

5.0 SEQUENCE OF PLAY

A. Segment Phase

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. Each time the party leaves a segment, one of the players picks a Dungeon Tile from the pile and places it adjacent to the segment the party is leaving.

2. **DUNGEON TILE PICK** - One of the players picks a Segment Dungeon Tile.

3. **PLACE DUNGEON TILE** - The Dungeon Tile 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 Dungeon Tile 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)

1. **TRAP CHECK** - Roll 1D6 to determine whether or not the door is trapped (die roll of 1 = trap)

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).

3. **TRAP SPRUNG** - The trap is sprung if detrap is not attempted or is unsuccessful. Roll on Trap Table (7.1).

C. Monster Phase

1. **PARTY MOVEMENT** - The Party counter is placed on top of the new segment that was picked.

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).

3. **NEGOTIATE AND BRIBE** - The party has the option to attempt to negotiate with or bribe the monsters (see 8.0).

4. **COMBAT** - Should negotiation or bribery fail or not be attempted, the Combat Sequence is initiated (see 9.0). The Sequence takes place in the following order:

1. Party Combat
2. Monster Combat
3. Hellgate Combat
4. Party Reorganization
5. Monster Reorganization

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).

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)

1. **INVESTIGATE** - One character is chosen to investigate the feature.

2. **ROLL ON THE FEATURE TABLE** - The investigating character rolls on the Feature Table (13.9) under the proper column for that feature (Exception: Mirrors 13.7).

3. **APPLY RESULTS** - The result on the Feature Table is applied.

9.0 SEQUENCE OF COMBAT

A. 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.

B. After all monsters' Wound Points have been determined, 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 (see 9.6).

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 5 steps is called a Round. Once a Round is completed the Combat Sequence is begun again with Party Combat.

C. The target attacked by a character or monster depends on the relative position of the two in their respective march orders.

D. Characters may attack only during the Party Combat Phase, and Monsters attack only during the Monster Combat Phase.

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

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

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

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

Party Reorganization: A single character may be moved to a different space in the same row so long as the moving character does not move "over" another character and may move from his row to a row in front or behind his position either orthogonally or diagonally. If there is only one character in the first row, the only move that may be performed (and must be performed) is to shift a character from the second. If there are only 2 characters in the first row, neither may be moved back to the second.

Monster Reorganization: If there are fewer than three monsters in the first row, one must be moved forward from the second to the first row. If the first row contains three monsters, one monster may be moved up from one row to the next row forward. 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. Monsters may not shift within the same row or move backwards.

4.3 HERO CHARACTERISTICS CHART

Name	Race	WP	MP	RV	CB	Weapons	WS	Skill
Almuric	Human	8	1 1 2	2	3	Sword, Dagger	+2 Sword	1 Hellgate
Alric	Human	6	2 3 4	2	0	Sword, Throw Dagger		1 Hellgate
Curvenol	Human	5	5 5 5	1	0	Sword, Throw Dagger		2 Hellgate
Dalmilandril	Elf	5	3 4 5	3	2	Bow, Dagger	+2 Bow	+2 Negotiation
Dierdra	Human	7	0 0 0	1	4	Hammer, Sword	+1 Hammer	1 Hellgate
Eodred	Human	6	3 4 5	2	0	Bow, Throw Dagger		2 Hellgate
Gerudirr	Dwarf	6	0 0 0	2	6	Ax, Dagger	+3 Ax	1 Detrap
Gilith	Elf	8	0 0 0	3	4	Bow, Dagger	+2 Bow	+2 Negotiation
Gislan	Dwarf	10	4 4 4	3	4	Ax, Hammer	+2 Ax	3 Detrap
Gwaigilion	Elf	7	4 3 2	3	4	Bow, Dagger	+2 Bow	+1 Negotiation
Larraka	Human	5	6 5 4	3	0	Bow, Dagger		1 Hellgate
Linfalas	Elf	9	0 0 0	2	5	Bow, Sword	+2 Bow	+3 Negotiation
Lord Dil	Human	10	0 0 0	3	5	Sword, Dagger	+2 Sword	2 Hellgate
Maytwist	Elf	7	3 3 3	2	0	Bow, Throw Dagger	+2 Bow	+3 Negotiation
Paladin Glade	Human	10	0 0 0	2	4	Sword, Throw Dagger	+2 Sword	2 Hellgate
Raman	Demi-Cronk	9	0 0 0	3	4	Sword, Dagger	+1 Sword	1 Detrap
Sliggoth	Swamp Creature	8	1 2 3	2	4	Ax, Bow	+1 Ax	1 Detrap
Stephen Paladin	Human	10	0 0 0	2	5	Sword, Dagger	+2 Sword	2 Hellgate
Theregond	Human	8	4 3 2	2	1	Sword, Throw Dagger	+3 Sword	3 Hellgate
Weldron	Human	9	0 0 0	2	5	Sword, Bow	+2 Sword	3 Hellgate
Wendolyn	Human	7	4 3 2	2	1	Sword, Dagger	+2 Dagger	4 Hellgate
Zareth	Human	9	0 0 0	4	4	Sword, Throw Dagger	+1 Sword	3 Hellgate
Zurik	Dwarf	8	3 4 5	2	3	Ax, Dagger	+2 Ax	3 Detrap

WP: WOUND POINTS, MP: MAGIC POTENTIAL, RV: RESISTANCE VALUE, CB: COMBAT BONUS, WS: WEAPON SKILL

WEAPON TYPES

DAGGER		SWORD			RANGE: ROW 1
THROW DAGGER		HAMMER			RANGE: ROW 2
BOW		AX			RANGE: ROW 2

WEAPON TYPES/LETTER CODES AND COMBAT RANGE ICONS

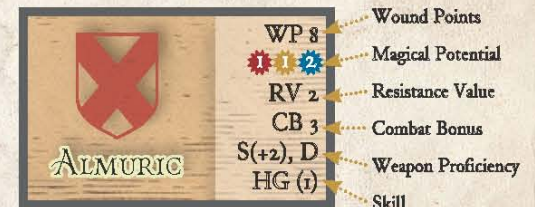
4.3a INITIATE CHART

	Elf	Dwarf	Human
Name	<i>Made up by players</i>		
WP	5	6	7
RV	2	2	1
WS	+1 Bow	+1 Ax	+1 Sword
Skills	+1 Negotiation	1 Detrap	1 Hellgate

COUNTER INDEX



CHARACTER COUNTER FOR COMBAT MARCH ORDER



CHARACTER COUNTER FOR CHARACTER TRACKING SHEET



MONSTER COUNTER FOR COMBAT ENCOUNTERS

4.4 MP TABLE

	Magic Potential (per Sun)		
	Red	Yellow	Blue
	0	0	0
	0	0	0
	2	1	0
	0	1	2
	1	1	1
	2	2	2

6.7 LEVEL CHART

Characteristic	L1	L2	L3
Monster WP	+0	+2	+4
Monster CB	+0	+1	+3
Monster NV	+0	+1	+2
No. of Monsters	x1	x1	x2
Treasure Type	+0	+1	+2
Experience Points	x1	x1	x2

7.1 TRAP TABLE

Trap Type	
☐ Arrow	Arrow: An arrow or bolt is shot from the trap. Roll 1D6 and refer to the Combat Results Table (9.9) under the bow column to determine whether or not the arrow strikes the adventurer and the number of Wound Points suffered.
☐ Poisoned Arrow	Poisoned Arrow: Same procedure as for arrow, except, if the arrow strikes, the affected character suffers 1D3 Wound Points from poison in addition to Wound Points inflicted by the arrow.
☐ Poison Gas	Poison Gas: Affected character takes 1D3 Wound Points damage.
☐ Explosion	Explosion: All characters in the party (including charmed monsters) immediately suffer one Wound Point damage.
☐ Flaming Oil	Flaming Oil: Affected character suffers one Wound Point damage.
☐ Roll Twice	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.

8.2 MONSTER CHARACTERISTICS CHART

Monster Type	RV	NV	Weapon	Spells	Treasure	Special
Chimera	2	7	-	-	I	Firebreath
Cronk	1	9	-	-	E/B	Stench
Demon	4	None	-	-	D	See 16.0
Dire Wolf	1	9	-	-	A	-
Evil Hero	2	5	+1D6 Sword	-	J/C	-
Evil Mage	3	3	Dagger	Lightning	J/C	-
Gargoyle	3	4	-	-	G	-
Harpy	1	5	-	-	A	-
Hydra	3	7	-	-	J	See 15.6
Medusa	2	5	-	-	G	Flesh/Stone
Minotaur	3	7	-	-	J/C	-
Ogre	2	2	Hammer	-	J/E	-
Orc	1	0	Sword	-	H/B	-
Skeleton	1	9	-	-	F/A	-
Troll	3	4	-	-	J	Regenerate
Vampire	4	6	-	-	J	Charm
Warg	1	6	-	-	A	-
Wight	2	4	-	-	H	-
Wraith	1	2	-	-	I/D	-
X the Unknown	4	None	Sword	Lightning	L	See 16.0

RV: RESISTANCE VALUE, NV: NEGOTIATION VALUE, LI: LIGHTNING SPELL

8.3 ROOM MONSTER TABLE

DIE 2	☐	☐	☐	☐	☐	☐
☐	Evil Mage	Evil Hero	Cronks: 1D6	Gargoyle	Chimera	Medusa
☐	Orcs: 1D3	Troll	Vampire	Harpies: 1D3+2	Ogre	Minotaur
☐	Dire Wolves: 1D6	Wight	Wargs: 1D3	Evil Mage	Evil Hero	Cronks: 1D6+1
☐	Gargoyles: 2	Chimeras: 2	Medusa	Orcs: 1D6+1	Hydra	Vampire
☐	Harpies: 1D6+2	Ogres: 2	Minotaur	Dire Wolves: 1D6	Wights: 2	Wargs: 1D6
☐	Skeletons: 1D3	Wraiths: 1D3	Skeletons: 1D6	Wraiths: 1D3+2	Troll	Hydra

8.3 WANDERING MONSTER TABLE

DIE 2	☐ or ☐	☐ or ☐	☐ or ☐
☐	Evil Hero	Evil Mage	Chimera
☐	Gargoyle	Medusa	Orcs: 1D3
☐	Troll	Vampire	Harpies: 1D3+2
☐	Ogre	Minotaur	Dire Wolves: 1D6
☐	Wight	Wargs: 1D3	Wraiths: 1D3
☐	Hydra	Skeletons: 1D3	Cronks: 1D6

8.5 NEGOTIATION TABLE

Die	Result	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).
6 or less	Failure	
7-9	Agreement	
10 or more	Intimidate	

8.9 BRIBERY TABLE

Gold Marks Offered	Monster Wound Points + Negotiation Value					
	1-5	6-9	10-12	13-16	17-20	21+
20	4	2	1	1	0	0
40	4	3	2	1	1	0
60	5	4	2	2	1	1
80	6	5	4	2	2	1
100	6	6	4	3	2	1
150	6	6	5	4	3	2
200	6	6	6	4	4	2
300	6	6	6	5	4	3
400+	6	6	6	5	5	4

9.9 COMBAT RESULTS TABLE

iD6 + ws + cs	Dagger	Throw Dagger	Bow	Sword	Hammer	Ax	Monsters
1-3	0	0	0	0	0	0	0
4	0	0	0	1	1	1	0
5	1	0	1	1	1	1	0
6-9	1	1	1	1	1	1	1
10	1	1	1	2	2	2	1
11	2	1	2	2	2	2	1
12	2	2	2	2	3	2	2
13	2	2	2	3	3	3	2
14	3	2	3	3	4	4	2
15	3	3	3	4	4	4	3
16	4	3	4	4	5	5	4
17+	4	4	4	5	5	5	5

13.9 FEATURE TABLE

	Fountain	Statue	Trap Door	Furniture	Altar	Artwork
☐	Poison	Medusa	Trap	Coffin	Alloces	Tapestry
☐	Potion	Jewels	Trap	Bookcase	Vassago	Painting
☐	Alcohol	Medallion	Room	Desk	Avnas	Statue
☐	Jewel	Demon	Room	Bed	Malthus	Cut Glass
☐	Water	Talisman	Pit	Clavichord	Leraje	Icon
☐	Blood	X	Hellgate	Mirror	Asmoday	Manuscript

MIRROR TABLE

	Level	Tiles Away
☐	1	3
☐	2	4
☐	2	5
☐	3	6
☐	3	7
☐	3	8

14.9 TREASURE TABLE

Type	Gold	Jewels	Magic
A	0:0	0:0	0:0
B	6:1D6	0:0	0:0
C	6:3D6	0:0	1:1
D	1:3D6	1:1D3	0:0
E	2:1D6 x 10	2:1D6	2:1
F	3:1D6 x 5	3:1D3	1:1
G	6:3D6 x 5	3:1D6	2:1
H	6:2D6	1:1D3	1:1
I	6:1D6 x 5	2:1D6	2:1
J (t)	6:1D6 x 20	2:1D6	3:1D3
K (t)	6:2D6 x 20	3:1D6	3:1D3
L (t)	6:3D6 x 20	4:1D6	4:1D3

(t) Roll 1D6 for each chest, on a 1-3 the chest is trapped.

WEAPON TABLE

Weapon Bonus
☐ +1
☐ +2
☐ +2
☐ +3
☐ +3
☐ Roll Twice

JEWEL TABLE

2D6	Gold Value
2	1
3	5
4	10
5	15
6	20
7	25
8	35
9	50
10	75
11	100
12+	150

MAGIC ITEMS TABLE (ROLL ONCE FOR TYPE THEN ONCE FOR KIND)

Type	Weapon	Armor	Potion	Talisman	Medallion	Ring
☐ Weapon	☐ Sword	+1	Poison	Mind	Neutralize Poison	Resist +1
☐ Armor	☐ Hammer	+1	Strength	Yellow Sun	Potion Appraisal	Resist +2
☐ Potion	☐ Ax	+1	Strength	Blue Sun	Oratory	Sleep
☐ Talisman	☐ Bow	+2	Charm Person	Red Sun	Dexterity	Neutralize Poison
☐ Medallion	☐ Dagger	+2	Charm Monster	All Suns	Neutralize Poison	Heal
☐ Ring	☐ Throw Dagger	Roll Twice	Healing	Evil	Strangling	Resurrect

13.0 ROOM FEATURES



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 (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).



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).



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 Dungeon Tile). 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.



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 (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.

13.0 ROOM FEATURES

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.

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).

 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.

15.0 MONSTER SPECIAL ABILITIES

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.

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 Chimera's regular attack).

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.

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).



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 (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 (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).



STAIRCASE

Some room segments feature stairways (see 6.5). 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). Movement between levels is from one level to the next and counts as entering a room segment. When the party descends a level, a new maze is begun by placing a second staircase Dungeon Tile 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 Segment Dungeon Tile.

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.

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.

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.