

DUNGEONEERING: The classic setting for fantasy role-playing adventure is that of ‘the dungeon’, hence its name. ‘Dungeoneering’, as it were, enters the game into new realms of rules, the challenges in the indoor and underground settings not only in battles and booby-traps, but in the twists in the rules of the game itself—it is a different, darker world below . . .

Mapped realms: Some adventure sites hold the added peril of the maze, their chambers and corridors so complex that finding one’s way may be part of the puzzle, and/or movement later (and thus choice of corners) will be critical. Whenever this is the case, the GM is provided with a map of the site. All maps are drawn in an abstract manner, with each square on their graphed paper equaling approximately 10’. This allows for both easy delivery of dimensions to Players who wish to map as they go, and accurate count of movement within the maze. When exploring a maze, the GM will always keep aware of the party’s position, offering them choices of direction when they occur as ‘right’, ‘forward’, etc. Not unless the party has a reliable sense of direction (such as a compass) should he say ‘north’, ‘west’, etc. even though the GM is well aware of the direction the party is going and would find it easier to use such terminology. Remember that one must see through the Characters’ eyes.

Light and vision: When indoors or underground, the party will need light to see by. Light is not difficult to come by, but one must be careful not to lose it, or else their adventure could become very difficult indeed.

Lanterns are lit with oil or simple magics. They burn with a radius of approximately 30’. Lanterns will last indefinitely, a Character assumed to replenish oil at rest times and other, odd times. However, lanterns are fragile, and whenever one enters into combat, or makes an Ability Check using Combat, Strength or Dexterity, he must take a Turn to set his lantern down carefully, or else he will be assumed to have dropped it, and then there is a 1 in 3 chance that it is broken. If used as a weapon, a lantern will definitely break, but not before doing a base 3 Damage.

Torches burn with a radius of approximately 10’. Torches burn out after a while. After each Encounter or battle, there is a cumulative 1 in 6 chance that enough time has passed that the torch burns out. If used as a weapon, a torch does a base 2 Damage.

Magical light is extremely variable, but any exotic power or treasure that glows or casts light is enough to allow the party to see by, up to a radius of approximately 20’

Demi-human vision is sharper in each race’s surroundings. While Elves and Halfmen can see well enough at night, Dwarves can see well in the underworld, without any light to aid them.

Natural light is found quite often in the underworld—glowing cavern walls, lightful waterfalls and pools—any such light can be ‘caught’ within a vial and will stay alit while in that same realm.

Breaking doors: Some doors may be locked or sealed. In order to break down such a door, one must deliver a single blow of 15 Damage or more. No Attack Roll is required, but if the Damage is less than 15, the weapon becomes damaged, notched or blunted, lowering its Base Damage -1.



BLOOD AND STEEL

ΑΛΛ ΕΝΔΕ ΩΟΡΘΗ ΛΙΓΙΝΓ ΑΡΕ ΩΟΡΘΗ ΔΑΝΧΙΝΓ ΩΙΤΗ ΔΕΑΤΗ ΤΟ ΑΧΗΕÇΕ



Defense Score: This is a summary of one's overall defensive abilities in personal combat. A Character's base Defense Score determined by their Character Class, to be further modified by many factors at any given time. Each of these factors are explained below.

Dexterity bonus (or penalty) will increase (or decrease one's Defense Score.

Proficiency with a weapon will increase one's Defense Score equal to its Level when using any such a weapon.

Parrying will temporarily increase one's Defense Score by the total (temporary) bonus gained thereby.

Encumbrance will reduce one's Defense by -1 for every 10 that is carried on his person (rounded down), not his horse, his porter, etc.

Fatigue will temporarily reduce one's Defense Score according to their Class until they are fully healed of all wounds (not drained Health).

Attack Rolls: Whenever anyone attempts to attack any other, his swings, slashes and dance of maneuvers is summarized by a single roll, an 'Attack Roll'. One can make one Attack Roll once each Turn. This is a roll on the D20, modified by many factors, including one's Combat bonus (or penalty), any Weapons Proficiency they may have, and many others. If the total is equal to or greater than the target's Defense Score, the attack was successful and landed a blow. Otherwise it missed.

Critical Attacks: Whenever one rolls a natural '20' with an Attack Roll, he not only hits regardless of a foe's Defense Score and all modifiers, but he also immediately rolls on Table 14 to determine a critical effect. If this result is implausible, then the next (numerically) **highest** result is counted.

Table 14: Critical Hits

Roll	Critical effect
12	Opponent slain from a fell blow
11	Gains 1-4 free Turns that Round
10	Rampage; Damage to 1-4 additional foes
8-9	Clean shot; avoids all Protection
6-7	Armour damaged; 1-12 Protection lost
5	Toppled structure; 1-12 Damage to all foes
4	Controls battle; gains +4 to next Initiative
3	Triple the total Damage done
1-2	Double the total Damage done

As with Critical Hits, rolling a natural '1' on an Attack Roll, regardless of all modifiers, means the attacker has missed, and must immediately roll on Table 15 to determine the ill fortune of his folly. If the result is implausible, then the next (numerically) **lowest** result is counted.

Table 15: Critical Misses

Roll	Critical effect
12	Weapon flung; takes new Turn to retrieve
11	Demoralized; re-make Fear/Morale Check
10	Weapon stuck; Critical Strength to free it
8-9	Weapon broken (not bows; quiver empty)
6-7	Compromised; one foe gets a free Turn
5	Backed into a corner; lose next 1-4 Turns
4	Backed into enemy's weapon; automatic hit
3	Hits self; half total Damage (rounded up)
1-2	Hits random friend or ally

LEGACY OF KINGS

ΕΓΕΡΨ ΧΗΡΑΧΤΕΡ ΗΑΣ Α ΤΑΛΕ ΤΟ ΤΕΛΛ ΒΕΦΟΡΕ THEIR ΤΑΛΕ ΟΦ ΑΔΣΕΝΤΥΡΕ ΒΕΓΙΝΣ



Nobleman: The Character is of a noble bloodline. Wealthy and exposed to many great folks, he begins his adventures with 100-400 gold, 5 Acquisition Rolls (using the D8), and 1 exotic treasure (rolled by the Player or selected by the Game Master). Such a Character also gains 1-8 Nobility Points. Or, at the Player's option, he may negate all of the above and begin simply with 100-3000 gold and 3-12 (D10+2) Nobility Points.

Slave: The Character begins his adventures just being freed from slavery. While this means he has no gold or equipment of any kind, a slave's life will have made him strong, giving him an increase of +1 to his Strength Score.

Traveler: The Character has no home and lives on the road. Such folk are all too ready to undertake a dangerous adventure, carrying their life-savings with them, a good 1-30 gold, and 4 Acquisition Rolls (using the D20).

Table 56: Elf's Heritage

Roll	Character's history
90-100	Nobility
70-89	High family
35-69	Clansman
15-34	Common life
1-14	Wanderer

Clansman: Elves most often live in clans, and anyone belonging to that clan shares their honor and their wealth. When one bids his family farewell and sets out on an adventure, he brings with him 50-300 (5D6) gold, equipment garnered with 3 Acquisition Rolls (using the D30), and 1 exotic treasure of Elvish make (rolled by the Player or selected by the Game Master).

Common life: Elves usually prefer the quiet, timeless life of dwelling in their woodland homes. Since they keep little gold, Elves who leave such a life for adventure possess little coin; 1-12 gold, and 3 Acquisition Rolls (using the D30).

High family: Elves sometimes come from a very exalted family, counted among the wise, the legendary, even among heroes. The treasures of that house arm him well when he leaves it, with 10-120 gold, 5 Acquisition Rolls (using the D30), and 1 exotic treasure of Elvish make (rolled by the Player or selected by the Game Master). Such a Character also gains 1-4 Nobility Points.

Nobility: Elves of Royal stature are rare indeed in these times, but some still exist, to shake the towers and councils of the world when they appear. They bring with them great magic, their mere 30-100 (D8+2) gold outshone by their exotic equipment from 3 Acquisition Rolls (using the D30) and their 1-3 (D6) exotic treasures of Elvish make (rolled by the Player or selected by the Game Master). Such a Character also gains 1-8 Nobility Points.

Wanderer: Elves sometimes stray from their homes and into the lands of lesser folk, traveling light, with but 10-40 gold.

CHAPTER XVII

ΣΚΙΑ ΑΝΔ ΠΟΘΕΡ ΙΣ ΡΕΩΡΑΔΕΔ ΩΙΤΗ ΕΑΡΤΗΛΨ ΩΕΑΛΤΗ ΑΝΔ ΥΝΕΑΡΤΗΛΨ ΜΙΓΗΤ

CHAPTER 17

*Hear now a tale of three brave men
And of treasure thrice their heart's size
Forever lost and all who seek it
Ever find only their demise*

*In a grove of Elder Trees
Echoes music of the earth
Where men may sell their afterlife
For a harp of equal worth*

*Deep within the Forge of Thunder
Of old was wrought the Lightning Sword
But time has swept away this blade
To sleep at last in Dragon's hoard*

*Forever lost to books and lore
But of which yet the Elves still sing
Is the legend most enchanting
Of the Ruby Twilight Ring*

*The treasures of the Ancients true
And the gold of Dwarven song
Calls out to each one of us
And we cannot resist for long*

Τρεασυρε

Table 72: Number Of Treasures

Value	Number of treasures found
E	1-30
D	1-20
C	1-10
B	1-6
A	1-4

What treasures are they?: Once the actual number of treasures is determined, the Game Master must roll on the following chart for each individual treasure to determine what it is. Each treasure category is subsequently explained throughout the rest of this Chapter.

Table 73: Treasure Types

A	B	C	D	E	Treasure
-	-	100	100	100	Artifact
-	-	95-99	91-99	88-99	Magic item
-	100	89-94	85-90	77-87	Elf magic
-	98-99	82-88	74-84	67-76	Dwarf craft
-	94-97	75-81	66-73	60-66	Cursed item
100	90-93	70-74	50-65	50-59	Gems
70-99	60-89	45-69	19-49	20-49	Coins
45-69	35-59	25-44	10-18	10-19	Armourment
20-44	20-34	15-24	8-9	8-9	Food
10-19	10-19	8-14	5-7	3-7	Goods
1-9	1-9	1-7	1-4	1-2	Nothing

ACQUIRING TREASURE: Treasure can be acquired in any number of ways. It may be carried on a foe and taken after he's vanquished, it may be kept in his lair, it may lay around unguarded in a hoard, and still it might be given to the party or parleyed for. Whenever one earns the spoils of treasure, the following rules apply for determining just what the treasure is.

How many treasures?: Each time the party acquires treasure, whether it is simply an Orc captain's purse, or a Dragon's fabulous hoard, that collection of treasure has a 'Treasure Value', ranging from 'A' to 'E'. The greater the overall value of the hoard, the higher the letter ('A' being the lowest, 'E' being the highest). The higher the treasure Value, the more treasures there are for the taking, as displayed on Table 72.

All the treasure in the world: The many treasures found throughout this Chapter are indeed **all** that there are in Fantasia, at least as far as the rules are concerned. All new treasures should be variants of those found within these pages. This does **not** limit one's imagination nor possibilities, indeed it is quite the opposite, for it challenges them! The treasures by name or appearance are not so much important as are the powers they possess, more specifically the statistical effect they have on the game's balance. Certainly one may make up other treasures for this game, but, like any basic rule such as weapons or armour that is varied not with number crunching or additional pages to the gamebook but rather by one's creativity, the rules that the new treasure is built upon should remain unchanged. New treasures are welcome, but they should be some descriptive (and not statistical) variant of those found throughout this Chapter.