

Legends of the Ancient World



Artwork: Minor Brothers; Design: George Dew; Design Team: Scott Chisholm, Darryl Cook, Grayson Dew, Brian & Chris Hudgins, Jerry Meyer Jr., David O. Miller, Rick Nichols, Robert Purnell, Robert W. Purnell, Bret Winters and Kirk Woller. Special thanks to Bret Winters and Richard Wayne Smith.

Thanks to Grayson Dew for the inspiration, Steve Jackson for his genius, and of course Dave Arneson and Gary Gygax.

Copyright© 2019 Dark City Games

RULES

In *Legends*, each player plays the part of one or more characters who go adventuring. You can play solitaire, or with other of players. In group play, one player is the game master (GM). The GM reads the instructions aloud and carefully logs the party's progress and game time.

CHARACTERS

Each character possesses three attributes: *Strength*, *Dexterity* and *Intelligence*.

Strength (ST)

Strong characters inflict/survive more damage.

Dexterity (DX)

Agile characters can better attack and dodge.

Intelligence (IQ)

Intelligent characters can better apply skills.

New Characters

Unless the adventure specifies otherwise, new characters start with ST8, DX8, IQ8, and eight discretionary points (32 total). Characters begin with four points of skills, two of which can be combat skills. Magic characters begin with four points of spells and skills.

Example

Phoenix creates a new character and names him Ajax. He distributes 8 discretionary points, giving Ajax ST12 DX11 IQ9. Xavier creates a new character and names him Hector. Xavier distributes 8 discretionary points, giving Hector ST11 DX12 IQ9.

ACTION

Passing a Check

A character hits a foe by passing a three-die DX check (3/DX). The player rolls three six-sided dice (3d6) and totals the results. If the total is the character's DX or less, he hits. If not, he misses. If he hits, roll damage (see *Damage*).

Example

Ajax (DX11) rolls a one, three and six for a total of 10. This is his DX or less, so he hits Hector.

Checking ST or IQ

A character checks 3/ST to accomplish a physical feat, or 3/IQ for a mental one. A four-die check is abbreviated 4/ST, 4/DX, or 4/IQ.

Winning a Check (against a foe)

Both players roll as many dice as they choose. The higher total wins. If the total exceeds the character's attribute (+skill), the character fails.

Example

Ajax (ST12) grapples Hector (ST11). Ajax rolls three dice, Hector, three as well. Ajax rolls a 13 and Hector rolls a 9. Ajax's total is higher, but 13 exceeds Ajax's ST12. Hector wins ST.

PLAYING THE GAME

Initiative

On the first turn of a battle, each side rolls one die. The side rolling the higher die moves first. Players alternate turns for the rest of the battle.

Surprise

An adventure may specify that one side has surprise. The side with surprise gets one free unopposed turn, and then takes the first turn.

Player's Turn

The player taking his turn moves each of his characters, in any order, one at a time. He must complete one character's turn before proceeding to the next. When he is done, the following player begins his turn.

Character's Turn

A character may move up to his movement allowance (MA), which is half his DX rounded down. He may then execute ONE action.

Example

Ajax (DX11) moves five spaces and attacks.

Space

Spaces are marked by hexagons (hex). Only one character can occupy a space, unless grappling a foe. Multiple small animals can occupy a space. A character must stop upon entering an enemy's space (see *Tackle*).

FIGHTING

Attacker

An attacker can attack ONE foe per turn. He can strike, shoot, tackle, or grapple a foe. An attacker cannot move after his attack.

Defender

A defender can react to ONE attacker, but loses his next turn. He can dodge, counterattack, or tackle his attacker.

Strike

You hit an adjacent foe by passing 3/DX.

Example

Ajax (DX11) rolls a 2, 3, and 4 for a total of 9. He hits Hector and rolls damage.

Dodge

A defender dodges by passing 3/DX. He must then move to an empty adjacent space, or he cannot dodge. He can see the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

Example 1

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) must dodge, or he will be hit. He rolls 9, and dodges into an unoccupied adjacent space. Hector loses his next turn.

Example 2

Ajax (DX11) rolls 11, striking Hector. Hector (DX12) rolls 14, and fails to dodge. Ajax rolls damage, and Hector loses his next turn.

Counterattack

A defender surviving an attack may immediately counterattack by striking or shooting his attacker. He hits by passing 3/DX. If he hits, roll damage.

Example

Ajax (DX11) rolls 11, strikes Hector, and rolls damage. Hector survives and counterattacks, rolling 7. Hector hits Ajax and rolls damage, but loses his next turn.

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed foe by passing 3/DX. A character firing a weapon cannot move in his turn, but a character throwing a weapon can.

Example

Ajax (DX11) shoots at Hector. He rolls 7 and hits. He rolls damage. Hector survives and counterattacks, rolling 11. Hector hits Ajax and rolls damage, but loses his next turn.

Range

Missile range exceeds the playing board. Throwing range is the thrower's ST in spaces. A thrower must recover his weapon from the target space before reuse.

Tackle (to grapple)

A fighter grapples a foe by winning DX against his foe. The fighter enters his foe's space. If the fighter fails but is stronger, his foe retreats to an empty adjacent space. If the fighter fails and is weaker (or equal), he returns to his starting space. If the foe has yet to move, he may first counterattack, doing an extra die of damage.

Example 1

Ajax (DX11), enters Hector's (DX12) space. Ajax rolls 11, Hector rolls 8. Ajax wins. They are now grappling.

Example 2

Ajax (ST12, DX11) enters Hector's (ST11, DX12) space. Ajax rolls 3, Hector 12. Ajax fails, but he is stronger. Hector retreats to an empty adjacent space, or Ajax will grapple him.

Example 3

Hector (ST11, DX12) enters Ajax's (ST12, DX11) space. Hector rolls 13, Ajax 9. Hector fails. Hector is weaker. He retreats back to his starting space.

Example 4

Ajax enters Hector's (DX12) space. Hector first counterattacks, rolling 12. He hits Ajax doing an extra die damage. Ajax survives, and wins his tackle roll. Both characters are now grappling.

GRAPPLING

Grappling Options

Grapplers only fight foes in the same space. The grappler winning ST can: (1) Roll damage on his foe; (2) Exit into an adjacent empty space; or (3) Drag his foe one space. Unarmed grappling

attacks negate armor. A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

Example 1

Ajax (ST12) grapples Hector (ST11). Neither is armed. Ajax rolls 12, Hector 9. Ajax wins and rolls damage on Hector.

Example 2

Ajax (ST12) grapples Hector (ST11). Ajax rolls 15, Hector rolls 10. Hector wins and exits into an empty adjoining space.

Example 3

Ajax (ST12) grapples Hector (ST11). Ajax rolls 12, Hector rolls 10. Ajax wins and drags Hector one space.

Strength Advantage

While grappling, a stronger character adds one to his damage roll.

Outside Attacks

Characters attacking into a grappling space automatically hit and roll damage.

NOTES

Change Weapons

A character takes a turn to change or pick up a weapon. He cannot move in this turn.

Zone of Control

If an attacker, who is adjacent to a defender, moves to another adjacent space without attacking, the defender can react. The reaction can be a counterattack or a tackle.

INJURY & EXHAUSTION

Injury is measured in damage points; exhaustion is measured in fatigue points. Both are cumulative. When a character accumulates a combination of damage and fatigue equal to his ST or more, he is immediately incapacitated.

Damage

When all combat is over, characters suffering damage equal to their ST or more must be healed to a net ST of at least one point. If not, they die. Characters sustaining twice their ST or more in damage are unrecoverable.

Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character recovers one fatigue point after each encounter, and all his fatigue with a full night of sleep.

Recovery

Between adventures, characters recover fully. During an adventure, wounded characters recover one damage per day of rest, provided (1) they remain in one location, (2) have adequate shelter, (3) are fully provisioned, and (4) they participate in no combat, or strenuous activity.

WEAPONS

Damage (D)

A character hitting a foe rolls the number of dice indicated by his weapon's damage rating. He then adds or subtracts any modifiers. This total is the number of damage points he delivers (minimum of one).

Example

Ajax hits Hector for 2d6-1 damage. He rolls a five and two, inflicting six points (5+2-1=6).

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED	D	H
Unarmed (U)	d3	-
BLADES	D	H
Dagger (T)	d6	-
Dagger used in grappling or counterattacking a tackle (G)	d6+2	-
Rapier	d6	9
Cutlass	2d6-2*	10
Short Sword	2d6-1	11
Broad Sword	2d6	12
Broad Sword (2)	2d6+1	12
Bastard Sword	2d6+1	13
Bastard Sword (2)	2d6+2	13
2-Handed Sword (2)	3d6-1	14
CLUBS	D	H
Wizard's Staff	d6	8
Club (T)	d6	9
Club (2)	d6+1	9
Mace	d6+2	11
Morningstar	2d6+1	13
Maul (2)	3d6-2	13
AXES	D	H
Hatchet (T)	d6+1	9
Axe	d6+3	12
Battle Axe (2)	3d6	15
POLE ARMS	D	H
Javelin (T)	d6	9
Spear (T)	d6+2	11
Halberd (2)	2d6	12
MISSILES	D	H
Thrown Rock	d2	6
Sling	d6-1*	8
Bow (2)	d6	9
Longbow (2)	d6+2	11
Crossbow (2, R)	2d6	12
Arbalest (2, R3)	3d6	14

- * Any roll deals a minimum 1 before armor.
- (2) Two-handed weapon; cannot use a shield.
- (G) Only G weapons can be used grappling.
- (R) Reload takes one turn.
- (R3) Reload takes three turns.
- (T) This weapon can be thrown.
- (U) Fatigue only, +1 if attacker is stronger.

ARMOR

Armor (A)

When a character is hit, reduce the damage he suffers by the cumulative rating of his armor.

Example

Hector takes six damage points, but his armor stops three. He takes three damage (6-3=3).

Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A	R
Cloth	1	1
Leather	2	2
Chain	3	3
Segmented	4	4
Plate	5	5
Small Shield (S)	1	0
Large Shield (S)	2	1
Tower Shield (S)	3	2

(S) Fighters drop shields when grappling.

CAMPAIGNING

Experience Points (XP)

Characters use XPs to buy skills, magic and ST/DX/IQ points. After combat, every character contributing to victory gets one XP if all enemies are killed, captured or routed. Characters get no XP if they flee. Additionally, when a party acquires a plotword, all characters gain one XP.

Increasing Attributes

A character increases his ST/DX/IQ by spending twice the number of XPs of his current level. Human characters max out at 42 attribute points.

Example

An IQ10 character spends 20XP to get IQ11.

Increasing Skills/Spells

A character raises a skill one point by spending 10XP or 20XP for a spell. A mage spends 10XP for a spell, or 20XP for a skill level.

Timing

A character may increase an attribute or skill during play, but can only learn new skills/spells between adventures.

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Generally, karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

Curse

A cursed character adds or subtracts one against all his checks and damage rolls,

worsening the result. He can lift the curse by expending one wish, or by reducing his highest attribute by one. Curses are cumulative.

SKILLS

To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

Required Skill Checks

Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."

Example

If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example

Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

ATHLETIC

Acrobat Reduce fall damage by 1d6 for each acrobat level on 3/DX.

Climbing Scale obstacles on 3/ST.

Riding Ride large animals on 3/DX.

Swimming Swim on 3/ST.

COMBAT

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe +1 with an axe, mace or club.

Bow +1 with a bow or crossbow.

Dagger +1 with a dagger.

Pole Arms +1 with a spear or halberd.

Sling +1 with sling.

Sword +1 with a sword.

Unarmed +1 striking; +1ST grappling.

SOCIAL

Charisma On winning IQ against non-hostile NPC, the NPC will take action to help the party, and do nothing to harm.

Diplomacy Change an "attack" option to a "talk" option or vice versa by winning IQ.

Leadership Add leadership rating to one character's attribute, per encounter.

Dwarvish Speak Dwarvish on 3/IQ.

Elvish Speak Elvish on 3/IQ.

Orcish Speak Orcish on 3/IQ.

Sorcerer's Tongue Speak Sorcerer's Tongue on 3/IQ; costs mages 10XP to learn skill.

Literacy Literacy in specific language on 3/IQ.

SURVIVAL

Alertness Negates surprise on 3/IQ.

Naturalist Can find one unit of healing herbs per day on 3/IQ.

Navigation Can find way on 3/IQ.

Stalker At beginning of combat, character (not party) gets surprise on 3/DX.

Stealth Evade detection on 3/DX.

Survival Character lives off the land instead of eating a daily ration on 3/IQ.

Tactician The character steals initiative by winning IQ.

Tracker Identify, follow and erase tracks. Find local beings. Must pass 3/IQ.

THIEF

Locks Pick locks on 3/DX.

Streetwise Negate pickpocket, swindling, mugging on 3/IQ.

Thief Steal objects on 3/DX.

Traps Detect/remove traps on 3/IQ.

TRADES

Alchemist Create potion to boost skill or attribute, on 3/IQ. Potion raises the attribute/skill by skill level of alchemist. Effects last one encounter. Create 10 potions per XP spent. Alchemist skill costs 10XP for magic users.

Animal Handler Prevent attack, or can tame beast by winning IQ against the animal.

Bard Only bards may attempt a 3/IQ + Bard, to distribute one karma point per bard level to the party. These karma points must be used in current game day.

Crafts Earn daily skilled labor rate for architect, carpenter, farmer, fisherman, jeweler, lumberjack, mason, prospector, shipwright, smith, weaver on 3/DX.

Driver Handle wagons on 3/DX.

Herbalist Create healing potion on 3/IQ. ST per potion = healing herb units * Herbalist level.

Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Healed points can be spread across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Sailor	Avoid collision on 3/DX.
Scholar	Know history/science on 3/IQ.

MAGIC

A mage can cast a spell instead of attacking. He succeeds by passing 3/IQ. A mage cannot move in the turn he casts a spell. He can cast a spell anywhere on the board, but only into a space with a clear line of sight. A mage can only cast spells that he knows, and are rated his IQ or less. A mage cannot cast spells while grappling.

Direct Spells

A direct spell is cast directly upon a person. The spell succeeds if the mage wins IQ against his target, otherwise it fails. A mage can cast a direct spell or a magic strike as his counterattack to a tackle.

Dynamic and Static Spells

Dynamic spells are implemented once. Static spells remain in play for the duration of the encounter. Static spells cannot be stacked--casting the same spell on a target yields no additional effect.

Fatigue

A magic user suffers fatigue upon successfully casting a spell (see Injury & Exhaustion). Fatigue costs appear in the spell tables.

Multi-Space Spells

A character knowing a multi-space spell automatically knows all lesser versions of that spell. Likewise, a character learning a lesser-space spell automatically knows the greater-space version when his IQ gets to the appropriate level.

Staffs/Wands

A mage can carry a staff or wand, which can be any piece of wood. The staff/wand absorbs fatigue for the mage--until it is depleted.

Charging Staffs/Wands

A depleted staff/wand recharges overnight. New staffs start with zero capacity. A mage permanently increases his staff's capacity by using 2XPs for a point of capacity. A mage can the capacity of his staff up to his IQ.

Metal Armor

Magic users cannot cast spells when wearing metal armor. Metal armor is useless against a fireball or lightning attack.

CREATION (Static)

Creation magically creates physical objects in target spaces.

Fire-1 **IQ9** **2F**
Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.

Flash **IQ10** **3F**
Creates a blinding flash. Everyone on the board except the caster suffers DX-1. Cannot be stacked.

Shadow **IQ10** **1F**
Creates a one-space shadow in the target space. All attacks into or out of the space are at 4/DX.

Rope **IQ11** **2F**
For binding or climbing. For binding, a target of ST20 or less cannot move and is 4/DX (or 4/ST if appropriate) for all actions. Upon passing a 4-die check, the rope vanishes.

Wall **IQ11** **2F**
Creates a 1-space solid wall that blocks movement just like a real wall. Cannot be cast on occupied space.

Fire-3 **IQ12** **3F**
Three space contiguous fire.

Shadow-3 **IQ12** **2F**
Three space contiguous shadow.

Wall-3 **IQ13** **4F**
Three space contiguous wall.

Super Rope **IQ15** **5F**
Like rope spell, but works on creatures up to ST40.

Shadow-7 **IQ15** **3F**
Seven space contiguous shadow.

Fire-7 **IQ16** **4F**
Seven space contiguous fire.

Wall-7 **IQ16** **6F**
Seven space contiguous wall.

ENCHANTING (Static)

Enchanting affects the properties or behavior of objects and beings.

Blur **IQ8** **2F**
Makes the target difficult to hit. All attacks are 4/DX to hit the target.

Slow **IQ8** **2F**
Slows down the target. The target can only move 1/2 his MA rounded up.

Assist **IQ9** **1F**
Adds +1 to any of the target's attributes for the current encounter. Can use on self. Cannot be stacked.

Clumsiness	IQ9	*
Drops the target's DX-1 for every fatigue the caster spends.		
Confusion	IQ9	1F
Drops the target's IQ-1. A confused mage is only capable of casting spells at his adjusted IQ level or less. Spell can be stacked.		
Speed	IQ10	2F
Increases target's MA+4.		
Slippery Floor	IQ10	1F
Character in spell space fights at 4/DX.		
Leather Flesh	IQ11	2F
Gives target 2-0 armor. Cannot be stacked with other armor spells.		
Reverse Missiles	IQ11	3F
All missiles aimed at the target attack the shooter, not the target.		
Slippery Floor-3	IQ11	2F
3-space contiguous slippery floor.		
Freeze	IQ12	4F
Freezes the target for the duration of the encounter. Each turn, the froze character breaks the spell by winning IQ against the caster. Mages cannot cast spells while frozen. If frozen character takes damage, the spell is broken.		
Invisibility	IQ12	4F
Target is 5/DX to hit.		
Mage Sight	IQ12	3F
See through any visual obstruction, both natural and magical. See invisible characters.		
Flight	IQ13	4F
Target flies with a MA=12. Target is 4/DX to hit while flying.		
Slippery Floor-7	IQ13	3F
7-space contiguous slippery floor.		
Stone Flesh	IQ13	4F
Gives target 4-0 armor. Cannot be stacked with other armor spells.		
Dispel Magic	IQ14	4F
Dissolves any single spell by winning IQ against the caster. Or if the caster is absent, the IQ level of the spell.		
Spell Shield	IQ14	4F
Protects target from direct spells.		
Death	IQ16	*
Gives the target one damage point per fatigue point the mage spends.		

HEALING (Dynamic)

Heal Wounds	IQ10	3x
Target heals one damage point per two fatigue points expended. Caster can treat self. Spell does not work on character below net zero ST.		
Reverse Death	IQ14	*
Revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly		

dead. Cost = ST of character revived.		
Channel Energy	IQ16	ST+3
Transfers damage points from one local character to another. Direct spell if target is hostile.		

ILLUSION (Static)

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning IQ against the caster.		
Image-1	IQ8	1F
Creates a one-space object seemingly real.		
Illusion-1	IQ11	2F
Creates a one-space object seemingly real.		
Sleep-1	IQ11	3F
Target immediately falls asleep. He wakes when attacked or shaken for a turn.		
Image-4	IQ13	2F
Four space contiguous image.		
Mind Control	IQ13	5F
Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. Each turn, target recovers by winning IQ against the caster.		
Illusion-4	IQ14	3F
Four space contiguous illusion.		
Sleep-4	IQ14	4F
Four space contiguous sleep.		
Image-7	IQ15	4F
Seven space contiguous image.		
Illusion-7	IQ16	5F
Seven space contiguous illusion.		
Sleep-7	IQ16	8F
Seven space contiguous sleep.		

KINETICS (Dynamic)

Kinetics is the ability to move remote objects. Magic strikes (<i>Fist, Fireball, Lightning</i>) act as missiles and cannot be resisted as direct spells.		
Magic Fist-1	IQ8	1-2F
Does Xd6-2 damage for X fatigue spent. Max two fatigue.		
Drop Weapon	IQ8	1F*
Target drops weapon. Costs 2F if target has ST30+.		
Avert-1	IQ9	1F*
Caster moves one character away from him. Costs 1F for every three spaces moved.		
Trip	IQ10	2F*
Knocks victim down, causing him to lose his turn. Costs 4F if target has ST30+.		
Shock Shield	IQ10	1F
d6 damage (no armor) to other characters in the mage's space.		
Avert-3	IQ11	2F*
Caster moves characters in three contiguous spaces away from him. Costs 2F for every three		

spaces moved.

Magic Fist-3 IQ11 2/4F
Like Magic Fist-1, but for three contiguous spaces. Twice cost of Magic Fist-1.

Blast IQ12 2F
Does d6 damage to other characters in the caster's space and every space adjacent. Armor does not protect.

Break Weapon IQ12 3F
Shatters the target weapon. Cannot be used on magical weapons.

Fireball-1 IQ12 1-3F
Does Xd6-1 damage for X fatigue spent. Ignites flammable objects, and makes the target space a fire space (see fire-1). Maximum three fatigue.

Fireball-3 IQ14 2-6F
Like Fireball-1, but for three contiguous spaces. 2x cost of Fireball-1.

Lightning-1 IQ14 1-4F
Does d6 damage for every fatigue spent. Max: 4 fatigue.

Magic Fist-7 IQ14 3-6F
Like Magic Fist-1, but for seven contiguous spaces. Three times the cost of Magic Fist-1.

Avert-7 IQ15 3F*
Caster moves characters in seven contiguous spaces away from him. Costs 3F for every three spaces moved.

Fireball-7 IQ16 3-9F
Like Fireball-1, but for seven contiguous spaces. Three times cost of Fireball-1.

Lightning-3 IQ16 2-8F
Like Lightning-1, but for three contiguous spaces. Twice the cost of Lightning-1.

Lightning-7 IQ18 3-12F
Like Lightning-1, but for seven contiguous spaces. Thrice the cost of Lightning-1.

MORPHING (Static)

The mage assumes the shape, abilities and DX of a creature, but retains his IQ. The Mage returns to human form when willed or if unconscious. Characters cannot cast spells while morphed.

Werewolf IQ11 2F
Wolf: STx1 DX13, MA8; Attack d6+1, Hide 1-0.

Werebear IQ13 4F
Bear: STx3 DX11; Attack 3d6; Hide 2-0.
Damage points taken in bear form reduced by 1/3, rounded up, when character reverts to human form.

Weregoyle IQ15 4F
Gargoyle: STx2 DX11; Attack 2d6; Skin 4-0; MA16 flying. Damage taken in gargoyle form reduced by 1/2, rounded up, when character reverts to human form.

Weredragon IQ17 8F
Dragon: STx4 DX13; Attack 2d6+2; Fire

(missile) 2d6+2; Scales 3-0; MA16 flying. Damage taken in dragon form reduced by 1/4, rounded up, when character reverts to human form.

SEEING (Dynamic)

Seeing is the ability to be cognizant of events, objects and conditions in different times or places.

Reveal Magic IQ9 1F
Detect all local magic.

Read Mind IQ12 1F
Read one "talk" option ahead without have to take the option.

See Future IQ14 3F
Read all options, one instruction ahead, before making choice.

SUMMONING (Static)

Summoning calls a being from a different plane. The being appears within two spaces of the caster and does nothing on the turn it appears. A caster can have only one summoned creature at a time. The being disappears if willed away, or if the caster is incapacitated. Summoning is static.

Summon Wolf IQ9 3F
ST10 DX13 IQ6 MA8; Attack d6+1; Fur 1-0.

Summon Warrior IQ10 3F
ST12 DX12 IQ8; Broadsword 2d6; Shield 1-0.

Summon Bear IQ11 5F
ST30 DX11 IQ6; Attack 3d6; Fur 2-0.

Summon Gargoyle IQ13 5F
ST20 DX11 IQ8; MA16 flying; Attack 2d6; Stony Skin 4-0.

Summon Giant IQ14 5F
ST45 DX10 IQ8 MA8; Club 3d6+3; Tower Shield 3-0.

Teleport IQ15 1F
Teleport any character to another space. Cannot teleport into solid object.

Summon Small Dragon IQ15 6F
ST30 DX13 IQ16 MA16 flying; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0.

Summon Dragon IQ16 9F
ST60 DX14 IQ20 MA20 flying; Attack 4d6; Fire (missile) 4d6; Scales 5-0.

Raise the Dead IQ18 *
Summon back dead character to possess living host. Spirit retains DX, IQ, skills and magic, and adopts the host's ST. Direct spell against host. Cost = IQ of the spirit.

20190724