Legends of the Ancient World

RULES

Participants play characters who go adventuring. Players work together against the game. One player (GM) reads the instructions and logs the party's progress.

TERMINOLOGY

A six-sided die is abbreviated d6. Rolling two six-sided dice is abbreviated 2d6. Rolling less than or equal to your dexterity (DX) with three dice, it is abbreviated 3/DX.

CHARACTERS

A character has three attributes: Strength (ST), Dexterity (DX) and Intelligence (IQ).

Strength (ST)

Strong fighters deal/survive more damage.

Dexterity (DX)

Agile characters attack and dodge better.

Intelligence (IQ)

Intelligent characters apply skills better.

New Characters

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

Example

Phoenix creates a new character and names him Ajax. He distributes 8 discretionary points, giving Ajax ST12 DX11 IQ9. For skills, Phoenix gives him *Unarmed Combat +2*, and *Medic +2*.

ACTION

Hitting a Foe

A fighter hits a foe by passing 3/DX. Roll three dice. If the total is the fighter's DX or less, he hits and rolls damage (*Weapons*).

Example

Ajax (DX11) rolls a 1, 3, and 6 for a total of 10. This is his DX or less. He hits his foe.

Checking ST or IQ

Check 3/ST for a physical feat, or 3/IQ for a mental one. A four-die check is abbreviated *4/ST*, *4/DX*, or *4/IQ*.

Winning a Roll

Opposing players roll as many dice as they want. The higher total wins. If a total exceeds the character's attribute, he fails.

Example

Ajax (ST11) grapples a foe (ST12). Ajax rolls three dice; his foe, three. Ajax rolls 11 and his foe rolls 13. His foe's total is higher, but 13 exceeds his foe's ST12. Ajax wins.

PLAYING THE GAME

Initiative

To see who goes first, each side rolls one die. The higher roll moves first. Players alternate turns for the rest of the battle.

Player's Turn

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

Character's Turn

A character moves up to his movement allowance (MA), which is his DX/2 rounded down. He may then execute ONE action.

Example

Ajax (DX11) moves five hexes and attacks.

Hex

Spaces are marked by hexagons (hex). One character occupies a hex, unless grappling a foe. A character must stop upon entering an enemy's hex (see *Tackle*).

ATTACKING

Attacker

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

Strike

You hit an adjacent foe by passing 3/DX.

Example

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

Shoot/Throw

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

Example

Ajax (DX11) shoots at his foe. He rolls 9 and hits. Ajax rolls damage.

Range

Missile range exceeds the playing board. Throwing range is the thrower's ST in hexes. A thrower must retrieve his weapon before reuse.

Tackle

A fighter tackles a foe and enters his hex by winning DX. If the fighter fails but is stronger, his foe retreats to an empty adjacent hex. If the fighter fails and is equal or weaker, he returns to his starting hex. If the foe has yet to move, the foe may first counterattack, doing an extra d6 damage.

Example

Ajax (DX11), tackles his foe (DX12). Ajax rolls 11; his foe, 8. Ajax wins. They are grappling, and occupy the same hex.

Example

Ajax tackles a foe. The Foe counterattacks first and hits. The foe does an extra die of damage. Ajax survives, and wins his tackle roll. Both characters are now grappling.

DEFENDING

Defender

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

Dodge

A defender dodges into an empty adjacent hex by passing 3/DX. He views the attacker's hit roll, but not damage roll, before deciding to dodge. A defender cannot dodge a missile weapon.

Example

A foe successful strikes Ajax. Ajax (DX11) dodges, rolling a 9. He moves into an adjacent hex. Ajax loses his next turn.

Counterattack

A defender not dodging, who survives an attack, may immediately strike or shoot his attacker. If he hits, roll damage.

Example

A foe strikes Ajax, and rolls damage. Ajax survives and counterattacks. He hits his foe but loses his next turn.

GRAPPLING

Grappling Options

Grappling foes only fight each other. He who wins ST can: 1. Roll damage; 2. Exit to an adjacent empty hex; or 3. Drag his foe one hex. Unarmed attacks do d3 damage (no armor). A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

Example

Ajax (ST12) grapples a foe (ST11). Ajax rolls 12; his foe 9. Ajax wins and rolls damage on his foe.

ZONE OF CONTROL

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

WEAPONS

Damage

Upon hitting an opponent, the character rolls dice indicated by his weapon's damage rating. He adds or subtracts any modifiers. He delivers this damage to his foe (min=1).

Example

Ajax hits for 2d6-1 damage. He rolls a 5, and 2, dealing six damage (5+2-1=6).

ARMOR

A character receiving damage reduces the damage by the value of his armor.

Example

Ajax takes six damage. His armor stops two. He suffers four damage (6 - 2 = 4).

DEATH

A fighter accumulating damage equal to or exceeding his ST dies. Injured characters fully recover between adventures.

Example

Ajax (ST11) suffers six damage. He is hit again, suffering another five damage. He has accumulated 11 damage, which equals his ST11. Ajax is dead.

CHARACTER DEVELOPMENT

A character gains one experience point (XP) per fight he wins, or per plotword he gets. A character improves an attribute by spending XP = his attribute + 6.

Example

Ajax ST12 DX11 IQ10 has accumulated 20 XP. He increases ST to 13 by spending 18 XP (Attribute = 12 + 6).

SKILLS

A character gains a one-point skill by expending 10XP.

Example

Ajax spends 10XP for knife fighting. When he fights with a knife, his DX is +1, and he does +1 damage.

MAGIC

A magic user casts a spell instead of attacking. He succeeds by passing 3/IQ. Casting fatigues (F) the magic user. When a character accumulates damage + fatigue = ST, he falls unconscious. All fatigue is recovered (staff too) overnight.

INJURY & EXHAUSTION

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

Damage

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

Fatigue

Fatigue counts towards incapacitation but not death. A fatigue point dealt to an incapacitated character is a damage point. A character

recovers one fatigue point after each encounter, and all his fatigue with a full night of sleep.

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

WEAPONS TABLE

Heft (H)
A weapon's heft is the minimum ST required to use the weapon.

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

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

ARMOR TABLE

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

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

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

(S) Fighters drop shields when grappling.

CAMPAIGNING

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

Increasing Attributes
A character increases his ST/DX/IQ by spending a number of XPs equal to his current level +6.

Example
An IQ10 character spends 16XP to get IQ11.

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

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

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

Curse
A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, or by reducing his highest attribute by one. Curses are cumulative.

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

Required Skill Checks
Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."
Example
If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.
Assisted Skill Checks
Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.
Example
Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has Climbing 3, he adds 3 to his ST for this roll.

ATHLETIC
Acrobat	Reduce fall damage by 1d6 for each acrobat level on 3/DX.
Climbing	Scale obstacles on 3/ST.
Riding	Ride large animals on 3/DX.
Swimming	Swim on 3/ST.

COMBAT
Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.
Axe	+1 with an axe, mace or club.
Bow	+1 with a bow or crossbow.
Dagger	+1 with a dagger.
Pole Arms	+1 with a spear or halberd.
Sling	+1 with sling.
Sword	+1 with a sword.
Unarmed	+1 striking; +1ST grappling.

SOCIAL
Charisma	On winning IQ against non-hostile NPC, the NPC will take action to help the party, and do nothing to harm.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Leadership	Add leadership rating to one character's attribute, per encounter.
Dwarvish	Speak Dwarvish on 3/IQ.
Elvish	Speak Elvish on 3/IQ.
Orcish	Speak Orcish on 3/IQ.
Sorcerer's Tongue	Speak Sorcerer's Tongue on 3/IQ; costs mages 10XP to learn skill.
Literacy	Literacy in specific language on 3/IQ.

SURVIVAL
Alertness	Negates surprise on 3/IQ.
Naturalist	Can find one unit of healing herbs per day on 3/IQ.
Navigation	Can find way on 3/IQ.
Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify, follow and erase tracks. Find local beings. Must pass 3/IQ.

THIEF
Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect/remove traps on 3/IQ.

TRADES
Alchemist	Create potion to boost skill or attribute, on 3/IQ. Potion raises the attribute/skill by skill level of alchemist. Effects last one encounter. Create 10 potions per XP spent. Alchemist skill costs 10XP for magic users.
Animal Handler	Prevent attack, or can tame beast by winning IQ against the animal.
Bard	Only bards may attempt a 3/IQ + Bard, to distribute one karma point per bard level to the party. These karma points must be used in current game day.
Crafts	Earn daily skilled labor rate for architect, carpenter, farmer, fisherman, jeweler, lumberjack, mason, prospector, shipwright, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST per potion = healing herb units * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Healed points can be spread across multiple characters.
Merchant	Purchase goods at 10%

	discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Sailor	Avoid collision on 3/DX.
Scholar	Know history/science on 3/IQ.

MAGIC

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

Direct Spells

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

Dynamic and Static Spells

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

Fatigue

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

Multi-Space Spells

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

Staffs/Wands

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

Charging Staffs/Wands

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

Metal Armor

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

CREATION (Static)

Creation magically creates physical objects in target spaces.

Fire-1	IQ9	2F

Burns two damage points on anyone in or passing through the target space. Armor does not protect. Wild animals will not enter fire.

Flash	IQ10	3F

Creates a blinding flash. Everyone on the board except the caster suffers DX-1. Cannot be stacked.

Shadow	IQ10	1F

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

Rope	IQ11	2F

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

Wall	IQ11	2F

Creates a 1-space solid wall that blocks movement just like a real wall. Cannot be cast on occupied space.

Fire-3	IQ12	3F

Three space contiguous fire.

Shadow-3	IQ12	2F

Three space contiguous shadow.

Wall-3	IQ13	4F

Three space contiguous wall.

Super Rope	IQ15	5F

Like rope spell, but works on creatures up to ST40.

Shadow-7	IQ15	3F

Seven space contiguous shadow.

Fire-7	IQ16	4F

Seven space contiguous fire.

Wall-7	IQ16	6F

Seven space contiguous wall.

ENCHANTING (Static)

Enchanting affects the properties or behavior of objects and beings.

Blur	IQ8	2F

Makes the target difficult to hit. All attacks are 4/DX to hit the target.

Slow	IQ8	2F

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

Assist	IQ9	1F

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

Clumsiness	IQ9	*

Drops the target's DX-1 for every fatigue the caster spends.

Confusion	IQ9	1F

Drops the target's IQ-1. A confused mage is only capable of casting spells at his adjusted IQ level or less. Spell can be stacked.

Speed	IQ10	2F

Increases target's MA+4.

Slippery Floor	IQ10	1F

Character in spell space fights at 4/DX.

Leather Flesh	IQ11	2F

Gives target 2-0 armor. Cannot be stacked with other armor spells.

Reverse Missiles	IQ11	3F

All missiles aimed at the target attack the shooter, not the target.

Slippery Floor-3	IQ11	2F

3-space contiguous slippery floor.

Freeze	IQ12	4F

Freezes the target for the duration of the encounter. Each turn, the froze character breaks the spell by winning IQ against the caster. Mages cannot cast spells while frozen. If frozen character takes damage, the spell is broken.

Invisibility	IQ12	4F

Target is 5/DX to hit.

Mage Sight	IQ12	3F

See through any visual obstruction, both natural and magical. See invisible characters.

Flight	IQ13	4F

Target flies with a MA=12. Target is 4/DX to hit while flying.

Slippery Floor-7	IQ13	3F

7-space contiguous slippery floor.

Stone Flesh	IQ13	4F

Gives target 4-0 armor. Cannot be stacked with other armor spells.

Dispel Magic	IQ14	4F

Dissolves any single spell by winning IQ against the caster. Or if the caster is absent, the IQ level of the spell.

Spell Shield	IQ14	4F

Protects target from direct spells.

Death	IQ16	*

Gives the target one damage point per fatigue point the mage spends.

HEALING (Dynamic)

Heal Wounds	IQ10	3x

Target heals one damage point per two fatigue points expended. Caster can treat self. Spell does not work on character below net zero ST.

Reverse Death	IQ14	*

Revives a character killed in the current encounter, stabilized at ST1. A character having taken 2xST damage points is irreversibly dead. Cost = ST of character revived.

Channel Energy	IQ16	ST+3

Transfers damage points from one local character to another. Direct spell if target is hostile.

ILLUSION (Static)

Illusion and images are imagined objects. Images disappear upon touch; illusions do damage until disbelieved or killed. A character disbelieves an image or illusion by winning IQ against the caster.

Image-1	IQ8	1F

Creates a one-space object seemingly real.

Illusion-1	IQ11	2F

Creates a one-space object seemingly real.

Sleep-1	IQ11	3F

Target immediately falls asleep. He wakes when attacked or shaken for a turn.

Image-4	IQ13	2F

Four space contiguous image.

Mind Control	IQ13	5F

Target will do as instructed unless suicidal. Target cannot act on the turn his mind is taken over. Each turn, target recovers by winning IQ against the caster.

Illusion-4	IQ14	3F

Four space contiguous illusion.

Sleep-4	IQ14	4F

Four space contiguous sleep.

Image-7	IQ15	4F

Seven space contiguous image.

Illusion-7	IQ16	5F

Seven space contiguous illusion.

Sleep-7	IQ16	8F

Seven space contiguous sleep.

KINETICS (Dynamic)

Kinetics is the ability to move remote objects. Magic strikes *(Fist, Fireball, Lightning)* act as missiles and cannot be resisted as direct spells.

Magic Fist-1	IQ8	1-2F

Does Xd6-2 damage for X fatigue spent. Max two fatigue.

Drop Weapon	IQ8	1F*

Target drops weapon. Costs 2F if target has ST30+.

Avert-1	IQ9	1F*

Caster moves one character away from him. Costs 1F for every three spaces moved.

Trip	IQ10	2F*

Knocks victim down, causing him to lose his turn. Costs 4F if target has ST30+.

Shock Shield	IQ10	1F

d6 damage (no armor) to other characters in the mage's space.

Avert-3	IQ11	2F*

Caster moves characters in three contiguous spaces away from him. Costs 2F for every three spaces moved.

Magic Fist-3	IQ11	2/4F

Like Magic Fist-1, but for three contiguous spaces. Twice cost of Magic Fist-1.

Blast	IQ12	2F

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

Break Weapon	IQ12	3F

Shatters the target weapon. Cannot be used on

magical weapons.

Fireball-1	IQ12	1-3F

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

Fireball-3	IQ14	2-6F

Like Fireball-1, but for three contiguous spaces. 2x cost of Fireball-1.

Lightning-1	IQ14	1-4F

Does d6 damage for every fatigue spent. Max: 4 fatigue.

Magic Fist-7	IQ14	3-6F

Like Magic Fist-1, but for seven contiguous spaces. Three times the cost of Magic Fist-1.

Avert-7	IQ15	3F*

Caster moves characters in seven contiguous spaces away from him. Costs 3F for every three spaces moved.

Fireball-7	IQ16	3-9F

Like Fireball-1, but for seven contiguous spaces. Three times cost of Fireball-1.

Lightning-3	IQ16	2-8F

Like Lightning-1, but for three contiguous spaces. Twice the cost of Lightning-1.

Lightning-7	IQ18	3-12F

Like Lightning-1, but for seven contiguous spaces. Thrice the cost of Lightning-1.

MORPHING (Static)

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

Werewolf	IQ11	2F

Wolf: STx1 DX13, MA8; Attack d6+1; Hide 1-0.

Werebear	IQ13	4F

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

Weregoyle	IQ15	4F

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

Weredragon	IQ17	8F

Dragon: STx4 DX13; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0; MA16 flying. Damage taken in dragon form reduced by 1/4, rounded up, when character reverts to human form.

SEEING (Dynamic)

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

Reveal Magic	IQ9	1F

Detect all local magic.

Read Mind	IQ12	1F

Read one "talk" option ahead without have to take the option.

See Future	IQ14	3F

Read all options, one instruction ahead, before making choice.

SUMMONING (Static)

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

Summon Wolf	IQ9	3F

ST10 DX13 IQ6 MA8; Attack d6+1; Fur 1-0.

Summon Warrior	IQ10	3F

ST12 DX12 IQ8; Broadsword 2d6; Shield 1-0.

Summon Bear	IQ11	5F

ST30 DX11 IQ6; Attack 3d6; Fur 2-0.

Summon Gargoyle	IQ13	5F

ST20 DX11 IQ8; MA16 flying; Attack 2d6; Stony Skin 4-0.

Summon Giant	IQ14	5F

ST45 DX10 IQ8 MA8; Club 3d6+3; Tower Shield 3-0.

Teleport	IQ15	1F

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

Summon Small Dragon	IQ15	6F

ST30 DX13 IQ16 MA16 flying; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0.

Summon Dragon	IQ16	9F

ST60 DX14 IQ20 MA20 flying; Attack 4d6; Fire (missile) 4d6; Scales 5-0.

Raise the Dead	IQ18	*

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

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