

CITADEL  
OF BLOOD  
BY ERIC LEE SMITH

RULES BOOK



## Fantastic Adventure in the Fortress of Evil

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### Read This First:

The rules to *Citadel of Blood* are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name below which is given (usually) a General Rule or Description which summarizes the rules in that section. This is usually followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Major Section number. Players should examine the map and counters and then quickly read the rules (without trying to memorize them). Then the game should be set up to play and a "trial run" made.

### Rules Questions:

Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to: SPI for Rules Questions Ed: *Citadel of Blood* 257 Park Avenue South New York, N.Y. 10010

## [1.0] INTRODUCTION

In the Valley of the Great Sword stands a massive fortress. It serves as the refuge for the most powerful Mage in the world, X the Unknown. With the aid of an Orc army, he has transformed tumbled-down ruins into this, the strongest fort in existence. Once secure in the Citadel, however, the Mage betrayed the Free Peoples of the valley into the hands of the Empire during the Third War of the League of Ararive. The Empire rewarded him richly for this treachery. Since that time, the Mage's power has grown steadily, spreading throughout neighboring lands. However, his success to date is as nothing when compared to the darkness he is now prepared to loose. His possession of the ancient and powerful Hellgate now poses a threat to the Empire itself.

*Citadel of Blood* represents a series of raids on X the Unknown's Citadel by a mixed force of Free People, representatives of the Empire, and mercenaries. The game is similar to many fantasy role-playing games, but it requires no games-master. It may be played solitaire or with 2 to 6 players. The characters and premise of this game are taken from SPI's game, *Swords and Sorcery*.

## [2.0] EQUIPMENT

### GENERAL RULE:

*Citadel of Blood* consists of a rules booklet and 200 die-cut counters. Three six-sided dice are needed in order to play the game. These are provided in the boxed edition of the game, but not in the subscription version.

### CASES:

**[2.1] Player's construct the game's playing surface with room and corridor Chits as they explore the Citadel.**

The Chits are back-printed with corridors and rooms, and the players place these Chits adjacent to each other, like dominoes, to construct the Citadel. Each Chit, and each area adjacent to a previously-placed Chit where a Chit may be placed, is referred to as a Segment of the Citadel.

**[2.2] The playing pieces represent the various rooms and corridors of the Citadel, the monsters, heroes, and other life forms that guard or assault it.**

**[2.3] The rules are designed to allow the players to easily modify them and invent their own.**

Players are encouraged to modify these rules to suit their own taste. It should also be noted that this style of game makes it impossible to cover every question which will arise during play. Players should use common sense or a die-roll to settle disputes.

## [3.0] DICE CODES

### GENERAL RULE:

The players will often be required to roll a number of dice. The number and type of dice rolled is determined by a Dice Code.

### CASES:

**[3.1] A Dice Code is a number followed by the letter "D" followed by another number, which is sometimes modified by a third number (e.g., 1D6+1).**

The first number determines the number of dice to be rolled; the number after "D" determines whether six-sided or three-sided dice are to be rolled (when rolling three-sided dice, roll six-sided dice and divide the resulting number by two, round fractions up, to determine the number rolled between 1 and 3). The third number is added to or multiplied by the number rolled. Examples: 1D6x4 means roll a six-sided die and multiply that number by 4; 1D3 +1 means roll a six-sided die, divide the number by two (rounding up) to yield a number between 1 and 3, and add 1 to the final number.

**[3.2] On monster counters, the Dice Code is abbreviated.**

The first number is the number of D6's rolled, followed by any additions. Example: 1+1 represents 1D6+1.

## [4.0] THE STARTING SEQUENCE

### GENERAL RULE:

Each player should be provided with a pencil and one copy of the Character Record for each of his characters. The playing pieces should be carefully punched out and sorted according to type. Players then use the Starting Sequence to determine the marching order of the party, and the predominant sun. It is recommended that all records be kept in pencil, since character values change during play.

### CASES:

**[4.1] the Starting Sequence must be performed as follows:**

#### A. Choosing Characters

1. The characters are divided into two separate groups, Heroes and Initiates. The Heroes are turned face down and shuffled to assure that character pick is random.
2. If the game is being played solitaire, the player picks 3 Heroes and 3 Initiates.
3. If more than one player is in the game, the player to pick first is determined by a die roll (high roller wins; if two or more tie for highest, they re-roll). Players pick in a clockwise order from the high roller.
4. The players pick in order until 3 Heroes and 3 Initiates have been divided as evenly as possible among the players. The game can be played with fewer than 6 characters (a suggested minimum of 4) but should not be played with more than 6.

#### B. Determine Characteristics

1. The players refer to the Hero Characteristics Chart (4.3) and enter the information for each Hero chosen on a Character Record (4.2).
2. The players choose the race of their Initiates. There are three races: Elf, Dwarf and Human.
3. Depending on the race of the Initiate the following information is entered on the Character Record for each Initiate (see 4.3a Initiate Chart)
4. The players choose a primary and a secondary weapon for each of their Initiates and enter them under Weapons.
5. The players roll on the Magic Potential Table (4.4) for each Initiate and then enter the result under Magic Potential.



6. Each player chooses spells for his characters with a Magic Potential. The number of spells chosen is equal to the highest number in the character's 3-part rating. Example: A character with a rating of 4/3/2 would start play knowing 4 different spells.

7. To represent experience gained in the outside world, each Initiate may have:

- his Wound Points increased by 1; or
- a skill with one weapon of +1; or increase a previous weapon skill by 1; or
- increase his Negotiation, Hellgate or Detrap skill by 1.

### C. Choose March Order

1. Before the adventurers enter the Citadel, the players must decide on the *March Order of the Party*. The character counters will rarely be placed on the Citadel Segments. Instead, a single counter, the Party counter, will be used to indicate the position of *all* the characters.

The character counters are placed on the table in March Order. March Order is defined as a number of rows of characters, with no more than 3 characters per row. Players organize the rows by mutual agreement. The first row must always contain at least two characters (unless there is only one character in the party).

The players may freely arrange and rearrange the March Order until the point at which the Combat Sequence is begun. Once the Combat Sequence begins, the party may only be reorganized in the Party Reorganization Phase (see 9.8).

### D. Determine the Predominant Sun

The first player, as determined in A-3, rolls 1D6 to determine which of the three suns is dominant. The dominant sun determines the number of different spells a character may use on a given adventure. The die is rolled each time the party enters the Citadel. The results are:

- 1,2 = red sun, use left value
- 3,4 = yellow sun, use middle value
- 5,6 = blue sun, use right value

The players then circle a number of spells equal to the Magic Potential value for that sun on the Character Records of the eligible characters. Thus, if a 3 was rolled and the character's Magic Potential was 4/5/6, the owning player would choose 5 of his spells on that character's spell list and circle them.

A character may use only circled spells for the duration of the game. Of course, a campaign will allow the character to alter his spell choice.

### E. Divide Chits

The room/corridor Chits are placed in large mouthed coffee cup or similar container. The Gateway of Evil, the Hellgate, and X the Unknown are all set aside until called for during play. The unused Hero and Initiate Chits are also kept aside but not used.

### F. Start Play

Draw one chit to begin and place it on the table top with the Gateway of Evil counter placed on top to mark the entrance to the Citadel, and the Party counter is placed on top of it. The players are now ready to begin play, and the Sequence of Play is consulted (5.0).

[4.2] **Character Record**  
(see charts and tables)

[4.3] **Hero Characteristics Chart**  
(see charts and tables)

[4.4] **Magic Potential Table**  
(see charts and tables)

## [5.0] SEQUENCE OF PLAY

### GENERAL RULE:

The Sequence of Play in *Citadel of Blood* is a simple pattern that the players must follow to give order to the game functions. The actions should not be taken out of sequence. The game ends when the characters have either all left the Citadel or have died. Decisions made during the course of play should be decided upon collectively or alternately by the players. Thus, all members of the party will have some input into the decisions that will ultimately affect the lives of their characters.

### THE SEQUENCE OF PLAY OF A GAME-TURN

#### A. Segment Phase

##### Step 1. DECIDE ROUTE

The party decides which room or corridor to enter and selects a specific path, either a doorway or corridor, out of the segment currently occupied.

##### Step 2. CHIT PICK

One of the players picks a Segment Chit.

##### Step 3. PLACE CHIT

The Chit is placed adjacent to the doorway or corridor the players selected in Step 1. It is placed room side up if the party wants to go through a doorway, and corridor side up if the Party intends to leave through a corridor. If the Chit can be placed in more than one way, it is up to the players to decide its placement.

#### B. Trap Phase

*(performed only if the party enters a room)*

##### Step 1. TRAP CHECK

Roll 1D6 to determine whether or not the door is trapped. On a die roll of 1, it is trapped.

##### Step 2. INVESTIGATE AND DETRAP

If trapped, one character is chosen to investigate the trap. A character with a detrap skill may roll 1D6 to attempt to detrap the door (see 7.0).

##### Step 3. TRAP SPRUNG

The trap is sprung if detrap is not attempted or is unsuccessful. Roll on Trap Table (see 7.1).

#### C. Monster Phase

##### Step 1. PARTY MOVEMENT

The Party counter is placed on top of the new segment that was picked.

##### Step 2. MONSTER CHECK

Roll 1D6 to determine whether or not the segment is occupied by monsters. A "new" room will contain room monsters on a roll of 1, 2, or 3. A room which has been entered previously and any corridor will contain wandering monsters on a roll of 1, unless previously encountered monsters are still there (see 6.9).

##### Step 3. NEGOTIATE AND BRIBE

The party has the option to attempt to negotiate with or bribe the monsters (see 8.0).

##### Step 4. COMBAT

Should negotiation or bribery fail or not be attempted, the Combat Sequence is initiated (see 9.2). The Sequence takes place in the following order:

- Party Combat
- Monster Combat
- Hellgate Combat
- Party Reorganization
- Monster Reorganization

**Step 5. COLLECT TREASURE**

If the monsters are killed, the party determines if the dead monsters have treasure on them. If so, it is split up among the various members of the party (see 14.0).

**Step 6. GAIN EXPERIENCE**

If the monsters are killed, Experience Points are gained by those Party members left alive (see 12.0).

**D. Feature Phase**

*(performed only if the party occupies a room, and then only at the party's option)*

**Step 1. INVESTIGATE**

One character is chosen to investigate the feature.

**Step 2. ROLL ON THE FEATURE TABLE**

The investigating character rolls on the Feature Table (see 13.9) under the proper column for that feature (Exception: Mirrors 13.7).

**Step 3. APPLY RESULTS**

The result on the Feature Table is applied.

**[6.0] MOVEMENT THROUGH THE CITADEL****GENERAL RULE:**

In *Citadel of Blood*, there is no game map. Instead, the players construct a maze through which they move during the course of play by placing room and corridor chits (called segments) adjacent to each other. The Party marker is always placed on top of one of these segments to mark the location of the characters. The Party moves through the Citadel one segment at a time.

**PROCEDURE:**

Each time the party leaves a segment, one of the players picks a segment chit from the cup and places it adjacent to the segment the party is leaving (see Sequence of Play, 5.0). The segment is placed in such a way that a doorway always abuts another doorway and a corridor always abuts another corridor. The players may position the segment in any way they choose within the following restrictions: (note: when the Party enters a segment that has been previously entered, no new chit needs to be picked)

**CASES:**

**[6.1] A segment must be placed so that any adjacent door or corridor must abut a door or corridor respectively, and blank wall must abut blank wall.**

In cases where the chit drawn will not compliment the other chits next to it, the chit is placed back in the cup and another one is drawn. If there is no chit that fits (which will be rare), then use a chit that closely fits the situation and assume that the Chit-side which does not match is impassable. When exiting a segment through a doorway, if the both sides of the chit chosen have a corridor printed on it draw a new chit if possible.

**[6.2] If a segment may be placed in more than one configuration, the party decides on the way it is to be placed.**

**[6.3] The party always moves at a rate of one segment per Game Turn.**

**[6.4] The Citadel maze may not end in a dead end until the Hellgate is located.**

If all possible exits out of the explored part of the Citadel lead to dead ends, then the last chit chosen which results in a dead end is placed back in the cup and another is chosen. This procedure is repeated (if necessary) until a segment is picked.

**[6.5] The Citadel may be up to three levels in depth.**

Some room segments feature stairways. Each stairway connects the first level to both the second and the third levels. The Hellgate may be located on any one of the three levels (see 13.7). The characteristics of the monsters change and become more vile the deeper the Party goes into the Citadel (see 6.7).

**[6.6] Movement between levels is from one level to the next and counts as entering a room segment. The usual procedures are carried out (see Sequence of Play, 5.0) for each move into a staircase.**

When the party descends a level, a new maze is begun by placing a second staircase chit on the table away from the original maze. From this point a second maze is constructed. Note: It will occasionally happen that another staircase will be located on this level as well. It may only be placed if the stairway would lead to the other two levels without conflicting with a previously placed chit.

**[6.7] Level Chart**  
(see charts and tables)

**[6.8] The Level Chart modifies the characteristics of monsters and the value of treasure and experience points gained.**

Results on the Level Chart are read as follow:

**Monster Wound:** Add to a monster's normal total Wound Points. Example: on Level 2, a monster with a Wound Point roll of 2+2 would actually roll 2+4.

**Monster Combat Bonus:** Add to a monster's normal Combat Bonus. Example: on Level 2, a monster with a normal Combat Bonus of 3 would have a Bonus of 4.

**Monster Negotiation:** The monster's Negotiation Value is increased by this number.

**Number of Monsters:** Multiply the number of monsters encountered on a level by the indicated multiple. Example: An encounter with three cronks on Level 3 would be multiplied by 2 to become an encounter with 6 cronks.

**Treasure Type:** The Treasure Type encountered on a level is shifted toward the bottom of the Treasure Table (14.9), a number equal to the number on the level chart. Example: A monster which would normally carry a type C treasure would carry a type E treasure on Level 3.

**Experience Points:** When a character gains Experience Points, multiply the number of points gained by the multiple for that level to arrive at the new total.

**[6.9] Should a monster be bypassed for some reason, its counter is left on the maze to indicate its position.**

Should the party re-enter that segment, they treat the monster as if he were a "new" monster. That is, previous negotiation or bribery results are ignored. The party does not roll for wandering monsters when entering a segment already occupied by a monster.

## [7.0] TRAPS AND DETRAPPING

### GENERAL RULE:

When a party enters a room for the first time (only), a member of the Party must check the doorway for a trap. Treasure chests must be similarly investigated. A trap may be detrapped by a character with a detrapp skill. Should an attempt to detrapp fail or not be attempted, the investigating player consults the Trap Table to determine the results of the trap springing on his character.

### PROCEDURE:

The player controlling the character delegated to investigate the trap rolls 1D6 and compares the roll with the character's detrapp rating. If the number rolled is less than or equal to the detrapp rating, the trap is detrapped; if the die roll is greater, the trap is sprung. (Note: the trap automatically springs on any character with no detrapp skill). When a trap is sprung, the player rolls 1D6 and consults the Trap Table to determine the effects.

### CASES:

**[7.1] Trap Table**  
(see charts and tables)

**[7.2] There are 6 possible results on the Trap Table.**

**Arrow:** An arrow or bolt is shot from the trap. Roll 1D6 and refer to the Combat Results Table (see 9.9) under the bow column to determine whether or not the arrow strikes the adventurer and the number of Wounds Points suffered.

**Poisoned Arrow:** Same procedure as for arrow, except that if the arrow strikes, the affected character suffers 1D3 Wound Points from poison in *addition* to Wound Points inflicted by the arrow.

**Poison Gas:** Affected character takes 1D3 Wound Points damage.

**Explosion:** All characters in the party (including charmed monsters) immediately suffer one Wound Point damage.

**Flaming Oil:** Affected character suffers one Wound Point damage.

**Roll Twice:** Roll the die twice on the Trap Table, triggering two traps. If a second 6 result occurs, roll twice again (for a total of three traps). Note that the number of traps rolled can, theoretically, be infinite.

**[7.3] A character's detrapp skill may never be increased above 5.**

## [8.0] MONSTERS, NEGOTIATION AND BRIBERY

### GENERAL RULE:

The Citadel is peopled by a horde of gruesome monsters and the one super-villain, X the Unknown. During play, the party will come upon monsters which they may either negotiate with, bribe, or fight. A successful negotiation will allow the party to resume play without having to fight. Should negotiation fail, the party may attempt to bribe the monster. Should both negotiation and bribery fail, or not be attempted, then the party must fight. As a result of combat, the monsters will either kill the party or be killed. If the monsters are killed, the party may take any treasure the monsters were carrying and may investigate any feature in the room.

### PROCEDURE:

When the party enters a segment, a check must be made for the presence of monsters. If the segment entered is a room which has never been entered before, one member of the party rolls 1D6, and if the result is 1, 2, or 3, the room contains a room monster. Consult the Room Monster Table (see 8.3). If the party is entering a room it has entered in a previous game turn, or if the party is entering any corridor, the segment is occupied by a wandering monster on a roll of 1. Consult the Wandering Monster Table (see 8.3).

### CASES:

**[8.1] Should a die roll result call for an encounter with a monster, the Room Monster Table or the Wandering Monster Table (see 8.3) is referred to, as appropriate.**

One party member rolls 1D6 twice and cross-indexes the two die rolls to find the type and number of monsters in that segment (see Level Chart, 6.7, for modifications).

**[8.2] Monster Characteristics Chart**  
(see charts and tables)

**(8.3) Monster Tables**  
(see charts and tables)  
Room Monster Table  
Wandering Monster Table

**[8.4] The Players may decide to negotiate with any monster except a demon or X the Unknown.**

The Negotiation Value of the monster is located on the Monster Characteristics Chart and is used regardless of the number of monsters being negotiated with. A member of the party rolls 2D6 and subtracts the monster's Negotiation Value from the roll. The die roll may also be modified by the character's negotiation skill which is added to the die roll ("Negotiation +2" would add 2, for example). Negotiation spells may also affect the roll (see 10.7). The final die total is then located on the Negotiation Table to determine the result.

**[8.5] Negotiation Table**  
(see charts and tables)

### [8.6] Negotiation Table Results

There are three possible results on the Negotiation Table:

**Failure:** The attempt has failed, and the party may either attempt to bribe the monster or the party and monster must fight.

**Agreement:** The monster will leave the party alone, unless the party attacks the monster. The party is free to investigate any room features and exit the segment by any corridor or doorway. The monster counters remain in play to mark the location of the monster.

**Intimidate:** Monsters are intimidated and will leave the party alone, and those with treasure will give one-quarter of their gold marks to the party to avoid being killed. The party may still attack the monster even if an intimidation result occurs (they may want all of the monster's treasure).

**[8.7] Bribery is a type of negotiation which may be attempted should negotiation fail (demons and X the Unknown may not be bribed).**

To use the Bribery Table (see 8.9), cross-index the sum of the Wound Points plus Negotiation Value of the strongest (in Wound Points) monster in the group, with the amount in Gold Marks (and/or equivalent in jewels) offered by the party. The indicated number is the number the Party must roll equal to or less than using 1D6 to successfully bribe the monsters. Success is the equivalent to an "agreement" (see 8.6) on the Negotiation Table. Should the attempt fail, the monsters attack the party first in the Combat Sequence (the party forfeits its first Party Combat Phase). After combat, the party may reclaim their lost money as well as the monster's treasure.

**[8.8] Only one bribery attempt may be made per encounter regardless of the number of monsters encountered or the number of characters in the party.**

**[8.9] Bribery Table**  
(see charts and tables)



## [9.0] COMBAT

## GENERAL RULE:

Combat may occur when a party encounters monsters. Combat between the party and a monster or group of monsters consists of a number of Combat Rounds. Each Round is divided into several Phases. Once combat is joined, it may not be stopped until either the party or the monsters are killed. Thus combat will usually take several rounds to complete.

## PROCEDURE:

Before combat may begin, the players must determine the type and number of monsters encountered as per 8.0. The players then set up the monster march order after determining the Wound Point total for each (see 3.2), and Combat is joined and the Combat Sequence (see 9.2) begun.

## CASES:

[9.1] **To resolve combat, the march order of the party is used and the march order of the monsters is set up.**

If there are more than three monsters, place the three with the highest number of Wound Points in the first row. The remaining monsters are placed in the second and third rows (more if necessary). The players may choose which monster is deployed in front of each character within the above limits. If there is one monster, place it in the middle space of the march order. If there are two, place one monster in the first space and one in the third.

[9.2] **After all monsters' Wound Points have been determined and the two sides have been set up, the Combat Sequence is performed, in order, until one side or the other is eliminated.**

1. **Party Combat:** Each member of the party in the front row may attack a monster in the monster's front row. Party members in the second row may fire bows, throw daggers, and cast spells. Combat results are applied immediately.

2. **Monster Combat:** Each monster in the front row attacks a party member in the party's front row. Such attacks may be melee or spell attacks. Thus, evil magicians may cast spells from the first row, unlike party magicians. Monsters in the second row fire bows or cast spells if possible. Combat results are applied immediately.

3. **Hellgate Combat:** This combat is only undertaken if the party is in the same Segment as the Hellgate. If so, the Hellgate may cast 3 Blast spells (even if it occupies a space in the third row of the March Order). See 16.0 for details.

4. **Party Reorganization:** A Player may move one character from one row in the party's march order to another row. However, at the end of this movement, no row may contain more than 3 characters.

5. **Monster Reorganization:** the monster's march order must be arranged so that 3 monsters occupy the first row (if possible). To do so, one monster (only) must be moved forward to fill a space in the march order closest to the character march order.

Each completion of the above five steps is called a Round. Once a Round is completed the Combat Sequence is begun again with Party Combat.

[9.3] **The target attacked by a character or monster depends on the relative position of the two in their respective march orders.** When there are three characters facing three monsters, each must attack the enemy directly opposite it in the enemy march order.

1	2	3
A	B	C

A would attack 1. B would attack 2. C would attack 3; and vice versa.

When there are less than three characters or monsters in one or both of the march orders, each must attack the enemy in its front unless there is more than one enemy at an equal distance from the attacking unit. Targets attacked by monsters will often be determined by a die roll.

1	2	3
A	B	

If A and B were monsters, then A would attack 1 and B would roll 1D6: on a 1-3 he would attack 2; 4-6 he would attack 3. If 1, 2 and 3 were monsters, then 1 would attack A and 2 and 3 would attack B. If 1, 2 and 3 were characters, they would attack like the monsters in the previous sentence. If A and B were characters, B would have his choice of targets 2 or 3 instead of rolling a die as was done for the monsters.

1	2	3
	A	

If A above was a character, he would have his choice of targets 1, 2 or 3. If A was a monster, roll 1D6, a result of 1 or 2 and he attacks 1; 3 or 4 he attacks 2; 5 or 6 he attacks 3.

The above examples do not cover all the possible combinations of character and monster march order positions, but using them as an example, the players will be able to reason out who attacks whom. When attacking from the second row, a character may attack any monster in the front row of the monster march order. A monster attacking from the second row (or third for the Hellgate) would determine its target in the character's front row by a die roll if there is more than one target.

[9.4] **Characters may attack only during the Party Combat Phase, and Monsters attack only during the Monster Combat Phase.**

Before combat is resolved during the Party Combat Phase, each character must be assigned to fight with *one of his two weapons*. He may change weapons by not attacking during a Party Combat Phase. Both the Party and Monster Combat Phases are governed by the following rules.

1. A character/monster may attack only once per their Combat Phase.

2. A character/monster may never attack more than one enemy unit in a single Combat Phase.

3. A single character/monster may be attacked by as many enemy units as are allowed (up to a theoretical maximum of 6; 3 in the first row and 3 in the second).

4. Damage inflicted on an enemy takes effect immediately.

[9.5] To resolve a weapon or monster attack (see 10.0 for magical combat), refer to the Combat Results Table (see 9.9), roll 1D6, locate the number rolled on the table to determine the number of Wound Points inflicted on the target.

The die roll is modified by Weapon Skill and Combat Bonus. These modifiers are totalled and added to the die roll on the Combat Results Table to increase the die total. Example: the Hero Almuric is attacking; the die roll is 4, and to this is added his Weapon Skill of 2 (+2 Sword since he is using the sword in the attack) and his Combat Bonus of 3, to give a die total of 9. This number is then located on the Combat Results Table under the "Sword" column.

Throwing daggers may only be thrown once per combat. They may be retrieved after the combat is over. Bows may fire any number of times during combat, but only once per Combat Phase and only from the second row of the march order.

[9.6] Unarmed monsters use the monster column on the Combat Results Table, and armed monsters (see 8.2) use the column of their weapon type.

Monsters that use weapons have the letter W on their counter in addition to a Combat Bonus. The weapon carried is found on the Monster Characteristics Chart. The Combat Bonus of a monster is added to the die roll on the Combat Results Table.

[9.7] As a result of combat, the monster or character that is attacked may suffer damage, expressed in Wound Points.

The number of Wound Points incurred is the number listed opposite the die roll for a given attack on the Combat Results Table. Each time a character or monster suffers damage, the number of additional Wound Points it may absorb is reduced. Reductions in Wound Point totals are recorded on the Character Record for characters and on the scrap of paper for monsters. When a character or monster has suffered a number of Wound Points equal to, or greater than, his Wound Points total, he is dead.

[9.8] As a result of combat losses the rows of a party's or monster's march order may need reorganization.

During the Reorganization Phase a single character or monster may be moved.

#### Party Reorganization

1. A character may be moved to a different space in the same row so long as the moving character does not move "over" another character.
2. A character may be moved from his row to a row in front or behind his position.
3. A character may move diagonally when changing rows.
4. If there is only one character in the first row, the only move that may be performed (and must) is to shift a character from the second.
5. If there are only 2 characters in the first row, neither may be moved back to the second.

#### Monster Reorganization

1. If there are fewer than three monsters in the first row, one must be moved forward from the second to the first row.
2. If the first row contains three monsters, one monster may be moved up from one row to the next row forward.
3. Monsters may move diagonally, but if there is a case where there is more than one space available to the monster, a die roll is made to determine which space is entered.
4. Monsters may not shift within the same row or move backwards.

[9.9] **Combat Results Table**  
(see charts and tables)

## [10.0] MAGIC

### GENERAL RULE:

Characters with Magic Potential may cast spells. There are 3 suns, and each character has 3 Magic Potentials, one for when each sun is ascendent. Using the Procedure in 4.0, the dominant sun is determined and this, in turn, determines the number of different spells a character will be able to cast during the game. Each spell may be cast either during Combat, Negotiation, Bribery, and may cast non-combat spells during any Phase except Combat, depending on the spell.

### PROCEDURE:

Before play begins, each Player must enter a number of spells on his Character Record for each of his characters, equal to the Highest Magic Potential for that character. From this pool of spells, the character determines which he will use during the game. During play, he may cast spells, incurring Wound Points equal to that spell's "cost" for each spell cast. The Wound Point cost varies with each spell. Some spells may be resisted, and if successfully resisted, they have no effect (see 11.0).

### CASES:

[10.1] A character may cast spells during Combat, Negotiation, and Bribery, and may cast Non-Combat spells during any Phase except Combat.

[10.2] A character may cast a given spell any number of times, so long as he has the capacity to absorb the required number of Wound Points.

[10.3] When a character casts a spell during combat, he may not make a weapon attack in the same Combat Phase.

[10.4] A character may only cast spells during Combat if the character is in the second row of the march order.

[10.5] Combat spells may be cast by characters and charmed monsters in the second row of the march order (only) and by monsters in the first or second row of their march order.

**Charm** (Cost: 3) may be cast at any monster in the first or second row during combat. If the monster fails its Resistance Check, the character casting the charm spell immediately takes control of the monster and it becomes, for all intents and purposes, a member of the party. Immediately place the monster on a space in the party's march order. If the character who charmed the monster dies later in play, then the monster immediately attacks the party (if the party is already in combat, place the monster in any gap in the monster's march order, as close as possible). The party *does* gain Experience Points for monsters slain by charmed monsters, but charmed monsters themselves never gain Experience Points. Note: the above procedure is used, with some modifications, when party members are charmed by monsters (see 15.5).

**Blast** (Cost: 1) may be cast at a monster in the first row during combat. Unless the monster resists the spell, it suffers two wounds.

**Explosion** (Cost: 1) requires all monsters and characters involved in the combat to make Resistance Checks; those who fail to resist must suffer 1 wound.

**Lightning** (Cost: 2) may be cast at a monster in the first row, and if not successfully resisted, immediately causes 1D3 + 2 wounds.

**Sleep** (Cost: 2) may be cast at any monster in any row and if not successfully resisted, causes that monster to fall asleep. Once asleep, the monster may not fight, and if the other monsters (if any) are killed or put to sleep, then the sleeping monster may be automatically killed (no die roll or Wound Point cost).



**Redemption** (Cost: 3) allows a character who has been charmed (and is now against the party during the Combat Phase) to return to the party if the spell is not resisted successfully.

**Magic Shield** (Cost: 2) causes the character on whom it is cast to become immune to all spells which inflict Wound Points (i.e., Charm and similar spells still have their full effect) for the duration of the Combat Sequence.

**Hesitate** (Cost: 2) allows the party just enough time to use heal potions and heal spells before combat is begun. This spell may not be resisted.

**Cease Fire**: (Cost: 3) has the same effect as an agreement on the Negotiation Table (see 8.6) and puts an immediate end to the Combat Sequence. This spell may be used at any time during the Combat Sequence and may not be resisted. Cease Fire may not be used when fighting against X the Unknown. See also 6.9.

**Mental Attack**: (Cost: 4) may be cast at a monster on the first row, and if not successfully resisted, inflicts  $2D6+2$  wounds on the monster.

[10.6] **Non-combat spells may be cast at anytime during the play. Some spells have specific times when they should be cast, or else have no effect.**

**Lock** (Cost: 1) may be used to lock a door shut. It is used after the party has opened a door and determined that there is a monster in the segment. Instead of negotiating, bribing or fighting the monster the party may use this spell to lock the door after leaving. Once locked a door may never be reopened. If the room is entered again from a different entrance, the same monster will be lurking inside. Players may wish to note the location of the monsters on a piece of paper.

**Mage Armor** (Cost: 1) creates a protective field around the character on whom it is cast. Roll  $1D3+1$  and make a note of the number on a separate piece of paper. Each time that adventurer suffers a wound, reduce the number by one. Thus, the spell protects the character. Once the number reaches zero, any further wounds are inflicted on the character normally. Mage Armor does not protect the character from wounds created by that character casting spells or protect him from non-wound creating spells (such as Charm).

**Neutralize Poison** (Cost: 1) may be cast on a character who drinks poison, investigates a poisonous fountain, or is the victim of a trap involving poison. It neutralizes any effects of the poison of the character. It must be cast immediately after the poisoning occurs.

**Stone-Flesh** (Cost: 3) may be used on a character who is turned to stone by a Medusa to return the character to life. It may not be cast during combat. The revived character retains any wounds he suffered before being turned to stone. May not be cast by a character onto himself.

**Strength** (Cost: 1) when cast at a character, has the same effect as if that character had used a Strength Potion (see 14.5).

**Teleport** (Cost: 3) causes the character or monster on whom it is cast to be immediately teleported to a segment of the maze (caster's choice) which the party has already entered (monster stays there). May not be used during Combat but may be made during Negotiation or Bribery (i.e., before the Combat Sequence is begun). This spell may not be used against X the Unknown, demons or the Hellgate.

**Heal** (Cost: 1) causes the character on whom it is cast to be cured of  $1D3+1$  wounds immediately. A character may not cast it upon himself. *Important*: Before a character who can cast this spell enters the Citadel, roll  $1D6$  to determine the number of times it may be cast during the game. Once he had cast his limit, he may not use this spell again in the current game (exception to 10.2).

**Rejuvenate** (Cost: 2) is the same as Heal, except it cures  $1D6+1$  wounds. (Roll the spell limit as in Heal, above.) A character may not cast it upon himself.

**Thief** (Cost: 1) causes the character on whom it is cast to have his detrap skill increased by 3 for the current detrap attempt (only). It may not be cast upon a character without a detrap ability.

[10.7] **Negotiation spells may be cast before the player rolls on the Negotiation Table and Bribery spells are cast during bribery attempts.**

**Oratory**: (Cost: 1) allows the party to add 4 to the negotiation die-roll (in addition to all other modifiers to the die roll).

**Cow**: Cost: 2) takes the place of the negotiation die roll. Instead, the monster is automatically "intimidated." The spell may be resisted.

**Daunt**: (Cost: 3) is the same as Cow, except that the monster hands over *all* of its treasure to the party.

**Sway**: (Cost: 1) allows the party to subtract 2 from its die roll on the Bribery Table.

[10.8] **Special Spells may only be obtained in play of the game and may not be entered on the Character Record until a roll on the Feature or Treasure Table allows it.**

**Wrath of God**: (Combat Spell: Cost 3) may only be learned as a result of "Malthus" or "Manuscript" on the Feature Table (see 13.9). The spell inflicts  $2D6+2$  wounds on one monster the party faces during a combat. The monster must attempt to resist the spell, and if it fails, the damage is inflicted.

**Resurrect**: (Non-Combat Spell: Cost 5) ability may only be obtained by finding a Resurrect Ring (on the Treasure Table 14.9) or learned as a result of "Bookcase" on the Feature Table (see 13.9). This spell may be used to resurrect a character who has been killed during combat. It must be used immediately following combat or the killed character may not be resurrected. The resurrected character gains back the Wound Points he had before the party entered the Citadel.

[10.9] **Spell Summary**  
(see charts and tables)

## [11.0] RESISTANCE CHECKS

### GENERAL RULE:

A Resistance Check for a character or monster may be necessary if a spell is cast upon him, certain magic items are used against him, or if he encounters certain room features.

### PROCEDURE:

Each character and monster has a Resistance Value which is found on the Hero and Monster Characteristics Charts for Heroes and Monsters and in the Starting Sequence (4.o) for Initiates. When a Resistance Check is necessary, the Player rolls 1D6 and compares the number rolled with the Resistance Value. If the number is *less than or equal to* the value, the monster or character has passed; if *greater*, he has *failed*. The effects of passing or failing this check are found in the rules pertaining to the spell or other cause of the check. A character's Resistance Value may never be increased above 5.

## [12.0] GAINING EXPERIENCE POINTS

### GENERAL RULE:

Experience Points are gained by killing monsters in combat. These points may then be used at the end of the game to determine the winner of the game. In addition, Experience Points gained in one game may be spent to increase the abilities of characters when playing a campaign.

### PROCEDURE:

To determine the number of Experience Points gained in Combat, total the number of Wound Points the monsters had before combat began and multiply this number by six. Divide the resulting number by the number of characters who remain alive, rounding any fraction down; each living character receives this number of Experience Points. A running total of Experience Points gained is kept on the Character Record of each character. At the end of the game the Experience Points and treasure of the characters are compared to determine the winner (see 17.o). If a campaign is being played, the points may be spent to increase abilities.

### CASES:

[12.1] **Charmed monsters do not gain Experience Points; the party characters gain all points earned.**

[12.2] **At the end of the game, a character may spend 100 Experience Points and 100 Gold Marks (and/or Jewel equivalent) to increase one of his abilities by 1 point (see 17.6).**

Subtract the Experience Points and Gold Marks spent from the total for that character on his Character Record. This expenditure allows 1 point of ability to be gained. More ability may be gained by spending 100 Experience Points and 100 Gold Marks for each point gained. A Player may expend this ability point to:

1. increase the character's Wound Point total by one, or
2. give the character skill with one weapon or increase the character's skill with a weapon (from, for instance, +1 Sword to +2 Sword), or
3. increase the character's Resistance Value by one (Resistance Value may never be increased above 5). or
4. increase the character's skill by one (either Detrap, Hellgate, Negotiation, or Magic Potential in one sun, but not Combat Bonus).

Make the necessary changes on the Character Record to reflect the manner in which Experience Points are expended.

[12.3] **At the end of a game, a character may spend 150 Experience Points and 150 Gold Marks (and/or Jewel equivalent) to increase his Combat Bonus by 1 point (see 17.5).**

## [13.0] ROOM FEATURES

### GENERAL RULE:

Some room segments contain unusual features, either a fountain, statue, trap door, furniture, staircase, mirror, or artwork. After the Party has dealt with any monsters that may be in the room, the Party has the option to investigate the feature.

### PROCEDURE:

One character from the party must be delegated to investigate the feature. The character then rolls 1D6 on the Feature Table and cross-indexes the result with the column on the table which corresponds to the feature investigated. The result can be found in the appropriate rules case for that feature type. The investigating character (only) gains or suffers the effects of that feature.

### CASES:

#### [13.1] Fountains

Some rooms contain a large bronze fountain composed of three hyenas from whose mouths pour streams of liquid. There are six fountain results on the Feature Table:

**Poison:** The character investigating the fountain immediately suffers 1D3 wounds as a result of testing the fountain.

**Potion:** The liquid is a magical potion. Roll on the Magic Item Table to determine the nature of the potion (see 14.5). The investigating character gains or suffers from the potion. The character may then take one dose (only) of the potion with him.

**Alcohol:** The investigating character has tested an extremely potent dose of magical alcohol and is now drunk. His Combat Bonus is reduced by 2 for the remainder of the game (note change on Character Record).

**Jewel:** In the waters of the fountain the investigating character finds a jewel. Roll on the Jewel Table (see 14.9) to determine its value.

**Water:** The liquid is water and has no effect.

**Blood:** The liquid is steaming blood. The investigating character is sickened and has his Combat Bonus reduced by 1 for the remainder of the game (note change on Character Record).

#### [13.2] Statues

Some rooms contain a life-size statue made of finely polished alabaster. There are six results on the Feature Table:

**Medusa:** The statue is Medusa which now comes alive. The investigating character must make an immediate Resistance Check, and if he fails, the Medusa has turned him to stone. After the Resistance Check is resolved, the party may negotiate, bribe, or fight the Medusa (see 15.3).

**Jewels:** It is a statue of a ram which has two jewels for eyes. The investigating character may take them (determine the value of each using the Jewel Table, 14.9).

**Medallion:** Around the statue's neck hangs a medallion, which the investigating character may take. If he does so, refer to the Medallion column of the Treasure Table to determine the type of medallion and its effects.

**Demon:** A statue of a demon; the investigating character rolls a die and consults the Altar column of the Feature Table to determine which demon is depicted. The statue is treated as an altar to that demon (for effects see 13.5).

**Talisman:** Around the statue's neck hangs a small talisman, which the investigating character may take. If he does so, refer to the Talisman column of the Treasure Table to determine the type of talisman.

**X:** A statue of the arch-enemy, X the Unknown. The investigating character must make an immediate Resistance Check. If he passes, there is no further effect from the statue. If he fails, the character becomes a tool of X the Unknown. He must immediately attack the party. He does so by being lined up in the middle space of the monster march order; the Combat Sequence is begun and may only end if the Party is killed, he is killed, or a member of the Party successfully redeems him with a Redemption spell (he must attempt to resist the spell).

#### [13.3] Trap Doors

Some rooms contain a trap door. There are four trap door results on the Feature Table:

**Trap:** The trap door is trapped. The investigating character immediately rolls on the Trap Table. Once the trap has been dealt with, the character may collect the Type J treasure it protected.

**Room:** The investigating character falls into a room beneath the floor of the current room (but not on the next level; do not pick a room Chit). The character must determine if there is a room monster there, and if so, it must be dealt with. There is Type J treasure in the room. The party may not enter the room to help the character. The character may exit the room once the above procedures have been performed.

**Pit:** The investigating character falls into a pit containing 1D3 cronks. They may have treasure like a normal monster and may be negotiated with, bribed, or fought. The party may not help the character and the character may not leave until he has dealt with the cronks.

**Hellgate:** The investigating character falls into a shaft that takes him into the mouth of the Hellgate itself. The character is removed from play until the Hellgate is destroyed (see 16.0). At that point the character is freed from the infernal device and enters play again.

#### [13.4] Furniture

Some rooms contain a piece of magical furniture which may be investigated. There are six furniture results on the Feature Table:

**Coffin:** The room contains a coffin from which a Vampire rises (see 15.5). The Vampire and the investigating character must immediately fight (there is no negotiation or bribery). After the first round of combat, the rest of the party may join in the battle.

**Bookcase:** The investigating character rolls 1D6; on a result of 1-3, the bookcase falls on the character inflicting 1D3 wounds; on a result of 4-6, the character has found a book of spells from which he learns how to cast the "Resurrect" spell (see 10.8).

**Desk:** The top desk drawer contains a trap. If the investigating character wants the medallion in the drawer, he must deal with the trap (see 7.0) first and then roll on the Magic Item Table to determine the type and effects of the medallion.

**Bed:** The room contains a large magical bed which the investigating character (only) may regain 1D3 Wound Points by lying on it.

**Clavichord:** In the center of the room is a clavichord that plays itself. The investigating character must make a Resistance Check, and if he fails, he is wooed by the instrument into placing half of his Gold Marks inside the body of the instrument. The money may only be reclaimed by incurring a Wound Point to reopen the instrument.

**Mirror:** The room contains a large mirror; the investigating character must roll on the Mirror Table to determine its nature and effects (see 13.7).

#### [13.5] Altars

Some rooms contain an altar to one of the six demons worshipped by the inhabitants of the Citadel. The character who investigates the altar will use the following procedure: he must make a Resistance Check, and if he passes, the altar gives him a benefit; if he fails, the altar curses him. The effects of the benefits and curses for each altar are as follows:

**Alloces** ("The Warrior Duke"): If the character passes, he gains the ability to cast combat spells in the next Combat Sequence (only) at no cost in Wound Points. If he fails, he is cursed and his Combat Bonus is reduced by 1 for the duration of the current game.

**Vassago** ("The Prince of Prophecy"): If the character passes, he gains a +3 detrap skill (or has his current skill increased by 3). If he fails, he permanently loses his detrap skill (if any) altogether.

**Avnas** ("The President of Fire"): If the character passes, he gains the ability to cast the Lightning spell at only 1 Wound Point cost (and gains the spell if he does not already possess it on his spell list). If he fails his check, the altar casts a Lightning spell at the character.

**Malthus** ("The Earl of Death and Havoc"): If the character passes his check he gains the ability to cast the Wrath of God spell. Should he fail his check, the statue immediately casts a Wrath of God spell at the character (see 10.8).

**Laraja** ("The Marquis of Archers"). If the character passes his check, he gains a +3 bow skill (regardless of whether or not he possesses a bow). Should he fail his check, he is immediately attacked by 3 magical arrows; roll 3 times on the bow column of the Combat Results Table (see 9.9).

**Asmoday** ("The Infernal King"): If the character passes his check, he gains a Combat Bonus of +3 and the ability to cast a Lightning spell at only 1 Wound Point cost (he gains the spell if he does not already possess it on his spell list). Should he fail his check, he is cursed and his Magic Potential for each sun is immediately and permanently reduced by 1.

#### [13.6] Artwork

Some rooms contain a beautiful piece of magical artwork. There are six artwork results listed on the Feature Table:

**Tapestry:** On the wall hangs an ornate tapestry of Elfin origin. The investigating character may discard one of his two weapons and take the tapestry with him instead. Its value is determined by rolling on the Jewel Table and adding 4 to the dice result.

**Painting:** On the wall is a painting of a group of figures. Each and every member of the party must roll 1D6; on a result of 1, the rolling character is one of the figures depicted. If depicted, the character is immediately cursed with 1D3 wounds.

**Statue:** There is a large statue in the room; roll on the statue column of the Feature Table (see 13.9) to determine its nature and effects.

**Cut Glass:** On a table is a cut glass object which the investigating character may claim. If claimed, roll 1D6; on a result of 1-3 the object is a Talisman, and on a result of 4-6 it is a Medallion. Roll on the Magic Item Table under the proper column to determine its nature and effects.

**Icon:** On the wall is an icon of a demon. The investigating character rolls on the Altar column of the Feature Table (see 13.9) to determine its nature and its effects.

**Manuscript:** On a table is an illuminated manuscript of great beauty. From it the investigating character learns the Wrath of God spell (see 10.8).



**[13.7] Mirrors may reveal the location of the Hellgate.**

The first mirror the Party comes across will reveal to them the level on which the Hellgate is located. This is done by rolling on the Mirror Table (13.9) and cross-indexing the result with the column labeled Level. If the level rolled is the same as the one occupied by the party, then a second roll is made on the Mirror Table. This roll determines the number of unexplored segments the company must enter before the Hellgate is located. Should the first mirror be on a different level than the level indicated on the first die roll, a second die roll is not made. Instead the party must find a second mirror on the level indicated by the first die roll; then roll the second die roll. Example: the company finds a mirror on the first level and consults it. It reveals to them that the Hellgate is on the third level. The party searches for a staircase and once found, they use it to descend to the third level. Once there they locate a second mirror and make a second roll. The result is “6,” which means that the Hellgate is the sixth unexplored segment from their current location. The party goes through the 5 segments and on the sixth, the Hellgate is found. The players do not roll each time they find a mirror but only for the first mirror and also the mirror on the level with the Hellgate.

**[13.8] Staircases affect the movement of the party and are described in 6.6.**

**[13.9] Room Feature Tables**

(see charts and tables)

Feature Table

Mirror Table

**[14.0] TREASURE**

**GENERAL RULE:**

Once the party has killed a monster or group of monsters (or, sometimes, after a successful negotiation with them), a player must determine what sort of treasure the monsters were guarding or carrying. Treasure is divided into three types: Gold Marks, jewels, and magic items. Once the various treasures have been determined, they are divided among the party members in any manner the players agree to. The treasure each member carries should be recorded on that player's Character Record. A character which receives a magic item may use that item at any time for the rest of the game and retains it for use in later campaigns as well. Should a character die during play, the other party members may divide his treasure among themselves as they see fit.

**PROCEDURE:**

1. **Refer to the Monster Characteristics Chart.** Cross-index the monster type killed with the Treasure column of the chart. This will yield either a single letter or two letters separated by a slash. A single letter represents the treasure type of that monster. If there are 2 letters, the first represents the treasure type for such a monster encountered as a result of the Room Monster Table, and the second letter is the treasure type for such a monster encountered as a result of the Wandering Monster Table.

2. **Refer to the Treasure Table.** Cross-index the monster's treasure type with the three columns of the table: Gold Marks, Jewels, and Magic items. Under each column will be a number followed by a colon followed by a die code (e.g., “3:1D6x5”): For each column roll 1D6. If the number rolled is less than or equal to the number before the colon in the appropriate column, then roll the die again, as specified by the die code after the colon, to determine the number of Gold Marks, jewels, or magic items. If the first number rolled is greater than the number before the colon, there is no treasure of that type present. Example: If the above code had been under Gold Marks and the first die rolled was a “1, 2, or 3,” then the Player would roll the die again and multiply the result by “5.” The result would be the number of Gold Marks in that monster's treasure.

3. **Refer to the Jewel Table if jewels were found.** Roll 2D6 for each jewel. The resulting number determines the Gold Mark value of the jewel. This value is entered in the jewel section of the Character Record of the owning character. Each jewel should be kept track of separately, not as a running total.

4. **Refer to the Magic Item Table if magic items were found.** Roll 1D6 for each magic item found. The resulting number is located on the Magic Item Table to determine the type of magic item. Then a second roll is made for each item, and the resulting number is located under the column on the Magic Item Table that corresponds to the result of the first die roll. The result will be the specific variety of that magic item type found. The results are explained in the cases for each magic item type.

5. **The Gold Marks are divided among the party members.**

**CASES:**

**[14.1] Treasure types J, K, and L will always be in chests, which may be trapped.**

Roll 1D6 for each chest; on a roll of 1-3, the chest is trapped. A character with a detrap skill may attempt to detrap the chest (see Procedure, 7.0). If the trap is detrapped or if the characters survive the effects of the trap, they have free access to the treasure inside.

**[14.2] Determine the treasure of each monster separately.**

### [14.3] Weapons

The die roll under the Weapon column determines the type of magical weapon. The owning Player enters the weapon name under "Weapons" on that character's Character Record. In addition, a third die roll is made to determine the Weapon Bonus of that weapon. Roll on the Weapon Table. Should the result read *roll twice*, when the die is rolled twice and the results are added together to determine the weapon effect (e.g., +2 Sword, etc.). Should the second roll be a "roll twice" result, the die is rolled twice again, for a total of three rolls. Thus, it is possible for there to be an infinite number of die rolls, resulting in an infinite Weapon Bonus. If a character already has two weapons, he must discard one before he may pick up the magical one.

### [14.4] Armor

The second die roll under the Armor column determines the number of Wound Points added to a character's Wound Point total when he dons the armor. A result of "roll twice" is handled in the same manner as the procedure for Weapons in 14.3 Any living character may don magical armor, and the armor may be passed from one character to another (except during combat, negotiation, or bribery); the character who removes the armor loses the Wound Points Bonus (which may kill him) and the character putting it on gains the Bonus.

### [14.5] Potions

The second die roll under the Potion column determines the type of potion found. The character delegated to investigate the potion automatically suffers or gains the effects of the potion.

After this first dose, one dosage of the potion will remain, which the investigating character may use at any time for the rest of the game. There are five potions that may be found:

**Poison:** The character testing the potion immediately suffers 1D3 wounds.

**Strength Potion:** The character's Combat Bonus is increased by 1D6 for the next Combat Sequence (only). Then the potion wears off.

**Charm Person Potion:** The character may immediately take control of one Evil Hero, Evil Mage, Orc, or Troll in his segment. (If the potion is being tested and no monster is around, the potion has no effect). The charmed person behaves exactly as if he were subject to a Charm Spell. See 10.5 for effects.

**Charm Monster Potion:** The potion works in the same manner as Charm Person Potions, except that they may be used to take control of any single monster which is not an Evil Hero, Evil Mage, Orc, or Troll.

**Healing Potion:** The player rolls 1D6 and subtracts the result from the number of wounds suffered by the character so far in the game. A character's Wound Point total may not be increased to more than he originally had at the beginning of the game.

### [14.6] Talismans

The second die roll under the Talisman column determines the type of Talisman found. The owning Player should enter the name of the Talisman on the Character Record of the investigating character. The owning character immediately has his abilities affected depending on the particular Talisman.

There are six Talismans:

**Talisman of Mind:** allows the owner to do mind battle with an enemy at a cost of one Wound Point. The talisman inflicts 1D6 wounds on its target if the target fails its Resistance Check. Important: the owning player must roll 1D6 to determine the number of times the talisman may be used in one game (same limit as Heal spell 10.6).

**Yellow Sun Talisman:** increases the Magic Potential of the owning character by 1D3 for the Yellow Sun. This may result in the character being able to use more spells in the current game if the Yellow Sun is dominant (see 4.0).

**Blue Sun Talisman:** has the same effect as the Yellow Sun Talisman, except the character's blue rating is affected.

**Red Sun Talisman:** has the same effect as the Yellow Sun Talisman, except the character's red rating is affected.

**Talisman of All Suns:** increases the Magic Potential of the owning character by 1D3 for all three sun ratings. Roll separately for each sun. This may allow the character to use more spells than he currently has recorded on his Character Record, if this occurs, the new spells may be added immediately (the same applies with the other color sun talismans if necessary).

**Talisman of Evil:** forces the owning character to make an immediate Resistance Check. If he fails the check, he has succumbed to the talisman's power and must immediately attack the party. The attack is conducted from the character's current position in the marching order and he also attacks first in the Combat Sequence. The combat must continue until the character is killed, the rest of the party is killed, or one of the other party members charms the character (with magic or potion) or casts a successful Redemption spell upon him. When magic is attempted, the character must make a Resistance Check. A successful charming or Redemption breaks the power of the Talisman and the character returns to the party.

### [14.7] Medallions

The second die roll under the Medallion column determines the effects of the medallion found. A character must be delegated to test the medallion, and suffers or gains the benefit of the medallion. The medallion effects are:

**Neutralize Poison:** makes the wearer immune to all poison for as long as he wears the medallion.

**Potion Appraisal:** allows the wearer to tell the nature of a potion without testing it. Thus, a potion will have two doses (since one wasn't used up in testing), and any poison may be discarded without testing it.

**Oratory:** adds 3 to rolls on the Negotiation Table, if the wearer is in the Party when there is a negotiation. This modifier is cumulative with the other modifiers to the negotiation die roll.

**Dexterity:** increases the wearer's Combat Bonus by 2 as long as he wears the medallion.

**Strangling:** subjects the character delegated to test the medallion to strangling. The character immediately suffers 1D6 Wound Points of damage.

### [14.8] Rings

The second die roll under the Ring column determines the type of ring found. Rings have the following effects:

**Resistance +1 or +2:** increases the owning character's Resistance Value by +1 or +2, respectively. This increase in resistance is good as long as the Character wears the ring (it may be traded or given to another character).

**Sleep, Neutralize Poison, Heal, or Resurrect:** allows the wearer to cast the same spell as the name of the ring once during the game at no cost in Wound Points. The ring should be kept after the spell is cast since it may be used again when the character reenters the Citadel.

[14.9] Treasure Tables  
(see charts and tables)  
Treasure Table  
Jewel Table  
Magic Item Table  
Weapon Table

## [15.0] MONSTER SPECIAL ABILITIES

### GENERAL RULE:

Certain monsters have special abilities which they use during combat with the party.

### CASES:

#### [15.1] Cronks have a stench which may sicken a character.

When the party begins to fight a cronk or group of cronks, each party member must undergo a Resistance Check. A character which fails is sickened and has his Combat Bonus reduced by 2 during combat with the cronks. The effects wear off once combat is over.

#### [15.2] Each time a Chimera attacks a character, he will breathe flames at the character, in addition to attacking him normally.

The character undergoes a Resistance Check, and if he fails, he suffers one Wound from the flames (in addition to other wounds inflicted by the Chimaera's regular attack).

#### [15.3] A Medusa may turn a character she attacks to stone.

Each time the Medusa attacks a character, roll 1D6. If a 6 is rolled, the Medusa has turned the character to stone. Remove the counter from the party's march order. At the end of combat, a character which knows the spell Stone-Flesh may revive the character. If there is no character who knows the spell, the affected character is dead.

#### [15.4] At the end of every third Monster Combat Phase after he is first wounded, a Troll may regenerate one Wound Point (he may not gain more than he started with).

#### [15.5] A Vampire will attempt to Charm the character he is attacking, during the first two Monster Combat Phases (only).

The Charm behaves as if it were a Charm spell but the Vampire does not expend Wound Points to cast it. If the character fails his Resistance Check, he is charmed and is placed in the first row of the monster march order. The Charm may be broken by the Vampire dying or by a Redemption spell. While charmed the character may not cast spells but he must attack the party. Wounds inflicted on the character during combat are retained when the Charm is broken.

#### [15.6] Each Wound Point inflicted on a Hydra will increase its Combat Bonus by one point.

The increase takes place immediately. Thus, as the hydra suffers wounds, its ability to attack is increased. Once all its Wound Points are gone the hydra is dead.

#### [15.7] Evil Mages (including X the Unknown) know one spell. Lightning, which they will cast every Monster Combat Phase unless doing so would cause the Mage to die.

Use the procedures in 9.3 to determine the target of the spell.

## [16.0] THE HELLGATE

### GENERAL RULE:

The Hellgate is a large mountain-like device of tremendous magical power which the party must find and destroy in order to win the game. It is guarded by a number of bound demons and X the Unknown. Once the Hellgate is found, there will be an extra Phase in the Combat Sequence called the Hellgate Phase (see 9.2). During this Phase the Hellgate will cast Blast spells.

### PROCEDURE:

Once the Hellgate is found roll 1D<sub>3+2</sub> to determine the number of demons guarding it (no level modification). The monster march order is set up with the demons in the first and second rows, X the Unknown in the second row, and the Hellgate in the third. During the Hellgate Phase the Hellgate may cast 3 Blast spells at a character (or split among several characters).

The Hellgate does not expend Wound Points to cast spells. The Hellgate will continue to cast spells so long as X the Unknown is alive. When he dies, the Hellgate ceases to function and the demons disappear. The Hellgate may cast spells from the third row.

To destroy the Hellgate, X must be killed and then a character with a Hellgate rating must attempt to destroy it. He rolls a die, and if the result is less than or equal to his Hellgate rating, the Hellgate is destroyed. If the roll is higher, he suffers one wound. The die is rolled separately for each character attempting to destroy the Hellgate. A character may continue to roll until he succeeds, dies or gives up.

See Victory Conditions, 17.0. Demons and X the Unknown are only affected by the Monster Wound, Monster Combat Bonus, Treasure Type and Experience Points rows on the Level Chart (see 6.7). The number of monsters and Negotiation Value rows are not used. A character's Hellgate rating may not be increased above 5.



## [17.0] VICTORY CONDITIONS

### GENERAL RULE:

There are two types of victory: team victory and character victory. In order for the team, meaning the characters as a group, to win, the Hellgate must be found and destroyed, and at least one of the characters must make it back out of the Citadel alive (to tell the world). It may take more than one game for the party to win. In order for a character to win, he must get out of the Citadel alive, have gained at least 100 Experience Points, and gained at least 100 Gold Marks value in gold or jewels. If more than one character fulfills these victory conditions, then the character with the greatest total amount of Experience Points, jewels and Gold Marks is the winner. Ties are possible. In any given game, the party may decide to leave the Citadel before the Hellgate is found and destroyed. In this case, team victory is impossible. In order to exit the Citadel (and thus the game), the party must get back to the first level and exit from the original segment which connects to the Gateway of Evil.

### PROCEDURE:

The Party enters the Citadel and looks for the Hellgate. If they decide at some point during play that they will be killed before they find it, they have the option to leave. Should they exit before they have found and destroyed the Hellgate, then the game may continue. The players may reenter the Citadel after being cured of all wounds. If the game is begun again in the same session, the previously explored segments are left as is; if begun later, the players should restart the maze from scratch (thus, the game may be played until the Hellgate is found and destroyed, even though it may take more than one evening of play). Each time the characters leave the Citadel, they should check for character victory.

### CASES:

[17.1] **The Gold Marks and jewels acquired by a character in a previous game are left at home when he reenters the Citadel.**

Thus, if he survives, he may expend the Gold Marks and jewels left at home as partial payment towards acquiring new abilities (see 12.2). If he dies, the money is lost. Experience Points are handled the same way.

[17.2] **A charmed monster in one game is considered to wander off before the party reenters the Citadel.**

[17.3] **Should the party exit the Citadel without destroying the Hellgate, when they reenter, they may add characters to the party to bring the party total back up to six.**

Characters killed may thus be replaced. It is up to the players to decide whether the new characters will be Heroes or Initiates, but an equal balance of both should be maintained, if possible. Previously killed characters are ineligible (of course) to reenter the Citadel.

[17.4] **Before reentering the Citadel a character may choose new weapons (never more than two may be taken in), if he desires.**

[17.5] **There is a six month lapse in time (Earth equivalent) between games, which will eventually affect the characters abilities.**

The number of Experience Points needed to increase a character's abilities (see 12.0) is increased by 10% after the third time he has exited the Citadel. It increases by 10% each time thereafter. Thus, characters in effect "age" and progress at a slower rate.

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