Legends of the Ancient World

RULES

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

CHARACTERS

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

Strength (ST)

Strong characters inflict/survive more damage.

Dexterity (DX)

Agile characters can better attack and dodge.

Intelligence (IQ)

Intelligent characters can better apply skills.

New Characters

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

DOING THINGS

Passing a Check

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

Example

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

Checking ST or IQ

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

Winning a Check

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

Example

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

PLAYING THE GAME

Initiative

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

Surprise

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

Player's Turn

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

Character's Turn

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

Example

Ajax (DX11) moves five spaces and attacks.

Space

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

FIGHTING

Attacker

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

Defender

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

Strike

You hit an adjacent foe by passing 3/DX.

Example

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

Dodge

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

Example 1

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

Example 2

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

Counterattack

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

Example

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

Shoot/Throw

An attacker with a missile or throwing weapon hits an unobstructed foe by passing 3/DX. If he hits, roll damage. A shooter cannot move in the turn he shoots, but a thrower can.

Example

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

Range

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

Tackle

A character enters a foe's space by winning ST or DX (his choice). If he fails but is stronger, he still forces his way into space, pushing his foe into an empty adjacent space. If the defender has not yet moved, he may counterattack first, doing an extra die of damage if he hits.

Example 1

Ajax (ST12), enters Hector's (ST11) space. Ajax rolls 12, Hector rolls 11. Ajax wins. They are now grappling.

Example 2

Hector (ST11) enters Ajax's (ST12) space. Hector rolls 13, Ajax 9. Hector fails. Hector must retreat back out of the space.

Example 3

Ajax (ST12) enters Hector's (ST11) space. Ajax rolls 3, Hector 11. Ajax fails. But since Ajax is stronger, he forces his way into the space. Hector must exit into an adjacent unoccupied space, or he will be grappling with Ajax.

Example 4

Ajax enters Hector's (DX12) space. Hector does a preemptive counterattack, rolling 12. He hits Ajax doing an extra die damage. Ajax survives, and wins his tackle roll on Hector. He enters Hector's space, grappling him.

GRAPPLING

Grappling Options

Grapplers only fight foes in the same space. The grappler winning ST can: (1) Roll damage on his foe; (2) Exit into an adjacent empty space; or (3) Drag his foe one space. Unarmed attacks negate armor. A grappler with 2x ST of his foe moves and acts normally, carrying his foe.

Example 1

Ajax (ST12) grapples Hector (ST11). Neither is armed. Ajax rolls 12, Hector 9. Ajax wins and rolls damage on Hector. Ajax rolls 2, but adds 1 since he is stronger. Hector suffers 3 fatigue.

Example 2

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

Example 3

Ajax (ST12) grapples Hector (ST11). Both roll 8. Ajax wins. He drags Hector one space.

Outside Attacks

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

NOTES

Change Weapons

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

Zone of Control

If an attacker tries to move around or past adjacent defenders without attacking or entering their space, the defenders may counterattack or tackle the attacker without being hit.

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 play, a character fully recovers in a week, provided: (1) he remains in one location, (2) has adequate shelter, (3) is fully provisioned, and (4) participates in no combat or any other activity.

WEAPONS

Damage (D)

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

Example

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

Heft (H)

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

UNARMED	D	H
Unarmed (U)	d3F (U)	-
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	d6-1	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 (2R)	2d6	12
Arbalest (R3)	3d6	14

(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) D3 fatigue, (+1 if the attacker is stronger).

ARMOR

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

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

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

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

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

(S) Shields cannot be used while grappling.

CAMPAIGNING

Experience Points (XP)
Characters use XPs to buy skills, magic and ST/DX/IQ points. After each 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, each character gains one XP.

Advancement
A character raises his ST/DX/IQ by spending XPs equal to the next level. He 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. A character may increase an attribute or skill during play, but can only learn new skills and spells between adventures.

Example
An IQ11 character spends 12XP to get IQ12, but spends 10XP to increase a skill one point.

Karma/Wish
A character expends a karma point to re-roll one set of dice. A character expends a wish to negate all damage, even if he was just "killed." A character can use a wish as a karma point, or a karma point as one XP. Unexpended karma, wishes and XP roll over to future adventures.

XP Penalties
A character lacking sufficient XP to pay an XP penalty must reduce his highest attribute to make change. In return, he receives what he paid for the attribute in XP.

Example
A character has ST13 DX11 IQ10. He must pay a 5XP penalty, but currently has no XP. He reduces ST13 to ST12, getting 13XP. He pays 5XP and has 8XP remaining.

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, three karma points, or 10 XP. 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

"On passing 3/ST against SWIMMING, Ajax swims ashore."

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

"On passing 3/ST+CLIMBING, Ajax scales the wall."

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 ace, mace or club.
Bow	+1 with a bow.
Dagger	+1 with a dagger; +1 grappling.
Pole Arms	+1 with a spear or halberd.
Sling	+1 with sling.
Sword	+1 with a sword.
Unarmed	+1 striking; +1ST grappling.

SOCIAL

Charisma	Control non-hostile NPC by winning IQ.
Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
Leadership	Add leadership rating to one character's check on 3/IQ.
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

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 local beings; negate surprise on 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. Potions cost 1XP to create. Alchemist skill costs 10XP for magic users.
Animal Handler	Prevent animal attacks by winning IQ.
Bard	Distribute maximum of one karma point per bard level, to be used in the current adventure on 3/IQ.
Crafts	Earn daily skilled labor rate for Carpenter, farmer, fisherman, jeweler, mason, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used 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 direct spell, however, requires the mage to win IQ against his target. A mage cannot move in the turn he casts a spell. A mage can only cast 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. A mage can cast a direct spell or a magic strike as his counterattack to a tackle.

Dynamic and Static Spells
Dynamic spells are single-use; 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/wand 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. Characters wearing metal armor suffer an additional die of damage from lightning.

CREATION (Static)
Creation magically creates physical objects in target spaces.

FIRE-1   IQ9   3F
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-2. Not cumulative. Dynamic spell.

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 for

all actions. Upon passing 4/DX, 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   2F
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.

Assist   IQ9   1F
Adds +1 to any of the target's attributes for the current encounter. Can use on self.

Clumsiness   IQ9   *
Drops the target's DX-1 for every fatigue the caster spends.

Confusion   IQ9   *
Drops the target's IQ-1 for every fatigue the caster spends.

Speed   IQ10   2F
Doubles the target's MA.

Slippery Floor   IQ10   1F
Character in spell space fights at 4/DX.

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. If frozen character takes damage or fatigue, 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.

Flight   IQ13   4F

Target flies has MA12 flying. Target is 4/DX to hit while flying.

Slippery Floor-7	**IQ13**	**3F**

7-space contiguous slippery floor.

Stone Flesh	**IQ13**	**3F**

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 the target from any direct spells.

Iron Flesh	**IQ15**	**4F**

Gives target 6-0 armor. Cannot be stacked with other armor spells.

Death	**IQ16**	*****

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

HEALING (Dynamic)

Heal Wounds	**IQ10**	*****

Target heals one damage point per fatigue point expended. Caster can treat himself. 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.

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**	**3F**

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

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** | **3-9F** |

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 when character reverts to human form.

| **Weregoyle** | **IQ15** | **4F** |

Gargoyle: STx2 DX11; Attack 2d6; Skin 4-0; MA16 flying.

| **Weredragon** | **IQ17** | **5F** |

Dragon: STx3 DX13; Attack 2d6+2; Fire (missile) 2d6+2; Scales 3-0; MA16 flying.

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.