

# 7 Hex Dragon House Rules

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## Abstract

We here at 7Hex Dragon bought Wizard and Melee back in the late 70s and played as children (4th - 9th grade). After a 25 year gap, we are back with some our children and friends. This ponderous set of House Rules reflects some of the informal changes we made back in the late 70s and early 80s (as far as we can recall!) and evolved from finding the same deficiencies many of us have found with TFT as compared to other games (GURPS, DnD, RuneQuest). TFT is a light, elegant system that was rich enough to feel realistic but simple enough to play quickly. It captured our imagination, but reflected it's one-off arena combat origins in a few areas. The biggest things we wanted to address, without adding much complexity and keeping the spirit of the game intact, were:

1. Balance Attribute and Skill based advancement
2. Improved Melee defense, shield and weapons skills
3. Rework Weapon Damage to reflect the Character more than the weapon
4. Rework PoleArm damage
5. Rework and Expand Saving Throws to make them a Contest between skills
6. New Character Types to add richness to the game
7. New Spells, Weapons and lots of monsters (demons, undead, kobolds)!

Things we wanted to do but have not: rework HTH Combat and introduce a fourth attribute to allow wizards to advance an attribute other than ST to cast more spells (like Runquest POW). We always laugh at Conan the Sorcerer with a ST19. We generally have just assumed that it is "inner ST" and don't give wizards the "Advantages of Great Strength". We hope you enjoy these additions and alterations. Great thanks to Steve Jackson for creating it, and Metagaming for publishing it. Just wish they would re-release it or give up and copyleft it to give to the community...

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# 1 In The Labyrinth/General Changes

## 1.1 Character Generation

Max ST for Non-Giant 1 Hex Humanoid = 29

Max IQ = 29

Max DX = 29

## 1.2 Death and Unconsciousness

0 to  $-(0.5 \times \text{FullST})$  unconscious

$-(0.5 \times \text{FullST})$  to  $-\text{FullST}$  bleeding out, needs physiker in 15 minutes or will die. over

$-\text{FullST}$  Really Dead

## 1.3 Contest Saving Throw

A Contest Save is taken from the Advanced Melee HTH section called “Pinning: (For Greeks Only)”. It was a good idea and we have made general use out of it. Similar to pinning a foe, a Contest Save pits two attributes (say the IQ of a Wizard vs. the IQ of another person he is trying to control or the ST of a disease against the IQ of the physiker trying to cure it). The saving roll is then adjusted by the difference between the attribute being rolled against and the strength of the opposing attribute. For example, a 15 IQ wizard is trying to control an IQ 12 Hero. The hero has to roll three dice plus 3 (the difference between his IQ and the Wizard’s) and get 12 or under. Conversely, a ST 8 disease is trying to infect a ST10 hero. The hero would roll 3 dice minus 2 (the difference between the ST of the disease and the hero’s ST). This allows a slightly more fine grained approach than just the usual 2die, 3die, 4die, etc saving throw. This can be used for traps and secret doors (an IQ 15 trap would require an IQ 13 trap remover to roll three dice plus 2 to get 13 or less). We use Contest Saves in several places including Disease, many spells and Rear Hex Shield Rush.

## 1.4 Disease

Some of our new nasties carry disease so we needed a frame work. I stole Runequest’s! There are three diseases: Creeping Chills, Brain Fever and The Shakes. They all behave similarly in that they attack one attribute (ST, IQ, DX, respectively) and can be cured by a Physiker or Master Physiker or a new 7HexDragon spell Cure Disease depending on their severity. Each disease is given a ST rating that is used to make a Contest Save (see above) against the victim’s ST to avoid it. For instance a Winged Shadow Demon can carry a Creeping Chills 15. So to avoid contraction the character exposed (through damage inflicted, any HTH or handling the body in a messy way) must make a Contest Save: his ST against the Disease having a “ST” score of 15. If the character contracts the disease, they will lose the total amount of ST, IQ or DX per month as is the base ST of the disease. So in the example above, if the character contracts the 15ST Creeping Chills, then he will lose 15ST per month until he dies (about 1ST every 2 days). He can be cured by Wish, Cure Disease spell or by a Physiker or Master Physiker. The Physiker gets one and only one attempt to cure the disease and he makes a Contest Save the ST of the disease vs. his IQ. If he makes it, he will cure the disease in one week (hope you have a week’s worth of ST/IQ/DX left in you!). A Master Physiker makes a Contest Save but gets to roll one less die for the save. A creature can have more than one disease (or you can say it is a new disease that attacks more than one attribute). Physikers will charge for curing diseases at about 100 Silver per point of the disease as this involves a week of care, expensive ingredients and personal risk via exposure. He collects half if he does not cure the disease. PC Physikers who try to cure diseases can be paid, but have to make their Contest Save to avoid contraction if they fail to cure it. They can attempt to cure themselves once. Once cured, you recover your attribute points at 1 every other day. While sick, characters will be treated as if their current diseased attribute really is their total attribute. So a hero with ST 14 who has lost 4 points of ST due to the Creeping Chills will no longer be able to wield his Halberd (with a ST requirement of 13). A wizard with 14IQ who has lost 1IQ to Brain Fever will not be able to cast Lighting (IQ14 Spell). GM should roll for contraction and only tell the character they have a disease when they lose their first attribute point. I have managed player to player contagion by context (i.e. if there is reason to believe PCs have very close

contact like one carrying the other after injury, or any Physiker curing injuries, etc then I make a contagion roll in secret).

The following are creatures that are likely to carry a disease (though any creature can be sick). The number following the creature is the chance (on 3d6) that the creature will have a communicable disease (i.e. if you roll 14 or under the Ghoul will have a disease). The GM can always decide if they have one or not. The number after that is the dice to roll for the ST of the disease. If they have a disease, the GM can assign it or roll 1d6: 1-3 Creeping Chills, 4 Brain Fever, 5-6 Nerve Shakes. Also note that certain locations (like bogs, marshes, battlefields that have not been cleared) can have diseases themselves or can add bonus to the ST or probability of creatures carrying diseases, so Zombies in a disease infested marsh might have a probability of 11 to have a disease and its ST may be 2+2, etc. As a rule of thumb marshes and bogs will add 1 or 2 to the disease probability and ST. Battlefields in top decay form will add 1-3 to each.

| Diseased Creature                          | Chance Diseased on 3d6 | Disease ST |
|--|------------------------|------------|
| Ghoul                                      | 13                     | 5d         |
| Winged Shadow Demons                       | 9                      | 4d         |
| Demon Drone                                | 6                      | 2+3        |
| Vampire                                    | 5                      | 2+2        |
| Rats (Giant or otherwise)                  | 12                     | 3-1        |
| Spider, Scorpion, etc (Giant or otherwise) | 6                      | 2d         |
| Hymenopteran                               | 7                      | 2+1        |
| Harpy                                      | 9                      | 3d         |
| Wolf                                       | 5                      | 2-1        |
| Zombie                                     | 9                      | 2+3        |
| Kirean Zombie                              | 6                      | 2d         |

## 1.5 Weapon Talents

**Pick/Hammer:** A weapon talent more amenable to the hammer lover. The Hammer/Pick talent lets you use a good range of weapons without having to have multiple talents to get them. The sword people get the dagger (which everyone has to have to survive HTH), really good one handed weapons like the bastard sword and the highest damage weapon Great Sword. So they can have a dagger at their belt, a bastard sword and shield and a backup Great Sword all for 3 talent points (one for shield, two for sword). The Axe/Hammer/Mace people have to pick up an extra 1 for knife and maybe 1 for shield. Never mind the PoleArm users, there are no good one handed weapons (the spear does a whopping 1+1) so many pick up sword to get the dagger and good backup weapon. That's 2 for pole arm, two for sword and just use the Main-Gauche for shield as you can't waste that many precious IQ points on basic weapons, not to mention any kind of missile weapon. So we have the Hammer/Pick talent which trains in:

Hammer

Military Pick

Great Hammer

PoleHammer (Bec-de-Corbin)

(Heavy Pole Hammer (Lucern Hammer))

Now we still need the knife talent, but at least we have a good backup weapon if our Bec-de-Corbin breaks (the Military Pick!), or a good two handed backup if our millitary pick breaks.

**Weapon Mastery:** IQ 10 Talent (3) Prerequisite - Relevant Weapon/Shield Talent. This replaces the Fencing Talent for any non-missile/non-thrown weapon (but note you can have mastery with an Axe, you just don't get any Mastery advantages if you throw it). The lower of DX or AdjDX with the mastered weapon must be 13 (i.e. an unarmoured swordsman with DX 12 and a +1DX Fine Broadsword is not eligible to be a Master at all and a DX 14 Swordsman in Chainmail can have the talent, but will get no benefit until he gets his AdjDX up to 13). If the lower of DX and AdjDX is 13, 14, or 15 he does

+1 Damage with the weapon. Also, attackers are at -21X to hit you when you are using your Mastered weapon and they are in your front hexes. Finally, attempts to engage in HTH combat from a Master's front hexes while using the Mastered Weapon rolls at +1 for HTH results (i.e. resulting in less likely that the HTH will occur). If the lower DX and AdjDX with the Mastered Weapon is 16 or higher, he gets +2 Damage, opponents are at -2DX to hit, and the Master adds 2 to HTH outcome rolls for attempts to engage in the Master's front hexes while wielding the Mastered Weapon. This seems to reflect what I have seen of advanced swordsmen, they are better attackers (i.e. use their hip/shoulder snaps to get better damage) and better defenders making them harder to hit.

One of the deficits of TFT was the high DX fighter, hits first, hits last. We have tried to curb that with slowing character advancement past 50 points and adding better defense possibilities with Weapon/Shield Master (so even the 15AdjDX fighter would be reduced to 12AdjDX facing a Weapon Master and 10AdjDX facing a Weapon/Shield Master).

Note: I have generally only applied this to one weapon and not a weapon type (i.e. not all swords or all axes/maces/hammers, etc like the basic talents). Rather you are Master of 1Handed Axe, or 1 Handed Hammer/Pick, or 2H Sword, etc. I do tend to allow *very* close weapons to count like: Broadsword and Bastard Sword (used one handed only and not Rapier), Halberd and PikeAx (but not spear or naginata), Javelin and 1 Handed Spear (but not 2 handed spear), etc.

I generally don't allow the -DX to affect 3-hex or larger creatures. So clumsy giants would still get their shot in, as they would not care for the niceties of a weapon master, but would simply have too long a reach and smash their way through. Same for Dragons, etc.

**Shield Mastery:** IQ 10 Talent (3) Prerequisite - Shield talent and the lower of DX or AdjDX must be 12. Similar to Weapon Mastery (and same IQ level as Fencing), but gives the user +1 hit stopped and -2DX to an opponent to hit you when you have a Shield ready and your attacker is in one of your front hexes. Additionally, "spiked shield rushes" do +2 damage. This can be combined with weapon mastery for a potent combo of -3 or -4DX and an extra 1 hit stopped, but note the 3 IQ cost for both (plus the weapon talent, shield talent would take up 9 IQ points). The Shield Master does not get the HTH bonus (the idea is that the attempt to engage in HTH is met with the business end of a deadly weapon). We did allow someone to have Main-Gauch Mastery which allowed them to have one extra-hit defense (2) and -2DX for opponent, which is a stretch, but allowed the renaissance style blademaker in. I do allow the -DX for larger creatures with the Shield as a balance and realistic aspect of a good use of the shield.

## 1.6 Experience Points and Advancement

Trying to strike a balance between advancing attributes in the spirit of classic TFT, but having a more skill based approach, this new Experience point table allows slightly faster advancement up to 50 points, then slower to get higher points with an incentive to purchase skills. Developed enough characters can buy Talents with Experience points (you must have the minimum IQ for the talent and all prerequisites to understand it, but you don't have to increase your IQ to "make room" for it, though see below). Only characters higher than 45 points can take advantage of this. To do this you get to add one point to your talents for 250 EP (for example, if you wanted Acrobatics you would have to save up 750EP to get it). You must have the minimum IQ required and any prerequisites. So if you are a 46 point character with an IQ of 12 and 12 points of Talents, and don't want to wait to add three points to your IQ, you can buy the Fencing talent for 750 Experience Points (since you already have an IQ of at least 10 for the Talent itself and presumably the Sword talent). You will technically have 14 points of Talents with a 12IQ, but that is okay!

| Total Attributes | EP Needed     |
|------------------|---------------|
| Up to 36         | 125 EP each   |
| 37 - 40          | 250 EP each   |
| 41 - 45          | 750 EP each   |
| 46 - 50          | 1,500 EP each |
| 51 - 55          | 5,000 EP each |
| Every 5 Points   | 1.5xEP        |

I do put some upper limits to talents (i.e. they cannot have more talents than they have IQ, counting each talent as 1IQ point, so Acrobatics and Master Armourer would count as 2 IQ points to the absolute total). This balances Heroes with Wizards a bit better I think.

## 2 Advanced Melee Changes

### 2.1 Rapiers

We thought it sad that the swashbuckling, Renaissance Rapier Blademaster could not survive in Melee. The 1d6 was simply not enough to ever carry one. We have addressed this in our House Rules. See the new Weapon Damage table below, weapons now represent additional damage to the Unarmed Damage found in Advanced Melee. The rapier wielder gets one special advantage in that he can choose the higher of ST or DX (not AdjDX, BaseDX) as the base for his Unarmed Damage when using the Rapier. If the Rapier user chooses DX as his Unarmed Damage base, then he can wear no more than leather armour! This allowed the Cyrano's and Romeos back in the game and we justified it on the basis of the design of the weapon. The damage is still on the light side, but by pumping DX the rapier user will hit first and get some more damage from that same DX, balancing out the low damage, plus they are eligible more quickly for Weapon Master Status (below). We took some back by giving an extra 2 points of armour to those wearing more than chainmail, not including shield. Example: A man in chainmail with a shield fighting a man with a rapier does not get the 2 point bonus, but a man in Plate does (with the idea that a Rapier is very ineffective against Plate, you have to shoot for under the arm, eye holes, etc).

### 2.2 High DX Archers

High DX archers who can shoot twice get to shoot the first time during the movement portion, in proper DX order and the second time during regular combat in proper DX order. This seems a bit more realistic, they should get the first shot off as people are running at them. Plus it breaks up some of the clumsy you-move-I-move, you-hit-I-hit ordering. Plus my half-elven archers are a whiney lot and complain that they get shorted in combat, they are often lucky to get one arrow off before some wolf jumps on them.

## 2.3 PoleArms

We have some real PoleArm addicts so we reworked the PoleArm section to better balance them (we take away some of the high level charge damage but add a just a little back with 2 new pole arms).

First a new PoleArm that does just a little more damage than the Halberd and PikeAx, the PoleHammer. This is a PoleArm of the Bec-de-Corbin/Bec-de-Faucon type, see damage table below. If you want to integrate it into the classic TFT, then it will do 2d like the halberd and weigh the same and be 2 meters long, but will ignore up to 2hits of armour. It was made with both a fluke/spike designed to puncture thin armour and a four pronged hammer designed to pierce chain or land a percussive thump on more heavy armour (and of course a long spike/blade on top to take a charge). These kinds of weapons start to take over the sword in duels after the advent of Plate Armour (with the recognition that the PoleHammer will do more damage to a man in PlateArmour than a sword, but a little less than against an unarmoured man). Minimum ST is 14. Shields do *not* count as armour and are still effective in blocking hits, but hides/scales/fur/StoneSkin, etc do count as armour. Examples: a Gargoyle attacked with a PoleHammer will only have 1 effective hit armour. A man with cloth armour and a small shield will still block 1 point of damage for the shield, but the cloth armour is negated by the PoleHammer. A bear would have no effective armour against a PoleHammer. You can also have a Heavy PoleHammer, like the Lucern Hammer, that does the same 2+2 damage as the PikeAx, but ignores up to 2 hits of armour and minimum ST of 16 to wield it. It has the same weight and length as the PikeAx.

Now that we have given the PoleArm user some new toys, we take away some of the insane Charge Attack damage. If you are using the 7HexDragon damages for weapons (see below), then you do double the weapon portion of damage (not the total damage, the ST modifier is not doubled), but that is much less (the PoleHammer only does 1+1 and the Heavy PoleHammer only does 1+3, plus non-doubled ST modifier). For example, a 16ST Hero wielding a HeavyPolehammer charge attacks a wolf. Since it is a Heavy PoleHammer it ignores the armour of the wolf (note the Heavy PoleHammer actually ignores up to 2 hits armour, but does not get any further bonus after ignoring the wolf's 1 hit armour: i.e. the PoleHammer does not get to do an additional point of damage since the wolf only had 1 hit armour). The Base Unarmed Damage for a 16ST Hero is 1d, the Heavy PoleHammer does 1+3, doubled for charge, 2+6. Total charge damage is 3+6 and ignores the wolf's 1 point fur. In Classic TFT, charge damage is as follows: Heavy PoleArms (Halberd, PoleHammer, PikeAx) do an extra 1.5xdamage, round down in a charge attack, not double. Light PoleArms (Javelin, Naginata, Spear) do an extra 1d damage in a Charge Attack situation. This is much less damage for the heavy ones, but we tried to compensate a bit with the PoleHammer and the Mastery Talent above. Reducing armour gives some controlled damage back without the huge potential of doing 4+4 (28 hits or more if it is Fine or Enchanted).

HTH vs. PoleArms: If a charging attacker is successfully hit by a polearm user for extra damage due to being set to take a charge attack, the charging character cannot initiate HTH combat that turn (i.e. he has been impaled at a distance of 3-5 feet away and can only swing a weapon on his turn). He is stopped in the adjacent hex. Next turn charging attacker may attempt HTH. Additionally flying creatures dropping down into HTH are considered to be charge attacking and can be impaled. If they are hit for extra damage they fall into a random hex (roll 1d6) next to the PoleArm wielder and must save 3DvsDX to avoid falling down into that hex. They may attack if they do not fall down, but not initiate HTH.

## 2.4 Damage based on ST with Weapons Modifiers

It is the man, not the weapon that kills. Now different weapons have different abilities and certainly a military pick is likely to do more damage than a bare fist or short sword to a man in plate armour. We have tried to strike a balance, giving due nod to the man as the weapon (via ST and DX) and the weapon as having varying properties. The adjacent table is the Advanced Melee Unarmed Damage. The Weapons Chart below should then add damage to the base Unarmed Combat Damage. This adds some small complexity to TFT and we have on our our character sheet an AdjDX field for each weapons since they may all have different AdjDX scores (Hammers do more damage but are slower to wield, rapiers are long and fast, etc). While this is our largest deviation off of the elegant simplicity of Melee, this setup has the advantage of elegantly taking care of the insane Charge Attack damage of polearms, you just double the weapon portion of the damage before adding the ST modifier, which cuts it back a good bit (see PoleHammers above).

| ST         | Unarmed Damage |
|------------|----------------|
| 8 or less  | 1-4            |
| 9 or 10    | 1-3            |
| 11 or 12   | 1-2            |
| 13 or 14   | 1-1            |
| 15 or 16   | 1              |
| 17 to 20   | 1+1            |
| 21 to 24   | 1+2            |
| 25 to 29   | 1+3            |
| 30 to 39   | 2+1            |
| 40 to 49   | 3+1            |
| 50 to 69   | 4+1            |
| 70 to 99   | 5+1            |
| 100 to 139 | 6+1            |

## 2.5 Weapon Adjustments to Unarmed Damage

| Weapon           | Min ST | AdjDX               | Damage  | Notes   |
|------------------|--------|---------------------|---------|---|
| Club             | none   | none                | +1      | Any sturdy, simple stick                      |
| 1H Hammer/Mace   | 11     | -1                  | 1d      | ignore 2 hit from armour. Includes Pick       |
| 2H Hammer/Mace   | 16     | -2                  | 2+2     | ignore 3 hits from armour. Pick, Maul, Mallet |
| 1H Flail         | 15     | -1                  | 1+2     | Ignores shield/Main-Gauche/parry              |
| 2H Flail         | 14     | -1                  | 2d      | Ignores shield/Main-Gauche/parry              |
| Dagger           | none   | +1                  | +1      | See TFT Main-Gauche                           |
| Rapier           | 8      | +2                  | 1-1     | See Rapier Above,-2 hits vs. Plate            |
| Orc Sword        | 11     | -1                  | 1+1     | Heavy Unbalanced Scimitar                     |
| 1H Sword         | 10     | +1                  | 1d      | Includes Bastard Sword used 1H                |
| 2H Sword         | 14     | +1                  | 2d      | Includes Bastard Sword used 2H                |
| Great Sword      | 17     | none                | 2+1     | 6 foot behemoths                              |
| 1H Axe           | 9      | none                | 1+1     | War Axe, Ignores 1 hit armour                 |
| 2H Axe           | 14     | none                | 2+1     | Battle Axe, Ignores 1 hit armour              |
| 1H Spear         | 10     | +1,taking Charge +2 | 1-1     | Charge 2-2                                    |
| 2H Spear         | 11     | +1,taking Charge +2 | 1d      | Charge 2d, 2Hex Jab                           |
| Halberd          | 13     | +2,taking Charge +2 | 1+1     | Charge 2+2, 2Hex Jab                          |
| PoleHammer       | 14     | taking Charge +2    | 1+1     | Ignores 2 hits armour,Charge 2+2, Jab         |
| Pike Ax          | 15     | taking Charge +2    | 1+3     | Charge 2+6, 2Hex Jab                          |
| Heavy PoleHammer | 16     | taking Charge +2    | 1+3     | Ignores 2 hits armour,Charge 2+6, Jab         |
| QuarterStaff     | 10     | +1                  | +2      | Disarm Option                                 |
| Cestus           | none   | none                | +1      | Multiple attack with two Cestii               |
| Wizard's Staff   | none   | none                | 1d only | see Staff, no Unarmed Damage                  |

## 2.6 Armour

We have added Bringandine/Scale armour consisting of a lightly treated layer of leather with scales or thin plates on top of the treated leather, then soft Leather on top of that. The plates were very effective against

blades and the triple layers spread the impact of blunt weapons around a bit. Stops 4 hits and is -4 DX. Cost is one third more that of Chainmail.

We allow Fine Chainmail and Fine Brigandine/Scale to take the same number of hits, but take one less point off of DX (-2 for Chainmail and -3 for Scale/Brigandine). The cost is 10x that of regular Chain/Brigandine (it can be made with lighter materials and better workmanship to reduce weight and to form fit the user, it has to be custom made for the user like Fine Plate and can't be "found").

## 2.7 Critical Hit

Critical hits doing double and triple damage double or triple the actual damage after armour. So if a man in chainmail is hit for a double damage critical hit by a man with a broadsword, the damage is rolled normally, say a 7. 7 minus three for the chainmail is 4. Double that to get 8. Cuts back a good bit on damage to anyone with a bit of armour.

## 2.8 Rear Hex "Shield" Rush

This is a way to make stronger characters a little more down to earth. Any engaged character who has an open rear hex can be "shield rushed" (though note shield *not* required!) and knocked down by a figure the same size/number of hexes. The idea being an engaged figure can more easily be knocked down by being hit from behind, on the knees, etc. If the rusher is stronger than the rushee, there is a 5-die save vs. DX to avoid falling. If the rusher is equal to or one point weaker than rushee's ST, it is a 4-die save. If the rusher is 2 points or more weaker then it is a 3-dies save. Even a hobbit can barrel roll into the knee of a strong human and knock him over. Optionally, you can do a Contest Save (see above), but only in the favor of the rusher (so if the rusher is weaker than the rushee, it is just a 3D save, if the rusher is stronger, then adjust accordingly). The rusher then has the option of also engaging in HTH combat with a -1 on the HTH roll to determine outcome (i.e. the outcome will more likely favour the attacker getting into HTH).

# 3 Advanced Wizard Changes

## 3.1 Summoned Beings and Magic

Of course summoned beings can use magic (the demon can teleport and grant wishes). See the Shadow Wight Mage, Lich and Skeleton Lord below. Of course you want to keep balance by closely controlling the spells a summoned being is allowed to have.

## 3.2 Saving Rolls - Contest Save

All thrown spells that directly involve a victim are allowed a saving throw against the most logical attribute (Sleep vs ST, Control Person vs. IQ, Trip vs. DX). There are no saving throws for spells that only temporarily reduce attributes (Confusion, Decrepitude, Clumsiness). This is mostly for thrown spells. See Contest Save above.

## 3.3 Missile Spells

Missile spells affect the caster like melee damage in terms of -2DX penalty the next round and being knocked over (i.e. casting a 5ST fireball will give the casting Wizard a -2DX next round and an 8ST fireball will knock the caster down, though he will get the spell off just fine). This is to damper boring one-off missile tactics, especially those with ST batteries.

## 3.4 Elementals

Note new Elemental in the Bestiary below, the Frost Elemental.

### 3.5 Open Tunnel

Open Tunnel does not kill an organic being if used on him. If the character misses DX saving throw, then all non-magic metallic/stone/earth items disappear (metal armour, metal part of weapons, stone jars, etc). Cloth, leather, wood, etc all stays put as does any other organic matter (food, plants, bows, non-metal arrows and heads, etc).

### 3.6 Long Distance Teleport

I hate this spell, it ruins balance and makes adventures hard to manage. I have banned it entirely in most cases, but also have a variation that changes it to a strictly last ditch chance to escape imminent death. It requires the caster prepare a single home site to which to teleport (usually the Wizard's lab). The home site must have a strong mnemonic device somewhere (any well known object will do: a book, a painting, etc). There is a huge risk though, roll 3d6: a roll of 6-13 means all goes well. A roll of 3,4,5 means the wizard shot too low and is partially encased on the ground (roll of 5 means loss of feet and legs, 3 and 4 mean death). A roll of 14+ means the teleporter shot too high, 2 feet per number over 13 (i.e. a roll of 17 means a fall of 8 feet with resulting damage). If the caster puts a thick cushion on the spot, he will not suffer any fall damage, but a roll of 6 indicates he teleported into the cushion and has to make a 4d save vs. DX to avoid losing his feet).

### 3.7 New Spells

Just a few spells I have added to fit the 7Hex Dragon Campaign. See the Necromancer below for a few more. Most were added to further the Campaign or to support a character desire. We have an arachnidish wizard and an Ice Mage (we have altered many spells trivially: ice wall for wall, summon polar bear for summon bear, etc). And again, see the Necromancer below.

#### IQ 9

*Summon Giant Spider* (C) Cost 1+1. Summons a Giant Spider to fight for the wizard.

*Despair* (T) Cost 1. Creates low morale (-1 penalty for morale checks) and pessimistic outlook of an acute nature, reduces MA by 2 and ST and DX by 1 (count as fatigue in both cases). Animals will tend to disengage and wimper unless summoned or well trained. Contest Save IQ of caster vs. IQ of victim. This is mostly for the Shadow Wight Mages. Lasts 5 turns, ST and DX need 15 minutes resting to come back like fatigue.

*Bladesharp* (T) Cost 1 per extra hit damage. Increases the damage of any bladed or piercing weapon by 1 hit per one ST put into the spell up to 5. Lasts 3 turns. The damage is magical and is not included in any doubling (pole arm or critical hit).

*Chills* (T) Identical to Clumsiness (-2DX, etc) but due to icy chills from inside causing stiffness and shakes.

*Mist* (C) Like Darkness, but a cold foggy mist. Precursor to Frost Cloud below. Also like Darkness comes in larger sizes at the same IQ as Darkness.

#### IQ 10

*Climb Walls* (T) Cost 2. Allows someone to climb walls and similar surfaces like a giant spider. Very smooth surfaces (marble, glass, etc) will not hold, but trees, castle walls, tunnel ceilings, etc all work. Note that climbing involves at least three appendages so complex spell casting and fighting can't be done while holding on to a wall (any spell that you have 3 or more IQ point more than needed to cast could be done, but no melee attacks without falling).

*Throw Web* (T) Cost 2. Throws a one hex web from the caster's hand/staff to ensnare a victim. Treat as the Giant Spider's web from In The Labyrinth. If the wizard makes his AdjDX roll assume the person is ensnared and must roll 3d against DX to avoid falling. If they do not fall, they can stand and fight at -4DX or cut through the web. If they fall they can only cut through the web with an edged weapon. Only works on creatures with less than 30 ST. Any creature with 30 or more ST will simply yank it off like so much loose yarn.

*Swarm* (C) (Cost 2+1) - Summons a cloud of insects to befuddle and attack anyone in an original 3hex range. After the first round the insects will follow the victims, even if they split up. The insects cause 1 hit of damage per turn, armour does not help and all victims are at -2 DX due to the attack.

*Ice Wall* (C) (Cost 2) - Like Create Wall but of ice.

### IQ 11

*Scorpion Staff* (T) Cost 2. Makes the casting wizard's staff a long undulating magic scorpion tail that can lash out 2 hexes (like the PoleArm 2Hex Jab) and has the same poison as the Giant Scorpion. It takes two hands to hold the staff and the Wizard must strike with it like a regular weapon (i.e. the staff does not have a mind of its own and the wizard must choose to attack with the staff like a melee weapon or take some other option, but not both). Lasts 5 turns.

*Chitin* (T) (Cost 1+1) - Like Stone or Iron flesh, creates an insectoid chitinous skin consistency that stops 2 hits per turn.

### IQ 12

*Frost Cloud* Cost 2. Creates a very dense and sub-zero frigid icy cloud that can initially move away from the caster at 2Hex/turn or sit still. It will stop if it runs into a wall or other blocking object. Once it stops, or if it was cast originally stationary, the caster cannot put it in motion again. It is opaque and any one caught in the cloud cannot see (treat like a shadow hex). Every turn in the ice cloud does 1 hit damage, armour/StoneSkin does not help. Any fire creature takes 3 hits per turn (salamander, dragon, etc). Additionally you must make a save vs. ST (or a Contest Save) to avoid chills and muscle stiffness that will take -2DX while you are in the Cloud and for 3 turns after. From the Mages of the Karlyd Tundra who also can walk in the middle of this and suffer no damage. This is often what opposing armies see is a giant frost cloud rolling towards them hiding the Karlydian Army.

*MH Despair* (S) Cost 3. Like Despair above, but centered on the caster such that anyone getting next to him has to Contest Save or be affected by Despair.

*4Hex Web* (T) Cost 4. Throws 4 continuous hexes of Web (as per the Throw Web spell above). All with ST less than 30 in the affected area must roll against DX to avoid falling, etc.

### IQ 13

*Frost Brand* Cost 2. Similar to Flaming Weapon, this drops the temperature of any metallic weapon deep into the sub-zero range. Any hit that penetrates armour and does damage will do an extra +2 Frost damage and a 3d save vs. ST or lose -2DX due to stiffness and chills. Double damage to any fire creature (salamander, dragon, etc).

*Cure Disease* ST Cost same as the ST of the disease. Takes 1 hour per ST of the disease to cast (during which time the wizard is generally occupied) and the Wizard makes a Contest Save, his IQ against the ST of the disease to see if he can cure it. If he fails he is exposed and must himself make a Contest Save at -2 to avoid the disease. Can only be cast once against a particular disease (well, it can be cast more than once, but all attempts past the first are guaranteed failures!). Example: IQ 14 Wizard tries to cure a 15 ST Brain Fever, it will cost 15ST and take 15 hours (the ST is expended all at the end) and the Wizard will need to roll 14 or under on 3d+1.

*Ice Blast* (T) Creates a deeply sub-zero ball of ice like substance about the size of a pomegranite that can be thrown and will explode, cause 1d to all in the hex it lands and the hexes adjacent it. All taking damage from the Blast will be at -2DX for 3 turns and a MH Mist will cover the area of the Blast for 5 turns unless there is a heavy wind about. Note it takes one turn to create and one turn to throw. The wizard and friends will be hurt by the blast if they are in range.

### IQ 14

*4 Hex Frost Cloud* Cost 4. Creates a 4 hex icy cloud. See Frost Cloud above.

*Snow Crystal Ball* Cost 8. Creates a temporary crystal ball with limited abilities to scan within 5MH diameter of the holder. Good for looking on the other side of doors/walls. Lasts 5 turns.

*Familiar* (T) (Cost 10ST) When cast on a small, ordinary animal of low IQ (smaller than an eagle: toad, small owl, raven, bat, small snake, small fox, etc). Will become the Wizard's familiar for life. The wizard can see through it's eyes if the wizard concentrates (closes his own eyes and focuses) and the familiar is within a mile or so. Familiars will follow rudimentary mental commands even including suicidal ones. Takes 4 hours to cast with ST used evenly throughout. Two DX roles, one at the beginning and one at the end. Kills the animal if it fails. The animal has to be awake, alert and restrained (caged or held onto strongly). I generally don't allow poisonous animals or animals with any serious attack capabilities.

*Cone of Cold* (M). Like lightning, but a narrow cone of sub-zero waves rolls out of the wizard's palm/staff doing 1-1 per ST put into the spell, anyone taking damage has -2DX for a number of turns equal to the ST put into the spell or by the number of ST damage done, whichever is lower (i.e. if a 5ST Cone only does 2ST damage, then -2DX for 2 rounds, but if it did 8 damage, then only 5 rounds). Anyone taking more than half their total ST in damage is frozen for 2 turns, then -2DX after that. The lowered DX is due to chills and stiffness. Metal armour at half effectiveness.

### IQ 15

*Limited Possession* Cost 6 per week. Similar to the Possession spell but of limited time frame (usually 27 days, one less than a lunar cycle). Also, every week the victim gets a Contest Save to see if they can break free, if they fail, the caster spends another 6 ST. The death of the victim while still possessed causes 2+2 damage to the caster. This was added to give Shadow Wight Mages and interesting twist and I generally limit it to magical creatures.

*Deep Darkness* (T) Cost 3+1. Casts a gloomy MH Shadow that will disorient anyone who does not make an IQ Contest Save against the IQ of the caster. Disorientation included the effects of the *Despair* Spell and Confusion spell. The Gloom persists for 3 turns after you emerge from the Darkness. Mage Site users have to make a 3D save against their IQ to see through the Deep Darkness. (Again mostly for our Shadowwight Mages). Only shadowwights can see through this darkness and escape it's Gloom (since they are pretty Gloomy anyway).

*Ice Touch* (T) For every point of ST you put into the Ice Touch spell, you do 1-1 die of damage to anyone you touch, with a contest save to avoid -2DX due to chills and stiffness. Lasts 3 turns. Additionally you can completely freeze objects by touching them (maybe making them easier to break, allowing passage over a still, small body of water, etc). Game Master discretion, but some guideline:  
1ST freeze small, hand held object in 2 turns: glass of water, grapefruit, small book  
2ST freeze small, hand held object in 1 turn or small 2 handed object like a 1-2 gallon water pouch in two turns.  
5ST freeze a small path across a 3 hex still body of water in 3 turns (or one hex per turn)  
8ST freeze a regular sized door (not heavy oak double door) for easier breaking in 3 turns.

### IQ 16

*7 Hex Frost Cloud* Cost 5. Creates a 7 hex icy cloud. See Frost Cloud above.

## 3.8 New Kind of Magic: Spirit Field

There are two kinds of magic, normal/mana and spirit. Spirit Magic uses the Spirit Field. The Spirit Field is distantly analogous to the Gravity Field. Live individual spirits carry with them a weak Field that attracts other spirits and Spirit Energy, the stronger the Spirit the stronger the Field. Spirit Energy is the imprints and remnants of significant spiritual events (death, strong emotion, high creativity, etc) and the vague spirit life of plants and animals that floats about us, unrecognised. Normal magic and spirit magic have some similar characteristics and are not entirely disjunct, but learning one does put you at a disadvantage for learning the most different parts of the other. So Necromancers, who use Spirit Magic, can learn elemental spells like Lighting at a cost of 3IQ points per spell, and a regular wizard can learn purely Necromantic spells such as

Spirit Jar at a cost of 3IQ points. Spirit Magic is adept at affecting living organisms (see Decrepitude, Induce Fear), manipulating and binding the Spirit Field (see Spirit Jar, Golem or Become Lich) or recalling spirits to do your bidding (see Spectre, Summon Skeleton Lord). Spirit Magic is un-adept at manipulating non-living matter (Lightning, Open Tunnel, Drop Weapon, Rope, non-Demon/non-undead summoning spells).

Other properties of the Field is that it flows around the Necromancer and he can “focus” it on certain objects in different ways. This limits the number of kinds of Spirit things he can have at once. The Spirit Jar creates a flow focus that is disrupted if another Spirit Jar is added to the Necromancer’s Field. Similarly with the Golem. Additionally, the Field is weak and certain things cannot go too far from the Necromancer. General rule of thumb is 6 feet (or two hexes) for Spirit Jar/NecroStaff and 50 feet (or a little more than 5MH) for Golems since they actually carry their own even weaker Field so can go further than the purely inanimate Spirit Jar. Summoned beings can go as far as they want, as they have their own full strength Fields.

The idea was to create a new character type that would lend some richness to the game, keep the balance and stay true to the spirit of TFT that any character can learn any skill if he works hard enough. We figured that the non-elemental spells (like Control Person, Detect magic) were accessible to both Necromancer and Wizard since they had enough in common. So anything that did not directly manipulate matter was allowed to the Necromancer. Play balance (which we have played around with a good bit and are happy, though it is imperfect), involves a trade off between the Necromancer’s cheaper and lower IQ requirement summoning type spells (Spectre, Skeleton Lord, etc) vs. not having other summoning spells (like Gargoyle and Dragon) and no missile or elemental spells. The ability to have a Lich summon a Skeleton Lord who summons a Skeleton Warrior means the Necromancer can summon 3 beings for a cost of 2ST/turn. Though note that each of them are not particularly strong (i.e. the Lich can do little damage directly, and the Skeleton warrior is not particularly deadly compared to a 4 hex dragon). So even though it looks like a lot of firepower for 2ST/Turn, a Lich, Skeleton Lord and Skeleton Warrior are no match for a 7 hex dragon in straight combat (possibly even a 4 hex dragon played well!). Couple that with no Missile Spells and the Necromancer is a fairly weak in straight duels. The Necromancer’s summoned undead make up a bit for that with a good bit of flexibility in non-duel circumstances. For example, Lich summons Skeleton Lord and makes him invisible, now you have a Lich and an Invisible Skeleton Lord, all for only 2ST/round to the Necromancer! Or using the Lich to cast expensive spells during hot combat (MH Induce Fear, then Spell Shield, *and* Invisibility on the Necromancer, etc), saving the Necromancer from spending strength for those kinds of spells when he needs them. The Lich as ST battery is quite a common scenario and Necromancers do well in dungeon crawls, but not duels.

As an additional bonus, you can use this to give weapons and staves and such intelligence and spells. If a sword/staff/crown has a Spirit Field it will have ST and IQ and can even have a spell or two.

## 4 Character Specialisations

### 4.1 Knight/Muhajireen/Templar/Samurai/Paladin

#### 4.1.1 Summary

A potent fighter with combat spells like a wizard and combat talents acquired as easily as a hero, the Knight is a combination Wizard and Hero. Generally the Knight is going to be rigid and chivalrous, refusing to hide, stab in the back or cheat. All combat with humanoids of distantly similar size will never be by ambush unless heavily outnumbered (5 or more to one). Ambush of demons, giants, dragons, undead, etc is okay since they are the devil's spawn and have no honor. Knights will never associate with dragons, demons, undead or those who summon them. They will not willingly work with Necromancers unless there is a much higher calling (i.e. the repulsion of demons or the defeat of an evil Necromancer), never for treasure or mutual self-interest. He can be formidable in his armaments and armour (iron flesh and fine plate make for a hefty defence!). The Knight will use enchanted weapons, but will generally shy away from any magic item that supplies any ability not on the restricted list (i.e. no summoning, no invisibility, no conceal, etc).

He is formidable in the field and arena as the Knight can have advanced weapons talent, horsemanship and a wide range of defensive spells. He is effective against evil wizards as he can have Spell Shield, Reverse Missile, Mage Sight and can step up and fight! He is less flexible than other characters as he spends all his time in combat pursuits. No alertness, no help with traps, no effective missile weapons, no tracking and no Physiker limit some of his flexibility in a long campaign.

The religion of the Knight should be a rigorous one, demanding honesty, fairness and bravery. Most Orc religions will not generate a Knight (they are more likely to be barbarian type berserkers), though an Orc devotee of Islam or Buddhism or Apollo could easily become a Knight (though will not always be treated as well by the nobility).

Knights tend to be one of:

*Keep Knight* - When the Knight's religion is a minority in hostile territory (think of the Christians after the first Crusade or the Muslims in Spain shortly before their expulsion) this Knight is useful, holding down the fort against foes with Combat talents, Armourer and maybe an Enchant Weapon and Banish spell. He is a one-man Enchanted armoury to himself and his comrades. Heavy on defence/armour and withstanding assault.

*Knight Errant* - Combat Knights go on quests with Disciples and funding from the local courts. More spells and melee oriented talents than the Keep Knight, this Knight usually starts from a friendly home country and goes into dangerous territory for short periods. Think European Crusaders, Muslims taking Persia or Byzantine Turkey, Raiding Samurai, etc.

Knights think magic to be of dubious origin and can't use it. However, they have some Holy Powers they can use that are spell like and they only cost him 1 (not 3) IQ cost:

Curse, Holy Protection (a.k.a. Spell Shield), Reverse Missiles, Break Weapon, Detect Enemies, Fist of Heaven (a.k.a. Magic Fist), Drop Weapon, Dispel Illusion, Weapon/Armour Enchantment, Stone Flesh, Iron Flesh, Repel Undead (See Necromancer below), Mage Sight, Banish (see below).

The Knight can only pick from these talents:

All weapon and Unarmed Combat Talents, fencing, Two Weapons, etc.

Priest/Theologian

Courtly Graces

Warrior/Veteran

Charisma

New Followers

Chivalry (see below)

Tactician/Strategist

Horseman/Master Horseman

Seamanship/Captain

Physiker/Master Physiker

Armourer/Master Armourer

Goldsmith (really only for the Silver Armour)

#### 4.1.2 Disadvantages

Must take Priest and Horsemanship and one of Chivalry or Courtly Graces as soon as IQ permits (i.e. Knight bumps his IQ to 11 and has 10 points worth of talents and spells already, cannot take another talent/spell until he gets Courtly Graces, so he would have to bump his IQ to 12 to get the extra point to afford Courtly Graces at a cost of 2, he cannot take any other talent or spell until he fulfils that one).

Can't use missile weapons (unchivalrous to shoot from a distance), Holy Fist (see below) is okay as it is God striking, and not the Knight.

Can't use magic and have iron like any wizard, at least he is an armorer so he can make his own Silver Armour (most Knights focus on their talents early and are similar to standard heroes, and then take their first magic spell when they can get some silver arms and armour).

Will not use magic items that give him power not on his spell/talent list. Basically any magic items he can use would only enhance what he could do anyway (i.e. stone flesh ring is okay, but a summing amulet is not). Enchanted weapons are okay since they improve his melee weapon combat talents, and he can make them himself, but an Axe that summons a fire elemental is no good.

Must be honest except under the most serious distress involving the lives of innocent others (can never lie to save self).

Must follow whatever religious strictures are in place for his religion (and there is no religion to kill for money). Think Christianity, Islam, Buddhism, Bhagavad Gita. While there can also be "Black Knights", even their religion has to rule oriented and highly regimented and honesty and valor are required. Keep 'em honest GM!.

#### 4.1.3 Knight Talents

IQ 11

*Chivalry* (3) Prerequisites: any Weapon Talent, Horsemanship and Charisma. Sort of a combination of Warrior, Courtly Graces, Priest and other goodies. The Chivalrous Knight can move easily in High Society, getting +1 on reaction rolls with the upper classes and +2 or more with people positively affiliated with his religion. He can whip up support for a reasonably formulated crusade (like New Followers for a very narrowly defined mission that furthers the religion) and do some very crude religious functions like lead a prayer before battle if a full Priest is not around (will always defer to a full Priest). He gets a +2 benefit on fear saving rolls (Spectres, Necromancers, etc). This talent also includes Warrior: +1 hits stopped.

#### 4.1.4 Knight Spells

IQ 15

*Banish* Cost - same cost as to initially summon the creature. Unsummons any one creature (Wolf to Dragon to Demon to Lich). GM rolls this. Does nothing to illusions, Knight then does not know if creature is illusion or if he missed the Banishment. Caster makes a Contest Save (see above), his IQ vs. IQ of the wizard/necromancer who summoned the creature. Failure to banish means no ST was expended. Example: IQ 15 wizard summons a Giant, IQ 13 Knight casts Banish. The knight has to roll a 13 on 3+2 (the +2 being the difference between the Wizard and Knight's IQ). If he is successful then the cost of the spell is 4ST (the same as to initially summon a giant).

## 4.2 Necromancer

### 4.2.1 Summary

The Necromancer is a scholarly variation of the Summoning Wizard who depends on his undead creatures to do his fighting for him. Necromancers are generally misunderstood. Most are well intentioned, trying to understand death for the broader good, the sake of truth and forestall it for others (see below regarding Physiker). However the topic of death induces natural fear (and Necromancers have the ability to magically exploit that against those who mean them harm). Additionally, those few Necromancers who are truly malicious earn undue notoriety (sort of like a “I told you so” publicity to justify their fear of the Necromancer in place of their fear of death).

The Necromancer has very little ability to inflict damage directly and should avoid HTH at all costs. The general idea is that the Necromancer will be able to summon more beings sooner (lower IQ requirement and lower ST cost) than a regular Wizard, though they will be weaker beings than what other Wizards will summon for similar IQ level. For instance the Spectre is comparable, but weaker to the Gargoyle, the Skeleton Lord is comparable but weaker than the small Dragon, the Golem is weaker than the elemental, etc. However, two of the beings the Necromancer can summon, can themselves summon one or two creatures. This leads to the possibility of the Necromancer having a small army for little ST. This is the Necromancer’s greatest strength as a character (and a small pain for the GM who has to track them). Additionally since he studies the biology of death and dying, he is a natural Physiker and can acquire that skill for a cost of only 1 each for Physiker and Master Physiker with appropriate IQ. Many Physikers are Necromancers, though many do not admit to being Necromancers to their patients.

Necromancers study the whole death process and are adept at recognising and using the spirit energy and passing spirits within their Field. All living beings carry a field around them that attracts spirit energy and passing spirits/ghosts/etc, not entirely unlike gravity weakly bending space to attract other matter. There is spirit gravity! Necromancers can feel this and bend it to their will to a limited degree, recognise more defined spirits in the flux and bind them for short periods, etc.

All Necromancers take the Oath. The Oath is similar to the Hippocratic Oath in the attempt to do no harm, focus their research on the preservation of life and the understanding of death, and to maintain the proper place of Death in Nature. All Necromancers belong (or used to belong) to various scholarly brotherhoods. These have splintered over the centuries as the ethics of studying and manipulating the death process is fraught with ethical issues that are hotly debated and cause schisms. The resulting isolation often creates specialisation with some brotherhoods, some in summoning spirits, others doing resurrections and healings, others focus on combat Necromancy to enforce the Oath and others capturing/binding spirit and psychic energy. There can be harsh feelings including a -1 to -2 on reaction rolls if two Necromancers meet and realize they are from antagonistic brotherhoods, but generally assume neutrality or slight (+1 reaction) good will between brotherhoods as most Necromancers are looked on with suspicion by the general population and must stick together.

Almost all Necromancers are part of the Wizards Guild of whatever town they live in, though are less likely to be greatly involved and in smaller towns may hide their true profession where they don’t carry a NecroStaff. They minimally participate, pay their dues (in some smaller areas they can be exempted if they pay Necromancy dues to the brotherhood and the brotherhood is the major source of Physikers and resurrections in town). Additionally, in very large cities, the Necromancers can form a voting block that rarely seeks control of the Guild, but only to bend policies favourable to their work and partial independence. Necromancers are generally less status conscious than other Wizards, and what status there is revolves around research and discovery.

### 4.2.2 Disadvantages

The Necromancer has compensating weaknesses for the extra skills and summoning abilities.

*Elemental/Creation Spells* The study of death, dying, recall of spirits, binding of spirits, etc demands so much time that no Necromancer has the slightest clue when it comes to the core elements of water, fire, air, electricity and earth. As such he can use these spells only at the 3 IQ point cost of the hero (i.e. he can learn Lighting as opposed to three other spells that are allowed to him). The rule of thumb is spirit energy is not particularly adept at directly altering material entities, but is fine at mental control, detection of life/enemies/magic. These extra cost spells include:

Flight  
Magic Fist, Lightning, Fireball and Wizard's Wrath.  
Shock Shield  
Fire  
Create Wall  
Reverse Missile  
Darkness  
Summon Elemental  
Control Elemental  
Open Tunnel  
Break Weapon  
Iron/Stone Flesh  
Repair  
(Giant) Rope  
Shapshifting

Nor can he create illusions of any of the above (where relevant) as they would be immediately obvious as illusions since they would be so unconvincing.

This greatly reduces the hits a Necromancer can directly put on an enemy. The way of the Necromancer is more scholarly and uses minions to do his damage, or, in a pinch, fear of death to get out of a tight scrape. He is also vulnerable to damage since he has no native Stone/Iron Flesh and will seek compensations with other defensive spells or with items that give him those abilities.

*Summoning* He can also only summon the Demons from the normal spell table (no wolves, Myrmidon, bears, gargoyles, giants or dragons, though he can do illusions of those at no penalty). NecroStaff may give him away to people who know about NecroStaves (Necrostaff wielder summons a wolf is just begging for the smartest opponent to disbelieve). Note: we have had internal debate about illusions as a type of material creation spell. Some think Necromancers should not have illusions as both a balance issue (makes Necromancers too powerful compared to normal Wizards) and as making the most sense in restricting Necromancers from having any creation type spells. Others say that Illusions are not material at all but mental control and similar to Control Person. We would be happy for any input from those who have played a 7Hex Dragon style Necromancer in their own campaigns as to either the balance or coherence issue.

### 4.2.3 Necromancer Talents

IQ 12

*Heal Bone* (1): Needs a Necromancer Kit including bone meal, tendons and potions (1KG) and can heal 3 ST of bone damage per injury to a skeleton. GM may allow this to help broken arm of a living being, but should keep it limited. Similar to Physiker but for the True Skeleton crowd. Most useful if the Necromancer is able to keep a Skeleton Lord around permanently with a Magic Item or the Create Skeleton Lord spell (see below). Skeletons and Skeleton Lords do not naturally heal (Liches have a healing process that take roughly the same time as a live human body (1ST every two days).

### 4.2.4 Necromancer Spells

New Spells that Necromancers can have for 1 IQ cost, but to any others (including other wizards) they are 3 IQ points as they use the Spirit Field and not usual magic. That takes more study and more sensitivity to the Field for non-Necromancers.

**IQ 8**

*Summon Shadow Spawn* (C) (Cost 1+1 per turn maintained) - Summons a Shadow Spawn ST8 IQ9 DX10 MA8 to fight for the Wizard. Can cast 3 Hex Shadow for 1ST and touch does a Drain ST (1-1 fatigue

damage goes straight to the Shadow Spawn, ignores non-enchanted armour, enchanted armour is half effective, round down). They are blinded by light more than a torch and will cast 3 Hex Darkness to protect themselves first in bright light. Natural ability to see in the dark and can pass through any hole where air can go (keyholes, cracks under doors). They are unable to lift anything material, but can make great spies in dark rooms since they are hard to see (treat as invisible in any dimly lit room) or can go through a keyhole to look for traps in chests though they can't disarm it). Note, Necromancers in good standing can't use this spell as it invokes an Impressed Remail.

### IQ 9

*Summon Skeleton Warrior* (C) (1+1 per round). Summons a Skeleton Warrior ST11 DX11 IQ9 with a shortsword and small shield.

*Detect Undead S* (Cost 2ST) - Detects and Types all Undead within 5MH and makes them glow for 6 turns (White for Willing Return, Blue for Unwilling Return, Amber for Re-animated and Red for Impressed Remain).

### IQ 10

*Decrepitude* (T) (Cost 1ST per 2IQ/DX) - Causes victim to experience the onset of old age -2DX and -2IQ per ST. Lasts 3 turns.

### IQ 11

*Repel Undead* (T) (Cost 3ST): All undead stay Mega-MH away or move away if already too close (Contest Save, see above). Lasts 5 turns.

*Induce Fear* (T) (Cost 2ST). Victim experiences a hint of the icy hand of death and is affected at a biological, and probably psychological, level. Victim makes (Contest) Save vs. IQ. If he makes it, victim loses 2DX for 3 turns in trembling and distraction. If victim fails, he runs blindly away at full MA from combat/others and trembles and pants for -3DX -2IQ for 5 turns.

### IQ 12

*Spirit Jar* (T) Cost 6ST. Create a 5ST "battery" out of a pristine skull for use to cast spells. The Necromancer gathers residual psychic energy from his surrounding field and "focuses" it around his person with the *Spirit Jar* (easier if there have been several recent deaths in the area, you'll find Necromancers using their Physiker talents after large battles to help the wounded and bottling up all the spirit energy while they are there). Requires 6 hours to prepare (3 hours near a place of 100 or more recent deaths) and needs a fully intact skull that is the same race as the Necromancer (i.e. human skull if the Necromancer is human, Dwarf skull if Dwarf, etc). Must be "ready" in the Melee sense to use (most put them on their Staves). You don't have to use it all at once (you can use the Jar for 1ST of a 2ST spell and provide the other yourself) and if you cast a 6 point spell you can use the Soul Jar for 5 of the ST and yourself for the rest, etc. Note the NecroStaff below is topped with a Spirit Jar. The skull can be reused as long as it is in pristine condition. If the Spirit Jar is separated by more than 5 feet (1Hex) from the Necromancer the "charge" lasts 12 turns before fading at 1ST per turn (yes, they "sleep" with them). A Necromancer can only carry 1 of these at a time as they are similar to magnets and repel each other, breaking the focusing field. Only the Necromancer who made it can use it, as it is tied to his field and is attuned to focus those energies. A Necromancer may use the skull from someone else's Spirit Jar, but must let it loose its charge by being more than five feet away from its creator for enough turns (or by killing the other Necromancer). Then the skull can be charged by the acquiring Necromancer.

*Summon Shadow Wight* - Cost 2+1. Summons a Shadow Wight Mage to fight for the Wizard. ST 10 IQ 10 DX 10. Spells 3 Hex Shadow (Cost 1ST), Darkness, Confusion, Detect Life, Summon Shadow Spawn (see above), Drain ST (treat as melee attack, 1d fatigue damage goes straight to Shadow Wight, ignores normal armour and stone/iron skinn spells, but enchanted armour at half effectiveness round down). They have natural ability to see in any level of darkness. Note this is a Necromancer spell, but the

Oath does not allow the use of Unwilling Returns, so no Necromancer in good standing can cast this. Wizards have taken this spell over and use it (for 3IQ cost) and renegade Necromancers, thrown out of their brotherhoods can use it if they can find someone to teach them (or stole it out of the forbidden archives of their Brotherhood's library), but will be tracked down by the Enforcer Brotherhoods for using Unwilling Returns should they be found out (could make a good campaign theme).

#### IQ 13

*Summon Spectre* (C) (2+1 per round): ST 16 IQ 11 DX 11 MA 6/10 if angered. Partially material ghostly figure, similar to a wight. Looks like a pale and glassy eyed humanoid, slowish unless angered. In bright light it will appear to be unnaturally dim, like it is under a shadow. In dark, it glows very dimly. Can traverse walls at 2MA. Cannot fly, but since most material things are more solid than the spectre he can walk on a twig, string, water, etc. His hit does a Drain Life of 1d+1 that goes straight to his ST and ignores all armour (even iron flesh, but enchanted armour will be at half effectiveness). He is difficult to hit well and non-magical weapons all hit at -2DX for half damage. The first successful hit by the Spectre also counts as an Induce Fear spell that the victim must save 3d against IQ (4d if he does more than 5 hits). Each additional attacks do not Induce Fear, only the first successful.

#### IQ 14

*Drain Life* (T) Cost 2ST drains 1d damage fatigue points to the victim and gives it to the Necromancer, but can only heal fatigue, not injuries. If the Necromancer has no fatigue ST to heal, the spell will still do 1d fatigue damage to the victim. His only weapon in HTH combat (unless he has a silver dagger or a shock shield ring of some kind). Hope a True Skeleton or Spectre can come and help him.

*Summon Skeleton Lord* (C) Cost(3+1) ST 18 IQ 12 DX 16 AdjDX13. MA 6 Chain Mail (total of -4 hits with Warrior Talent), one of GreatSword/Hammer/PikeAx and dagger. Summons a fearsome Skeleton Lord. A Necromancer can only summon one Skeleton Lord or Lich at a time unless he has a NecroStaff. Has the following skills:

Warrior (takes 1 hit off damage)

Induce Fear (no ST cost)

Summon one (and only one) Skeleton Warrior (same ST cost as spell)

*MH Decrepitude* (T) (Cost: 4ST) MH Decrepitude -2DX and -2IQ per 4ST. 3 turns.

#### IQ 15

*Golem* (T) (Cost variable, takes four hour to cast) ST variable IQ 7 DX 8 MA 8. Bind a spirit to an appropriate object (big puppet, sculpture of a human, scare crow, carved gargoyle, something with hands and legs and roughly human sized/shaped). The bound spirit will follow the Necromancer's simple verbal orders literally and do his bidding for a week (similar to having a dumb familiar). They are clumsy so are not very effective in combat, but have enough ST to be trap detonators or delay enemies until a Skeleton Lord can come to the rescue (though good at HTH as the +4DX bonus gives it a shot at hitting). Good at breaking down doors. Afraid of fire will not approach and will run if put in fire. Become inanimate if Necromancer dies, but will continue to follow last order if the Necromancer goes unconscious (so "Carry me home" might be a good request before falling unconscious!). The Necromancer cannot see through it's eyes. Think Frankenstein without the consciousness of self. Again, a Necromancer can only have one Golem at a time as they tend to fight each other and break the focal point in the Spirit Field. Cannot be healed in any way. Will only take orders from the creating Necromancer. GM Note the time it takes to give a Golem orders. If a Golem is made of fabric/straw or other soft object ST is 14 punches for 1+1 cost 7ST (and takes double damage from fire and will "catch fire" taking 4ST damage every round after ignited until water is applied), if it is made of wood ST 18 2d cost 8ST (takes normal damage from fire but will "catch fire" and continue to take 2ST fire damage every round until water is applied), if stone or metal, ST 20 2+2 cost 10ST. The object can be reused when the week is up, but will have all injuries sustained unless repaired after the bound Spirit leaves the object. No repair of a Golem is possible while animated as the repair will be treated as damage to the energy binding the Golem.

*NecroStaff* (S) Cost 10ST Make from the Skull (see Spirit Jar) and one other sizable bone from a creature the same race as the casting Necromancer (i.e. an Dwarf Necromancer would need a dwarf skull and femur, for example). Takes 2 days to prepare initially. Has five properties:  
Is unbreakable and can't be dropped  
All Undead must make an initial 3d save vs. IQ to attack the Necromancer  
Allows you to summon 2 Skeleton Lords or 2 Liches or one each (at normal ST cost)  
Acts as a self-regenerating Spirit Jar, holds 8ST and regenerates every 24 hours (approx 1ST every 3 hours)  
does 1d damage like a normal staff

*Banish Undead* (T) Cost - 3ST. Banish one Undead on successful casting and failed Contest Save vs IQ of the Undead Creature (or if summoned, against the IQ of the summoning Wizard/Necromancer). This spell does not work on Willing Vampires, Zombies or Golems (only works on Impressed Remains or Unwilling Returns, see 7HexDragon's description of the Undead).

IQ 16

*Summon Lich* (C) (Cost 4+2 per round) Summons a ST 28 IQ 17 DX 14 MA 6 Skeletal Mage, the most fearsome of the Undead. Liches have innate Mage Sight (no ST cost) and an innate MH Induce Fear centered on them (no ST Cost). Necromancer can only summon one Skeleton Lord or Lich at a time unless he has a NecroStaff (NecroStaff acting as a second focal point in the Field for Summoning Skeletons)  
Spells  
MH Fear centered at the Lich at all times (no ST Cost)  
Mage Sight (always on, no ST cost)  
Summon Skel Lord or Warrior (only one at a time)  
Invisibility  
Summon Spectre  
MH Fear (the Thrown Spell away from the Lich, at normal ST cost)  
Darkness  
Decrepitude  
Curse  
Drain Life  
Control Person  
Spell Shield  
Glamour  
Telepathy  
Dispel Illusion

IQ 17

*Create Skeleton Lord* (S) Create a Skeleton Lord from the body of an almost dead warrior with minimum ST 16 IQ 12 and DX 14 *who must be willing* for the spell to work (7HexDragon's description of the Skeletons). Upon completion the warrior is "killed" and upon re-arising his ST will be 1 less than the remains had in life. IQ stays the same and DX goes down by 2. Gets ability to summon one Skeleton at a time and Induce Fear like the creature in the Bestiary below. Stops aging if there is a Necromancer or Lich nearby to heal bone, if not loses 1 ST per week until one can be found. Keeps it's talents it had in life and can gain experience, but it can learn no new talents that require body manipulation (so Tactician is okay, mechanic is not). The created Skeleton Lord is *not* under control of the Necromancer, but has a full soul and will to do what it wants.

IQ 18

*Become Lich* (S) Near the end of the Necromancer's life, most choose a natural death to fully experience the whole process they have been studying. Other advanced Necromancers, however, want to continue their studies as long as possible knowing that death will come eventually. So they can go through a process of becoming a Lich. In some senses, little changes for the character except they stop aging and get -2 to -4 on reaction rolls if they do not disguise their appearance. Most undead and animals will not attack them unless under duress or explicit binding orders. They can no longer learn any new physical talents. They gain all of the abilities listed in the Bestiary for Liches (MH Induce Fear, etc). Most NecroLiches drop out of active life and stay in Brotherhood libraries or in their own mansions, though some few will step out for important causes or to do important researches (in places where there are many ghosts, etc). Their spells all remain but any talents (including Physiker) fade within a year or two. They pick up the ability to heal their bone matter through restful concentration on it for 2 hours per day. They also must "sleep" 8 hours (meditative quiescence) to remain alert and connected to their skeleton. So Liches need 10 hours most days of rest and rejuvenation, but can go a day or two with little or no rest and not suffer any major loss. After 3 days a Lich loses 1ST every other day he does not heal his bone matter. *Become Lich* should be risky and must involve at least one other advanced Necromancer plus two attendants. Both Necromancers need to know the *Become Lich* spell and have NecroStaves. The attending Necromancer holds the to-be-Lich's spirit focused on his NecroStaff while the the body is prepared (which takes several hours).

IQ 19

*Bind Spirit* (S) (Cost: 10, takes 2 days to cast). Find and bind a Spectre to your Spirit Jar or NecroStaff. As long as you keep that Jar/Staff within your Field (5 feet or one hex), the Spectre will be your "familiar" until "killed" or the Jar/Staff is broken or moved more than 5 feet from the Necromancer. The Spectre cannot go more than 5 MH away from the Necromancer's Field. The Necromancer can see and hear through the Spectre (very useful spy since it can traverse walls!).

## 4.3 Dragonnewt

Dragonnewts were distantly taken from Runequest for a young player enamored with Dragons. Some major differences from RuneQuest in that they don't get reborn when they die or have the same history. Have a strong sense of honor and do not like Reptile Men and get -2 reaction roll with them (the feeling is mutual, fortunately they don't run into each other often). Don't like Karlydians -1 reaction roll unless there is an overriding cause to bring them together (more than money which Dragonnewts don't prize). Dragons are +2 reaction roll.

Dragonnewts are a race apart and secretive, they are related to dragons. They are highly intelligent and slightly larger than humans (average 6 foot 4 inches). They are tailed and have scaly hides. They have their own magics and weapons, their society is highly structured and honor is hugely important to them (think samurai, saving face, etc). They believe that armour (over cloth) and missile weapons (except the sling) are a sign of weakness and cowardice. Any Dragonnewt will be immediately attacked by other Dragonnewts, Dragons or Reptile Men if he is wearing heavy armour or using a missile weapon. Dragonnewt armour (which is not made by Dragonnewts as it is considered cowardly) has to be made specially for them at double cost and they still suffer an additional -1DX penalty for leather and -2DX for heavier armour since their culture, biology and upbringing don't make use of it (the tail is an issue it has a weak joint, etc).

Dragonnewts are Mixed Hero/Wizards and have certain spells and talents that are amenable to their odd biology and neurological system. Others are alien and cost more to learn. Note they cannot wear normal rings as their clawed hands are way too big.

### 4.3.1 Stages

These are heavily adapted from RuneQuest.

**Crested:** starts with the beginning stats ST 13 IQ 11 DX 8 with 3 to add to either IQ or DX. Dragonnewt DX can never get above 16. Can only use basic weapons and talents (see below). Remember Dragonnewts advance in attribute points more slowly than do humans and dwarves, etc. They take twice the EP as do regular PC races (just like Centaurs and Reptile Men also do). Crested Newts have 1 pt natural armour.

**Beaked:** when the Dragonnewt reaches at least 39 attribute points and ST of 15 (which ever comes last) it is reborn as a Beaked Dragon Newt. It gets its toughened skin (armour of 1/5 of its strength rounded down) and can advance its ST past 15. See below for skills available.

**Tailed Priest:** When a Dragonnewt reaches at least 43 attribute points and an IQ of 13 a Dragonnewt becomes a tailed Priest. It grows wing stubs and has the ability to cast Dragonnewt Spells. See below for skills and spells available to this stage.

**Full Priest:** When a Dragonnewt reaches at least 47 attribute points, a ST of 18 and an IQ of 16, the Dragonnewt is reborn as a Full Priest. It gains the ability to cast (though still needs to memorize) the Summon Dragon Spells and the Dragon Growth Spell. They grow wings and can fly for up to 12 turns at MA 16 as long as they are carrying their ST or less in Kg in weapons and armour (one of the reasons Dragonnewt culture does not have a developed armouring system. Priest with ST of 18 can fly if they carry 9Kg or less in weapons and gear). They suffer 2ST fatigue for every turn they fly past 12. See below for spells and skill available to this stage.

### 4.3.2 Weapons and Armour

**Armour:** "Can't" Wear Armour (will be attacked by Dragons, Reptile Men, and other Dragonnewts for dishonor), but gets hide armor at the "Beaked" stage of 1/5 of ST round down (so 19ST Dragonnewt has natural 3 hits armour). See above for extra DX penalty if they decide to wear it anyway. Can certainly have the Warrior/Veteran talents, Dragon Scales Spell below, stone flesh necklace, plus their natural armour should be enough.

#### Weapons

*Klanth* - Min ST 13 (obsidian edged bastard sword, made to fit dragonnewt hands) - same damage as bastard

sword and can be used one or two handed.

*Gami* - Main-gauche, but thicker and curved a bit, same damage, hilt designed for dragonnewt claws

*Staff Sling* - required ST is 9. 1-1 uses missile weapon DX modifiers, can only fire once per turn no matter what, also special grip for their claws and bend for their shoulder physiology.

*Long Ax* - Min ST 15 - a longer thinner battle ax, double bitted. 3-1, two handed designed with dragonnewt hands in the haft design (thicker and bent a bit with special finger grips, dragonnewt claws are clumsy compared to human hands)

All other weapons are at -2DX due to their odd claw/hands, all bows (except crossbows) are at -3DX. Their weapons are -2DX to other races.

### 4.3.3 Talents

Dragonnewts are restricted in their choice of talents

#### **Talents Available at normal IQ cost to any Dragonnewt (Crested or higher).**

They still need the minimum IQ and any prerequisites

Klanth, and Gami: 2IQ cost to learn both.

Sling/Staff Sling: 1IQ

Climbing

Silent Movement

Warrior/Veteran

Horsemanship (but only ride demi-birds)

Alertness

Tactics

Mundane Talents not involving a high level of manual dexterity

#### **Talents Available to a Beaked Dragonnewt or higher:**

Long Ax: 1IQ double bitted ax

Acute Hearing

Strategist

Armourer and Master Armourer (Klanth, Gami, Sling and Long Ax only)

Weapon Master, but only with Klanth and Long Ax - see below for Weapon Master

All other talents at double IQ cost.

### 4.3.4 Spells

Spells available for 1 IQ to a Beaked Dragonnewt if they have the minimum IQ for the spell

Aid

Fire, 4Hex Fire, 7Hex Fire

#### **Spells that cost Dragonnewts 1IQ point (Tailed Priest or higher)**

*Dragon Wings* (IQ 11 1ST to cast, 1ST/5 turns), like flight, but faster, 18MA (only a dragonnewt can cast this as it uses dragonnewt biology, wing stumps)

*Fire Breath* IQ 11 one hex by four hex long breath doing 1-1 per ST, up to 4ST.

*Dragon Claw* (IQ 11 great for HTH, claw does an extra 1d over HTH combat for ST)

*Dragon Scales* (IQ 13 like StoneFlesh, but 3 hits 1ST + 1ST/turn)

All fire spells (fire, fireball, summon/control salamander, blast)

Control Animal

Telepathy (w/other dragonnewt or demi-bird only)

#### **Spells available to a Full Priest:**

Dragon Growth - IQ 14, turn into a 4hex dragon (4ST cast, 1ST per turn). Damage/fatigue suffered as a Dragon is halved (round up) when returns to Dragonnewt (i.e. a 14ST Newt turn into a 4 hex dragon and takes 12ST damage, upon return to Newt he will only have suffered 6ST damage). Loses all talents when in Dragon Form, but can use spells.

Summon (Small) Dragons  
Revival  
Greater and Lesser Magic Item Creation  
All other spells at 3IQ cost.

#### 4.3.5 Demi-Birds

**Demi-Birds** - stout two legged dinosaur/bird combo. Flightless, stocky, stands about 9ft tall. Ridden by dragonnewts.

ST 22 IQ 7 DX 10

Can bite for 1d, unmounted can claw for 1+2 with very powerful legs. MA 22 unmounted, 16 mounted. Most Dragonnewts use the Long Ax when mounted.

## 5 Bestiary

### 5.1 Main Bestiary

| Creature                  | ST    | IQ    | DX    | MA    | Armour | Notes  |
|---------------------------|-------|-------|-------|-------|--------|--|
| Bear                      | 30    | 6     | 11    | 10    | none   | 2+2  |
| Demi-bird                 | 22    | 7     | 10    | 22/16 | 0      | Bite 1d, Claw if unmounted for 1+2. stout two legged dinosaur/bird combo. Flightless, Stocky, stands about 9ft tall. Ridden by dragonnewts.  |
| Demon Driver              | 20-31 | 14    | 14-19 | 13    | 4      | Demon Lieutenant, 7' tall, variable appearance, thick horned hide, fearsome, drives Drones (infantry) and Imps (spell support) with a fiery whip (2+1 Flame does +2) and Spirit Jar in other hand. Talents: Tactician, Strategist. Spells: Confusion, 3-hex Fire, 3-hex Shadow, Stop, Curse, Control Person, Rope, Fireball, Invisibility. May have a succubus/incubus as second-in-command, but succubi tend to resent being second to any but a Greater Demon.   |
| Demon Drone               | 15    | 9     | 12    | 12    | 2      | Demon Infantry, highly varied, 5-7' tall, burly, crude clawed hands and horns, 2-1. Can butt for spiked shield rush like Minotaur.   |
| Demon Imp                 | 10    | 13    | 13    | 8     | none   | Small demon spawn, cruel humour, will often be backup for stronger demon: teleport, fireball, curse, confusion, clumsiness, rope, shock shield, reverse missiles, spell shield, dazzle   |
| Demon Reaper              | 21-40 | 12-17 | 19-28 | 8/24  | 3      | The most alert to the Spirit Field of the demons and charged with collecting souls as they wander. Tall (7' or so), gaunt, dark skin stretched over bones, mostly bipedal with enormous boney bat-like wings. They carry a large polearm (sickles and others), sword or axe that usually have the ability to drain life and other powers. They, like lichs, carry a MH Induce Fear around them at all times. They work alone or in very small groups (2-5). They can have a variety of spells, especially Necromantic ones (summon spectre, drain life, induce fear, etc, though they don't summon True Skeletons, darkness, teleport and mind control spells are most common. |
| Demon Succubus or Incubus | 13-17 | 14    | 11    | 10    | 1      | Highly Attractive and vindictive demons who use wiles over brawn (including the best known, seduction, but all modes of persuasion through addition or weakness are exploited). Spells: Confusion, Curse, Glamour, Fire, Shadow, Control Person, Sleep, Illusion, Control Animal, Persuasiveness, Telepathy. Should have some talents too, weapons or Charisma, etc.   |
| Dragonnewt                | 15    | 11    | 9     | 10    | 1-5    | Dragonnewts stolen from RuneQuest, they come in stages, see 7HexDragon's Dragonnewt Page for copious details.  |
| Elemental, Frost          | Var   | 8     | 12    | 12    | 0      | 2d touch -2DX chills. Frost elementals appear as ghostly figures inside a Mist (like the spell above), they are hard to see/hit. They can cast 4 Hex Frost Cloud or if they expend 3MA in one hex, they can turn it into a Frost Cloud Hex, like the spell above. Every successful melee attack requires a save/contest save vs ST to avoid -2DX due to Chills (like the spell above). Take double damage from fire spells unharmed/unaffected by ice/frost spells (may heal them from fire damage though).  |
| Gargoyle                  | 20    | 8     | 11    | 8/16  | 3      | 2d punch. Flight   |

| Creature         | ST    | IQ  | DX     | MA   | Armour | Notes  |
|------------------|-------|-----|--------|------|--------|--|
| Giant            | 30    | 8   | 9      | 8    | none   | 3+3 with club  |
| Harpy            | 12    | 10  | 10     | 6/16 | 1      | Looking like a large, filthy crow with humanoid head, hide stops 1, claws do 1+2, flies and likes HTH.   |
| Llama, Battle    | 22    | 7   | 11     | 20   | none   | Bite 1-1 Kick 1+1. Llamas are highly loyal and protective. They do not spook and will attack bears and wolves to scatter them (though untrained ones are a bit scared of the big cats). They are as high as a Draft Horse, not as strong, but much more sure footed and agile. It takes a year for a Battle LLama to bond with it's owner. Barding costs 1.5x that for horses as it has to be special made. Several tribes of nomads northwest of the IS ride these brave animals. They can navigate underground settings well, though since they can't be shod are more likely to be injured. |
| Medusa           | 13    | 13  | 11     | 10   | none   | Look at her and 3d save vs DX or turned to stone, even reflection causes Confusion as per spell, snakes bite for 1-1 and can have any weapon.  |
| Minotaur         | 19    | 8   | 13     | 12   | 1      | Large Bull/Human combo, wields a two handed Axe for 3d (or 3+3). Can charge and head butt, like "shield rush" with spiked shield.  |
| Myrmidon         | 12    | 8   | 12     | 10   | none   | Broadsword 2-2   |
| NightMare        | 24-28 | 7   | 12     | 24   | none   | Eerie steed with blazing red eyes and dull coat. Created by Vampires draining a horse and Lesser Demon desecrating the soil creating an undead/demon horse. Ridden by Vampires, Demons and others who can't get a normal horse to ride. Bites for 1+2 kicks with fire hooves for 2-1. Fearless and loyal.  |
| Ogre             | 20-25 | 7   | 10     | 8    | 1      | Club 1+2 to 1+5. 7' to 8' tall. Very, very aggressive and dumb, leathery skin, 1HEX  |
| Pixies           | 7     | 11  | 12     | 6/12 | 0      | Pixies, the mage part of the Pixie/Sprite pair, are woodland creatures who are a bit mischevious (though rarely malicious) and are more likely to cause minor problems than major havoc. The only exceptions is that they defend their homes zealously and any incursion into their copse/wood/etc will meet with wrath. Cutting down a pixie/sprite tree will gain a blood feud with one or more pixies/sprites. Spells: rope, confusion, dazzle, illusion, drop weapon, detect magic, trip, lock/knock, sleep.   |
| Shadow Spawn     | 8     | 9   | 10     | 8    | 0      | Creation of powerful Shadow Wights whom they summon. Touch does 1-1 fatigue damage that goes straight to the Shadow Spawn. Can cast 4HexShadow for 1ST. Light more than torch light blinds it and it will cast a 4HexDarkness to protect it and another one to confuse any enemies.  |
| Skeleton, Lich   | 28+   | 17+ | 13+    | 10   | none   | Powerful Undead Mage, top of the Undead Hierarchy: Summon Skeleton Lord, Warrior, Spectre; Invisibility; Mage Sight (no ST); emits MH Induce Fear around it at no ST cost; MH Induce Fear (thrown version, at normal ST cost); Decrepitude; Drain Life; Curse; Darkness; Control Person; Spell Shield; Glamour, Dispel Illusion; Staff of Power  |
| Skeleton Lord    | 18    | 14  | 16(14) | 8    | 4      | GreatSword/Hammer/PikeAx, ChainMail, Warrior Talent, Induce Fear (not ST cost), Summon Skeleton Warrior (only one at a time)   |
| Skeleton Warrior | 12    | 8   | 10     | 10   | 1      | broadsword and small shield.   |

| Creature         | ST  | IQ  | DX   | MA    | Armour | Notes  |
|------------------|-----|-----|------|-------|--------|--|
| Spectre          | 16  | 11  | 11   | 6/8   | 0      | Partially material ghostly figure, looks like a pale and glassy eyed humanoid, slowish unless angered. Can traverse walls at 2MA. Cannot fly, but since most material things are more solid that the spectre he can walk on a twig, string, water, etc. His hit does a Drain Life of 1d+1 that goes straight to his ST and ignores all armour (even iron flesh, but enchanted armour will be at half effectiveness). He is difficult to hit well and non-magical weapons all hit at -2DX for half damage. The first successful hit by the Spectre also counts as an Induce Fear spell that the victim must save 3d against IQ (4d if he does more than 5 hits). Each additional attacks do not Induce Fear, only the first successful. Spectres can become angered if successfully attacked and act as if berserk until attacker is dead but note the higher MA and they do not need to roll against IQ to get into or out of state. |
| Spider, Giant    | 16  | 1   | 10   | 12    | 2      | 1d poison 4d save vs ST or 2d  |
| Spiders, Leaping | 13  | 5   | 14/3 | 1     | 1      | Leaping spiders attempt to leap up to three hexes and initiate HTH combat. They bite for 1+2 and have a poison that takes 2 hits for each of the next 2 turns, duration is cumulative, not damage. Ignores armour  |
| Sprite           | 9   | 10  | 12   | 8/12  | 0      | Sprites, the warrior part of the Pixie/Sprite pair, are woodland creatures who are a bit mischevious (though rarely malicious) and are more likely to cause minor problems than major havoc. The only exceptions is that they defend their homes zealously and any incursion into their copse/wood/etc will meet with wrath. Sprites have wings and can fly. Cutting down a pixie/sprite tree will gain a blood feud with one or more related Sprites and Pixies. Small Bow 1-1, Knife 1-2. Talents: Move Silently, Thief, Acute Hearing, Animal Handling. Can make good allies against invasive, tree-hating foes.  |
| Troll, Bridge    | 13  | 8   | 10   | 10    | none   | 1Hex, Club 1d (both), hairy, smelly, cowardly if initial assault goes badly.   |
| Troll, Cave      | 26  | 7   | 10   | 12    | 1      | 2Hex, Club 1+2 grey scaly, Dumb as posts and aggressive  |
| Troll, Mountain  | 30  | 7   | 11   | 12    | 2      | 2HEX, Club 1+4 Hide stops 2, dumb and huge, light mossy green scales.  |
| Vampire          | 15  | 12  | 12   | 10/14 | none   | Bite does 1d and drains 2 to Vampire. Has Charisma, invisibility, summon wolf and can fly. Likes to be invisible and let wolves fight. If forced will fly into HTH to bite. Will run rather than die. Regenerates 1 ST per turn until decapitated.   |
| Vampire Prince   | 19+ | 15+ | 14+  | 10/14 | none   | Same as vampire plus New Followers, Mage Sight (no ST) and Confuse (eye contact, no ST). Can have weapons skills and other talents, maybe even a few spells. Likely to have loyal henchmen hanging around for extended life from the prince (3-18 if you need a quick random roll). Most will have basic talents and not too high an IQ (few mages will follow Vampires). Can also control/influence Night-Gaunts and will have several in attendance.   |

| <b>Creature</b> | <b>ST</b> | <b>IQ</b> | <b>DX</b> | <b>MA</b> | <b>Armour</b> | <b>Notes</b>  |
|-----------------|-----------|-----------|-----------|-----------|---------------|---|
| Vampire Spawn   | 12        | 9         | 11        | 10/14     | none          | Unwilling Return created by a Vampire sucking it dry. Same as vampire minus Charisma and Summon Wolf. Can have weapons skills and other talents. Will be under control of Vampire or Vampire Prince.  |
| Wolf            | 10        | 6         | 11        | 12        | none          | Bite 1+1  |
| Zombie, Kirean  | 14+       | 7-8       | 9+        | 10        | var           | These are especially intelligent Zombies that have remnants of their old personality as they were created by an Impressed Remain. They can think independently if given some instructions (i.e. kill all enemies, only chase orcs, run away if you are attacked by horses). The Zombie can be confused and is very angry and prone to outbreaks, but they are fairly reliable shock troops and their ability to make rudimentary decisions puts them at a great advantage over normal Zombies. The process of creating them is horrible however, involving the torture of the victim to create an Impressed Remain and then binding that to the new corpse (it must be bound to it's own corpse and is by definition and Unwilling according to the Necromancer Code). They can be expected to retain basic low IQ talents they had in life (weapons, languages, IQ 8 or less). |

## 5.2 Hymenopterans, or just Bugs

| Bug         | ST | IQ | DX | MA     | Armor | Notes   |
|-------------|----|----|----|--------|-------|---|
| Basic       | 6  | 12 | 10 | 8      | 1     | 1-2 HTH, Commander Bug, usually rides a Spyder                                |
| Gantuas     | 24 | 6  | 10 | 10     | 3     | 3Hex, Claw and Leg 3-1, Charge attack double, but must defend next turn       |
| Low Renders | 10 | 6  | 11 | 10     | none  | 1+1 claw  |
| Myrmidons   | 12 | 8  | 12 | 10     | 1     | Mace 2-1, rare, advanced, use weapons, don't need Basic                       |
| Phlanxes    | 16 | 6  | 10 | 10     | 2     | 2Hex, Horns 2d, double Charge Attack  |
| Plunges     | 8  | 8  | 16 | 6, 14  | 1     | Fly for 14MA, 1d stab and sting, double Charge/Swoop Attack, don't need Basic |
| Spyder      | 8  | 7  | 10 | 12, 10 | 1     | 2Hex, riding mount, 10MA with rider, 1d claw                                  |
| Workers     | 20 | 8  | 8  | 8      | none  | 1-1 claw, not interested in fighting unless they or hive attacked             |