

Introduction

What Is Dinky Dragons?



It is a simple roleplaying game with a minimum number of rules, best used with comedy or high fantasy settings. Is it as good as Dinky Dungeons? No way! Unfortunately, that wonderful RPG has been out of print for years and copies of it are extremely rare. Even if you were lucky enough to find it for sale, you'd spend a few hundred dollars just to buy the core system. Dinky Dragons will have to do until Doc makes his triumphant return.

What Is A Roleplaying Game?

A roleplaying game is a game of imagination. You participate in exploration and adventure by taking on the role of a character in a story. This fictitious person has attributes and skills that describe his talents. Every decision he makes and every action he takes is up to you. While roleplaying through your character, your choices are limited only by your creativity. Some choices will lead to success and others to failure, but they are yours to make. How the story unfolds depends on you.

Character Creation

Make A Character



To create a character, you'll need a piece of paper (or character sheet), a pencil, and three six-sided dice. Here's an overview of the process. First, read over the races and classes you can choose from. Some combinations work better than others. Once you've decided which ones to choose, write them down. Next, generate your attributes. Figure out your secondary attributes and perception. Good so far? Write down each of the eight skills and distribute skill points between them. Choose a trait, or pick two if you're human. If you're able to wield magic, choose your starting list of spells. Finally, roll your starting silver and spend it on equipment. Fantastic, you're ready to play!

Character Race

You can choose one of four different races.

- Humans are 6' tall and the most versatile people in the lands. They begin the game with an extra trait.
- Elves are 5' tall, slender, pointy-eared, and magically gifted. They start with +2 magic points.
- Dwarves are 4' tall, bearded, stout and stubborn. They gain a +1 bonus when resisting disease, poison, charm or fear.
- Orcs are 7' tall, dark-skinned, massive and tough. They start with +2 health points.

Character Classes

A character's class determines which role he is best at while adventuring. There are six classes to choose from.

- Warriors are experts on the battlefield, trained to fight monsters and villains of all sorts. They benefit from a high Body attribute. They can spend skill points on Combat and get a +1 bonus to the Athletic skill.
- Sorcerers are masters of the arcane, able to cast powerful spells. They need a high Mind attribute. They can spend points on Arcane and get a +1 bonus to the Medical skill.
- Rogues train in stealth, traps and other subtle arts. A balance between Mind and Body attributes works best for them. They can spend skill points on Underworld and get a +1 bonus to the Social skill.
- Rangers are a hybrid of warrior and rogue, making excellent scouts. They can spend skill points on Combat and Underworld, however it costs an extra point for +1 rank. They also receive a +2 bonus to the Outdoors skill.
- Wizards combine the fighting skills of warriors with the spellcasting of sorcerers, making them versatile in combat. They can spend skill points on Arcane and Combat, however it costs an extra point for +1 rank. They also receive a +1 bonus to Athletic and Craft skills.
- Bards learn the skills of both sorcerers and rogues. They sing or play an instrument to cast spells. They can spend skill points on Arcane and Underworld, however it costs an extra point for +1 rank. They also receive a +1 bonus to Medical and Social skills.

Primary Attributes

Your character has two primary attributes. Body is a measure of his physical prowess, including strength, agility and stamina. Mind is a measure of his mental might, including intelligence, alertness and willpower.

The scores for these attributes are generated randomly. For one attribute, roll 3d6 and drop the lowest die. For the other attribute, roll 2d6. Assign these two numbers to your attributes in a way that's advantageous to your class.

Optional Rule: For more balanced characters in a party, roll 1d6 and add 9. Divide this number of points between Mind and Body.

An average attribute is 6 or 7. The maximum attribute at character creation is 12, however attributes can be raised as high as 16 using experience points.

Attribute Rank Comparisons

Rank	Body	Mind
0	Helpless	Mindless
1	Pathetic	Stupid
2-3	Weak	Foolish
4-5	Clumsy	Dull
6-7	Average	Average

Rank	Body	Mind
8-9	Athletic	Clever
10-11	Stout	Resourceful
12-13	Strong	Gifted
14-15	Mighty	Brilliant
16	Heroic	Genius

Secondary Attributes

Your character has two secondary attributes. These will change during game play, so you'll need to keep track of the base or maximum value, and the current value. Base health and magic points can be increased with experience points to a maximum of 20.

Health Points (HP) represent his constitution, or how many points of damage he can sustain without dying. His starting base health points are equal to his Body, plus any adjustments due to race. When he takes damage his current health points are reduced. A character with 0 HP is in a coma and will die without immediate medical attention. At -1 HP or less, he is dead. At -10 HP, they can't identify the body. Health points are restored by rest and healing, back to the base value. Rest restores 1 health point every 8 hours.

Magic Points (MP) determine how many spells your character can cast before resting. Your character's starting base magic points are equal to his Mind attribute, plus any race adjustments. Wearing armor reduces his base magic points by an amount equal to the armor's defense value. Casting spells and using scrolls reduces your current magic points. Resting and sleeping restore them, but never above the base value. They recover at a rate of 1 per hour of rest, or 3 per hour of sleep.

Perception

Perception (PER) is a tertiary attribute which measures your character's ability to notice things. To make a perception check, the target number is equal to Mind plus his rank in the appropriate skill. Roll this number or less on 3d6 to succeed. For example, if you were trying to spot someone camouflaged in the woods, your perception check target number would be Mind + Outdoors.

Skills



Skills represent your character's talents and abilities. There are eight different skills to choose from. Physical skills benefit from a high Body attribute, while mental skills are enhanced by a high Mind attribute. Skills range in rank from 0 (no skill) to 6 (mastery). Your character begins with a certain number of points to assign to skills, equal to his Body for physical skills and Mind for mental skills. Skill ranks can be increased by spending experience points.

The available skills are:

- **Athletic** - Physical skill used for climbing, swimming, jumping, brawling, hiking, running, juggling, sports, and so forth.
- **Arcane** - Mental skill used for thaumaturgy, spell lore and identification. Each rank gives a +1 bonus to saving throws versus magic, and applies a -1 penalty to targets attempting to resist your spells. Only sorcerers, bards and wizards can purchase ranks in this skill. Bards and wizards must spend an extra point for +1 rank.
- **Combat** - Physical skill used for tactics, fast draw, dodge, parry and blind-fighting. Each rank in this skill gives a +1 attack value bonus with one category of weapon (player's choice). The maximum bonus to any category is +3. The categories are 1-Handed Bladed Melee, 2-Handed Bladed Melee, Blunt Melee, Thrown, Ranged, and Special. Only warriors, rangers and wizards can purchase ranks in this skill. Rangers and wizards must spend an extra point for +1 rank.
2-Handed Bladed Melee weapons include bastard swords, great axes and pole arms. Blunt Melee weapons include hammers, maces and flails. Thrown weapons include throwing daggers, darts and spears. Ranged weapons include bows and crossbows. Special weapons include lassos, nets and bolas.
- **Craft** - Mental skill used for smith, bowyer, locksmith, leatherworker, farmer, artist, mason, sailor and so forth.
- **Medical** - Mental skill for first aid, herbalism, poison lore, veterinarian, midwife, and so forth.
- **Outdoors** - Physical skill for camouflage, cartography, riding, naturalism, survival, tracking, hunting, falconry, snares, and so forth.
- **Social** - Mental skill used for carousing, dancing, diplomacy, heraldry, acting, leadership, gambling, languages, racial lores, and so forth.

- **Underworld** - Physical skill used for pick pocket, pick lock, stealth, traps, streetwise, disguise, forgery, escapism and so forth. Only rogues, bards and rangers can purchase ranks in this skill. Bards and rangers must spend an extra point for +1 rank.

Traits



Traits are special talents and abilities. They don't have ranks like skills - a character either has the trait or he doesn't. Humans begin the game with 2 traits, all others begin with one trait. Some traits are only available to members of a particular race. Traits can be purchased with experience points. Each trait may only be applied once. You can't buy the same trait twice for double the effects. Traits can have cumulative effects with spells and magic items.

The traits available to all races are:

- Alert - +1 on Perception rolls.
- Athletic - +2 Initiative.
- Battle Mage - ½ normal base MP penalty for wearing armor (round down).
- Clever - +1 on Mind saving throws.
- Gifted - +3 Magic points.
- Hearty - +3 save vs. disease and poison.
- Nimble - Dodge once per combat (+3 defense values during that round).
- Rugged - +1 on Body saving throws.
- Paranoid - +3 Perception bonus when detecting ambushes (avoiding surprise).
- Sixth Sense - Detect magic by touch with a successful Mind check.
- Sturdy - +2 Health points.
- Vigilant - Light sleeper (no perception penalty while asleep).

The traits available to humans are:

- Ambidextrous - Only a -1 off-hand penalty in 2-weapon combat.
- Champion - Hits become critical when two dice roll the same number.
- Horseman - ½ normal mounted combat penalties (round down).
- Swift - +50% movement speed.

The traits available to dwarves are:

- Darksight - No darkness perception penalty.
- Energetic - Regain 3 MPs/2 hrs resting, 4 MPs/hr sleeping.
- Stalwart - Heal 1 health point per 6 hrs of rest.
- Veteran - Power attack once per combat (+2 attack values during that round).

The traits available to elves are:

- Accurate - 1/2 normal range penalty with Ranged weapons.
- Darksight - No darkness perception penalty.
- Energetic - Regain 3 MPs/2 hrs resting, 4 MPs/hr sleeping.
- Steadfast - +3 save vs. charm and illusion.

The traits available to orcs are:

- Brawny - Tough skinned, natural armor (defense value 1).
- Fierce - +3 save vs. knockout and stun.
- Relentless - Immune to fear.
- Swift - +50% movement speed.

Spells



Sorcerers, wizards and bards begin the game with several spells. These must be chosen from the Low Magic categories. Sorcerers and wizards learn incantations. Bards learn mystical songs. Sorcerers start with a number of spells equal to Mind / 2, rounded up. Wizards and bards start with a number of spells equal to Mind / 3, rounded up.

Money and Equipment

Sorcerers, rogues and bards begin the game with 3d6x10 copper pieces (CP). Warriors, wizards and rangers roll 3d6, drop the lowest die, and multiply by 10 to determine starting copper pieces. All characters begin the game with clothes, a backpack, a bedroll, a week's worth of travel rations, a knife (AV 3, 2 Damage) and three torches. Additional gear can be purchased before the game begins.

The Game System

Using Skills



Skill checks are made by rolling equal to or less than Attribute + Skill on 3d6. For example; use Body + Athletic to swim, or use Mind + Social to lie convincingly.

Sometimes it is more difficult to use a skill than normal. For example, when the character has to hurry, doesn't have the right tools, is under attack, has little light available, is trying to pick an extremely complex lock, or is terrified that he'll die if

he fails. The game master will assign a penalty to the roll based on the severity of the situation, ranging from 1 to 5.

If the situation is not particularly dangerous or challenging, the game master can assign a bonus to the roll. For example, when the character has assistance, has encountered the problem many times before, or is trying to disarm a very simple trap.

A skill can only be tested once in a particular situation. You can't keep trying the same thing over and over until the dice roll succeeds. You can roll again the next day, or sooner if you come up with a new plan.

How well a character succeeds or fails depends on the difference between the target number (Attribute + Skill) and the total rolled on three six-sided dice.

Measure of Success and Failure

Under By	Result
0	Barely succeeded
1	Succeeded
2	Impressive success
3	Incredible success
4	Astounding success
5	Legendary success

Over By	Result
1	Barely failed
2	Failed
3	Laughable failure
4	Complete failure
5	Dismal failure
6	Total disaster

Miscellaneous Rules

Saving throws are used to resist the effects of magic, poison, or other harmful effects. To make a saving throw, roll the appropriate attribute or less on 3d6. Use Body to save versus death, poison, knockout, stun, disease, paralysis and magic with non-damaging physical effects. Use Mind to save versus fear, charm, sleep, pain, illusion, possession and mental magic.

Health points (HP) recover at a rate of 1 per 8 hours of rest. Medical care, such as first aid, received immediately after combat can heal 1d6/2 health points over the first hour (round up). A character at 0 HP is in a coma and will die without immediate medical attention. At -1 HP or less, he's dead.

Movement (MV) is measured in 5' hexes. The number of hexes you can move during one combat round is equal to your Body minus half of your armor's defense value (round down). Every hex you move beyond this decreases your defense value by one.

Out of combat, you can move (Body x 5) minus armor defense value in hexes. Heavy encumbrance can also reduce your movement rate.

Gold pieces (GP) are worth 100 silver pieces (SP) each. One silver piece is worth 100 copper pieces (CP).

Magic Rules



Magic points (MP) are needed to cast spells or use scrolls. Each spell drains a specific number of points. They recover at a rate of 1 per hour of rest, or 3 per hour of sleep. Armor reduces your base magic points by an amount equal to the armor's defense value.

Spells have a limited range. Incantations can only affect targets within line of sight. The center of an area effect incantation must also be within line of sight. A bard's mystical songs can only affect targets within range of hearing. Songs with an area of effect are always centered around the bard. The caster can choose the radius of an area effect spell when it is cast. The minimum radius is his own hex, while the maximum radius is 5 hexes. A character must be able to speak to cast spells. He must also have one hand free to cast High Magic incantations, or both hands free to play an instrument while casting a High Magic mystical song. It takes one round (10 seconds) to cast a spell.

Each rank you have in the Arcane skill gives you a +1 bonus to saving throws versus magic, and applies a -1 penalty to targets attempting to resist your spells.

Potions & Scrolls



Potions are small, wax-stoppered bottles that contain 50ml (1.7 ounces) of enchanted liquid. The bottle fits comfortably in the palm of the hand. The liquid is often flavored and dyed a particular color to make it easy to identify, even in a hurry or without much light. When the majority of the liquid is swallowed, the magical properties of the potion take effect immediately. Potions cannot be sipped for partial effects. A character who is stunned or unconscious will swallow a potion out of reflex if someone pours it into his mouth. Potion bottles must be made of glass or crystal. They can be reused if cleaned carefully. The bottles can also be broken by sharp blows, though crystal vials are much more resilient. The potion's enchantment dissipates one month after it was created, rendering it useless.

Scrolls are single sheets of parchment bearing arcane writing in mystical ink. They are specially prepared by enchanters. Anyone who reads the scroll aloud, without interruption, casts the spell written on the parchment. The reader must be literate and have sufficient magic points available. Using a scroll costs the same number of magic points as the spell that it casts. After the scroll has been used, the ink disappears.

Scrolls are susceptible to damage, especially by fire and water. Most travelers keep their scrolls in a case until it is time to use them. The scroll's enchantment dissipates one year after it was created, rendering it blank and useless.

Enchanting Items



Enchanting is the art of creating potions, scrolls, and magical items. The Arcane skill is essential, with a minimum rank of 4 required to make potions, 5 to make scrolls, and 6 to create magic items. Potions are used when the spell only needs to affect one person. Scrolls are necessary for spells that affect a target at range or have an area effect. Magic items are highly prized because they can be used repeatedly or have a permanent duration.

The enchanter must know the spell he wishes to bind into a potion, scroll or magical item. He must be rested, possess certain tools, and set aside one or more hours of uninterrupted time to complete his work.

Potions require an alchemist's cauldron to create. The cauldron is a silver plated bowl which has been infused with magical energy. It takes 1 hour to brew a potion with the effects of a low magic spell or 2 hours for a high magic spell. Exposure to strange chemicals and mystical herbs can have strange side effects, so an enchanter can only brew one potion per day. Depending on the type of potion being created, the game master will decide which alchemical substances are required. For example, wolf blood and ground obsidian may be required to brew a Beast Claws potion.

Scrolls require one sheet of heavy parchment and one vial of mystical ink to create. Mystical ink is created from rare herbs and imbued with magical energy. It takes 1 hour to inscribe a scroll that casts a low magic spell or 2 hours for a high magic spell. Due to the intense concentration required, an enchanter can only inscribe one scroll per week.

Magic items require an enchanter's wand to create. The wand is made from ancient oak wood and embedded with small gemstones that channel magical energy. The item to be enchanted must be durable and exceptional in quality. The enchantment is broken if the item is significantly damaged. It costs 5 times the normal Magic Point cost to bind a spell into an item. For example, binding Obscure into an amulet requires 10 MP to create. Depending on which spell will be bound, the game master will decide if the magical item has a continuous effect or how often it can be activated. Due to the mental and physical strain of binding magic, an enchanter can only create one magic item per year.

Combat

Basic Rules



Combat is broken up into 10 second long rounds. During a round, each character gets a turn to act. The order in which characters take turns is determined by initiative.

Initiative is figured by adding your Mind and Body. Ties go the player with the higher Body attribute. If the characters attributes are identical, break the tie by rolling 1d6. The highest roll goes first.

Optional Rule: A character can choose to delay their action and take their turn last. If several characters want to delay, the normal tie-breaking rules apply in reverse to determine who can truly go last.

Surprise occurs whenever a target isn't expecting attack and is taken completely off-guard. A surprised character has a -5 initiative penalty during the first round of combat. A successful Perception check can be used to avoid surprise, at the game master's discretion.

Your character's Attack Rank is the sum of attack values from the weapon he is wielding and any spells that are enhancing his combat abilities. It can also be improved by power attacks, skill bonus, or aiming for parts of the target's body not covered by armor. It can be penalized by shield use and stun.

Your character's Defense Rank is the sum of defense values from any armor he is wearing and spells that are protecting him. It can also be improved by dodging, taking cover, blocking with a shield, or otherwise making it harder for an attacker to successfully hit him.

The game master determines the attack or defense value of situational modifiers that are not addressed in the rules.

To determine if an attack hits or misses, compare the attacker's Attack Rank and the defender's Defense Rank on the combat chart (below). Roll the target number or less on 3d6 to hit.

Optional Rule: Missing the target number by three or less means that the armor absorbed the blow, otherwise the attack didn't land at all.

A hit becomes a critical hit if ***CH** is rolled on the combat chart or 3 identical numbers are rolled on the dice. A miss becomes a critical miss if ***CM** is rolled on the combat chart or 3 identical numbers are rolled on the dice.

Armor improves your defense value in combat. Heavier armor protects you better, however it also reduces your base magic points by an amount equal to the armor's defense value. Armor only protects against physical attacks.

Optional Rule: When armor absorbs a blow, it takes a little damage. If the amount of damage deflected in one hit is greater than the armor's defense value, it will need to be repaired before the next combat.

Shields improve your defense value in combat. During any round that you attempt to block an attack using your shield, its defense value is added to your defense rank. However, your next attack suffers a penalty equal to the shield's defense value minus 1. Shields only protect against physical attacks. Spells can't be cast while using a shield.

Two hands are required to load a crossbow. A heavy crossbow can be fired once every other round. A light crossbow can be fired one-handed. Shields cannot be used at the same time as bows, crossbows, or 2-handed weapons.

How Combat Works

- Determine initiative for everyone involved in the combat, including non-player characters. Check for any surprise modifiers that may affect initiative in the first round of combat.
- A 10-second round of combat begins. Each character takes one turn, in order of initiative.
- During their turn, each character can do one of the following:
 - Attack with a melee or ranged weapon.
 - Cast a spell, drink a potion, read a scroll, or activate a magic item.
 - Avoid attacks by dodging or parrying.
 - Perform a short action that takes 10 seconds or less. For example: shout for help, load a heavy crossbow, switch weapons, or open a door.
 - Move - Dive for cover, retreat, leap onto a table, change position, approach a foe, etc.
 - Do nothing.
- If the character makes a physical attack, determine his Attack Rank and his target's Defense Rank. Find the target number on the combat chart. Roll to see if the attack hits.
 - If the attack hits - Check if there is a critical hit. Determine how much damage was done, based on the weapon used. The target loses this number of health points.
 - If the attack misses - Check if there was a critical miss.
- If the character makes a magical attack (mental or non-damaging physical magic), the target must make a saving throw versus magic.
 - If the target fails his saving throw - Determine the effects, based on the spell used. Apply the appropriate penalties to the target.
 - If the target makes his saving throw - Nothing happens.
- Check for characters suffering from damage over time effects and subtract the appropriate number of health points. Check for characters recovering from knockout or stun.
- Begin another round of combat and repeat the process, until no one is still fighting.

Combat Chart

Attack Rank

		0	1	2	3	4	5	6	7	8	9	10	11	12
Defense Rank	0	9	9	10	10	11	12	13	14	15	16	17	18	*CH
	1	8	9	9	10	10	11	12	13	14	15	16	17	18
	2	8	8	9	9	10	10	11	12	13	14	15	16	17
	3	7	8	8	9	9	10	10	11	12	13	14	15	16
	4	7	7	8	8	9	9	10	10	11	12	13	14	15
	5	6	7	7	8	8	9	9	10	10	11	12	13	14
	6	6	6	7	7	8	8	9	9	10	10	11	12	13
	7	5	6	6	7	7	8	8	9	9	10	10	11	12
	8	5	5	6	6	7	7	8	8	9	9	10	10	11
	9	4	5	5	6	6	7	7	8	8	9	9	10	10
	10	4	4	5	5	6	6	7	7	8	8	9	9	10
	11	3	4	4	5	5	6	6	7	7	8	8	9	9
	12	*CM	3	4	4	5	5	6	6	7	7	8	8	9

*CH - Use the critical hit table. *CM - Use the critical miss table.

Unarmed Combat

In unarmed combat, a character fights without a ranged or melee weapon. There are 3 kinds of unarmed attacks - punch, kick, and tackle. Use the tables below to determine his unarmed AV and damage.

A successful tackle knocks the opponent to the ground. Every round thereafter, the attacker and target roll Body + d6. If the attacker's result is higher, he successfully keeps his opponent pinned on the ground and unable to attack.

Body	Damage
0-1	0
2-5	1

Body	Damage
6-7	2
8-11	3

Body	Damage
12-15	4
16	5

Combat Skill	Punch AV	Kick AV	Tackle AV
0	2	1	1
1	2	2	1
2	2	2	2
3	3	2	2

Combat Skill	Punch AV	Kick AV	Tackle AV
4	3	3	2
5	3	3	3
6	4	3	3

Special Attacks



A character can attempt to dodge all attacks aimed at him during a round. Roll 3d6 with a target number equal to Body + Combat skill rank. On a successful roll, the character's defensive rank is improved by 3 for the rest of the round. (Dodging does not affect attacks made before the character's turn in the round.)

A character can try to parry all melee attacks made by one opponent during a round. He must be wielding a melee weapon no less than half the size of his opponent's weapon. Roll 3d6 with a target number equal to the weapon's Attack Value + Combat skill rank. A successful roll deflects one attack. You can choose to parry an opponent's attack at any time, even if your turn hasn't come, however it counts as your action for the round.

An attacker wielding a blunt melee weapon can attempt to stun his opponent. The attack is at a -1 penalty to hit. If the attack hits, instead of causing damage, he forces his target to save versus stun. On a successful saving throw, the target is stunned during his next action. On a failed saving throw, the target is stunned a number of rounds equal to the points of damage that would have been inflicted.

An attacker wielding a blunt melee weapon can attempt to knockout his opponent, rendering him unconscious. The attack is at a -5 penalty to hit. If the attack hits, instead of causing damage, he forces his target to make a saving throw versus knockout. If he misses the save, he is knocked unconscious for a number of rounds equal to the damage that would have been inflicted.

Stunned characters suffer a -3 attack penalty, a -2 penalty to skill checks, and a -1 penalty on saving throws using Mind. Stun caused by toxins can be avoided with a successful saving throw versus poison.

Poisoned characters take 1 point of damage at the end of each round for the duration, or until the poison is cured. With a successful saving throw versus poison, weak poisons cause no damage, strong poisons cause only 1 point of damage, and deadly poisons cause only 2 points of damage. A vial of antidote can occasionally cure the poison. On 1d6, a roll of 1-4 cures weak poison, 1-3 cures strong poison, and 1-2 cures deadly poison.

Paralyzed characters suffer a cumulative -1 penalty to attack and skill rolls each round until the venom reaches full effect. The penalty is then reduced by 1 each round until the effects are gone. The venom's effects are avoided entirely with a successful saving throw versus paralysis.

Entangling attacks disable the target's limb or entire body for d6 rounds. If the target sees the attack coming, he can make a Body attribute check to avoid entanglement. A large net requires one round of preparation before it can be thrown.

Two-weapon combat is a style of fighting with a 1-handed weapon in each hand. You receive a -1 attack penalty with the weapon in your main hand (IE: right), and a -3 attack penalty with the weapon in your off hand (IE: left).

Mounted combat is fighting while riding a horse or other beast. You receive a -1 attack penalty to one-handed melee weapons, -2 penalty to thrown weapons, -3 penalty to ranged weapons, and -4 penalty to two-handed melee weapons. A successful strike with a lance against a mounted opponent will knock him off his mount, unless he uses a shield and makes a successful Body attribute check.

Critical Hits and Misses

Critical Hits:

Use the identical rolled number, or the result of 1d6 for *CH, to determine the outcome.

- 1:** Attack does +1 damage.
- 2:** Target must save vs. pain or be stunned next turn.
- 3:** Knocked weapon from target's hand.
- 4:** Attack does double (x2) damage.
- 5:** Attack causes 1 damage in next 3 rnds from bleeding.
- 6:** Attack does triple (x3) damage.

Critical Misses (Armed Combat):

Use the identical rolled number, or the result of 1d6 for *CM, to determine the outcome.

- 1:** Attacker stumbles, -1 initiative until combat ends.
- 2:** Attacker loses balance, -1 DV next action.
- 3:** Attacker drops his weapon.
- 4:** Attacker strikes himself for 1 HP of damage.
- 5:** Attacker pulls muscle, -1 AV until combat ends.
- 6:** Attacker's weapon breaks.

Critical Misses (Unarmed Combat):

Use the identical rolled number, or the result of 1d6 for *CM, to determine the outcome.

- 1:** Attacker stumbles, -1 initiative until combat ends.
- 2:** Attacker loses balance, -1 DV next action.
- 3:** Attacker loses balance, -2 DV next action.
- 4:** Attacker pulls muscle, -1 AV until combat ends.
- 5:** Attacker pulls muscle, -2 AV until combat ends.
- 6:** Attacker trips and falls to the ground.

Magic

The Basics

Spells allow an ordinary person to do extraordinary things. They are useful for healing, attack, defense, solving problems, overcoming obstacles, and revealing that which is hidden. Though a spellcaster is not as deadly as a trained warrior, he is extremely useful to any adventuring party. Sorcerers and wizards learn spells by memorizing the proper incantations and gestures. Bards learn to sing and play mystical songs. All of them use magic to perform miracles through mind over matter.

Incantations



Sorcerers and wizards learn incantations. Only Low Magic incantations can be selected at character creation. These spells have a limited range. They can only affect targets within line of sight. The center of an area effect incantation must also be within line of sight. The caster can choose the radius of an area affect spell when it is cast. The minimum radius is his own hex, while the maximum radius is 5 hexes. A character must be able to speak to cast spells. He must also have one hand free to cast High Magic incantations.

Mystical Music



Bards learn mystical music. Only Low Magic songs can be selected at character creation. These spells have a limited range. They can only affect targets within range of hearing. Songs with an area of effect are always centered around the caster. He can choose the radius of an area affect spell when it is cast. The minimum radius is his own hex, while the maximum radius is 5 hexes. The caster must be able to speak. He must also have both hands free to play an instrument while casting a High Magic song.

Spells

Low Magic Incantations

Spell	MP	Dur.	Description
Arcane Senses	2	1 hr	Gives a target the ability to see magic, and a +1 bonus to the Arcane skill.
Ascending Rope	2	10 min	Causes a rope to straighten, become inflexible, and stand up vertically with one end touching the ground.
Aspect of the Owl	1	1 hr	Allows the target to see normally in weak moonlight or better.

Aspect of the Stag	1	1 hr	Gives the target x2 ground movement speed.
Aspect of the Wolf	2	1 hr	Gives the target a +3 bonus to tracking and hunting.
Beast Claws	2	1 hr	Causes the target to grow sharp claws with an AV equal to Punch+1 that inflict 1 damage.
Cure Ailment	1	Instant	Cures colds, flu, rashes, allergies and other minor illnesses suffered by the target.
Cure Poison	2	Instant	Cures all poisons, venoms and toxins affecting the target.
Delouse	1	Instant	Kills all insects and parasites biting or infesting the target.
Descend	1	1 hr	All party members in range fall too slowly to be harmed.
Druid's Cudgel	2	10 min	Doubles the damage of a blunt weapon when used on wood.
Fire Orb	2	Instant	Creates a tangible orb of fire which the caster can throw at a target. AV 3, 2 damage.
Frost Orb	2	Instant	Creates a tangible orb of frigid air which the caster can throw at a target. AV 4, 1 damage.
Gloom	1	*	Covers an area in thick fog causing a -3 PER penalty, in a radius of 1 hex per round of concentration. The fog disperses normally.
Hawk Sight	1	1 hr	Grants a target the ability to see 3 times as far as normal.
Heal Wounds	2	Instant	Restores 1d6/2 health points (round up) and cures stun.
Mend Item	1	Instant	Fixes minor damage in an inanimate item, such as rust, cracks, tears, stains, or fraying.
Mystic Orb	2	Instant	Creates a tangible orb of magic energy which the caster can throw at a target that ignores all armor. AV 2, 1 damage.
Obscure	2	1 hr	Gives the target a +2 bonus to stealth.
Otter Kin	2	1 hr	Gives the target a +5 bonus to swimming.
Shocking Blow	2	10 min	Gives the caster's unarmed strikes a chance to stun the target with an AV of 5 for 3 points of stun. The target can save versus stun to resist the effects.
Solar Water	1	1 day	Imbues water with the faint glow of sunlight, making it harmful to vampires and other sunlight-allergic creatures. AV 8, 1 damage per cup.
Squirrel Kin	2	1 hr	Gives the target a +3 bonus to jumping and climbing. The target can leap Body feet horizontal, and ½ Body vertical

Swift Strike	1	1 hr	Increases the range of a bow or crossbow by 50%.
Torch Glow	1	1 hr	Causes an inanimate item to glow with torch brightness.

High Magic Incantations

Spell	MP	Dur.	Description
Arcane Armor	4	10 min	An invisible barrier forms around the caster, adding 3 DV.
Aspect of the Bear	3	10 min	Gives the target +1 Body, which also increases health points and physical saving throws.
Celerity	4	1 min	Allows the target to move twice as fast, and take 2 actions in 1 round.
Cure Disease	2	Instant	Cures all diseases and related symptoms affecting the target.
Dismiss Magic	4	Instant	Ends a spell's duration by touching the creature, item or area affected by it.
Enlarge Beast	2	10 min	Causes an animal to increase in size and strength by 50%.
Fairy Flight	3	1 min	Allows the caster to levitate, moving up to 1 hex per round and carrying no more than Mind x 50 lbs.
Fire Bolt	3	Instant	Shoots a bolt of fire from the caster's hand at a target. AV 4, 5 damage, ignites flammable materials.
Frost Bolt	3	Instant	Shoots a bolt of frigid air from the caster's hand at a target. AV 6, 3 damage.
Heal Injury	3	Instant	Restores 2d6 (drop the lowest) health points and cures stun.
Iron Cloak	3	10 min	Makes a cloak immune to cutting or puncture, reducing the damage of bladed attacks by 50%.
Mystic Bolt	3	Instant	Shoots a bolt of magic energy from the caster's hand which ignores armor. AV 4, 2 damage.
Quench Fire	1	Instant	Extinguishes one fire no larger than a bonfire, or multiple flames no larger than a torch.
Regenerate	6	Instant	Restores 3d6 health points, regenerates lost tissue, and removes all scars. This spell can only be used once per target, per year.
Reveal Traps	2	1 hr	Gives the target a +3 bonus to the underworld skill when detecting traps.
Shadow Walk	2	1 hr	Grants a +5 bonus to stealth for the caster only.
Staff of Might	3	10 min	Increases the AV of blunt weapons by 1.
Vorpal Edge	3	10 min	Increases the AV of a bladed weapon by 1.
Zone of Silence	2	1 min	Nullifies sound in an area from any source. This prevents spellcasting.

Low Magic Songs

Spell	MP	Dur.	Description
Aria of Purity	1	Instant	Makes all food and water in range safe for consumption.
Battle March	2	10 min	Grants all allies in range a +1 saving throw versus fear, a +1 initiative, and prevents them from being surprised.
Cacophony	1	1 hr	Repels small insects and animals from the area.
Chant of Stealth	2	1 hr	Grants a +1 stealth bonus to all allies in range.
Discordant Tune	1	8 hrs	Causes a loud alarm sound to be heard if a creature enters the area of effect.
Familiar Refrain	2	1 min	Improves the caster's focus, granting a +5 Mind bonus when attempting to remember something.
Flight of Fancy	3	1 min	Causes a creature or item to appear within range. It does not move or make any sound. The caster must be familiar with the item. Viewers can make a saving throw versus illusion to realize that it's fake.
Gypsy Folksong	1	1 hr	Allows the caster to know whether anyone in range is currently feeling extremely hostile or plans violence.
Hero's Anthem	2	1 hr	Grants a +3 bonus to leadership and diplomacy.
Palaver Chant	1	1 hr	Allows the caster to understand the spoken words of any creature within range.
Requiem	1	1 hr	Allows all ghosts/spirits in range to be seen and heard by those present.
Siren's Voice	2	1 hr	Grants a +5 bonus to carousing and a +2 bonus to acting.
Song of Air	2	1 min	All allies in range become immune to discomfort or damage from cold.
Song of Fire	2	1 min	All allies in range become immune to discomfort or damage from heat.
Song of Stone	3	1 min	All allies in range are granted tougher skin, adding 1 DV.
Song of War	2	1 hr	Gives all allies in range a +5 bonus to save versus fear.
Song of Water	2	1 hr	All allies in range gain the ability to breathe underwater.
Soothing Lyrics	2	10 min	Causes all non-sentient animals within range to remain calm unless harmed, with no saving throw.
Storm	1	1 hr	Protects an area from strong winds, rain, hail, fog, lightning

Shanty			and other aspects of bad weather.
Trackless March	1	1 hr	Prevents all creatures in range from leaving footprints.
Twilight Aria	1	1 hr	Causes the area to shine with candle light.
Undine's Melody	2	10 min	Allows all allies in range to walk on water as though it were solid earth, however a Body check may be required to avoid tripping or falling due to waves.
Whispering Wind	2	Instant	Sends a quiet, verbal message to one target the caster is familiar with. The target must be within 10 miles. The message takes 1 minute per mile to arrive.

High Magic Songs

Spell	MP	Dur.	Description
Dirge of Defeat	4	1 rnd	Causes all enemies in range to save versus fear or retreat at the end of the round.
Dreamer's Melody	4	1 min	Causes an illusionary creature or item to appear within range, doing whatever the caster desires. The caster must be familiar with both the creature or item, and the action it is performing. The illusion can make sounds up to 100 decibels. Viewers can make a saving throw versus illusion to realize that it's fake.
Fool's Ditty	4	1 min	Brings bad luck to all enemies within range, causing a -1 penalty on all dice rolls.
Loyal Harp	3	1 hr	Allows the caster to play a musical instrument without touching it.
Madrigal of Magic	3	1 min	All creatures within the area of effect gain a +2 saving throw versus spells and magic.
Serenade of Torment	3	1 min	All creatures in range must save versus pain or suffer a -1 penalty on attacks and physical skills.
Song of Iron	5	1 min	All allies in range are granted tougher skin, adding 2 DV.
Song of Orpheus	4	10 min	Causes all creatures in range to perceive the caster as a normal part of their surroundings and beneath notice, so long as he takes no threatening or highly unusual actions. Non-sentient creatures do not get a saving throw.
Summer Ballad	3	1 rnd	Rains tiny balls of fire down on everything in a 3 hex radius for 1 round. AV 4, 2 damage, ignites flammable materials.
Sword Toccata	3	1 min	Increases the armor DV of all allies in range by 2 against bladed weapons.

Thief's Lullaby	3	Instant	Causes all creatures in range to save versus sleep or fall asleep. Affected creatures awaken normally.
Winter Ballad	3	1 rnd	Rains hailstones down on everything in a 3 hex radius for 1 round. AV 4, 1 damage.
Words of Power	6	Instant	Restores the magic points of all allies in range to their base value.

Experience Points



At the end of each game session, the game master should award experience points (XP) to the players based on their participation. These points can be spent to increase the character's power. This is how a lowly adventurer becomes an epic hero! After an average, four-hour game session, a player will earn about 4 XP. Increasing an attribute also improves secondary attributes, perception, skill checks and saving throws. It does not increase skill points or number of spells known.

One point can be awarded for each of the following:

- ❖ Roleplays his character well, with a distinct and interesting personality.
- ❖ Roleplays in a way that entertains the group more than usual.
- ❖ Enriches the story by improvising elements that don't conflict with the plot.
- ❖ Learns something important about another player's character through roleplay.
- ❖ Uncovers an important secret or clue, and shares it with the other characters.
- ❖ Performs a heroic act or comes up with a brilliant plan that helps the party succeed.
- ❖ Roleplays well with NPCs, whether friend or foe.
- ❖ Resolves a sub-plot or significantly furthers the main plot.

Experience point costs:

- Increase an Attribute by 1 — 12 XP
- Improve Perception by 1 — 6 XP
- Increase base Hit Points by 1 — 3 XP
- Increase base Magic Points by 1 — 2 XP
- Improve a Skill by one rank — 5 XP
- Gain a new Trait — 6 XP
- Learn a new Low Magic spell — 3 XP
- Learn a new High Magic spell — 4 XP
- Gain a windfall of 1 Silver — 1 XP

Equipment

Adventuring Gear



Here are the names and descriptions of common pieces of adventuring equipment. The prices are for average quality gear purchased in a city. Magic items are generally not available at stores and should only be purchased with the game master's permission. Some armor and weapons have a minimum Body attribute requirement.

Scale armor is made from rectangles of metal attached to a leather backing. Brigandine is made from overlapping rectangles of metal. Augmented mail is chainmail woven with leather. Double mail is made from a more complex interlink of chainmail. A halberd is a broad axe blade with a spike at the end of a staff. A morning star is a spike and spiked mace head on the end of a staff. Scrolls are single-use items.

Defensive Gear

Armor

- Heavy Furs - DV 1, 15 CP
- Leather, Light - DV 2, 30 CP
- Leather, Studded - DV 3, 50 CP
- Scale - DV 4, 75 CP
- Chainmail - DV 5, 95 CP
- Brigandine - DV 6, Min Body 6, 130 CP
- Augmented Mail - DV 7, Min Body 6, 175 CP
- Double Mail - DV 8, Min Body 7, 230 CP
- Plate - DV 9, Min Body 8, 280 CP

Helms & Shields

- Helm, Leather - DV 2, 15 CP
- Helm, Chainmail Coif - DV 4, 25 CP
- Helm, Metal - DV 6, 40 CP
- Helm, Full - DV 8, -1 PER, 50 CP
- Shield, Small Leather - DV 1, 10 CP
- Shield, Wood - DV 2, Min Body 6, 15 CP
- Shield, Metal - DV 3, Min Body 8, 30 CP
- Shield, Tower - DV 4, Min Body 10, 50 CP

Offensive Gear

One-Handed Bladed Melee Weapons

- Axe - AV 5, 3 Damage, 30 CP
- Knife - AV 3, 2 Damage, 20 CP
- Sword, Broad - AV 7, 6 Damage, Min Body 8, 80 CP
- Sword, Long - AV 6, 5 Damage, 60 CP
- Sword, Short - AV 4, 3 Damage, 35 CP

Two-Handed Bladed Melee Weapons

- Axe, Great - AV 10, 7 Damage, Min Body 11, 180 CP
- Polearm, Halberd - AV 6, 4 Damage, 50 CP
- Sword, Bastard - AV 8, 6 Damage, Min Body 9, 130 CP
- Sword, Claymore - AV 9, 7 Damage, Min Body 10, 160 CP
- Sword, Great - AV 11, 7 Damage, Min Body 12, 200 CP

Blunt Melee Weapons

- Club - AV 3, 1 Damage, 3 CP
- Flail - AV 6, 4 Damage, 55 CP
- Lance - AV 5, 6 Damage, 150 CP
- Lance, Jousting - AV 6, 1 Damage + 2 Stun, 50 CP
- Mace - AV 5, 3 Damage, 45 CP
- Polearm, Morning Star - AV 7, 5 Damage, Min Body 8, 60 CP
- Quarterstaff - AV 4, 2 Damage or 5 Stun, 25 CP
- Sap - AV 2, 3 Damage (stun only), 6 CP
- Warhammer - AV 8, 6 Damage, Min Body 9, 100 CP

Ranged Weapons

- Bow, Composite - AV 8, 4 Damage, Range 50 hexes, Min Body 8, 150 CP
- Bow, Long - AV 6, 2 Damage, Range 30 hexes, 100 CP
- Bow, Recurve - AV 7, 3 Damage, Range 40 hexes, Min Body 7, 125 CP
- Bow, Short - AV 5, 1 Damage, Range 20 hexes, 80 CP
- Crossbow, Light - AV 5, 2 Damage, Range 15 hexes, 80 CP
- Crossbow, Heavy - AV 7, 4 Damage, Range 35 hexes, Min Body 7, 125 CP

Thrown Weapons

- Axe, Hand - AV 4, 2 Damage, Range 6 hexes, 20 CP
- Dagger - AV 2, 1 Damage, Range 4 hexes, 15 CP
- Dart - AV 1, 0 Damage, Range 2 hexes, Can inject poison/drugs, 3 CP

- Javelin - AV 5, 3 Damage, Range 8 hexes, 30 CP
- Spear - AV 4, 3 Damage, Range 10 hexes, 20 CP

Special Weapons

- Blowgun - AV 2, 0 Damage, Range 4 hexes, Can inject poison/drugs, 20 CP
- Bolas - AV 2, 0 Damage, Range 6 hexes, Entangles target's limb, 15 CP
- Net, Large - AV 5, 0 Damage, Range 2 hexes, Entangles 1-3 targets, 50 CP
- Net, Small - AV 3, 0 Damage, Range 3 hexes, Entangles a target, 30 CP
- Sling - AV 1, 1 Damage or Stun, Range 15 hexes, 10 CP

General Gear

Adventuring Items

- Antidote, Poison - 1 dose, 25 CP
- Backpack, Leather - 20 CP
- Bedroll - 15 CP
- Belt Pouch - 5 CP
- Bottle, Glass - 1 quart, 5 CP
- Candle - 4 hrs, 2 CP
- Crowbar - 20 CP
- Fishing Gear - 15 CP
- Flint & Steel - 1 CP
- Grappling hook - 25 CP
- Hammer - 8 CP
- Healing Kit - +1 First Aid, 30 CP
- Ink, Black - 1 bottle, 3 CP
- Lantern - 20 CP
- Oil Flask - Fuels lantern for 1 hr, 1 CP
- Pole, 10' - 2 CP
- Rations - Preserved, 1 day, 5 CP
- Rope, Hemp - 20', bears 300 lbs, 10 CP
- Rope, Silk - 20', bears 1000 lbs, 40 CP
- Sack, Canvas - 2 CP
- Scroll Case - 3 CP
- Skinning Knife - 10 CP
- Tent - 1 man, 35 CP
- Torch - 1 CP
- Waterskin - 10 CP
- Writing Stick - 5 CP
- Writing Sheet, Parchment - 1 CP

Clothing

- Belt, Leather - 5 CP
- Boots, High - 12 CP
- Boots, Low - 8 CP
- Cloak - 6 CP
- Cloak, Hooded - 8 CP
- Cloak, Winter - 10 CP
- Dress - 12 CP
- Gloves, Leather - 6 CP
- Robe - 10 CP
- Shoes - 7 CP
- Trousers - 6 CP
- Tunic - 9 CP
- Underclothes - 3 CP

Weapon Accessories

- Arrows (12) - 12 CP
- Bolts (12) - 8 CP
- Bowstring & wax - 4 CP
- Quiver - 15 CP
- Scabbard - 10 CP
- Slingshots (12 lead) - 2 CP
- Whetstone & Honing Oil - 12 CP

Enchanting Supplies

- Cauldron, Alchemist's - Silver plated, ½ gallon, 250 CP
- Ink, Mystical - 1 vial, 25 CP
- Potion Bottle, Crystal - 15 CP
- Potion Bottle, Glass - 5 CP
- Wand, Enchanter's - 1000 CP
- Writing Sheet, Heavy Parchment - 2 CP

Poisons, Toxins & Venoms

- Toxin, Deadly - 1 vial, 12 shots, stun 2d6 rounds, 48 CP
- Toxin, Strong - 1 vial, 12 shots, stun 1d6 rounds, 24 CP
- Toxin, Weak - 1 vial, 12 shots, stun 1d6/2 rnds (round up), 12 CP

- Venom, Deadly - 1 vial, 12 shots, paralysis 2d6 rnds, 96 CP
- Venom, Strong - 1 vial, 12 shots, paralysis 1d6 rnds, 48 CP
- Venom, Weak - 1 vial, 12 shots, paralysis 1d6/2 rnds (round up), 24 CP
- Poison, Deadly - 1 vial, 12 shots, damage for 2d6 rnds, 144 CP
- Poison, Strong - 1 vial, 12 shots, damage for 1d6 rnds, 72 CP
- Poison, Weak - 1 vial, 12 shots, damage for 1d6/2 rnds (round up), 36 CP

Transportation

- Barding, Chainmail Warhorse - DV 5, 275 CP
- Barding, Leather Horse - DV 3, 150 CP
- Canoe - 3 man, 150 CP
- Cart - 10 mph max, 200 CP
- Horse, Riding - 30 mph max, 1000 CP
- Horse, War - 25 mph max, 2000 CP
- Horse Tack - 250 CP
- Mule - 20 mph max, 400 CP
- Saddlebags - 30 CP
- Wagon - 4 seat, 20 mph max, 500 CP

Magic Items

- Amulet of Light - (300 CP) A carved, clear quartz pendant that glows as bright as a torch.
- Boots of Sneaking - (700 CP) The wearer's footfalls are quieted, granting a +5 bonus to audible stealth rolls.
- Cloak of Cloaking - (3,500 CP) This camouflaged cloak changes colors so that the wearer blends in, granting a +3 bonus to visual stealth rolls.
- Comfortable Leather Armor - (600 CP) This armor has a DV of 3 and causes no MP penalty.
- Epic Chainmail - (2,250 CP) This armor has a DV of 7 but no additional MP penalty.
- Flowing Flagon - (200 CP) A hardwood flagon with the figure of a dragon. It does not contain the pellet with the poison, but it does fill with water three times per day on command.
- Gloves of Warmth - (550 CP) The wearer of these gloves will never be uncomfortable or suffer damage due to cold.
- Grogard's Hammer - (3,000 CP) This warhammer has an AV of 9 and inflicts 8 damage, so long as it is the only weapon in the bearer's inventory.
- Health Potion - (400 CP) When imbibed, the red liquid inside this small bottle restores 1d6+1 health points.
- Heroic Cloak - (350 CP) This fetching cloak flaps heroically in the slightest breeze and always arranges itself properly, granting a +1 on Social rolls.

- Magic Potion - (150 CP) When imbibed, the blue liquid inside this small bottle restores 1d6+1 magic points.
- Magic Seeds - (100 CP/seed) When planted, each seed grows into a mature plant in one minute, bearing its maximum harvest of food. However, it is impossible to tell what sort of seed it is. Determine randomly on 1d6 - pumpkin vine, apple tree, blackberry bush, snap pea plant, giant turnip plant, or orange tree.
- Neverfull Pack - (1,000 CP) This enchanted backpack is bigger on the inside than the outside. It can hold up to 100 items. Unfortunately, it's pitch black inside the pack and random which item is pulled out. The more items are in the bag, the longer it takes to find the one you want. An item must be able to fit through an 18" diameter opening to be put in the bag. The pack's weight is half that of its contents.
- Plate Armor of Champions - (2,000 CP) Anyone fighting the wearer of this impressive, shiny armor must make a saving throw versus fear when combat begins. If the saving throw is failed, he suffers a -1 attack penalty against the wearer due to intimidation until combat ends. The armor has a defense value of 10.
- Ring of Deflection - (5,000) The wearer receives a +1 DV bonus while the ring is worn.
- Ring of Salvation - (2,500 CP) Once per combat, the wearer of this ring can call out to Zar Blackwolf and beg for assistance, granting him either a +2 AV or a +3 DV that round (his choice). Blackwolf isn't really a god, just an enchanter who wants to become a legend. In fact, Zar Blackwolf isn't even his real name...
- Sack of Endless Caltrops - (450 CP) The holder of the sack can pull out a large handful of 1" iron caltrops, without being stabbed by them. Once another handful is pulled from the sack, the previous handful disappears forever.
- Scroll of Detect Magic - (125 CP) After reading the spell on this scroll, the speaker can see a glow on any magical items or areas. A brighter glow indicates stronger magic. The spell lasts 10 minutes.
- Sharpened Knife - (525 CP) This knife has a fancy hilt, an AV of 4, and does 3 damage.
- Sylphan Sack - (4,000 CP) This sack can hold up to 1 cubic foot (1'x1'x1') of loot. No matter what is placed inside, it never weighs more than one pound.
- Sword of Legend - (4,500 CP) An ornate longsword that has runes in the hilt, AV 7, does 6 damage, and adds +1 to Body saving throws. Requires a minimum Body of 6 to wield.
- Tolkean Ring - (250 CP) A platinum ring engraved with strange runes. Anyone who is offered this ring for sale or trade must make a Mind saving throw versus greed or covet it greatly. Those who covet the ring will pay 10 times more for it than they would normally think it was worth. Offering the ring as a gift does not cause this effect.

- Vial of Serpent Blood - (100 CP) Drinking this potion cures poisoning. No further damage is taken from poisons, toxins or venoms. Lost health points are not recovered.
- Viking Helm - (500 CP) This is a metal helm with a pair of impressive white horns. It has a DV of 8 and wasn't made by vikings. Vikings didn't actually wear horned helms.
- Vorpall Shortsword - (3,250 CP) This ornate longsword has an AV of 5, does 3 damage, and scores a critical hit with only two matching numbers.

The Continent of Talantha

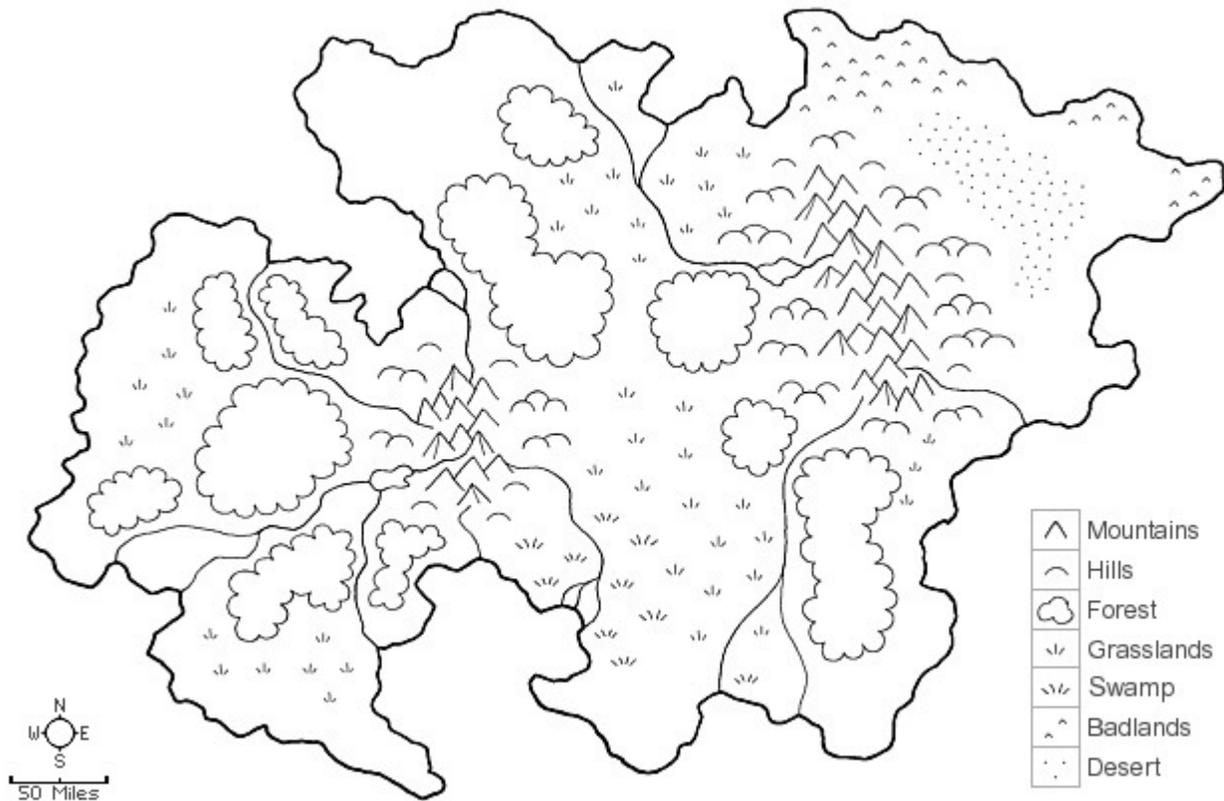


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