

# DungeonTeller

A Fantasy Storytelling Game for 2-8 players, ages 6 and up.

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## Author's Introduction

Wizards, warriors, elves, and dwarfs. Goblins, ogres, and dragons. Dark tunnels and crumbling castles. Treasure, fame, and heroic deeds...

This game is designed as family fun in the spirit of classic fantasy roleplaying games, where you and your friends take the role of a band of heroes venturing into dark caverns in search of mystery, riches, and danger. I've loved those games for thirty years, and I do have a soft spot for them, but I must be getting old, because I don't have the patience for the complexity of traditional roleplaying games. This game is the result.

What's different about this game? You can get a DungeonTeller game started in five minutes, without lots of dice-rolling and writing down numbers. Elect a game master, pick a role for your character, grab a free adventure from my blog (coming soon, I hope), and let the adventure begin.



When we play, "dad" is the game master, and the heroes are a group of our friends and their kids. Even folks who have never played an RPG will be able to pick up the basics right away. I've tried to replace gamer lingo with plain speech – no "hit points", "saves", or "critical hits" in here.

"How do you make a living at this stuff?", you may ask. I don't. This is a venture where you'll never get rich, but you might touch a few hearts. It's free forever. Just pass the good word around about this game. If by chance you are a game publisher, let's talk!

## What you Need to Play

To play this game, you need at least two friends and a handful of ordinary dice that you raided from some old board games. A stack of index cards is also helpful. You'll also need an adventure module that you've stolen from some other fantasy RPG, or an adventure you've designed yourself, or else you're like me and can make stuff up on the fly.

## The Obligatory "What's a Roleplaying Game?" Boilerplate I Bet You'll Skip

In a roleplaying game, each player pretends to be a character in a story, like a wizard, an elf, or a warrior. Everyone gets a sheet or card that explains what his or her character can do. One player, called the game master, has a different job. She uses notes, maps, and her imagination to create a pretend world for the other players to explore. She relies on her storytelling skills to describe to the other players what their characters can see, hear, and feel around them, like,

*"You are lost in a deep, dark forest. You hear wolves howling in the distance. A chill wind rattles through the branches. Far off, through the trees, you see a flickering light, perhaps a campfire. Closer, there is a rocky hillside with the entrance to a cave."*

What the characters do next is up to the other players. Once the game master sets the scene, the players can discuss what their pretend selves should do. Will they make their way toward the flickering light? Will they explore the cave? They decide on the cave, but the cave turns out to be dark, and the game master tells them they won't be able to see inside it.

*"I'm a dwarf," says one player. "Dwarves can see pretty well in the dark. It says so on my character card."*

*"OK," agrees the game master. "But what about the rest of you?"*

*"I'm a wizard," says the next player. "I'll make a glowing ball of light that follows us around in the dark!"*

*"How are you going to do that?" asks another player.*

*"It says on my character card that wizards can make a will o' the wisp, a kind of floating light ball."*

## BASICS

### DICE

Like the wizard above who wanted to create a ball of light, your character can try just about anything, but you can't be sure if it will work. In an ordinary game of make-believe, you and your friends might argue about who can do what — "I hit you!" "No, you missed me!" In a

roleplaying game, you roll dice instead, and if the dice tell you so, then your character did what they were trying to do. If the dice say otherwise, then you failed, and you wait for your next turn to try something else.

Most roleplaying games have their own rules for using dice to tell if a character wins or fails at something. Sometimes you add the dice together to try to roll higher than a number set by the game master. Sometimes different sorts of dice are used. Each way of using the dice is called a *system*. This game uses a system that was made for really fast play, without lots of adding, subtracting, or writing down numbers.

How does it work?

Grab a handful of dice. Go on, I'll wait...

OK, imagine you're that wizard trying to make a glowing ball of light. Roll some dice. Did you roll any fives or sixes? Then you succeeded. In the story, your wizard is now being followed by a floating will o' the wisp.

You didn't roll any fives or sixes? Too bad. I guess your wizard will be stubbing her toes in that cave. Better check out that flickering firelight instead. The game master checks her notes and map, and continues...

*"As you near the firelight, you see it's coming from a blaze big enough to be called a bonfire, built with small trees that seem to have been yanked out of the ground, rather than chopped down or sawn."*

*"Two hairy giants, dressed in animal skins, emerge from the shadows. They're carrying another tree, which they dump onto the fire, sending up a shower of sparks. They don't seem to have noticed you. The wolves howl again, much closer this time."*

Should you and your friends try to talk to the giants? Scare them off? Are the wolves on the hunt for you? Maybe you could steal a burning branch from the fire to use as a torch to explore the cave! Storytelling games offer you an incredible level of freedom and fun, because you can try anything, roll the dice, and see if you succeeded.

## **LUCK**

Stories without danger are pretty boring. Adventure is about risk and reward. As our sample adventure unfolds, you could get captured by the giants, or be cursed by a witch, or suffer any number of unpleasant fates. Heroes can avoid danger, for a while, until their luck runs out.

In the game, you lose Luck when something bad happens, like getting clobbered by a giant, falling into a pit, or being scorched by a dragon's fiery breath. You also lose Luck by doing something hard, like casting a

magic spell or dodging a charging ogre. And you get it back if you get a chance to rest a bit and recover your wits.

When the rules say that you lose one or more Luck, you set some of your dice aside. You start with ten dice. As you lose Luck, you can roll fewer and fewer dice, until you get to one Luck. At one Luck, you're ready to faint or fall unconscious. If you lose more Luck, you will fall down and be out of the action for the rest of the scene.

Let's move forward in the story a bit. The characters have stolen a burning branch while the giants were out looking for another tree to toss on the blaze. The game master describes what happens next:

*"As you near the cave, the wolves appear from left and right. Except... they're not quite wolves. They shamble on two legs, for one thing. And they're wearing shreds of clothing."*

*"Werewolves!" says a player whose character is a paladin, a champion of good and a sworn enemy of evil monsters.*

*"Let's run for the cave!"*

*"No, we'll only get trapped. Let's go back to the giants."*

*"The wolves are closing in," says the game master. "One of them takes a chomp at the wizard."*

*"Why me?"*

*"There must be a reason," says the game master, mysteriously. (It's because the dwarf and the paladin both happen to be wearing silver armor, which werewolves don't like. But leaving the players to figure out mysteries like that is a part of being a good game master!) She picks up a handful of dice and rolls them, because she gets to roll the dice for any monsters or other creatures the characters meet during the adventure. "Let's see, I rolled a three, a four, and two sixes! The werewolf chomps your leg!" (Whenever a 5 or 6 is rolled, it means the werewolf manages to bite its target).*

*"Not so fast! It only bit my robe," says the wizard, giving up two dice from her hand for the two sixes rolled by the game master.*

When your character runs low on Luck, it's time to run away, surrender, or hope for the best. If you're hit again, you'll get knocked out, and your friends will have to help you out, drag you to safety, or let you be captured!

You start the game with 10 Luck, which you keep track of by giving yourself a pile of 10 dice.

- You lose 1 Luck for each success made by an enemy's Battle or Shoot roll against you.
- Some of your powers may cost Luck to use.

- If you are reduced to zero Luck, you don't have enough Luck to avoid being hurt by successful Battle rolls or other hazards. If you lose Luck while at zero Luck, you're knocked out for the rest of the action scene.
- For each turn spent resting during an action scene, you regain one Luck. If anyone makes a Battle or Shoot roll against you while you rest, you don't gain any Luck back.

Any chance to rest between action scenes restores you to full Luck.

## ACTIONS

Each time it's your turn, you can choose an action for your character to do. There are ten actions, from Battle to Talk. Any action, like Talk, can be used to do anything that matches or nearly matches the action name. Talk, for example, can be used to strike a bargain with a merchant, convince the city guards that you're not the bad guys they've been looking for, or to entertain a rowdy crowd of tavern guests.

Action	Use it to...
Battle	fight, punch, hit, swing, clobber, strike, kick
Magic	cast, enchant
Make	fix, repair, unlock, lock, jam, unjam, turn on, turn off
Muscle	lift, pull, drag, push, break, carry, drag, bend, pin
Notice	see, hear, find, search, discover
Resist	Withstand, ignore, shrug off, overcome
Shoot	throw, toss, fling, catch
Sneak	hide, creep, surprise
Stunt	jump, escape, grab, climb, duck, dodge, dance
Talk	argue, bargain, bluff, convince, befriend, distract, entertain

### Making an Action Roll

Every action allows you to roll one or more dice. You tell the game master and the other players what you want your character to do, then roll the number of dice shown next to that action on your character card. If you roll any fives or sixes, you succeed.

Harley's character is a dwarf. In the story, the characters have fallen through a trap door into a pit, and there's a locked door at the bottom. It's Harley's turn.

*"I want to try to unlock the door. How many dice do I roll?"*

*The game master tells her that anyone can use her Make dice to try to unlock something. Harley checks her character sheet, which says*

*she has 6 Make dice (dwarfs are good at tinkering with locks and other gadgets). She rolls 6 dice, and gets 1, 2, 3, 3, 4, and 6. One success!*

*"I unlocked it!" says Harley.*

*"Not so fast," says the game master. "This is a tough lock. You've made a good start, but you haven't sprung the lock yet!"*

That's right – often you need to get more than one success to finish a job or reach a goal. In the above example, Harley can do another Make roll on her next turn and add any successes to her first success until she reaches the number of successes the game master knows will allow her to open the lock. Most challenges, like climbing a cliff, defeating a monster in a battle, or casting a magic spell, need more than one success, which may take more than one action roll.

### **More About Action Rolls**

As I said before, each turn you can pick an action from the list, roll the number of dice listed for that action on your character sheet, and count every five or six that you roll as a success. (In my own game, we use dice with a different color on each side, rather than numbers, and each player picks two "lucky colors" that count as successes for their action rolls).

This section describes when and how to use each action.

### **Battle**

Use a Battle action when you are fighting someone toe-to-toe, with bare fists, a sword, or anything else where the goal is to hit your foe directly, rather than to throw something or shoot it from a distance.

When you are using something other than your bare fists, your weapon lets you add one or more of your Muscle dice to your Battle roll. A dagger, for example, lets you add up to one Muscle die, while a greatsword lets you add up to 5 Muscle dice, if you have enough Luck to roll that many dice!

Before you make a Battle roll, your opponent subtracts his Armor or his Stunt from the number of dice you roll, but you always get to roll at least one die.

Each Battle success subtracts one Luck from your foe.

### **Magic**

Characters with one or more Magic dice can try to cast magic spells. Each magic-using role like wizard and elf has its own list of magic spells.

Rogues can't cast their own spells but can use their Magic dice to cast magic scrolls. Some magic spells cost one or more Luck points to cast.

Usually, one success on a Magic roll means that your spell has been cast successfully, while more successes might make the spell bigger, stronger, or last longer.

You can "work up" a spell over several turns before casting it, totaling your successes, but you pay the spell's Luck cost each turn.

Some treasures let you add bonus dice to your Magic rolls, like a *magic robe +2 Magic* or a *wizard's staff +1 Magic*.

### **Make**

You can use a Make action to fix or repair a machine, pick a lock, or create helpful items like torches, rafts, traps, and alarms. Depending on how big or complicated the job is, more than one success may be needed. Tying a sturdy knot might take one success, while disarming a cunning trap might take four successes.

### **Muscle**

Use a Muscle roll to move or lift a heavy object, pull yourself up the face of a sheer cliff, smash a door to pieces, bend an iron bar, or drag an unconscious friend out of danger. The heavier or tougher the job, the more successes are needed. One or more of your Muscle dice can be added to Battle rolls if you're using a weapon. More Muscle is needed to swing heavier weapons. You can also use your Muscle dice to throw or hurl an object for distance, without caring about having it land at a particular spot.

### **Notice**

Notice dice are rolled to see, hear, or otherwise detect something or someone hidden nearby. You can also use Notice to see through a disguise. Generally, the game master rolls your Notice dice for you secretly, so that you won't know if there's nothing to notice or if you just rolled poorly. Some well-hidden things require two or more successes to notice. Often the game master will use your Notice dice to find out if you outdid a foe's Sneak roll.

### **Resist**

Resist is unlike other actions in that you seldom choose to make a Resist roll during your own turn. It happens when you might be affected by an unwelcome magic spell or an attempt to confuse, distract, or deceive you. Each Resist success you roll can subtract an opponent's success on a magic spell or other unwelcome effect.

### **Shoot**

Roll your Shoot dice when you're trying to hit a foe with an arrow, a rock, or anything thrown, shot, aimed, or tossed, or if you're tossing a rope or anything else for someone to catch or grab. One success indicates you've hit what you're aiming at. If trying to hit a foe, you remove one Luck from your foe for each success.

Opponents can subtract their Armor or Stunt dice from your Shoot dice before you roll, making it harder to hit them, but you always get to roll at least one Shoot die.

When throwing an object a long way, you often have to roll one or more Muscle successes first before making your Shoot roll. (It's one case where you can make more than one action roll in the same turn).

### **Sneak**

Use your Sneak dice to hide, creep silently, or to surprise a foe. Often your Sneak roll is opposed by the Notice roll of enemies who might see or hear you – they get to make a Notice roll and subtract any successes from your Sneak roll.



### **Stunt**

Roll your Stunt dice to slip past an opponent without being hit, walk a tightrope, jump out of the saddle and land on your feet, grab a handhold while teetering on a ledge, avoid a trap, make a snappy dance move, or wriggle out of a pair of handcuffs. Your game master will decide how many successes are needed to complete the stunt. Usually a stunt has to be done in a single Stunt roll, and can't be "worked up" over multiple turns.

### **Talk**

Your Talk dice are rolled when you want to bluff, distract, make friends, or bargain with another character. If you're not telling the truth, your audience will usually get to use their Resist dice to avoid being swayed by you.

## ROLES

Each player chooses a role for the game. Every role, whether it's a sturdy dwarf or a cunning rogue, has its own strengths and weaknesses.

### DICE

Each role has its own list of action dice for the ten actions, from Battle to Talk. A warrior has Battle 5, meaning he rolls five dice when he's swinging a sword. An elf only has Battle 2, meaning she only rolls two dice when swordfighting – but her Notice 4 makes her much more alert than the warrior, who only has Notice 2.

### BONUS DICE

For most roles, there are times when you get to add bonus dice to your actions. For example: an elf has Shoot 5, but gets +1 bonus die when using a longbow. A dwarf has Notice 2 but gets +2 bonus dice when there are hidden doors to be found.

### POWERS

Each role has its own list of powers — awesome abilities that are special to their role. Wizards cast spells. Paladins keep evil creatures away. Warriors display feats of swordsmanship – and so on.

A Power can be used like any other action. Some Powers are free, while others cost one or more of your Luck points to use.

## LIST OF ROLES

### DWARF

*A tough creature of the underworld, hard to hurt with magic spells, and good at making and fixing things, and drawing runes of power.*

Dwarfs are short, rugged creatures who live beneath the earth, digging for gold, silver, and gems. They are good at making and fixing things, and at figuring out how machines and gadgets work. Without any knack for magic, they are suspicious of elves, wizards, and other magical folk. The only supernatural gift they possess is the *runes of power* -- mysterious symbols that can be scrawled on any stone surface to draw upon the powers of the earth.

Dwarfs are famous for their toughness, being nearly immune to poison and very resistant to magic. They are also skilled battlers, since their dark realm is filled with many foes. People of few words, they are not easily fooled or taken in by others.

Dice:	Bonus Dice
Battle 3	+1 when you're using a war hammer
Magic 0	
Make 6	+4 when you're fixing or making things from stone
Muscle 4	+4 against poison
Notice 2	+2 when looking for hidden doors; +0 in dim light; -2 in darkness
Resist 6	+2 to resist magic spells
Shoot 2	+1 when you're using a heavy crossbow
Sneak 1	
Stunt 1	
Talk 1	

### Powers:

*Stoneform: turn to stone for a short time. Costs 2 Luck.*

Roll your Resist dice. For each success, you spend one turn as a stone statue, including your clothing, weapons, and gear. While in *stoneform*, you can't move, speak, or try any actions, but you have 5 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold. At the end of the last turn, you return to your usual living self.

*Ironform: turn to iron for a short time. Costs 6 Luck.*

Like your Stoneform power, except you have 7 Armor instead of 5 Armor.

*Hearth Rune — Make a magic rune that warms you and your friends and provides light. Costs zero Luck.*

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make a glowing rune that warms the air for six paces around it, removing any ill effects of cold temperature. It also provides bright light for a distance of ten paces. The rune lasts until you decide to remove it.

*Sentinel Rune — Make a magic rune that warns you when someone passes it. Costs zero Luck.*

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make an invisible rune that will alert you magically when a living creature passes within a pace of it. The rune lasts until someone passes it or until you decide to remove it. You can only have one *sentinel rune* in play at a time.

## ELF

*A magical creature of the forest, friend to animals, an excellent shooter, and able to do magic and to sense nearby magic.*

Elves are long-lived people who love nature, and dwell in hidden towns within the forest. They can speak with animals, and have very keen vision and hearing. Elves can move quickly, are good at bargaining, and can do some magic, although not as well as wizards can. They are sensitive to the presence of magic.

### **Dice:**            **Bonus Dice:**

Battle 2

Magic 3

Make 1

Muscle 1

Notice 4        +2 when looking for magical objects

Resist 5

Shoot 5        +1 when you're using a shortbow or longbow

Sneak 2        +4 in forests/woods or under starlight

Stunt 4

Talk 3         You can talk with animals (even ones with Talk 0)

### **Powers:**

*Cloak* — A magic spell that adds to your Sneak dice. Costs 2 Luck.

As an elf, you can cloud the senses of other beings, making yourself nearly invisible. Roll your Magic dice. For each success, you remain cloaked for one turn. Each success also adds one Sneak die, as long as you do not move, speak, or take an action. If you move or take any action, you are no longer cloaked, and you lose your extra sneak dice.

*Rapid Fire* — You can fire two arrows in one turn. Costs zero Luck.

Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

*Starlight* — You glow softly in the darkness, providing dim light for you and your friends. Costs 0 Luck.

Whenever you like, you can make a soft, starry glow appear around your body that spreads dim light for 6 paces around you.

*Trance* — A magic spell that can send a creature to sleep. Costs 2 Luck.

Roll your Magic dice. With one or more successes, you can send an opponent into a sleeplike trance for the rest of the action scene. Your opponent may roll their Resist dice to take away any successes you made.

*Tame Animal* — make an animal into a loyal pet. Costs 1 Luck.

Choose a single animal with a Talk of 0 and roll your Talk dice. (Any creature with a Talk 1 or higher can't be tamed.) One success allows you to tame the animal. If you don't roll any successes, you fail to tame the animal. You can try to tame the same animal as many times as you like, but each attempt requires an additional success. So the second time you try to tame a creature, you need two successes, and so on. A tame animal will follow you, fight to defend you with its Battle dice, and warn you of danger with its Notice dice.

You can't keep more than one tame animal at a time.

*Example: Mallion the elf comes across a wolf and wants to tame it. He rolls his Talk dice (3) and gets 1, 2, 2, 3, 4. No successes! He tries again, and needs to get two or more successes this time: 2, 3, 4, 5, 5. The 5s count as successes, so the wolf is tamed!*

## **PALADIN**

*A champion against the forces of evil, who can heal, protect, and battle.*

Paladins are human champions of good who battle the forces of evil. They are skilled bargainers, seeking to forge agreements between warring parties, but can still defend themselves and their allies when words fail. Their selfless, pure hearts give them miraculous powers to heal the injured and protect the weak. Paladins can sense the presence of evil monsters nearby.

**Dice:**            **Bonus Dice:** none

Battle 4  
Magic 0  
Make 1  
Muscle 4  
Notice 2  
Resist 5  
Shoot 0  
Sneak 1  
Stunt 2  
Talk 4

## **Powers:**

*Drive Away Undead* — Force skeletons, zombies, and other undead creatures to keep their distance from you. Costs 4 Luck.

Roll your Resist dice. For each success, you can keep a single undead creature of your choice from attacking you or approaching you for one turn.

*Fist of Justice* — Hit someone at a distance with a ghostly double of your fist. Costs 2 Luck.

Choose an opponent you can see. Roll your Resist dice, minus your opponent's Armor. Each success removes Luck from your opponent.

*Hand of Healing* — You can transfer luck to a friend. Costs zero Luck.

Roll your Resist dice. For each success, you can transfer one of your Luck points to a friend you are able to touch.

*Inspire* — Lend action dice to a friend. Costs zero Luck.

Roll your Talk dice. For each success, you can add one die to a friend's action roll (before the dice are rolled) between now and your next turn.

You can also split the dice between two or more friends.

*Example: Sir Stalwart, a paladin, rolls his Talk dice (4). He rolls 2, 4, 5, 6, scoring two successes, earning two extra dice to lend. During Harley the dwarf's turn, Sir Stalwart gives her two dice to add to her Battle roll.*

*Sense Malice* — You know when enemies are near. Costs 1 Luck.

Roll your Resist dice. One success tells you if there are enemies within 100 feet of you. Two successes tell you the direction they're in. Three successes tell you how far away. Four successes tell you how many creatures are present.

*Smite*— Add your Resist dice to your Battle dice. Costs 2 Luck.

Add your Resist dice to your Battle dice and make a Battle roll.

## ROGUE

*A fast-talking, fast-moving adventurer with a nose for traps and treasure.*

Rogues are human experts in sneaking, climbing, and tumbling. They can creep past enemies undetected, weave through foes without harm, and use their gift for stretching the truth to bluff their way out of trouble.

Rogues can do a little magic by reading from magical scrolls.

### **Dice:**            **Bonus Dice:**

Battle 2

Magic 1

Make 3            +4 when you are picking a lock or disarming a trap

Muscle 2

Notice 3            +2 when there are traps to be found

Resist 2

Shoot 3

Sneak 5            +2 when you are trying to pick someone's pocket

Stunt 6            +2 to slip past an opponent without being attacked

Talk 4

### **Powers:**

*Ambush* — Gain +4 Battle dice after sneaking up on someone. Costs zero Luck.

Roll your Sneak dice against a foe you choose, who hasn't yet seen you. If you beat your foe's Notice roll, you can immediately make a Battle roll with +4 dice.

*Appraise* — Find out how much a treasure is worth. Costs zero Luck.

Roll your Notice dice. On most objects, one success will tell you the object's value in gold. Rare or unique items may require more successes. You can only make one try to appraise a particular item.

*Voice Trick* — Throw your voice and disguise it to sound like someone else. Costs 2 Luck.

Roll your Talk dice. One or more successes allows you to disguise your voice to sound like someone else's, and to make it seem that your voice is coming from somewhere else within the action scene. An opponent with reason to suspect the voice is false, must beat your Talk successes with their Notice dice.

## **WARRIOR**

*An expert battler with lots of muscle.*

Warriors are expert human fighters. They can block enemy attacks, strike more than one opponent at once, and knock an opponent back. They are also adept at feats of strength, such as lifting or dragging heavy objects, bending iron bars, and exerting themselves without tiring.

**Dice:**            **Bonus Dice:** none.

Battle 5  
Magic 0  
Make 1  
Muscle 5  
Notice 2  
Resist 2  
Shoot 4  
Sneak 1  
Stunt 3  
Talk 1

### **Powers:**

*Charge* — Make a double move without losing Battle dice and ADD your Stunt dice to the Battle roll. Costs zero Luck.

Warriors can double move and make a Battle roll with bonus dice instead of the standard penalty of 3 dice to action rolls when double-moving. At the end of a double move, add your Stunt dice to your Battle dice against a foe next to you.

*Feat of Strength* — Add bonus Muscle dice by spending Luck. Costs one or more Luck.

Spend one or more Luck and add the same number of bonus dice to a single Muscle roll.

*Knockback — Push an opponent away from you. Costs zero Luck.*  
Roll your Muscle dice. For each success, you drive your opponent back one pace, and you may step into the spot where your opponent had been standing. Your opponent can take away one or more of your successes by rolling her Muscle dice.

*Parry — Roll your Battle dice to take away your opponents' Battle successes. Costs zero Luck.*  
Roll your Battle dice. For each success, you can take away one Battle success that an opponent scores on you before your next turn.

*Sweep — You can split your Battle dice between two opponents. Costs zero Luck.*  
Divide your Battle dice into two groups of any size. Roll each group of dice as a Battle roll against a different opponent.

## **WIZARD**

*A caster of magic spells.*

Wizards cast magic spells. Their magic has many uses, from creating balls of light to magical disguises and invisible shields. They are also skilled at using magic wands, scrolls, and other enchanted treasures. Wizards' mastery of lore and learning make them natural party leaders.

Wizards start with no bonus dice, but with many magic powers.

**Dice:**            **Bonus Dice:** none.

Battle 1  
Magic 6  
Make 2  
Muscle 1  
Notice 2  
Resist 3  
Shoot 0  
Sneak 1  
Stunt 1  
Talk 3

## **Powers:**

*Counterspell* — You can make it harder for someone to make a Magic roll. Costs 2 Luck.

Choose an opponent and roll your Magic dice. For each success, your opponent loses one Magic die from their next Magic roll (but always gets to roll at least one die).

*Disguise* — You can make yourself look like someone else. Costs 2 Luck.

Roll your Magic dice. One success creates a magical disguise for the rest of the action scene; each extra success improves the disguise. The disguise allows you to appear as any human or human-like creature you choose — a dwarf, elf, or goblin, for example. Enemies who speak with you or have some other reason to suspect you can roll their Notice dice to see through the disguise. They need at least as many successes as the number of successes you rolled on the disguise in order to see through it.

*Float* — Make yourself float above the ground. Costs 2 Luck.

Roll your Magic dice. For each success, you can float above the ground for one turn. You float as if “treading air” about five feet off the ground. You can’t move unless you can pull yourself along a wall or low ceiling.

*Ice Sheet* — Make a slippery sheet of ice that makes people fall down, and puts out fires. Costs 3 Luck.

Roll your Magic dice. One success creates a patch of ice one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent’s feet. Anyone smaller than a giant standing on an ice patch or trying to cross it must make at least one success on a Stunt roll to avoid falling down and losing a turn.

An ice patch can also put out a fire of the same size.

*Mistform* — Turn yourself into a mist that can seep through tiny spaces. Costs 3 Luck.

Roll your Magic dice. One success changes you into a cloud of mist for one turn. Each extra success makes the mistform last one extra turn. As a mist, you can’t be attacked, and you can seep under doors and through the smallest of cracks. You can’t speak or make any action rolls until you regain your natural form.

*Shield* — Make an invisible shield around yourself. Costs 1 Luck.

Roll your Magic dice. For each success, you can take away one Battle or Shoot success from an opponent’s roll against you, until you run out of successes, or the action scene ends.

*Example: Feeney the wizard is in a battle against some orcs. She rolls her Magic dice to cast a shield around her, and rolls a 2, 2, 4, 4, 5, and 6. Two successes! A little later, an orc shoots an arrow at her and scores one success. Feeney's shield blocks the arrow and has one success left. An orc swings its sword at Feeney and scores two successes. One success is blocked by the shield spell, but the other success gets through – the shield is gone, and Feeney loses one Luck from the sword attack.*

*Teleport — You can transport yourself to a nearby place. Costs 4 Luck.* Roll your Magic dice. You can disappear and then reappear an instant later at a distance of one pace for each success you roll, regardless of what's in the way. You can't teleport into solid rock or any other obstruction – the spell will “bounce” you back to your starting place.

*Tongues — Talk with any creature with 1 or more Talk dice. Costs 2 Luck.* Roll your Magic dice. With one or more successes, you can speak to and understand the speech of any creature with 1 or more Talk dice for the rest of the action scene.

*Will o' the Wisp — You make a glowing ball of light that moves in the air as you choose. Costs 1 Luck.* Roll your Magic dice. With one success, you create a glowing ball of light that creates dim light for two paces around itself, or bright light for 6 paces. The wisp must stay within sight of you, and has Luck 1 for purposes of Battle and Shoot rolls against it. The wisp lasts until you choose to make it go away.

*Zap — You shoot a ray of magic force at an opponent. Costs zero Luck.* Roll your Magic dice. Your opponent loses one Luck for each success. Opponents can use Stunt, but not Armor, to take away some or all of your dice (but you always roll at least one die).

## SUMMARY OF ACTION DICE, BY ROLE

Here is a helpful chart for comparing the action dice of different roles:

	Paladin	Rogue	Warrior	Wizard	Dwarf	Elf
Battle	4	2	5	1	3	2
Magic	0	1	0	6	0	3
Make	1	3	1	2	6	1
Muscle	4	2	5	1	4	1
Notice	2	3	2	2	2	4
Resist	5	2	2	3	6	5
Shoot	0	3	4	0	2	5
Sneak	1	5	1	1	1	2
Stunt	2	6	3	1	1	4
Talk	4	4	1	3	1	3

## MAKING UP NEW ROLES

Once you've had a chance to play, you might want to create new roles. Here are some examples of roles that mix powers and bonus dice from two or more of the basic roles:

### ELF ENCHANTER

*An elf with more magic powers than an elf scion.*

Luck 12

Battle 2

Magic 4

Make 1

Muscle 1

Notice 4 +2 when looking for magical objects

Resist 5

Shoot 5 +1 when you're using a shortbow or longbow

Sneak 2 +4 in forests/woods or under starlight

Stunt 4

Talk 4 You can talk with animals (even ones with Talk 0)

Elves who choose to study the ways of magic become elf enchanters. An elf enchanter gains the magic powers *counterspell*, *stardust*, *tongues*, and *will o' the wisp*. Her magic powers cannot harm or heal, but serve to reveal hidden enemies, parley with strangers, and bring light to the darkness.

**Powers:**

*Cloak* — A magic spell that adds to your Sneak dice. Costs 2 Luck.

As an elf, you can cloud the senses of other beings, making yourself nearly invisible. Roll your Magic dice. For each success, you remain cloaked for one turn. Each success also adds one Sneak die, as long as you do not move, speak, or take an action. If you move or take any action, you are no longer cloaked, and you lose your extra sneak dice.

*Counterspell* — You can make it harder for someone to make a Magic roll. Costs 2 Luck.

Choose an opponent and roll your Magic dice. For each success, your opponent loses one Magic die from their next Magic roll (but always gets to roll at least one die).

*Rapid Fire* — You can fire two arrows in one turn. Costs zero Luck.

Divide your Shoot dice into two groups of any size. Roll each group of dice as a Shoot roll against a different opponent.

*Stardust* — A magic spell that reveals hiding or invisible opponents. Costs 3 Luck.

Roll your Magic dice. With one or more successes, any hidden or invisible foes within ten paces of you will glow with twinkling motes of silvery light, reducing their Sneak to 1 for the rest of the action scene.

*Starlight* — You glow softly in the darkness, providing dim light for you and your friends. Costs 0 Luck.

Whenever you like, you can make a soft, starry glow appear around your body that spreads dim light for 6 paces around you.

*Tame Animal* — make an animal into a loyal pet. Costs 1 Luck.

Choose a single animal with a Talk of 0 and roll your Talk dice. (Any creature with a Talk 1 or higher can't be tamed.) One success allows you to tame the animal. If you don't roll any successes, you fail to tame the animal. You can try to tame the same animal as many times as you like, but each attempt requires an additional success. So the second time you try to tame a creature, you need two successes, and so on. A tame animal will follow you, fight to defend you with its Battle dice, and warn you of danger with its Notice dice.

You can't keep more than one tame animal at a time.

*Example: Mallion the elf comes across a wolf and wants to tame it. He rolls his Talk dice (3) and gets 1, 2, 2, 3, 4. No successes! He tries again, and needs to get two or more successes this time: 2, 3, 4, 5, 5. The 5s count as successes, so the wolf is tamed!*

*Tongues* — Talk with any creature with 1 or more Talk dice. Costs 2 Luck. Roll your Magic dice. With one or more successes, you can speak to and understand the speech of any creature with 1 or more Talk dice for the rest of the action scene.

*Trance* — A magic spell that can send a creature to sleep. Costs 2 Luck. Roll your Magic dice. With one or more successes, you can send an opponent into a sleeplike trance for the rest of the action scene. Your opponent may roll their Resist dice to take away any successes you made.

*Will o' the Wisp* — You make a glowing ball of light that moves in the air as you choose. Costs 1 Luck.

Roll your Magic dice. With one success, you create a glowing ball of light that creates dim light for two paces around itself, or bright light for 6 paces. The wisp must stay within sight of you, and has Luck 1 for purposes of Battle and Shoot rolls against it. The wisp lasts until you choose to make it go away.

## STUFF

Anything your character wears or carries is a part of their stuff. We like to create an index card for every piece of stuff a character has, and have the player keep the cards in their hand. If you don't have the card, you don't have the stuff! A stuff card takes about 20 seconds to make. You just write, **SHORTSWORD +2 Battle dice** on the card, and maybe a lame sketch of what it looks like. We use index cards for treasure, too – one card for how many gold coins you have, one card for each major treasure item, like a gem or goblet.

## ARMOR

You can wear armor to help protect you from Battle and Shoot rolls. Some roles, including paladin, rogue, warrior, and dwarf, begin the game wearing armor. You can also find or buy armor during the game.

Here's a complete list of starting Armor by role:

<i>Role</i>	<i>Armor</i>
Paladin	Light plate -4
Rogue	Leather armor -1
Warrior	Light plate -4
Wizard	none
Dwarf	<i>chainmail</i> -4
Elf	none

Each kind of armor has an Armor number of -1 or lower. The number tells you how many dice your opponent has to remove from his Battle or Shoot roll *before* he rolls against you.

*Example:* A bogle (Battle 8) swings its club at Sir Stalwart the paladin (light plate -4). The game master removes 4 dice from the bogle's Battle dice before rolling, leaving only 4 Battle dice.

If your armor would bring an opponent's Battle or Shoot dice to zero or less, your opponent still gets to roll one die.

### **ARMOR LIST**

<i>Armor</i>	<i>Cost (gold)</i>
Shield -1	1
Leather Armor -1	2
Scale Armor -2	8
Chainmail -3	15
Light Plate -4	30
Heavy Plate -5	60
Epic Plate -6	110

To wear armor, you must have enough Muscle dice to match its Armor value. For example, to wear +2 scale armor (Armor 2), you must have Muscle 2 or better.

A shield adds one Armor die, but you can't Battle or Shoot with 2-handed weapons while you hold a shield.

Magic armor subtracts more dice than usual for its type, like *scale armor +3*, which gives one more armor than ordinary scale mail.

### **BATTLE WEAPONS**

Battle weapons give you bonus Battle dice up to your Muscle dice. For instance, a +4 longsword gives you up to 4 bonus Battle dice, but if you have Muscle 2, you would only get 2 bonus Battle dice. This ensures that heavier weapons are most useful in the hands of characters who have the Muscle to wield them.

### **SHOOT WEAPONS**

Shoot weapons give you bonus Shoot dice up to your Notice dice. For instance, a +2 shortbow gives you up to 2 bonus Shoot dice, but if you have Notice 1, you would only get 1 extra Shoot die. This ensures that

trickier weapons are most useful in the hands of characters who have the Notice dice to take full advantage of them.

*Battle Weapons (add to your character's Battle dice)*

	<b>Dice</b>	<b>Hands</b>	<b>Cost (gold)</b>	<b>Notes</b>
Bare Fist	0	1	0	
Shield	1	1	5	Also gives Armor 1
Dagger	1	1	3	Battle or Shoot
Shortsword	2	1	7	
Spear	2	1	4	
Hand Axe	2	1	8	Battle or Shoot
Longsword	3	1	11	
War Hammer	4	2	10	
Falchion	4	1	12	
Greatsword	5	2	13	
Greataxe	6	2	15	
Halberd	7	2	17	

*Shoot Weapons (add to your character's Shoot dice)*

	<b>Dice</b>	<b>Hands</b>	<b>Cost (gold)</b>	<b>Notes</b>
Dagger	1	1	3	Battle or Shoot
Hand Crossbow	1	1	5	
Light Crossbow	2	2	6	
Shortbow	2	2	4	
Hand Axe	2	1	8	Battle or Shoot
Javelin	2	1	2	
Longbow	5	2	10	
Heavy Crossbow	5	2	12	

**WEAPONS DESCRIBED**

**Bare Fist:** What you Battle with if you have no weapon. It's free, and always available.

**Shield:** A shield can be used to bash an opponent like any other weapon. It gives you -1 Armor, but you can only use one-handed weapons while you're wearing it.

**Dagger:** A very short blade used for fast thrusts and cuts. Held in one hand. Can also be thrown using your Shoot dice.

**Shortsword:** A wide, short stabbing blade. Held in one hand.

**Hand Axe:** A short-handled light axe. Held in one hand. Can also be thrown using your Shoot dice.

**Longsword:** A long blade used for cuts and thrusts. Held in one hand.

Greatsword: A very long blade held in two hands.

Greataxe: A long-handled heavy axe, held in two hands.

Halberd: A very long pole fitted with an axe head, spear point, and hammer-head. Held in two hands.

Shortbow: A small bow, held in two hands.

Javelin: A long, thin throwing spear.

Longbow: A long, straight bow. Held in two hands.

Light Crossbow: A small crossbow, loaded by hand, held in two hands.

Heavy Crossbow: A large crossbow, loaded with a hand-turned crank.

### **Gear:**

Most gear gives you bonus dice for one or more kind of action roll.

<i>Item</i>	<i>Bonus Dice:</i>
Rope	+2 Stunt when climbing
Firestarter	+4 to a single Make roll when trying to start a fire.
Iron Spike	+4 to a single Stunt roll when climbing; If used to spike a door open or shut, it adds two successes to the number of Muscle rolls needed to move the door.
Cold Weather Gear	You lose one Luck per day in freezing weather, and no Luck in cold weather. You lose 1 Stunt and 1 Notice die while wearing cold weather gear.
Freezing Weather Gear	You lose no Luck in freezing or cold weather, but you lose 2 Stunt and 2 Notice dice while wearing freezing weather gear.
Swim Bladder	When inflated, gives +4 to Muscle rolls made to stay afloat

## **REWARDS**

At the end of an afternoon's or evening's game, each player can either add action dice, a new power, or Luck to their character. Each option is described below.

### **Add Action Dice**

Add one die to an action of your choice, or to add two bonus dice to a particular specialty. For example, a player could add +1 die to a warrior's Battle dice, or +2 bonus dice to Battle rolls only when swinging, say, a greatsword. A wizard could add +1 die to Magic rolls, or +2 bonus dice only

when using Magic to cast a *disguise* spell. The game master gets final say about any bonus dice, in the interest of balance and fairness.

### **Add a Power**

Make up a new power for your character, or ask the game master to give you one from the list of extra powers. A paladin, for example, might receive the *duress* power.

### **Add Luck:**

Raise your character's Luck by one die.

## **MORE POWERS**

This section contains more powers that you can add to a role as you increase in power.

### **More Dwarf Powers**

*Trap Rune* — Make a magic rune that holds a creature in an enchanted trap. Costs zero Luck.

Pick a location you can touch. Roll your Magic dice. One success allows you to make an invisible rune that will trap the first creature that passes within a pace of it. Additional successes make the trap harder to escape (read on). The creature may make a single Muscle roll to escape the trap, which requires as many successes to escape as you rolled when you created the trap. Otherwise, the creature is trapped for one hour before the trap vanishes. The rune lasts until someone passes it or until you decide to remove it. You can only have one trap rune in play at a time.

### **More Elf Powers**

*Briar Patch* — Make a patch of thorns that is very difficult to cross and can trap creatures. Costs 5 Luck.

Roll your Magic dice. One success creates a patch of briar thorns one pace wide. More successes make more patches. You can make the patches appear on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on a briar patch or trying to cross it must lose one turn escaping it carefully, or else lose 2 Luck moving out of it. Briar patches last until the end of the action scene.

### **More Paladin Powers**

*Antidote* — Stop the effects of poison on another creature. Costs 3 Luck. Choose one creature suffering the effects of poison. You must be able to touch the person. Roll your Resist dice. One or more successes will counter the poison's effects.

*Duress* — Force a creature to answer a question truthfully. Costs 5 Luck. Choose one creature with more than zero Talk dice. Roll your Resist dice against the creature's Resist dice. If you roll more successes than the creature, it must respond truthfully to a single question you ask it.

*Firewalk* — Make yourself nearly fireproof for a short time. Costs 4 Luck. Roll your Resist dice. For each success, you gain 2 Armor against fire damage for the duration of the action scene. (Most fires remove 3 Luck from anyone in contact with them).

*Guard Circle* — Create a circle that gives you and your friends extra armor against malicious enemies. Costs 4 Luck. Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives you and your friends 1 extra Armor against malicious creatures for the rest of the action scene. The circle can't move with you, and you can only create circle of any kind at a time.

*Healing Circle* — Create a circle that lets your friends get 1 Luck each turn, even if they take an action. Costs 5 Luck. Roll your Resist dice. One or more successes creates a circle two paces across (enough for you and three friends) that gives them get back 1 Luck each turn for the rest of the action scene, even if they take an action. The circle can't move with you, and you can only create one circle of any kind at a time.

*Restore* — Restore a petrified creature to life. Costs 6 Luck. Roll your Resist dice. One or more successes restores a single petrified creature to life, such as the victim of a basilisk or cockatrice.

### **More Rogue Powers**

*Knockout* — You can place a well-aimed strike to knock someone out without harming them. Costs 6 Luck.

Roll your Battle dice. If you score one or more successes, your opponent can make a Muscle roll to take away one or more of them. If any successes remain, your opponent falls down and loses one turn for each success.

*Soft Landing* — You can use your Stunt dice to lessen the damage from a fall. Costs zero Luck.

If your character falls and will lose Luck as a result, roll your Stunt dice and reduce the Luck lost by one for each success you roll.

## **More Warrior Powers**

(coming soon)

## **More Wizard Powers**

*Call Vermin* — You bring forth a swarm of scorpions, locusts, or scarabs that for one or more turns. Costs 5 Luck.

Choose scorpions, locusts, or scarabs. Roll your Magic dice. On one of more successes, a swarm of the type of vermin you called will appear anywhere within sight. The swarm will remain for one turn for each success you rolled. Each type of swarm has its own effect. Note that the vermin are not under your command, and will attack all creatures within the swarm, whether they are your friends or enemies.

A vermin swarm is two paces across – wide enough to fill the width of a typical hallway or tunnel. Anyone within the swarm will be subject to its effects. The swarm doesn't move during its existence. It has Luck equal to the number of successes you rolled, and can't lose more than one Luck to a single Battle roll. It cannot be harmed by a Shoot roll.

*Locust Swarm:* Locusts swarm all over you. Your Notice, Shoot, and Talk dice are reduced to one die.

*Scarab Swarm:* Scarabs are crawling all over you. Roll your Resist dice. If you don't get at least one success, you lose a turn trying to pull the scarabs off your body.

*Scorpion Swarm:* You are stung by scorpions. Roll your Muscle. If you don't get at least one success, you've been poisoned. You lose two dice from all action rolls until the end of the scene. A paladin's *antidote* power can remove the poison.

*Chilling Mist* — A cloud of cold vapor that acts as extra armor against Shoot rolls and removes 2 Luck from those who encounter it. Costs 3 Luck. Roll your Magic dice. One success creates a cloud of mist one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an

opponent's feet, as long as the clouds form one shape with no gaps. Anyone smaller than a giant standing in a *chilling mist* or trying to cross it will lose 2 Luck, but can make a Muscle action to avoid losing one or more Luck from the mist. A *chilling mist* lasts for one action scene.

*Corrosion* -- Destroys a non-magical wooden, leather or metal object. Costs 6 Luck.

Choose a single object, such as an opponent's weapon, armor, a wooden door, or an iron gate. Roll your Magic dice. If you roll successes equal to or greater than the object's Luck, the object is destroyed. This list gives you a rough idea of an object's Luck, as a guide for the game master.

<i>Object</i>	<i>Luck</i>
Dagger	1
Longsword	3
Greatsword	5
Leather Armor	1
Chainmail	4
Heavy Plate	6
Wooden Door	3
Iron-bound Door	8
Portcullis	10

Enchanted objects, such as magical swords, wands, and rings, are not affected by this power.

*Create Hippogriff* -- Creates a magical flying steed to carry you and a companion for a short time. Costs 10 Luck.

Declare where you want to be carried, and roll your Magic dice. If you have never seen the destination, subtract two successes. If you have viewed it only on a map, subtract one success.

If one or more successes remain, you create a hippogriff to transport you and one companion to your destination before the creature vanishes. You must begin the journey immediately. Each success allows the hippogriff to carry you one day's journey by foot (about 25 miles) in the space of one hour. The hippogriff will bear you there, or as close as it can. If attacked, it will fight to defend you, but won't stray from its course except to avoid enemies.

*Eye* -- Allows you to send a magical eye to spy beyond your line of sight. Costs 2 Luck.

Roll your Magic dice. Each success makes the eye last one turn. The eye is a small, ghostly eye-like shape that moves at your own walking speed,

hovering about 5 feet above the ground. It can cross water, but can't cross a gap or drop of more than 5 feet, and can't climb sheer surfaces. You see what the eye sees, but you can't hear sounds from the eye's location. The eye has Sneak 3 and your own Notice dice, and is destroyed by a single Battle or Shoot success.

*Fear — Prevents one person from approaching you. Costs 2 Luck.*

Choose one opponent and roll your Magic dice. Your opponent may roll their Resist dice to take away your successes. One success prevents your opponent from coming closer than 2 paces to you for one turn, and loses one die from any Battle or Shoot roll against you. Each additional success makes the spell last for one extra turn.

*Fire Patch — Make a fire appear on the ground. Costs 4 Luck.*

Roll your Magic dice. One success creates a patch of fire one pace wide. More successes make more patches. You decide where the patches appear, on the ground anywhere you can see, even directly underneath an opponent's feet. Anyone smaller than a giant standing on a fire patch or trying to cross it will lose 3 Luck, but can make a Stunt action to avoid losing one or more Luck from the fire. A fire patch lasts only one turn, unless it is created on something flammable, like wood, lamp oil, or grass, which will feed it until the end of the action scene (but won't cause it to spread).

A fire patch can also melt away an ice patch of the same size. It can also transform a briar patch into a fire patch.

*Fog Cloud — Makes Notice rolls more difficult. Costs 2 Luck.*

Roll your Magic dice. One success creates a fog cloud for ten paces around you for the duration of the action scene. The cloud does not move with you. Each success you roll removes one die from the Notice and Shoot rolls of all creatures in the area.

*Invisibility — Make yourself invisible. Costs 5 Luck.*

Roll your Magic dice. For each success, you become invisible for one turn. While invisible, you gain +8 Sneak, and you gain +3 Armor against Battle rolls and +6 Armor against Shoot rolls for opponents who have heard (but not seen) you.

*Phantom — Create the illusion of a living, moving creature. Costs 3 Luck.*

Roll your Magic dice. One success allows you to create a double of yourself or any other person or monster smaller than giant size. The phantom can't speak or make noise, and can't touch or pick up anything. You can move it anywhere within your sight. Opponents will believe the phantom is real until they make a Battle or Shoot roll against it,

or if they make a Notice roll and score more successes than your Magic roll to create the phantom.

*Poison Cloud* — Create a cloud that sickens creatures who breathe it. Costs 6 Luck.

Roll your Magic dice. One success creates a cloud of poison vapors one pace wide. More successes make more clouds. You decide where the clouds appear, on the ground anywhere you can see, even directly underneath an opponent's feet, as long as the clouds form one shape with no gaps. Anyone smaller than a giant standing in a *poison cloud* or trying to cross it will lose 2 Luck, but can make a Resist action to avoid losing one or more Luck from the cloud. A *poison cloud* lasts for one action scene.

*Raise Skeleton* — Create an animated skeleton to serve as your minion. Costs 4 Luck.

This spell only works for malicious wizards. Casting it will instantly create an animated skeleton from a complete set of human bones to serve as your minion. Each skeleton you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the skeleton is in existence. The more skeletons you have as minions, the lower your Luck score will be.

*Raise Zombie* — Create an animated corpse to serve as your minion. Costs 4 Luck.

This spell only works for malicious wizards. Casting it will instantly create a zombie from a more or less intact corpse to serve as your minion. Each zombie you summon costs 4 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 6 Luck, and could not raise their Luck above 9 as long as the zombie is in existence. The more zombies you have as minions, the lower your Luck score will be.

*Secret Message* — Send a private message to a friend. Costs 1 Luck.

Choose one friend in the current action scene. Roll your Magic dice. One or more successes allows you to whisper a short message to your chosen friend that cannot be overheard by anyone else.

*Summon Orc* — Summon an orc to serve as your minion. Costs 8 Luck.

This spell only works for malicious wizards. Casting it will instantly create an orc to serve as your minion. Each orc you summon costs 8 Luck, and also lowers your maximum Luck by one. So a wizard with Luck 10 who casts this spell would be reduced to 2 Luck, and could not raise their Luck above 9

as long as the orc is in existence. The more orcs you have as minions, the lower your Luck score will be.

*Summon Familiar — Summon an animal familiar to give you bonus dice to Magic and one other action. Costs 8 Luck.*

Roll your Magic dice. If you score one or more successes, a magic animal called a familiar appears. The familiar is your companion. You can only have one at a time. A familiar lowers your maximum Luck by one – so if you usually have 10 Luck, you will have 9 Luck as long as your familiar is around. There are four kinds of familiar: cat, bat, owl, and snake. Each familiar adds one die to your Magic rolls, and one die to another action roll, depending on what kind of animal it is.

Cat: +1 Notice

Bat: +1 Sneak

Owl: +1 Talk

Snake: +1 Resist

A familiar has 3 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again. Your familiar understands what you say to it, and you can sense its feelings, but it does not speak.

*Summon Greater Familiar — Summon an animal familiar to give you bonus dice to Magic and one other action. Costs 12 Luck.*

Roll your Magic dice. If you score one or more successes, a magic animal called a greater familiar appears. The familiar is your companion. You can only have one at a time. A greater familiar lowers your maximum Luck by two – so if you usually have 13 Luck, you will have 11 Luck as long as your familiar is around. There are four kinds of greater familiar: feydragon, imp, salamander, and raven. Each greater familiar adds two dice to your Magic rolls, and two bonus dice to another action roll, depending on what kind of animal it is. It also gives you a unique bonus spell you can cast, if you have sufficient Luck to do so.

Feydragon: +2 Notice

Bonus Spell: *feysight*

Imp: +2 Talk

Bonus Spell: *deceive*

Salamander: +2 Resist

Bonus Spell: *fireball*

Raven: +2 Sneak

Bonus Spell: *darkness*

A greater familiar has 6 Luck. Whenever it loses Luck, you also lose a Luck point. If it is reduced to zero Luck, it disappears and must be summoned again.

*Turn to Stone* — Turn a creature and its gear into a stone statue. Costs 8 Luck.

Pick an opponent smaller than a giant. Roll your Magic dice. Your opponent rolls Resist dice to take away your successes. If one or more of your successes remain, you turn your opponent to stone for the rest of the action scene. While stone, you can't move, speak, or try any actions, but you have 5 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or extreme cold.

*Undo Magic* — Remove a magic spell from a person or place. Costs 5 Luck.

Choose one person or area that is currently under a magic spell. Roll your Magic dice.

You must roll at least as many successes as the Magic dice of the person or monster who cast the spell. So, for example, to undo a *Turn to Stone* effect cast by a basilisk (Magic 4), you need to roll 4 or more successes. To undo a *Fire Patch* cast by a wizard (Magic 6) requires 6 or more successes. Casting this spell on people or places that are under a permanent enchantment, rather than a short-duration spell, works the same way, except that the magic spell is suppressed only for one turn. So, if you cast *undo magic* on an opponent's *flaming longsword*, you can suppress its magic powers for one turn.

## HALF-ASSED TREASURY OF GAME MASTER INFO

### HAZARDS

#### Cold and Freezing

Adventuring in a cold place makes you lose one Luck each day, which can't be regained until you're out of the cold. Wearing cold-weather or freezing-weather gear prevents this loss of Luck. Examples of cold places include most dungeons and caves.

Freezing places are even colder. They include tundra, ice packs, mountain peaks, and glaciers. In a freezing place, you lose two Luck each day. Cold-weather gear reduces the loss to one Luck each day, while freezing-weather gear prevents any Luck loss due to freezing.

## Falling

Losing your grip while climbing or simply falling from a height results in lost Luck. For every pace (5 feet) you fall, roll one die. Each success takes away one Luck. The rogue's power *soft landing* can reduce lost Luck from a fall.

## POWERS FOR EVERYONE

You've seen how each role has its own powers – wizards can do magic, dwarfs can turn themselves to iron or stone. But there are some powers that *everyone* can do, and they're listed here.

*Climb: Get safely to the top or bottom of a cliff or wall. Costs zero Luck.*  
When you need to climb up or down a wall or cliff, make a Muscle roll. Each success lets you climb up or down one "success". If you don't roll any successes, you stay put. Climbing surfaces that require tricky handwork or footwork may require Stunt rolls, too. The game master will design a wall or cliff as a series of Muscle and/or Stunt successes, such as: Muscle/Muscle/Stunt/Muscle. If you don't score any successes on a Stunt roll, you will fall, losing one Luck for each step you fall.

*Dodge: Use your Stunt to lessen your opponent's chance of hitting you. Costs one Luck.*

You can make it harder for foes to hit you by dodging. You can dodge as many foes as you like. Each time you dodge, you spend one Luck. Subtract your Stunt dice from your opponent's Battle or Shoot dice, but your opponent can always roll at least one die.

*Pin: Keep an opponent from moving or doing most actions. Costs zero Luck.*

Anyone can try to pin someone to keep him from moving or making most action rolls. To try a pin, you can't be holding anything in your hands. Your opponent can make a bonus Battle roll against you first if they're holding a weapon. Then, roll your Stunt dice and your Muscle dice, while your opponent does the same. If you roll more successes than your opponent, you have your opponent pinned. Otherwise, your opponent escapes your grasp.

Once pinned, your opponent can't walk or run, and subtracts your Muscle dice from all action rolls except Resist and Talk. Or, he can try to escape your pin by rolling his Muscle and Stunt dice against yours and scoring more successes than you.

On your next turn, if you still have him pinned, you can roll your Muscle dice against his Muscle dice to squeeze him. He will lose one Luck for each success you roll.

*Example: Brawnley, a warrior (Muscle 5, Stunt 3), tries to pin an orc (Muscle 7, Stunt 3) to keep the orc from running away and alerting its friends. The orc (Battle 7) can make a bonus Battle roll against Brawnley. It rolls two successes – Brawnley loses two Luck as he lunges at the orc.*

*Now both of them roll their Stunt and Muscle dice. Brawnley rolls two successes, and the orc rolls one. The warrior manages to pin the orc! The orc can roll Stunt and Muscle dice against Brawnley on its turn until it scores more successes than Brawnley and manages to escape.*

*On Brawnley's next turn, he can roll his Muscle dice against the orc's Muscle dice to squeeze more Luck out of him.*

*Jump: Use your Muscle and Stunt dice to jump and land safely. Costs zero Luck.*

Roll your Muscle dice. For each success, you jump one pace. If the landing area is small or unstable, the storyteller may ask you to roll your Stunt dice and score at least one success to land on your feet.

## **SWIMMING**

### **JUMPING**

### **MOVING**

When your character walks around, you don't usually need to roll dice to see if you succeed or how far you get. But the faster you move, the harder it is to make action rolls at the same time.

You count out your move in *paces*. A pace is five feet. If you're using a piece of graph paper to keep track of where the characters are, you can make each square count as one pace, and if you're playing on a piece of chart paper or a table with toy soldiers or other markers, let one inch equal five feet. The kind of chart paper that comes already marked in one-inch grids is especially handy.

When moving, you can choose to move, double-move, or run.

*Move:* Nearly every character and monster in the game has a Move speed. Any character you might play, from a dwarf to a wizard, walks at up to 5 paces each turn. You can move *and* make an action roll each turn, except for a Make roll, which can only be done when you're standing still.

*Double-move:* If you move faster than your Move, you're doing a double move. You can double-move up to 10 paces. You lose 3 dice on actions when you're double-moving – it's harder to do most things well when you're moving that fast. If losing 3 dice would bring your action to zero dice or less, then you can't try it. For example, a dwarf (Shoot 2) can't shoot a bow while double-moving, because the 3-dice penalty would reduce his Shoot to -1, while an Elf (Shoot 5) could still make a Shoot roll at 2 dice. Unlike other roles, warriors do not lose Battle dice when double-moving.

*Run:* If you try to move more than 10 paces each turn, you're running, and don't have time to make any action rolls. You are spending all your time and focus moving as fast as you can. Roll your Muscle and Stunt dice each turn you are running. Add one pace to your move for each success and add it to ten. If you don't roll any successes, you lose one Luck die.

Monsters have their own Move speeds. Some monsters, like zombies, can't double-move or run, and this is indicated in their Move information.

*Fly:* Monsters that can fly have a separate Fly speed with two numbers, like, "6 to 18". Monsters with a Fly speed can't fly any *slower* than the first number or faster than the second number. So a monster with a Fly speed of 6 to 18 will fall to the ground if it moves slower than 6, and can't fly faster than 18.

*Climb:* Some creatures, like spiders, can climb without making Stunt or Muscle rolls. Their climb speed is usually the same as their walk speed.