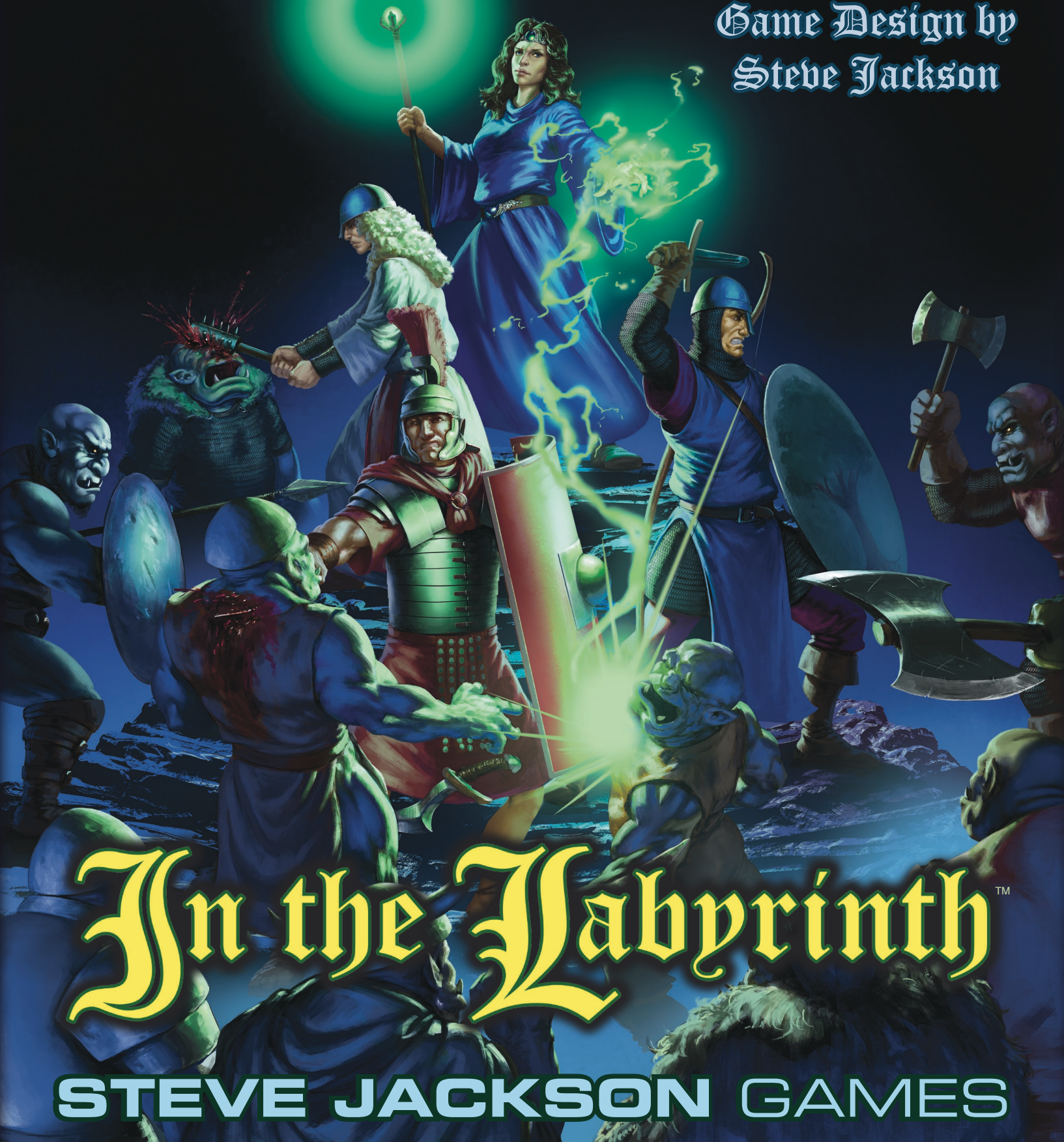


The Fantasy Trip™

Game Design by
Steve Jackson



In the Labyrinth™

STEVE JACKSON GAMES

MONSTERS AND TREASURE!

Old-school dungeon-crawling is at its best in *The Fantasy Trip*. This book covers roleplaying, character creation and experience, and advanced magic and combat rules for players who already have *Melee* and *Wizard*. First released in 1980 and unavailable for decades, *In the Labyrinth* is back in a new, expanded, and improved edition for daring dungeon-delvers. Here you'll find:

- The world of Cidri, full of fantasy and adventure
- A quick, intuitive game system that lets you start playing in minutes, not hours
- Character talents
- Magic spells and items
- Rules and suggestions to let characters gain abilities with experience
- Monsters, beasts, and treasure
- A small-scale map of the village of Bendwyn and descriptions of the people you'll meet there
- A large-scale map of part of the kingdom of Elyntia and its duchies and towns

Fully indexed, easy to read and use, this book is a great resource for all Game Masters, new or experienced.



This is an impressive piece of writing. Steve Jackson has a good, clear prose style, informal yet informative, a joy to read.

– Steve Perrin,
reviewing *In the Labyrinth*
in *Different Worlds* #7, April/May 1980

Game Design by Steve Jackson

Cover by Brandon Moore

Interior Illustrations by Liz Danforth, Rick Hershey,
Brandon Moore, and Dean Spencer

STEVE JACKSON GAMES



#TheFantasyTrip

thefantasytrip.game

2nd Edition, 2nd Printing
Published August 2020

SJG 3450AKDP

ISBN 978-1-55634-887-7



Printed on
Demand



The Fantasy Trip™

In the Labyrinth™



Game Design by Steve Jackson

Cover by Brandon Moore

**Illustrated by Liz Danforth, Rick Hershey,
Brandon Moore, and Dean Spencer**

President/Editor-in-Chief: Steve Jackson • **Chief Executive Officer:** Philip Reed

Chief Operating Officer: Susan Bueno • **Chief Creative Officer:** Sam Mitschke

Executive Editor: Miranda Horner • **Copy Editor:** Monica Stephens

Line Editor: Guy McLimore • **Production Manager:** Sabrina Gonzalez

Production Artists: Sabrina Gonzalez, Gabby Ruenes, Ben Williams

Art Director: Shelli Galey • **Project Manager:** Darryll Silva

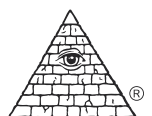
Prepress Checkers: Miranda Horner, Monica Stephens • **Operations Manager:** Randy Scheunemann

Director of Sales: Ross Jepson

The Fantasy Trip, In the Labyrinth, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *The Fantasy Trip: In the Labyrinth* is copyright © 1980, 2018, 2020 by Steve Jackson Games Incorporated. Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games. Some artwork copyright William McAusland, used with permission. All rights reserved.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

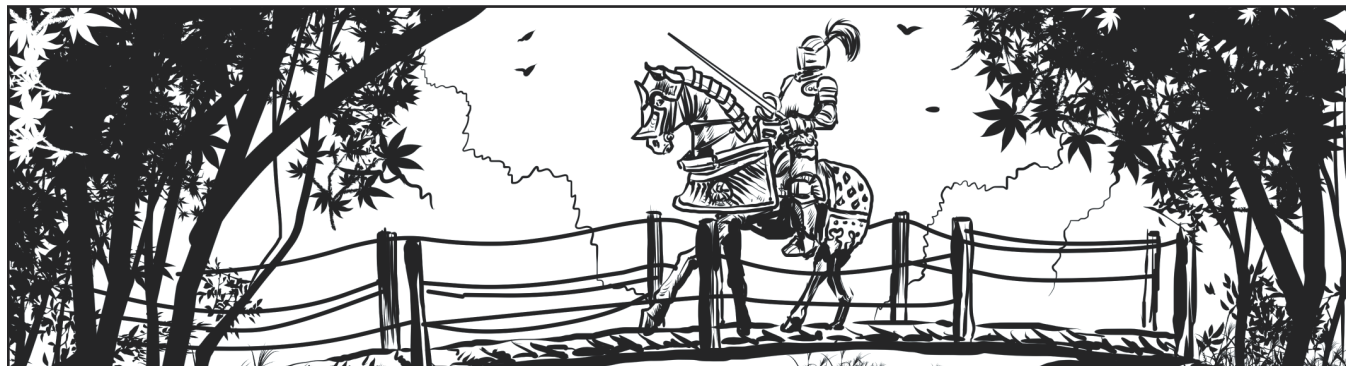
STEVE JACKSON GAMES
thefantasytrip.game



CONTENTS

ROLEPLAYING	4	<i>Equipment</i>	65
INTRODUCTION	4	<i>Equipment Table</i>	67
GAME MASTERING	7	THE ADVENTURE BEGINS	67
<i>Playing GM Characters</i>	7	<i>Entering the Labyrinth</i>	67
<i>Reaction Rolls</i>	7	<i>Playing the Game</i>	68
<i>Success Rolls</i>	8	<i>Light</i>	70
<i>Saving Rolls</i>	8	<i>Doors</i>	70
<i>Critical Success and Failure</i>	9	<i>Traps</i>	71
<i>Injury, Fatigue, Death, and Healing</i>	9	<i>Noise</i>	73
<i>Game Time</i>	10	<i>Nuisance Encounters</i>	74
<i>Glossary and Definitions</i>	11	<i>The Characters Do What The Players Do!</i>	74
CREATING A CHARACTER	12	<i>Partial Secrecy</i>	74
<i>Different Kinds of Character</i>	12	<i>Example of Map Narration</i>	75
<i>Quick Character Generation</i>	14	THE CREATURES OF CIDRI	77
<i>Choosing Your Race</i>	15	<i>Humanoid Races</i>	77
<i>Selecting Attributes</i>	15	<i>Intelligent Monsters</i>	80
<i>Choosing Abilities</i>	16	<i>Ghosts, Wights, and Revenants</i>	84
<i>Character Point Totals</i>	16	<i>Mnoren</i>	85
<i>Character Record Sheets</i>	17	<i>Gods and Demi-Gods</i>	85
SPELLS	18	<i>Magical Creatures</i>	85
TALENTS	35	<i>Riding Animals</i>	88
<i>Languages</i>	44	<i>Draft Animals</i>	90
EXPERIENCE POINTS	45	<i>Beasts</i>	90
<i>Retirement</i>	46	<i>Trained Animals</i>	94
<i>Beware of Attribute Bloat!</i>	47	<i>Giant Insects and Other Crawlies</i>	94
DESIGNING A LABYRINTH	47	<i>Water Creatures</i>	96
<i>Background</i>	47	<i>Plants</i>	97
<i>Mapping</i>	47	<i>Nuisance Creatures</i>	99
<i>Stocking</i>	47	ADVANCED COMBAT	101
<i>Random Stocking</i>	48	<i>Maps and Megahexes</i>	101
<i>Artifacts</i>	51	<i>Turn Sequencing and Options</i>	101
<i>Map Example</i>	52	<i>List of Options</i>	102
THE WORLD OUTSIDE.....	54	<i>Movement</i>	103
<i>Towns and Villages</i>	54	<i>Facing</i>	106
<i>Outdoor Encounters</i>	54	<i>Attacks</i>	106
<i>Gates</i>	56	<i>Weapons</i>	107
<i>Money</i>	56	WEAPON TABLE	109
<i>Jobs</i>	57	<i>Other Names for Weapons</i>	111
<i>Table of Jobs</i>	58	<i>Thrown Weapons</i>	114
<i>Wills</i>	59	<i>Missile Weapons</i>	115
CULTURES AND CUSTOMS	60	<i>Hand-to-Hand Combat</i>	116
<i>Guilds</i>	60	<i>Defending and Dodging</i>	117
<i>Religion</i>	62	<i>Forcing Retreat</i>	118
<i>Laws, Trials, and Jail</i>	62	<i>Reactions to Injury</i>	118
PREPARING FOR ADVENTURE	63	<i>Combat Conditions</i>	118
<i>Making Up a Party</i>	63	<i>Aimed Shots – An Optional Rule</i>	120
<i>Hired Help</i>	63	<i>Special Situations</i>	121
<i>Finding an Employer</i>	64	<i>Example of Combat</i>	127

<i>Mounted Combat</i>	130	MAGIC ITEMS	148
<i>Aerial Combat</i>	133	<i>The Wizard's Staff</i>	148
ADVANCED MAGIC	134	<i>The Rule of Five</i>	149
<i>Wizards on Cidri</i>	134	<i>Creating Magic Items</i>	149
<i>How to Cast Spells</i>	135	MAGIC ITEM CREATION TABLE	150
<i>Rolling to Hit</i>	135	<i>Cost of Magic Items</i>	155
<i>Types of Spells</i>	135	LESSER MAGIC ITEMS	156
<i>Missile Spells</i>	135	GREATER MAGIC ITEMS	160
<i>Thrown Spells</i>	136	<i>Researching New Magic Items</i>	163
<i>Creation Spells</i>	137	<i>Cost of Ingredients for New Potions</i>	164
<i>Special Spells</i>	140	<i>Cost of ST and Ingredients for</i>	
<i>Continuing Spells</i>	140	<i>Lesser Magic Items</i>	165
<i>Iron, Silver, and Magic</i>	140	<i>Cost of ST and Ingredients for</i>	
<i>Casting Spells From Books</i>	141	<i>Greater Magic Items</i>	165
<i>Scrolls</i>	141	<i>Finding Magic Items for Sale</i>	166
<i>Magical Equipment and Laboratories</i>	142	<i>Bizarre Magic Items</i>	166
<i>Gestures and Incantations</i>	142	<i>De-Enchanting Magic Items</i>	166
<i>Wishes</i>	143	<i>Removing an Obnoxious Magic Item</i>	167
<i>Using Magic – A Summary of Methods</i>	144	<i>Destruction of Magic Items</i>	167
<i>Learning New Spells</i>	144	The Village of Bendwyn	168
<i>Researching New Spells</i>	144	Southern Elyntia	171
CHEMISTS AND ALCHEMISTS	145	Index	174
<i>Chemists' Potions</i>	146		
<i>Alchemists' Potions</i>	147		



Acknowledgments for the Legacy Edition

First and foremost, Phil Reed, for spearheading everything.

Thanks to all our Kickstarter backers for making this such a huge and beautiful project, and thanks to all our forum members for playtesting and for infuriating, useful questions.

Special acknowledgement to production artists Ben Williams and Gabby Ruenes for both their creative contributions and their patience.

A shout-out to GPI for working with us to make the whole package perfect.

And everybody who kept the torch burning for 40 years.

Acknowledgments for the First Edition

The “first team,” as usual: Howard Thompson, Ben Ostrander, and Robert Taylor. These are the people who playtested *TFT* back when it was two pages of notes and a headful of ideas.

Thanks also to the second stage playtesters – the people who took an inch-thick stack of paper and built it into their own fantasy worlds . . . and then gave me large piles of suggestions, corrections, gripes, and other invaluable feedback: Tracy Harms, Joe Vail Jr., Fred Askew, Forrest Johnson, Jeff Jacobson, Lorin Rivers, T. Powell, Preston Blomquist, John Hill, Jim Hill, Kenneth Price, Jay Rudin, Robert Schultz, Pat Owens, and Forest Brown.

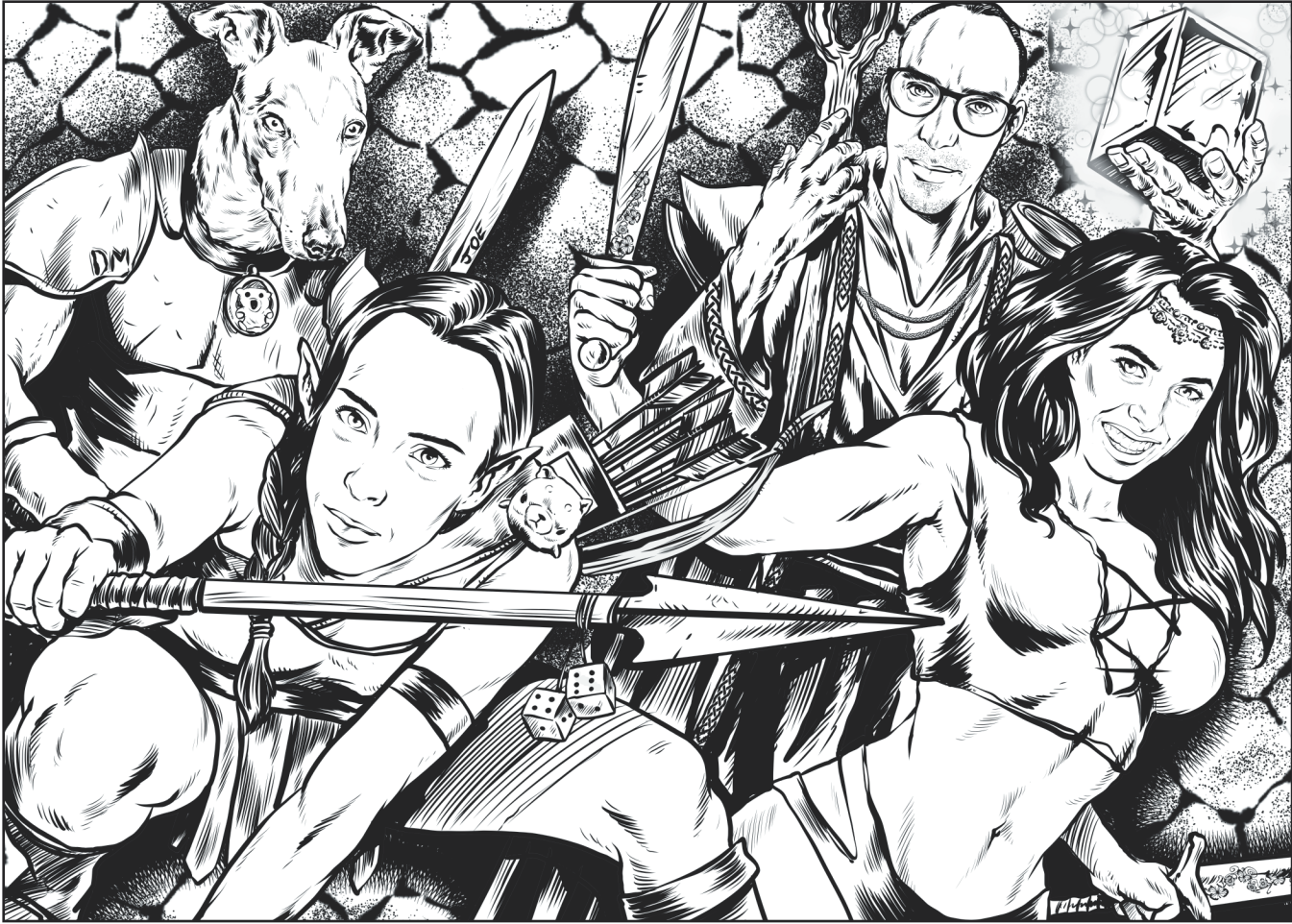
Special and unique thanks go to Draper Kauffman, Jr., who, in the course of playtesting, found that the economic system had holes in it . . . and provided me with a beautifully worked-out equilibrium system. The economic part of this game is 75% his; send him the compliments.

And to a great number of people who dropped in to the playtest sessions long enough to come up with some good thoughts . . . or who wanted to see *Melee*, *Wizard*, and *Death Test* expanded, and wrote me with good ideas about how . . . or who, in a variety of ways, contributed something to the final form of *TFT:ITL* . . . again, thanks. A short and woefully incomplete list: Jennell Jaquays, House Thornwell, everyone who helped playtest the earlier *TFT* games, Ben V. Kloemper, Michael R. Childers, Michael J. Maresca, Ronald Pehr, Ron Gazaway, Kenneth Schultz, John P. Strang, David Vilstrup, Nolan Bond, Bruce Perry, Ricky Ray, Charles Lindley, Paul W. Morgan, Bob Burns, Tom McKinnon, Paul Manz, Joseph W. Power, and David Watson.

Last, but definitely not least: the proofreaders . . . Her Excellency, Seanna de Fraser, OCB, OHBG, the Baroness Bryn Gwlad; Master Justinian, Lord von Reichschoffen, Pel., CAS, OHBG; and Lord Nomaan, called the Vulture, OHBG.



ROLEPLAYING



Introduction

The Fantasy Trip is a fantasy game. It allows any number of players, refereed by a Game Master, to enter the world of Cidri – a world where swords and sorcery meet fragments of super-science, where medieval knights battle monsters to save fair maidens, and wizards labor in their towers to cast ever-more-powerful spells. Each player becomes an adventurer, traveling with trusty companions to deserted cities and beast-haunted tunnels, braving dangers to win loot and glory. *The Fantasy Trip* allows you to play out the worlds of heroic fantasy – and live them for yourself.

The Fantasy Trip is a “roleplaying” game. The players do not just move counters on the board. Each figure in the game is a “character” – an individual person (or elf or dwarf or halfling or orc . . .) with his own likes, dislikes, special talents

and abilities, magical spells, possessions, and desires. Each player creates a character – whatever type he wishes. Then the player *becomes* that character, striving to survive dangers and gain experience. Successful characters will be able to increase their abilities, becoming more renowned fighters or more powerful wizards; unsuccessful ones will die and be removed from the game, leaving the player to start over with new figures. The essence of a roleplaying game is the new *persona* the player takes on; the interactions between the characters and the Game Master make every game different and exciting.

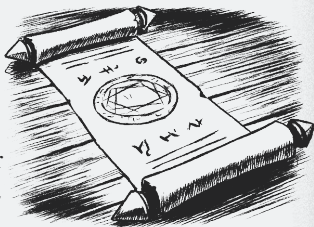
The key to the game is the Game Master, or GM. The GM sets up the labyrinth that the characters will explore. He may even create an entire outside world for them to travel

Using Magic – A Summary of Methods

If you are a wizard, you may use magic as follows:

From Memory – The spell must be one you have memorized – either one you started with, or one that you bought with XP. Make your adjDX roll. Pay the regular ST cost if spell succeeds, 1 ST if it fails.

From a Scroll – The spell must be in a language you know, and you must be literate. If the spell's IQ level is higher than yours, you are at -2 DX for every IQ point difference. Pay the normal ST cost for casting the spell, or 1 ST if you fail. The scroll is destroyed upon reading, whether it succeeds or fails. See *Scrolls*.



From a Book – Again, you must be literate, and the book must be in a language you know. The spell must be at your IQ level or less. You must be in your laboratory, or have your magician's chest with you. It takes about 5 minutes (60 turns) to cast a spell from a book; make your DX roll at the end of this time. Your DX is at -2 because the task is unfamiliar. Pay the normal ST cost for casting the spell, or 1 ST if you fail. Only spells of IQ 14 or less may be cast from books. See *Casting Spells From Books*.

Using a Magic Item – As per the description of that item.

If you are not a wizard, you may still use some kinds of magic, as follows:

From Memory – Like a wizard, except that memorizing a spell “costs” triple the IQ points or XP. Non-wizards never know many spells.

From a Scroll or Book – Forbidden. Only wizards can use scrolls and books.

Using a Magic Item – As per the description of that magic item. Most magic items work for heroes as well as wizards. Some (e.g., staves) work only for their maker; some items work only for wizards. Consult description of the item you wish to use.

Learning New Spells

As has already been discussed, the spells a wizard can start with are limited by his IQ, and the wizard's starting number of spells cannot be greater than his IQ. Talents or extra languages also subtract from the number of spells they may memorize. Furthermore, a wizard may not take any spell of an IQ level higher than his own; an IQ 13 wizard is limited to knowing the spells of IQ 13 and below on the Spell Table.

When a player creates a new wizard figure, he does not have to “pay” anything for the spells he begins with. As the wizard gains experience points (see p. 45), he may learn more spells as long as they are of his current IQ level or less.

This assumes that the wizard has access to books and can teach himself. The GM may instead require wizards to find a teacher for each new spell, or at least the high-IQ ones. The teacher may ask for payment, or a quest or service, or a period of apprenticeship, or for the PC to teach *them* a spell. If a teacher is required, the Wizard's Guild is the normal place to start looking.

It is assumed that the wizard has been practicing the new spells as he goes along; they may be used immediately.

Researching New Spells

It is possible for a wizard to invent new spells through research. However, this is a difficult and time-consuming task, as most of the obvious spells were perfected long ago.

If a player wishes to create a new spell, he must first work it out with the GM. The GM need not consult with other players, since one of the advantages of a new spell is surprise. However, before allowing a new spell, the GM should make absolutely certain that it is not so powerful in some way as to unbalance the game. Although the player may make suggestions, it is up to the GM to determine what the exact properties, duration, IQ level, ST cost, etc., will be.

Once the properties of the new spell have been worked out with the GM, a player may have his wizard character “research” the spell. To research a given spell, the wizard must:

- have an IQ at least 4 points higher than the IQ level of the desired spell;
- have a fully-equipped magician's laboratory, or at least access to one, and
- devote twice as many weeks of work as the IQ level of the spell to uninterrupted thought and experiment.

At the end of each week of work, the wizard must make his IQ roll on 3 dice. If he makes the roll, he may work for another week. If he misses the roll, he must start over completely . . . and on a roll of 18, an accident destroys the workshop and the wizard must make the same saving roll again to avoid death.

Research is also expensive. A wizard cannot do any other work while he is researching, and must spend ten times the IQ level of the desired spell in silver each week before researching, in order to buy materials.

However, the rewards are great. If a wizard successfully completes the research, he may spend 500 XP and know the spell. If he informs the Wizards' Guild of the spell, he will be granted 1,000 GP × the IQ level of the spell, one wish, and high honors; the spell will then be available for learning by any wizard who can pay the price. If the wizard chooses to keep the spell to himself, he may do so – but *only* if he was using his own workshop, and not one borrowed from the Guild or another wizard. However, a wizard who keeps a spell to himself runs the risk of Guild displeasure.

If a wizard invents a new spell and does not reveal it, other wizards may research it once the spell has been used in their presence. All research rules are the same, but the time required is only half as long (round up). A wizard who rediscovers a spell in this way may sell it to the Guild for the same reward, or keep it secret under the same risks.

INDEX

For definitions of common terms, see the *Glossary*, p. 11.

3-Hex Fire spell, 23.
3-Hex Shadow spell, 23.
3-Hex Wall spell, 25.
4-Hex Illusion spell, 27.
4-Hex Image spell, 25.
7-Hex Fire spell, 30, 158.
7-Hex Illusion spell, 30.
7-Hex Image spell, 28.
7-Hex Shadow spell, 28.
7-Hex Wall spell, 30.
Acid Touch spell, 21.
Acrobatics talent, 38.
Acute Hearing talent, 37, 70.
Adepts, 13.
Adhesion spell, 20.
Adversary player, 7.
Aerial combat, 133.
Aging, 10, 46.
Aid spell, 18.
Aimed shots, 120.
Alchemists, 21, 145.
Alchemy talent, 37, 43.
Alertness talent, 37.
Am Bushes, 96, 97.
Ambush, 121.
Amulets, 159, 161.
Analyze Magic spell, 23, 60.
Animal Handler talent, 37.
Apep, 85.
Apes, 90.
Apotheosis, 85.
Apprentices, 13.
Architect/Builder talent, 40.
Area Knowledge talent, 36.
Armies, 56, 57, 63.
Armor, 108, 110; *for riding beasts*, 132.
Armourer talent, 39.
Arquebuses, 124.
Artifacts, 51.
Arrow, *magic*, 151, 157, 158, 159.
Assassins, 13.
Assess Value talent, 42.
Astral Projection *magic item*, 160; *spell*, 28.
Astrologers, 61.
Attacks, 106.
Attributes, 15; *bloat*, 46, *reduced*, 47.
Attribute enhancer items, 161.
Automatic failure, 9.
Automatic hits, 121, 126.
Automatic success, 9.
Avert *magic item*, 156; *spell*, 18.

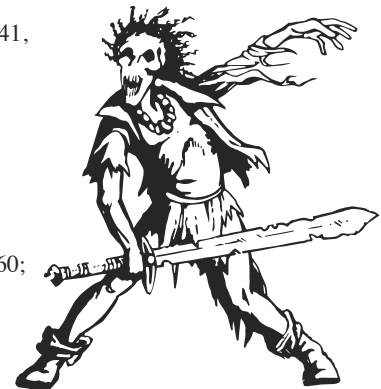
Ax/Mace talent, 36.
Baboons, 90.
Backpacks, 65.
Banks, 56-57.
Banshees, 90.
Barbarians, 12.
Bard talent, 37.
Bare Owls, 91.
Basilisks, 80.
Bears, 23, 91.
Bendwyn, 168-170.
Berserking, 121.
Big cats, 91.
Birds, 90, 91.
Blademasters, 13.
Blast spell, 24.
Blast Trap spell, 31.
Bloodtrees, 97.
Bloody Riders, 86.
Blowgun, 112; *talent*, 37.
Blunderbusses, 124.
Blur *magic item*, 156; *spell*, 18.
Boating talent, 36.
Bolas, 112, 120; *talent*, 37.
Books, 141, 144.
Boomerang 112; *talent*, 37.
Bound Demon *magic item*, 162.
Bow talent, 36.
Brand, 159.
Brawling talent, 35.
Break Weapon spell, 24.
Breathe Fire spell, 24.
Broken weapons, 123.
Buddhism, 62.
Business Sense talent, 39.
Calling spell, 29.
Camels, 89.
Campaign game, 5, 10.
Captain talent, 42.
Carousing talent, 35.
Cats, 93.
Cavalry lances, 131.
Centaur, 78.
Centipedes, 95.
Cestus, 113, 122; *talent*, 37.
Character creation, 12, 14, 16.
Character points, 16.
Character sheets, 12, 17, 67.
Charisma talent, 38.
Charm *magic item*, 162.
Chemists, 145; *talent*, 42.
Chemists' Guild, 61.
Children, 100.
Chimpanzees, 90.
Christianity, 62.
Chupacabras, 91.
Cidri, 4-6.
Cirlet of Dyskor Rhost, 155.

Clams, *giant*, 97.
Cleanse Poison spell, 24.
Cleansing *magic item*, 161; *spell*, 31.
Clearheadedness spell, 20.
Climbing talent, 8, 38, 118.
Close Vision spell, 20.
Clubs, 122.
Clumsiness *magic item*, 156; *spell*, 18.
Cobras, 95.
Cold Horses, 88.
Combat medics, 13.
Concealment, 122.
Confusion *magic item*, 156; *spell*, 19.
Contests, 8.
Continuing spells, 140.
Control Animal spell, 21.
Control Elemental spell, 25.
Control Gate spell, 33.
Control Person spell, 25.
Control spells, 136.
Courtly Graces talent, 40.
Crabmen, 96.
Cranequins, 115.
Crawling, 102, 104, 118.
Create Gate spell, 29.
Create Wall spell, 22.
Create/Destroy Elemental spell, 30.
Creation spells, 137.
Crippling hits, 122.
Critical failure, 9, 108, 135.
Critical success, 9, 108, 135.
Crocodiles, 97.
Crossbows, 115, 125; *talent*, 36.
Crowbars, 70.
Crystal ball, 162.
Curse *magic item*, 157; *spell*, 25.
Daggers, 120, 122, 123; *drawing*, 117.
Dark Vision *magic item*, 156; *spell*, 19.
Darkness, 119; *magic item*, 156; *spell*, 19.
Dazzle *gem*, 156; *spell*, 20.
Death Spell, 30.
Death, 9, 10, 33.
Deep Elves, 79.
Deer, 92.
Defending, 117.
Delayed actions, 123.
Delete Writing spell, 22.
Demi-gods, 85.
Demons, 28, 29, 32, 80, 143, 162.
Designing a labyrinth, 47.
Destroy Illusion *magic item*, 157.
Destroy Creation spell, 22.
Detect Enemies *magic item*, 157; *spell*, 20.
Detect Lies talent, 40.
Detect Life spell, 19.
Detect *Magic magic item*, 156; *spell*, 18.

Detect Traps talent, 38.
Dexterity, 15.
Diamond Flesh spell, 31.
Diatrymas, 90.
Diplomacy talent, 39.
Disbelief of illusions, 138.
Disengaging, 106; *from HTH*, 117.
Disguise talent, 44.
Dispel Illusion *magic item*, 157; *spell*, 27.
Dispel Missiles spell, 20.
Dissolve Enchantment spell, 31.
Distance, 69; see also *Maps*.
Diving talent, 10, 38, 120.
Dodging, 117.
Dogs, 92.
Dolphins, 90.
Doors, 20, 70-71.
Draft animals, 90.
Dragonets, 92.
Dragons, 30, 80-81, 92.
Drain Strength spell, 24.
Driver talent, 38.
Drop Weapon *magic item*, 156; *spell*, 18.
Dropped weapons, 123.
Drowning, 120.
Duplicate Writing spell, 27.
Dwarves, 77.
Elementals, 30, 86-87.
Elephants, 89.
Elves, 77.
Elyntia, 171-172.
Encumbrance, 65.
Engaged and disengaged, 106.
Engineer talent, 39.
Enok, 62.
Equipment, 65, 67.
Exhaustion, 9.
Experience points, 12, 45, 129.
Expert Horsemanship talent, 40.
Expert Naturalist talent, 42.
Explosive Gem spell, 27.
Expunge spell, 31.
Eyes-Behind *magic item*, 157; *spell*, 24.
Facing, 106.
Fallen bodies, 118.
Falling, 118.
Far Vision *magic item*, 157; *spell*, 20.
Fatigue, 9.
Fencer talent, 40.
Ferment spell, 22.
Fighters, 12.
Fine weapons and armor, 123.
Fire, 139; *as a weapon*, 124, 162; *spell*, 19.
Fireball *magic item*, 157; *spell*, 24.
Fireproofing *magic item*, 157; *spell*, 25.
First aid, 9.
Fish, carnivorous, 96.
Flaming weapons, 162.

- Flight, 104, 133; *magic item*, 157; *spell*, 25.
- Flying creatures, 66.
- Freeze *magic item*, 157; *spell*, 10, 24.
- Fresh Air *magic item*, 157; *spell*, 27.
- Fresh Water spell, 79.
- Friendship spell, 24.
- Gadgeteers, 13.
- Game Master, 4-5, 7-11, 12, 69.
- Game time, 10.
- Gargoyles, 26, 79.
- Gas bombs, 14, 124.
- Gate-Key magic item, 162.
- Gate-Lock magic item, 162.
- Gate-Seal magic item, 162.
- Gate spiders, 94.
- Gates, 29, 56, 173.
- Geas *magic item*, 161; *spell*, 31.
- Gems, 27, 56, 158.
- Gems of Summoning, 158.
- Gestures, 142.
- Ghosts, 84, 90.
- Ghouls, 81.
- Ghoygrommk the Great, 62.
- Giant Rope *magic item*, 160; *spell*, 29.
- Giants, 28, 78, 82, 89, 101.
- Glamor *magic item*, 157; *spell*, 27.
- Glossary, 11 .
- Glyptodonts, 93.
- Gnomes, 86.
- Goblins, 16, 77, 90.
- Gods, 85; see also *Religion*..
- Gold, 56.
- Goldsmith talent, 40.
- Goo, 95.
- Grapnel, 119.
- Greased pig, 8.
- Great Voice spell, 22.
- Greater Magic Item Creation spell, 34, 149.
- Green slimes, 9, 99.
- Grenades, 71, 125.
- Gryphons, 90.
- Guilds, 60-61.
- Gunpowder, 124-125, 146.
- Guns talent, 36.
- Half-breeds, 79.
- Halfings, 16, 78.
- Hammertouch *magic item*, 160; *spell*, 29.
- Hand of Glory, 162.
- Hand-to-hand combat, 116; see also *Unarmed Combat*.
- Head Flies, 87.
- Healing, 9, 13, 40, 61; *potion*, 10, 147.
- Height, 119.
- Heroes, 12, *and spells*, 18.
- Hidden movement, 105.
- Hirelings, 63-64.
- Hitting your friends, 116.
- Hobgoblins, 78.
- Holdfast Spike, 158.
- Horseman talent, 36.
- Horses, 88.
- Human tanks, 12.
- Humanoid races, 77.
- Humans, 77.
- Hydras, 81.
- Illusions, 22, 137-139; 157, 158; *spell*, 22.
- Images, 137, 158; *spell*, 18.
- Immediate action, 10.
- Impossible tasks, 9.
- Incantations, 142.
- Indricotherium, 89.
- Ingredients, 164-165.
- Initiative, 105.
- Injury, 9; *reactions to*, 118.
- Insects, 94.
- Insubstantiality *magic item*, 161; *spell*, 31.
- Intelligence (IQ), 16.
- Intelligent monsters, 80.
- Invisibility *magic item*, 157; *spell*, 24.
- Iron and magic, 140.
- Iron Flesh *magic item*, 160; *spell*, 29.
- Islam, 62.
- Jabbing, 112.
- Jaguars, 91.
- Jail, 62.
- Jobs, 57-59, 64.
- Jumping, 104.
- Kneeling, 104; *fire*, 116.
- Knife talent, 36.
- Knock key, 157.
- Kraken, 97.
- Laboratories, 142.
- Labyrinth design, 47.
- Labyrinth kit, 67, 119.
- Ladder, 159.
- Languages, 44, 162; *learning*, 17.
- Lassos, 113, 120; *talent*, 37.
- Laws, 62.
- Leaders, 12, 68, 74.
- Learning, 16-17, 45, 144.
- Left-hand weapons, 111.
- Lens of Translation, 162.
- Lesser Magic Item Creation spell, 33, 149.
- Light, 70; *magic item*, 156; *spell*, 18.
- Lightning *magic item*, 157; *spell*, 27.
- Limiting spells, 158.
- Lions, 91.
- Literacy talent, 36.
- Little Death *magic item*, 161; *spell* 32.
- Lizards, 90, 95.
- Lock/Knock spell, 20, 70.
- Lock seal, 157.
- Locksmith talent, 40, 70-71.
- Long Lankin, 81.
- Long-Distance Telepathy *magic item*, 161; *spell*, 30.
- Long-Distance Teleport *magic item*, 161; *spell*, 33.
- Long-range fire, 125.
- Look Your Best spell, 19.
- Lower Hicksnittle, 62.
- Mage Sight *magic item*, 157; *spell*, 24, 27, 105.
- Magic carpet, 158.
- Magic Fist *magic item*, 156; *spell*, 18.
- Magic items, 148-167; *bizarre*, 166; *buying*, 166; *creation*, 149-153; *destruction*, 166; *greater magic items* 160-163; *lesser magic items*, 156-160; *researching*, 163.
- Magic Rainstorm *magic item*, 157; *spell*, 24.
- Mammoths, 89.
- Maintain Illusion magic item, 158.
- Maintain Image magic item, 158.
- Mana stat, 45-46; see *Staff*.
- Manastaff spell, 23.
- Map narration, 75.
- Mapping, 47, 55, 69.
- Maps, 5, 52, 68, 168-173; *scales*, 55.
- March order, 67.
- Martial artists, see *Unarmed Combat*.
- Martial wizards, 13.
- Master Armourer talent, 42.
- Master Bard talent, 44.
- Master Fencer talent, 42.
- Master Locksmith talent, 42.
- Master Mechanician talent, 42.
- Master Physicker, 7, 10; *talent*, 44.
- Master Pickpocket talent, 40.
- Mathematician talent, 43.
- Maulers, 98.
- Meal spell, 20.
- Mechanicians, 27, 51; *talent*, 40.
- Mechanicians' Guild, 6, 61.
- Megahex Avert spell, 29.
- Megahex Freeze spell, 33.
- Megahex Sleep spell, 30.
- Mercenaries, 12.
- Merchants, 13.
- Mermen, 79.
- Mimic talent, 39.
- Minor Medicament spell, 20.
- Missile spells, 116, 125, 135.
- Missile weapons, 115; *talent*, 38.
- Mnoren, 5-6, 85.
- Mob apes (Mobbers), 93.
- Molotails, 124.
- Money, 11, 46, 48, 56.
- Moneylenders, 57.
- Monkeys, 90.
- Monster player, 7.
- Mounted combat, 130.
- Movement, 103; *moving onto other figures*, 104.
- Multi-hex figures, 103, 106, 116.
- Mundane talents, 36.
- Mushrooms, 98.
- Music, 37.
- Myrmidon, 21.
- Narrow tunnels, 119.
- Naturalist talent, 39.
- Nature-worship, 62.
- Naughty minnows, 96.
- Neanderthals, 81.
- Net algae, 98.
- Net and trident, 113; *talent*, 37.
- Night-gaunts, 84.
- Noise, 73.
- NPCs, 7, 17.
- Nuisance creatures, 73, 99.
- Nunchuks, 113; *talent*, 37.
- Obstacles, 118.
- Octopus, 82.
- Ogres, 82.
- Open Tunnel spell, 25.
- Opposed rolls, 8.
- Options, 101, 102-103.
- Orcs, 77.
- Outdoor encounters, 55.
- Oversized targets, 116.
- Oxen, 89.
- Pack animals, 65, 66, 90.
- Parry, 41.
- Paska-Dal, 5.
- Pathfinder spell, 25.
- Pegasi, 88, 89.
- Pentagrams, 143; permanent, 159; *spell*, 29.
- Persuasiveness *magic item*, 157; *spell*, 22.
- Petards, 71, 125.
- Physicker, 120; *talent*, 40.
- Physicker's Kit, 67.
- Pickpocket talent, 38.
- Pikes, 131.
- Piranha, 96.
- Piranhakeets, 100.
- Pit Trap plants, 98.
- Pits, 118.
- Plants, 97-98.
- Plate armor, *fine*, 123.
- Plockers, 93.
- Poet talent, 39.
- Poisons, 125, 145-147.
- Poker, 8.
- Pole weapons, 107, 111; *jabbing*, 112; *talent*, 36.
- Possession spell, 34.
- Potions, 145-147.
- Powerstones, 163.
- Predimuskity, 5.
- Prevakia, 62.
- Priests, 13, 62; *talent*, 38.
- Prisoners, 126.
- Prone, 104; *fire*, 116.
- Prootwaddles, 78.
- Proxy magic item, 163.
- Punishments, 63.
- Quarterstaff, 114; *talent*, 37.
- Quick-Draw talent, 36.
- Quiver of Replenishment, 159.

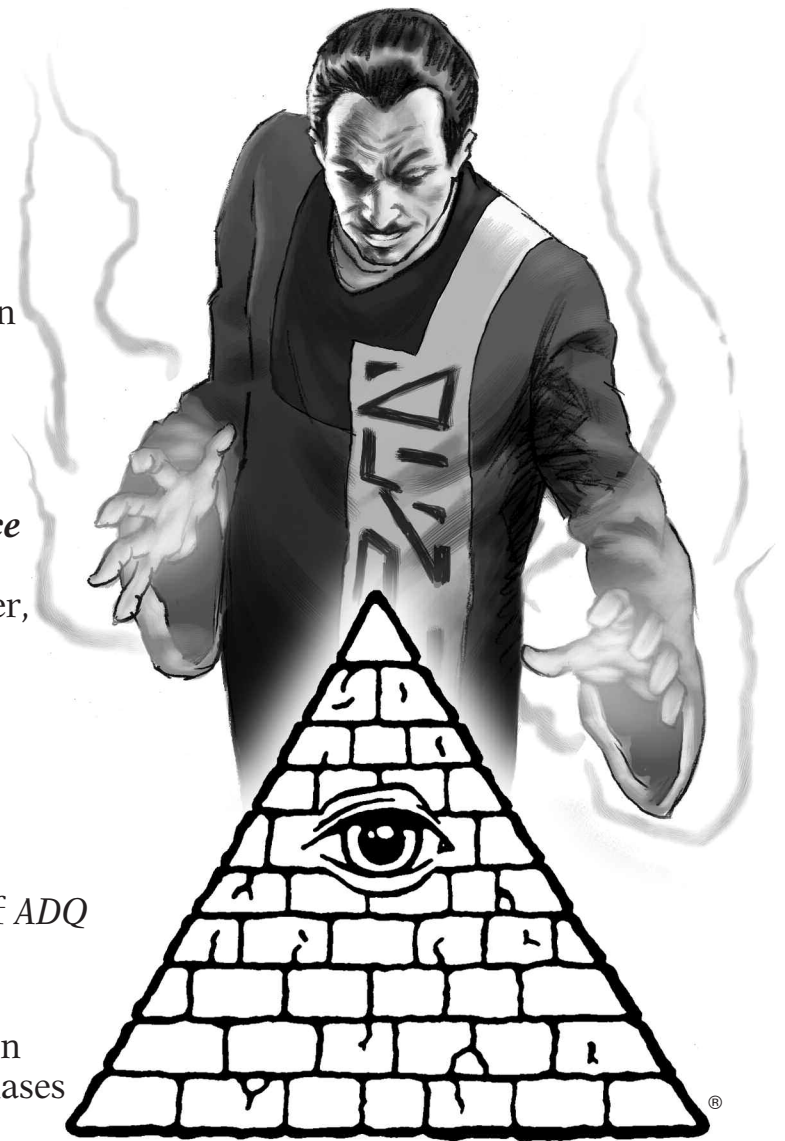
- Random tables, 48-49, 50, 55, 73.
- Rangers, 13.
- Rats, 99.
- Reaction rolls, 7, 36, 38.
- Ready weapon, 107.
- Recognize Value talent, 38.
- Red Ladder, 159.
- Regeneration spell, 30, 123.
- Religion, 38, 44, 62.
- Remove Cursed Object spell, 32.
- Remove Thrown Spell spell, 27.
- Remove Trap talent, 39.
- Repair spell, 25.
- Reptile Men, 79.
- Reptiles, 90.
- Researching magic, 144, 163.
- Rest, 9.
- Restore Device spell, 27.
- Resuscitation, 10, 120.
- Retirement, 46.
- Retreat, 102, 118.
- Reveal Magic spell, 19.
- Reveal/Conceal spell, 22, 60.
- Revenants, 85.
- Reverse Missiles *magic item*, 157; *spell*, 23, 135.
- Revival, 10, 33.
- Rhakkra, 62.
- Riding animals, 87-90.
- Riding birds, 90.
- Riding lizards, 90.
- Rings of control, 159; *zombie*, 163.
- Rocs, 90.
- Rods, 163.
- Rogues, 13.
- Roleplaying, 4, 12.
- Rolling for damage, 108.
- Rolling to hit, 107, 135.
- Rolling to miss, 114, 135.
- Rope ladder, 118.
- Rope *magic item*, 157, 160; *spell*, 23.
- Rule of Five, 22, 149, 155, 159.
- Running battles, 126.
- Running talent, 36.
- Sabertooth tigers, 91.
- Salamanders, 87.
- Sasquatch, 82.
- Saurians, 90.
- Saving rolls, 8.
- Scatter diagram, 124.
- Scholars, 13; *talent*, 43.
- Scholars' Guild, 61.
- Scolopendra, 95.
- Scorpions, 100; *giant*, 94.
- Scour spell, 21.
- Scrolls, 141, 144.
- Scrying spell, 26.
- Scum Bunnies, 93.
- Scuttles, 100.
- Seamanship talent, 36.
- Secret instructions, 68, 74.
- Secret protection, 136.
- Sex Appeal talent, 7, 36, 37.
- Sha-ken, 114, 120; *talent*, 37.
- Shadow, 139; *magic item*, 157; *spell*, 21.
- Shadowights, 82.
- Shafts, 118.
- Shapeshifting *magic item*, 161; *spell*, 33.
- Sheltering behind bodies, 116.
- Shield Expertise talent, 39.
- Shield rush, 44.
- Shields, 39, 108, 110; *talent*, 36.
- Shipsbuilder talent, 40.
- Shock Shield *magic item*, 157; *spell*, 21, 102.
- Sideways deer, 92.
- Silent Movement *magic item*, 157; *spell*, 23; *talent*, 38.
- Silver, 56, 123, 140.
- Skeletons, 88.
- Skyhook, 164.
- Sleep *magic item*, 157; *spell*, 23.
- Slimes, 99.
- Slinkers, 93.
- Slippery Floor *magic item*, 157; *spell*, 26.
- Slow Movement *magic item*, 156; *spell*, 18.
- Snakes, 95; *serpent torc*, 160; *Staff to Snake spell*, 21.
- Snapping turtles, *giant*, 97.
- Soothe spell, 25.
- Sorcerer's Tongue, 44, 142.
- Spear thrower, 114; *talent*, 37.
- Special spells, 140.
- Speed Movement *magic item*, 157; *spell*, 21.
- Speed, 69-70.
- Spell list, 18-34.
- Spell Shield *magic item*, 157; *spell*, 27.
- Spells, *learning*, 16-17, 45, 144; *researching*, 144; *learning*, 144.
- Spellsniffer *magic item*, 161; *spell*, 32.
- Spiders, 100; *gate*, 94; *giant*, 95.
- Spies, 13.
- Spikes, 71, *magic*, 158.
- Staff of Mastery spell, 32.
- Staff of Power spell, 30.
- Staff of Striking spell, 26.
- Staff to Snake spell, 21.
- Staff, 18, 21, 30, 148; *spell*, 18, 23, 26, 32.
- Stairs, 70, 119.
- Stalwart spell, 21.
- Stealth talent, 9, 42.
- Sticky Floor *magic item*, 157; *spell*, 26.
- Stone Beetles, 96.
- Stone Flesh *magic item*, 157; *spell*, 26.
- Stonemasons, 96.
- Stop spell, 26.
- Strategist talent, 43.
- Streetwise talent, 38.
- Strength, 15.
- Success rolls, 8-9.
- Summon Bear spell, 23.
- Summon Demon spell, 32.
- Summon Dragon spells, 30.
- Summon Gargoyle spell, 26.
- Summon Giant spell, 28.
- Summon Lesser Demon spell, 28.
- Summon Myrmidon spell, 21.
- Summon Scout spell, 20.
- Summon Wolf spell, 20.
- Surprise, 105.
- Survival, 41, 42.
- Sweeping blows, 126.
- Swimming talent, 37, 120.
- Sword talent, 36.
- Sylphs, 87.
- Tactics talent, 40.
- Talents, 35-44; *learning*, 17, 45.
- Taxes, 56.
- Telekinesis *magic item*, 157; *spell*, 27.
- Telepathy *magic item*, 157; *spell*, 28.
- Teleport *magic item*, 160; *spell*, 30, 33.
- Temple of Enoch, 62.
- The Little Death spell, 32.
- Theologian talent, 44.
- Thieves, 13.
- Thieves' Guild, 38, 60.
- Thrown spells, 115, 136.
- Thrown weapons, 114; *talent*, 37, 78.
- Tigers, 91.
- Time, 69-70.
- Torches, 124, *magic brands*, 159.
- Toughness talent, 38.
- Townsmen-wizard, 13.
- Tracking talent, 39.
- Traitwister spell, 21.
- Trained animals, 94.
- Trampling, 126.
- Trance spell, 30.
- Traps, 8, 20, 31, 39, 48-50, 70, 71-73.
- Trials, 62.
- Trip *magic item*, 157; *spell*, 21.
- Trolls, 52, 76, 83, 127.
- Tunneling, 25, 71.
- Turn Missiles spell, 20.
- Turn sequencing, 101.
- Two Weapons talent, 41.
- Two-handed weapons, 15.
- Unarmed Combat talents, 39, 41, 42, 43, 44.
- Unarmed damage, 122.
- Uncle Teeth, 97.
- Unconsciousness, 9, 159.
- Undines, 87.
- Unicorns, 88; *horn*, 163.
- Universal Antidote, 10, 148.
- Unnoticeability *magic item*, 160; *spell*, 30.
- Unskilled rolls, 8.
- Unusual weapons, 112-114; *talents*, 37.
- Vampire bats, 100.
- Vampires, 83.
- Ventriloquist talent, 42.
- Vet talent, 41.
- Waiting for an opening, 127.
- Walker lizards, 90.
- Walls, 139; *spells*, 22, 25, 30.
- War, 57.
- Ward *magic item*, 163; *spell*, 21.
- Warhorses, 88-89.
- Wasps, 100.
- Water creatures, 96.
- Water, 120.
- Weakness *magic item*, 156.
- Weapon Expertise talents, 41.
- Weapon Mastery talents, 43.
- Weapon Table, 109-110.
- Weapon/Armor Enchantment spell, 28, 149.
- Weapons, 107-116; *fine*, 123; *silver*, 123.
- Weight carried, 65-66, *in mounted combat*, 130.
- Weight of characters, 66.
- Werewolves, 83.
- Whips, 114, 120; *talent*, 37.
- Whisper spell, 21.
- Wights, 84.
- Wills, 59.
- Wishes, 10, 45, 46, 143.
- Wizard's chest, 142.
- Wizard's staff; see *Staff*.
- Wizard's Wrath *magic item*, 161; *spell*, 33.
- Wizards' thief, 13.
- Wizards, 12, 134; *learning talents*, 35.
- Wizards' Guild, 60, 141, 144.
- Wolverines, *giant*, 92.
- Wolves, 20, 90, 94.
- Woodsmen talent, 41.
- Word of Command *magic item*, 161; *spell*, 34.
- Wounds, 9.
- Wraiths, 83.
- Write Scroll spell, 30.
- Writing talent, 41.
- Wyverns, 83.
- XP, see *Experience Points*.
- Yeti, 82.
- Youth potion, 10.
- Zombie ring, 163; *spell*, 33.
- Zombies, 33, 87-88.



STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy boardgames and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com