

Players Handbook

for the

WILD LANDS

Campaign

*Using the original Tunnels and Trolls rules
from 1975 by Ken St. Andre*

Written by

Mattias Wikström

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FOREWORD

The Wild Lands campaign uses the original Tunnels and Trolls rules published in 1975 by Ken St. Andre. The rules have been re-released by Outlaw Press as the *1st Edition*.

This document assumes prior knowledge of the mechanics of the Tunnels and Trolls rules. Anyone familiar with the 4th or 5th editions of the rules will feel instantly at home. But beware, there are some differences.

I have made a couple of changes to the rules, but on the whole this campaign will be run by the book.

INTRODUCTION

The punishment meted out for most crimes in the Old World is banishment to the Wild Lands. The courts of the Monarch do not care if the crime is petty or grave. The Old World is overpopulated and brimming with dissidents. The Monarch fears the reaction of the people if he were to sentence so many to death, so instead he sends them across the sea, to oblivion.

And so you find yourself being herded aboard the 90 foot carrack destined for the Wild Lands. You are packed so tight below deck that you can feel the breath of the person behind you on your neck. A passing guard jokes that there will be more room after a couple of weeks.

The next day the carrack passes the Pillars of Justice, a row of huge pylons surrounding the Old World. Two lesser neophytes accompanied by a guard detail step below the deck and begin branding the prisoners with the mark of banishment.

Soon enough it is your turn. The red hot iron sears the flesh of the top of your right hand and leaves a throbbing red wound. In the days to come the swelling will lessen and reveal the sign that will forever separate you from the Old World.



It is said that if someone who has been branded with this sign passes between the Pillars of Justice, he will instantly be stricken dead.

After a few days the monotony of the sea sets in and the days start to melt into one another. Many are sick from various illnesses and the stench of urine, intermingled with vomit and feces is heavy in the air below deck.

After a couple of weeks perhaps, you are not sure, the weakest prisoners begin to die

like flies. The guards have the stronger prisoners like yourself bring them up and dump them over the railing. At least you get some fresh air and soon you have more space below deck. After a couple of weeks (you have taken the habit of etching a mark in the wall for each day that passes) things settle down, most of the sick are dead and the other half seem to be immune.

After a month and a half you stop somewhere to restock the ships larders. You overhear the guards calling the place “Fort Nowhere”. There is a lot of bustling outside and you hear many strange languages being spoken.

After just three days you are at sea again. The crew and guards seem cheerier and occasionally the prisoners are allowed up on deck in small groups. The air is fresh and the sunlight blinding and the sea is vast and empty all around you.

Some of the more friendly guards and crewmen offer hints and stories of where you are going.

The ship is headed for the port of Esperance, in the Bay of Salt. The bustling walled city is situated by the water, in the calm between the Kull Mountains. Esperance is governed by the Administrator, who is appointed by the Monarch. In reality the city seems to be run by a group of powerful Thief Lords, who have the Administrator in their pocket.

Esperance is a city where almost anything is allowed. There is no justice, except for the strong and influential. The city guards keep a watchful eye on the palace of the Administrator and the quarters of the more wealthy citizens, but all other parts of the city are under the jurisdiction of the Thief Lords.

There are other cities farther inland, founded by prisoners and their descendants. Strange places where the laws and morals of the Old World are completely forgotten. The sorcerous city of Mandurah, governed by the Witch-Queen. And the desert city of Stracha ruled by the Warlord.

And in the forests and hills of the Wild Lands even worse await: Man-eating Deodands, bloodthirsty Elves and scheming Dwarves, unreliable Twk-Men straddling dragonfly mounts, ape-like Gargoyles waiting to carry you away and hideous Pelgrane ever ready to pick the meat from your bones. The untold ruins scattered everywhere hold perilous secrets and unfathomable horrors left over from elder civilizations, far older than man.

After almost three full months since the carrack set out from the Old World the voyage is over. The ship steers into the Bay of Salt, navigating southward around the mountain chains stretching out into the bay. Soon the pale walls of Esperance are visible to the north-east. A pilot from the city comes aboard and guides the carrack along a small inlet, that runs to the docks on the inside of the city walls.

As the landing is lowered a great bustling ensues. The guards herd the prisoners in chains to the docks and there you have to wait while the rest of the ship is unloaded. There are many vessels similar to the one you arrived in and nobody of the hundreds of

people working on the docks take any notice of you.

The city of Esperance is very exotic with its white-washed stone houses and strange odors of both spices and waste. Not all the ships moored at the docks carry prisoners. Many of them seem to be merchants or fast going war ships.

After a while a guard detail arrives and unchains you and then leaves. It takes you a couple of moments to realize that you are now free to do what you will. You take a few shaky steps down the docks, all the time wondering what your first actions in this strange and dangerous city should be?

You have only the ragged and dirty clothes on your back and a few gold coins that you have managed to keep hidden or that you have stolen from the dead during the voyage. You head eastward as there seems to be some kind of market there, deciding as you go to arm yourself as soon as possible and fill your empty stomach.

You are now ready to create your character, more on this in the pages ahead.

DICE CONVENTIONS

All die rolls are to be made using the Hamete Virtual Dice Server.

All players should register their email address at the website:

<https://dicelog.com/register>

And send the registered email address to the referee (burke@yagrebu.net). When the referee has added the email address, the players can join the campaigns dice log:

<https://dicelog.com/joinlogdice>

CHARACTER SHEET

Use the format below to record your character in the PC Roster thread:

Name:

Kindred:

Type:

Level:

Experience Points:

ST:

IQ:

LK:

CON:

DEX:

CHR:

Personal Adds: (Missile:)

Weapons:

Armor:

Languages:

Spells:

Gold:

Equipment:

Weight Possible:

Weight Carried:

CHARACTER CREATION

Roll 3 dice and total them for each of the six Prime Attributes.

Strength	ST
Intelligence	IQ
Luck	LK
Constitution	CON
Dexterity	DEX
Charisma	CHR

Choose the characters Kindred. Humans are preferred, but Dwarves, Elves, Leprechauns, Fairies and Hobbits are possible. Most NPC humans are prejudiced against non-humans and might even have a violent reaction when encountering elves or dwarves.

Men	No modifiers, but may switch the value of one prime attribute for another.
Dwarves	ST and CON x 2. Others x 1.
Elves	ST x 1, IQ x 1.5, LK x 1.5, CON x 1, DEX x 1.5 and CHR x 2.
Leprechauns	ST and CON x 0.5. Others x 1. Can teleport 50' LK times per day.
Fairies	ST x 0.25, IQ x 1, LK x 2, CON x 0.25, DEX x 1.5 and CHR x 2. Can fly if ST 2 or less.
Hobbits	ST x 0.5, IQ x 1, LK x 1, CON x 2, DEX x 1.5 and CHR x 1.

Choose the characters Type: Warrior or Magic-user.

Magic-users require a minimum IQ of 10 and a minimum DEX of 8 to cast spells and they know all 1st level spells from the start. Magic-users are restricted to small 1 die weapons.

All PC's begin at level 1 (recruit/apprentice), with zero experience points.

Calculate the characters Personal Adds. For every point over 12, in ST, LK and DEX add one point and for every point below 9, subtract one point. For missile weapons, count DEX twice. Personal adds can be either positive or negative for Warriors. Magic-Users only count negative adds.

Known Languages. All PC's know the Common Tongue. For every point of IQ over 12, an extra language may be learned during the game.

Roll 3D6 x 10 for your characters starting gold. These coins may be used to purchase weapons, armor and other equipment. 1 gold piece (gp), equals 10 silver pieces (sp), which equals 100 copper pieces (cp).

Characters can carry their ST x 100 weight units. One weight unit equals the weight of one coin. Ten weight units equals one pound.

EQUIPMENT

If something you want is not on these lists, pick the closest thing to it and make a SR on LK or CHR and compare your roll to the table below:

Failure	The item you want is not for sale.
1 st level (20)	Add 50% to the price (round down).
2 nd level (25)	Add 20% to the price (round up).
3 rd level (30)	The item you want costs the same.
4 th level (35)	The item is on sale 20% off (round down)!

Some of the terms and abbreviations used in the equipment lists:

Weight	Weight in weight units.
D & A	Dice and adds. Not all weapons have adds, or some have negative.
SN	Strength needed to wield weapon tirelessly.
D-	Factor to subtract from DEX if carried or worn while fighting with other weapon. (<i>This rule is not in effect.</i>)
DN	Dexterity needed to wield weapon safely.

General Supplies

Item	Weight	Cost
Clothing and a pack	10	5 gp
Provisions for 1 day (canned food, drink, matches)	20	10 gp
Food for 1 day (will keep for a few days)	20	1 gp
Torch (last 10 turns)	10	1 sp
Rope, hemp	5/ft	1 sp/ft
Rope, silk	1/ft	1 gp/ft
Lantern and oil (lasts 50 turns)	25	20 gp
Magnetic compass	1	5 gp
Boots, knee	40	10 gp
Boots, calf	20	5 gp
Sandals	1	2 gp
10 pitons (for climbing walls)	25	10 gp
Piton hammer	25	5 gp

Swords

Item	D & A	SN/D-	Weight	Cost
Claymore	3	15/2	150	80 gp
Flamberge	3 +3	15/2	100	90 gp
Yataghan	3 +2	15/2	170	120 gp
Bastard Sword				
both hands	3	15/2	87	70 gp
one hand	2	12/2		

Broadsword	2 +3	10/1	75	50 gp
Talibong	2 +3	9/1	49	86 gp
Falchion	2 +2	10/1	62	45 gp
Shamsheer	2 +2	8/1	71	100 gp
Tulwar	2 +1	7/1	52	56 gp
Cinquedea	2 -2	7/-	40	30 gp
Cutlass	2	8/1	48	48 gp
Damascus Sword	2	8/1	50	69 gp
Epee	2 -3	7/1	25	30 gp
Gladius	2	7/-	36	25 gp
Kris ¹	2	8/1	50	90 gp
Rapier	2 -4	6/1	20	25 gp
Saber	2	8/1	50	45 gp
Scimitar	2	7/1	45	60 gp
Shotel	2	6/1	43	71 gp
Terbutje	1 +5	6/2	44	48 gp

Pole Weapons

Pole weapons, except the scythe, are only worth half their roll and adds in close quarters like your average 10' wide and high tunnel. They may not be used at all in small constricted spaces and might be very difficult to carry.

Item	D & A	SN/DN/D-	Weight	Cost
Poleaxe	6	16/13/4	300	225 gp
Halbard	5	16/12/3	250	200 gp
Voulge	4 +3	15/8/3	200	160 gp
Catchpole ²	4	15/10/3	200	150 gp
Ranseur	4	15/10/3	195	145 gp
Partizan	4	15/9/3	200	140 gp
Guisarme	3 +4	14/9/3	198	135 gp
Harpin	3 +2	14/8/3	194	123 gp
Billhook	3	14/8/3	190	120 gp
Scythe	3	11/7/2	150	75 gp

Hafted Weapons

Item	D & A	SN/DN/D-	Weight	Cost
Bec-de-corbin	5	18/-/2	150	90 gp
Great Axe	4 +3	21/-/2	220	75 gp
Heavy Mace	4 +2	17/-/2	140	100 gp
War Hammer	4 +1	16/-/2	110	60 gp
Morningstar	4	15/12/2	90	80 gp

1 The kris is forged from meteoric iron and has the virtue (or defect) of automatically dispelling any 1st, 2nd or 3rd level magic used on its bearer. Higher level magic has weakened effect on a kris carrier.

2 Can be used to disarm foes instead of inflicting hits.

Bullova	3 +5	17/-/2	130	120 gp
Heavy Flail	3 +4	20/15/2	200	81 gp
Light Flail	3 +1	19/13/2	180	77 gp
Broad Axe	3	17/-/2	150	80 gp
Taper Axe	2	8/-/1	70	40 gp
Mitre	2	8/-/1	70	38 gp
Francisca ³	2 +2	9/12/1	60	50 gp
Pickaxe ⁴	2	15/10/2	100	10 gp
Piton Hammer	1	5/-/1	50	5 gp
Crowbar	1	10/-/1	80	8 gp

Daggers

Most daggers may be thrown if the user meets the DN.

Item	D & A	SN/DN/D-	Weight	Cost
Sax	1 +5	7/10/-	20	30 gp
Jambiya	1 +4	-/8/-	12	24 gp
Bich'hwa	1 +3	-/4/-	40	20 gp
Dirk	1 +2	-/4/-	16	8 gp
Katar	1 +1	-/8/-	10	18 gp
Misericorde	1	-/4/-	14	4 gp
Poniard	1	-/3/-	10	5 gp
Main Gauche ⁵	1	10/12/-	30	25 gp
Swordbreaker ⁶	1 -1	10/12/-	10	25 gp
Stiletto	1 -2	-/3/-	15	2 gp
Bodkin	1 -2	-/3/-	10	2 gp

Spears

The javelin, assegai, pilum and spear may be thrown if the user meets the DN. Atl-atl doubles die roll for javelins and spear thrower doubles the power of the throw for assegai, pilum and spear.

Item	D & A	SN/DN/D-	Weight	Cost
Pike	5	15/12/3	80	50 gp
Pilum	4	12/8/2	100	45 gp
Phalanx Spear	3	10/11/3	60	40 gp
Oxtongue	3	10/-/2	70	33 gp
Spontoon	2 +3	9/9/2	40	25 gp
Assegai	2	7/12/1	50	20 gp

3 Can be thrown if user meets DN.

4 May be used to cut through stone at a rate of 2' per turn.

5 Is most effective with a sword in the other hand. In this case it takes 1 hit for you and also gets 1 die for a weapons roll.

6 May be used to catch and break a smallsword of any enemy in a duel. It is just like a main gauche, but has a serrated blade that can catch and break your foe's weapon.

Spear	2	8/11/2	50	15 gp
Javelin	1	5/7/1	30	5 gp

Bows

Arbalests, cranequins, crossbows, dokyo and prodds take one round re-cock.

Item	D & A	SN/DN/D-	Weight (shot)	Cost (shot)
Arbalest	7	15/-/3	170 (5)	100 gp (5 sp)
Cranequin	4	13/-/3	112 (3)	75 gp (3 sp)
Light Crossbow	2 +3	11/-/2	85 (1)	50 gp (1 sp)
Dokyu	2	11/-/2	90 (1)	100 gp (1 sp)
Prodd	2 -3	9/-/2	75 (1)	40 gp (1 cp)
Composite Bow	2 +5	14/12/2	50 (1)	60 gp (1 sp)
Longbow	2 +3	12/12/2	50 (1)	50 gp (1 sp)
Selfbow (small)	1 +5	9/10/2	50 (1)	10 gp (1 sp)

Other Missile Weapons

The francisca, javelin, assegai, pilum and spear can also be used as missile weapons. Also most daggers may be thrown.

Item	D & A	DN/D-	Weight (shot)	Cost (shot)
Chakram	2	14/1	2	4 gp
Staff Sling	2	11/1	100 (1)	5 gp (1 cp)
Common Sling	1	8/-	10 (1)	1 gp (1 cp)
Blowgun	1/2	10/-	5 (1)	1 gp (1 cp)

Weird Weapons

Item	D & A	SN/DN/D-	Weight	Cost
Ankus ⁷	1	-/11/1	50	10 gp
Bagh Nakh	1	-/-/-	50	30 gp
Bola ⁸	-	5/10/-	50	20 gp
Quarterstaff	2	10/15/1	100	5 gp
Spearthrower	-	-/10/1	50	5 gp
Atl-atl	-	-/10/1	10	5 gp
War Fan	1	-/-/-	30	10 gp

⁷ A skilled user can control elephants with it.

⁸ Roll an odd number to entangle 1 approaching foe for 1 full turn. With a DEX of 16 or higher entanglement is automatic.

Shields and Defensive Weapons

Shields protect their user from a certain number of hits every round. Shields are usually not worn down or damaged in combat.

Item	Hits Taken	DN/D & A	Weight	Cost
Tower Shield	4	-/-	550	55 gp
Figure 8 Shield	3	-/-	525	52 gp
Knights Shield	3	-/-	450	45 gp
Viking Spike S.	2	-/1	425	60 gp
Scutum Shield	3	-/-	400	70 gp
Target Shield	2	-/-	500	25 gp
Buckler	1	-/-	50	5 gp
Madu	1	15/2	90	15 gp
10 L. Calthrops	-	-/special ⁹	250	35 gp
10 S. Calthrops	-	-/special ¹⁰	200	30 gp

Armor

When you have to take hits you can choose whether to lose CON or armor. All types of armor include a suitable helm.

Damaged armor can be repaired for 10 gp per point lost. Armor that has been completely destroyed cannot be repaired.

Item	Adds to CON	Weight	Cost
Horse armor	10	300	250 gp
Plate armor	10	1000	500 gp
Ring mail	7	750	200 gp
Chain mail	5	500	100 gp
Scale armor	4	400	80 gp
Leather armor	2	250	50 gp

Poisons

No poison will retain effectiveness for more than 3 conflict rounds. One dose of poison weighs 1 unit.

Item	Effect	Cost
Snake Venom	Quadruple D & A of any edged weapon.	25 gp
Curare (3 doses)	Double D & A of any edged weapon.	5 gp
Frog Juice	Add half again to D & A of any weapon.	5 gp

⁹ Monsters have to make SR if barefoot. If failed the monster loses 2 dice from its total number of dice during the conflict.

¹⁰ Monsters have to make SR if barefoot. If failed the monster loses 1 die from its total number of dice during the conflict.

Weapon Composition

In the weapon lists above it is assumed that the weapons and armor are made of steel. Weapons and armor can however be reduced in price and hardness, by using more primitive materials.

Lower grade weapons and armor are not always available, prospective buyers have to make a 1st level SR on LK to find what they want.

Here is list of suitable materials for different weapons and armor:

Swords	Steel, iron, bronze
Spears	Steel, iron, bronze, copper, stone
Daggers	Steel, iron, bronze, copper, stone
Axes	Steel, iron, bronze, copper, stone
Maces	Steel, iron, bronze
Hammers	Steel, iron
Polearms	Steel, iron
Arrows	Steel, iron, bronze, copper, stone
Shields	Steel, iron, bronze, copper, leather on wood, wood
Armor	Steel, iron, bronze

Price and weight differences for weapons and armor not made out of steel:

Iron	75% of price in GP	25% heavier
Bronze	same price in SP	50% lighter
Copper	50% of price in SP	75% lighter
Stone	same price in CP	same weight

Weapons and armor wrought using inferior materials may break against harder materials. All rolls are made on 2 dice:

Steel	Will not break, except by referee fiat.
Iron	Will break against steel or stone on a roll of 2 or 12.
Bronze	Will break against harder material on a roll of 2, 3, 4, 11 or 12.
Copper	Will break against harder material on a roll of 2-7 .
Stone	Will break against anything other than flesh on a roll of 4-10 .

COMBAT

A person in combat may not carry a torch, unless it is used as a weapon (1 die). Nor may a combatant cast a Will-o-wisp spell while fighting. A hastily dropped torch has a 4 in 6 chance of going out. Fighting in complete darkness makes monsters twice as effective (double HPT).

Lost CON is usually regained after a night's sleep. If the loss is grave (half or more), then CON is regained at a rate of one point per day, until the loss is no longer grave.

Melee Combat

Combat is conducted by comparing Hit Point Totals (HPT) between the two sides engaged in combat. The HPT is the sum of the weapons dice rolls plus personal adds (if any). The difference is the number of hits the losing side must take. All damage is divided equally among the losing party, but magic-users are always hit last.

Missile weapons can only be used during the first round of melee combat and are not counted towards the HPT.

Berserk Fighting

Sometimes in melee battle characters go berserk. Berserk characters get no personal adds or weapon adds (positive or negative). They do however get to roll extra dice.

Characters with an IQ of 8 or less will always go berserk when given the opportunity, while characters with an IQ of 16 or higher will never go berserk (unless under the influence of magic). Characters with an IQ between 9 and 15 can choose to go berserk if given the opportunity.

Characters can go berserk when two or more of the players dice come up the same in a melee battle (i.e. doubles, triples, two pairs, etc). The only exception being characters using one die melee weapons who can go berserk if they roll a 6.

If a character goes berserk the player re-rolls all the berserk dice (i.e. doubles, triples, two pairs, etc) in separate groups, adding and rolling over, just like a saving roll. The final total is the character's HPT for that round. Characters with one die weapons re-roll only sixes. Berserkers who are using a shield at the time of going berserk get a special add of 5 to their HPT.

Example: A character with a Bec-de-corbin rolls 4, 4, 4, 1, 1 and goes berserk. The player re-rolls the three 4's and the two 1's separately. This time the triples come up 5, 3, 3 and the doubles 6, 5. The player gets to re-roll the two 3's, but none of the other dice. This time the doubles come up 2, 1 and the player stops rolling and adds all the results together for a HPT of 39. If the berserker had been using a shield the HPT would have been 44.

If a berserk character does not naturally meet the condition for going berserk on subsequent rounds, the dice roll will be adjusted to meet the conditions. The second lowest die roll will be reduced to the same as the lowest die roll in order to form a double. (Example: A berserk Morningstar user rolls 5, 4, 3, 2. The 3 would be changed to a 2 for an initial total of 13 and the player would re-roll the double.) A character with a one die weapon will start with a 6 for his or her first roll.

Berserk characters expend 2 points of ST each round while berserk. If the characters strength drops to 5 or less the character becomes too weak to fight and the berserk madness passes. An exhausted character is too weak to fight but can still take hits if the battle continues.

After a berserker comes out of his fighting madness, he recovers his lost strength at rate of 1 point per turn.

Characters who are still berserk after the battle is over will attack their comrades. Berserkers may be calmed down by the following methods:

1. A character with a charisma of 15 or higher may calm down a berserker at the end of any round.
2. The leader of the party may make the berserkers SR (1 try only), which assumes that berserker either recognized his comrades or was knocked out from behind.
3. A magic-user can knock out the berserker with an appropriate spell.

Missile Combat

Monster vs. PC:

1. Make a SR to avoid being hit.
2. If hit, subtract LK from from HPT of the shooter to determine damage.

PC vs. Monster:

1. Roll the monsters dice, if the roll is higher than the shooters DEX + LK the shot misses or does no damage.
2. If hit, subtract the monsters roll (in step 1.) from the shooters HPT.

The range for different types of weapons varies:

Bows and Slings	100 yards
Spears	20 yards
Knives and Axes	10 yards

The range can be doubled, but the target will be twice as difficult to hit. Spear throwers double the effective range of the weapon.

Expended arrows can be regained after combat. Roll a die for each arrow:

1-3	lost or broken
4-6	recovered.

Burning Oil

Flaming flasks of oil and thrown lanterns are treated like missile weapons, with a basic range of 10 yards.

The fire affects anyone within 10 feet of the impact and the damage is $2d+2$. Though armor and shields offer protection, they are destroyed by the fire.

Those who take any damage will be on fire the next round as well, taking another $2d+2$ damage straight to their MR or CON.

If the flask or lantern misses its target, the thrower has to make a L1SR on LK.

If the SR fails, roll a die:

1	thrower and everyone within 10' catch fire
2-3	lands too far left
4-5	lands too far right
6	lands behind target

If the SR succeeds, roll a die:

1-4	lands in front of the target (if impossible, then behind)
5-6	lands behind target

MONSTERS

On the first round of combat the monster receives one-half its MR in adds, on subsequent turns one-fourth.

<u>Monster Rating</u>	<u>Number of Dice</u>
0-9	0
10-15	1
16-20	2
21-25	3
26-30	4
31-40	5
41-50	6
51-60	7
61-75	8
76-99	9
100-109	10
etc.	

Monsters regain their MR at a rate of 5 per turn.

Berserk Monsters

Only humanoid monsters can go berserk (not undead), under the following conditions:

1. When more than half the monsters have been slain, if the referee rolls 10, 11 or 12 on two dice. Any other result means the monster runs away.
2. When a lone monster is cornered and facing certain death, it goes berserk.
3. When the referee rolls snake-eyes for the monsters reaction to the PC's.

Berserk monsters get half their MR as adds every round plus their normal dice. Furthermore any ones rolled, add and roll over.

Berserk monsters squander 5 points from their MR every round. Unlike men, berserk monsters cannot calm down. They continue to fight until their last gasp.

Capturing Monsters

If a monster has its rating reduced to less than 10 so that it can no longer defend itself, the conqueror may tame and enslave it, or he can finish it off. The conqueror must be able to speak the monsters language to be able to tame it without magic. If the tamed monster is not enchanted it may revolt once it gets its strength back.

SAVING ROLLS

Saving rolls are made with two dice, doubles add and roll over. Roll the dice and add the prime attribute specified by the referee (if not specified use LK) and try to get a total that is equal to or higher than the difficulty number:

1 st level	20
2 nd level	25
3 rd level	30
4 th level	35
etc.	

A roll of less than 5 is always an automatic failure, unless the roll is a double.

EXPERIENCE

Experience Points (EP) are gained in the following ways:

Combat	(Dungeon Level/Character Level) x MR = EP. (Total Prime Attributes x Character Level)/6 = EP.
Treasure	1 EP per GP brought to safety.
Daring	100 x Dungeon Level Explored = EP.
Using Magic	2 x Expended ST = EP.
Found Magic	Referee fiat.
Saving Rolls	Success: Roll x Dungeon Level = EP. Failure: Roll x Lost CON = EP.

This table shows how many EP are required to attain each level:

Level	EP	Warrior	Magic-user
1	0	Recruit	Apprentice
2	1,000	Warrior	Neophyte
3	3,000	Veteran	Hedgde Wizard
4	7,000	Expert	Shaman
5	15,000	Hero, 3 rd class	Conjuror
6	25,000	Hero, 2 nd class	Magician
7	40,000	Hero, 1 st class	Warlock
8	60,000	Knight of Battle	Necromancer
9	80,000	Marquis	Thaumaturge
10	100,000	Duke	Sorcerer
11	125,000	Count	Wizard
12	150,000	Earl	Wizard, Level 12
13	200,000	Baron	Wizard, Level 13
14	300,000	Prince	Wizard, Level 14
15	500,000	Monarch	Wizard, Level 15
16	750,000	Superhero	Wizard, Level 16
17	1,000,000	Emperor	Wizard, Level 17

Each time a character advances to a higher level, he or she has the following options:

1. Add the new level number to ST.
2. Add half the new level number to IQ.
3. Add twice the new level number to LK.
4. Add the new level number to CON.
5. Add half the new level number to CHR.
6. Add half the new level number to DEX.
7. Add half the new level number to ST and CON.

Options 2, 3, 5 and 6 may be exercised immediately. Options 1, 4 and 7 can only be exercised when the character is in safety.

MAGIC

If a magic-user is of a higher level than the spell, then the magic-user may subtract the difference from the ST cost of the spell.

Magic Staves, Wands and Rings can also be used by magic-users to reduce the ST cost of spells by the magic-users level number (minimum cost 1). Magic staves, wands and rings come in three different varieties:

Deluxe	Costs 500 gp. Remembers all spells cast through it.
Ordinaire	Costs 100 gp.
Makeshift	Free. Can be made by any magic-user by expending 1 ST point. Burns out after 2 x IQ worth of ST has passed through it.

Spells marked with an asterisk (*) can be employed at a higher level. For each level over the original, add the original ST cost, but double the effect, range or duration.

Lost ST is regained at a rate of one point per turn, but not during combat or when fleeing.

Magic-user's can pool their ST to cast powerful spells. At least one of the magic-user's must now the spell and lead the proceedings, expending at least one point of ST more than the others.

Level One Spells

First level spells require a minimum IQ of 10 and a minimum DEX of 8 to cast successfully.

Name	ST Cost
Tsathotha's Sixth-Sense (<i>Detect Magic</i>) Allows the caster to detect magic. Magic-users cast this spell automatically.	0
The Seal of Cthon (<i>Lock Tight</i>) Locks and holds any door for 3 turns unless higher level magic is used to open it.	*2
The Illuminating Wisp of Voon (<i>Will-o-Wisp</i>) Provides an eerie light for one turn.	1
The Key of Mellon (<i>Knock-Knock</i>) Opens non-magically locked doors.	2
The Unveiling of Shuga (<i>Oh-there-it-is</i>) Detects invisible or concealed doors and items.	4
The Veil of Shuga (<i>Hidey Hole</i>) Makes user and party invisible for 3 turns.	*10
The Penetrating Laceration of Koth (<i>Take That, You Fiend</i>) Causes IQ worth of hits against foes.	*6
Vorpal Blade of Saathi (<i>Vorpal Blade</i>) Doubles the die roll for swords and daggers for 1 round.	*5
The Painful Exorcism (<i>Oh-go-away</i>) Drives away monsters with a rating less than the casters IQ, LK and CHR combined. Use of the spell must however be announced before the MR of the monsters. If the spell fails, the monster chases the caster to the exclusion of his or her comrades.	5
The Diligent Recitation (<i>Teacher</i>) Used to teach 1 spell to another person.	3

Level Two Spells

Second level spells require a minimum IQ of 12 and a minimum DEX of 9 to cast successfully.

Name	ST Cost
The Omnipotent Eye of Sumarta (<i>Omnipotent Eye</i>) Determines the nature of a spell and level of spell on a person or object (at the discretion of the referee).	5
The Suggestive Power of Byakha (<i>Yassa-Massa</i>) Total IQ and CHR of caster, the spell will permanently enslave foes with ratings lower than the total. Only to be used on previously subdued foes.	*4
The Eyes of Bast (<i>Cateyes</i>) Allows one to see in the dark for 3 turns.	*6
The Torpid Gait of Xaan (<i>Glue-you</i>) Impedes progress of foe by half for 1 turn.	*8
The Mercurial Canter of Le'mal (<i>Little Feets</i>) Doubles movement speed for 1 turn.	*7
The Illusion of the Yithonian (<i>Mirage</i>) Projects hallucinations which are dispelled by physical contact.	8
The Vexation of Phaadre (<i>Curse You</i>) Subtracts the level number of the caster from any prime attribute the victim. If the spell fails to take effect for any reason, it rebounds on the caster subtracting twice the used ST of points from the casters CHR.	*2 for 1
The Rejuvenating Touch of the Swan (<i>Poor Baby</i>) Magical healing of wounds or injuries. Cannot raise level above original CON.	*2 for 1
The Chilling Premonition of Yathoa (<i>Oh Dread</i>) Premonition spell for predicting the arrival of monsters. Predicts what and when, but not where.	3
The Waxing Faculty of Dh'mogoa (<i>Double Double</i>) Doubles any prime attribute for any character for up to 5 turns. When the spell wears off, that prime attribute is halved for the same number of turns.	*9
Baleful Jolt of Saathi (<i>Whammy</i>) Triples dice roll for any weapon for 1 round.	10

Level Three Spells

Third level spells require a minimum IQ of 14 and a minimum DEX of 10 to cast successfully.

Name	ST Cost
The Succor of the Swan (<i>Curses Foiled</i>) Removes evil spells of and curses of lower orders.	*7
The Enchantment of the Oozing Slab (<i>Slush-Yuck</i>) Converts rock to mud or quicksand for 2 turns.	*9
The Insidious Sleep of Thraxis (<i>Rock-a-bye</i>) Puts foes to sleep for 1–6 turns if casters ST, IQ and CHR exceed the MR.	11
Nyogta's Dismissal (<i>Did-Spell</i>) Negates magic of lower orders.	*11
The Searing Elemental Spray (<i>Blasting Power</i>) Throws either fire or ice at foes with same number of dice as the casters level.	*8
The Flight of the Peregrine (<i>Fly Me</i>) Allows the subject of the spell to fly at normal speed for 1 turn.	*7
The Medicinal Ichor of the Swan (<i>Healing Feeling</i>) Cures any kind of disease.	14

Level Four Spells

Fourth level spells require a minimum IQ of 16 and a minimum DEX of 11 to cast successfully.

Name	ST Cost
The Panacea of Flaness (<i>Too-bad Toxin</i>) Cures any wound or damage caused by poison.	7
The Unholy Step of Le'mal (<i>Wink Wing</i>) Allows you to transport (only) yourself up to 50' in any direction, without crossing the intervening space.	*14
The Pestilential Miasma of Phaadre (<i>Smog</i>) Enables the caster to project a cloud of poisonous gas at his or hers foes. If they breathe they lose at least half their power and may die (referee fiat).	11
Ani-Kubo's Cognitive Atrophy (<i>Dum-Dum</i>) Reduces victims IQ to 3.	8
The Unexpected Proliferation of Dh'mogoa (<i>Bigger is Better</i>) Will increase size and value of any creature or object. Roll 2 dice and multiply current attributes by that number, doubles add and roll again.	11
The Unexpected Truncation of Dh'mogoa (<i>Smaller is Smarter</i>) Will decrease size and value of any creature or object. Roll 2 dice and divide current attributes by that number, doubles add and roll again.	11
Shield of Saathi (<i>Protective Pentagon</i>) Allows the caster to put up a protective barrier 3' in diameter (room for 2 people) for 2 turns that no spell or weapon may penetrate.	*12
The Invisible Hand of Shuga (<i>Upsidaisy</i>) Allows the caster to levitate and move objects or beings up to his or her own weight for 1 turn.	*9

Level Five Spells

Fifth level spells require a minimum IQ of 18 and a minimum DEX of 12 to cast successfully.

Name	ST Cost
Ani-Kubo's Gaze of Dazed Confusion (<i>Mind Pox</i>) Causes such confusion that the enspelled beings cannot attack or defend themselves. Can be used on any number of creatures.	39
The Unearthly Movement of Le'mal (<i>Zingum</i>) Allows the caster to transport double his or her weight 50' in any direction.	*36
The Augury of Unatha (<i>Dear God?</i>) Allows the caster to ask 3 yes or no questions of the referee which must be answered truthfully.	*15
The Morally Dubious Inquisition of Unatha (<i>E.S.P.</i>) Detects the true thoughts of men or monsters.	20

Level Six Spells

Sixth level spells require a minimum IQ of 20 and a minimum DEX of 13 to cast successfully.

Name	ST Cost
Flaming Barrier of the Netherworld (<i>Wall of Fire</i>) Conjures a wall of flames with a defensive rating equal to the casters IQ multiplied by his or her level.	*26
Frost Barrier of the North (<i>Wall of Ice</i>) Conjures a wall of ice with a defensive rating equal to the casters IQ multiplied by his or her level.	*26
Barrier of Prickly Thorns (<i>Wall of Thorns</i>) Conjures a wall of thorns with a defensive rating equal to the casters IQ plus ST.	*14
Impassable Barrier of Stone (<i>Wall of Stone</i>) Conjures a wall made of stone. The wall is impassable unless one has the power to penetrate stone.	20
Impassable Barrier of Iron (<i>Wall of Iron</i>) Conjures a wall made of iron. The wall is impassable unless one has the power to melt, change, or destroy iron.	23
The Clairvoyant Gaze of Unatha (<i>Mystic Visions</i>) Allows the caster to mentally see what is happening somewhere else.	15

Level Seven Spells

Seventh level spells require a minimum IQ of 22 and a minimum DEX of 14 to cast successfully.

Name	ST Cost
The Wall of Eryx (<i>Invisible Wall</i>)	*27
Allows the caster to erect a force field from floor to ceiling that nothing, except higher level magic, can penetrate for a distance up to 50'.	
Blade of Saathi (<i>Zappathingum</i>)	24
Permanently enchants any weapon to triple its ordinary effectiveness.	
The Unholy Servant of Ul'mell (<i>Summoning</i>)	*25
Summons a demon with a MR equal to the casters combined ST, IQ, LK and CHR. The demon remains servile for the rest of the session, or until the casters CHR is lowered.	

Level Eight Spells

Eighth level spells require a minimum IQ of 24 and a minimum DEX of 15 to cast successfully.

Name	ST Cost
Armor of Saathi (<i>Zapparmor</i>)	30
Permanently enchants any armor to triple its ordinary protection. The armor also mends itself between fights, so it is always at full strength unless completely destroyed in one battle.	
The Floral Whisper of Flaness (<i>Green Tongue</i>)	24
Enables the caster to speak and command all plants.	
The Re-Animation of Ul'mell (<i>Zombie Zonk</i>)	36
Re-animates any corpse and puts it under the control of the caster. Zombies have double their previous ST or MR, but no IQ, LK or CHR. The enchantment lasts 5 turns and the Zombie cannot be slain unless the caster is slain.	
The Transfiguration of Dh'mogoa (<i>Mutatum Mutandis</i>)	24
Enables the caster to change into another form of being or creature with a MR no higher than his or her combined prime attributes. The caster also acquires all the powers and abilities of the creature in question.	

Level Nine Spells

Ninth level spells require a minimum IQ of 26 and a minimum DEX of 16 to cast successfully.

<u>Name</u>	<u>ST Cost</u>
The Cursed Transfiguration of Dh'mogoa (<i>Mutatum Mutandorum</i>) Enables the caster to change others into any form, with a MR no higher than the subjects combined prime attributes and as much lower as the caster wishes.	26
The Invigorating Caress of Pygmalion (<i>Pygmalion</i>) Changes statues and stone beings to living flesh with half MR.	28
The Petrifying Stare of the Medusa (<i>Medusa</i>) Changes flesh to stone, either living or unliving at the will of the caster.	30
The Unforgivable Curse (<i>Death Spell #9</i>) Will kill anything that fails its SR, unless it has magical protection of a higher level.	60

Level Ten Spells

Tenth level spells require a minimum IQ of 28 and a minimum DEX of 17 to cast successfully.

<u>Name</u>	<u>ST Cost</u>
The Fires of Celeano (<i>Hellbomb Bursts</i>) Magical fire that will disintegrate up to 100 cubic feet of anything and releases a lot of heat when doing so.	*36
The Unbidden Appearance of Le'mal (<i>Blow me to...</i>) Allows the caster to teleport anywhere, carrying a total weight of no more than 2000 weight units.	28

Level Eleven Spells

Eleventh level spells require a minimum IQ of 30 and a minimum DEX of 18 to cast successfully.

<u>Name</u>	<u>ST Cost</u>
The Astral Projection of Unatha (<i>Ghostly Going</i>)	45
Allows the caster to leave his or her body in a comatose state and roam in spiritual form, still able to cast spells.	
The Serpent of Dh'mogoa (<i>Magic Fangs</i>)	30
Will change any staff, rope or belt into a poisonous snake with a MR equal to the total the casters ST, DEX and CHR.	

Level Twelve Spells

Twelfth level spells require a minimum IQ of 32 and a minimum DEX of 19 to cast successfully.

<u>Name</u>	<u>ST Cost</u>
The Temporary Respite of Ul'mell (<i>Nefarious Necromancy</i>)	60
Restores a dead being to life, but only for as many turns as the casters LK.	
The Involuntary Quest of Oth-Kehu (<i>Seek'ye</i>)	30
Allows the caster to force someone to go on a quest for the magic-user's benefit.	