

Arms Reach: a complete solitaire fantasy combat adventure game -  
initial module of the Beastrove complex (DeathMaze warmed over)  
a variant of SPI's 1979 Magic Capsule Mini-Game #2 by Greg Costikyan  
freeware playtesting release  
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#### Contents:

- Beastrove complex
- Vanguard scenario
- Arms Reach module
- user options

#### Beastrove:

complex core rules

#### [1.0] Introduction

This game allows one to as many as six players in cooperation to engage in the absorbing pursuit known as paper and pencil sword and sorcery. At the same time, this condensed treatment systematically presents the fundamental concepts that commonly make up the broad range of such games, so that players can get a feel for the big picture of imaginative fantasy as well as the various elements in this genre (woo hoo). Here is a practical, self- taught course to fluency for the habitue (Hobbits? Where?) or the tourist.

#### [2.0] Game Stuff

The player(s) will act out the roles of a party of champions called "adventurers", whose principal concern is to battle their way through a maze filled with opposing monsters called "beasts". The maze, adventurers and beasts are depicted on component pieces (square markers in the computer game), and the battles will be governed by rolling dice (automated by the computer).

#### [2.1] Character stats

The character status brief display in the computer game is arranged as follows:

Wounds [3.1]	character marker	damage taken [8.43], or Wd stat [7.1] if 0 dmg
Resolve [3.1]		Defense ability [8.45]
Square loc [5.11]		Posture [8.55 & 7.1: Beast Table notes]
(beast Weapon 1) [8.44]	character name	(beast Weapon 2) [8.44 & 7.1: Beast Table]

#### [2.2] Maze Tiles

The maze through which the party of adventurers will proceed is not preplanned, but rather constructed step- by- step during the original exploration. It will be composed of two types of area tiles: halls and rooms. These tiles will be placed to adjoin one another following and providing the path of the party into unknown precincts of the maze [5.21].

#### [2.3] Use of Dice

All dice used for this game, including those referred to in the stats shown for beasts and in the Tables, are 6- sided dice. In the computer game, all dice rolls are generated automatically by the program.

## [2.31] Task Rolls

The "Task" roll, as it's called, is utilized throughout this game for many functions. The various applications are explained in their separate rules sections, while the general mechanism is described here.

For a Task roll, roll a given number of dice, then for each 6 which may result, take out one die of the lowest value remaining (don't remove 6s). For example, a Task roll called for on 5 dice giving 12366 (arranged in order from low to high) would produce a result of 366, while another giving 33446 would produce 3446.

For Task rolls on a number of dice exceeding 5, the roll must be broken up into "stages" of 5 dice or less, and in any stage where a 6 results on any die, the rolling process terminates at that stage and results are figured using only those dice already rolled. Any stage, even the initial roll, may be less than 5 dice if so desired by the player making the roll (unless the roll is particularly indicated to be an involuntary reaction), but beasts making a Task roll will always use an initial stage of 5 (or the full number, if less than 5) dice. For example, when wanting to make a Task roll on 8 dice, a player opts to roll only 3 in the initial stage, getting 235, and since no 6s resulted goes on to another stage of 5 dice getting 34556, producing a result of 3345556. If a beast has a Task roll on 8 dice and gets 11236 in the initial stage, the result is 1236 and the remaining three dice are abandoned due to the 6 occurring in the initial stage. A player may generally voluntarily terminate a Task roll after any stage seeing no 6s have occurred up to that point, but beasts always roll until stopped by a 6 or using up all dice.

Task rolls generally aim at two purposes: finding the lowest die remaining in the result, or counting the dice remaining which fall under a certain value. Either way, rolling low numbers is typically good.

A "Resolve roll" is a Task roll with a qualifying number of dice determined by the Resolve of the character making the roll.

A "no dice" Task roll is made when a roll is required, but the character qualifies to roll no dice. In such a case, the roll is made on one die, and the result is considered to be 6 if anything but a 1 is rolled. Should some character making a Task roll desire to voluntarily fail the roll, a no dice roll may be made in place of using the ordinary #dice allowed, and then the Task roll succeeds only if a 1 is rolled (the attempt to fail fails).

## [2.32] Dice Codes

A code of  $r+n$  generally means roll  $r$  number of dice and add  $n$  to the rolled total, as in beast Wound point stats. The Manticore's Wound stat of  $1+0$  (1 die with no adders:  $1..6$ ) is distinguished from a stat of 1 (expanded to  $0+1$  in the computer version), which would be a single invariable Wound point. In beast Defense stats, though, it's not a dice code and means that while the beast has a Defense value [8.45] of  $r$ , it also has a magical protection bonus of  $n$  (as though from the Proof spell in the Spells Table [11.3]).

A code of  $r-n$  means roll  $r$  number of dice and subtract  $n$  from the rolled total.

A code of  $r<n$  means roll  $r$  number of dice and total them, allowing only totals less than  $n$  (any rolls totalling  $n$  or more become  $n-1$ ).

A code of  $r/n$  means roll  $r$  number of dice and divide the total result by  $n$ , rounding up. As an example, to generate a range of  $1..4$ , one would roll two dice in succession: the first as  $1/3$  (giving a 1 or 2), then add 2 to the first roll only if the second die result is greater than 3.

A code of  $rxn$  or  $r*n$  means a special procedure called a "Task roll" is required [2.31]. The particular  $r*n$  code of beast Weapon attack stats means that the Task roll is made on a "weight" of  $r$  dice, then the number of remaining dice from the Task roll which have a value less than or equal to a "punch" of  $n$  are counted up. For example, a Manticore has  $Wp1$  &  $Wp2$  attack stats of  $2*D$  &  $3*D$ . If it attacks with its claw blades (treated as Daggers: which need a 2 to hit) from the front rank, and rolls 24, it hits for one point. If it attacks with its tail spike projectiles (treated as Daggers: which need a 1 to hit when thrown) from the second rank, and rolls 116, the final Task result is 16 and it hits for 1 point.

The Defense code of  $r>n$  isn't a dice code, and means the beast has a Defense value of  $r$  and also a special nature which prevents any attack dice resulting in values greater than  $n$  from counting as hits against it.

## [2.4] Input Conventions

This game program uses only key input. The mouse can be used to manipulate and switch among active applications in the computer's virtual workspace as usual.

Most user options are tagged with menu numbers (eg. "0 go on") and only need a single number key hit to activate. For longer required data, either of the Enter keys (keyboard or keypad) may be used to submit user input.

In most cases, when prompted for a value, hitting the Enter key without other typing is the same as entering a '0'. In a few cases where entering zero would produce a critical result, it's necessary to actually hit '0'. When readying/ taking an item

composed of pieces (a bunch of coins, arrows, etc.) and prompted for the number to take, hitting Enter calls for all of it or the maximum number allowed to the readying character.

The 'Backspace' key is employed by this program to back out of any subroutines waiting for user input. Typing a '+' (either shifted on the keyboard, or on the keypad with Numlock on or off) is equivalent to hitting 'Backspace' in this program. For '-'/'+' type key inputs, the '=' key is used unshifted in place of '+'.

The left bracket ('[') key pops up a display of a player- controlled character's stats (in the playtest versions, it's enabled to display beast- controlled characters as well). Hitting this key in succession cycles through all related characters. When readying an item and having chosen the readying character, hitting this key substitutes another character in the current maze tile as the selected subject. Popup functions, including map review (']') and board color/ resize ('\'), are accessible at any input prompt, without bypassing or corrupting the subsequent input value, allowing a player to check up on pertinent data at a point where a decision is called for. Hitting '?' shows a summary reminder of these keys at the bottom of the map area.

Keypad alternates with NumLock on:

Direction control keys for moving a party group in the maze are '4' or 'w'(est)= screen left, '6' or 'e'(ast)= screen right, '2' or 's'(outh)= downscreen and '3', '8' or 'n'(orth)= upscreen. Thus with Numlock on, the keypad left, right, down & up arrows apply.

With Numlock on, the keypad number keys may be used in place of those on the keyboard number line, and the keypad '.' (Del) key acts as an undesignated "any" key.

Laptop keyboard variants for the "overlaid" keypad assignments include: the '+' overlaid on the ';' key won't act as Bksp unless Numlock is on, and '?' with '/' overlaid won't show a key summary when Numlock is on.

### [3.0] Your Guys

The player(s) will need to create a party of adventurers to delve into the maze. When constituting a party, it can total no more than six adventurers. One player may control all adventurers in the party, or if several players are participating, each may control one or more of the adventurers; but any adventurer may only be controlled by one owning player throughout its life.

A note on terminology used in this game: a "character" can refer either to one of you or one of the enemy - y'all's adventurer characters, they'n's beast characters.

### [3.1] Creating An Adventurer

Note that the computer version of the game in the initial party selection allows a player to create and run adventurers with any combination of attributes and possessions possible, just as the paper and pencil format would. If a player wants to investigate how an adventurer with 20 Wound points carrying a +5 Sword, for instance, would fare in the maze, it can be set up.

Class:

Select an adventurer class: Hero, Thief or Wizard.

Wound points by Class:

The critical attribute for any character is "Wound" points, the value of which governs how much punishment ("hit" points) one can take before he succumbs to personal "damage" points and dies (is permanently removed from the game). An adventurer's starting Wound points are assigned in accordance with the Class chosen for him: 8 for a Hero, 6 for a Thief or 4 for a Wizard. During the course of play, a character's Wounds remaining can never be reduced to less than zero (this makes some difference when considering healing spells like Aid [11.3] which can help even a dying character if cast quickly).

Name & Gender:

Give the character a name. "Ned's sorceress", or "fighter A" will do fine for starters (in the computer game, it'd need to be "A fighter" to differentiate from "B fighter"). As the action unfolds, and as the mood or inspiration takes a player, more romantic, descriptive and inventive names are invariably substituted, denoting the player's interest in the past history he or she has begun to imagine for each one.

Designate a character as male or female. In the present program, this is principally for assignment of a character's possible marker portraits.

#### Grade & Experience:

For beginner adventurers, enter 1 for Grade and 0 for Experience (see [8.62] for Ep format & affects). Accrual of Ep & conversion to Gd may vary by scenario, so see [8.6] in the scenario you'll be using. The initial "Vanguard" scenario is included.

#### Resolve:

Every adventurer and beast character in the game has a Resolve stat as well as a Wound stat; although a beast's Resolve may be zero. Resolve is a measure of an individual's adaptability or propensity to persevere, bear up, pull through, or react advantageously in the face of adversity or potentially hazardous confrontations. Resolve is the determiner for the adventurer class skills of Negotiating, Detrapping and Identifying; as well as for the general capacity of Magic Resistance. Preliminary adventurer Resolve is 1 for all classes.

#### Adventurer Class Skills Info:

Heroes are good at negotiating [7.2]; by boldly attempting to intimidate unruly beasts.

Thieves are good at detrapping [10.12]; using stealth & craft to bypass or disarm such devices.

Wizards are good at identifying [9.9]; knowing ways to investigate mysterious or antique items.

When an adventurer employs his class specialty skill, he usually gets a series of Task rolls starting with a number of dice equal to his current Resolve. If an adventurer attempts to make use of a skill other than that in which his class specializes, the number of dice he rolls is but half his Resolve, rounding down. So, a character with a Resolve of 1 using a skill outside his class would have to make a "no dice" Task roll [2.31]; although should this first roll result in a 1, the adventurer then has qualified to follow up with the success range for a normal 1- die roll on the second pass and subsequently, as usual.

#### Weapon Skills:

Each adventurer can carry two weapons, of the same or different types, but no more; regardless of relative size of the weapons. So, you should choose which two weapons a character will start with (they're provided free of charge).

An adventurer has a choice of weapon types from those appropriate to his class: as outlined in the Common Weapons Table [9.24]. Other weapon types can be added in some scenarios, and certain adventures may provide particular weapons which can best be used by adventurers skilled in one of the standard types (for example, you might find a blowgun whose projectile use would benefit from a user's skill with a Bow, while if used to club an adjacent opponent the Quarterstaff skill would augment the attack).

An adventurer can pick up and use any weapon of those types available to his class, but can improve his performance by adding to his skill with one or more particular types [8.43]. Initially, characters have no skill bonuses: all weapon type skills begin at +0.

#### Magic Spells:

Only if the adventurer is a wizard, choose one spell to know to start with. This can be any spell either from the listing of common spells in section [11.3] of these rules, or from the additional spells made available in [11.3] of the scenario you choose to use (like the "Vanguard" scenario provided).

#### Marker Piece:

Select an adventurer marker piece from those available. The marker just shows a facial profile which is intended to make an individual adventurer's identification from among the group easier. The same marker can, but oughtn't, be selected for two different adventurers.

#### Booster:

Lastly in the initial character creation feature assignment, an adventurer receives a step upgrade in one category. At the player's option its Wounds may be increased by one, or its Resolve increased to 2, or +1 obtained in its Weapon skill for one type of weapon (eg. Dagger +1), or a wizard may add a second spell to its list of known spells.

#### [4.0] Object Of The Game

See this section under the particular module you'll be using. The initial "Vanguard" scenario is included, with its associated "Arms Reach" module.

#### [5.1] Entering The Maze

## [5.11] Travelling March Order

When moving between tiles of the maze, the party must have its members arranged in a march order of 2 ranks of three squares each, with no more than one character to a square. There can be no more than six characters in a group when moving, and at the end of the move no more than six characters may occupy the tile moved into; although while in a tile, Reorganization during combat situations allows for a temporarily larger number of party- controlled characters [8.3]. Any number over six in a group at movement, or that would result in more than six in the tile moved to, must be detached into another group prior to a move (left behind), as selected by those adventurers in the party who initially entered the maze. The travelling march order must include at least one adventurer character in the front rank, and if there is only one adventurer in the front rank regardless of any other party- controlled characters, it must occupy the center square. This requirement is checked for and corrected after the move, allowing for any existing adventurers in the tile moved to.

In a new room or a roving beast encounter [5.28], or a failed Detrap first Task roll when the trap isn't observed [10.12], the party's starting formation for combat will be its travelling march order. After the first combat round in either case, the party will be permitted to Reorganize [8.25] as allowed under combat conditions.

Splitting a party into two or more smaller groups is allowed for the adventurers within the maze, along with any party- controlled beast characters. This may be useful in preventing creating Disturbed areas [5.23], or retaining characters in excess of the maximum number permitted in one group, or enabling exploration of 2 or more tiles in 1 turn (the Call mayday option [8.31] is permitted for split party groups). If such splitting is done, the two (or more) bodies must proceed in their travels by alternating steps: after one group has entered and finished investigating a tile and just before it is ready to move on to another tile, the other group(s) is moved to enter and investigate a tile. Should the disparate groups ever occupy the same tile, they are reunited immediately, but one group is not allowed to "rest in place" for a turn or turns to accomplish this. When two groups rejoin, if any adventurer in the tile entered had not moved yet in that turn, the recombined party is allowed to then make a move as a whole, or be resplit with all characters in the tile treated as moveable only as long as at least one as- yet unmoved adventurer is still there among them.

For split party groups in the computer game there's an exception in order to work out overcrowding situations, programmed as simply as possible, by which if a group makes a move attempt which would move it into an existing tile with six or more party- controlled characters occupying it who've already moved this turn, the group that tried to move is instead left in place unmoved and treated as though it had just moved into a cleared tile, but without the danger of the ordinary roving beast encounter chance.

In the computer game, turn timing is such that a party group needs to make its decisions regarding item usage & special functions prior to "finishing" in a tile at the end of its turn. When scanning available party groups which might possibly be split or rejoining at the beginning of their turn, preparatory to the next group moving to a new tile, such options aren't permitted. This is in an attempt to make actions theoretically requiring significant periods of extra time less subject to the players' somewhat unrealistic knowledge of other groups' dispositions.

Unconscious and fallen (at a Stance [8.55] below normal) characters may not be moved from one tile to another. When a party group leaves a tile, if no conscious adventurer character remains in the tile departed from, any adventurer- controlled beasts left behind will be permanently eliminated. An adventurer- controlled beast moved to another tile without its adventurer controller will have the control effect removed. A group of adventurer- controlled beasts moved without at least one accompanying adventurer will be eliminated, and if no tile is present in the direction moved, no tile is placed.

### Tiles' Conceptual Separation:

Due to the simplified layout geometry of the uniform map tiles and their block- like adjoining connections, some foreshortening of what would be actual dimensions is to be appreciated. In particular, hallways would be longer and narrower (obviously) than they're portrayed, and wouldn't usually be packed into the available space in such a maze-like (or home design) fashion.

Call mayday [8.31] isn't allowed in response to a roving beast encounter. Even though a qualifying party group may be in an adjoining tile, it is not in actuality "right behind" the attacked group in the hallway or cleared- out room. In this case the two groups are presumed to have determined to split up and in effect gone their separate ways; while a group which divided from another to explore a new room (or a set of them) is presumed to be standing by; just prowling out in the vicinity beyond the doorway.

Ranks' conceptual separation in a (character) Field combat formation is described at [8.3].

## [5.13] Maze Tile Prep

See this section under the scenario you'll be using. The initial "Vanguard" scenario is included. Special instructions for

sections [5.22] & [5.23] may also be found there.

## [5.2] Exploring The Maze

### [5.21] Maze Tiles' Makeup

A typical maze tile is composed of walls enclosing two types of areas: halls and rooms; and having two types of opening sides: doors and paths. A path is a wide opening from a hall, showing the direction of the hallway. A door is a narrow opening from either a hall or a room. If a maze tile shows an indicator of some contents, for example Steps leading up or down, it has a special feature which will be described in the scenario or module being used [6.0].

### [5.22] Hall Path Passage

When the party chooses to move out of a hall tile through a path opening into a new area (no tile exists there at present), a tile from the hall pool (see [5.22] in the scenario you'll be using) is ordinarily drawn and placed with the new tile adjacent to the side they are crossing, generally with one of the new tile's path sides alongside the party's exit opening passage way (but note [5.24]).

### [5.23] Room Door Passage

When the party chooses to move out of a hall or room tile through a door opening into a new area (no tile exists there at present), a tile from the room pool (see [5.23] in the scenario you'll be using) is ordinarily drawn (but note [5.24]) and placed with the new tile adjacent to the side they are crossing, generally with one of the new tile's door sides alongside the party's exit door opening (but note [5.24]).

### Disturbed areas:

When the party passes by an unexplored door without entering it, whether in leaving a hall or a room, a Disturbed marker gets placed on the empty maze space behind the passed door. Disturbed areas are also marked on explored (placed) tiles not entered following a trap encounter [10.12], or when a Check spell is used to escape a room [11.3], or in a room where beasts have been Negotiated with [7.2]. Disturbed markers may also be applied to areas with features left unexplored, or as a result of loud spells or alarms, etc.: these will be detailed in the scenario being used. When called for, an already- placed tile gets marked as Disturbed when that area is left by the party.

A Disturbed marker remains until the area is cleared [5.28], or the maze is finished. Such markers aren't removed when the party temporarily leaves the maze.

Having Disturbed an area will affect Trap & Roving Beast rolls if the party should happen to return to that vicinity [5.26 & 5.28].

### [5.24] Tile Placement Options

When a tile may legitimately be placed in more than one orientation, the computer will choose the placement it evaluates as the best fit in the context of surrounding tiles. Since tiles are to be placed with optimally- matched openings, a group may wind up unexpectedly passing into a doorway (into another hall tile) when they move through a hall path opening, or, due to tile pool regulation, entering into a hall tile when they move through a doorway.

### [5.25] Puzzling Maze Tiles

Consult this section in the scenario being used (for instance, the "Vanguard" scenario included) to resolve problem tile placements. The pertinent directions may describe how to deal with odd configurations, or indicate special tile placements.

### [5.26] Trap rolls

When the party is moved through a door into any new tile (placed on an unexplored area), they must roll for a Trap on the

door. The roll for a trap is a 1- die roll, with a trap typically encountered on a result of 6. Only roll for a trapped door when moving through a door into an unexplored area (no tile has yet been placed there). This applies when either an exit door or an entrance door, or both, is traversed. Due to the provisions of [5.24], tile pool compositions can mean an exit door might lead into a hallway path; or, in odd cases of optimal openings placement, a hallway path might lead the party through an unanticipated entrance door, as though a trap may have been laid in the middle of a hall, or into a room entrance door if the hall pool is exhausted: in any case a trap roll would be made before rolling for a roving or room beast as the party moves into the new tile.

If the party enters a door into an unexplored (no tile has yet been placed) Disturbed area [5.23], the roll for a trap encounter is a 5 or a 6 on 1 die.

In certain cases, a room beast's treasure may be held in immovable trapped chests or other containers. The scenario being used will designate when a beast's treasure trove is trapped, under this section heading. Refer to Detrapping [10.12] for information on dealing with traps.

#### [5.28] Beast Encounters

When the party is moved into a new hall tile, or any preexisting tile, they must roll for a Roving Beast encounter. The roll for a RovBst is treated as a "provisional" (dependent) 1\*5 Task roll (rather than as a simple 1D roll), with a RovBst group appearing and attacking the party on a failed result of 6.

If the party moves away from an opening (either door or hall) leading into a Disturbed area [5.23], to any area other than an unexplored room (a newly-placed room tile), the roll for a roving beast encounter in the maze tile it enters by so doing is a 5 or a 6 on 1 die. Also, in such a Disturbed roving beast combat, the Task roll values for the number of beasts appearing might not be reduced as they normally would be (check scenario used [5.28]), and there's a 50% chance that the party will be required to switch its front and rearmost ranks (unless it has only a front rank) prior to the start of combat, as the beasts attack by surprise from behind. These modifiers don't apply to just moving into an explored area or unexplored hall marked as Disturbed; unless, of course, in so doing the party also passes a doorway into another Disturbed area.

When a party is split, passing a Disturbed area doorway doesn't affect a group's RovBst roll if another group (any other party member) remains in the tile from which the group departed. The Disturbed modifier does apply to a group rejoining another group when the entering group passes a Disturbed area doorway as usual. Also, a party reentering the maze when the entry tile is adjacent to a tile with a Disturbed marker uses the Disturbed modifier for a random encounter on its entry turn.

A beast group will be encountered in a newly- placed room tile on a 1- die roll result of 4..6.

If the party encounters beasts within a room or hall tile marked as Disturbed, either explored (existing tile) or unexplored (tile just placed), the number of beasts encountered there will always be an even number: if an odd number would ordinarily have appeared, add 1. After the party has scoured the Disturbed area, either having entered the area for its turn move, or upon any combat conducted in the area, the Disturbed marker is removed and that tile is considered cleared.

The scenario being used will designate any alterations to these generally applicable rules, under this section heading.

#### [5.3] Game conduct flowchart/ outline

Resolve any continuing activity in tile being vacated

choose to reorganize or split party, direction for group move [5.11]

Pick & Place tile if none in desired direction of travel [5.22, 5.23, 5.24]

note any general class of special feature in tile [6.0]

Move party marker onto tile

mark Disturbed unexplored areas behind doors passed [5.23]

merge split-up party elements in tile entered [5.11]

Check for trap on door to new tile [5.26]

if trap detected, party may choose not to open door & retreat back to tile left & mark Disturbed here [10.12]

revise party formation - deal with trap [10.12]

Party may reorganize & characters may ready and use items

Proceed to scout room (can't back out after "entrance" since any beasts will have been alerted and party is committed)

Check for beasts present

Roving beasts in a hall tile, or a pre-existing tile; or room beasts in a newly- placed room tile [5.28]  
arrange beast combat formation vs party march order [8.12]

Pre-combat checks (includes combat round entry of party group for Call mayday support) [8.31]

check for rank swapping or mingling [5.28]  
roll for Beguiled adventurers or beasts to Snap Beguile fx [11.3]

Adventurers' extra options on first Combat round (preemptive: one precludes any other 1st round option)

Negotiate, or Cast Check spell, or use Thief Attack, or Call mayday [8.31]

Tile Feature variables

roll for specific nature of special feature in tile [6.0]

Character options in Action: combat round sequence begins [8.2]

Stand in an open square, or Use an item or cast a combat spell, or Ready an item (If recovering a dropped weapon, check for broken weapon.), or Attack (May attack on same round as Ready Item only if prior weapon was a Dagger or Unarmed.)

Check for Dropped Weapon on lowest attack Task die of 6  
Check attack Crush, target Parry, Defense, Proof, Dodge effects [9.24]  
Apply damage or spell effects: displace fallen characters

Character options in Reorg: Movement phase order= Beasts then Adventurers [8.5]

(any) Step [8.51] or Crawl [8.55] 1 open square left or right  
(one in group) Step or Crawl 1 open square forward or backward (may move diagonally)

Adventurer options after Combat or room exploration

Recover dropped weapons & arrows: check for broken weapons [8.43]  
Check for treasure present, according to beast type (Check for trap on treasure trove if room beast.) [5.26]  
Use or Identify an item or cast a non-combat spell [9.9] [11.3]

Check for turn end - when all adventurers have been moved on the map

delete expired party characters [5.31]

[5.31] Turn End

A turn ends when all adventurers in party groups on the map have made a move (when all have been marked acted, in cases of rejoining groups) and have finished using any options desired in the tile(s) moved to.

Unconscious or dead characters are not removed from the game, even if left alone in a tile (eg. someone poisoned by a defective potion), until the end of the turn. However, unconscious characters left without other conscious adventurers in a tile containing active beast opponents are removed immediately.

[6.0] Special Features

Maze tiles (typically room tiles) may contain indicators of special features affecting the party's exploration of the area. Each class of special feature normally has a number of particular types or forms, the specific variety present in each case to be determined at random. Refer to this section in the scenario and module you'll be using.

[7.2] Negotiating

The party may choose to try to negotiate with room beasts (not roving beasts) they encounter in order to keep from fighting. A negotiation attempt would preclude any other special first round options by party members, and only one attempt to negotiate is allowed per encounter.

The designated negotiator must be one character chosen from the adventurers' front rank. Make a Task roll on a number of dice equal to the chosen adventurer's Resolve (with any modifications included) if a Hero, or half his modified Resolve



rounded down if a Thief or Wizard. If the lowest die is more than 4 (or may be only 3 in certain cases as noted in the scenario being played), the beasts jump the party while they're attempting to negotiate and combat begins with the beasts getting the first shot (the first Party Attack phase ends without allowing any other adventurer options). Otherwise, the beasts are willing to wait, seeing that the party got the drop on them (the negotiator has made the first "pass").

To successfully complete negotiations with the beasts requires making a second Task roll. Make the second Task roll with only the qualifying dice from the first pass (those whose results were less than or equal to the target number). If the lowest die is more than 3 (or may be only 2 in certain cases as noted in the scenario being played), the beasts have just been stalling for time and combat must begin at the party's first combat round, and the adventurer who failed the second pass Task roll is marked as acted (may not attack, etc.) and will suffer an increase of +1 to the attack weight of any combat (not spell) attack directed against him in the first round. Otherwise, the adventurer who was chosen as the negotiator gets a number of experience points as described in section [8.6] of the scenario being played for making the second pass and the party may choose to go on their way, attack the beasts with surprise anyway, or try to further intimidate the beasts.

If the party is successful in negotiating with a room beast and leaves them alone, that room will be considered cleared after the party leaves it just as though the party had defeated the beast in combat (those beasts won't bother the party in the future); however, a Disturbed marker is placed on the room when the party leaves. If the party re- enters any pre- existing room, only the typical roving beast encounters are possible.

If the party chooses to try to extort more from the beasts, make a third Task roll with only the qualifying dice from the second pass. If the lowest die is more than 2 (or may be only 1 in certain cases as noted in the scenario being played), they provoke the beasts into a rage of shamed pride and combat begins. In such a case, due to the proximity of the beasts, for each pair of facing front rank squares (ie. a&1, b&2, c&3 [8.3]) which are both either occupied or open (not blocked or obstacles), roll 1D and on a result of 4..6 have the occupant of either square switch places prior to the start of combat (see [8.3] for conditions of fighting on the enemy's ground). Otherwise, the beasts are awed by the party to the point that they may provide information and/or leave a portion of their valuables with the party as they disperse. Roll on the beast's treasure rating, but with a -1 penalty to each probability number in the Treasure Table (see [9.8] in the scenario you'll be using).

The party may choose to join combat with a beast group before leaving its room even after successfully negotiating; in which case the party gets a free round (two Party Attack phases prior to the first Beast Attack phase), and gets treasure and experience as usual. However, here also the possible mingling of positions between opponents in the front ranks is diced for as in the paragraph above.

One party wizard may decide to cast a Spellbind spell (see Spell Table [11.3] for info) to aid in the negotiations prior to any one Task roll: then if the beast with the highest Resolve gets a 1 to resist the spell [11.24], no benefit is received; and in either case, no further Spellbind attempts may be made during the course of the negotiations.

## [8.1] Combat Setup

### [8.11] Code Of The Duel

For the basic game, when the party engages a group of beasts in combat, the fight must continue until all the adventurers or all the beasts are killed or disabled. Neither side is permitted to have any of its members back out of the fray from that point on. However, this restriction may be altered somewhat by the rules of the scenario you'll be playing.

### [8.12] Beast formations

In the computer game, the computer manages all beast- controlled operations, including the initial setup of the beasts for combat. The beasts are positioned randomly, without considering the adventurers' grouping, dependent upon rank occupation requirements and with probabilities conditioned by the beasts' long range attack capabilities.

Generally, when setting up a beast formation for combat, if none of the beasts involved has a second Attack stat or ability which can be used from the beasts' second rank, or if there is only one or a full six beasts, then just pack the squares from the front backward. Otherwise, after initial placement in square number order, roll a die and on a result of 1..4 take the beast from sq 1 and place it in the first open sq after the last- placed beast and if the first roll succeeded and there are fewer than 5 beasts roll again, and on a further result of 1..3 similarly move the beast in sq 2. Then, in any case, rearrange each beast rank containing less than 3 beasts randomly, with a lone front rank beast placed in the center (sq 2). Also see [8.5].

## [8.2] Combat Procedure

A combat round is resolved in this order:

Action

Party Attack phase

Beast Attack phase

Reorganization

Beast Movement phase

Party Movement phase

#### [8.22] Party Attack Phase

Each member of the Adventurers' party may choose an option as outlined in section [5.3]. Characters with adjacent attack effects may attack any character in an adjoining square, including diagonally. Characters choosing projectile attack effects may attack only non-adjacent characters, and may not make a projectile attack if any active opponent engages (is adjacent to) the attacker. See [8.43] for details, and [11.22] for spell use exceptions.

Damage deducted from characters takes effect immediately upon suffering a hit from an attack or mishap. A character reduced to zero Wounds falls prone and is considered dead (subject to later resuscitation in that tile by an Aid spell, a magic item, etc.).

#### [8.23] Beast Attack Phase

Members of the beast group then attack, also in accordance with conditions as noted [8.22], choosing targets at random from all those which an attacker can hit. See [8.44] for details. Beasts with a secondary attack stat who are capable of using it as well as their primary attack this round will roll to determine whether the special attack form is attempted this round (ordinarily a 5..6 on 1 die), or if the primary attack will be resorted to at the moment. Otherwise, a beast will use whichever attack it's capable of.

#### [8.24] Beast Movement Phase

The computer moves first in a round and will maneuver the beasts according to the requirements of the situation. See [8.51] for details.

#### [8.25] Party Movement Phase

Check to see what requirements are placed upon the party for front- rank contact, and allow players to move their characters as desired. If there is a conflict of interest between two or more characters who wish to advance or fall back, try to work it out or resolve the problem by rolling a die. See [8.52] for details.

#### [8.3] Combat Formation

An adventurer party group is limited to 6 total characters (including attached beasts) when moving between maze tiles. All members of a party group being moved must occupy squares in the 1st and 2nd ranks, and must be standing one to a square (see [5.11]). Begin with the party's travelling march order as the party's combat formation.

For governing combat, the squares that beast group and adventurer party characters may occupy are divided into "grounds". The beasts' ground is composed of the squares labelled "a" through "i" on the Field area of the display, while the party's ground is composed of the squares labelled "1" through "9" (see also [8.54]). Having squares for more than 6 characters makes arrangement and Reorg more flexible, and allows for situations in which the front rank may be restricted, or some squares may hold obstacles, or a side may acquire more than 6 total characters in the course of combat.

Ranks' conceptual separation:

The ranks used in the Field area for character positioning may be thought of as more representative of zones than merely spatial dividers; although their spatial relation is also utilized for purposes of regulating movement.

The opponents' rear rank is considered to be out of reach of any effect by a character on friendly ground. This assumes that there are obstacles or prepared areas like trove hiding places, etc. that would interfere with access to an enemy by a character involved in formal combat. However, a character who has crossed over to the opponents' ground may attack and be

attacked by characters in the rearmost rank, when possible.

#### Offsides:

For a character who finds itself positioned among its enemies on the opponents' ground (by Snapping out of the Beguile spell [11.3], or as a result of combat "mingling" following some Negotiation attempts [7.2]) when its option to act has been chosen, the possibility of an Offsides interruption is imposed: a 1- die roll resulting in a 5 or 6 means it can't attack at all that round, 4..6 prevents a spell casting, and 3..6 prevents use of a magic item other than weapon - checking upon an attempt each round until it manages to move back to its allied side (movement during Movement phase is still permitted if open squares are accessible). However, if it manages to attack a target on either ground from a position on the enemy's ground, it gets to add +2 to the weight of any weapon attack (adjacent or projectile) Task roll due to advantageous positioning.

An exception is an opponent- controlled character positioned on its rightful ground; which is considered inactive & only capable of movement (see Beguile spell [11.3] & Treasure Table: beast guide [9.8]).

#### [8.31] Adventurers' Room Combat First Round Options

Upon entering a new room tile and encountering a group of beasts, a party may choose one of these options as a means of dealing with the threat.

#### Check Spell:

An adventurer with the ability to cast the Check spell [11.3] may attempt to do so.

#### Negotiate:

An adventurer who wants to try to Negotiate [7.2] with the opponent beasts may attempt to do so.

#### Call mayday:

A split party group which moves into a newly- placed room adjacent to a tile containing any adventurers who've not yet moved this turn, and encounters a force of attacking beasts which they think will require support to resist, may choose to Call mayday as its first round option. The combat round of entry (movement/ appearance) for supporting characters is determined by taking the higher of 2 dice rolled when the option is selected. At the beginning of the entry round during combat, unacted adventurer- controlled characters from tiles adjacent to the combat tile may move to the combat tile. This movement is subject to the ordinary movement limit of 6 party characters in the destination tile [5.11]. Groups in adjacent tiles may reorganize, split and move all or only some of their characters to act as support. This move occurs before the Party Attack phase, but characters who move in support are marked acted for that combat round and may not take any action, and may not reorganize upon arrival although they may move in Movement phase. Beguiled characters and those with suppressed Beguile effects moved in support must check to Snap the Beguile effect [11.3] after movement. If combat ends prior to the support round, no outside supporting movement is made.

#### Thief's Attack:

Thieves are allowed a special attack under certain circumstances due to their ability to sneak up and surprise unalerted beasts when leading the party. This Thief's Attack can be performed by any thieves in the front rank on the first round of combat against a room beast which hasn't been alerted by the springing of a trap on one of its room's doors. This special attack only applies on the initial round of combat, and the only weapon allowed to be used in this kind of swift sneak attack is a dagger. This attack may be directed as well against a beast on the adventurers' ground (eg. which managed to Snap a Beguile spell [11.3] or became mingled with the party [7.2] prior to the selection of the Thief Attack option) though the thief must still be in the party's front rank to qualify.

Before a thief rolls to hit his target, make a Surprise Task roll on a number of dice equal to the difference between that thief's Resolve minus his target's Resolve (if the difference is less than 1, no surprise is possible). If the Surprise roll results in a 3 or less, the dagger's punch is raised to 3 for that round and that thief gets to add 2 dice to the weight of his Task roll to hit (as though the attacker were positioned on the target's ground [8.3]). If the Surprise roll fails (results in a 4 or more), the thief must make his dagger attack as he normally would. If the Surprise roll succeeds and the thief's attack results in a lowest die value of 1 (whether or not the target suffers any damage from the attack), then the target of the attack, if it remains alive, will make an attack on one of its own group during its first combat round (it mistakenly thinks one of its own group has attacked it), or if alone, does nothing.

A thief (or any other party character) is allowed to ready a dagger and/ or use an item after he moves into the new room tile through a door [8.41], or at the end of any detrapping which may occur there [5.3], before the party scouts out a room (checks for beasts).

#### [8.41] Ready Items/ Change Weapons

After moving into a new room tile through a door, or at the end of any detrapping which may occur there [5.3], before the party scouts out a room (checks for beasts), party characters are allowed to ready and/ or use items as desired.

Items may also be readied during Action in a combat round [8.2]. A character readying an item (including changing weapons) typically can perform no other action during the Attack phase of combat. There are some exceptions to this restriction, including the ability to quickly switch weapons from a readied Dagger or unarmed state [9.24]. Switching from one weapon or item to another on one's own person allows for the character to holster or put away the weapon or item he starts with as well as draw and ready the weapon or item he ends with (eg. Parrying is effective on the round a Parrying weapon is readied). Readying a Quarterstaff or Bow requires both hands. Readying any other weapon on the Common Weapons table requires the strongside hand: that means only one weapon may be ready at a time, although other types of items may be simultaneously readied in the off hand.

In combat, an unacted character who voluntarily drops an item is not marked acted, and an item is not required to be held ready in order to be put down. See [8.43] Adventurers' Attacks: Dropped & Broken Weapons for Field square locations of shed items.

During combat, an item passed to another must be held ready by the contributor. Taking an item from a neighbor doesn't mark the contributing character acted for that Attack phase, and an item may be taken from an acted character. Thus, an item may be passed & repassed in a chain of neighbors. A character in the front rank or who's engaged by an opponent may still ready an item on his person or one passed by a neighbor. A neighbor can't be reached if that character is Lying prone while the readying character is Standing; and vice versa (a prone character can reach an adjacent prone character).

Magic Armor [9.32] is not allowed to be either readied or unreadied during combat.

#### [8.43] Adventurers' Attacks

In order to attack, a Task roll is made on a number of dice (known as the "weight" of the attack) equal to the Adventurer's combined item basic weight, weapon type personal skill adder, and magic bonuses and/ or penalties. Unarmed attacks use a barehanded basic weight of the Adventurer's remaining number of Wounds divided by 4, rounded up. All weapons have a weapon basic weight of 1. Each +1 of weapon skill and/or magical weapon bonus adds another die to the Task roll's weight. Negative adjustments to attack weight from group/ area effects (such as room tile features) are applied first, and can't lower the weight below 1, but adjustments for individual effects and actions subsequently applied can lower attack weight to 0, requiring a "no dice" roll to hit.

A hit is scored for each remaining die of the appropriate attack die value or less (known as the "punch" of the attack) generated by the Task roll. Unarmed attacks (by an adventurer or weapon-using beast deprived of a ready weapon) have a punch of 1 from the front rank only. Daggers have a punch of 2 from the front rank, or 1 when thrown from the second rank. Quarterstaves have a punch of 2 from the front rank only. Bows have a punch of 2; or 3 when fired from the second rank against an allowed target in the opponent's second rank (see next paragraph). Hammers have a punch of 3 from the front rank, or 2 when thrown from the second rank. Swords have a punch of 3 from the front rank only. Axes have a punch of 3 either from the front rank or when thrown from the second rank. See the Weapons Table [9.24] for more information pertaining to each weapon's use.

A throwing weapon may also be thrown from the front rank at any target in the opponents' front or second rank when the thrower is not engaged: that is, there's currently no enemy character in any square adjacent to the thrower. Such a weapon may likewise be thrown at a target which occupies a square in friendly ground as long as the thrower is not engaged. A bow may never be fired at a target in an adjoining rank, but may also be fired from the front rank at any target in the opponents' second rank when the firer is not engaged; and, a bow may be fired from the second rank at a target in the square directly forward of the firer in the opponents' second rank when there's no character occupying the square directly forward of the target in the opponents' front rank or that occupant's current posture is lower than that of the target character (friendly characters don't obstruct as long as they're on friendly ground): this is referred to as "having a clear shot". A target on friendly ground in the front rank may be hit by a bow user in rank 3. The opponents' third rank is considered as being out of missile attack range (see [8.3]).

As an example, an adventurer in the party's second rank attacks a creature in the beasts' front rank with a bow, having Bow+3 skill bonus and a +2 magical bow. Thus, he rolls 6 (1+ 3+ 2) dice to attack in at least two stages, finally getting dice values of 642211, which when adjusted by Task roll conditions to 64221 translates into 3 hits scored on the target.

Since adventurers are limited to carrying two weapons at any time, and a dagger, hammer or axe is no longer carried when thrown, only two such throwing attacks may be made by an adventurer during any one combat unless he picks up another weapon or readies another weapon from a neighbor [8.41]; although the weapons may be retrieved for use in further

combats afterward. An adventurer armed with a bow needs one arrow per round to shoot in attack. Carrying a bow includes the ability to carry up to twelve arrows (or up to 24 if no second weapon is carried). In the computer game, a beast carrying a Bow is supplied with 1 die of arrows when the beast character is generated.

A character who chooses the Ready Item option normally cannot do anything else that round; so, usually, an adventurer or beast can't attack in the same phase that he Changes Weapons. There are exceptions for characters who spend a preceding round making an unarmed or Dagger attack against an adjacent target, or doing nothing when unarmed or holding a Dagger [9.24]. These options are considered to be of a more short- range and defensive nature, so that the time conserved and awareness accumulated in one round can be telescoped somewhat into the next round. Thus, a character could make a Dagger attack (not thrown, which involves aiming), then, on the next round, sheath the Dagger and Change Weapons to a Quarterstaff for instance, or any type of weapon (though a Bow would require that he not be engaged for use), and proceed to attack with it. Weapons or other items may be traded during combat among any number of adjacent adventurers, by each using the Ready Item option [8.41].

#### Wizard's Attack:

Wizards are allowed a special attack when facing an opponent on the front rank. The target character must occupy the square directly in front of the wizard's square (not diagonally adjacent to it) in the beasts' front rank. When such an attack is made, the wizard may choose to declare it a Wizard's Attack. A Wizard's Attack is something that wizards in general practice as a sort of "secret thrust" variety of fencing or elaborate martial arts, and normally involves only sleight of hand rather than spell casting. Its effect is often due in large part to the mystique that has been built up around what wizards call the "Dancing Sword" trick.

When the attack is declared, the wizard must make a Resolve roll on a number of dice equal to the difference between his and the target's Rv (if the wizard's isn't higher, no such attack is allowed). Then, there is a 1 in 6 chance that the attack will fail anyway (if a 6 is rolled on 1 die: similar to the difficulty of making an attack upon crossing to the opponents' ground [8.3]). If the attack fails for either reason, no hit Task roll is made and the attacker's action ends.

If the attack succeeds, the wizard gets to add 2 dice to the weight of his Task roll to hit (as though the attacker were positioned on the target's ground [8.3]). If the hit roll results in a lowest die value of 1 (whether or not the target suffers any damage from the attack), then the target of the attack, if it remains alive, won't be able to attack during its next Attack phase (being occupied with a seemingly animated weapon). If the hit Task roll results in a drop weapon check, then a 4..6 instead of just a 6 on 1 die indicates the weapon used by the wizard in the attack has been dropped.

#### Dropped & Broken Weapons:

A weapon used in an attack is dropped when the lowest remaining die of its attack Task roll is a 6 (that is, sixes cancel all but themselves), and then a further 1 die roll results in a 6. During a combat, the dropped weapon is located in the rearmost center square of the ground/ side the owner is currently occupying. The dropped weapon procedure applies to adjacent weapon attacks, thrown- type projectile weapon attacks (when the weapon would be dropped rather than thrown), and bow- type projectile weapon attacks (the bow would be dropped and the shot missed). All dropped weapons as well as those that were used in projectile attacks are retrievable, subject to breakage, at the end of combat. A dropped weapon result nullifies any existing qualification for a quick change of weapons due to making a dagger or unarmed attack (Game Tables [9.24]).

Weapons voluntarily dropped while combat is in progress are subject to breakage as well.

Whenever an ordinary weapon subject to breakage is retrieved, roll 1 die: a result of 6 means that the weapon has been broken and is considered destroyed. When any ordinary arrow fired by an adventurer is retrieved, regardless of whether it hit or missed, roll 1 die: a result of 6 means that the arrow has been broken and is considered destroyed. Magic weapons, including magic arrows, degrade by -1 bonus point on a 6, with a magic weapon which is reduced to a bonus of zero being destroyed.

An adventurer or beast character which attacks barehanded having lost a weapon, or a nonweapon- using beast making an adjacent attack (using its first attack type), which gets a dropped weapon result is stunned [8.45] and may not do anything else but ready an item in action and move in reorganization for the remainder of that round and all of the next round (loses one attack phase).

Beast characters will never attempt to retrieve any dropped weapon. A weapon- using beast who loses all carried items will attack unarmed after that point.

In the computer game, a dropped weapon or item will be placed based on the location of the character who dropped it. If the character who dropped it is on the party's ground (squares 1..9) the item will be placed in square 8, and if the character who dropped it is on the beasts' ground (squares a..i) the item will be placed in square h. A weapon which is dropped in combat, either accidentally (including those that had been held by unconscious or Swooned characters) or intentionally (including those discarded by brawling characters to make an unarmed attack), is subject to breakage. A thrown projectile weapon or fired ammo item will be placed in square 0, so it's unretrievable until after combat ends. Fired arrows are subject to breakage, but thrown weapons are not unless the attack gets a drop weapon result. Note that for simplicity dropped arrows

are placed in square 0 along with any fired arrows and accumulate as one item listing; so that any dropped during combat can't be retrieved until combat ends, and all are subject to breakage. In a post-combat situation, be sure to clean up any arrows fired or dropped during combat before dropping any more (which won't then be subject to breakage). A character who got a dropped weapon result on an unarmed or nonweapon beast attack receives the "Oop" fx in its item listing until it's allowed back in operation. The odd items of those beasts whose weapons aren't retrieveable by adventurers (see scenario Beast descriptions [7.1]) never appear in dropped item listings.

#### [8.44] Beasts' Attacks

The attack stat for a beast is coded as "r\*n", with an optional second entry. This first (maybe only) entry is the beast's close quarters (adjacent target) attack; and means make a Task roll with a weight of r dice, scoring a hit for each remaining die of punch n or less. For example, if the attack stat says 4\*2 and the 4-dice roll comes up 6531, the final Task result is 653 and no hits are scored on the target. If the 4-dice roll had been 4421, 2 hits would have been scored. If n is a letter rather than a number, use the indicated weapon's punch value as: "A", "H", "Q", "D" & "S" being Axe, Hammer, Quarterstaff, Dagger and Sword.

A second entry in the attack stat may be a second weapon, perhaps allowing a back-rank attack, and if n is a letter, "D", "H" & "A" mean Dagger, Hammer & Axe (restricted to 1 or 2 thrown attacks per combat, as for adventurers) and "B" means Bow. A non-weapon attack stat doesn't count as a weapon for purposes of the 2 weapon per creature limit. A second entry might instead be an abbreviated spell name, meaning that the beast has the capability to cast that spell. A beast will attempt to resort or switch to its secondary attack entry when capable, if it cannot make its primary adjacent attack, or if the second entry also permits of adjacent usage and the beast rolls a 5 or 6 on one die.

Humanoid beasts who use weapons do so in the same manner as adventurers: requiring a round to switch from one weapon to another unless the prior weapon was a Dagger. Any weapon taken from a defeated beast will be of the nonmagical 1-die basic weight variety. A number of useful arrows, fired or unfired, may be gained from any defeated bow-using creature, subject to breakage. A weapon-wielding beast's attack may result in a dropped (and perhaps broken) weapon just as an adventurer's might [8.43]. A beast who attacks without using a particular weapon, or barehanded having lost a weapon (treat a weapon-using beast's barehanded attack weight as its rolled number of Wounds divided by 4, rounded up: use the average of its range formula if its Wounds haven't yet been rolled), and gets a dropped weapon result may not do anything else but ready an item in action and move in reorganization for the remainder of that round and all of the next round (loses one attack phase). Negative adjustments to attack weight from group/ area effects (such as room tile features) are applied first, and can't lower the weight below 1, but adjustments for individual effects and actions subsequently applied can lower attack weight to 0, requiring a "no dice" roll to hit.

#### [8.45] Defense

A beast's Defense stat represents its capability to deflect and/or dodge hits directed against it. The first Defense number is its armor bonus: identical to an adventurer's armor bonus [9.32]. A notation of "r+n" means that in addition to an armor bonus of r, the beast also has the protection of n points of Proof (Spells Table [11.3]). A notation of "r>n" means that due to the nature of the beast, in addition to an armor bonus of r, any attack die of a value greater than n won't cause a hit against it: even though it might ordinarily be hit otherwise. In cases where it might make a difference, note that any hits stopped by defense are deducted from the highest values of successful attack dice downward. Also note the effects of attacks with Crush [9.24].

While a character is stunned, as a result of a drop weapon result when attacking unarmed [8.43] or being Shocked [11.3], its Defense will only stop 1 hit (prevent 1 damage) for each Defense Task die remaining with a value of 1, and/ or its Proof if any will only stop 1 hit for each Proof Task die remaining with a value of 1 or 2.

#### Thief's Dodge Capability:

Thieves are allowed to try to employ their defensive capability of Dodging against potential damage from most kinds of attack or device (only exception so far is the Explosion spell). The only time this option isn't open to a thief is during combat when the thief has already acted that round, or is Shocked - as long as the thief isn't impeded and hasn't performed an action that round, he may try to Dodge any number of attacks. In odd cases, Dodging during the Adventurer attack phase of a round doesn't prevent the thief from making a subsequent attack. To dodge one attack, the thief declares the number of points of Dodge he's attempting (limit of 3), after damage from an attack has been determined and any armor and/ or Proof adjustments have been made. The stated Dodge cost is then rolled for just as though it were a wizard casting a spell with an equivalent cost [11.22], and the resulting number of Spent Wounds is applied to the thief. As in spell casting, these Spent Wounds can't reduce the thief to zero wounds remaining, and if they would, the Dodge attempt fails; although attempts to

dodge later attacks may still be made. If successful, the thief is then allowed a Task roll on a number of dice equal to five times the Dodge cost, and for each die of 3 or less remaining in the result, 1 damage point is avoided/ deflected. The Dodge only applies to any wound damage component of an attack: for instance, if the thief has a Shock spell cast on him and Dodges successfully, he'll escape the 1 wound damage, but will still be stunned.

#### [8.5] Reorganization

In initial formation arrangements on the Field [8.3], a group of beasts will always start with at least one of its characters in the front rank. An adventurer party must have at least one adventurer in the front rank. If a group sets up with only one adventurer in the front rank, that character must occupy the center square.

In Movement phase, a party of adventurers or group of beasts when capable must move so as to have at least one character in its front rank, or move a character forward one rank, if none are currently in either the front or second ranks (assuming squares unblocked by opponents or obstacles are available in the front rank). A single off-center character left on the front rank or a character moving onto an unoccupied front rank in Reorg must move to the front rank's center square.

No more than one character in a formation may move forward or backward a rank (diagonal moves are permitted) in one Movement phase, although any number may shift to one side or the other within a rank one square, if open; not including the one character who moves up or back. Ordinarily, only 1 square move per round is permitted to any character.

Should all the characters on a side be somehow immobilized (ordinarily denied movement), none will be required to move to satisfy these conditions of positioning unless none of the side's characters are currently in contact with (adjacent to) any of its opponents. When all on a side are frozen and isolated, one will be forced to move in accordance with these guidelines despite any normal restrictions.

#### [8.51] Beast moves

In the computer game, all beast- controlled characters are maneuvered by the computer. Beasts have the same requirements as adventurers for arranging characters on their front rank and reorganizing [5.11, 8.3, 8.5]. For choosing which character to move in a rank change during a round, the following breakdown of the computer's priorities assumes that a character mentioned in the implied conditions is capable of movement.

Beasts in combat formation normally will not attempt to make any move unless one of their number is positioned so that it can't attack, or the beasts' front rank doesn't have the required character(s) in position. The exceptions to this operate when there are beast- controlled characters on the adventurers' ground (beasts prefer to occupy their own ground when practicable, feeling that the disadvantage of fighting on the opponents' ground outweighs the advantage). Especially when a Beguiled adventurer occupies the adventurers' front rank and the beasts' front rank is fully populated (blocking the Beguiled character from crossing over to the beasts' ground and thence engaging in the fight, and potentially blocking all normal attacks with 3 inactive Beguiled characters lined up), priority #1 for movement is for a character to back off from the 1st to the 2nd rank (or from 2nd to 3rd, if the 2nd rank is also filled): making allowance for the Beguiled character to cross over in a subsequent round. And the preference is for a Beguiled adventurer (if any are already occupying the beasts' packed front rank) to back off rather than a beast character (See priority #4 below for reasons).

This won't occur if the character on the opponents' ground is a beast and the beasts' front rank is filled (the beasts will stand as is, and keep the pressure on), however if a beast character occupies the adventurers' front rank and the beasts' front rank contains an open square, priority #2 for movement is to shift the beasts' front rank sidewise if necessary and move a beast character back onto the beasts' ground. Thusly, should both a Beguiled adventurer and a beast occupy squares on the adventurers' front rank and the beasts' front rank be filled, the Beguiled character will cause a character in the beasts' front rank to back off to their second rank; however on the following round it would be the beast, rather than the Beguiled character which moves across to the beasts' ground (& etc. Again, see priority #4 below for this cockeyedness).

If the beasts' front rank is empty (or contains fewer characters than required, should any adventurer- controlled characters be there), moving a beast up from the second rank, preferably one which is prepared to engage the enemy, but ready or not, is priority #3. For an odd instance, if there is one beast on the beasts' front rank, and one crossed over adventurer occupying the center square b there, a beast on the second rank would be required to move toward the empty flank square (after any crossed over beasts moving back to the beasts' front rank, as above, have been exhausted).

When beast- controlled Beguiled adventurers move to cross over to the beasts' ground, beasts must attempt to keep at least one beast character on the front rank, and move a beast forward (or back from the opponents' ground) when there are none on the front rank to shepherd their charges; preventing their front rank from ever being packed with 3 Beguiled adventurers. Thus, priorities #2 & #3 above give beasts the lead in such situations. Still, considering the general desirability of gaining an attacker, balanced against the hassles of a nonfighter or auxillary occupying a front rank, moving a Beguiled

adventurer on the adventurers' ground closest to the front toward the beasts' ground is priority #4.

If there is at least one open square in the beasts' front rank and a beast in the second rank would find advancing advantageous, moving a prepared beast to the front rank is priority #5.

Moving a random beast in the rearmost (third) rank up to the beasts' second rank is priority #6.

Should a beast character occupy the adventurers' rear ranks (eg. a beast having Snapped a Beguile spell), since a beast is capable of fighting as it tries to make its way to its own ground, moving it thataway has the least priority #7.

#### [8.52] Party Character moves

The party group's initial formation for combat is its travelling march order: either in a roving or a new room encounter. Character moves in the succeeding rounds are governed as in Reorganization [8.5] above.

The party also has the option of moving characters out of harm's way on the third rank, as well as using it for maneuvering room; though should those closer to the front be disabled, those in the rear can still be required to move up.

If the party contains player- controlled characters which aren't adventurers, those nonadventurer characters occupying squares in the front rank of the party formation must be supported by at least one adventurer character also located in the front rank. Anytime no adventurer characters occupy any open required squares in the front rank of the party's ground, an adventurer will be required to move forward from a back rank, or backward from a rank on the opponents' ground. Opponent beast characters which happen to be positioned in the party's front rank will sub for adventurers, however, in terms of these requirements.

#### [8.53] Reorganization - Nonadjusting Squares

All characters in combat must occupy a square on the Field, but may at odd times find themselves positioned on the opponents' ground [8.3]. Squares in formations are fixed. Adjacent attacks are allowed diagonally (across corners of squares), and there should be no reason to position a character outside the limits of a square or to straddle two squares.

#### [8.54] Reorganization - Changing Sides

For general reference; a character cannot cross to an open square on the opposing side, unless it's being controlled by the opponents. The only time a character can move across to the opponents' ground [8.3] is when it's controlled by, and being moved during the Movement phase of, the group whose ground it's crossing to. This usually only happens in cases of Beguile spells and Snapping out of them, or a partially successful Negotiation [7.2].

Due to the influence of the Beguile spell, a beast or adventurer character may be inclined to switch sides in battle. When a Beguiled adventurer on its own front rank is moving during the Movement phase of its beast controller, beast pieces on the side it's trying to cross to will move if necessary so as to allow it a way over to an open square in their formation. A party of adventurers would similarly find it necessary to open a way for a Beguiled beast to cross to its side, before it can turn to attack its former cohorts. Otherwise, the Beguiled character can't shove its way in (and an adventurer party might want to try to block the exit path of a back rank Beguiled companion for just that reason).

#### [8.55] Character Stance

Standard setting:

Fallen: Characters may assume one of two possible stances: either Lying or Standing. A "fallen" character is one who's in a Lying/ prone stance, though its normal stance is Standing; or one which has been rendered unconscious - when its stance is automatically changed to Lying. A beast whose normal stance is Lying (as perhaps a Crocogator) will be fallen only when unconscious (is considered erect even Lying, while conscious). A fallen character will be placed in the square where it fell if it is still conscious (for instance one who trips). For a character rendered unconscious, if the fallen character is on the party's ground (squares 1..9) the character will be placed in square 8, and if the fallen character is on the beasts' ground (squares a..i) the character will be placed in square h. These two squares are "fallen holding" areas. In the computer game, any character in a Lying stance is indicated by having its marker shifted slightly right & down, so that it can be noted beneath an upright marker in the same square.

Moves: In combat, an upright character may make a 1- square Step, or a conscious fallen character may make a 1- square Crawl (including out of a square occupied by another character) on the Field layout. During combat no character may enter a



square already occupied by any active (typically conscious) character in either stance. However, squares 8 & h are exceptions due to their required function as center squares of the back rank in addition to their conceptual use as "fallen holding" areas; and may be entered by move whenever no other character is Standing in them, in spite of any number of characters which may be Lying in them. Characters may yet become stacked by admin (no combat in progress) reorg performed by a user, or if revived in one of the "fallen holding" areas containing multiple Lying characters. In party movement between tiles, stacking may occur as the result of split party movement of a character into a square occupied by another character in the tile entered (when the entering character would fall prone under the occupying character).

In the computer game, characters may be superposed in admin (noncombat) reorg if two or more are moved to the same square: but then, for party movement between maze coordinates, they would be required to separate. If a moving character gets placed prone under another in the same square of the tile entered, as above, in ordinary movement, then the player will be prompted to reorganize the group before proceeding to encounter checks; however, if this occurs in supporting movement during a Call Mayday move, the entering character(s) will be left prone for the player to work out in succeeding combat rounds (the player is given the opportunity to examine the destination tile and to reorder moving characters/ groups in order to avoid this in the process).

Actions: Standing adventurers aren't offered the option to drop to a Lying prone stance. The only actions allowed to a conscious fallen character are ready item (if this involves trading an item with a neighbor, both must be at the same stance), or Stand. A prone character may choose to Stand as an option in its Attack phase. The option to Stand must be made in an open square (one in which no other character is standing, though others may be lying there), and constitutes that character's entire action for the phase. In the computer game, the Stand option may be chosen for a character when its status display is being shown: that is, when the user is paging through the character status displays in order to select a character to engage in some activity (such as weapon attacks, item ready or use, and reorganization when not in combat). At such times, the associated input menu will show "chg Pst: =", and hitting the '=' key will bring up the Change Stance subroutine.

#### Unconscious beasts display:

In the computer game, when the Standard setting is being used, markers for unconscious adventurer- controlled characters in the "fallen holding" squares 8 (typically) or h ([8.55] above) are always shown, but markers for unconscious beast-controlled characters in the fallen holding squares (typically h) aren't shown. They are still there, just not shown, so as not to distract a user who considers them to have been put out of the way. Also, they are no longer displayed with the "view beasts' status" key in the Profile area. In the (unlikely) event an adventurer might want to cast a spell or use some item on an unconscious beast, they are still included when cycling through target character choices for the appropriate items.

### [8.6] Experience

#### [8.61] Gaining Experience

Experience points awards to adventurers for successful encounters with beasts, use of abilities and achievement of party goals will be detailed under this section in the particular scenarios provided for game play.

#### [8.62] Advancement By Experience

As an individual adventurer gains experience, he may reach a point total at which he is permitted to add to one of his character attributes, provided he also pays a certain amount of Crowns (the game's standard coinage) to support the training for this advancement. Generally, the requirement is  $25 * (\text{present Grade}) + 50$  more experience for the next addition (ie. add at running totals of 75, 175, 300, 450, 625, etc. - all begin at Grade 1) along with an equivalent number of Crowns. When Experience points are converted into attributes, the adventurer's Grade is increased accordingly and the required Ep are deducted from those accumulated, as with the required number of Crowns. So an adventurer's Ep stat shows how many he has yet to use, and the notation typically is Grade + remaining Ep: no running total is maintained. For example, an adventurer shown as Hro 2 + 147 who spends 100 Ep & 100 Cr will advance to Hro 3 + 47.

Generally, advancements in Grade are only allowed while no adventurers remain inside the maze. The maze doesn't have to be finished, but all adventurers must be at large/ in town.

### [9.24] Common Weapons Table

Type	Adjacent	Projectile	Parry	Crush	Adv Class
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Unarmed	1	no	no	no	H,T,W
Dagger	2	1	no	no	H,T,W
Quarterstaff	2	no	yes	yes	H,T,W
Bow	no	2..3	no	no	H,T
Hammer	3	2	no	yes	H,T
Sword	3	no	yes	no	H
Axe	3	3	no	no	H

The Adjacent entry gives the Task roll "punch" die value or less for a hit by a handheld weapon attack on an adjacent target figure. Being adjacent to an opponent figure prohibits making any projectile attack.

The Projectile entry gives the Task roll "punch" die value or less for a hit by a projectile attack, which ordinarily stems from the second rank, but may also be used by a figure on another rank who isn't currently adjacent to any opponent. Bows have a punch of 2; or 3 when fired from the second rank against an allowed target in the opponent's second rank. For details of range and fire capabilities see [8.43]. Bows require one arrow per round to shoot; other weapons will be considered discarded (retrievable only after the combat ends) if thrown.

The Parry entry indicates whether a weapon when wielded provides its user with an advantage facing front-rank or any adjacent attacks by other weapon users. Weapon- using attackers, even those who are disarmed making an unarmed attack, who roll to hit an adjacent target which has a parrying weapon must deduct a die of the lowest remaining value from their Task rolls for each 5 rolled as well as for each 6 rolled (see Task rolls in [2.3] above). Cancelling for 5s occurs before cancelling for 6s, and a 5 can't cancel another 5 (ex. a roll of 651 results in 6; 6555 results in 655). Parry doesn't apply against beasts who don't have a weapon type shown in their primary Attack stat. Parry does apply even against other parrying weapons.

The Crush entry indicates whether a weapon may be of advantage against an armored opponent. An attack with a crushing weapon does a hit point that can't be stopped by armor or Defense ("a point of Crush") for each die showing a one remaining in the attack Task roll. If the target creature has a Defense rating, it's Defense only has a chance to function against hits from qualifying attack dice values greater than one versus Crush. The Proof spell's [11.3] protective effect as well as the Thief Dodge capability [8.45] do, however, yet have a chance to block Crush hits. A crushing weapon which may be thrown applies Crush to projectile attacks as well as adjacent attacks.

The Adv Class entry shows which classes of adventurer may use that type of weapon: H(eroes), T(hieves) and/ or W(izards).

In most cases, a figure cannot both change weapons and make an attack on the same round. The exceptions (permitting any number of ready/ unreadying of self- held items prior to taking another action which marks the character as acted in the same round) are for changing from a dagger or unarmed state. A character is in an unarmed state only if no weapon was held by that character throughout the previous round; though other types of items may be held. A dropped weapon result, or other stun effect, nullifies any currently existing qualification for a quick change of weapons (Dropped & Broken Weapons [8.43]). To be precise, a weapon- using character who enters combat with a dagger or no weapon readied (includes Call mayday respondents' first active round), or one in combat who is unstunned and was either unacted or made a dagger or unarmed attack in the previous round and now holds a dagger or no weapon, qualifies for quick draw this round. As an example, the target of a Shock spell which fails to resist would lose any quick draw capability and be stunned through it's next Attack phase, and would then have quick draw capability on the second Attack phase following if it holds no ready weapon other than a dagger, including due to having dropped one as a Shock spell effect. Also see Ready Items/ Change Weapons [8.41].

Also see the Magic Weapon & Armor Table [9.25] in the scenario you'll be using, and note the effective limitation to a +1 bonus for unidentified magic weapons [9.9].

### [9.32] Armor

Adventurers are assumed to be wearing some sort of defensive garb, and the weapon attack hit mechanism incorporates this consideration. However, magical armor which the adventurers may find as treasure provides an additional defensive bonus. Any suit of magic armor is rated as having a particular bonus (may be +1 Armor, or +2 Armor, etc). The bonus points of a suit represent the number of dice in a Defense Task roll which the wearer is entitled to make upon being hit by an attack. The magic armor will stop 1 hit (prevent 1 damage) for each Defense Task die remaining with a value of 2 or less. This operates very much the same as a beast's Defense stat [8.45].

While a character is stunned, as a result of a drop weapon result when attacking unarmed [8.43] or being Shocked [11.3], its armor will stop 1 hit (prevent 1 damage) for each Defense Task die remaining with a value of 1 only.

Magic armor is affected by degradation through wear and tear. Each time a suit of magic armor functions to prevent one or

more damage points to a character (could have stopped a hit - note its use in conjunction with the Proof spell [11.3]) and the lowest die of the defense Task roll is greater than 1, roll two dice, and on a result of 12 the armor degrades by -1 bonus point. Magic armor reduced to a bonus of zero is destroyed and no longer useable.

Any character may wear or carry only one suit of magic armor at any one time. Also, see the Magic Weapon & Armor Table [9.25] in the scenario you'll be using, and note the effective limitation to a +1 bonus for unidentified magic armor [9.9].

#### [9.9] Identifying

Magic items found as treasure are immediately diced for on the appropriate item type table (eg. potion, scroll, weapon, armor) to determine their apparent particular functions, using whatever modifiers may be specified at the time of discovery of the item. But, all such items are initially labelled "unidentified". Even though you may have discovered an item that seems to be a Potion of Evolution, it will be noted in the list of possessions of whichever character takes it as an unidentified Potion of Evolution. Unidentified magic weapons and armor are used as though they were +1 until identified (even if you already know an unidentified +3 Axe is supposed to be +3), and other types of items' identification can reduce the probability of an item proving ultimately harmful when used (see the item tables for the scenario in use).

In the computer game, an Identify attempt on any type of item in the identifier's possession may be made without having to ready it.

An adventurer who attempts to identify an unknown magic item makes a Task roll on a number of dice equal to his Resolve (with any modifications included) if a Wizard, or half his modified Resolve rounded down if a Hero or Thief. If the lowest die result of the roll is more than 4 (or may be only 3 in certain cases as noted in the scenario being played), the adventurer accidentally activates the item: any adverse effects for use of the unidentified item are applied to the tester (see the item tables for the scenario in use), while the item may be used up in the event. Otherwise, the item may be safely handled and investigated further by making a second Task roll with only the qualifying dice from the first pass (those showing a result less than or equal to the target of 4). If the result of the second roll is more than 3 (or may be only 2 in certain cases as noted in the scenario being played), the item can't be identified by that adventurer. Otherwise, the identifying adventurer receives experience points as described under section [8.6] in the scenario being played, and makes a third Task roll with only the qualifying dice from the second pass. If the result of the third roll is more than 2 (or may be only 1 in certain cases as noted in the scenario being played), the adventurer loses one Spent Wound point. This Spent Wound can reduce the identifying character to zero Wounds.

An unidentified item in the party's possession which was the object of a failed attempt to identify it may not be subject to a further attempt at identification unless the potential identifying character qualifies to roll more dice than were applied on the last failed attempt (last identifier's Rv with any modifiers, regardless of how many dice were actually rolled on the first pass of the prior ID attempt).

#### [10.12] Detrapping

When a trap is encountered, the party must choose one of their number to deal with the infernal device. If the trap's on a doorway, this must initially be someone in the first rank of the party's march order. Otherwise (eg. for trapped troves), the party formation is arranged as desired, with the detrapping adventurer in one of the front rank squares. The party is considered to be in combat until the detrap attempt is ended. If the trap was on a door into a room, the party is considered to be located in the newly- placed maze tile during this attempt, although conceptually not having gone into the room yet.

The adventurer chosen to face the trap makes a Task roll on a number of dice equal to his Resolve (with any modifications included) if a Thief, or half his modified Resolve rounded down if a Hero or Wizard. If the detrapper's Task roll result is more than 4 (or may be only 3 in certain cases as noted in the scenario being played), the trap isn't noticed and gets sprung: affecting the area as stated in the particular trap type description (roll for the type of trap on the Traps Table [10.3] for the scenario being used at this point if sprung) - which may involve further saving throws on Resolve stats, Wound point totals, number in party, etc. to find if anyone is actually affected by the event. Otherwise, the adventurer sees there's an unknown trap there and no effects of its operation are rolled for just yet.

If a trap is detected (the detrapper makes the first pass), the party formation may be rearranged, still with the detrapping adventurer in the front rank. The party now has the option to retreat from the doorway if desired, in which case it would be replaced in the tile from which it entered the trapped doorway. If the tile the party had entered had been placed over a Disturbed marker on the map, then the move back is subject to a RovBst roll using the conditions for a group moving away from an opening on a Disturbed area [5.28]; otherwise no roll need be made.

If a replacement adventurer wishes to allow the original detrapper to step aside at this point, he must go through the process of rolling to observe the thing for himself, after he's brought to the front. Anyway, then make a follow- up attempt to

bypass the trap by making a second Task roll with only the qualifying dice from the first pass (those showing a result less than or equal to the target of 4). Then roll for the type of trap on the Traps Table. If the result of the second roll is more than 3 (or may be only 2 in certain cases as noted in the scenario being played), the trap is accidentally tripped. Otherwise, the trap can be safely circumvented and ignored for the rest of the game if desired, allowing the party to freely move around.

If the successful detraper wishes to try to disarm rather than just avoid the trap, he may make a third Task roll on only the qualifying dice from the second pass, while the party may choose to reorganize itself once again. If the result of the third roll is more than 2 (or may be only 1 in certain cases as noted in the scenario being played), the trap is triggered. Otherwise, the trap is disarmed and may be dismantled; producing possible materials for the party (refer again to the Traps Table [10.3] in the scenario being used under the appropriate trap type). If a replacement adventurer wishes to try to disarm the trap, allowing the original detraper to step aside at this point, he must go through the whole routine of rolling to see, avoid and then disarm the thing for himself.

An adventurer gets only one try at detraping any single trap, and only one adventurer at a time is allowed to detrap. Whenever a trap is successfully neutralized (the party leaves it without setting it off), the adventurer who finally dealt with it is awarded experience points as described in section [8.6] of the scenario being played.

With a trapped doorway, after detecting the trap (making the first pass), the party is permitted to back out of the maze tile the same way it came if it chooses at that point, without actually entering (scouting) the room to see if any beasts are present. In such a case, the tile is marked as a Disturbed area when left [5.23]. If the trap was set off, any beasts at hand would have been alerted, so the party is then required to scout the room.

#### [11.22] Spell Costs, Persistence & Targeting

Each spell has a Cost number, as listed on the Spells Table [11.3]. When a wizard casts a particular spell, he may have to spend a number of Wound points equal to the spell's Cost. Some of the Cost of the spell can be recouped and not spent, though, as the casting wizard gets a Task roll on a number of dice equal to the spell's Cost when attempting to cast it, and each remaining die less than or equal to 3 reduces the Cost for that round's casting by -1. If, however, the number of Spent Wounds arrived at in this way would kill the caster (leave him at 0 Wounds or less), then no Wounds are spent, the spell fails and is not cast, even though the wizard may still do nothing else that round. Once a wizard fails to cast a particular spell, that spell may no longer be attempted while the party remains in the maze.

Spent Wounds are just as life threatening as any other damage, but are counted against characters differently than are ordinary damage points against adventurers. Since they are recoverable only by extended resting in a place suitable for meditation, they're treated as permanent while the party remains in the maze and unhealable by any ordinary means until the party exits the maze.

Combat spells that don't specifically require an adjacent target may usually be cast from/ to either the front or second ranks of the party or beast formations, with the third ranks being considered out of range for user & target on opposing grounds. Those with cost requirements relating to the caster's or target's position are noted in the Spells Table [11.3]. Every spell requires the caster to pick a target character when cast. Being engaged by an adjacent opponent character doesn't prevent spell casting at a nonadjacent target. If the spell will affect any of the opponents, the target must be an opponent character. The caster himself may be the target only when no other character will be affected. The chosen target of the spell is the only character who makes a Magic Resistance [11.24] Resolve roll to counter its operation, though other characters may be required to make standard Resolve rolls against being affected if it succeeds.

No spell cast while the party's outside the maze will influence the party after it enters the maze, and no spell cast while the party's inside the maze will continue to affect any of the party who leave the maze.

#### [11.24] Magic Resistance

The target of a hostile spell gets a chance to avoid the spell's effects. When a spell has been cast at a target, the target makes a Task roll on a number of dice equal to its Resolve. If the target has a basic or adjusted Resolve rating of 0, or is unconscious, a "no dice" Task roll [2.31] is used. The lowest remaining die's value determines how the spell affects the target. See the Magic Resistance Table for a list of actions which apply in the absence of specific provisions of particular spells.

If a target successfully resists a spell (even if only to delay its effect), it is informed of the specific type of spell that was aimed against it. The target of a spell may choose not to resist its operation. Should the character making a Task roll desire to voluntarily fail the roll, a no dice roll may be made in place of using the ordinary #dice allowed, and then the Task roll succeeds only if a 1 is rolled (the attempt to fail fails).

## Magic Resistance Table:

### Die Action

1 The spell is nullified, or, if ones remaining in the MR roll number more than the listed cost of the spell, the spell is reflected back at the caster if desired, subject to the caster's Resolve roll of less than or equal to 2 as the new target.

2 The spell's effects are delayed until the caster's next round. If, at that time, the caster is still active and chooses to loose the held spell as his action for the round, the target must make another Magic Resistance roll against the spell and follow its results. If the caster moves or casts another spell meanwhile, the held spell is nullified; otherwise the held spell is retained until the caster chooses to loose it. The caster can continue trying to impose the spell regardless of all intervening moves or actions on the part of the target, may ready an item or make an attack while holding the spell, and incurs no maintenance cost; however, the reattempt is subject to the usual interruption by offside distractions for spell casting if the caster is on the opponents' ground [8.3]: the held spell continuing to be held, not lost at that point. A held spell is retained by the caster even if the caster becomes unconscious or is Beguiled [11.3] (though the caster may not choose to try to enforce the held spell during that time), being lost when combat ends if still held, and can't change its target. In the computer game, if a held spell is loosed at an unconscious target, the spell is lost.

3 The caster must immediately make its own Resolve roll with a result of one or two for the spell to take effect, or the spell is nullified and the target is unaffected.

4..6 The spell takes effect as usual.

## [11.3] Common Spells Table

Cost 1	Cost 2	Cost 3
Spellbind (Sbd)	Firebreath (Fbr)	Swoon (Swn)
Check (Chk)	Drain (Drn)	Balefire (Blf)
Explosion (Exp)	Blast (Bla)	Beguile (Bgl)
Shock (Shk)	Aid (Aid)	
	Heal (Hea)	
	Proof (Prf)	
	Steel (Stl)	

### Cost 1 spells:

Spellbind (combat) - Cast during an attempt to Negotiate with beasts. Instead of the usual MR roll, if not resisted with a Rv roll lowest remaining die result of 1 by the beast with the highest Resolve (includes adventurers who fail to Snap a Beguile (see below) effect upon entry), add 1/2 (1..3) dice to the next Task roll in a Negotiation (see [7.2]). May only be cast surreptitiously once in any single Negotiation process, though a failed attempt to cast doesn't penalize a further attempt by another adventurer. If the cast spell is resisted, no detriments are applied. ~alt: (optional code in Vngd.java) spell failure causes Negotiation failure

Check (combat) - Cast after passing through a doorway into a room, determining what beasts occupy it, and preferring not to contend with them. Instead of the usual MR roll, if not resisted with a Rv roll lowest remaining die result of 1 by the beast with the highest Resolve (includes adventurers who fail to Snap a Beguile (see below) effect upon entry), the spell allows the party to retreat without pursuit by the beasts, who will be held behind the closed door long enough for a getaway. The area will be treated like any other cleared area after that (any special features present are inoperative). Mark the tile as a Disturbed area [5.23] when left. Only one attempt at casting is permitted in a tile. If the casting attempt fails, the beasts attack as usual. If the cast spell is resisted, the beasts attack with the advantage of the first round of attacks.

Explosion (combat) - Cast on a single target character, if not resisted the attack causes 1 hit, and all other adventurers and beasts in combat (including the caster), must make individual Resolve rolls of 3 or less or the Explosion causes 1 hit apiece. This hit isn't subject to a Thief's Dodge capability, but is stopped by either Defense or Proof; however when a character fails the Rv roll, roll 1 die for the attack and if a 1 is rolled the attack is treated as Crush damage.

Shock (combat) - Cast on a single adjacent target character, if not resisted target takes 1 hit subject to a Thief's Dodge

capability, but not stopped by either Defense or Proof, and the target can't move in its next Movement phase nor take any action in its next Attack phase; even if the hit was Dodged. If the target holds any readied weapon, make a 1- die Drop Weapon Task roll, and on a 6 the target drops the weapon.

#### Cost 2 spells:

Firebreath (combat) - Cast on a single adjacent target character, if not resisted target takes hits equal to a Task roll of 4x4 stopped by Defense or Proof and subject to a Thief's Dodge. If the number of damage points thus deducted from the target is more than 2, then any character in a square to either side of the target in its rank must make a Resolve roll of 3 or less, or else take 2x4 hits of the same type.

Drain (combat) - Cast on a single adjacent target character, if not resisted target takes hits equal to a Task roll of (target's remaining Wounds)x4 not stopped by Defense or Proof, but subject to a Thief's Dodge. The Task roll is performed by the caster.

Blast (combat) - Cast on a single target character, if not resisted target takes 2/3 hits stopped by Defense or Proof and subject to a Thief's Dodge; but with each point of armor or Defense being effective only at a value of 1 rolled per die, each point of Proof effective only at a value of 1 or 2 rolled per die, and no effectiveness from requirements of a certain die value or less to hit.

Aid (combat or non-combat) - Cast on a single adjacent target character, target recovers 0 to 5 damage points: equal to the difference between the values of two rolled dice. Affects any lost damage points except Spent Wounds. May be used on a "dead" target which died in the course of a combat [5.31].

Heal (non-combat) - Cast on a single adjacent target character, target recovers 1 damage point, then rolls a die and repeats the process until a 6 is rolled or all lost damage is recovered. Affects any lost damage points except Spent Wounds. Can't be used on a "dead" target.

Proof (non-combat) - Cast on a single adjacent target character, target gains a Proof bonus of +1 to +3 (roll 1/2 when cast). When subject of spell is hit in combat, roll as desired up to that number of dice for this bonus as a separate staged Proof Task roll apart from, and after the Task roll for any worn armor or Defense bonus. Each such remaining Proof die of value 3 or less stops one hit, but reduce the Proof bonus by -1 for each 6 in the Proof dice. If a character uses Defense as well as Proof, armor degradation [9.32] is checked for before the Proof roll, and Proof bonus reduction considers only the Proof roll dice, but then the Defense and Proof rolls' dice are combined (as with weapon attack and Steel rolls below) before cancelling for sixes to determine total hits stopped. In cases where it might make a difference, note that any hits stopped by Proof are deducted from the highest values of successful attack dice remaining downward, as with Defense [8.45]. While a character is stunned, as a result of a drop weapon result when attacking unarmed [8.43] or being Shocked [11.3], its Proof will only stop 1 hit for each remaining Proof die of value 2 or less. Proof can't be cast on an already- Proofed target (one who retains a Proof bonus).

Steel (non-combat) - Cast on a single adjacent target character, target gains an additional Steel bonus of +1 to +3 (roll 1/2 when cast) to Attack weight with any weapon or unarmed attack used. When the subject of the spell attacks in combat, roll as desired up to that number of dice for this bonus as a separate staged Steel Task roll apart from, and after the Task roll for the weapon's usual number of dice to hit. Each such remaining Steel die of the weapon's punch value or less adds one hit to the attack, but reduce the Steel bonus by -1 for each 6 in the Steel Task roll. Steel bonus reduction considers only the Steel roll dice, but then the weapon attack and Steel rolls' dice are combined before cancelling for sixes to determine total hits applied. Steel can't be cast on an already- Steeled target (one who retains a Steel bonus).

#### Cost 3 spells:

Swoon (combat) - Cast on a single target character, if not resisted target becomes unconscious for the remainder of combat, with its character marker placed in accordance with the Stance [8.55] option in use and considered prone. If cast on a target in opponents' front rank, cost is increased +1, unless caster is also on opponents' ground. If cast on an undamaged target, cost is increased +1. If cast upon a Swooned target to revive it (Snap the Swoon), cost is only 1, but target automatically (subconsciously) makes a "no dice" MR roll [2.31] in reaction. This revival attempt cast has the same range capability as the offensive Swoon spell: the caster needn't be next to the unconscious target. A revived character is treated as still prone but conscious when revived, having dropped any items it was holding (per Dropped Weapons [8.43]) at the time it

Swooned.

Balefire (combat) - Cast on a single target character, if not resisted target takes hits equal to a Task roll of 6x4 stopped by Defense or Proof and subject to a Thief's Dodge. Also equally affects an opponent positioned in second rank directly behind a front- rank target, unless resisted by either one (secondary target needs Rv roll result of 3 or less). Must be cast on opponent group (that is, against characters in ground other than the caster's: the spell can't function at close range). If cast at a target in the 2nd rank, spell only affects the target character.

Beguile (combat or non-combat) - Cast on a single target character, if not resisted target stops attacking and attempts to move to cross to an open square of caster's ground [8.3] during caster's Movement phase; remaining under control of caster until end of combat. Once having crossed over (or if crossed over when Beguiled), the target will attack the caster's opponents, but not before; even if attacked itself. This applies to a Beguiled character which finds itself on its own side's ground under any circumstances: it's treated as inactive & capable of movement only. If cast on a target in opponents' front rank, cost is increased +1, unless caster is also on opponents' ground. If cast in an attempt to Snap the spell (note: to wrest control of an already-Beguiled target req Snapping the existing spell, then subsequently recasting), cost is increased +1, unless such target is still located on its rightful ground - when the cost is only 1 (note: target MR for a beast- controlled character is automatic stages of 5 until a six occurs). Beguile or unBeguile can't target an unconscious character. Beguiled characters travelling with a party group reroll Magic Resistance with base Resolve +1 prior to any combat, and on a lowest remaining die result of 1 Snap the spell on their own, and a beast will revert toward the other side (fighting its way out this time). A Beguiled adventurer remains with the party and obeys its owner's commands as usual until the start of a combat encounter. He doesn't automatically Snap the spell when the beast caster dies, or if he himself becomes unconscious, and must try to Snap out of it as above, until his next maze exit. Beasts in the maze automatically Snap the spell if the adventurer who cast it isn't present in the tile at the start of a combat encounter. A Beguiled beast may be released at the start of the party move phase (in the computer game, just move a Beguiled beast into another maze tile by itself & it will be removed), and will be lost should it exit the maze. Only one Beguiled character may be held under caster's control at any one time. Although any adventurer may command a Beguiled beast, the caster has priority. Beguiled characters currently under enemy control never cast spells.

Vanguard:

initial Beastrove scenario

#### [1.0] Scenario notes

~'vanguard'= shortening of 'ward', 'warder', 'warden' (border, frontier, march warden (fiefdom); as Count Roland: warden of northern marches) guards, like Tolkien's rangers; vs 'home guards', or the watch - brief desc (from vgd\_fyi?)= assault on build up of bad guy forces being assembled at focal installation in area, to try to head off their offensive - examples: Ali Baba's cave hideout/ outlaws' hole- in- the- wall, raiders' concealed arms & supplies depot, orc slavers' compound, evil wizard's tower, captured town which was pillaged & occupied, etc.

#### [3.1] Class skills - generalized usages

Negotiating, Identifying and Detrapping procedures may be utilized in some situations outside of their typical usages: notably in certain varieties of Trapdoor [6.0] features. Such supplementary faculties usually seek to get through the process successfully, and don't threaten the normal consequences of failures. Attempts at generalized Negotiation -type tasks in these circumstances won't result in immediate attack if ill- timed, Detrapping -type tasks don't bring the ordinary bad news for wrong guesses, and Identifying -type tasks don't involve the loss of Spent Wounds since magical items aren't the subject.

#### [4.1] Finishing the maze

When a party has entered a maze to begin a game, the player(s) must continue to use the same maze construct (even when the maze has been exited one or more times) until it clears the place out (finishes) by exhausting all maze tiles in the Room tiles pool [5.13].

Rooms and features which were cleared or explored on a prior expedition into the maze remain so on successive entries, until a maze is finished. Traps are only checked for in newly-placed maze tiles [5.26].

Experience points and Crowns accumulated may be totalled or paid to advance a surviving adventurer in level (add to his stats) upon any exit of the entire party from the maze, whether the maze has been completed or not at that point. All lost damage is regained by all adventurers whenever they leave the maze. All effects generated by magic items or events in the maze are removed whenever the maze is exited. Any beasts attached to the party (by Beguile spells, etc.) are abandoned whenever the maze is exited.

No at large adventurer may enter a maze which currently contains any other adventurer(s). So, all those essaying a maze at some stage must enter as a group, and if some exit the maze separately, they must remain outside until any others inside the maze return to join them, or are eliminated.

#### [5.11] Travelling March Order

Note that when coordinating the movements of split party groups, Trapdoor features [6.0] cause a group to spend an extra turn in a room tile when the feature is explored.

#### [5.13] Maze Tile Prep

For this scenario, the computer separates the potential maze tiles into two pools: one of 40 halls, and one of 60 rooms. It then (statistically) marks 6 of the room tiles having no feature as "hallmarked" tiles [5.23].

One hall tile is placed as the starting tile for the maze. This tile is considered the party's entryway to the maze and is marked with a cross in case you forget where you started. The first time the party enters the maze, the party marker is placed in the Entry hall tile. The game is then ready to begin.

#### [5.22] Hall Path Passage

When the party chooses to move out of a hall tile through a path opening into a new area (no tile exists there at present), a tile is drawn from the hall pool if there are any, otherwise from the room pool. The new tile is placed adjacent to the side they are crossing, with the new tile's sides which have openings positioned to match up, as much as possible, with openings of adjacent tiles, but in any case either a door or preferably a path side adjoining the party's exit opening passage way (note [5.24] in the Beastrove complex).

#### [5.23] Room Door Passage

When the party chooses to move out of a hall or room tile through a door opening into a new area (no tile exists there at present), a tile is drawn from the room pool. If the tile drawn is one of the "hallmarked" tiles [5.13], the drawn tile is returned to the room pool and a tile from the hall pool is drawn instead, unless all the tiles in the hall pool have been exhausted, when the hallmarked tile drawn from the room pool is used as a room.

The new tile is placed adjacent to the side they are crossing, with the new tile's sides which have openings positioned to match up, as much as possible, with openings of adjacent tiles, but in any case either a path or preferably a door side adjoining the party's exit opening passage way (Beastrove complex [5.24]).

#### [5.24] Tile Placement Options

The computer maze map must fit into the boundaries of coordinates numbered 1..24 x 1..24. The party's initial Entry tile is at coordinate number 12, 12 (horiz, vert: from upper left corner). When the party moves into a coordinate which borders on the the map boundaries, the tile selected will have walls substituted for any openings on its outer border side(s).

#### [5.25] Puzzling Maze Tiles

For new tile placement, the computer evaluates all possible orientations of the new tile in the context of any surrounding



existing tiles. The new tile must be placed with an entry opening (a door or a hall) alongside the party's exit opening passage way: preferably with a door to a door or a hall to a hall on that tile side. A hall with no doors is permitted to open off of a door. Secondary (the tile's other sides) placement priorities are: hall to hall, followed by door to door or door to hall, then wall. When more than one placement position with equal priority is possible, the computer takes the one closest to the generated orientation by rotation. Also see Dead Ends [5.29].

#### Secret Doors:

There should be no case in which a tile needs to be redrawn for one that won't fit. A result of a wall abutting a hall is treated as a dead end hallway. A result of a wall abutting a door is treated as a secret door located by the party. Passage through a secret door from the back (door) side is automatic, but passage through from the front (wall) side requires a result of less than or equal to the party's secret door stat on a roll of one die. The party's secret door stat starts at five and decrements each time such a wall-side secret door passage attempt roll fails. The party's secret door stat doesn't reset to five again until the party starts a whole new maze [4.1].

Roving Beast roll modifiers for passing a door behind which is a tile with a Disturbed marker [5.28] apply for a secret door only if the back of the secret door is on the Disturbed tile side, with the party passing by the front side of the secret door.

#### [5.26] Trap Rolls

Room beasts (those encountered in a just- placed room maze tile) can, in some cases, have their treasure kept in immovable containers protected by a trap. As noted on the Treasure Table [9.8], any treasure of type E or better will be trapped on a 1 die roll result of 6. This type of trap must be neutralized in the same manner as a door trap before the treasure may be taken by the party, although here the party may form itself in the three ranks as desired prior to the detrap Detect attempt. Also see the note at [10.3] for some types of these traps.

#### [5.28] Beast Encounters

Roving Beast encounters which are affected by movement past a Disturbed marker (but not just by a Disturbed marker in the area entered (Beastrove complex [5.28]) don't reduce the second number in the number appearing Task roll from the Beast Table [7.1] (eg. 5x2 becomes 4x2, rather than 4x1 as with a typical Roving Beast).

#### [5.29] Dead Ends

In the odd event of a tile configuration which results in a blocked maze (there are no ways open to proceed, although the maze hasn't been completed), continue to move the party as usual until they reach a tile which is not bounded on all four sides by other tiles or the border of the 24x24 tile map area. In the first such tile they come to, the computer will place a door in the side which is open (or roll for a side at random if more than one), noting that the party finds on entering or returning to this coordinate that "the old wall on that side has fallen down". It'll draw from the room pool as usual when a group goes in that direction.

Isolated rooms (rooms having no unblocked entryways) may be created by cave-ins (eg. deadfall Traps [10.3]). If the party enters such an isolated room through the back side of a secret door, the wall side of the secret door will be changed to a doorway, so that there's no chance that the party will be stranded with no way out, should their secret door stat be reduced to zero.

#### [6.0] Rooms' Features

Rooms with features include Battlefield, Lair and Trapdoor tiles, as well as tiles marked with Entry or Shortcut. The Entry and Shortcut features are permanent once placed, but the others are nonpersistent and only affect the marked room until the party group which entered the newly- placed tile finishes exploring it. The party must take it or leave it when at hand, or the opportunity is lost.

Note that Negotiation with room beasts is allowed in Trapdoor tiles, though not in Battlefield & Lair tiles.

Negative adjustments to a character's attack weight from group/ area effects (such as room tile features) are applied first, and can't lower the weight below 1, but adjustments for individual effects and actions subsequently applied can lower attack weight to 0, requiring a "no dice" roll [2.31] to hit (see certain disarmed trap items [10.3] for device effects).

## Battlefield Table:

Battlefields are nonpersistent, searched features. Battlefield maze segments are marked with a shield symbol. No Negotiation attempt by the party is allowed in a Battlefield segment. The typical scene of a Battlefield is the remains of a more or less recent deadly fight: scattered bodies, discarded and broken items, marks of intense action, prowling scavengers, etc.

When the party explores a room with this feature, roll 1 die. If the result is 4..6, they encounter a typical beast from the table with its associated treasure. If the result is 1..3, roll again. If the second result is a 1, they find Type D treasure with no beast encounter. If the second result is 5..6, they encounter a beast with its associated treasure at +1 on the first die from the Beast table. If the result is 2..4, roll again. If the third result is a 1, they find Type D treasure with no beast encounter. If the third result is a 6, they encounter a beast with its associated treasure at +2 on the first die from the Beast table. The party may choose not to continue investigating after the initial roll, but unless all investigation rolls are completed or an encounter occurs, the room tile must then be marked Disturbed as the party leaves.

Any time a magical weapon is found as treasure in a newly- placed Battlefield, the weapon bonus of the item is diced for with +1 (ordinarily, a score of 3 for the die rolls, in place of the normal 2) [9.25].

If a room beast (not a roving beast) encounter takes place in a Battlefield room, roll a die and consult this table for modifiers to apply. Table Situation numbers 1..3 are applied once at the start of combat (or when a beast's Wound points are rolled for number 1), but numbers 4..6 apply throughout a combat.

Die	Type	Situation
1	Stricken field	all beasts' Wounds -1 (minimum of 1)
2	Fatigued air	all beasts' Resolve -1 (minimum of 0)
3	Guard post	all beasts get an added Defense bonus +1
4	Close quarters	any missile may hit one of its own side's front rank on 1- die roll of 4..6
5	Last stand	player decides which adventurer a beast will attack with engaged cbt atk when optional
6	Broken ground	any character moved in Movement phase falls prone on 1- die roll of 4..6

## Lair Table:

Lairs are nonpersistent, searched features. Lair maze segments are marked with a keyhole symbol. No Negotiation attempt by the party is allowed in a Lair segment. When a room beast group is encountered in a Lair, add +2 to the second die roll on the beast type table [7.1]. The typical scene of a Lair is a built- up hideaway in some part of the room, with evidences of sustained habitation throughout the area.

When the party explores a room with this feature, roll 1 die. If the result is 4..6, they encounter a typical beast from the table with its associated treasure. If the result is 1..3, roll again. If the second result is a 1, they find Type D treasure with no beast encounter. If the second result is 5..6, they encounter a beast with its associated treasure at +1 on the first die from the Beast table. If the result is 2..4, roll again. If the third result is a 1, they find Type D treasure with no beast encounter. If the third result is a 6, they encounter a beast with its associated treasure at +2 on the first die from the Beast table. The party may choose not to continue investigating after the initial roll, but unless all investigation rolls are completed or an encounter occurs, the room tile must then be marked Disturbed as the party leaves.

When a scroll is discovered as part of the treasure in a newly- placed Lair, add +1 to dice rolls for spell type according to the table [9.13].

If a room beast (not a roving beast) encounter takes place in a Lair room, roll a die and consult this table for modifiers to apply. Table Situation numbers 1..3 are applied once at the start of combat (or when a beast's Wound points are rolled for number 1), but numbers 4..6 apply throughout a combat.

Die	Type	Situation
1	Wild preserve	all beasts' Wounds +1
2	Eerie silence	all beasts' Resolve +1
3	Familiar lodging	add 1 beast of another type rolled from Beast Table at random, placed in square i
4	Arcane decor	beasts with special abilities use them on 4..6
5	Last ditch	beasts' attack rolls +1 die to weight, but deduct dice for 5s as well as 6s
6	Lights out	all weapon skill bonuses -1 (min 0), including weapon-using beasts' atk weight (min 1)

## Trapdoor Table:

Trapdoors are locally persistent (while adventurers wait to descend), remote, searched features. Trapdoor maze segments are marked with a manhole symbol. Roll for a room beast in such a tile as usual for an ordinary room, then, after any encounter, the trapdoor may be explored as desired.

If the party doesn't investigate a trapdoor chamber (a table Detriment area reached by descending) after clearing the room, no beast nor treasure will be found within it should the party ever reenter the room. If desired to limit the possible scope of a Detriment, the party may choose to enter the trapdoor chamber with just a select group of characters, rather than the whole party. If the party decides to investigate a trapdoor, it will be trapped on 5..6 (treat as a door trap, roll for on Traps Table [10.3]), then if the party continues to explore the chamber within, first roll for any beast occupant to be dealt with (per next paragraph) before rolling for the Detriment as listed and applying it after any combat has been resolved.

When the party explores the trapdoor chamber, roll 1 die. If the result is 4..6, they encounter a typical beast from the table with its associated treasure. If the result is 1..3, roll again. If the second result is a 1, they find Type D treasure with no beast encounter. If the second result is 5..6, they encounter a beast with its associated treasure at +1 on the first die from the Beast table. If the result is 2..4, roll again. If the third result is a 1, they find Type D treasure with no beast encounter. If the third result is a 6, they encounter a beast with its associated treasure at +2 on the first die from the Beast table. The party may choose not to continue investigating after the initial roll, but unless all investigation rolls are completed or an encounter occurs, the room tile containing the feature must then be marked Disturbed as the party leaves. Trapdoor chambers are treated as room tiles for all effects purposes (note See Segment effect [9.8]), however the Call mayday first round option isn't allowed to a group within a Trapdoor chamber. Even if the party chooses to cancel the investigation, the Detriment must still be rolled for.

A Detriment ("denizen" in the computer game code) will be present on a roll of 3 or more on 1 die, otherwise, the trapdoor chamber is vacant. Detriments number 3..6 will afflict the target(s) until the party exits the maze. Detriments number 5..6 are cumulative, should other Trapdoors be explored.

Any time magical armor is found as treasure in a trapdoor chamber (not just the room the trapdoor is in), the armor bonus of the item is diced for with +1 (ordinarily, a score of 3 for the die rolls, in place of the normal 2) [9.25].

Die	Type	Detriment
1	Hidden Den	Toll= door closed on party, who must pay (base n or Negotiate) per adv to continue.
2	Spring Cavern	Sink= Party members Rv<5 or lose item at random.
3	Root Cellar	Vermin= barehand atk (@ +2 wgt) ea, or 1D>3: cancel recovery of Wd on 1D=6 in maze.
4	Antique Armory	Mania= (base 1 or Identify to find Sheath) Rdm party member won't Reorg to rear.
5	Garbage Pit	Smell= Rv<5 or -1 penalty to adventurer's Negotiation in square loc order; until Rv<2.
6	Prison Cell	Disease= (base 1 or Detrap to unlock Bgl'd bst) Rdm party mem loses 1 Spent Wound.

**Hidden Den:** The trapdoor is closed by an unseen agency after the party or a portion of it enters. The imprisoned group can't leave this cave of Ali Baba unless the party pays/ gives up a number of crowns from each group member determined by starting with 20 Crowns and continuing to add 10 times the value rolled on a die until a 6 is rolled, but ignoring any 5s. This ransom can come from treasure found in the trapdoor chamber, and one adventurer may elect to Negotiate (3-2-1) with the raiders: failing the approach Task doubles the ransom price, successful negotiation halves the price, and awing them eliminates the ransom and causes them to pay your group a total of 10 times 1 die Crowns in tribute (negotiator gains 10 ep). Any character left in the closed trapdoor will be whisked outside to rejoin the party once the remainder of the party makes its way out of the maze, but minus all items he had in his possession (those not given to others in the group to carry away). This includes unconscious characters, so it might be the means of preserving a life for someone who fell due to a trap or combat in the Trapdoor chamber (insure the fallen character has no Crowns in his possession). If all party characters in the maze are expelled, the party is treated as having exited the maze as usual.

**Spring Cavern:** All party members in the investigating group must make a Resolve Task roll of 4 or less, and those who fail must deduct one item at random from their possessions, although for this case, Magic Armor may be excepted. This item is considered to have washed away or fallen into the sink well as the character slipped or waded around the pool of the spring.

**Root Cellar:** Each member of the investigating party must make an Unarmed attack against the legions of ravenous rodentry, slimy lizards & bloated bugs which swarm upon them. This attack allows each character to add +2 to his attack Task roll weight due to the diminutive nature of the target. Any character whose attack misses (produces no hits) fails to drive away the pests and must make a 1- die Task roll of 3 or less or be noted as having been mildly infected with fever by their teeming bites. From that point on, whenever such a character regains lost Wds (through the agency of Heal, Aid, Unpoison, Strength

potion, etc.), roll a die for each Wd regained and on a result of 6 the Wd isn't recovered after all.

**Antique Armory:** On a 1 on 1 die a random character in the exploring group becomes exorbitantly excited, practically to mania, by the impressive power of the armaments displayed, and from then on has priority in position and can't be persuaded to fall back in rank when in combat formation by any means. Effectively, if an adventurer under its influence winds up in the 2nd or 3rd rank of the party's formation when combat occurs, it will move forward to the 1st rank with precedence over any rank change other than for another similarly- affected adventurer; and if blocked from the first rank, no character may back off from the first rank while it presses from behind. Since posture changes aren't permitted during Movement phase, a blocking character in the first rank would have to drop to prone during an attack phase to allow for access (only possible involuntarily or accidentally under the normal Stance rules [8.55]). An affected adventurer may, however, retreat back to his own side's front rank if he somehow finds himself on the opponents' ground. Adventurers in the group may opt to try to Identify (4-3-2, treated as a single item for successive qualifying Rv) the room's artifacts prior to the "up in arms" roll: failing the examination Task boosts likelihood to a 3, a successful identification Task, and finally analysis Task, eliminates any likelihood of a call to arms, and failing an attempt at analysis after identification boosts likelihood to a 2. Completion of examine- identify- analyze also means that the identifier gains 10 ep and has discovered a non- magical Sheath or scabbard item in the form of a sash, or broad- banded shoulder strap which can support one of the 6 weapon types: Dagger, Quarterstaff, Bow, Hammer, Sword or Axe (particular type rolled when Id'd). When the Sheath is worn by an adventurer, a weapon of the appropriate type which is carried but not ready is considered in the sheath, and an attack, such as that of a misused scroll or the Spring Cavern Trapdoor chamber, which would ordinarily destroy the weapon, destroys the Sheath instead, leaving the weapon intact. If two weapons are carried and neither is readied, the Sheath protects the first one affected (the sash can hold both, but is lost upon first activation leaving both weapons still unreadied).

**Garbage Pit:** All adventurers in the investigating group must make a Resolve Task roll of 4 or less, or wind up becoming tainted by mucking around the filth and foulness. However, after the first character whose Task result low die is a 1, no others need make the roll, as they are shielded by that one's adeptness. Those who fail, must when trying to engage in Negotiation after that point, suffer an effective -1 to Resolve.

**Prison Cell:** On a 1 on 1 die a member of the investigating party chosen at random loses 1 Spent- type Wound point due to the debilitating effects of a disease contracted (just the onset of the virus gives a nauseous feeling of weakness). This Wd, unlike that voluntarily expended in spell casting, can kill a character. Before rolling for disease, the party may opt to try to unlock the doors to one of the cells which still holds a prisoner, by making a Detrap attempt @4-3-2, changing detrappers as normally permitted, until any failure occurs. If anyone succeeds through disarming, the detrapper gains 10 ep, the chance for disease is 0, and a Beguiled beast (Beast Table: 1st die of 5, roll 2nd die) becomes available for the party to induct, under the control of the detrapper who opened the cell (unless he's holding a Bgl'd bst already). If anyone attempts to disarm and fails, the chance for disease is 2. If anyone fails on the initial detect attempt, the chance for disease is 3.

[7.1] Beast Table

For room beasts, the number appearing in an encounter is 1 plus the result of the Task roll shown in Qty. For roving beasts, reduce each term in the Task roll by -1 (eg. 5x2 becomes 4x1) unless the encounter is subject to a Disturbed marker [5.28]. A zero in the first term causes a "no dice" Task roll to be made [2.31].

Treasure type for defeated room and roving beasts is commensurate with the modified 1st Die Roll (1=A, etc.), but roving beasts' treasures require a deduction of -1 from every probability number rolled against in the Treasure Table [9.8].

1st Roll	2nd roll		
	1-3	4-5	6+
1	Goblin	Ledger	Sprite
2	Runner Vine	Giant Scorpion	Gnome
3	Orc	Plasman	Giant Snake
4	Troglodyte	Caterwaul	Bugabou
5	Bandit	Gargoyle	Torgrim
6	Manticore	Ogre	Witch
7	Savage	Saurian	Troll
8	Dwimmorlaik	Cyclops	Chimera

Typ	Wd	Rv	Ep	Qty	Def	Wpn1	Wpn2	Pst
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Goblin	2/5+0	0	02+1	5*5	0+0	1*1	1*D	uprgt
Ledger	1/3+1	0	03+1	5*3	0>2	W*1	nil	prone
Sprite	1/4+0	1	04+1	5*4	0+1	1*1	Exp	uprgt
Runner Vine	1/2+0	3	05+1	5*5	0+0	1*1	Tng	prone
Gt Scorpion	1<5+0	0	06+1	3*4	1+0	2*1	Psn	prone
Gnome	1/2+0	2	07+1	5*2	0+1	1*2	Tmt	uprgt
Orc	2/4+0	1	08+2	5*4	0+0	1*D	1*B	uprgt
Plasman	1/1+0	2	09+2	4*4	0+0	2*1	Shk	uprgt
Gt Snake	1<6+0	1	10+2	3*3	0+0	1*3	Psn	uprgt
Troglodyte	3/4+0	0	11+2	5*3	0+0	1*2	Psn	uprgt
Caterwaul	1/1+1	1	12+2	2*4	0+0	3*1	Tng	uprgt
Bugabou	2/3+0	1	13+2	4*3	1+0	1*3	1*H	uprgt
Bandit	1/1+1	2	14+3	4*3	0+0	1*S	2*B	uprgt
Gargoyle	2/2+0	2	15+3	3*3	2+0	2*2	nil	uprgt
Torgrim	1/1+2	1	16+3	4*2	0+0	1*A	2*2	uprgt
Manticore	1/1+0	2	17+3	5*2	0+1	2*D	3*D	uprgt
Ogre	4/3+0	1	18+3	3*2	1+0	2*H	ibid	uprgt
Witch	2<7+0	3	19+3	2*3	0+2	2*Q	Bgl	uprgt
Savage	2/1-1	1	20+4	4*2	0+0	2*A	1*B	uprgt
Saurian	4/2+0	1	21+4	2*2	2+0	2*2	Psn	uprgt
Troll	3/2+0	2	22+4	3*3	1+0	3*2	Aid	uprgt
Dwimmorlaik	1/2+3	4	23+4	2*3	1>2	3*1	Swn	uprgt
Cyclops	1/1+6	1	24+4	1*3	0+0	2*4	nil	uprgt
Chimera	2/1+5	2	25+4	1*2	2+0	2*3	Fbr	uprgt

Posture notes: When using the normal Stance rules [8.55], all beasts are considered to be located one to a square when fighting. Those given as "prone" in the Pst column of the Beast Table above (ie. Ledgers, Runner Vines and Giant Scorpions) are capable of fighting from a prone position, and crawling is their normal movement, so they're not subject to falling by mishap (eg. on broken ground). Markers for those three types in the computer game are shown as prone (slightly shifted from the square box) on the combat Field area. During combat, any beast which is not shown as "fallen" (tripped or unconscious) will show its current active status as "set" or "acted" in the computer's character brief display.

Weapon notes: Some beasts use attack items that behave as ordinary weapons, but are not recoverable by the party. These are considered to be adapted implements, and, as noted in the pertinent beast descriptions below, only the appropriate beast types are proficient in their use. However, in all other respects in combat they're treated just as the weapon variety represented; for instance, Parry is effective against any adjacent attack with them.

Horde group: Goblin, Orc, Gnome.

Rock group (Aren't the Troggs a rock group?): Ledger, Gargoyle, Torgrim.

Revenant group: Sprite, Plasman, Dwimmorlaik.

Earthling group: Runner Vine, Troglodyte, Bugabou.

Behemoth group: Gt Scorpion, Gt Snake, Saurian.

Animorph group: Caterwaul, Manticore, Chimera.

Chaoskin group: Bandit, Witch, Savage.

Gargantuan group: Ogre, Troll, Cyclops.

Goblin - A barbaric cave dweller of stunted stature whose depredations range far & wide under cover of darkness. They're not tribal, nor even communal. They live concentrated in diverse "followings" which constantly fluctuate (a 5x5 incidence Task represents a 40% chance of an additional 5, otherwise 3 or 1), and they seem to subsist on plunder alone. The weirdly-shaped throwing knives that may be used are treated as Daggers to hit, but aren't available as such to the party after combat. Not a few augment attacks with a hooklike appendage affixed to the stump of a severed hand: it's unknown how such a number come to be so disfigured. This pointed-eared, gimlet-eyed malefactor is inclined to bear a feuding grudge & view outsiders as marked men & fair game. ~note spurs on wolf riders

Ledger - A Bloblike, silaceous or quasi- asphaltic elementary lifeform. It tends to lie or ooze along bare rock outcroppings in congregation with others of its kind, and is like the storied Tar Baby in both its appeal and aggravation. It's not tool using, but it strikes by extending a portion of its mass which may include pieces of rocks or planks it's slowly digesting. Until a Ledger is hit, assume for purposes of its attack weight that it has 2 Wound points, so that it will roll 2 dice when it attacks until it has

been reduced to 1 remaining Wound point, when it will roll 1 die. It's easy to hit, but hard to affect; so its Defense stat means that any attack dice of value 3 or more aren't counted against it as hits. ~drop wpn roll >4?

Sprite - A diminutive manikin, perhaps related to fairykind, but with a flamboyantly destructive bent. A Sprite attacks with any small items of debris or junk it can find at hand, but its favored form of offense is to cast an Explosion spell with its impressive thunderclap effect, disregarding the vulnerability of itself or others of its kind nearby. This perverse imp appears to find amusement in discomfiting stronger creatures, even at its own expense (it's suggested that Sprites might be motivated by a desire for reincarnation or some such belief). It's unknown exactly how or why Sprites associate, since they seem to provoke each other - it's said to be easier to deal with a lone Sprite, though this is surely little more than a matter of degree.

Runner Vine - A hypersensitive, though unintelligent, growth of spasmodically active plant life. Transplanted from the wilderlands, it has twined and propagated itself into widespread parts of the country. Like smaller carnivorous plants, its meta-organic constituency causes it to be nutrified by blood, so its thorns lash at living matter in an attempt to spill blood on the ground, where it's absorbed. This irksome vegetation is capable of Tangling creatures by entrapping them in its sinuous convolutions, and the rambling movements generated by this same convulsive activity give it its name. When encountered in large groupings, it's hard to tell where one plant ends and another begins; and this, with its mostly reflexive impulses, causes a high Resolve to be attributed to it. ~not affected by arrows, or Pch=1?

Giant Scorpion - One of the oldest of living creatures, the Giant Scorpion is a throwback, or survival of prehistory (like Shelob). A giant only in relation to the ordinary insect specimen, it's typically no bigger than the average dog; although its extensible limbs, crablike pincers and flailing, poison-barbed tail make this fast-moving arachnid seem more prepossessing. A Giant Scorpion will battle with others of its kind yet seems to prefer to live grouped in loose clusters; behavior most likely adopted in accordance with its original habitation of the barrens, and leading to speculation about its communicative abilities. One can engage another in stylized combat with little serious damage due to its tough exoskeleton: treated as a Defense of 1.

Gnome - A member of a primitive race of smaller humanoids whose social life is organized according to a sort of class structure which emphasizes an order of mystics or shamans who preside over the more ordinary folk and lower functionaries within the culture. Obeying the dictates of their leaders causes individual Gnomes to appear fanatical and prone to odd rituals invoking naturalist forces/phenomena, such as the preferred Transmute spell, in outward demonstrations. Some are known to bind clear crystals in front of their eyes to purposely warp their vision, and many dress in ragged or bare-worn coverings. The typical Gnome is a mean-spirited rascal whose intentions are suspect, with radical proclivities that give him a high resistance (as Rasputin).

Orc - An Orc is the embodiment of ferocity without compunction (like Mr. Hyde), if not outright selfish cruelty. Its contempt for any show of weakness or softness twists its mistreated body into a stooped posture (as with the pyramid builders), resulting in a jutting visage, emphasized by gaudy battledress, warpaint and wicked weaponry which includes the capable use of crude bows, and odd blades treated as Daggers if acquired by the party. There is a subhuman society of predatory beings aligned in castes denoted by grotesque features made totems, seeming to exist solely for the purpose of practicing dominion over each other. They maintain a living by being slavers for farming and animal husbandry since an Orc has little regard for life outside of the low life of his or her sense of hardiness, promotion and fortune.

Plasman - A body of humanoid proportions (may be seen to be male or female; though whether this might represent a positive or negative alignment hasn't been established) vivified by an accretion of phlogiston or galvanic essences like St. Elmo's fire. Quixotic and impetuous in conduct, it has the ability to cast Shock by establishing contact with its personal aurora. Imbued with wanton unpredictability, it may spontaneously burn out when killed or arrested. Given to furious venting in search for an outlet to its generated energies, this supercharged entity is thought to be trying to locate & tap into a pure source, or to integrate with a stable power field.

Giant Snake - Often reckoned to be an offshoot of the great wyrms, a Giant Snake shows less of their vile temperament and more of a cold reptilian sense of disregard for anything but itself. Due to its seemingly effortless ability to contort its scaly girth, bigger around than a man's leg, it has an imposing appearance, and is said to be able to awe or even to hypnotize prey that doesn't attempt to avoid its riveting gaze. Its attack is most dangerous in its potential for spitting or injecting poison (as the Poison spell). A Giant Snake is rated as capable of standing posture due to its tendency to attack by rapidly coiling up and raising its head poised for striking. The reports of species having multiple heads are probably just legends.

Troglodyte - A degenerate or only partly developed man-clone with outlandish features and limited intelligence which yet perceives itself as superior to other life forms. Relegated to subterranean abodes by its universal detachment and abhorrence

of foreign interactions, its form inspired folk tales of underworld demons. Brought into contact with the outer world during cycles of persecutions which occur in accordance with a mysterious timetable, along the lines of the warren type of Crazies, a Troglodyte's repulsive offenses include the use of a virulent Poison (as the spell) supposedly applied to the unconventional weapons it wields. Whether this poison is derived from a substance secreted or emitted by the Troglodyte itself is unknown.

Caterwaul - Reminiscent of surreal mesoamerican guardian creature depictions, a Caterwaul presents a formidable display of slashing claws & teeth. Disconcertingly frenetic for such a brute, this voracious, six- legged terror appears to be classifiable with the Jabberwock as an implacable predator upon anything falling within the range of its hunt. Its feral capacity of perception seems almost extradimensional, and its twitching whiskers and writhing tail help it maintain a precarious course while scenting and stalking. When bowed back on its haunches, it has perfected the windmilling form of attack, which though not perhaps especially damaging, can be greatly dismaying and could virtually envelope an opponent (as the Tangle spell). Its occupation of an area is easily detected over long distances due to its hair- raising yowl which permeates a wide space and is earsplitting close up.

Bugabou - That which is termed a Bugabou appears as a strange- looking biped in several different guises, and most times turns out to be just a hopped- up primitive in a bulky costume (like mudheads): as in Eaters of the Dead/ 13th Warrior (though maybe not every time). Concealed and protected beneath feathered or furred cloaks, a carapace of scales, an animalistic helmet or other fetish devices (providing a Defense of 1), if not in actuality an unnatural abomination raised by some voodoo ritual, is typically found a possessed man or woman pursuing a prescribed quest or rite of passage with a singleminded, trancelike purposefulness. Supplementing hard- hitting attacks with odd clubs that they throw as hammers, but which can't be used by adventurers, an enclave of gyrating Bugabous cuts a scary figure when encountered in a foray or on the warpath. However, in its ordinary dysfunctional societal group it subsists at a level little above the Neolithic.

Bandit - A sword- skilled type of highwayman or waylayer who may second a local leader (as Rochefort or Zorro), but still tends to appear lurking in small cliques (typically, indisposed Bandits roam in pairs), as opposed to banding in gangs as with Robin Hood or Ali Baba's foes. Yet there's a loose sort of confederacy or underground black market, from which any individual reiver can derive his or her own conceit of honor among thieves. So, it's the adventurer Thief class which is the renegade/ rogue outcast in this case, having disavowed all connections to the "cosa nostra" and earning the distrust of the ordinary conventional outlaw. A wily but weak- willed wastrel with an ungovernable compulsion, the model Bandit is an unabashed despoiler and pillager, who, though greed driven, remains unattached to any of his ill- gotten gains, and retains an inflated self image that bristles against any characterization as a scrounger or sneak.

Gargoyle - A massively built, hard- skinned rock climber having a penchant for confrontation with those it deems likely to be susceptible to bullying by its imperious manner. Anthropomorphic like others of the elemental ilk, while varying somewhat in their particular forms, Gargoyles exemplify the sort of self- absorbed ethos that works to promote ties among its race's dissimilar members strengthened by a domineering attitude against any alternative outlook. It endeavors to insure that none dare imagine themselves in the slightest way better than a Gargoyle, the king of the mountain. At home in seismic- quality upheavals, it flaunts its chiseled torso and fights more for the sensation of pounding on/ crushing something, and to show off its inherent power, than out of bloodlust.

Torgrim - An underground cousin of the Yeti or abominable snowman of the mountains, a Torgrim is of that decidedly alien order of creatures which may be engendered in the primal depths. It possesses an acute awareness of its environs, and even when not chanced upon within its own particular sanctuary is jealously isolationist versus intruders who violate the confines of its domicile. Its grotesque, misshapen form aids in enabling it to blend in with its rocky surroundings, despite its outsized figure. It brandishes a flintrock cleaver as an Axe which, in its hands, strikes sparks from magic armor (armor struck degrades on any double), and it is more than capable of hurling weighty stones should more than one of them be met at a time. The Torgrim's antagonism is likely associated with uncontrollable mood swings, and its appearance in the maze may be in contention against what it perceives as encroachment by all surface dwellers.

Manticore - A Sphinxlike, human- featured lion which, like the Centaur, appears to be the reverse of werecreatures: that is, an animal who's somehow attained human traits (the name might be derived from man- sichore "man dancer"). The comparison with werebeasts may be appropriate, since the Manticore seems to be averse to metals; preferring to use long, knapped stone blades strapped to its paws as more effective than claws (like Freddy Kruger's finger knives, or Edward Scissorhands). This aversion may also contribute to an aura of protection it possesses equal to Proof +1. It's reputed to be able to fling blades from a distance with its tail, as well as lash with it when in among foes. These irascible man/ beast meldings have a surprisingly high occurrence rate in the maze for such an oddity, since they're accorded the job of acting as thugs or dog soldiers to maintain order among the varied races and creatures ganging the maze.

Ogre - The iniquitous Ogre has proven to be the nemesis of many an adventuring group as a roving beast, due to its habit of pursuing an observed party just out of detection range until it thinks they've been weakened sufficiently to tip the scales in favor of its rude style of assault launched from a convenient byway. Fiendishly adept at conning the labyrinthine paths of a maze for its own devious designs, an Ogre is pugnacious in its vices, and prefers to attack with Hammers whose use it has adopted from the example of mankind. Of imposing bulk, this outsized humanoid is unmistakable due to gross deformities which produce obscene imaginings that put it constantly on the defensive versus those it perceives as better favored.

Witch - The persona that most typifies a Witch is characterized by the stamp of an ulterior disposition; sometimes apparent in a marked or assimilative fashion (as a badge, familiar or simulacrum), though rarely only evidenced by an exaggerated shiftiness or slyness of mannerism. Notoriously duplicitous in this light, the Witch yet manages the greatest effect in employing the Beguile spell (ex.s Sirens, Pied Piper, Lucretia Borgia) by which those in this outcast brand of misguided wizardry attempt to insinuate themselves into and mask themselves among the significant orders of the proletarian throng. One of the cadre would be a genius- level eccentric with a propensity for selfaggrandizement, blighted by an obsessive grasping after the uncanny.

Savage - The Savage is a man- at- arms who's never fastened onto heroic ideals; moreover, he or she is steeped in a violent tradition which shames a peaceable life or subservient existence. A Savage band may be, like a school of gladiators, drawn from widely diverse backgrounds, or it may be made up of like- minded adherents of a certain cult, clan or club; and the Savage type may be likened equally well to a Roman legionary as to his Hun tribesman opponent, or to the Norman castelan no less than the Viking raider. Crafty, with a streak of rapacity, having an appreciation for waywardness and prowess over accomplishment, the philistine attitude of the contumacious Savage holds him aloof from any show of manners while contesting for a name, and makes the association of these toughs as a whole warlike in the sense of aggressive renegades trained as scavengers. ~note Norman/ Norseman connection

Saurian - A mammoth, otherworldly Saurian is the most unexpected type of encounter for a dungeon environment, often prompting a kind of amazement or wonder through its mere appearance. The sort of imagined Mesozoic- era behemoth intended here and its existence in this setting can be represented by the type of Jabba the Hutt's Rancor monster, cultivated for its destructive capabilities; or curiosities confined underground, for instance as exotic beasts for arena games in the Colliseum; or personal menageries, maintained for status or as heraldic creatures; or perhaps stabling for Hannibal's elephants, or fantastic war mounts (as per Lost World/ John Carter). The average variety presumed would be moderately big, and potentially poisonous: most likely in a noxious or contaminated way; but more overbearing or violently perturbed or aggravated than innately predatory, rampaging or rabidly slaving.

Troll - A hulking, foul- tempered denizen of the deep woods, some would say the fearsome Troll is no natural- born creature, but must have been recreated by some malign agency; and even other intelligent beasts are known to refer to it as "the monster" (a la Frankenstein). One can often tell places through which a Troll has passed because objects thereabouts will appear disordered - but more rearranged or markedly reconstructed, rather than scattered or wrecked. Whether this is indicative of impaired reasoning, morbid curiosity or an impulse to defilement, it may be linked somehow with the Troll's queer ability to impart Aid to itself or its fellows. Unhurried, but seemingly continually on the move, when encountered in its perambulations, a Troll commences its lumbering attack indiscriminately, without any preface or pause for estimation.

Dwimmorlaik - A revisitation of a life so accursed that even death did not seal its doom, a Dwimmorlaik is a dimly- corporeal shade whose look of implacable hostility is dreadful to behold. Its haunting of shadowy recesses over which it seems inordinately protective likely derives from affliction by an all- consuming dejection or sense of lostness, and its efforts to alleviate its torment by imparting to others some measure of this same delusion might account for its ability to Swoon an opponent. Excited by vengeful desires, its nightmarish attack may be in concert with others of similar form, but whether the bonds of such groups were established during life or after it is mere guesswork. This arch phantom, devoid of feeling and thus having Defense of 1 as well as immunity to any hit dice rolls greater than 2, retains a categorical animosity toward all physical beings and a preternatural willfulness for their eradication.

Cyclops - The Cyclops comes from a denigrated strain of the race of giants whose preponderance of fleshly endowments overwhelms its cognitive faculties. Having towering physique, but feeble intellect, its distorted Cyclopean perceptivity contributes to a persistent deviancy brought on by the grossness of its mental processes. A Cyclops is, for the most part, a solitary beast due to its defensively egotistic bias. However, a principal reason for its amassing of treasure is as a galling requirement to pay off other puny thinking beings within its locality for provision of the tremendous amounts of foodstuffs it's too big & slow to hunt or garner for itself. As a result, it's inclined to take out its frustrations, particularly versus humanity, at



the least provocation.

Chimera - No known explanation for the Chimera, a bizarre subdraconic mutation, exists. Individual examples can occur in odd variations, lending support to stories of multiheaded or oversize types. Icon of destructive lusts and chaotic temperament, a Chimera is a fantastic monstrosity driven by rage against any kind of imposed governance or assumed control or ownership of which it may be sensible. Every revolting composite, each revealing a frightening array of extraordinary animalistic features, incorporates a massive head of an abnormal breed with a gaping maw empowered to breathe fire. It's been suggested that its furious attacks might result in a ruinous backfire conflagration should it ever fail in an attempt to cast its Firebreath.

#### [7.2] Negotiating

An adventurer's negotiation attempt required scores are 3-2-1, rather than 4-3-2 for the Task rolls, if the beasts' 1st die from the Beast Table is higher than 4, w/ assoc ep +50% [8.61].

#### [8.11] Combat Time Limit

For this scenario, when the party engages a group of beasts in combat, the fight must continue until all the adventurers or all the beasts are killed or disabled. Neither side is permitted to have any of its members back out of the fray from that point on. Except, any encounter is limited to 20 combat rounds. Should a fight arrive at the 21st round, all remaining beasts automatically give up (dropping any held items) and run off, leaving the surviving adventurers as the victors.

#### [8.45] Thief's Dodge Capability

Thieves are allowed to try to employ their defensive capability of Dodging against potential damage from most kinds of attack or device: the only exceptions so far are the Explosion spell/ scroll malfunction effect, and the inescapable poison damage from a Poison Arrow hit, bad potion drunk, etc. Note that a Thief cannot use this capability when Shocked or Tangled [11.3].

#### [8.61] Gaining Experience

Each beast has an experience points (ep) value shown as r+n; where r= multiplier for number of beasts encountered, which product divided by number of party members (round up if the remainder of the division is at least half the number of party members) at start of combat (or at end of combat in the case of a Call mayday addition) equals basic ep per member, and n= number of ep per Wd inflicted awarded to member doing the damage. That is, every member of the party receives the basic ep amount (may be 0) just for having encountered the beasts in question; then, individual adventurers who damage a beast or disable one until the end of combat receive additional points per damage point effected. But none of the experience for a beast encounter is gained unless Combat reaches the second Combat round (the party remains in tile on 2nd round).

The encounter basic ep per member for an encounter with a room beast group in a Lair tile [6.0] is equal to  $((r * \#beasts) \text{ plus an additional } 50\% \text{ (rounded up)}) / \#party$ .

The experience award to one adventurer for disabling a beast (dealing a killing blow, Swooning or Beguiling), whether or not that beast recovers during the course of a combat, is figured as though the adventurer had dealt 1 additional damage point to that beast.

The experience award to one adventurer for successful Negotiation [7.2] with a beast group is equal to the encounter basic ep per member for that beast type [7.1].

The experience award for successful Detrapping [10.3] is the number of the trap from the table times 3 plus 1. So, ep for avoiding a Springboard trap is 4 ( $1 * 3 + 1$ ), Poison Arrow is 10 ( $3 * 3 + 1$ ), Poison Gas is 13 ( $4 * 3 + 1$ ), and so on.

The experience award for a successful Identify is based on the item ID'd [9.83], Ep for a Spice is 8, Potion is 12, Scroll is 16, Magic Weapon is 20, and Magic Armor is 24. Ep only applies if the item is ID'd where found (before the item leaves the maze tile where it was discovered) [9.9].

The experience award for a successful spell cast is twice the listed cost of the spell, regardless of whether any Spent Wounds were lost in the casting.

The experience award for a successful Magic Resistance roll is three times the listed cost of the spell countered. This is

awarded to the target of the spell making the Magic Resistance roll only when the spell's caster finally loses the spell without its taking effect.

## [9.1] Treasure Types

### [9.11] Spice Table

A spice treasure item contains one dose. May be quickly used in combat situations since readying a Spice doesn't prohibit further actions that phase, and it's applicable in such combat cases as dealing with a detected trap, during Negotiation, or prior to a thief's special attack on the first round, as well as in non-combat situations; and effect lasts until the party finishes with the maze tile in which the spice was used (so doesn't continue into Trapdoor or Steps chamber explorations from an access room). Only one dose of one type may be in use by an adventurer at any one time, though it may be used conjointly with the effect of a potion and cast spells' effects. Readyng a spice requires only the off hand.

Disorientation may result instead (treat any 3s as 6s for Task rolls until the party finishes with that maze tile) if upon activation the user gets a result on 1 die greater than 4; with a -1 to the roll if the user is a Thief, and a -1 if the spice has been identified. This roll applies even in the case of activation by a failed initial Identify attempt [9.9]. A Disoriented adventurer may not attempt to use another spice.

#### Die Type

- 1 Zhoom - tgt killed if hit at 1 Wd (regardless of Defense or Proof), or if hit reduces to 1 Wd
- 2 Dhazh - chg row, swap sqs with adv in Reorg without falling; quick draw any wpn
- 3 Ghleze - increment general wpn bonus punch rxn+1 (max n=5)
- 4 Fhaze - can't be hit by any attack Task die of value more than 2, only alternate dmg pts applied
- 5 Bhitz - may hit all adjacent beasts (seperate atk rolls)
- 6 Yhikez - increase Resolve +2..+3 (add 1/3+1)

Zhoom - When user delivers at least one hit in an attack of any kind, the target is killed if its present Wounds remaining equals 1, regardless of Defense or Proof. A target is killed as well if a user's normally- applied hits reduce its Wounds to 1, versus the usual zero.

Dhazh - Allows a user to move to an adjacent open square in a different rank in addition to the normally- permitted 1 rank change in Adventurer Movement phase. Or, user may swap squares with an unShocked, unTangled [11.3] party character which makes an otherwise legal move into the user's square, or into whose square the user moves (Step or Crawl allowed, with the swapped character marked acted). User isn't subject to falling in difficult terrain (such as a Battlefield's Broken Ground condition). User is not immune to Tangle spell effects, but if Tangled, making a move under the influence of Dhazh is allowed and will Snap any Tangle effects at that time. And, user may ready any weapon, while slinging any previously- ready weapon, and then attack with it in the same Adventurer Attack phase (as is ordinarily possible with a previously- ready Dagger). All capabilities are denied to a Shocked user.

Ghleze - User's attack Punch (score to cause a hit per die) with any weapon in use, or unarmed, is increased by +1: to a maximum of 5.

Fhaze - User takes no hits from any hit die roll of more than 2 (as though user had a Defense rating of  $r > 2$ ), and if the total amount of damage from a single attack is less than 3, only alternate damage points (every second point of ordinary damage, not Spent wound or Crush damage which are treated as usual) are applied to the user, keeping a running count while the spice effect is operative. Any accumulated damage points not applied to the user are discarded when the spice effect ends. This affects all attack types: traps/ devices, magic spells/ items, and opponent beast/ weapon attacks.

Bhitz - After making a weapon or unarmed attack against an adjacent target, a user may proceed to roll to hit another different adjacent target with the same weapon if still able to do so. Thus, up to eight targets could be attacked by the user in the same round. The user must make these attacks continuously, and loses the ability to make further attacks in the round if another attacking character is selected, or if an attack is interrupted by Offsides [8.3], Drop Weapon [8.43], or other befouling effects.

Yhikez - User receives a bonus to its effective Resolve of +2..+3; determined by rolling 1 die with 1..3= +2, and 4..6= +3.

## [9.12] Potion Table

A potion treasure item contains one dose. Potions may only be used (drunk) when combat is not in progress (including after a successful Negotiation). Potions last for an indeterminate period, and tend to wear off unexpectedly. Only one dose of one type may be in use by an adventurer at any one time, though it may be used conjointly with the effect of a spice and cast spells' effects. Effects don't continue after leaving the maze. Readyng a potion requires only the off hand. In the computer game, it isn't necessary to ready a potion in an adventurer's possession to use it.

When safely used, a potion will always work at least once, but thereafter whenever its repeated use is desired or attempted, roll 1D: on a result of 6 the potion is no longer active and has no effect. As designed, the effects of the physical-natured potions (numbers 1..4) are personal and operate autonomically, that is, they're triggered by appropriate events and the user has no option to suspend their operation; whereas the effects of the mental-natured potions (numbers 5 & 6) are party-encompassing and volitional, and at each option for use, the user can decide not to attempt the operation roll and await the next opportunity. If more than one adventurer in a party group has the same party-encompassing potion effect active, one effect will be chosen at random to attempt an operation - in the computer game the first item located will be selected.

Poisoning may result instead (user repeats taking 1 Poison [11.3] damage point and rolling a die until die result is 1 or 2) if upon activation the user gets a result on 1 die greater than 4; with a -1 to the roll if the user is a Hero, and a -1 if the potion has been identified. This roll applies even in the case of activation by a failed initial Identify attempt [9.9].

### Die Type

- 1 Strength - decrease # Wds (hits or Spent Wds) dealt in an action by -1
- 2 Might - unarmed atk @(#Wds remaining)x3 or hurl rocks @3x2 with Crush, force secret doors, Snap Tng
- 3 Power - add +1 Wd bonus for each jewel of value more than 70 Crowns swallowed
- 4 Energy - deflect any missile wpn, stun & cause 1\*4 Wd (no Def nor Prf) to source of any adj hit
- 5 Foresight - choose to add +1/ -1 before a non-Task 1D table roll for result of 1..6
- 6 Alertness - see & avoid WM if desired: use after type & number rolled, but not in Disturbed enc/ area

Strength - Decreases the total number of hits or Spent Wounds dealt (prior to being applied) to the user in one action by minus one if the potion operates. It's result is, however, subject to the Fever effect of the Root Cellar variety of Trapdoor [6.0].

Might - If the user makes an unarmed attack against an adjacent target and the potion operates, the attack has a weight of the user's number of Wounds remaining and a punch of 3, and the user therewith automatically Snaps any Tangle spells holding him. The user may make an unarmed attack against a missile-range target (throw large rocks) if not engaged by an adjacent enemy, and if the potion operates the attack hits with a Task roll of 3x2. Both forms of attack hit with Crush. A user may force a secret door open from its front after an attempt to use the party's secret door stat fails if the potion operates (the computer will try automatically if there's any user in the party group): in which case the party moves through and the secret door stat isn't reduced after all.

Power - Adds to the user adventurer's Wound points, based on the number of valuable jewels ingested by the user when the potion is drunk. This potion's operation rolls are made when it's initially activated. If the potion proves nonpoisonous, the user immediately begins to swallow jewels in his possession with individual values of more than 70 Crowns, and an operation roll is made for each. The user stops taking jewels when he has no more in his possession or an operation roll fails, or he decides to quit. The number of jewels consumed is then added as a bonus to that adventurer's Wound point total. This bonus lasts until the adventurer exits the maze at any point, however is modified if he suffers damage which reduces his Wounds remaining below the current bonus number: when the current bonus gets reduced to the number of Wounds remaining, with type of corresponding damage point(s) erased removed in the order Spent wound - normal damage - Poison wound.

Energy - If the user is the target of any ranged missile weapon attack (including beast 2nd attacks (thrown rocks) and trap-launched poison arrows, but not hurled Devices) and the potion operates, the weapon is deflected and any hits scored by the attack are negated. If the user is the target of an engaged attack by an adjacent character which produces any hits, though not necessarily damage to the target after Defense, Proof and Dodging are accounted for, and the potion operates, the attacking character is stunned as though it had rolled sixes on an unarmed attack (may not act in Attack phase for one round, but may move in Movement phase), and the attacker suffers 1\*4 hits not stopped by Defense nor Proof; though it retains any weapon it may have used.

Foresight - When the party group to which the user belongs is required to make a 1- die roll to see what sort of thing they find, the user is advised of the initial roll and given the option to accept it. Should he want to try to modify it, and the potion operates, he may opt to add +1 to, or subtract -1 from, the initial roll for a result not less than 1 nor more than 6. The 1- die rolls to which the effect of the Foresight potion applies are non- Task, "table" result determination rolls. Specifically, they comprise the following: trap occurrence & type; room beast encounter; feature room search; beast type; room feature variety & Trapdoor menace probability; secret door attempt score; Spice/ Potion/ Scroll malfunction (but not Device malfunction, which like roving beast or drop weapon rolls is considered a 1- die Task roll); treasure table probabilities (but not quantities); probability for gift from beasts awed in Negotiation; Spice/ Potion/ Scroll/ Weapon treasure type; and Armor/ Weapon bonus.

Alertness - When a roving beast encounter is rolled for the party group to which the user belongs, and the encounter isn't affected by a Disturbed marker passed or in the encounter tile, then the type and number of beasts is revealed and if the user wants to avoid the encounter, and the potion operates, the party sees and avoids the encounter.

[9.13] Scroll Table

Scrolls make it possible for characters of any class to cast some types of spells. Range, target and effect restrictions are as appropriate for the spell on the scroll. Reading/ use automatically loses the scroll whether the spell succeeds or not - any scroll is only good for one attempted use. A wzd/ thf/ hro casts a scroll spell with no cost on his Resolve Task roll with a lowest die result of 4 (wzd)/ 3 (thf)/ 2 (hro); or he must pay 1 Spent Wd or the scroll spell fails (on 5/ 4/ 3 or worse). Readyng a scroll requires both hands. In the computer game, a scroll in an adventurer's possession with a noncombat spell may be used without having to ready it.

Explosion may result instead (any character who fails to resist the Explosion must also roll 1\*5 for each identified magic item carried (either readied or slung), or 1\*4 for each unidentified item in his possession to keep it from being destroyed by the magical deflagration) if prior to casting the user gets a result on 1 die greater than 4; with a -1 to the roll if the user is a Wizard, and a -1 if the scroll has been identified. This roll applies even in the case of activation by a failed initial Identify attempt [9.9] and then even when the scroll spell is usable only in a combat situation - when the scroll is subsequently just lost. In the special case of such an explosion resulting from a misread Transmute scroll, in place of the usual explosion damage, each character in the tile (including any unconscious) magically recovers half of any Spent Wounds lost (rounding up, to a max of 5): possible magic item loss still applies.

Add +1 to all die rolls in a Lair (note that by this table numbering scheme, the only place to find a Beguile scroll is in a Lair).

1st Die	2nd Die	3rd Die
1 Explosion	1 Poison	1..2 Steel
2 Check	2 Firebreath	3 Proof
3 Shock	3 Drain	4 Blast
4 Transmute	4 Tangle	5 Swoon
5..7 roll 2nd die	5..7 roll 3rd die	6 Balefire
		7 Beguile

[9.25] Magic Weapon or Armor Table

An item of magical weapon or armor has a minimum bonus of +1 to its hit or defense Task roll. To see if a greater bonus applies when the item is generated, roll a die and on a result of 2 or less add +1 to the item's bonus value and roll again. For magic weapon items found in Battlefields or magic armor found in Trapdoors, add +1 to the item's bonus value and roll again on a result of 3 or less. Note of interest:  $.33333333^4 = .0123456789$  (ordinary probability of a +5 item= 1.2%).

An item's actual bonus is rolled for when found, but any unidentified item is treated as only +1, and may be used as though it were a +1 item, until identified. For example, an adventurer might carry an "unidentified +3 Hammer" which, when wielded would act as a +1 Hammer. Thus, it's not strictly necessary to Identify an item which is actually only +1. However, identifying a +1 item still grants experience to the identifier, and there is an advantage for an identified item in resisting the effects of a magic scroll's explosive misuse [9.13].

In an attempt at Identifying an item of magic weapon or armor type, should the identifying character fail his initial roll to handle the item without incident, roll one die, and on a result of 5..6 the item degrades by -1 bonus point. A magic weapon recovered after having been dropped in combat degrades by -1 bonus point upon a 1 die result of 6. A +1 weapon item which degrades is destroyed, as opposed to reverting to a +0 non-magical type.

[9.8] Treasure Table

Items generated as treasure trove, along with any items dropped by beasts or party members in the tile, remain only until the party finishes in that tile, unless picked up and kept by some surviving adventurer. All items left unclaimed when the party has finished in the tile will be discarded.

Any treasures of types E..H found (unless awarded through Negotiation, or gotten from a Roving Beast) will be held in immovable containers which are trapped on a roll of 6, with a Detrap Task of 4-3-2 required, or 3-2-1 if the room beast is in the 6+ column of the Beast Table; and the trap will apply even if no treasure is subsequently discovered within.

Crowns are the standard denomination of coins in the game. A jewel's value is determined when found, and is equal to 10 Crowns times the sum of 2 dice.

The probability number before the colon in each column is the result or less on one die to roll for any of that type of treasure to appear in the hoard. The range of values after the colon for Crowns and Jewels shows the possible number of such occurring, which must be diced for appropriately. The plus value after a colon in the Magic column shows the modifier to add to the 1 die roll on the Magic Item table for type of item found [9.83].

Info is gained only as a result of successful Negotiation with a room beast to the point at which the beasts bestow a part of their treasure upon the party as a payoff. Therefore, its occurrence isn't modified by the -1 to the probability numbers for other treasure categories called for in treasure rolls arising from a successful Negotiation.

Type	Crowns	Jewels	Magic	Info (all at probability of 4)
A	3:1..6	1:1	1:+0	see next new maze segment and contents (cleared if avoided)
B	3:2..12	1:1..2	1:+1	setting traps: add +2 to Resolve vs next trap encountered
C	3:3..18	2:1	2:+1	beast joins party (as "guide"): leaves when damaged
D	4:4..24	2:1..2	2:+2	rumor of treasure: add +1 to next treasure probability numbers
E*	4:5..30	3:1	3:+2, 1:+1	ambush next room beasts: hit 2 for -2 Wds ea before combat
F*	4:10..60	3:1..2	3:+3, 2:+1	learn shortcut from this segment back to entrance (not exit)
G*	5:15..90	4:1	4:+3, 2:+2	true names of next beasts >Type E: beasts' Resolve=0
H*	5:20..120	4:1..2	4:+4, 3:+2	return given magic item to have any party item Identified

\*in trapped container on 1D=6

Info Items: The indicated item or effect is applied to or devolves upon the adventurer who performed the Negotiation. So, if that character is lost or goes with another party group, the item won't be effective for others. The owning character need only be present in a group for the group to receive the bonus or effect. Only one Beast guide (Info for Type C) may be controlled by an adventurer at a time, but for all other Info Types, any number may be acquired. For the computer game, the machine would select which item to activate if duplicates exist among a group of adventurers (generally the first in the item listing of the first adventurer who was added to the party of the present group). All impermanent Info effects (all except Shortcut) have a duration of as long as the owner is in the maze, or until used: if the owner leaves the maze before using the effect, the effect is deleted.

See segment - The beasts provide information regarding the contents of a nearby unexplored segment of the maze. This effect is activated when the owning character's group enters a new tile: either hall or room. If it's a room and a trap on the door is rolled, anyone in the group may try to detrap, and should the trap be tripped the group will be given the option to use this effect, which would return the group to the tile from which they'd approached (as with the Check spell, but leaving the room cleared rather than Disturbed) as though, knowing of the presence of a trap and checking on it, they'd decided not to mess with it. If no trap is rolled, or the group decides not to use the effect and suffer the trap results, or the new tile is a hall, and in any case a beast occupant is rolled, the group is informed of the number and type of beasts and will be given the option to avoid the encounter having known of their presence. If they choose to do so, the tile is cleared and the group is left to the usual housekeeping therein (in the case of such use in a Trapdoor or Steps chamber, the Trapdoor or Steps variety is then rolled for as usual). If the party passes any door trap and fights any room beasts of rating 5 or more, they may then use this effect to nullify a (tragically) tripped trove trap: although this would require the elimination of the trove (again, as though not messing with it), and with the party left in place as for voided beasts. The item is used up in the placement of the new tile, even should neither trap nor beast be rolled.

Detrap bonus - The beasts are in the process of setting or checking on traps in the maze, and are cowed into divulging the details of a trap they're familiar with. This effect is activated the next time the owning character's group encounters any door,

trapdoor, trove or feature traplike mechanism that they attempt to detrap. Any detraper receives a +2 Resolve bonus which is added on every pass of the detrap attempt, and on the first pass is added after any rounding off.

Beast guide - The beasts tender their support of the party group to the point of designating one of their number as companion (pick one at random): who will accompany the party until suffering damage at any time (or getting Swooned or Beguiled), when it will just leave the area entirely (it's removed from the game at that point). The beast follower doesn't roll to Snap control as a Beguiled beast would prior to combat, but it will similarly Snap the effect and revert to its beastly nature if its controller adventurer (the character who negotiated with it) isn't present in the tile at the start of a combat encounter. Being in control of a beast guide doesn't prevent the controller from Beguiling another beast, though only one beast guide may be controlled by an adventurer at a time.

More treasure - The beasts impart a rumor of treasure supposedly stashed nearby. Having this foreknowledge provides the party an advantage upon the next defeated room or remote chamber (Trapdoor Table [6.0]) beast trove generation at which any group arrives. The next time a Treasure Table is consulted upon overcoming the occupants of a room tile (doesn't apply to roving beasts or Negotiation awards), add +1 to all probability numbers (no bonus is applied to quantities or type of magic item, however).

Ambush beasts - The beasts enable the party to learn of the likely whereabouts of another beast outpost stationed in the vicinity. The next time a room or remote chamber (not a roving beast) combat is entered by any group (entering a new room without any beasts doesn't delete the effect), deduct -2 damage points (as though hit with damage not stopped by Defense or Proof) from two of the beasts prior to the party's first round. These will be the first two in formation square order (closest to the party): starting with squares 1..9 in reverse order, then continuing with squares a..i in order. Only beast characters will be hit; any adventurers in beast control (such as those who fail to Snap a Beguile effect) won't be affected. If any beasts are thus eliminated, the beasts won't be permitted to adjust their formation until the first Movement phase. The party then has the normal first round options for a room encounter, regardless of the damage already inflicted.

Find shortcut - The beasts demonstrate the existence of a passageway not frequented by others in the maze. This tile gets a Shortcut marker placed on it, and for the duration of the maze any group which arrives here may choose to take the path that leads immediately back to the Entry tile when it moves out of here. Note that the Entry isn't an exit when undertaking a penalty maze. If this award is earned from beasts within a Trapdoor chamber, the Shortcut is placed in the room tile from which the party entered the Trapdoor chamber.

Learn names - The beasts try to quell the party's suspicions of their connivance in the maze's operations by telling them the true names of those they claim are in charge locally. The next group which encounters beasts in either a roving, room or Steps beast situation with a Beast Table first die of five or more gains the benefit of having all beasts' Resolve stats reduced to zero (not subject to any further modifications) for any functions as well as combat. All beast- controlled characters making Rv rolls must make "no dice" rolls, regardless of Rv stats or modifiers shown in their character status brief displays.

Identify item - The beasts will provide the service of infallibly (no trial roll required) Identifying one item in the party's possession, on the condition that there exists a magic item of some sort in the beasts' trove extended to the party with the Awed Negotiation award, and the party leaves one such item in place without taking it. The way this works in the computer game is: When prompted whether they want to leave behind trove items not taken, answering yes, and the left items include a magic item generated for the trove, the player(s) are prompted to select an adventurer and one item he or she carries, which will thenceforth be marked Identified.

#### [9.83] Magic Item Table

Modified Die Roll=	1..4	5..6	7	8	9..10
	Spice	Potion	Scroll	Weapon	Armor

#### [9.9] Identifying

If an adventurer attempts to Identify an item before it's removed from the tile where it was found, and any previous attempt to ID the item had failed, the required scores are 3-2-1, rather than 4-3-2 for the Task rolls, w/ assoc ep +50% [8.61].

In the computer game, the ItmId field in the item's inventory listing will show "Id'd" (or 0) when the item has been identified; otherwise it will show a number indicating the number of Resolve Task dice that an Identifying adventurer must qualify to roll in order to make the attempt. While the unidentified item remains in the tile where it was found, this number will be signed as negative: starting with "-1" for a newly discovered item.

[10.12] Detrapping

An adventurer's Detrap attempt required scores are 3-2-1, rather than 4-3-2 for the Task rolls, if the trap is a room/ treasure trap (see Treasure Table: Traps [9.8]), vs door/ entry trap, and the treasure belonged to a beast whose beast table [7.1] 2nd die column is 6+, w/ assoc ep +50% [8.61].

[10.3] Traps Table

The +1 given by a result of 2 is cumulative for all rerolls.

Hits from all types of trap are subject to a Thief's Dodge ability (note the difference between hits versus damage applied in the Poison Arrow type). The current and any prior detrappers are unable to Dodge, however, being involved too closely in the examination of the trap.

Characters changing positions during a Detrap attempt are restricted to squares on the party's ground, since the group is considered to be in combat whilst dealing with the hazard.

If an adventurer Disarms a trap, the type of recovered item and its use are shown. All Devices recovered from Disarmed traps (categorized as "contraptions") are one use only items. Due to the complexity of these items, one is lost if its use is interrupted by an Offsides roll [8.3]. Although trap attack hit Task rolls are made automatically in one stage (or, potentially, in maximum stages of 5) as are beast Task rolls, the user of an extracted contraption may decide to roll Task stages as he pleases. Universal skills modifiers from the use of Acid Flask or Flare apply to nonweapon beast attacks as well as weapon attacks and can cause an opponent's attack weight to be reduced to 0, requiring a "no dice" roll to hit. These modifiers are applied after negative adjustments to a character's attack weight from group/ area effects (such as room tile features [6.0]) which can't lower the weight below 1.

Die	Type	Disarmed
1	Springboard - 2*2 vs sbj if Rv>3, then vs rdm Rank2/3 tgt	Propeller (thr wpn vs rdm rng 3 tgt dbld)
2	roll again, with +1 to any results	
3	Poison Arrow - 3*2 vs 2:sbj, 4(5):Rank2(3) tgt +dmg*4 if Rv>2	Poison arrow (+1*4 per dmg pt)
4	Poison Gas - 5*1 vs Rank2 & 3:Rank1, 6:Rank3 tgts	Gas bomb (hits both 1st/ 1 2nd rank)
5	Detonation - 7@2*3 Rank1-Rank2-Rank3 if Rv>5-force/2	Flare (adj adv/bst takes -1/-2 Skills)
6	Acid - 4*2 vs sbj or 3*1 vs sbj & adj tgt, rdm skl -1 if hit & Rv>2	Acid flask (if hit: 1-hits Skills & 2:-1 Def)
7	Blade - 3*2 (3*4 if Rv>2) vs Rank1 tgts across til Wds=0	Dagger (hexed: 1st hit Wgt= 5*skill)
8+	Deadfall - 8@4*3 rdm Rank order rdm tgts if Rv>2	Jewel of 4D Cr val (bait: lost if sprung)

Springboard - Acts as a spring whip or lever device. Strikes the detrapping character for 2\*2 Crush hits stopped by Def & Prf unless he makes a Resolve Task roll with a lowest die result of 3 or less, and at the same time propels him into another random character in the second rank (or in the third rank if the detrapper took 2 damage) who must also make a Resolve roll of 3 or take 2\*2 like hits from the impact. If disarmed, it provides a wound- up thrower/ launcher with one use that allows a thrown weapon to be targeted at a fixed range of 3 ranks (can't use if owner engaged by opponent character - opponent 3rd rank is always considered out of range), where it'll hit a random character occupying that rank. Both Propeller and weapon to hurl must be held ready - readying a Propeller requires only the off hand. When the thrown weapon hit Task roll is terminated, roll an unstaged additional number of dice equal to all those dice rolled in the hit roll attempt and combine these with the hit roll prior to cancelling for the Task result, due to the added force of the launcher.

Poison Arrow - Fires a bolt treated to poison a wounded target. Roll 1 die. If the result is 1..2, the detrapper is the target. If 3..4 a random character in the 2nd rank is the target. If 5 a random character in the 3rd rank is the target. Otherwise, or if no character occupies a targeted rank, it misses. A character targeted by the arrow takes 3\*2 hits stopped by Def & Prf as with a typical arrow attack, then, if any damage was actually deducted, makes a Resolve roll and if he gets a lowest die result of more than 2 he takes additional damage from the poison (Poison [11.3]) equal to another Task roll of (#dmg from arrow)\* 4 unaffected by Def, Prf, or Thf Dod. If disarmed, it provides an arrow which adds (deducted dmg from arrow)\* 4 as an unstaged Task roll to a hit with that arrow once only (arrow is destroyed when used - hits as ordinary arrow, but the poison

followup roll naturally isn't affected by Def, Prf, or Thf Dod).

Poison Gas - Spreads a cloud of poisonous mist over the party. The gas will affect characters in the 2nd rank, who each must make a Resolve roll of 3 or less to avoid taking 5\*1 damage from poison (Poison [11.3]) not stopped by Def or Prf, but subject to Thf Dod. Then roll a die and on a result of 1..3 the 1st rank is likewise affected, else the 3rd rank would be affected. If disarmed, it provides a one use Gas Bomb which the user can choose to have affect either both 1st ranks (the opponent's and his group's) or just the opponents' 2nd rank, but with no Rv roll allowed for either rank (combat formations detract from one's ability to avoid the gas) (5\*1 poison damage - no Def nor Prf, but Thf may attempt Dod). Readyng a Gas Bomb requires the strongside hand [8.41].

Detonation - Blows up with a blast and scorching force (7 hits overall) that impacts party members from front to rear. Starting with characters in the 1st, then 2nd, then 3rd ranks (in square number sequence), each must make a Resolve roll of 5-(remaining force /2), rounding divisions down. A character who fails the Rv roll takes up to 2\*3 hits with Crush stopped by Def or Prf, until the force of the deflagration is expended (subtract from the force remaining any hits; not just those that actually cause damage) or all characters have been rolled for. If disarmed, the spontaneously ignited Greek fire or trickster's flash powder components provide a one use Flare which requires both hands to use, and causes the user and all characters adjacent to the user to suffer a penalty to their attack Weights through the end of the next round: party- controlled characters take -1, while beast- controlled characters take -2. All affected characters are also subjected to possible interruption of any action as though Offsides [8.3]; though no concomitant attack weight or other positional modifications are applied. Readyng a Flare requires both hands.

Acid - Splashes a strong, fast- acting corrosive liquid on those nearby. The player(s) may decide to have it deal 4\*2 hits stopped by Def or Prf to the detrapper, or 3\*1 to both the detrapper and an adjacent character (not necessarily on front rank) if there is one who helps his buddy at some risk to himself. A character against whom the acid's Task roll generated a hit (whether one's protection prevented any damage or not) must make a Resolve roll of 2 or less or suffer a penalty of -1 to one of his weapon skills at random (if any are possessed) until his next maze exit, due to the action of the acid. If disarmed, it provides a one use Acid Flask which a character can use against an adjacent opponent character in the enemy front rank, but it will splash on a character in the square directly across from the target. The primary and splash targets must each roll 1\*4 or take -1 to its Defense or magic Armor worn. Then, the primary target takes 4\*2 hits stopped by Def or Prf and the splash target takes 3\*1, and the number of hits dealt (prior to Def or Prf) to the primary target, if more than 1, is also applied as a penalty of (1- #hits) to all of that character's attack Weights until the end of combat. Readyng an Acid Flask requires the strongside hand.

Blade - Slashes across the leading party figures with a sharp metal cleaver. It deals 3\*4 (or, 3\*2 if a target character makes a Resolve roll of 2 or less) hits stopped by Def or Prf to 1st rank characters in order from left to right or vice versa (roll a die), stopping if a target attacked suffers no damage - whether because the Task roll didn't generate any hits, or the character's Defense or Proof blocked any damage. If disarmed, it provides a Dagger which is hexed to have an attack Task roll weight of 5 times the user's Dagger skill the first time it's used (usual max stages of 5 dice & terminate rolling when a 6 occurs), after which it's an ordinary dagger. A character with no Dagger skill would make a "no dice" attack roll when first used, instead of getting the normal minimum of 1.

Deadfall - Drops great beams, stones or other weights among the party (a giant mousetrap). Roll for a random rank, then roll for a random character order within the rank. The crushing descent causes 4\*3 hits stopped by Def or Prf but with the same modifiers as for the Blast spell [11.3], to target characters who fail a Resolve roll of 2 or less, until its overall damage potential of 8 generated hits is expended, or all in the party (proceed to other ranks at random if needed) have been targeted. After damage from a tripped Deadfall has been determined, the party is then blocked off from the debris area: if a normal room door trap, the party is left in the tile from which it approached the trapped room and the tiles of both are remarked with a wall on that side; if a "door" trap into a remote chamber (Trapdoors [6.0]), the party is immediately returned to the feature- marked tile; if a trap on a treasure trove, the trove is nullified and no treasure is rolled for. If disarmed, it provides a jewel (the baited trigger) which is worth Crowns equalling a 4 dice total (if the trap were sprung the jewel would be lost).

### [11.3] Added Spells

The new spells Psn, Tmt, and Tng are instituted principally for beast ability functions, but may be useful for adventurers under some conditions.



## New Spells Table:

Cost 1	Cost 2
Poison (Psn)	Tangle (Tng)
Undo Poison (Unp)	
Transmute (Tmt)	

### Cost 1 spells:

**Poison (combat)** - Cast on a single adjacent target character, if not resisted target takes poison damage equal to a Task roll of 3\*3 not stopped by Def, but subject to Prf and to Thf Dod. Any poison damage points to apply that would reduce the target character's remaining Wounds to less than zero when combined with normal damage are discarded instead, as with normal damage. When a character who has both normal and poison damage (from any poison source) is Healed or Aided, the normal damage has priority for removal; any curing in excess of normal damage then being applied against poison damage. When the party has finished dealing with a tile, all poison damage taken by characters in that tile is converted to normal damage.

**Undo Poison (non-combat)** - Cast on a single adjacent target character, target who took poison damage by any sources of poisonous attack (creatures' Psn abilities, poison arrow/ gas traps; anything described as poisonous) may recover such specified damage points up to the value of a 1- die roll, if done before the party finishes in the tile where poisoning occurred (prior to the next movement of any party group in the maze). Unlike the Healing spell, this may be effectively cast on a "dead" target [5.31].

**Transmute (combat)** - Cast on a single adjacent opponent target character, if not resisted spell affects the total Crowns held by target's group. If the caster makes a 4 or more for his Spent Wound recovery roll (loses 1 Spent Wound) and the target fails (often intentionally, for adventurer targets) to resist the initial spell, add 20% to the Crowns held by the opponents. If the caster makes a 3 or less, or in any case where the spell had been held from a prior round due to a target's Magic Resistance roll, subtract 50% of the Crowns possessed by the opponents. Round up in either case. If cast on a beast group, the number of Crowns in that group's treasure will be affected should any Crowns appear as the result of the treasure roll. This spell isn't limited to just one casting upon a target group, but may not be used on the caster's own group (The magic of alternatives is constrained by realized objective conceptions: which is why alchemical demonstrations always require the affected material to be out of view for some period).

### Cost 2 spells:

**Tangle (combat)** - Cast on a single adjacent target character, if not resisted target may not move during its Movement phase until the spell caster moves or is disabled/ killed. If a weapon- using target wishes to make a direct attack (may be against any adjacent opponent, not only the Tangle caster), without taking a turn to unready the weapon, it must voluntarily drop any ready weapon (which will be subject to breakage as though accidentally dropped) and is allowed to make only unarmed attacks. Any movement- enhancing effects on the target which operate during Movement phase will Snap this spell's movement restrictions (then, if the target moves, all the spell's effects are cancelled). See the Dhazh spice [9.11] and Might potion [9.12] item descriptions for further info, as well as the unusual case of a disengaged Tangled character (A target character whose magic resistance roll caused the spell's effect to be postponed and who then moved to a square nonadjacent with the caster can still be Tangled at a distance.) which might be forced to move per Reorganization [8.5]. A Thief character may not use the Dodge capability while Tangled. A target character is unTangled if the generating character attempts to cast any spell, including Tangle at another target, or moves (either by choice or requirement), or is killed or Swooned: effective immediately when the normal Stance rules are in use [8.55].

Arms Reach:  
expeditionary module

### [1.0] Module notes:

This module for the Vanguard scenario allows a party a chance to finish the maze without necessarily having to explore

every room in the tile mix, and it provides an experience points award for timely completion. It also allows the party to exercise a precautionary capacity for avoidance of roving beasts.

#### Object Impermanence:

One of the gamier aspects of this rules set is the transience of presumably material items. No stashing or stockpiling of items is permitted either in or outside of the maze (but, see [9.01] for an alternative). The only items which are considered to be possessed by an adventurer are those he or she holds or wears. Items not taken from a trove by adventurers don't remain in a tile after the group which found them has finished dealing with that tile, but are eliminated [9.8].

#### [2.5] Board Areas Layout (computer game)

~layout & manipulation: Brief (chr rpt), Field (pty/ bst gnnds), Map (adjustments)

#### [3.1] Class skills - generalized usages

Negotiating, Identifying and Detrapping procedures may be utilized in some situations outside of their typical usages: notably in certain varieties of Steps [6.0] as well as Trapdoor features.

#### [4.1] Finishing the Maze

The adventurers may be given an opportunity to successfully complete the maze without the necessity of exploring every part of it. The maze is finished when all tiles have been placed, or the party brings down the house by fulfilling the requirements at a Step feature tile (Steps Table [6.0]).

#### [5.13] Maze Tile Prep

For this module, the computer separates the potential maze tiles into two pools: one of 40 halls, and one of 66 rooms (this number includes the 6 Steps feature rooms (Steps Table [6.0])). It then (statistically) marks 6 of the room tiles having no feature as "hallmarked" tiles [5.23].

One hall tile is placed as the starting tile for the maze. This tile is considered the party's entryway to the maze and is marked with a cross in case you forget where you started. The first time the party enters the maze, the party marker is placed in the Entry hall tile. The game is then ready to begin.

#### [5.23] Room Door Passage

##### Disturbed areas:

(Barred doors added) Having Disturbed an area will affect Trap, Barred door & Roving Beast rolls if the party should happen to return to that vicinity [5.26, 5.27 & 5.28].

#### [5.27] Barred Doors

When the party has moved through a door into a new room tile with a Disturbed marker, after dealing with any Trap on the door, they must roll for a Barred door before rolling for a room beast encounter as the party moves into the new tile. The roll for a Barred door is a 1- die roll, with the entry door typically discovered to be barred on a result of 4..6. A group confronted with a barred door may choose one of three options: retreat from it, try to sneak in or try to break in.

A group which chooses to retreat rolls a die and on a result of 6 must remain in the room to face an automatically occurring beast encounter in which the beasts are given the first combat attack round (the lurking beasts open the door and pour out upon the party before a withdrawal can be made). If the result of the die is less than 6, the party is retreated to the tile from which it entered, rolling again for a RovBst using the conditions for a group moving away from an opening into a Disturbed area [5.28].

A group which chooses to try either sneaking in or breaking in checks for the occurrence of a beast encounter in the room [5.28], and if a beast is present, generates a party average by reorganizing the group as desired, then rolling a die for each

adventurer character in the party's front row, using a die modifier of +1 for Heroes, -1 for Thieves and +0 for Wizards, and dividing the sum by the number of adventurers rolled for. Then, the beasts' type, numbers and formation are determined and an average is figured for those beasts in the front row using a die modifier of +1 for those of Rv more than 1, and +0 for all others. The party succeeds in sneaking in if its average is lower, or breaking in if its average is higher than that of the beasts. If the party succeeds, they may choose a first round option for combat as usual [8.31]. If the party fails, the front ranks of the opponents will be mingled as in Negotiation [7.2], and the beasts are given the first combat attack round.

#### [5.28] Roving Beast Rolls

Evade:

For this module, roving beasts may be lessened by a party's use of the Evade capability. The display shows the Evade status whenever a party group has the option to move: as either on ('|') or off ('O'). Evade status is set to on as the party enters the maze. If Evade applies when a roving beast is rolled, the computer will prompt for a decision to use it.

When the party rolls an encounter with a roving beast which isn't affected by a Disturbed marker (either for movement past, or in the area entered), if the Evade status is on, the party has the option to try to evade the beasts by having one character in the front rank of the march order make a Task roll on a number of dice equal to its Resolve. The number of beasts appearing is then reduced by (5 minus the lowest remaining die of the Resolve roll) in a room tile, or if the encounter occurs in a hall tile use (6- low die), down to a minimum of zero, and no possible increase. The party is only informed of the potential type of roving beasts before the choice to try to Evade; then the expected number of beasts prior to the Task roll. So, the choice to Evade must be made before a decision to use an Alertness potion effect [9.12].

When the party decides to try to evade, the Evade status is toggled off. The Evade status is toggled on after any combat, whether from a roving beast or not. When the Evade status is off upon a roving beast encounter being rolled, the party has no option, and must fight the roving beast group it encounters. If the party has divided into two or more groups, the same one Evade status condition affects and is affected in sequence by each of the groups as their turns proceed (each group affects the status as though it were a lone party).

#### [5.29] Dead Ends

Isolated rooms (rooms having no unblocked entryways) may be created by cave-ins (eg. fissure- variety Steps). If the party enters such an isolated room through the back side of a secret door, the wall side of the secret door will be changed to a doorway, so that there's no chance that the party will be stranded with no way out, should their secret door stat be reduced to zero.

#### [5.3] (Barred doors, Evade added) Game conduct flowchart/ outline

Resolve any continuing activity in tile being vacated

choose to reorganize or split party, direction for group move [5.11]

Pick & Place tile if none in desired direction of travel [5.22, 5.23, 5.24]

note any general class of special feature in tile [6.0]

Move party marker onto tile

mark Disturbed unexplored areas behind doors passed [5.23]

merge split-up party elements in tile entered [5.11]

Check for trap on door to new tile [5.26]

if trap detected, party may choose not to open door & retreat back to tile left & mark Disturbed here [10.12]

revise party formation - deal with trap [10.12]

Check for barred door to new tile with Disturbed marker [Module: 5.27]

party may choose not to enter door & retreat back to tile left [5.27]

revise party formation - choose entry process [5.27]

Party may reorganize & characters may ready and use items, unless barred door entry in progress [8.41]

Proceed to scout room (can't back out after "entrance" since any beasts will have been alerted and party is committed)

Check for beasts present

Roving beasts in a hall tile, or a pre-existing tile; or room beasts in a newly- placed room tile [5.28]

Choose Evade to reduce number of unDisturbed Roving beasts if available [Module: 5.28]

arrange beast combat formation vs party march order [8.12]

Pre-combat checks (includes combat round entry of party group for Call mayday support) [8.31]

check for rank swapping or mingling [5.28] [5.27]

roll for Beguiled adventurers or beasts to Snap Beguile fx [11.3]

Adventurers' extra options on first Combat round (preemptive: one precludes any other 1st round option)

Negotiate, or Cast Check spell, or use Thief Attack, or Call mayday [8.31]

Tile Feature variables

roll for specific nature of special feature in tile [6.0]

Character options in Action: combat round sequence begins [8.2]

Stand in an open square, or Use an item or cast a combat spell, or Ready an item (If recovering a dropped weapon, check for broken weapon.), or Attack (May attack on same round as Ready Item only if prior weapon was a Dagger or Unarmed.)

Check for Dropped Weapon on lowest attack Task die of 6

Check attack Crush, target Parry, Defense, Proof, Dodge effects [9.24]

Apply damage or spell effects: displace fallen characters

Character options in Reorg: Movement phase order= Beasts then Adventurers [8.5]

(any) Step [8.51] or Crawl [8.55] 1 open square left or right

(one in group) Step or Crawl 1 open square forward or backward (may move diagonally)

Adventurer options after Combat or room exploration

Recover dropped weapons & arrows: check for broken weapons [8.43]

Check for treasure present, according to beast type (Check for trap on treasure trove if room beast.) [5.26]

Use or Identify an item or cast a non-combat spell [9.9] [11.3]

Check for turn end - when all adventurers have been moved on the map

delete expired party characters [5.31]

## [6.0] Rooms' Features

(Steps & Barred doors added) Rooms with features include Battlefield, Lair, Trapdoor and Steps tiles, as well as tiles marked with Entry or Shortcut. The Entry and Shortcut features are permanent once placed, but the others are nonpersistent and only affect the marked room until the party group which entered the newly- placed tile finishes exploring it. The party must take it or leave it when at hand, or the opportunity is lost.

Barred doors into feature rooms of the searched variety will only take into account modifiers (to first attack round and mingled ranks) for the party's means of entry through the barred door [5.27] if the initial beast occurrence roll generates an encounter. Encounters produced by subsequent search rolls within the room are treated as standard (specified in particular feature's description).

Note that Negotiation with room beasts is allowed in Trapdoor & Steps tiles, though not in Battlefield & Lair tiles.

Steps Table:

Steps are locally persistent (while adventurers wait to ascend), remote, searched features. Steps maze segments are marked with a stairs symbol. Roll for a room beast in such a tile as usual for an ordinary room, then, after any encounter, the steps may be explored as desired. Steps chambers represent places where the party finds a possible weakness, a crucial element or an exploitable situation in the defenses of the maze (Table below).

If the party doesn't investigate a Steps chamber (a table Trial area reached by following the steps) after clearing the room,

no beast nor treasure will be found within it should the party ever reenter the room. If desired to limit the possible effects of a trial, the party may choose to enter the Steps chamber with just a select group of characters, rather than the whole party. If the party decides to investigate the steps, a trap will be encountered on a 6 (treat as a door trap, roll for on Traps Table [10.3]), then if the party continues to explore the chamber within, first roll for any beast occupant to be dealt with (per next paragraph) before rolling for the Trial as listed and applying it, after any combat ends.

When the party explores the Steps chamber, roll 1 die. If the result is 4..6, they encounter a typical beast from the table with its associated treasure. If the result is 1..3, roll again. If the second result is a 1, they find Type D treasure with no beast encounter. If the second result is 5..6, they encounter a beast with its associated treasure at +1 on the first die from the Beast table. If the result is 2..4, roll again. If the third result is a 1, they find Type D treasure with no beast encounter. If the third result is a 6, they encounter a beast with its associated treasure at +2 on the first die from the Beast table. The party may choose not to continue investigating after the initial roll, but unless all investigation rolls are completed or an encounter occurs, the room tile containing the feature must then be marked Disturbed as the party leaves. Steps chambers are treated as room tiles for all effects purposes (note See Segment effect [9.8]), however the Call mayday first round option isn't allowed to a group within a Steps chamber. Even if the party chooses to cancel the investigation, the Trial must still be rolled for.

Effects and markers noted as being treated in a particular manner for Trapdoor chambers in the Vanguard scenario rules are treated similarly for Steps chambers in this module.

In normal play, six Steps rooms are added to the room tile pool [5.13]. When the party comes upon a Steps room (newly-placed), and after the party has determined and dealt with any occupant of the room, a die is rolled to determine the specific type of the feature (the Trial) discovered per the table, then the Trial number rolled is recorded. If a number just rolled is the same as any previously recorded number, the party has traced a connection between related features necessary to activate or utilize that feature's effects, otherwise nothing further may be attempted. Assuming the party wishes to take advantage of such an opportunity, make an attempt in accordance with the appropriate entry from the table. The party must do so before leaving the newly-placed tile in which the die was rolled. If the attempt is successful, the maze is then considered to be finished (all occupants routed) without having to exhaust all the tiles in the room pool, and the party members need only make their way back to exit at the Entry tile [5.13] to conclude. If the party fails an attempt to end the maze (assuming they'd keep at it until discouraged), or even if they decline to make an attempt after having chosen to enter a Steps chamber where a connection with a prior Steps is made (when they're considered to have spent time checking around without finding anything appealing), the Turns count is increased by a roll of 1 die.

Any experience points bonuses for success are specific to the particular event encountered, and are detailed in the table descriptions.

Die	Type	Trial
1	Watercourse	Flood - 2 or more chrs must get remaining Wds Task roll result <3
2	Faultline	Cave-in - party must cause >5 (or Detrap: 4-3-2) Wds in 1 round of attacks
3	Nasty/ Bane	Rampage - unstaged Task: #spell costs <3= remote advs Rv<4 or -1 hit
4	Heirloom	Activate - Identify: 4-3-2, or Rv= (1D#) or lose all fx
5	Boss/ Leader	Duel - defeat a single Rating 8 beast w 10 Wds
6	Rumor	Deception - Negotiate: 4-3-2 -> awe, or low die< a-b bst dice; or room Disturbed

**Watercourse:** An underground stream at this spot is flowing into a narrow opening in the eroded rock wall. If the party will endeavor to create a dam that causes the stream to backup & flood out the low portions of the maze, each adventurer of the party group here may make a Task roll on a number of dice equal to his remaining Wounds. If/ when 2 adventurers score a low die of less than or equal to 2, they've collaborated to successfully plug up the outflow, and the scouring of the maze may be considered as finished.

**Faultline:** In a natural chamber at a focal point of the maze complex, you observe that the polyglot ceiling rests upon a rock formation (positioned in square b of the Field) which has a split or crack running through it as a result of seismic activity some time ago. If the party wishes to attempt to assail the fissure and bring down the roof (!), they are given one round of combat attacks to effect damage sufficient to rend it. Before these attacks, the party may try to locate the most favorable point at which to attack it by making a Detrap trial @4-3-2. If the Detrap attempts fail at the first or second pass, or no attempt is made, the number of hits of damage required to smash it is 6. If the Detrap trial second pass is successful, the number of hits drops to 4, and if the third pass is achieved, the detraper gains 10 ep and the number of hits drops to 2. Any type of attack which ordinarily produces hits against an opponent may be used effectively, and any characters placed in squares a..i receive the usual offside advantages & disadvantages [8.3]. If the fissure is forced and the ceiling collapses, any characters occupying squares a..i must make a Rv roll of 3 or less or suffer an attack of Wgt 2 & Pch 2 with Crush. Then, the jar of the roof falling might initiate a local quake, extends the faultline and weakens other portions of the maze so that it will

be abandoned and the maze is considered finished; while the party is returned to the tile from which they entered and this tile is now blocked.

Nasty/ Bane: You peer into an isolated alcove which has been turned into the nest of a creature of primal nature and elemental destructiveness: such as perhaps a hornet swarm, a balrog, dragon or genie, Tazmanian Devil or the Wild Hunt, Pandora's box, Cornish Pixies, or what have you. The creature is in a dormant or contentedly- distracted state and poses no danger unless the party desires to try to stir it up. To arouse the creature and activate it, one adventurer from the party at random must get a Task roll low die result of 2 or less on a number of dice equal to the total casting cost figures of all spells known by party group members (a "no dice" roll if none). If this fails, the creature is disinclined to take any notice of you. If you succeed in activating it, it goes on a rampage throughout the maze. It won't affect any of the characters in the activating group within its hideaway, but any other party characters in other parts of the maze must each make a Rv roll of 3 or less or suffer one damage point not stopped by anything; in between which attacks local adventurers are allowed to cast healing spells, etc. prior to the resumption of the turn sequence. The appearance of the baleful creature will cause most other occupants to flee the maze, which is considered finished at that point.

Heirloom: In a side chamber you find an oddly- shaped stand on which is set an object of a fairly common type, surrounded by arcane symbols. The object seems to be invested with a transcendent significance or capacity. If the party tries to activate the strange artifact, which might involve simply being able to pick it up and take it away without incident or maybe keying it to function/ mutate in some weird manner, one party member must try to Identify it @4-3-2. If the Identify trial succeeds through the first & second passes, the maze dwellers will be disheartened by news of its loss or disturbance/ alteration, and take it as a sign of disfavor upon their present operations - abandoning the maze in droves and allowing the party to consider it finished. Unless the trial succeeds all the way through the third pass (when the identifier gains 20 ep), the party must roll 2 dice for the heirloom's reaction to them, adding the roll result to the number of characters in the group, and on a sum of 10 or more the item emits a searching psychic pulse. If this happens, roll 1 die for the frequency/ impression/ alignment of this pulse, then each adventurer in the group must make a Rv roll and try to get any remaining die equal to the pulse die; those who cannot match the value will lose all magical, poison, etc. effects currently assigned to them (not the generating items themselves - only any effects).

Boss: The party is confronted inside a spacious lodgment area by an enraged leader beast which comes upon them from the opposite end of the room bellowing a challenge to a duel for dominance of the maze and its tenants. The lone creature has 10 Wound points, and its type is rolled for using 1 die on the last line (1st Roll beast rating 8) of the Beast table [7.1]. If the party chooses to fight it, combat proceeds as usual (no first round options available), with the party attacking first, and if it's defeated (treasure generated as per standard room beast), those dismayed beasts who garrison the maze will lose the guiding genius behind their threats, and the maze will be considered finished.

Rumor: You pick your way toward the entrance to a secluded antechamber where a sort of infirmary or rest area has been apportioned. The limited space is filled with disabled and dependent groups of the maze occupants. They are no menace to you and you may simply leave them in peace, if you desire, without any ill effects, but you might be able to impress upon them your sense of purpose for cleaning out the maze, along with the pretense of a stronger invading force, to the extent that they'll spread the word (in a suitably magnified fashion a la Beau Geste) back to their principals that resisting would be futile and so persuade them to quit the fight. To try this, one adventurer may use Negotiate @4-3-2, with the motley opponent group taken as having a high Rv of 0 in case Spellbind is employed. To succeed, you must either complete the Negotiation trial through pass 3 to awe them (negotiator gains 10 ep), or else the lowest remaining die of Negotiation result must be less than their reaction roll: equal to the difference between 2 dice. Failure of the attempt causes a Disturbed marker to be placed in the Steps tile. Success allows you to consider the maze finished.

### [8.3] Combat Formation

Offsides:

(Barred doors added) For a character who finds itself positioned among its enemies on the opponents' ground (by Snapping out of the Beguile spell [11.3], or as a result of combat "mingling" following some Barred door entries [5.27] or Negotiation attempts [7.2]) when its option to act has been chosen, the possibility of an Offsides interruption is imposed.

### [8.41] Ready Items/ Change Weapons

(Barred doors added) After moving into a new room tile through an unbarred door, or at the end of any detrapping which may occur there [5.3], before the party scouts out a room (checks for beasts), party characters are allowed to ready and/ or use items as desired. This doesn't apply to a group entering a barred door [5.27], since they will have had opportunities prior to attempting the forced passage of the door.

#### [8.45] Thief's Dodge Capability

Thieves are allowed to try to employ their defensive capability of Dodging against potential damage from most kinds of attack or device: the only exceptions so far are the Explosion spell/ scroll malfunction effect, damage inflicted by a rampaging Nasty/ Bane (Steps Table [6.0]), and the inescapable poison damage from a Poison Arrow hit, bad potion drunk, etc. Note that a Thief cannot use this capability when Shocked or Tangled [11.3].

#### [8.54] Reorganization - Changing Sides

(Barred doors added) For general reference; a character cannot cross to an open square on the opposing side, unless it's being controlled by the opponents. The only time a character can move across to the opponents' ground [8.3] is when it's controlled by, and being moved during the Movement phase of, the group whose ground it's crossing to. This usually only happens in cases of Beguile spells and Snapping out of them, or battles initiated after a failed Barred door entry [5.27] or a partially successful Negotiation [7.2].

#### [8.61] Gaining Experience

The experience award to party adventurers who complete a maze is 200- (# turns used). If this result is greater than zero, each surviving adventurer who started the maze (those assembled in the initial party creation before heading for town, not including those added as 1st grades while at large in town) gets that amount upon the party's final exit.

#### [8.62] Advancement By Experience

In the computer game, advancement in Grade is only allowed when the party is assembled outside the maze - "at large" (ie. in town). An adventurer may apply for advancement in grade whenever the entire party is in town and the particular adventurer has in his possession enough experience points and Crowns to warrant it.

#### [9.12] Potion Table

(Barred doors added) Foresight - When the party group to which the user belongs is required to make a 1- die roll to see what sort of thing they find, the user is advised of the initial roll and given the option to accept it. Should he want to try to modify it, and the potion operates, he may opt to add +1 to, or subtract -1 from, the initial roll for a result not less than 1 nor more than 6. The 1- die rolls to which the effect of the Foresight potion applies are non- Task, "table" result determination rolls. Specifically, they comprise the following: trap occurrence & type; barred door occurrence & retreat success; room beast encounter; feature room search; beast type; room feature variety & Trapdoor menace probability; secret door attempt score; Spice/ Potion/ Scroll malfunction (but not Device malfunction, which like roving beast or drop weapon rolls is considered a 1- die Task roll); treasure table probabilities (but not quantities); probability for gift from beasts awed in Negotiation; Spice/ Potion/ Scroll/ Weapon treasure type; and Armor/ Weapon bonus.

(Evade added) Alertness - When a roving beast encounter is rolled for the party group to which the user belongs, and the encounter isn't affected by a Disturbed marker passed or in the encounter tile, and Evade isn't available, or isn't used, or the encounter isn't entirely avoided by use of Evade, then the type and number of beasts is revealed and if the user wants to avoid the encounter, and the potion operates, the party sees and avoids the encounter.

#### [9.8] (Steps added) Treasure Table

Clarification for Info effects obtained in Negotiation which could relate to Steps chamber encounters:

More treasure - The beasts impart a rumor of treasure supposedly stashed nearby. Having this foreknowledge provides the party an advantage upon the next defeated room, remote chamber or Steps (Steps Table: Boss Duel [6.0]) beast trove generation at which any group arrives. The next time a Treasure Table is consulted upon overcoming the occupants of a room tile (doesn't apply to roving beasts or Negotiation awards), add +1 to all probability numbers (no bonus is applied to quantities or type of magic item, however).

Ambush beasts - This effect doesn't apply against a combat imposed as a feature element (Steps Table: Boss Duel [6.0]); only to the ordinary random encounters in rooms and remote chambers.

Options:

selections (electives, "house rules") for configuration & conduct

#### [4.1] Finishing the maze

After the party exits from a finished maze, see Skirmish game [4.2] for the rules on undergoing penalty mazes, if such are to be used.

#### [4.2] Skirmish game - At Large influences

Skirmish game setting/ milieu:

The thematic reasoning for the party's presence in the maze is that the maze represents a hidden base or rallying place for beasts who are marshalling and gathering strength in preparation for taking the field to do battle in open warfare against a local portion of the civilized populace. The tenacity and decisiveness of the party's action in cleaning out the maze will be an indicator of the extent to which the success of the party's mission contributes to defuse the beasts' threat of dominance.

Penalty Mazes:

While the maze is in progress, keep track of the number of turns the party spends doing it: this will be referred to as the Turns count. The party arrives in and explores the Entry hall tile on turn 1. On turn 2, they may move out of the Entry; so that should they exit the maze then (an exit is counted as an ordinary move) they would have spent 2 turns in the maze (and would reenter on turn 3 plus the 6- dice roll added for the exit noted below). The Turns count increments at the point where all party characters have moved from one tile to another, including those moved for support in Call mayday [8.31], or out of the maze, or into a Trapdoor or Steps chamber area even though the party isn't entering a new tile. So, if the party is split into two or more groups, every group moves and acts on the same turn.

Each time all characters in the party exit the maze (not including the final exit), add to the turn count the result of a 6- dice roll, which represents time spent in town. When the maze has been finished by the party and the party members have recovered outside, make a Guard roll (for the figurative outcome of the ensuing field armies' warfare) on six dice. On a result of less than or equal to (turn count)/ 10 (round down), all adventurers in the party which finished the maze must start a forced maze (there's no exit at the entry). That is to say, they are cut off/ surrounded in the temporary rout/ defeat of the good guys. The only exit from this maze will be at one of the rooms with a Steps feature. The optional recruitment/ impressment of new first Grade characters to augment the party group is allowed as usual prior to entry. The hall tile placed as the starting entry tile for a penalty maze is not marked with a cross as it would be ordinarily, since there is no exit for the party there.

The number of rooms with Steps to be added to the mix for a penalty maze will be figured by taking the maximum number of Steps available (typically 6), minus the party's number of exits from the previous maze (this number doesn't include the final exit, for which neither was a 6- dice turns addition made); down to a minimum of one room with Steps. The Step feature in a Steps tile of a penalty maze is persistent, unlike the ordinary use. That is, when all party members depart the tile of the feature, the feature remains and may still be accessed. Party members who don't ascend the steps may leave and return at will, but those who ascend will be required to exit the maze after any encounter in the Steps chamber.

As if that weren't bad enough, the ordeal of the forced maze will also be subject to a Handicap rolled for from the following table.



Handicap table:

- 1) All Negotiation attempts require Task roll scores of 3-2-1.
- 2) Crown & Jewel treasure generation is terminated at a mazewide total of 200 Cr (reduce a value if over).
- 3) Roving beasts don't decrement weight of Task roll for # of beasts when Disturbed marker applies.
- 4) Add +1 to second die roll on Beast Table for a nonfeature room beast (not roving beasts).
- 5) Add +1 to Traps Table type (after usual die rolling: a result of 1 becomes 3).
- 6) Doors abutting walls are treated as dead ends, not secret doors.

In the computer game, the check for a penalty maze is placed at the beginning with the other overall option choices, where configuration of the ensuing maze is done. If, upon completion of a maze, a player is uncertain whether the same party members would be inclined to recollect for conduct of the next maze, or doesn't want to be held in suspense until the next play, the applet may be restarted and the check performed at that time (or, simply make the 6- dice Guard roll manually) to determine whether the party must subsequently stay together. Then, if a penalty is called for, when the player is ready to run the penalty maze, just purposely fail the Guard roll check by entering 360 turns when prompted.

#### [5.13] Maze Tile Prep

A player has the option of limiting the extent of a non- penalty maze in order to reduce playing time for completion. One can choose to play a half or a third of a regulation maze. A half- sized maze uses a hall tile pool of 20, and a room tile pool of 30 including 3 each of Lairs, Battlefields & Trapdoors with an additional 4 Steps tiles and 3 of the room tiles having no feature marked as "hallmarked" tiles [5.23]. A third- sized maze uses a hall tile pool of 13, and a room tile pool of 20 including 2 each of Lairs, Battlefields & Trapdoors with an additional 3 Steps tiles and 2 of the room tiles having no feature marked as "hallmarked" tiles.

Number of turns added for exiting a maze in progress in all cases is still rolled on six dice, and the check for a follow- up penalty maze is still rolled on six dice.

See Gaining Experience [8.61] below for revisions to experience awards in a reduced- size maze.

#### [6.0] Rooms' Features

Steps:

For the Arms Reach module, Steps rooms are included to be used in two different ways. In ordinary play, they represent places where the party finds a possible weakness, a crucial element or an exploitable situation in the defenses of the maze (Module Steps Table [6.0]). In the case where the player is using the Skirmish game [4.2] and a party gets cut off by advancing beast troops and is forced to fight its way out of a penalty maze, they represent the only exit points from the maze for the party to return at large; since the entrance tile is no longer an exit.

In penalty mazes, Steps features are fully persistent. A character or characters may use the Steps to exit, or pass through a Steps room without using them; and should a party return to the room, the Steps feature will still be there for use.

#### [7.1] Beast Table

Posture notes: When using the Stacking option [Options: 8.55], all beasts are considered to be upright and standing one to a square when fighting (as with the standard option) except for those given as Prone in the Pst column of the Beast Table (ie. Ledgers, Runner Vines and Giant Scorpions in the Vanguard scenario) which are capable of fighting from a prone position, and are not subject to falling by mishap (eg. on broken ground), and may stack more than one to a square and still attack (and they will move to mass on the front rank once an encounter has commenced).

#### [8.41] Ready Items/ Change Weapons

During a combat, if the Stacking option is used [Options: 8.55], a character who dropped a weapon may not stoop to pick it up to change weapons when engaged by an enemy character unless the readying character is prone.

#### [8.43] Adventurers' Attacks

##### Dropped & Broken Weapons:

During a combat, if the Stacking option [Options: 8.55] is used, the weapon is dropped in the owner's square.

In the computer game, a dropped weapon or item will be placed in the square of the character who dropped it if the Stacking option is in use.

#### [8.55] Character Stance

At the start of a game, the player may opt to use Stacking for character Stance. This choice must remain in effect throughout the game. This option alters the provisions of the Standard settings as noted (and see Options: [8.41], [8.43], [11.3]).

##### Stacking option:

**Fallen:** For a character rendered unconscious, the fallen character will remain in the square where it fell.

**Moves:** In combat, any number of Lying prone characters may occupy a square, and a Standing character may still enter it as being open. Only one standing character may occupy a square at any time, and a square occupied by a standing character is not open. A conscious character who is lying in a square may Crawl to another square under the same restrictions as a standing character may take a Step - that is, the square must be open. Thus, though a standing character may step to a square occupied by one or more prone characters, a prone character may not crawl to a square occupied by a standing character.

**Actions:** Dropped items remain in the square where they were dropped. In combat, characters may not pick up a dropped item when engaged by (adjacent to) an active opponent character, unless lying [8.41, 8.43]. Standing adventurers may choose to drop to Lying stance. If a lying character wishes to ready an item by trading an item with a neighbor, both must be at the same stance. A lying character may try to use a magic item or cast a spell, subject to interruption as though Offsides [8.3] (note that intricate contraption Devices [10.3] are lost if their use is interrupted). The only type of combat attack a lying character can try to make is Unarmed, subject to interruption as though Offsides. Prone adventurers will be treated as potential targets by beasts as long as those prone are conscious.

##### Unconscious beasts display:

In the computer game, when the Standard setting is being used, markers for unconscious adventurer- controlled characters in the "fallen holding" squares (8 & h) are always shown, but markers for unconscious beast- controlled characters in the "fallen holding" squares aren't shown unless the option to "see Downed beasts" is chosen (this option is automatically enforced if the Stacking option is selected). Then they are shown as prone, with a slash across the character figure. Also, they will continue to be displayed with the "view beasts' status" key in the Profile area.

#### [8.61] Gaining Experience

The experience award to adventurers for finishing a maze [Module 8.61] isn't applicable for penalty mazes [4.2].

For reduced- size mazes [5.13] above, a party in a half- sized maze would receive experience points for exiting a finished maze in less than 100 turns; encounter ep are halved rounding up prior to division among party members, and a beast's table stat for ep per point of damage done to it is halved rounding up (1122 vs typical 1234). A party in a third- sized maze would receive experience points for exiting a finished maze in less than 66 turns; encounter ep are divided by 3 rounding up prior to division among party members, and a beast's table stat for ep per point of damage done to it is divided by 3 rounding up (1112 vs typical 1234). All other ep awards (for task performance, etc.) are unchanged.

#### [9.01] Treasure Item Distribution

##### Banking:

In the freeware version of the computer game, it's assumed that no storage facilities for valuables, weapons & equipment are available in town or in the maze. Adventurers are expected to be carrying everything they own. If the party wishes to provide for a stockpile of items, they'll have to designate one or more adventurers to act as bearers. The way this would work minimally is that the party would have to limit itself to 5 or fewer adventurers in the initial makeup. Then, when the party heads for town, add a 1st grade adventurer who, due to his addition at this point won't be receiving any experience points for

successful completion of the maze [8.61], and can act as a supernumerary. When the party makes its first entrance into the maze, the stock character must take a chance on the appearance of a roving beast, but then may just move back out of the maze by itself, where it will wait to serve as a spear (or other item) holder for the rest of the adventurers: repeating this process at each maze entry of the party and being discarded at the end of the maze.

~# items (incl fx, etc.) free - arySiz= code rev - isBnk opt in wareware ver

### [11.3] Spells

(Stacking added) Tangle - If the Stacking option is in use [Options: 8.55], killing or Swooning the caster doesn't cause the target to be unTangled until the end of the round.