

The Fantasy Trip

Master Table of Contents

In the Labyrinth

(Pts I & II)

Table of Contents	2
I. Introduction	3
1. The World of Cidri	4
2. Acknowledgements	5
II. Role-Playing	5
A. Creating a Character	5
1. Starting a New Character	5
2. Different Kinds of Character	6
a. Fighters	6
b. Other Heroes	6
c. Wizards	6
3. <i>Character Generation Tables</i>	7
4. Selecting Attributes	7
5. Strength	8
a. <i>Advantages of Great Strength</i>	8
6. Dexterity	8
7. Intelligence	8
8. Choosing Abilities	9
9. Character Type: Wizard or Hero?	9
10. Spells	9
11. Talents	9
12. Languages	9
13. Forgetting Old Spells (and Talents)	9
14. Character Record Sheets	10
15. Experience Points	10
a. For Combat	10
b. For Casting Spells	10
c. For Die Rolls	10
d. For Time Spent in Play	10
e. Game Master's Discretion	10
f. Note to Game Masters	10
16. Increasing Your Attributes	10
a. Increasing Your Attributes without Experience Points	11
17. Experience Points for Very Powerful Races	11
18. Talents	11
a. <i>IQ 7 Talents</i>	12
b. <i>IQ 8 Talents</i>	12
c. <i>IQ 9 Talents</i>	12
d. <i>IQ 10 Talents</i>	13
e. <i>IQ 11 Talents</i>	14
f. <i>IQ 12 Talents</i>	15
g. <i>IQ 13 Talents</i>	15
h. <i>IQ 14 Talents</i>	15
19. Languages	16
20. Learning New Talents and Languages	16
21. Losing Abilities when Attributes are Reduced	17

Advanced Alelee

B. Weapon Combat	1
1. General Discussion	2
2. Turn Sequence and Options	2
a. List of Options	3
b. Changing Options	4
3. Movement	4
a. Movement of Multi-hex Figures	4
b. Shifting	4
c. Moving Onto Other Figures	4
d. Flight	4
e. Crawling, Kneeling and Lying Prone	5
f. Actions During Movement – Jumping, Etc.	5
g. Hidden Movement	5
h. Surprise	5
i. Initiative	5
4. Facing	6
a. Engaged and Disengaged	6
5. Attacks	6
a. Weapons	7
b. Peculiar Weapons	7
i. Naginata	7
ii. Boomerang	7
iii. Bola	7
iv. Net and Trident	7
v. Sha-Ken	8
vi. Cestus	8
vii. Quarterstaff	8
viii. Lasso	8
ix. Whip	8
x. Nunchuks	9
xi. Spear Thrower	9
xii. Blowgun	9
c. Rolling for a Hit	9
d. Rolling for Damage	9
e. Armor and Shields: Protection From Hits	9
f. <i>Weapons Table</i>	10
g. <i>Armor & Shield Table</i>	12
h. Other Weapons	12
i. Pole Weapons	12
j. Jabbing with a Pole Weapon	13
k. Shield Rush Attacks	13
l. Left Hand Attacks	13
m. Thrown Weapons	13
i. Thrown Spells	14
n. Missile Weapons	14
i. Crossbows	14
ii. Prone and Kneeling Fire	14
iii. Sheltering Directly Behind Fallen Bodies	14
iv. Oversized Targets	14
v. Flying Targets	15
vi. Missile Spells	15

o.	Hitting Your Friends.....	15
p.	Hand-to-Hand Combat	15
	i. Pinning a Foe.....	15
	ii. Multiple HTH Combat.....	15
q.	Disengaging	18
	i. Disengaging from HTH Combat	18
r.	Defending and Dodging.....	18
s.	Forcing Retreat.....	18
t.	Reactions to Injury.....	18
6.	Special Situations	18
	a. Adverse Conditions	18
	i. Broken Ground.....	18
	ii. Cliffs, Walls, Shafts, Etc.....	18
	iii. Darkness.....	19
	iv. Water	19
	b. Aimed Shots – An Optional Rule.....	20
	i. Waiting for an Opening	20
	c. Ambush	20
	d. Automatic Hits	20
	e. Berserking	20
	f. Clubs.....	20
	g. Combat with Bare Hands, Daggers, Cestus or Club.....	21
	h. Concealment.....	21
	i. Crippling Hits – An Optional Rule	21
	j. Dagger Marksmanship.....	21
	k. Death	22
	l. Delayed Actions – An Optional Rule.....	22
	m. Dropped and Broken Weapons.....	22
	n. Fine Weapons and Armor.....	22
	o. Fire as a Weapon.....	23
	p. Gas Bombs	23
	q. Gunpowder Weapons.....	23
	r. Gunpowder Bombs	24
	s. Height.....	24
	t. Narrow Tunnels	24
	u. Nonhuman Figures.....	24
	v. Long Range Missile Fire	25
	w. Poison.....	25
	x. Recovering Lost Strength	25
	i. Recovery from Injury.....	25
	ii. Recovery from Exhaustion	25
	y. Special Combat Talents.....	26
	z. Running Battles and Long Distance Duels	26
	aa. Slaughtering Helpless Figures.....	26
	bb. Sweeping Blows	26
	cc. Taking Prisoners	26
	dd. Trampling.....	26
7.	Example of Combat	27
8.	Quick Combat System.....	28
	a. Sequence of Events.....	28
	b. Movement	29
	c. Options	29
	d. Hitting Your Foe.....	29

e.	Who May be Attacked	29
f.	DX Adjustments	29
9.	Mounted Combat	29
a.	Options for Riders and Mounts	29
b.	Movement and Weight Carried	30
i.	Engaged and Disengaged.....	30
ii.	Leaning – The Rider’s Movement on hi Mount	30
iii.	Pulling a Rider from his Mount.....	30
c.	Attacks.....	30
i.	The Cavalry Lance.....	31
ii.	The Pike.....	31
d.	DX Modifications for Mounted Combat.....	31
e.	Armor for Riding Beasts.....	31
f.	Using Magic from Horseback	31
g.	Panic	31
h.	Aerial Combat.....	32
i.	Effects of Damage on Fliers	32

Advanced Wizard

C. Magical Combat	2
1. Wizards on Cidri.....	3
2. How to Cast Spells	3
3. Types of Spells	3
a. Missile Spells.....	3
b. Thrown Spells.....	3
i. Secret Protection	4
ii. Control Spells.....	4
c. Creation Spells.....	4
i. Summoned Creatures.....	5
ii. Images and Illusions	5
iii. Disbelief by Animals	5
iv. Limitations on Illusions	6
v. Fire, Walls, and Shadow.....	6
d. Special Spells.....	7
4. Continuing Spells	7
5. Iron Silver and Magic.....	7
6. Casting Spells from Books.....	7
7. Scrolls.....	8
a. <i>Cost of Scrolls Table</i>	8
8. Magical Equipment and Laboratories.....	8
9. Gestures and Incantations.....	8
10. Wishes.....	9
11. Using Magic: A summary of Methods.....	10
12. Learning New Spells	10
13. Spell Tables.....	11
a. <i>IQ 8 Spells</i>	11
b. <i>IQ 9 Spells</i>	11
c. <i>IQ 10 Spells</i>	12
d. <i>IQ 11 Spells</i>	12
e. <i>IQ 12 Spells</i>	13
f. <i>IQ 13 Spells</i>	13
g. <i>IQ 14 Spells</i>	14
h. <i>IQ 15 Spells</i>	15
i. <i>IQ 16 Spells</i>	16
j. <i>IQ 17 Spells</i>	16
k. <i>IQ 18 Spells</i>	17
l. <i>IQ 19 Spells</i>	17
m. <i>IQ 20 Spells</i>	18
14. Inventing New Spells	23
15. Chemist and Alchemists.....	23
a. <i>Chemists Table</i>	24
b. <i>Alchemists Table</i>	24
c. Developing New Potions	25
16. Magical Items	25
a. The Rule of Five: Wearing Several Magic Items	25
b. Creating Magical Items	25
i. Weapon/Armor Enchantment.....	26
ii. Lesser Magic Item Creation	26
iii. Greater Magic Item Creation.....	26
iv. <i>Magic Item Creation Table</i>	27

v.	Multiply Enchanted Items.....	31
vi.	Multiply Enchanted Items (continued).....	30
vii.	Exceptions to the general “doubling” rule	30
viii.	A Note on Apprentices	30
ix.	A Note on Ingredients.....	30
c.	Cost of Magical Items.....	30
d.	Enchanting Objects with Immunity Spells	31
e.	Lesser Magical Items.....	31
i.	<i>Spell-like Items (IQ 8 – 14)</i>	31
ii.	<i>Other Magic Items</i>	32
iii.	<i>Protective Amulets</i>	33
f.	Greater Magical Items	33
i.	<i>Spell-like Items (Iq 15 – 20)</i>	33
ii.	<i>Other Magic Items</i>	32
g.	Researching New Magical Items.....	35
h.	Prices for new Potions and Magic Items.....	36
i.	Cost of Ingredients For New Potions	36
ii.	Costs for Lesser Magical Items	37
iii.	Costs for Greater Magical Items.....	37
i.	Bizarre Magical Items.....	37
j.	De-Enchanting Magical Items.....	37
k.	Removing an Obnoxious Magical Item	38
l.	Destruction of Magical Items.....	38
m.	Finding Magical Items for Sale.....	38
17.	Gates.....	39

In the Labyrinth

(Pts III-V & Appendices)

III. Creating a World	18
A. Creating a Labyrinth.....	18
1. Stocking the Labyrinth.....	18
a. Random Stocking.....	19
i. <i>Sample Stocking Tables</i>	19
b. Artifacts.....	20
2. Mapping and Map Reading.....	21
3. Map Example.....	22
B. The World Outside	23
1. Building Towns and Villages.....	23
2. Outdoor Encounters.....	23
a. Lost in the Wilderness	23
b. <i>Outdoor Encounter Tables</i>	24
C. Economic System	24
1. Money	24
2. Taxes, Banks, etc.....	24
3. Moneylenders.....	25
4. Disaster, War and Other Nuisances	25
5. Jobs.....	25
a. Finding a Job.....	25
b. Changing Jobs.....	25
c. Leaving on an Adventure	25
d. Getting Back Late (or Hurt)	25
e. <i>Table of Jobs</i>	26
f. Raises, Bonuses, etc.....	27
g. Wills	27
D. Cultures and Customs.....	27
1. Laws, Trials and Jail.....	27
a. Trials.....	28
b. Jail	28
2. Duels	28
3. Clothing.....	29
4. Guilds	29
a. The Wizard's Guild	29
i. Forgetting Spells and Talents	29
ii. Checking Items for Magic	29
iii. General Magical Work and Consultation.....	29
iv. Dues.....	29
b. The Thieves' Guild.....	29
c. The Mechanician's Guild	30
d. The Scholar's Guild.....	30
e. The Mercenaries' Guild.....	30
5. Religion, Churches, Temples and Cults.....	31
6. Other Social Structures.....	31
E. Game Time	31
1. Aging.....	32
IV. Going on an Adventure	33
A. Setup for Play	33
1. Entering a Labyrinth.....	33
2. Making Up a Party.....	33

a.	Hired Help.....	33
b.	Slaves	34
c.	Finding an Employer	34
3.	Equipment.....	35
a.	Weight Carried.....	35
b.	Armor Weight and Cost.....	35
c.	Weights of Characters.....	35
d.	Weight Carried by Pack Animals.....	35
e.	Weight Carried by Fliers	36
f.	Example of Weight Carried.....	36
g.	<i>Equipment Table</i>	36
h.	Hints on Equipment.....	37
B.	Playing the Game	37
1.	Playing GM Characters	37
a.	<i>Reaction Rolls</i>	37
b.	Saving Rolls.....	37
i.	Saving Rolls Table	38
2.	Nuisance Encounters	38
3.	Time, Speed and Distance	43
a.	Walking and Running.....	43
b.	How Many Turns?.....	43
c.	Travel Speeds.....	72
4.	Light.....	43
a.	Light's Effect on Combat	43
b.	Travel in the Labyrinth.....	43
5.	"Did He See It?".....	44
6.	"Did He Recognize It?".....	44
7.	Mapping the Adventure.....	44
8.	Doors.....	44
a.	Keeping a Door Closed.....	45
b.	Hidden Doors	45
9.	Tunneling	45
10.	Traps.....	45
a.	Examples of Traps	46
b.	Detecting Traps.....	46
c.	Removing Traps.....	46
d.	Springing Traps.....	46
e.	Building New Traps.....	46
f.	Types of Traps	47
11.	Noise	47
12.	The Character's Do What the Player's Do	47
13.	Example of Map Narration: Playing the Game	47
14.	Partial Secrecy	49
V.	Flora and Fauna: The Creatures of Cidri.....	50
A.	Humanoid Races	50
1.	Human.....	50
2.	Orc.....	50
3.	Elf.....	50
4.	Dwarf	50
5.	Goblin.....	50
6.	Hobgoblin	50
7.	Halfling	50
8.	Prootwaddle	51

9. Centaur.....	51
10. Giant.....	51
11. Gargoyle.....	51
12. Reptileman.....	51
13. Merman.....	52
a. Deep Elves.....	52
14. Half-Breed.....	52
B. Intelligent Monsters.....	52
1. Dragons.....	52
a. <i>Dragon Table</i>	53
2. Demons.....	54
3. Demon, Lesser.....	54
4. Sasquatch.....	54
5. Wyverns.....	54
6. Wraiths.....	54
7. Troll.....	54
8. Octopus.....	54
9. Neanderthals.....	55
10. Ogre.....	55
11. Vampire.....	55
12. Werewolf.....	55
13. Ghouls.....	55
14. Shadowights.....	55
15. Hydra.....	55
16. Basilisk.....	56
17. Ghosts.....	56
18. Wights.....	56
19. Night-gaunts.....	56
20. Revenants.....	57
21. Mnoren.....	57
22. Gods and Demi-Gods.....	57
a. Apotheosis.....	57
C. Magical Creatures.....	57
1. Elemental.....	57
a. Earth.....	58
b. Air.....	58
c. Fire.....	58
d. Water.....	58
2. Apep.....	59
3. Zombie.....	59
4. Skeleton.....	59
D. Riding Animals.....	59
1. Horse.....	59
a. Donkey.....	59
b. Mule.....	59
c. Unicorn.....	59
d. Pegasus.....	59
2. Warhorses.....	59
3. Other Mammals.....	60
a. Indricotherium.....	60
b. Elephant and mammoth.....	60
c. Oxen, Yak, caribou, water buffalo.....	60
d. Camel.....	60

4.	Reptiles.....	60
	a. Riding Lizard.....	60
	b. Saurian.....	60
	c. Walker Lizard.....	60
5.	Birds.....	60
	a. Diatryma.....	60
	b. Roc.....	60
6.	Gryphon.....	61
7.	Dolphin.....	61
8.	Other Riding Animals.....	61
9.	Draft Animals.....	61
E.	Beasts.....	61
	1. Wolves and Dogs.....	61
	a. Dire Wolf.....	61
	2. Bear.....	61
	3. Big Cats.....	61
	a. Sabertooth Tiger.....	61
	4. Little Cats.....	61
	5. Apes.....	61
	a. Great Ape.....	61
	b. Baboon.....	61
	c. Chimpanzee.....	61
	d. Monkey.....	61
	6. Slinker.....	62
	7. Dragonet.....	62
	8. Trained Animals.....	62
F.	Giant Insects and other crawlies.....	63
	1. Stone Beetle.....	63
	2. Spider, Giant.....	63
	3. Scorpion, Giant.....	63
	4. Hymenopteran,.....	63
	a. Basic.....	63
	b. Spyder.....	63
	c. Low Render.....	63
	d. Termagant.....	63
	e. Phlanx.....	63
	f. Gantua.....	63
	g. Myrmidon.....	63
	h. Plunge.....	63
	i. Worker.....	63
	5. Snakes.....	64
	6. Lizards.....	64
	7. Goo.....	64
G.	Water Creatures.....	64
	1. Carnivorous Fish.....	64
	2. Giant Snapping Turtle.....	64
	3. Uncle Teeth.....	64
	4. Clam, Giant.....	64
	5. Kraken.....	64
	6. Crocodile.....	65
H.	Plants.....	65
	1. Bloodtree.....	65
	2. Am bush.....	65

3. Mushrooms	65
I. Nuisance Creatures	65
1. Slimes.....	66
2. Rats.....	66
3. Vampire Bats	66
4. Spiders & Wasps.....	66
5. Scuttles.....	67
6. Piranhakeets	67
7. Scorpions.....	67
8. Children.....	67
J. Notes on Successful Game Mastering.....	67
VI. Appendices	68
<i>Weapons Table</i>	68
A. The Village of Bendwyn	70
B. A Map of Southern Elyntia	72
C. Record Sheets	74