. Creatures vulnerable to heat will lose d6 WP per round from heat exhaustion (WP cannot go below 1 in this manner.). Creatures effected by cold lose the same amount by frost bite. Also, each round the creatures must roll 1 less "to hit" for a successful strike. For example once cast, the first round, the creatures lose d6 WP and have a 4 "to hit", the next round they again lose d6 WP and have a 3 "to hit". The lowest "to hit" is a 1. The effects of this spell last for the entire encounter.

Level three

Spell	Area	Duration	Damage
Blind	# d6	Perm	0

This is a very un-nice spell. Simply put, blindness for life. However, the party will probably make it a short life. Blinded creatures must roll a 1 "to hit" on a d20 "to strike". Anyone striking a blinded creature only needs a 5 "to hit" and rolls on one lower "to strike" dice. Blindness is *athrown spell*.

Spell	Area	Duration	Damage
Fireball	# 1	Instant	2d10+4

Yes, a fireball is a nasty weapon. The Magic User hurls a massive ball of flame at his opponent in an attempt to destroy it. The fireball is a thrown spell.

Spell	Area	Duration	Damage
Shrink	d6 targets	Perm	0

Well, actually the damage from this spell is very significant. Any effected creatures becomes smaller by two steps (see the Size Table p. XX). That's neat and all, but what does it do? Well, first of all, the characters current Base and Current WP and all damage is reduced by ½.

Spell	Area	Duration	Damage
Ice	2	d6/d6	d6

Anything within this area of two squares will be attacked with a barrage of icy pellets until they are frozen solid. The first duration is the time it takes to freeze the targets, during which time d6 damage is taken each round. The next duration is how long the freezing lasts (consult the spell Freeze for details on frozen targets p. XX).

Level Four

Spell	Area	Duration	Damage
Lightning	# d4	Instant	d10+6

This spell is not one to mess with unless you really want to kill something. Each bolt will do up to sixteen points of damage, and there could be four bolts! Each of these bolts may be aimed at an individual creature, or all may be cast at one. This is a *thrown spell* so for each bolt you must make a separate roll.

Spell	Area	Duration	Damage
Earthquake	10	3	Special

This is a force of nature which few wish to combat. This spell must be cast simultaneously with a protective shield or bubble for the party. If not, they will also suffer the damage. To do a double cast you must forfeit an action in one round to do both the next. The damage is done not by the quake, but by falling debris. Any creatures caught out in the quake will receive 3d10+8 of damage per. If the party is shielded the shield will take this damage instead.

Spell	Area	Duration	Damage
Noxious Vapor	3	d6+2	Special

To put it mildly, don't breathe when you cast this spell. A noxious vapor is one which causes one of several things to happen. To find the result of the vapor, roll d6 and consult the following table.

Roll	Result
1	faint: all rolls to hit are 1-6
2	blind: must roll 1 to hit you, all rolls to hit 1-6
3	choke: cannot strike, usual to hit
4	death: creatures die unless they roll a 1 on a d10, then they only choke
5	hallucinate: creatures strike each other
6	choke: see above

At level five, a magic user may choose his results, he will not have to roll it.

Spell	Area	Duration	Damage
Fireballs	# d8	instant	d10+2

At level three, a fireball spell was granted. That spell threw 1 ball; this spell throws many. Each ball will need to be rolled for separately to determine a hit. The balls may be aimed at any number of targets; from 1 target per ball to all balls at one target.

Level Five

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Mangle	# 1	6	Special

To die is one thing; but to bedisfigured for life is quite another. This spell does not kill, it merely inflicts mass contortions upon the body of your enemy. This spell causes 2d20+15 damage in the first round, for the next five consecutive rounds it deals d10+4 damage. If a purifying light spell is cast then this spell will stop after the end of the round in which the purify spell was cast.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Death	1 target	Duh!	Hmmm!

This is perhaps the ultimate spell. It can kill any creature, including a dragon. The only reason it isn't used all of the time is that it takes so much to cast. First of all, it takes two rounds of full concentration to use, which will be sensed by your opponent. Secondly, it can only be used every 3 days. Thirdly, it takes 25WP away from the caster just to use it. The result of course, is instant death to the target.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Petrify	1	5 days	0

This spell causes any targets to become encased in stone. During the five day duration, no physical harm may be done to the encased target nor can the target take any actions. Petrify is *thrown spell*.

Protection Spells**Level One**

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Shield	1	5	--

This is as basic as it gets, a shield. This magical barrier will stop physical attacks from entering the square that it covers. However, it will only do so until either five rounds are up, or it receives 50WP of damage. It will surround 1 square worth of creatures, and it is a stationary shield.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Resist Cold/Heat	# d6	½ days	--

Certain creatures fight with spells or weapons that are cold or heat based. When cast, the Magic User must state whether he is protecting from cold or heat based attacks. Then, for ½ a day any attacks based on stated form (heat or cold) only do half damage.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Sense Trap	Special	1 day	--

The target of this spell gains a sixth sense. This sense will allow them to have fore-knowledge concerning encounter dots. This knowledge will only allow them to see if there is a poison, sickness, or trap in an encounter. The MM will roll the encounter before you get to it. If it is a sickness or poison, the maze master will tell the party, if not, the maze master will say nothing.

Level Two

Spell	Area	Duration	Damage
Remove Trap	Special	Instant	--

Once a trap, disease, or poison is found with the Detect Trap spell, this spell allows the caster to remove the said effect. Roll a d10 with a 6 "to hit". If successful, the trap is removed and the party will get to roll on the miscellaneous magic table to determine what is found.

Spell	Area	Duration	Damage
Sense Presence	# 1	Enc.	--

Spells of the presence type are particularly useful when a handicapped character is involved. Sense presence allows the effected character to see in the dark. If a character is in the dark, or is blinded, this spell will remove all variables from their rolls. Also, this is a grand spell on the grounds that a character under it may never suffer critical damage or surprise attack, nor may the party suffer surprise attack. Also, against invisible creatures the character will suffer no variables to their strikes. This spell lasts for an entire encounter.

Spell	Area	Duration	Damage
Turn Walking Dead	2	Perm	--

Okay, make a left at the corner... No turning the walking dead does not mean controlling their motion. Turning the walking dead means turning them back to the earth where they came from. This spell is very powerful, especially considering it will work against foes like vampires. This spell will only turn creatures of equal or lesser level than the caster. Once cast, any remaining walking dead will target the caster for all attacks for the remainder of the encounter.

Level Three

Spell	Area	Duration	Damage
Sense Danger	1 target	2d8 days	--

This is a power spell. With this spell in tow, any character will know the coming encounter and if the encounter is pleasant. However, a roll must be made to discover how much detail they gain of the situation. The MM will roll the encounter, then the Magic User will roll d6 (d8 at level 4+) and the MM will reveal any pertinent information.

Roll	Effect
1	no information
2	danger or no only
3	sense poison/ disease
4	sense type of encounter
5	sense specific enemy/encounter
6	sense number, level of foe
7	number, level, treasure *
8	know all that is known by foe, including size, level, treasure age, spells and phobias *

* These senses are only available to level four or higher characters.

Spell	Area	Duration	Damage
Bubble	1	d10+2	--

Unlike the shield, the bubble can effect magical attacks as well as physical attacks. The bubble also is a bit stronger than the shield; it can withstand 100WP of damage or last for d10+2 rounds (whichever occurs first). Another nice thing about the bubble is that it hovers just above the floor and the Magic User can move the bubble at will.

Spell	Area	Duration	Damage
Plane Gate	d6 targets	Special	--

In the time of Toleuse's power, the planes were sealed off, except with a few exceptions. These exceptions came after Toleuse. He received this spell to send them back to the planes. Any enemy characterized as a Walking Dead or Demon type creatures can be vanquished to The Planes with this spell.

Level Four

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Offense Bubble	1	Special	--

Similar to the bubble spell the offense bubble is effective against magic spells, physical strikes, and it can be moved. It is much stronger, though, and can withstand 200WP of punishment before collapsing, plus it lasts until destroyed.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Reflect Strike	1	3	--

This is a blessed spell. Once the party is covered by this spell, any strike (even magic) will be reflected directly back at it's sender. This spell only works against creatures or spells of equal or lesser level than the caster. The protected targets can attack through the shield.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Reveal Invisible	# d6	1 day	--

This spell does just what it says, it reveals invisible things. For the duration of this spell, invisible things can be seen by the affected targets. Any penalties for fighting invisible opponents are negated.

Level Five

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Invisible Field	1	d10	--

There should actually be an 's' on the end of this spell because each of the characters gets their own field. This field will turn the characters invisible for 6 rounds, and it will protect them. In order to be struck, the enemy must roll a 1 "to hit". Even if that happens, the field will absorb all physical strikes until it reaches 150WP. When the duration is up, or the shield takes 150WP of damage the spell dissipates. The field does not stop magical attacks.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Heat/Cold Impervious	# d6	1 day	--

Flames, ha! Ice, ha! Just like the Resist Heat/Cold spell, this spell makes its target completely resistant to the affects of cold or heat based attacks (pick a form when cast.) and these strikes will do no damage to the affected target.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Damage</i>
Armor Skin	# 2	Special	--

Even if you thought you never would attack a dragon by yourself, you might with this spell. This spell protects two characters from harm for up to 250wp. That makes them tough enough to challenge some things by themselves which would others wise be insane. This is armor, it will not protect against heat, or cold, or magical attacks. However, it will protect from teeth, swords, knives, etc. Two characters will become invincible, almost.

Healing Spells

Characters cannot be healed above their maximum WP with a healing spell.

Level One

Spell	Area	Duration	Effect
Heal	# 1	Perm.	+d10 WP

This is the most basic healing spell that there is. It simply heals d6 targets by +d10 WP each.

Spell	Area	Duration	Effect
Restore Vision/ Hearing	# d4	Perm.	--

This spell is very self explanatory and helps to cure blindness or hearing (declare upon casting the spell). This is considered a *thrown spell*.

Spell	Area	Duration	Effect
Calm	3	d8	--

It is quite likely that this spell will come in handy in the adventures which your characters will embark upon. This spell will counter shrieks, calm frenzies, and calm rabid or wild beasts. The basic effect is that from the magic user a feeling of peace and love will emanate, causing all around to feel that the world is basically good to them, even if they are about to die. All creatures in the area will refuse to attack at all until they roll a 1 on d8. Make this roll each round until the combat is over or the creature makes the roll.

Level Two

Spell	Area	Duration	Effect
Cure Insane	# 2	Perm.	--

This spell may not seem very useful at the moment, but it has several applications. Insanity here is defined as a state of mind in which the person is not in control of their physical or mental being. This spell will counter that. Cure Insane is a *thrown spell*.

Spell	Area	Duration	Effect
Cure Stupidity	# 2	Perm.	--

This spell only has one application, it cures the spell of stupidity. However, the caster must not themselves be stupid at the time of the casting.

Spell	Area	Duration	Effect
Awaken	# d6	Perm.	--

There are so many spells which can be cast against your characters that healing such as this is a must. The awaken spell will counter the effects doze, freeze, and stun spells. This is a *thrown spell* (roll once for each target).

Level Three

Spell	Area	Duration	Effect
Remove Poison/ Disease	# d6	Perm.	--

Poisons and Diseases can be put upon characters through encounters or through spells. If this happens, this spell is a good one to have and will stop a poison or disease from progressing any further. This spell is a *thrown spell*.

Spell	Area	Duration	Effect
Thaw	# d6	Perm.	--

Don't you just hate being frozen or petrified? I do. Well, all that needs to be done is to hit the defroster here and that ice will disappear. This is a *thrown spell*. Roll once for each target.

Spell	Area	Duration	Effect
Purifying Light	# d4	Perm.	--

This spell will cause one target to be instantly healed of any possession, stupidity or insanity. It will also d10WP.

Level Four

Spell	Area	Duration	Effect
Raise Dead	# 1	Perm.	--

Now we are getting into some very high level spells. This spell allows the magic user to revive a character who has gone as far as 50WP below 0. Be sure that a killed character is revived quickly, since the spell will only work if the character has been dead for less than 1 day. The raised character will have d20+10WP (up to maximum) when raised. The character will be at ½ of their original level and intelligence. Characters who have been dead for a longer than 1 day, or have sustained more damage than -50WP cannot be raised.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Restore WP	# 1	Perm.	--

This is a spell which any magic user worth their salt will carry. When the targets current WP is restored to his Base WP.

Level Five

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Resurrect	1 target	Perm.	--

This is the spell you have been waiting for, and now it's here. This spell can grant life to any character whether they have been dead a minute or dead for a decade, it doesn't matter. The best part is, they begin with full WP! So no potions or spells will need to be wasted on raising them to full WP status. Also, a magic user may use this to raise themselves from up to -75WP as long as they have not been dead for more than a day.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Ultravive	# d6	Perm.	--

The ultimate healing spell in the entire sense of the word. This spell is good on up to d6 targets, and will restore their full WP as well as sight, hearing, disease, poison, insanity or stupidity, freezing and petrifying. This is a thrown spell and a - 1 penalty to the roll is applied for each symptom you wish to cure beyond the first. So, to restore a character to full WP and cure poison would require a roll at -1.

Divination

Level One

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Command Demon	# d6	d10	--

This spell allows the diviner to ward off the attacks of any Demon type creature. Affected creatures will not attack the spell caster even if he attacks them.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Call Simple Demon	--	Special	--

The demon you can call with this spell is not that powerful. The demon will however possess all of the spells in the offensive and illusionist categories from level one. The demon will be able to use all of them during the encounter you have called him for. The other advantage he has is that he gets two attacks per round which do attacking on a d12 "to strike" with a 5 "to hit". Each attack does d8 damage. His starting WP will be 28 and the MM should roll a d20 for its intelligence. Only one demon can be called at a time, and this spell cannot be used again until the current demon is gone. The Demon cannot heal its wounds and will stay until killed.

Level Two

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Invisible	# d6	d10	--

Everybody loves to be invisible, no matter what their profession. This divination spell allows it. Actually, what happens is that the characters turned invisible enter The Planes, but the doorway they enter never shuts. It is a shallow opening which allows them into the plane, but not any further than the edge which conceals them. All attacks against the invisible target are at 1 "to hit" and the "to strike" roll is on one dice higher.

Spell	Area	Duration	Effect
Call Demon	--	Special	--

The spell is stronger than the call simple demon spell. When used, the diviner can call forth a number of Demons of level 1 or 2 whose total levels are not greater than the casters (A level 3 Magic User could call forth a 3 Level I demons, or 1 Level I Demon and 1 Level II Demon, etc.). Either way, the demon(s) will have the spells of offense and illusionist from their prospective levels and below. The level two demon also will possess the special spells from the first two levels. For the attributes of Level I Demons see the Call Simple Demon spell. The level two demons have 37WP and attack twice per round with a long sword which does d10+2 damage. Roll for their intelligence with a d20. This spell can be used again when the total levels of remaining demons becomes less than the casters Level. At this time he can summon enough demons to bring their total levels up to his current level.

Level Three

Spell	Area	Duration	Effect
Possess	--	d20+10	--

This is a call demon spell. However, this demon will possess whatever character or enemy it is called into. The possession will last d20+10 squares. During that time, the possessed will do whatever the magic user bids them. A possessed individual will gain knowledge of all offensive spells from level 1-3 but will not share their knowledge with anyone. Also, the possessed gets two attacks per round. The caster can possess only one target at any one given time.

Spell	Area	Duration	Effect
Spy Plane	Caster	Special	--

This spell offers the first real chance to see into The Planes. This vision is limited only to the magic user casting it. Once cast, the magic user may look into The Planes one time before the affect wears off. But why look? For four reasons: spells, demons, doors, and defense. The magic user must choose what he is looking for at the time he casts the spell. This is considered a *thrown spell*.

Spells

The magic user peers into the planes to find a spell in which will be the solution for the situation he is in. The MM will decide how effective the spell will be, it's strength, duration and effect. The spell will then go into the grimoire of the magic user.

Demons

Calling demons is an art which many magic users choose not to do, that is because it is very difficult to control any demon higher than level two. With this the magic user may find and call up to as many demons as the casters level, and control them for the duration of one encounter. The demons will be of the same level as the magic user. After the encounter ends the demons are vanquished back to their plane of existence.

Doors

Now we are talking about physically entering the planes. A door, if found will move the caster and his party through the planes into another section of the map (A mass teleport if you will). The caster may choose the location of the exit.

Defense

The magic user may also find a defensive wall. The walls of The Planes are unbreakable. Nothing can penetrate their physical embodiment. Once you are inside the wall you cannot be hit by creatures or spells that are not in the wall with you. However, you may strike them. Any creature that can also cast Spy Plane can choose to enter your Defense wall via a Door (see above) if they are successful. If this is the case, then both you and the creature receive the benefits of the wall, but not against each other.

Level Four

Spell	Area	Duration	Effect
Enter Plane	Party	100 sq.	--

The Planes run exactly like the physical realm, except that the physical realm is ruled by the sword, The Planes are Ruled by spells. This spell will allow the magic user and his party to enter the gateway of The Halls, an inner section of The Planes. From here, they may go travel to any destination within 100 squares. While inside these halls, they may encounter some bizarre things (the MM will need to decide). Physical weapons do no damage in the planes, only magic based attacks or magical weapons can cause damage.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Create Zombie	--	Special	--

First requirement, a dead sentient being (no demons). Second requirement, this spell. The combination is a resulting zombie. The zombie will then possess $\frac{1}{2}$ of the WP it had when it was alive, and their Intelligence is a 1. Zombies only serve one master, the magic user who called them into being. They will attack any other being who their master so chooses. They attack on a d10 "to strike" with a 4 "to hit" and do d8+6 damage. A zombie cannot use a weapon, and once killed it cannot become a zombie again. Zombies cannot heal damage and are destroyed when killed. A Magic User can only control as many zombies as equal to his level.

Level Five

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Werebeast	--	Enc.	--

The werebeast is a fearful foe. His WP is 75, and his strikes do d20+10 each. However, a werebeast only helps the party for payment. That payment is $\frac{1}{4}$ of each members Wilmst. If that is not given over, the werebeast will call d10 of his buddies to help him either get it from you, or kill you. Werebeasts receive two attacks per round. They have a 5 "to hit" on a d8 "to strike", and they have an intelligence of 15. Werebeasts will not fight Stalka beasts and will not even show up if one is present. At the end of the encounter the werebeast(s) are vanquished back to The Planes.

<i>Spell</i>	<i>Area</i>	<i>Duration</i>	<i>Effect</i>
Cast Plane	--	Special	--

The magic user using this spell may cast a planar door 2 squares in area for each level they are. When cast, any creatures occupying the affected squares are swept away to The Planes. If the creatures can travel through planes it will take them 2 rounds to recover and find their way back. This is a thrown spell and may be used to transport the party to The Planes where they can venture as long as the wish until this spell is cast again to send them back to The World.

Creatures Described

LEVEL One

Beasts

Name	Size	Type	Int.	WP
Bat/Rat	T	B	1	1

First thing to do is roll a d10, if you roll 1-5 its bats, 6-10 its rats. Both are the same size, and both only do 1WP damage each. Here is the difference. Bats can fly, rats cannot. There are no bonuses either way in encounters...well just one. These little buggers are so fast that they get 2 attacks per round. So the 10 or 15 of them get 20 or thirty attack to your one! Oh darn!

Name	Size	Type	Int.	WP
Shriek	T	B	1	3

Many a man has walked away uninjured but deaf from an encounter with these little devils. They just plain drive you nuts. Each time a Shriek attacks the MM should roll a d4. On a roll of 1 the Shriek will scream and cause a random member of your party to be deafened for 25 squares (after the encounter). This deafness causes loss of 2 WP and makes all strikes of affected members roll one higher dice "to strike" and all damage is ½ because they are concentrating on their headache. If the shriek does not scream it will attack for d4 damage.

Name	Size	Type	Int.	WP
Viper	S	B	1	3

A pain in the neck, and in the ankle, the arm, the knee, etc. Vipers are a simple thing to kill. All that is basically needed is one strike from a character and they will be dead. That is a nice thing to know. However, if they bite you, there will be definite consequences. A Viper bite is poisonous and causes a 2WP loss per round for d10 rounds. A cure poison spell or potion will negate the effects of the viper poison.

Demons

Name	Size	Type	Int.	WP
Gremlin	S	D	6	8

Ghoulies by any name are still the same. These are demons, however, they are very easily frightened. If your party has a Sorcerer, they probably (1-6 on d10) will not attack at all. But if they do, beware! They look like there is not much to them, but those teeth do hurt quite a bit. They have a +3 damage bonus to any strike. Watch out, they move fast and even though they are cute they are very nasty. The best defense against them is a Cleric. All spells cast by the Clerics 2x as effective against these buggers.

Humans

Name	Size	Type	Int.	WP
Dante	H	H	12	20

Dante is twins actually. The two of them are one man with four arms and two heads. He strikes three times per round, and does so with 3 weapons; a sword(d8), a knife(d4), and a club(d6). If you are one of those who uses magic, it has no effect on Dante he exists only in The Planes. Only Magic Users who can shift into The Planes can use magic against him.

Lair Beasts

Name	Size	Type	Int.	WP
Dog Face	S	L	8	6

Elves hate the Dog Face race. The main reason is that the Dog Face are a diminutive offshoot of the Elven race. They don't look like dogs, but they sure are ugly. About 1500 years ago, a powerful Sorcerer cursed an entire village of elves with the Dog Face curse, this not only made them hideous to view, but it made them evil to the core. They travel in organized packs, and carry a wide array of weapons. The pack leader will carry a d8 sword and the rest will carry d6 damage weapons. Elves go into a frenzy against them and receive 2 attacks per round, although they only have a 3 "to hit" during the encounter.

Name	Size	Type	Int.	WP
Goblin	S	L	5	4

The Goblin is a classic enemy of old. These little critters are not very intelligent, but they do not need to be; they travel in large groups. The most likely place to find goblins is in a small cave or dwelling of some kind. They like the dark and they like meat, human meat especially. They are not nice, and never retreat. They do usually have treasure, but it will be Wilmst, not anything else.

Name	Size	Type	Int.	WP
Hobgoblin	S	L	7	5

They are going to get you, my pretties! Yes, the Hobgoblin is green and it does look like a witch, but they don't use magic, they use weapons. Most of these little fellows carry something known as a Hobbler, thus the name. The Hobbler is used to make cripple their prey, because Hobgoblins like to eat things while they are alive. They do their base damage plus weapon damage of d6+1. They will also have treasure, and you can always find at least one miscellaneous magic item in their lair.

Name	Size	Type	Int.	WP
M&M	S	L	6	3

Well, they don't melt in your hand either! The two M's stand for murder and marauding, and that is what these little beasts are known for. They are ravenous little suckers who have no respect for anyone or anything. They will eat anything that grows, walks, flies or swims and enjoy the experience. Don't waste time trying to talk to the beasts since they are deaf, and never let them sneak up behind you. They are capable of critical damage anytime they roll 1 "to hit" which doubles their normal damage of 2 to 4.

Name	Size	Type	Int.	WP
Pogo	S	L	1	4

Ah, the pogo! They got their name from what they do. They use their small size and agility to bounce on you. They have a spike permanently attached to the base of their spine which really stings. Pogos have a +4 damage bonus. Additionally, Pogos are extremely fast. All races except must roll 1 higher "to strike". Elves are fast enough that they naturally deal with the situation more readily.

Magical

Name	Size	Type	Int.	WP
Drekk	T	M	4	7

Aptly named for the word you use when you first see these bastards, DREKK! The Drekk is actually a species of bird. These magical birds travel in small groups and sing for royalty. Of course, their end goal is to dine on royal flesh, but they are so cute and sing so beautifully, one would never guess. When they are encountered, the party leader should roll initiative against the MM to see what happens. If the party wins initiative, one swing of a sword will shoo the birds away, if the party loses initiative, the birds will begin to sing. At that point, all characters must roll d10 to see if they fall asleep. Any roll higher than six (6) means that you are asleep until the birds stop singing. If you are still awake, shoo the birds with a swing. The

party will wake once the birds have left. However, they will also leave behind 1 scroll per two birds. Roll to see what you receive. It would be a shame to lose the whole party in sleep, but if that happens, end of story.

Walking Dead

Name	Size	Type	Int.	WP
Philly	H	WD	3	5 (x2)

The walking dead are always interesting to run into. They just seem to pop up, literally. Most of the time a Philly will come up out of the ground to attack your party with a lazy stride. Phillies never try to dodge or parry your attacks. Therefore, all striking parties can roll on a d10 or their normal strike die (whichever is lower). However, you have to kill them twice, so get to it. They strike slowly and only do base damage +2. Be aware that there may be quite a few of them!

Level Two

Beasts

Name	Size	Type	Int.	WP
Cave Bear	L	B	4	25

Here boy! Come here. Well, that may not be your first choice. A few months ago, the cave bear populous was stricken with rabies. Since then the bears have become very violent. A swoop from the cave bear will do d8 damage and its bite does d10+ poison from the rabies. Rabies makes a person sick and takes effect 5 squares after the encounter. This sickness takes 10WP per day and causes hallucinations. If not cured in 2 days there is a possible loss of sanity (1-5 on d10). Cure poison will get rid of the rabies.

Name	Size	Type	Int.	WP
Zit	T	B	6	4

Most likely this is the easiest level II creature to kill. There is only one trick, the acid. Zits spurt out an acid which does d8 initial damage, plus d6 each successive round for 3 rounds. Acid damage to armor cannot be repaired. There are a lot of these guys (2d10+2) but, they can only be hit on a 4 "to hit".

Demons

Name	Size	Type	Int.	WP
Poltergeist	S	D	4	10

A poltergeist is a very simple beast to kill. It does only it's base damage of four and that is no problem. However, armor is ineffective against a poltergeist, so ignore it. Also, a poltergeist gets two strikes. Don't be afraid of them. They can sense fear and they are attracted to it.

Humans

Name	Size	Type	Int.	WP
China Wolf	H	B	5	16

The China wolves travel in pairs. The wolf is not rabid or angry, it is just plain evil. Don't talk, just fight. The wolves are strong, doing d6, and they are fast enough to get two attacks per round. A powerful enemy to be sure.

Name	Size	Type	Int.	WP
Krupke	H	L	8	23

A renegade Krupke definitely is, a renegade with strength. He left the law enforcement of the king in order to avenge the death of his daughter, who died at the hands of travelers. You are travelers, so beware. He is a Sorcerer, and can use all first level and second level offensive spells. He also strikes a d10 "to strike" and with a 4 "to hit" with a massive d8+2 Long Sword. He is a hardy foe who bears mail armor and a sneer. Good luck!

Lair Beasts

Name	Size	Type	Int.	WP
Hair	H	L	2	12

Hair are a race of humans. They are covered in their name, and are very stupid. But if you stumble in, hope that you can crawl back out. The hair carry clubs which do d6 damage. That's it.

Name	Size	Type	Int.	WP
Trachea	S	L	5	8

The Trachea gets it's name from the way it hatches it's young, in a dead persons throat. Hopefully that throat does not belong to you. It kills by a poison which does d10 damage per round for three rounds. A Trachea does an additional +4 damage to any character after the first time it hits that character. Fighters do double damage against Tracheas and thieves have a 5 "to hit" instead of the normal 4.

Magical

Name	Size	Type	Int.	WP
Shadow	S	M	2	4

The shadow is the trickster of the dark. It has no real power other than the dark, which it uses well. With it's power, it places a spell over each party member (1-7 on d10) which makes it so as if they were forever in the dark of night. Casting a spell of light or restore vision will counter this effect, as well as kill any shadows within its range. The only other way to physically harm a shadow is with a dagger or magical attacks. Everything else will seem to harmlessly pass through them.

Walking Dead

Name	Size	Type	Int.	WP
Google	H	WD	2	19

These walking dead are often remnants of long lost warriors, and are very tough. When they are called from the ground, they are often found with plate armor, it's a bit rusty (20WP) and a long sword which does d8 damage. Magic has double the affect when used against these walking dead.

Name	Size	Type	Int.	WP
Skeleton	H	WD	2	6 (x2)

Why is it that you always have to kill the walking dead twice? Who knows. However, be aware that skeletons are not a nice enemy to run into. They will be armed, every third one having a d8 sword, the rest having d6 clubs. They are a little slow and off balance and need a 4 "to hit". Any character who rolls a 1 "to hit" scores a critical strike versus the skeleton.

Level Three

Beasts

Name	Size	Type	Int.	WP
Drat	L	B	10	26

Drat! I hate it when this happens! The Drat is a fairly intelligent tree dweller who tends to ruin peoples days. They have natural armor like an armadillo (equal to mail) and move very slowly. To hit them, all classes need a 5 "to hit". Beware though, many a warrior has notched or broken a sword on this armor. Any time you roll a 10 "to hit", roll d12 to see if your weapon breaks (1-3 it breaks). Also, the Drat strikes with claws that do d8 damage.

Name	Size	Type	Int.	WP
Flube	S	B	3	7

The Flube is a relative to the pogo. Yes, that means that they also have a spike permanently attached to the base of their spine. However, unlike their cousins, they do not jump up and land on your head. They run at you, backwards. Pretty funny to see a little thing running backward toward you, screaming for all it's worth. Because they are striking from a reverse run, they have to roll a 1 "to hit". However, the point of their spike is both armor piercing (armor is not effective) and poisonous. The poison is only temporary, causing blindness for d6 rounds. However, if you are blinded, Flubes will only need a 3 "to hit".

Name	Size	Type	Int.	WP
Rast	H	B	6	12

The dwarves once believed that Rasts were ancient descendants of the chimpanzee. That the Rasts had simply grown slightly larger than their cousins and become almost hominid in form. Well, yeah, right! Dwarves said they were strong, not smart! Rasts are actually half human half orangutan, the result of some Clerics flubbed restoration spell or something. They bred very quickly and established themselves as a high mark on the food chain. They do cook their food, by the way, and they can be reasoned with. They are no man-eaters, but do not like to be infringed upon. They do +4 damage with any weapon they chose, and they are adept as any fighter (1-5) in combat. MM should feel free to give them as many weapons as they want...even magical ones, they like those.

Name	Size	Type	Int.	WP
Sterling	H	B	2	35

Sterling...hmm, I bet it's expensive if it's real! You may find that it is very expensive for you to find one of these beasts. A sterling is a half breed, not really a beast, not really human. The origin of Sterling-kind goes back to the Heibech region of Wilmsry. Like the Wilmsry people, the sterling spontaneously reproduce. They need no partner for it. Also, they have two hearts, but no brains. Because of their two hearts, they take only half damage from any attack (even magical), and can see the invisible and hear the silenced. They strike with their right hand, which is a clawed hook, doing base plus 1d12 damage.

Name	Size	Type	Int.	WP
Wolf	S	B	4	6

An old stand-by in terms of roleplaying, a wolf. Nothing special to say about them, except that they have a +2 damage modifier. Go get 'em boy!

Demons

Name	Size	Type	Int.	WP
Rinkle	L	D	1	16

A wrinkle is a large, ugly fold of skin which makes people look older. Exactly right! A Rinkle (the demon, I mean) is a large beast, very ugly, and looks like folded skin. It has a very unique attack which ages people. The effect is actually just a hallucination, but it is still very effective. A wrinkle excretes a toxin in a stream and has a d8 "to strike" with a 3 "to hit". If it hits, you must roll d6 and if you get a 1 or 2, you believe instantly that you are old; very old. The hallucination is complete, your strikes (no matter what level you are) are rolled on a d20 "to strike" and you only have a 2 "to hit". This effect is directly tied to the Rinkle; so, when it dies, the effect is instantly broken off. However, you will still feel a bit stiff in the joints for a few squares.

Humans

Name	Size	Type	Int.	WP
Frank	H	H	10	20

Frank is just this guy, ya know? He just sorta likes to be in on the action. Frank is actually a term used in the thieving trade for a con-man. In other words, Frank is a thief. Be aware that Frank has some thieving skills, and picks pockets very well. He also carries a magical ninja-to which does d8+6 damage. He can sometimes be reasoned with, sometimes even convinced to join the party (BAD idea) but usually, he is just a fierce foe. Roll a d10 at the beginning of an encounter with Frank. One a roll 1, Frank steals all of the parties treasure and then disappears.

Name	Size	Type	Int.	WP
Primp	H	H	7	18

Yes, I am beautiful, aren't I? The primp is a woman. She also is very beautiful. Long dark hair, bright green eyes, 38-24-36, you know...calendar girl. She also tends to be seen naked. Anyone with a phobia of the opposite sex who is male will instantly faint, no matter how mild the phobia is. Also, most female characters will really hate Primps. Each male member of the party (either sex) must make a d10 roll to see if they are enthralled (1-5 you are). If so, you will not do anything. If she can enthrall all of you...see ya, she'll pull out her little dagger and slit your throats.

If not, she will attack any member who does not appreciate her beauty. She has a crystal dagger which is magical (d8+2), so watch your step! You may roll d12 too see if you can become un-enthralled (1-4) at the end of each round.

Lair Beasts

Name	Size	Type	Int.	WP
Blumble	S	L	4	16

Bubbles? No, Blumbles! They just look like bubbles! That's right, Blumbles do not have arms or legs; they just roll from place to place. They are kinda cute, but don't pick one up, they have quills (d12 damage). With these quill they also do a rolling attack (d20 damage). There is really no way to know how many quills you will get stuck with. Oh yes, one important note. Don't use bladed weapons!! Each time you hack a piece of these things off, it becomes a whole Blumble itself! Use spells, projectiles, sticks, whatever, but don't cut them....it would be bad.

Magical

Name	Size	Type	Int.	WP
Werebeast	L	M	6	32

Oh where, oh where has my little dog gone? Oh where oh where can he...OH @\$#! Yeah, you found him. A werebeast is actually a planer being, a protrusion into our world in the shape of a Warg. There is a spell, call werebeast, which is similar; however, this werebeast is a smaller kin. Usually these beasts are found in areas where kill is fresh, they stay on our plane for as long as they can find food. They do get two attacks per round, and their damage is d10+5! Ouch!

Walking Dead

Name	Size	Type	Int.	WP
Ghoul	H	WD	2	15

One of those things you never really want to see...a ghou. Not really Walking dead, not really demon...kinda a mix of the two. Really there is no demonic presence in these things, in fact there is not much of a presence at all. They are slimy-looking, grossly proportioned cretins. Usually you find them wandering around graveyards or other places where the dead can be found. They have the ability to bring the ghouls that you kill back to life. In place of its normal attack a ghou can bring a dead ghou back to life on a roll of 1-3 on a d10. If a ghou does succeed in re-raising another of it's brood, it will join the fray at full points again. They usually carry d6 bludgeoning weapons, but have been known to carry others.

Name	Size	Type	Int.	WP
Zombie	H	WD	3	12

Boy, you look dead this morning! Hey, you are dead, aren't you! Yes, these are the original walking dead. Basically, when somebody screws up a reincarnation, this is what you get, a body with no soul. Zombies often have flesh peeling off from them because of their need for blood to keep the skin alive. The zombie metabolism needs fresh blood to continuously nourish it's Undead system. So, they usually travel in groups to find fresh meat. Zombies have two very special attacks. They are both automatic. The first is the grapple. When a zombie rolls a 1 "to hit", you are grappled, no damage is done, but you may not strike. The next round, both you and the dead guy roll d10 to see if you break free, or if he gets your throat; again, no damage (whoever is higher wins). If the Zombie wins again then on the third round, you both roll d10 (in case you don't know whoever is higher wins) to see if you break free or lose WP. If you lose on the third and any subsequent rounds you lose d20 WP until you are dead or break free. The other special attack is leprosy. If a zombie attack gets through your armor and hits you personally past your armor, roll a d8. A result of 1 or 2 means you contracted leprosy (a disease) and lose d6 WP every 10 squares until you are dead or cured. If you take damage from the grappling attack you automatically get leprosy. Lucky you!

LEVEL FOUR

Beasts

Name	Size	Type	Int.	WP
Drake	B	B	15	135

These guys are humongous, I mean really, really big! They look very similar to a cross breed of a dragon and a snake. They have very long, serpentine bodies and short legs. Oh, yeah they breath fire, too. A Drake attacks with all out physical brute force. They are not dumb either, and will almost exclusively attack the weakest member of the party and then work his way up to the strongest. We mean weakest in terms of the lowest amount of WP. A Drake's fiery breath works as per a fireball spell. However, it can only target one character. Also, a Drake can only breath fire every 4 rounds.

Name	Size	Type	Int.	WP
Stink Bug	S	B	1	4

Oh, look a teensy, tiny, puny little - WHHEEEEEEEWWWW! What is that rotten -Ug... choke...gasp. These guys may be small, but the little stinkers sure do pack a punch.

A stink bug's small size causes all attacks against it to be rolled as if the attacker were one level lower. Also, a successful attack will only occur on a 2 "to hit" regardless of class. When a stink bug attacks it causes base damage plus (yes, there's a bonus here), the affected victim gains a random phobia that lasts for 1 day. At the end of the round the character will no longer be affected by the phobia. If a character is struck by multiple Stink Bug attacks then the phobia's duration is cumulative. The MM should use his discretion in any cases where phobia's may conflict.

Demons

Name	Size	Type	Int.	WP
Djinni	G	D	16	86

Intelligent and deadly, the Djinni is a most dangerous creature. The mere size of one of these things is enough to make you turn white, but their size is not what you have to worry about, it's their minds. You could say they are insanely smart. If your lucky enough to find them in a good mood you may be able to talk your way out of a confrontation, but not likely. Roll a d20 and if a result of 1 comes up, consider yourself lucky.

What do you mean you wanna know what the bright side is? All right, the good side to the whole matter is that they normally travel in small numbers. Other than that, your screwed. A Djinni can cast all spells of levels 1 to 4 (each of which they can cast up to 4 times per day). The most frustrating tactic that the Djinni will use, however, is if they are about to be defeated and realize it before it's too late, they will attempt to escape into another plane where they can recuperate. They have no qualms about running away so they can fight again another day.

Name	Size	Type	Int.	WP
Ghost	H	D	3	28

Ghosts are a most frightening creature for they do not truly exist in reality. Don't get me wrong, they really are there and they really can hurt you, it's just that it is really tough for you to hurt them. Ghosts are not noted for being extremely bright and will sometimes not even notice a party of characters. Roll a d12 anytime the party encounters ghosts. A result of 1 means that the party may evade combat completely. When a ghost attacks its chilling touch is what actually causes damage. Whenever damage is done to roll a

d12 and on a result of 1 the damaged character gains a phobia. Only magical weapons and spells can affect a ghost. Armor is useless against the attack of the ghost.

Name	Size	Type	Int.	WP
Spectre	H	D	5	32

Similar to ghosts, Spectres are doubly dangerous. First off, as well as ghosts the Spectre can only be harmed by magical weapons and spells and your armor is useless. Secondly, once a Spectre engages in combat he will pursue his prey until killed. Anytime the characters leave a combat with a Spectre without having dispatched all of them, the remaining Spectres will follow the characters until either they or the characters are destroyed. Roll d20 for movement just as you would for a movement roll for the party.

Humans

Name	Size	Type	Int.	WP
Craig	H	H	6	24

Craigs are very mercenary-like humans. They are well trained tacticians and are very formidable opponents in combat. They are always well armed (two-handed swords which deal d12 damage) and wear a very chitinous armor (considered as plate mail) which is rumored to have been created from the rocks that were found in the Craigs of Death. Hence they've gotten their names, Craig.

When in combat, these guys will use every nuance of tactical knowledge they have to gain an advantage over their enemy. Whenever they are encountered in rocky or mountainous areas (which is almost always the case) they get a home field advantage and anyone attacking them will roll as if they were 1 level lower than they actually are.

Name	Size	Type	Int.	WP
Herman	H	H	9	36

Hermans are dangerous foes. They are expert swordsmen and great fighters. Plus, they can turn invisible at will. They will always wield a sword and be wearing plate mail armor. Also, if they are invisible they can only be hit on a 2 "to hit" no matter who is attacking them. Just to add insult to injury, they attack as a level 5 creature. Thus they do a base damage of 25 + any weapon damage. Good Luck!

Lair Beasts

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Drarl	L	L	9	19

What can I say about a Drarl. They are of average intelligence, they always travel in pairs, and they really love humanoid flesh. In fact, a Drarl's viscous attack consists of spitting acid onto its prey and then attempting to suck the skin off, slowly eating its victim layer by layer. Eeeew! That sounds painful. A Drarl acid attack causes base damage +10 to any character that is hit. Armor does not help protect against this particular form of attack either. In fact, any character that is wearing chain or plate mail armor and is successfully attacked by a Drarl will suffer an additional 10 points of damage each round after the attack for two consecutive rounds. Hence, a character will take a total of 20 extra points of damage over the next two rounds. Unless, of course, the armor is removed.

Magical

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Drudge	H	M	5	12

Drudges are nasty creatures. Magical by nature they have innate knowledge of all offensive spells of levels 1 to 4. They can at anytime cast any of these spells. They are not subject to the restrictions of Magic-Users and have unlimited use of these spells. This innate magic ability makes these guys one of the most formidable opponents around. They will never strike with their hands, ever. They will always cast spells.

Walking Dead

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Bones	S	WD	2	14

Small, stupid and skeletal. These three words sum these guys up to a tee. Most people wonder what makes these guys so deadly, they seem harmless enough and it doesn't take much to kill them. However, what makes them so deadly is that they are like a pack. They will all gang up on one target and exhaust all of their effort on that one target until it is dead, and then move on to the next. Whenever a party encounters a group of Bones roll a dice to determine who they choose as their target. That character will be attacked by all of the Bones until they are destroyed. If the character dies, determine the next target and continue on with the fight.

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Floater	H	WD	3	8

A Floater looks just like a big white sheet that floats. Hence, Floater. Many people mistake a floater for a ghost. WRONG! A Floater is much different from a ghost. What makes a Floater so deadly is its vicious attack. Whenever a Floater attacks and successfully hits a character, the character becomes entangled in the floater. The Floater, then instantly floats as high as he can upward. Meanwhile the character is getting suffocated. Each round after becoming entangled the character can do nothing except roll a d20. On a result of 1-5 the character breaks free of the Floater's deadly clutches, and plummets to the ground taking a d10 of damage. Ouch. If the character remains entangled then he suffers normal damage. Plate armor is the only armor that helps protect against a Floater.

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Undead	H	WD	3	18

Just like the name says, these guys are undead, and man are they UGLY! Watch out when you kill 'em as well, funny things tend to happen. People claim that when these things get killed their spirits try to take control of whoever kills them. Whenever a character kills an Undead, the spirit of the Undead will attempt to enter that characters body and control him. Roll a d12 and on a result of 1-4 the spirit enters the characters body and forces him to attack his own party for the next d4 rounds. The player may choose who he attacks. At the end of the d4 rounds the spirit departs and the character may act normally once again.

LEVEL FIVE**Beasts**

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Dread Lock	XL	B	4	40

The dread lock is actually not all that dreadfull. It

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Stalka Beast	XL	B	15	125

Just sounds like a cool name, doesn't it? If you could be any beast in this game, you would probably want to be this one. Okay, here's the powerful creature you would be...You are impervious to fire, lightning, poison, or illness; you can see the invisible, hear the silenced, and have the ability to strike through any force field. Last, but not least, you are a shadow, and like a shadow, only knives or dirks

can hurt you, swords or bludgeoning weapons have no effect. You also possess all of the level 1 to level 5 offensive spells, and may cast them without limitation. Pretty cool, huh? There's only one problem, you are not one of these...you are fighting one of these. Too bad.

Demons

Humans

Lair Beasts

Magical

Walking Dead

<i>Name</i>	<i>Size</i>	<i>Type</i>	<i>Int.</i>	<i>WP</i>
Vampire	H	WD	12	95

Yes, bartender; I'd like a bloody Mary. No, I don't care what her last name is, just make sure she's still alive, okay? Many tales have been told about these mythical creatures of the dead. They seem to inspire both awe and great fear in those who actually encounter them. When encountered, all members of the party must roll d12, if the roll is 1-4, that member is awestruck. This effect is the same as the spell stupid (see offensive spells, lvl. 2). There is one difference, you get to roll each round to see if you snap out of it. Each awed character can roll the d12 at the end of every round. On a result of a 1 or 2, he snaps out of it. There is no need to roll each round to see if you are awestruck; if you were not at first, then you have seen through the beautiful guise of the vampires and are aware and pissed off. Vampires get two attacks per round and can see the invisible and they are immune to the Turn Walking Dead spell. These are fearsome foes and not to be toyed with by the unwary. Oh yes, Vampires are masters of all offensive and special spells levels from levels 1-5.

Charts and Tables

These are the charts and tables you will use during your journey through the maze. Any time you find an item or creature roll on the appropriate table to determine the exact nature of it. The prices listed along with items will be the cost of the item if the item is purchased from a store.

Weapons

Cutting Weapons:

Roll	Item	Class	Damage	Cost
1-2	Axe	F,T,M	d6	50
2	Bastard Sword	F	2d6	675
3	Battle Axe	F	d6+1	250
4	Broadsword	F	d10+2	500
5	Claymore	F	d12	800
6-7	Dagger	F,T,M	d6/2	75
7	Katana	F,T	d10	525
8	Kopesh Sword	F	d10	525
9	Long Sword	F,T	d8	500
10	Ninja-to	F,T	d8+1	450
11	Rapier	F,T,M	d6	200
12	Short Sword	F,T,M	d6+1	250
12	Wakazashi	F,T	d6+1	300

Bludgeoning Weapons:

Roll	Item	Damage	Cost
1-2	Club	d6	25
3	Flail	d8+2	175
4	Mace	d6+2	125
5	Morning Star	d8+1	150
6	Quarter Staff	d6	25
7	Spiked Staff	d8	150
8	Whip	d6/2	35

Thrown Weapons:

Roll	Item	Damage	Cost
1	Axe	d8	25
2-3	dart/spike*	d6	3
4	knife	d6	10
5	Shrunken*	d6	2
6	Spear	d10	150

* up to ten of these weapons may be carried and only count for 1 weapon slot.

Explosives:

Roll	Item**	Dam/Range	Cost
1	Blast Powder	1d10+2 / 2 sq.	250
2	Flash Powder	Blind / 1 sq.	145
3	Knock-out	KO / 1sq.	450
4	Shrapnel Ball	1d8 / 1 sq.	250

** two of these weapons count as one weapon slot

Pole Arms:

Roll	Item	Damage	Cost
1	Awl Pike	d8+2	400
2	Bardiche	2d8	900
3	Naganita	2d6+1	600
4	Spear	d8	150

Armor

Roll	Type	Cost*	WP	AR	Class	Min
1	Cloth	300	12	3	Any	1
2	Leather	500	15	6	F,T	1
3	Studded	750	18	10	F,T	2
4	Mail	1000	30	12	F	3
5	Plate	2000	45	15	F	4
6	Shield	100	5	2	F,T	1

*Costs are triple for trolls, and half for elves or dwarves.

Using Armor

The six types of armor are each a bit more or less useful. In combat, here is how it works. If an enemy scores a hit, you must roll d20. If you roll equal or lower than your AR (armor rating), the damage is done to the armor. If you roll higher than your AR rating, damage is done to your character directly! The Min (minimum) number is a secondary thing. If your roll is so that damage is done to the armor, the armor of course can withstand some damage without being truly hurt. If damage is done to your armor and it is above the Min then subtract the damage from your armor's WP. When the WP of armor is reduced to 0 it is permanently destroyed.

Repairing Armor

There are two ways to repair damaged armor. First, you may buy the repair from a store. The stores will all repair armor for 1/10 of the cost of your armor per point you wish repaired. Once your armor points reach zero, the armor may not be repaired. The other way is through special skills. Thieves have the special skill option of Repair Armor, which only applies to leather, studded, or cloth. However, they can do it. See the special skills section for thieves (p. 21).

Encounters

Roll a d8 when an encounter occurs to find out which table to roll on. Then roll a d10 on the appropriate table to find the encounter type.

d8	d10	Result
1	1	Lair Beast
	2	Magic
	3	Beast
	4	Food
	5	Human
	6	Magic
	7	Walking Dead
	8	Beast
	9	Lair Beast
	10	Demon

2	1	Lair Beast
	2	Miscellaneous Magic
	3	Beast
	4	Walking Dead
	5	Joiner
	6	Demon
	7	Store
	8	Human
	9	Magic
	10	Weapon

3	1	Demon
	2	Walking Dead
	3	Lair Beast
	4	Miscellaneous Magic
	5	Beast
	6	Teleport
	7	Disease/Poison
	8	Magic
	9	Human
	10	Magic Armor

4	1	+10 WP
	2	-10 WP
	3	Teleport
	4	+10 SP
	5	+25 WP (to base)
	6	+25 SP
	7	-15 WP
	8	Teleport
	9	+3000 WM
	10	- All armour

d8	d10	Result
5	1	Magic Weapon
	2	Lair Beast
	3	Miscellaneous Magic
	4	Human
	5	Food
	6	Miscellaneous Magic
	7	Demon
	8	Walking Dead
	9	Beast
	10	Magic Armor

6	1	Beast
	2	Grimoire
	3	Lair Beast
	4	Human
	5	Demon
	6	Disease/Poison
	7	Store
	8	Miscellaneous Magic
	9	Magic
	10	Joiner

7	1	Human
	2	Faerie
	3	Demon
	4	Beast
	5	Insanity
	6	Phobia
	7	Lair Beast
	8	Darkness
	9	Walking Dead
	10	Magic

8	1	Miscellaneous Magic
	2	Beast
	3	Faerie
	4	Magic Armor
	5	Walking Dead
	6	Lair Beast
	7	Demon
	8	Human
	9	Magic
	10	Food

Magical Staves

Roll d8 and consult this chart for special staves. A staff's power may be used 1 time every 250. If used as a weapon it does d8 damage. Note: Affected beings must be entirely contained within designated areas of effect. (See Size p. 11).

Magic Staves Table:

Roll	Staff	Power
1	Rowan Staff	Protective dome 100wp in strength. Can contain up to one square of space. No strikes may occur from within the bubble.
2	Birch Staff	Freeze up to 2 squares of opponents indefinitely.*
3	Walnut Staff	Weaken all opponents in up to 2 squares. All future hits do 2X damage on effected creatures.*
4	Oak Staff	Turn 2 squares of opponents to stone.*
5	Crystal Staff	Make party invisible for 1d20+5 squares. All attacks are successful on 1-7; enemies must roll a 1 hit.
6	Poplar Staff	Healing staff, adds 1d20+10 WP to 1d6 individuals up to maximum.
7	Pine Staff	Shoots d6 fireballs with automatic hit. Targets are chosen by magic user. Fireballs do 1d10+4 damage each.
8	Cedar Staff	Gas knocks-out 3 squares worth of enemies area for 1 day.*

* Staves and spells designated with an asterisk are done so for this reason: power of the spell is to work on a certain number of squares worth of size. This means if 2 squares of opponents die, the character will kill the number of opponents it takes to fill two squares. A Jurassic creature (Dragon) would not be affected by such a spell, but a Gigantic creature (Djinni) would be. In order to be affected, the entire creature(S) must be contained within the given number of squares (See Size p. 11)

Joiners

A Joiner is a fellow adventurer that your characters meet in the dungeon. Roll on the Level Table to determine the Joiners Level. If the party accepts the Joiner, roll up a new character. If the Joiner is a Magic User roll for spells one time for each level. Then randomly choose spells using the Level Table for spell level, and rolling on the Spell Listing to determine the exact spell. The Maze Master can give the Joiner any weapons and armour (magical or otherwise) that he deems fit.

Level Table:

Roll	Level
1-2	I
3-4	II
5-6	III
7-8	IV
9-10	V

Magical Cloaks

Every thief begins the game with a special cloak. Roll a d8 to determine which cloak he gets. Also, anytime a miscellaneous magic encounter results in a cloak roll on this table to determine which cloak is found.

Magic Cloaks Table:

Roll	Cloak	Power
1	Healing	Once every 20 squares the wearer may heal himself up to 10 WP (roll 1d10). The wearer can never gain more than his current maximum WP.
2	Strength	The wearer of this cloak will do critical damage on all successful attacks. However, because of the cloaks odd origin (It is knitted of silk and rumored to have been made by the archangel Hilary) the player may not this bonus unless he is acting in self defense. In other words he himself could not have actually instigated the.
3	Invisibility	The wearer may become invisible, incurring all bonuses and granted as per being unseen, once every 100 squares. (See invisibility spell).
4	Speed	This cloak will allow its wearer to double his attack rate. It's powers may be used once every 50 squares.
5	Regeneration	This cloak will regenerate up to 6 WP for its wearer (roll 1d6) every 20 squares of movement.
6	Armor	This cloak acts as an equivalent to a full suit of plate armor. However, it weighs no more than leather and makes no noise whatsoever.
7	Flying	Upon activating this cloak, the wearer is imbued with the ability to for up to 20 squares. This ability can be invoked every 50 squares of movement, not counting movement used while the cloak is active.
8	Ether	This cloak will allow its donna to assume a ghost-like form for up to 20 squares. This power may only be activated once every 100 squares and grants the user the ability to pass through solid object and walls. While in this form no attacks may be made and no creature will be able to successfully damage the wearer either.

Spells & Grimoires

Roll d10 on this table to determine the level of spells on a scroll or in a grimoire (roll for each spell in a grimoire). For a grimoire you get d10 spells, a scroll offer only 1. If you encounter a Joiner roll on this table to determine his level

Miscellaneous Magic

Roll on this table whenever you encounter a miscellaneous item. This will lead you to the appropriate table pertaining to the item you have found.

Miscellaneous Magic Table:

Roll	Result
1	Cloak
2	Potion
3	Scroll
4	Grimoire
5	Potion
6	Staff
7	Cloak
8	Jewelry
9	Potion
10	Scroll

Jewelry

Similar in many ways to cloaks, magically jewelry may be found scattered about the dungeon floor.

Jewelry Table:

Roll	Jewelry	Description
1	Ring of Power	Similar to the cloak of Strength, this ring will grant its wearer a +1 damage to all attacks.
2	Gauntlet of the Giant	This gauntlet increases the size of its wearer by one level.
3	Amulet of Light	This amulet, when worn and activated would be the equivalent of casting a light spell. It will also dispel darkness. (See spells).
4	Pendant of Fortitude	This pendant can be activated once every 100 squares. While activated the user will only take half damage from any form of attack.
5	Anklet of Invisibility	This anklet functions just like the cloak of invisibility. (See Cloaks).
6	Helm of Knowledge	The Helm of Knowledge will grant the wearer the ability to speak any one given language with perfect fluency. The language must be chosen before donning the helmet, but from then on out the character will be able to speak the chosen language as long as the helm is worn.
7	Bracelet of Flight	This bracelet functions as per the cloak of flying (see Cloaks)
8	Amulet of Stone	The amulet of stone is very powerful and ancient. when used it can turn up to 4 squares of opponents into stone. However, its powers may only be used once every 200 squares.

Potions

No potion can ever take a character above his maximum in WP unless explicitly stated elsewhere. These potions are found in the maze and cannot be bought in the store. Roll on this table when you discover a potion.

Potions Table:

Roll	Potion	Color	Uses	Duration	Effect
1	Healing	Blue	d8	Perm	+d10 +2 WP
2	Cure Poison	Green	d6	Perm	Cure poison
3	Speed*	Yellow	d6	50 sq.	Double attacks
4	Xtra Healing*	Blue	d2	Perm	Heal to Maximum WP
5	Strength	Red	d4	25 sq.	+8 Dam
6	Cure Disease	Aqua	d6	Perm	Cure Disease
7	Enlarge	Brown	d6	50 sq.	Size ↑ 1 step +4 Dam
8	Acuteness*	White	d4	d8 rnd.	"to strike" roll on d6
9	Death	??	d4	Perm	Your dead!
10	Invisible	Clear	d4	1 day	See Invisibility spell

Potion Prices:

Potion	Price	Potion	Price
Healing	150	Cure Disease	100
Cure Poison	100	Enlarge	75
Speed*	500	Acuteness*	800
Xtra Healing*	500	Death	50
Strength	100	Invisible	250

* Potions denoted with may not be selected as freebies at the onset. They can however be purchased at the onset of the game.

Faeries

Faeries are nice little winged creatures that you encounter every now and again. They mostly grant you good wishes. Roll d8 to determine what the Faerie grants you.

Faerie Table:

Roll	Result
1	+1 Level
2	+d20 Base WP
3	Magic Weapon
4	-d10 Base WP
5	Miscellaneous Magic
6	d10 x 100 WM
7	Magic Armor
8	+2 Level

Magical Weapons

Whenever you encounter magical weapons roll a d6 to determine the weapon type, then roll on the weapon table to determine the exact weapon. Then roll d6 to determine the damage modifier of the weapon.

Weapon Type Table:

Roll	Weapon Type
1	Pole Arm
2	Bludgeoning
3-4	Cutting
5	Thrown
6	Explosive

Weapon Bonus Table:

Roll	Damage Bonus
1	+d6
2	+2
3-4	+1
5	+4
6	+d10

Magical Armor

Roll on the armor table to determine the armor found. Then roll on the following table to determine AR and WP bonuses.

Magic Armor Table:

Roll	AR	WP
1	+4	+30
2	+2	+20
3-4	+1	+10
5	+2	+15
6	+1	+5

Food

Whenever you find food, it's a good thing because it's an easy way to regain WP. Consult the food table and roll a d6.

Food Table:

Roll	Type	Cost	WP
1	Chicken	20	+12
2	Bread	15	+5
3-4	Water	5	+2
5	Ale	10	+8
6	Meat	25	+15

Diseases and Poisons

Roll d8 to determine the effect and type of affliction.

Poison/Disease Table

Roll	Duration	Effect	Affliction
1	d20 sq.	-2d6 WP / sq.	Poison
2	100 sq.	-d6 WP / 10 sq.	Disease
3-4	d20	-d6 WP / 2 sq.	Poison
5-6	Perm	Gain Phobia	Disease
7	80 sq.	-d10 / 20 sq.	Poison
8	1 day	-2d20 / 10 sq.	Disease

Traps

Roll d8 to determine the effect and type of affliction. Any character may avoid the effects of a trap on a roll of 1-5 with a d20.

Poison/Disease Table

Roll	Trap	Effect
1	Poison Arrow	d8 damage plus poison. Roll on Poison/Disease table.
2	Falling Rocks	d20 damage. Entire party.
3-4	Darts	d6 damage. Entire Party.
5-6	Arrows	d10 damage. Entire Party.
7	Pit	d20 damage from fall.
8	Spike	d10x10 damage.

Climbing

The MM may put something to climb in your way. For each ten feet up that must be traveled d10 must be rolled. Here is the chart:

Climbing Table:

<i>Wall Type</i>	<i>Success</i>	<i>Fall Damage</i>
ROPE	1-7	d6 per 10'
ROCK	1-6	d8 per 10'
TREE/WOOD	1-7	d6 per 10'

Damage from a fall is done to the individual. Also, a saving throw of 1-2 on d20 may be attempted if a character falls. If successful no damage is taken for that 10' of fall.

Leaps

Gorges or ravines or even rivers. No character can jump further than 15 feet. Here is the chart.

Leap Table:

<i>Leap</i>	<i>F</i>	<i>T</i>	<i>MU</i>
3-4'	1-10	1-10	1-9
5-8'	1-8	1-7	1-6
8-12'	1-6	1-5	1-4
12-15'	1-4	1-3	1

Failed leaps have results up to MM, but normally result in a fall. Use the damage from the climb chart to determine damage for the fall.

Stores

The Store is just that, a place to buy stuff. If you've got enough Wilmst that is. The MM has finally say over prices (which could be higher than normal), and if items are actually available.

Random Directions

Whenever the party teleports or enters an invisible zone, roll 2d8 (reading each roll separately) on this table to determine direction the next movement will be made in. If you end with two contradictory results movement will proceed in the direction of the first roll. For example, a roll of 2 and 4 would be North and East meaning the characters will move NE. While a roll of 1 and 6 would be North and South, meaning the characters will move N.

Direction Table:

<i>Roll</i>	<i>Direction</i>
1-2	North
3-4	East
5-6	South
7-8	West

Spell List

Level One:

	<i>Offensive</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusionist</i>
Roll	1	2	3	4	5	6
1	Doze	Shield	Heal	Sense Aura	Open/Lock	Door Illusion
2	Stun	Resist Cold/Heat	Restore Vision/ Hearing	Call Demon	Hover	Darkness
3	Freeze	Sense Trap	Calm			Light
4	Weaken					
5	Strength					
6	Blind					

Level Two:

	<i>Offensive</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusion</i>
1	Insane	Remove Trap	Awaken	Invisible	Fly	Senseless
2	Stupidity	Sense Presence	Cure Insane	Call Demon	Control	Fog
3	Heat/Cold	Turn Walking Dead	Cure Stupidity			Disillusion
4	Acid					

Level Three:

	<i>Offensive</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusion</i>
1	Fireball	Sense Danger	Remove Poison/ Disease	Possess	Enchant Weapon	Clone
2	Shrink	Bubble	Thaw	Spy Plane	Creatures	Chameleon Tongue
3	Ice	Plane Gate	Purifying Light		Stop Time	Throw Voice

Level Four:

	<i>Offensive</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusion</i>
1	Earthquake	Reflect Strike	Restore	Enter Plane*	Breathe Foreign Environment	Size Of The Behemoth
2	Noxious Vapor	See Invisible	Raise Dead	Create Zombie	Enchant Character	Death
3	Fireballs	Bubble Strike				
4	Lightning					

Level Five:

	<i>Offensive</i>	<i>Protection</i>	<i>Healing</i>	<i>Divination</i>	<i>Special</i>	<i>Illusion</i>
1	Mangle	Invisible Field	Resurrect	Werebeast		Duplicate Foe
2	Death	Heat Impervious	Ultravive	Cast Plane	Speed Of Sound	Teleport
3	Petrify	Armor Skin		The Eye*		

The Bad Guys

Whenever you encounter a creature during your trek through the maze you will consult the creature tables listed below. Roll once to determine the level of creature, then roll again to determine the exact creature.

* A party will never encounter a creature whose level is greater than one higher or lower than the highest level party member. For example, If all party members are level 3, the characters will only encounter level 2 to level 4 creatures. But, if one member is level 4 the party will encounter level 3 to level 5 creatures.

Creature Type Table:

Type	Abbr.
Beast	B
Demon	D
Human	H
Lair Beast	L
Magical	M
Walking Dead	WD

Level	Roll	Name	Type	Size	Int	WP	Treasure	+SP	#Appear
I	1	Bat/Rat	B	T	1	1	-	-	2d8
	2	Shrieks	B	T	6	3	-	-	d6
	3	Viper	B	S	1	3	-	-	d8
	1	Gremlins	D	G	6	8	-	-	d6
	1	Dante	H	H	12	20	4d20	+20	1
	1	Dog Face	L	S	8	6	2d20	-	d10
	2	Goblin	L	S	5	4	d10	-	d10+3
	3	Hobgoblin	L	S	7	5	5d12	-	d6+1
	4	M&M	L	S	6	3	-	+4	d8
	5	Pogo	L	S	1	4	d10	-	d6
	1	Drekk	M	T	4	71	Scroll	-	d6
	1	Phillies	WD	H	3	5	2d20	+8	d6
II	1	Cave Bear	B	L	2	20	-	-	1
	2	Zit	B	T	6	3	-	-	2d10
	1	Poltergeist	D	S	4	10	-	-	2
	1	China wolf	H	B	3	16	-	-	2
	2	Krupke	H	H	15	25	4d20+10	+8	1
	1	Hair	L	H	4	10	2d20	-	d10
	2	Trachea	L	S	5	7	2d10+5	-	d12
	1	Shadow	M	S	2	4	-	-	d8
	1	Google	WD	H	2	15	-	+15	d6
	2	Skeleton	WD	H	2	6	2d20	-	d8+2
III	1	Drat	B	L	4	26	2d10	+10	1d6+1
	2	Flube	B	S	3	7	-	-	1d10
	3	Rast	B	H	10	12	-	-	1d6
	4	Sterling	B	H	10	35	-	+10	2
	5	Wolf	B	S	4	6	-	-	1d20
	1	Rinkle	D	L	1	16	-	-	2
	1	Frank	H	H	10	20	150	+5	1
	2	Primp	H	H	8	18	3d20	+3	1d6
	1	Blumble	L	S	4	16	2d20	+5	1d10
	1	Werebeast	M	L	6	32	2d20	+10	1-2
	1	Ghoul	WD	H	2	15	-	+5	1d6
	2	Zombie	WD	H	3	12	-	-	1d8

Level	Roll	Name	Type	Size	Int	WP	Treasure	+SP	#Appear
IV	1	Drake	B	B	5	135	10d20	+40	1-2
	2	Stink Bug	B	S	1	4	-	-	2d20
	1	Djinni	D	G	16	86	5d20	+18	1-2
	2	Ghost	D	H	3	28	-	-	d6
	3	Spectre	D	H	5	32	-	+10	1-2
	1	Craig	H	H	15	24	2d20	-	d6
	2	Herman	H	H	15	36	4d20	+15	1-2
	1	Darl	L	L	5	19	4d20	-	2
	1	Drudge	M	H	5	12	-	-	d8
	1	Bones	WD	S	2	14	-	-	d6
	2	Floater	WD	H	3	8	-	-	d10
	3	Undead	WD	L	3	18	-	-	d8
V	1	Dragon	B	J	18	400	1000d20	+150	1
	2	Dread Lock	B	XL	4	40	-	-	1d8
	3	Stalka Beast	B	XL	15	125	4d20	+25	1 2
	1	Spinnet	D	T	3	12	-	+12	3d20
	2	The Unnamed	D	B	10	666	-	+180	1
	1	IMU	H	H	?	100	10d20	-	1 2
	1	Spike	L	S	3	25	100d20	+10	1d20
	1	Decapitator	M	L	6	110	-	+15	1d6
	2	Phantasm	M	S	1	25	-	-	1d8
	1	Vampire	WD	H	17	95	10d20	+15	1d4

Mm Note:

Be aware MM that you are free to create any situation which you so desire. These creatures are simply stock so as to simplify your job. It is also good not to let the party see the rolls which are made until the encounter has begun. Be creative.

MAZE WORLD

Personal

Name			
Class	Sub-Class	Level	Skill Points
Race	Size	Sex	Age
Phobia	Intelligence	Temperament	Motivation
Strength			
Special Skills		Languages	
Advantages		Disadvantages	

Combat

Food

cost of living:

Base WP	Current WP	Type	WP	Amount
Armor	Max WP			
AR	Curr WP			

Miscellaneous

Wilmst			
<i>Equipment</i>	<i>Description</i>	<i>Equipment</i>	<i>Description</i>

Spells & Magic Items

[illegible]