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Introduction

Bare Bones is a minatures wargame with roleplaying elements and Bare bones is also a roleplaying game with miniatures wargame elements. Bare bones is also a random dungeon boardgame and a realm management game. What this means is that you can create your own war game heroes, and use them as roleplaying characters and run their kingdoms and play a random dungeon or wilderness exploration games without a game master all with the same rule set.

It's an idea that's fascinated me since the early eighties but never quite seemed to gell as roleplaying and wargaming went their separate ways. So here's the sixth version of Bare Bones. It's leaner and meaner than any of my earlier drafts while doing a far better job of just about everything.

This basic booklet covers roleplaying campaigns and dungeon board game play, leaving the battle field for a later, more complete volume.

Figures, Heroes, Models, and Units

A figure is any creature from a tiny rat to a gigantic dragon, it's just a nice, easy term for just about every combatant. A hero is a mighty character with specialized skills and superior traits, if not hygiene or morals. Models are vehicles, buildings, and scenery as opposed to figures. The key difference between a model and a figure is that a model doesn't do things but figures can do things with a model. Lastly, Units are groups of figures or models with the same traits and equipment.

Traits

Every figure is defined by the following five traits. Humans have an average rating of three and a maximum of six in each trait. The maximum rating is always twice the race's base rating.

Awareness is used to detect the enemy, and for other activities like observation and searching.

Cunning is used to solve problems, remember important details, and lay battle plans.

Speed determines who strikes first as well as representing the figure's general agility and coordination.

Might determines how hard a figure can hit and how hard of a hit they can take.

Will is used to resist fear, lead troops, and also indicates a figure's ability to ignore its injuries.

Mettle is a measure of the character's competence. The base value is set by their race and one point is added for each point of Traits and Skills above and beyond their race's base ratings.

Character Creation

A beginning character has a total Mettle value of six with which to buy Traits and Skills and twenty five shillings for purchasing equipment.

The character's race provides base Trait values and skills. The mettle cost of the character's Race must be purchased from the six points and the remaining points can be spent on improving Traits and Skills.

One point of Mettle purchases one point of a Skill or Trait.

Traits cannot be increased to more than twice their base racial value.

Characters with the Sorcery or Craft skills must select one area of expertise for each point of skill.

The character's 25 shillings are used to purchase items from the Goods and Services section.

Character Advancement

A character needs to accumulate a number of experience points equal to a skill or trait's level plus one for it to increase its level by one. An experience point can be gained by spending six months studying, training, and working in the field. Additional experience can be gained for exceptional events. Adventures and other dangerous encounters in particular provide experience beyond the norm. An additional point should be rewarded for completing an adventure or a stage of a quest. This should roughly amount to two additional points per session of play.

Every Six Months	1
Per Session	1
Per Completed Minor Adventure	1
Per Completed Stage of Quest	1

Races

Subhumans and superhumans are possible but humans are the most common character race..

Humans

A widely varied and prolific breed of humanoid found in every clime, culture and condition.

Preferred Light: Day

Base Traits

Awareness	3
Cunning	3
Speed	3
Might	3
Will	3
Mettle	3

Base Skills

Athletics	1
Faith	1
Fighting	1
Influence	1
Lore	1
Shooting	1
Husbandry	1
or	
Craft	1

Dwarves

A dour race of short, bearded miners and craftsmen, known for their work ethic and stubbornness.

Preferred Light: Day

Base Traits

Awareness	3
Cunning	3
Speed	3
Might	3
Will	4
Mettle	4

Base Skills

Athletics	1
Fighting	1
Influence	1
Lore	1
Shooting	1
Husbandry	1
Craft	2

Elves

A slender and graceful race, known for their capricious nature. Immune to the ravages of age and disease but little loved by the divine power.

Preferred Light: Any

Base Traits

Awareness	4
Cunning	3
Speed	4
Might	3
Will	3
Mettle	5

Base Skills

Athletics	1
Fighting	1
Influence	1
Lore	1
Shooting	1
Sorcery	1
Husbandry	1
or	
Craft	1

Wee Folk

A small race, much like humans. Found in many lands and under many names, they are often shy and distrustful of larger and louder folk.

Preferred Light: Day

Base Traits

Awareness	3
Cunning	3
Speed	3
Might	2
Will	4
Mettle	3

Base Skills

Athletics	1
Faith	1
Fighting	1
Influence	1
Lore	1
Shooting	1
Husbandry	1
or	
Craft	1

Skills

Skills represent the things a figure has learned to do

Athletics

The character's skill in running, jumping, swimming, climbing, and swinging on ropes.

Craft

The character is skilled in manufacturing useful items. They must pick a specific craft to learn and each craft can be learned separately.

Actor
Carpenter
Clothier
Engineer
Musician
Seamanship
Smith
Tanner

Discipline

Military training in marching, forming units, signalling, and manoeuvring is covered by the Discipline skill. This is the difference between a regular unit and an irregular one.

Fighting

Each level of Fighting allows a character to make one more attack roll per turn.

Faith

The character's religious experiences can be drawn upon to request miracles.

Horsemanship

While any character can ride a horse, fighting from the back of one is another matter entirely. A character's Horsemanship is the maximum Fighting or Shooting level they can use while mounted.

Husbandry

The character is a skilled farmer, able to plant a variety of crops and breed animals. This skill can be very useful to a nobleman as it allows them to increase the yeild of their fief through central planning.

Influence

The character is well acquainted with human nature and skilled in winning others over to their point of view.

Leadership

The character is experienced in motivating groups of people to get results.

Lore

The character is learned and can make a success roll to remember important details about the setting. A successful Lore roll forces the game master to answer a question, but the game master gets to set the difficulty.

Theivery

The knave is skilled in the arts of larceny from picking pockets, to passing unseen through the shadows.

Shooting

Each level of Shooting skill allows the character to roll one additional attack die when firing a missile weapon.

Sorcery

Each level of Sorcery allows the character to cast spells of one of the following types.

Air

Dark

Death

Earth

Fire

Life

Light

Mind

Spirit

Thaumaturgy

Water

White

Statecraft

The character is skilled in the governance of nations. State craft skill is used to acquire popular support and make allies out of enemies.

Woodcraft

The character is skilled in the ways of the wilderness and able to forage for food, follow tracks, and hunt wild beasts.

Goods and Services

What good is all the treasure in the world if there's nothing to spend it on? The prices on these lists are given in generic "shillings". Bare Bones makes no effort to distinguish between the metals of which currency is composed or which nation minted them. A beginning character has 25 shillings with which to equip themselves.

Encumbrance

The weight and bulk of some equipment makes it impractical to carry. The encumbrance penalty listed applies to swimming, sneaking, climbing and acrobatics.

Services

common lifestyle / month: 1 Shilling
gentry lifestyle / week: 1 Shilling
noble lifestyle / day: 1 Shilling
private room at inn / day: 1 Shilling
common room at inn / week: 1 Shilling

Provisions

preserved rations / week: 1 Shilling
fresh rations / month: 1 Shilling

Weapons

Dagger: 2 Shillings	Sling: 1 Shilling
Sword: 5 Shillings	Bow: 2 Shillings
Great Sword: 12 Shillings	Long Bow: 4 Shillings
Hatchet: 3 Shillings	Cross Bow: 6 Shillings
Battle Axe: 6 Shillings	Harquebus: 10 Shillings
Pole Axe: 9 Shillings	
Spear: 3 Shillings	10 Arrows: 1 Shilling
Pike: 4 Shillings	1 Shot and Powder: 3 Shillings
Halberd: 10 Shillings	
Mace: 5 Shillings	
Maul: 7 Shillings	
Morning Star: 6 Shillings	
Flail: 6 Shillings	

Armour

Light Leather: 1 Shilling
Heavy Leather: 3 Shillings, -1 encumbrance
Light Mail: 4 Shillings, -1 encumbrance
Heavy Mail: 12 Shillings, -2 encumbrance
Light Plate: 6 Shillings, -1 encumbrance
Heavy Plate: 18 Shillings, -2 encumbrance
Leather Barding: 15 Shillings
Mail Barding: 60 Shillings
Plate Barding: 90 Shillings

Animals

large dog: 3 Shillings
small dog or ferret: 1 Shilling
cat: 6 goats (2 for a Shilling)
monkey: 15 Shillings
hawk: 5 Shillings
pigeon with cage: 2 Shillings
canary with cage: 1 Shilling

bull: 15 Shillings
chicken: 1 goat (12 for a Shilling)
goat: 2 Shillings
milk cow: 15 Shillings
sheep: 3 Shillings

battle bird: 25 Shillings
bipedal strider: 30 Shillings
camel: 23 Shillings
elephant: 50 Shillings
dray horse: 14 Shillings
pony: 12 Shillings
riding horse: 17 Shillings
saddle back: 27 Shillings
war boar: 30 Shillings
warhorse: 20 Shillings

Equipment

back pack: 2 Shillings, -1 encumbrance
belt and pouches: 1 Shilling
sling bag: 1 Shilling
small chest: 2 Shillings, -1 encumbrance
large chest: 4 Shillings, -3 encumbrance
glass flask: 1 Shilling
glass bottle: 2 Shillings
small book: 5 Shillings
large book: 10 Shillings, -1 enc.
work clothes: 1 Shilling
good clothes: 3 Shillings
fine clothes: 10 Shillings
boots: 2 Shillings
fine boots: 10 Shillings
shoes: 1 Shilling
fine shoes: 7 Shillings
cloak: 2 Shillings
winter clothing: 5 Shillings, -1 enc.
fine winter clothing: 15 S, -1 enc.
tent / two men: 5 Shillings
bedroll: 1 Shilling
cooking gear / 5 men: 5 Shillings
rope / 25 paces: 2 Shillings
lantern: 4 Shillings
oil / hour: 1 Shilling
torches / 6: 1 Shilling
saddle, tack and harness: 6 Shillings

Success Rolls

A success roll is made by rolling one die per point of skill possessed by the character. Each die that scores a value equal to or less than the difficulty of the action yields one level of success. A figure's traits are a good base line for a the game master to set difficulty ratings. For instance a Woodcraft skill roll to track an enemy could be given a target number equal to the tracker's Awareness.

- 5- Simple
- 4- Easy
- 3- Average
- 2- Difficult
- 1- Hard

Contests

Roll a number of dice equal to the skill or trait being contested for each side. The side with the most successes wins.

Personal Combat

The basics of combat remain the same whether one is fighting a massive battle or a desperate personal duel. The battle does need a few extra rules. For dungeon board game play or roleplaying adventures only these basic rules are needed.

Ground Scale

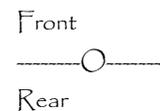
One space or inch represents a distance of two paces.

Turns

Roleplaying and dungeon games are essentially proactive. Each turn the players take their actions followed by their enemies taking theirs. There are a few special cases. If a figure moves into close combat with a foe with a ready missile weapon or a longer melee weapon the foe gets to attack first.

Frontage

The front of a figure is in front of it and the rear is behind it. Any foes in front of a figure and in line of sight can be targeted or charged. If playing on a square or hexagonal grid, figures are required to face a specific side of the space. Putting a dot on the front of the figure's base will avoid many disagreements.



Movement

A figure can move twice its Speed rating each turn. A figure that moves into melee can still fight or throw a weapon.

Searching, sneaking, firing a missile weapon, opening a door, or readjusting a weapon costs them half their movement as does crossing rough or otherwise difficult terrain. Crossing difficult terrain while sneaking would leave them moving half their Speed.

Figures must move into spaces in front of them and change their facing to match the direction of their movement. Diagonal moves count as two spaces but the player can select which direction the figure faces. Alternately a figure can turn on the spot and make a half move.

Attack Rolls

A number of dice equal to the Fighting skill of the unit are rolled against a 3- to determine how many attacks hit. Figures armed with a weapon in each hand receive a +1 bonus to hit.

Defending

Characters may opt to set aside some of their dice to defend against incoming attacks. Roll after the attacks are made. The chance of defending is also 3-. Each success cancels one successful attack.

Shooting

Loaded missile weapons can be fired very rapidly but some take longer to load than others. A missile weapon cannot be loaded while moving. As discussed earlier, loading a bow, long bow, or sling costs half the character's movement. Loading a crossbow takes a full turn in which the character cannot move, fight, or cast spells. Harquebuses take two full turns to load and cannot be fired while moving as they must be braced and lit with a long fuse called a slow match.

Combat Summary

Type Movement Rate

Infantry Speed x 2

Mounts Speed x 4

Fliers Speed x 6

Half Move Actions

Loading

Opening Door

Searching

Shooting

Sneaking

First Strike Advantage

1 Loaded Missile Weapon

2 Pike

3 Lance

4 Spear, Halberd as Spear

5 Large Weapons

6 Normal Weapons

7 Small Weapons

Spotting

Awareness 5-

- Range

- Bad Light

- Sneaky Foe

Melee

Fighting 3-

+1 two weapons

+1 flail or morningstar

+1 target has flail or morningstar

+1 attacking foe's rear

-1 Bad Light

-1 Bad Footing

-1 Defended Position

Shooting 4-

0 Range

-1 Range x 2

-2 Range x 4

-3 Range x 8

-1 Moving -1

-1 Target in Cover

-1 Bad Light

Damage

Attacks that hit inflict their damage on the target and may even cause a wound. Damage is determined by rolling 1 d6, adding the attacker's Might and applying modifiers relating to weapons and armour. Damage against characters is accumulated, that is to say that if a character takes 3 points from one attack and 2 from another they have taken a total of 5. Normally, a figure that receives a number of damage points equal to their Might plus Will is knocked unconscious. Twice that amount kills them dead. Figures in regiments are removed without tracking accumulated damage if they suffer a damage equal to their Might plus Will from a single attack.

Damage = Might + 1 d6

Charging With Lance +1

Receiving Charge With Spear or Pike +1

Large Weapon +1

Small Weapon -1

Light Armour -2

Heavy Armour -3

Shield -1

Slashing Weapon v.s. Leather or No Armour +1

Crushing Weapon v.s. Chainmail Armour +1

Piercing Weapon +1, -1 v.s. Shields

Wounds = Might + Will : unconscious

Wounds > 2 x (Might + Will) x 4 : Killed

Weapons

Dagger Small Slash or -1 Damage Pierce, Throw 10"

Sword Slash or -1 Damage Pierce

Great Sword Large Slash or -1 Damage Pierce

Hatchet Small Slash, Throw 10"

Battle Axe Large Slash

Pole Axe Large Slash, Pole Arm

Spear Pierce, +1 Damage v.s. Chargers, Throw 10"

Pike Large Pierce, +1 Damage v.s. Chargers

Halberd Pierce or Large Slash or +1 Damage v.s. Chargers

Mace Crush

Maul Large Crush

Morning Star Crush, +1 to hit and be hit

Flail Large Crush +1 to hit and be hit

Sling Crush, Range 15", half move to load

Bow Pierce, Range 20", half move to load

Long Bow Pierce, Range 25", half move to load

Cross Bow Large Pierce, Range 25", full turn to load

Harquebus Large Pierce, Range 20", two turns to load

Acts of Faith

The followers of the Supreme Architect, whatever their credo or dogma may be can at times command literally infinite power. Acts of faith can far out strip the capabilities of magic as they draw power from all the believers involved. On the other hand, having an entire regiment drop to its knees before the onslaught of their enemies can be a greater trial of faith than they can bear.

Acts of Faith are resolved by rolling the Faith skill of all those actively praying for them. While actively praying a figure cannot take any other action.

Defining Evil

When dealing with the angelic agents of The Supreme Architect, the question of evil is not just a matter of philosophy. For this purpose, the presence of demons, dragons, undead, or sorcerers who have access to Death, Darkness, or Black spells in a force automatically defines them as evil. Forces in which the Faith skill is entirely absent are also considered evil. Armies which have raided or destroyed settlements of any size or taken slaves get no benefit of the doubt from the hosts of heaven. Any force or individual that qualifies as evil under these terms can expect no mercy, nor can units with the Faith skill that chose to march with such forces expect their prayers to be answered.

If they are required to chose sides, the hosts of heaven will favour the side with the highest total Faith skill. They are never fond of magicians, elves, goblins, or sprites so subtract two points for each of these marching with a force.

3+ Shield of the Just

By the almighty hand of The Supreme Architect, the righteous are sheltered from the wrath of the powers of darkness. All those involved in actively praying for this blessing receive a three point bonus to resist spells and a three point bonus to their armour against Elementals, Dream Shadows, Fiends, and Night Gaunts.

6+ Fury of the Elements

The heavens darken though the day was fair and clear before. Thunder roars and winds wail. In the time frame of the average battle, the Fury of the Elements gives a two point penalty to all shooting and restricts all movement to half pace. The storm blows in over the course of three turns. In the first turn the sky darkens behind the enemy and the wind picks up a bit. The second turn it covers the enemy's half of the battle field and in the third turn it covers both sides. It takes a full hour for the full fury of the storm to come in but at this point any combat is unthinkable. The torrent of rain, lightning, and hail that cascades down from the skies is simply impassible and the lightning simply loves to seek out those with magical protection from the weather.

9+ Legions of Heaven

The hosts of heaven descend from above to answer the prayers of the faithful. A regiment of Proclaimers lead by an Avenger appear on the battle field where ever the praying forces wish. The total number of angelic beings who answer the call is equal to the number of individuals actively praying for the miracle. It is worth noting that the hosts of heaven come of their own free will to ensure the triumph of right. In situations where neither side is notably evil they will act as peace keepers, dividing the battle field and interposing themselves between units to prevent fighting.

12+ Resurrection

The trumps of heaven sound across the battlefield as the untimely fall of a champion of light is set to right. A single figure with a Faith of at least 3 is returned to life in full health and protected by the Shield of the Righteous for as long as they qualify as good individuals.

15+ Stop The Heavens

The sun either stops in its course or rises in the dead of night. The latter takes place over three turns. The first, a light is seen on the horizon. This gives a +2 to morale to the individuals who prayed. The next turn the dawn breaks and the light level becomes twilight, this gives a -2 to everyone else's morale, even their own side. Finally in the third turn, the sun rises to the apex of the heavens, the light level becomes day, and the praying side's -2 morale penalty is removed.

Magic

The world is not a flawless whole as many suppose. The Supreme Architect has hidden cunning loopholes in the laws of causality for his minions to exploit to their advantage.

"Knowledge is power" is not just a metaphor when it comes to magic. For each level of Sorcery a character learns, not only do they learn one more list of six spells but they also gain two more die with which to power them and can use one more die per round in the attempt.

Each spell has a power requirement that needs to be met in order to cast it. The magician's player decides how many of their dice to use and rolls them against a difficulty representing how powerful magic is in their world, with each success contributing one point of power to cast the spell. Additional successes are added to the damage, difficulty of resisting, or radius affected. If they don't get enough successes they can carry them over to their next turn and use some more of their dice. If necessary a magician can even elect to take damage to cast spells, by Blood Casting, gaining one die for every three points.

Duration

Most spells have a simple, physical effect that lasts long after the spell is cast. Other spells last until the magician drops the spell, goes to sleep, or falls unconscious. As long as a spell is maintained, the dice used to power it cannot be regained.

Regaining Power Dice

A magician regains all of their power dice when they sleep for a full eight hours. If you want to get nit picky you can work out the ratio of power dice regained for less sleep.

Maximum Dice Per Round = Sorcery Skill

Total Power Dice = Cunning + Sorcery Skill x 2

Blood Casting: 3 Damage = 1 Power Dice

Difficulty 3-

- 1 spell level greater than Sorcery skill
- 1 per doubling of base range
- 1 hands bound
- 1 gagged or unable to speak

Air Spells

0 Breeze: This spell conjures up an errant breeze that can be used to ruffle curtains, scatter papers, lift skirts, and slam open doors shut.

1 Gust (Base Range 3"): The strong wind conjured by this spell can knock over the unwary (Resisted by Might), control the direction in which a fire spreads, or raise dust off the ground, causing momentary blindness (bad light for 1 turn).

2 Fly: The magician is borne aloft by a powerful wind. (Fly Move 18")

3 Lightning (Base Range 6") The magician hurls a bolt of lightning at the target (Damage 1d6 + Will).

4 Wind (Base Range 3", 3" Radius) Howling winds disrupt incoming and outgoing missile attacks (-1 to hit or be hit).

5: Conjure Earth Elemental (Ritual): This ritual invokes an earth spirit to animate the very earth or rock. The creature will obey the magician's commands willingly at first but will resist with its Will the first time the spell is renewed.

Black Spells

- 0 Claws: The magician's hands sprout vicious claws that count as natural weapons.
- 1 Curse: This spell causes its victim to have a bad day, things just don't work out right from the start. (-1 penalty to the first task attempted that day for the length of the day).
- 2 Divination (Ritual): The magician summons and questions various evil spirits to gather information. The information will be accurate but rarely presented in a useful fashion.
- 3 Conjure Imp (Ritual): The petty demon conjured by this black ritual is willful and mischevious. It will attempt to twist any directions it is given and will try to stick around when dismissed by resisting with its Will.
- 4 Conjure Denier (Ritual): The act of conjuring this minor demon makes it mostly willing to obey the magician's commands. Like all demons it has its own ideas on how to get the job done and is prone to lying about everything it can.
- 5 Conjure Fiend (Ritual): The magician invokes a powerful demon which will obey their commands, most of the time when they feel like it. Fiends are dreadfully prone to twisting orders and hanging around long after they are summoned, attempting to resist any dismissal with their Will.

Darkness Spells

- 0 Gaze: The subject's preferred light becomes night for the duration of the spell.
- 1 Illusion: Shadows form themselves into an animated image (1"r) selected by the magician. Those trying to guess if the image is real must overcome the magician's Cunning with their Awareness.
- 2 Fear (2" radius): Darkness gathers menacingly about the subject forcing those nearby to question the wisdom of their current position. (Must flee for one turn, Resisted by Will).
- 3 Shadows (2" radius): Murk and gloom gather in the effected area making it easier to pass unseen (+1 to Stealth).
- 4 Darkness (4" radius): A pollution of shadow effuses up from the neatherworld to make the area as dark as night.
- 5 Conjure Night Gaunt (Ritual): This ritual summons a being of shadow and terror to serve the magician. Nightgaunts are faithful servants but cannot abide the light of day and are instantly banished by it.

Death Spells

0 Command (1" radius): The magician can seize control of an undead entity (resisted by Will). On the down side, they'll be well aware of the attempt.

1 Animate (Ritual): Causes one corpse to become a zombie or a skeleton under the magician's control. Each additional success can be used to animate one more corpse.

3 Wither: Flesh ages and bones become brittle at the magician's touch as it leaches power from the target. (Will + 1 d6 Damage, heals the magician an equal amount)

3 Engorge (3" radius): the undead targets of this spell swell and bloat gaining an additional die when fighting and a point of might.

4 Decay (3" range, 9 x 6" cone): The effects of entropy and pestilence are accelerated in the area effected. Dense woods are reduced to light woods, light woods to open ground, and crops become dust upon the wind.

5 Conjure Wraith (Ritual): A vengeful spirit is drawn into the material plane to serve the magician. Wraiths resent their master but will obey without hesitation or question. Each time the spell is renewed the Wraith will resist the spell with its Will in order to escape and pursue its own ends.

Earth Spells

0 Balance: The subject can cross broken ground as if it were open.

1 Forge: Reaching into the dirt, the magician draws forth a weapon composed of fused sand and minerals. Only simple melee and thrown weapons can be created by this means and the weapon disintegrates when the spell ends.

2 Grubbiness: The subject's body is covered in a shell of pebbles and sand (+1 Might, 1 Armour).

3 Wrack (3" radius): The earth trembles and the ground cracks and crumbles as the area affected becomes broken ground.

4 Crevass (8" x 3" x 2"): A tear in the ground spreads out from the magician's feet. Those standing in its path must make an Athletics roll or fall in.

5 Conjure Earth Elemental (Ritual): The magician calls up a spirit of the earth. It will do their bidding but is slow to act and tends to take the long view of situations.

Fire Spells

- 0 Ignite: The magician can set fire to flammable materials with a word and a touch.
- 1 Immunity: The subject is immune to fire damage.
- 2 Blast (Range 3"): The magician hurls a blast of magical fire at their foes (Damage = Will).
- 3 Ring of Fire (Radius 3"): The magician conjures up a ring of fire that automatically burns all who seek to cross its boundaries (Damage = Will).
- 4 Holocaust (16 x 6" Cone): The magician unleashes a great storm of flames before them (Damage = Will).
- 5 Conjure Fire Elemental (Ritual) The spirit called up by this ritual is capricious and ravenous. Fire elementals need fuel to remain on this plane and care little for the needs and desires of mortal magicians. One order only will they obey, "burn".

Life Spells

- 0 Peace: clears the target's mind of stress and worry, allowing them to relax and sleep.
- 1 Heal: cures two points of damage suffered by the target, additional successes each heal two more points.
- 2 Summon Beast: The magician summons an animal that is found in the local habitat. This is not a conjuration, the beast wanders out of the undergrowth and will try to aid and protect the magician to the best of its ability.
- 3 Quickening (Active Spell)
This spell accelerates the processes of life, making plants grow faster and wounds heal quickly. Used in combat it gives the subject an extra die on all actions and a 2 point bonus to their Speed.
- 4 Animate Undergrowth (4 x 12" path): The undergrowth in the affected area moves to hinder or aid passage as the magician wishes, making the terrain one level easier or harder to cross.
- 5 Enhance: The subject is infused with life energy making them better, stronger, faster. All of the subject's traits are improved by one point.

Light Spells

- 0 **Glow:** with a touch and a word, the magician makes the target glow faintly, making it visible in the darkness but not illuminating anything else.

- 2 **Illuminate (2" Radius):** with a touch and a word the magician makes the target glow brightly enough to make the area affected bright as day. Of course, everything in the illuminated area is very visible in the darkness (-1 to Stealth)

- 3 **Mirage (3" Radius):** The magician weaves an animated image of light and colour. Those viewing the mirage must win a contest of Cunning with the magician in order to perceive the trick.

- 4 **Beam (6" Range):** The magician directs a beam of intensely focused light at their foes (Damage = Will + 2).

- 5 **Cleansing (Damage = Will; 2" Radius, Illuminates 4" Radius)** Blinding light surrounds the magician burning all that are foolish enough to stand near them. Creatures that prefer darkness must pass a morale check to move any closer to the unbearable radiance.

Mind Spells

- 0 **Meditation:** The magician can enter a meditative trance to restore their inner reserve, healing Will damage and regaining spell dice in half the normal time.

- 1 **Focus:** Reaching out with the powers of their mind the magician's understanding and insight are enhanced. The magician can roll one extra die for their actions.

- 2 **Leaping:** The magician can make incredible leaps. (6" move, ignoring terrain restrictions)

- 3 **Telekinesis: (6" range, 6" move)** The magician can make objects move as if they were being lifted by a man with a Might equal to their Will.

- 4 **Dominate (3" range):** The magician can take over the target and control their actions. (Resisted by Will).

- 5 **Invincible:** The magician can set their will to a single task with such resolve that they can suffer 10 additional damage points before falling unconscious. When the spell ends, the damage is applied to their remaining damage points, quite possibly resulting in death.

Spirit Spells

0 Trance: The magician can separate their spirit from their body and roam the world unhindered. Being alive they can only tread the narrow bounds where the spirit realm touches on the mortal world but while in the trance the magician can only be seen and attacked by other spirits. If a spirit kills the magician's spirit it can then possess their body.

1 Sending (3" Range): The magician's thoughts are sent directly into the mind of the subject, allowing silent communication, unimpeded by the din of battle.

2 Presence (2" Radius): The magician becomes aware of all the spirits in the area around them and cannot be snuck up on or surprised.

3 Sleep (3" Radius): A great weariness overcomes those in the area affected and they collapse in enchanted slumber if they cannot resist the spell with their Will.

4 Master: (3" Range, 3" Radius): The magician subverts the will of the subjects, making them compliant to the magician's commands if they cannot resist the spell with their Will.

5 Conjure Dream Shadows (Ritual): At the magician's command, a band of 3 Dream Shadows or a lone Dream Shadow knight filters out of uncertainty and darkness to obey their commands. The Dream Shadows cannot abide the full light of day and are banished by it.

Thaumaturgy Spells

0 Detect: The magician can discern the influence of magic on an area and know when a spell is effecting a target. If successes in excess of the power of the spell detected are achieved, the magician also learns what spell is in effect.

1 Scrye (Ritual): Using a reflecting glass, pool, or crystal ball, the magician can observe distant places.

2 Dispell: The magician sets up waves of etherial interference that break their foe's contact with a spell. If the number of successes achieved on a dispell exceed the number of successes used to cast a spell, it is cancelled and of no effect. Dispelling is essentially a magical parry and can be used as a reaction to a spell being cast.

3 Ward (Ritual, 1" radius): A ward is an area enchanted with a dispell that protects at full value against all spells and summoned entities that attempt to enter the area protected.

4 Animate (Ritual): Gives the semblance of life to an inanimate object making it a willing servant to the magician. Of course, such animated objects lack the intelligence to act independantly without making serious mistakes.

5 Enchant (Ritual): Makes a spell a permanent feature of an item. The magician must surpass the power requirement for the enchantment and the spell being made permanent.

Water Spells

- 0 Purify: With a touch and a word, the magician can remove all toxins and pollutants from a gallon of water. This can be used to turn wine into water.
- 1 Spray (3" range): The magician sprays the target with a stream of water, sufficient to extinguish small fires or knock a person down (Resisted by Might, causes Will + 1 d6 damage to Fire Elementals).
- 2 Amphibious: The subject can move in water as if it were open ground and breathe under water.
- 3 Fog (3" radius): The area is filled with a fine damp mist that will prevent fire from spreading from or into it. Missile attacks passing through the fog and attempts to sight things through it receive a -1 penalty.
- 4 Rain (4" radius): Rain pours down in the area affected. This makes open ground into difficult terrain as dirt quickly becomes mud and rock becomes slick. Any fires in the area are extinguished. (causes Will + 1 d6 damage to Fire Elementals).
- 5 Summon Water Elemental (Ritual): calls a water spirit into being. Water elementals are accommodating and congenial if dreary and defeatist individuals.

White Spells

- 0 Firm of Purpose: The subject receives a deep and abiding warm fuzzy feeling in their heart for the duration of the spell. Evil creatures experience a passing itching sensation.
- 1 Aid: Purity of purpose and just cause stand with the subject giving a one die bonus to the next skill they attempt for the spell's duration.
- 2 Protection: There are forces in creation which stand watch over the pure of heart. The target receives two points of armour for the duration of the spell.
- 3 Banish: Truth and honour are stronger than the blackest sorcery. Summoned creatures touched by the magician are cast back from whence they came if they lose a contest of Wills.
- 4 Valour (6 x 8" rectangle): Firm of purpose in the cause of right, the magician's allies stand fast with at their side. All of the magician's allies in the area of effect use the magician's Will for morale checks and resisting magic as long as that worthy soul remains in the front line of battle. They may still use their own Discipline and Leadership skills.
- 5 Summon Ethical (Ritual): Three proclaimers or a single Avenger descend in a pillar of light. Many servants of the Supreme Architect chafe at the restrictions placed on them for the evil of the world is beyond their capacity to bear. Many among their ranks are all too anxious to answer the magician's call. Of course once there, an Ethical will do what is right without regard for the wishes of the magician.

Dungeon Board Games

The very fastest way to play is to have each player make a six point hero. Cut out and shuffle the dungeon tiles upside down, play one on the table and begin exploring. Dungeons are played as if the heroes were constantly in combat and turns are taken accordingly.

Random Dungeons

Random dungeon games use 5 x 5 square map tiles to lay out the dungeon. The adventurers begin on the stairs going down tile. Random rolls determine what can be seen by torch light in adjacent tiles, mapping the dungeon as the adventuring party works their way through it. The tiles make it quite clear when a hall leads to a dead end, in which case no roll is needed.

The Nature of the Beast table indicates the type of monsters found in the dungeon. The monsters will be in the room that they were detected in and as far from the adventurers as possible. If the monsters are defeated then roll on the Loot! Table to determine what has been found.

Traps are activated when they are detected. If they target the "first" hero the character who's movement activated the trap is attacked. If the "last" hero is targeted, the character farthest behind the hero who tripped the trap is attacked. If "all" the heroes are targeted, every figure in the same tile as the hero who tripped the trap is attacked. The rolling ball is a special case, it moves 6 spaces in a straight line, each turn, starting from the far side of the tile it was tripped in until it encounters a wall. Once stopped ball is big enough to block a passage and requires a Combined Might of 10 from 3 characters to be rolled. While rolling the ball, characters can only move 1 space per turn and can do nothing else.

Lost In The Labyrinth

1	Right Turn
2	Left Turn
3	Straight
4	T - Intersection
5	Crossroads
6	Room

What Lies Ahead

1-4	Empty
5-6	Encounter

The Nature of the Beast

1	Goblins
2	Orcs
3	Undead
4	Reptilians
5	Anubians
6	Brigands

Goblin Encounters

1	Goblin Hunter
2	Swarm
3	1d6 Hobgoblin Warriors
4	2d6 Goblin Hunters
5	Bugbear Warrior Champion
6	Trap

Orc Encounters

1	1 Trog Militia
2	3d6 Trogs
3	1d6 Grog Soldiers
4	2d6 Trog Militia
5	Ogre Soldier
6	Trap

Undead Encounters

1	Skeleton Militia
2	3d6 Zombies
3	1d6 Skeleton Soldiers
4	2d6 Skeleton Militia
5	Wraith Champion
6	Trap

Reptilian Encounters

1	Small Militia
2	Swarm
3	1d6 Small Soldiers
4	2d6 Small Militia
5	Large Hero
6	Trap

Anubian Encounters

1	Anubian Militia
2	3d6 Skeletons
3	1d6 Anubian Soldiers
4	2d6 Skeleton Militia
5	Anubian Magician
6	Trap

