

# Perils of the Realms

The cave mouth yawned in front of the adventurers, inviting them into its cool, shaded depths. A welcoming carpet of soft mosses and fungi seemed like it would offer them a comfortable bed and the distant sound of trickling water echoed through the cave, sounding like angel's song to those whose water skins had run dry yesterday morning. Leaving the blazing sun behind, the party explored the cave to find the source of the water and, more importantly, to see if they would be disturbing any dangerous creatures that might consider this cave their home.

Except for a few bats that grew excited by their presence but did not seem to be dangerous, the cave was empty and, having slaked their thirst and eaten a dry ration of salted meats and hard cheese, the party began to make preparations for bed. However, as Brother Caedmon unfurled his bedroll, he disturbed a patch of fruiting fungus, which quickly puffed out a cloud of spores.

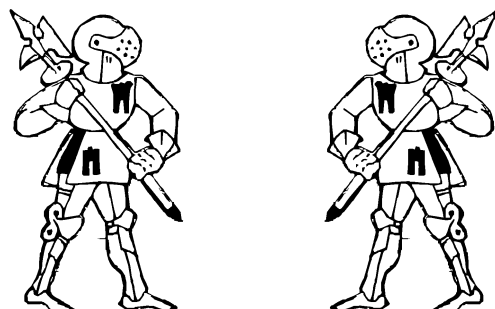
Only the foolhardy would think that all an adventurer has to protect themselves against are raking claws, biting steel and the occasional sorcerous assault. Even if there were no angry beasts, evil knights and spiteful sorcerers in Legend, there would still be much to challenge a party of bold adventurers – even the weather can be dangerous to those unprepared for just how merciless Mother Nature can be! Age, curses, disease, exhaustion, exposure, falling, fear and terror, madness, poison, starvation and dehydration, suffocation and traps, to name but a few, wait to claim the unwary adventurer! Nor is this section exhaustive and the underworlds in which the characters may find themselves may have some tricks that will catch the characters completely off their guard – cave-ins and flash-floods, for example. Even a simple thing like getting lost can

put an adventuring party in extreme peril...

## handicap

Some of the perils described in this section cause Handicap. Handicap is a simplified mechanism for applying a broad penalty to all of the character's actions. When making any skill or ability roll (primary or secondary ability scores), a penalty equivalent to the character's handicap must be applied to the roll.

Handicap does not apply to spell expiry or armour bypass rolls.



# Addiction

Of all the perils in the Realms, there are few as insidious as those that prey on the character's own weakness. Some substances that a character may imbibe, or be tricked into imbibing, may compel the character to imbibe more or suffer withdrawal. Whilst the game does not explore the complex social and psychological impact of alcohol abuse or gambling addiction, these rules instead should only be applied to the strange and exotic, possibly even magical, substances to which the character becomes exposed.

When the character is exposed to an addictive substance, the GM must decide its addiction rating – a difficulty against which the character must roll using 1d6 plus his Psychic Talent or be addicted at rank 1.

A rank 1 addiction requires the character to consume the substance once per month, at rank 2, this becomes once per week, rank 3 once per day and, at rank 4, the worst the addiction can become, 1d6 times per day.

Untreated, addictions steadily grow in strength. With each dose, the character must make another Psychic Talent test against the addiction rating. Failure on three successive checks means the addiction has increased in rank.

## Example

Sir Balin is tricked into drinking a potion that actually contains an addictive narcotic. This narcotic has an addiction rating of 12, against which Sir Balin attempts to resist with his Psychic Talent of 9. Sir Balin only rolls a 2, so has a rank 1 addiction to this narcotic and must take a dose each month or suffer the consequences of withdrawal.

Each time Sir Balin takes a dose, he must make another Psychic Talent check against a difficulty of 12, lest his addiction intensifies.

Addiction can also be to a feeling, as much as a substance, and a character so addicted will be as interested in recreating the feeling and repeating the specific circumstances that led to his addiction.

## Example

Fergus is the subject of *Vigour* spell and fails his addiction check, addicting him to the feeling of physical superiority it imparted. Fergus is now more likely to deliberately expose himself to danger and ask the sorcerer to enstrengthen him, he will hog strength potions, and spend an inordinate amount of time and XP on training his Strength score, et cetera.

### Withdrawal

Failure to satisfy an addiction within the time period results in mood swings, lack of concentration, recklessness and an obsessive focus on the substance to which he is addicted, which should be role-played. The character will be irrational and desperate, focused only on obtaining his next dose, to the exclusion of everything else, regardless of the personal or financial cost.

In game terms, withdrawal introduces a Handicap equal to the rank of the addiction until the character receives another dose. This handicap also applies to any Psychic Talent test to resist another dose, should one be available to take.

### Cure

Addictions cannot be cured, but the negative effects of withdrawal (including the game penalties and the personality changes) can be removed, so long as the substance is avoided. If the character ever takes another dose, though, he immediately returns to whatever rank of addiction he had previously.

To move out of withdrawal to cure, the character must resist taking twice as many doses of the substance as he has ranks of addiction to drop one rank of addiction. To resist a dose, he must make a Psychic Talent test against the addiction rating of the substance. Note that withdrawal penalties to Psychic Talent will apply. The character must repeat this process for each rank of

addiction until he reduces his addiction rank to zero.

As often as not, once someone is addicted, his own Psychic Talent will be insufficient to break the cycle and will require outside help or restraint.

#### Example

Sir Balin, having left his addiction untreated, now has a rank 2 addiction to this narcotic and is taking weekly doses. However, withdrawal has reduced his Psychic Talent from 9 to 7 and Sir Balin is highly unlikely to resist 4 (double the rank of his addiction) consecutive doses he needs to weaken his addiction on his own (the difficulty is still 12) and orders his men to lock him in his own dungeon until he is cured.

Once four weeks have passed, Sir Balin's addiction rank reduces to 1. By missing two further doses (2 months), he is out of withdrawal – with Sir Balin back to his normal self, he is now much more cautious of potions.

Should Sir Balin ever be exposed to a dose of the same narcotic, he will have to make a Psychic Talent test to resist and, if he takes it, his rank 2 addiction will return.

## Age

All characters, however successful at defeating warlords, witches, dragons and demons, will eventually fall to the creeping corrosion of time. New characters start out in their prime – early twenties; having spent their teenage years in training for whatever profession they now find themselves, and a few years after completing their training serving their masters and building confidence. These years give their players plenty of flexibility in coming up with backgrounds and motivations, rather than simply being “fresh out of training and looking for adventure”. If the players want to randomly decide their character's age, roll  $d6+18$ , but even young characters should have a rich background and reason for adventuring.

As the years roll by and their experiences grow, their bodies wither. By 40, a human character is considered middle-aged; by 55, considered old, and a human living in Legend is unlikely to live beyond 65 years of age.

Once a character is middle-aged, he rolls 1d8 for each of Reflexes and Strength on every anniversary of his birth, starting with his 40th. On a roll of 1, the character's body deteriorates to the point that he loses 1 from that primary attribute. Once a character becomes old (at age 55), he rolls 1d6 for each of Reflexes, Strength and Intelligence, losing a point from that attribute on a roll of 1. If a character lives to see his 65<sup>th</sup>

birthday, he must roll 1d4 for each of Reflexes, Strength and Intelligence, losing a point from that attribute on a roll of 1. When an attribute reaches 3, the character is considered to be bed-ridden and living out their last days in as much comfort as all the treasures they have amassed can afford.

Obviously, magic, training, luck and divine grace may save some characters from deteriorating too quickly, but fast or slow, eventually the character will have to make the decision to retire the character (or go out in a blaze of glory!) While this may be an unsavoury choice for the player, it is all part of the game and the players should prepare for this by building their legacy from an early age.

## Curses

Characters that lurch around haunted groves, ancestral tombs and bewitched towers are likely to encounter more than monsters and traps that litter more regular underworlds. These eldritch dens are oft guarded by potent wards borne of passions that give them power beyond magic – a power to permanently scar the fate of the careless individual to stumble across the warded item or location. This is the power of the Curse.

Curses do not immediately manifest and the character may not even realise that he has been cursed at first, but the character may begin to suspect the effects of the curse (with sufficient clues

left by the GM). GMs are encouraged to be creative with curses and the examples on page 123 of the Dragon Warriors rulebook should provide inspiration for GMs struggling to think of something appropriate.

The manifestations of the curse should be creative and extreme and provide clues that 'all is not normal' with the weave of destiny. Curses can be lifted, but that can be a campaign in itself! Depending on the style of the campaign and the maturity of the players, a curse can either be an entertaining distraction for the players or a crippling obstacle for the character involved.

Curses are applied using the standard Magical Attack vs. Magical Defence method, but tend to have very high Magical Attack values that even a powerful sorcerer may struggle to resist and should therefore be used sparingly.

## Disease

Legend is far from sterile: raw sewage runs down open channels in the streets, sickly animals enter the food chain at every link, sanitation and hygiene are rare, fouled water and parasites and disease lurk in every putrid suppurating nook of this squalid filth-ridden world.

In most role-playing games, diseases are minor nuisances that can be cured at the local temple or run their course with little or no long-term ill effect. In Dragon Warriors, such minor afflictions are not worthy of rules. The GM should feel free

to inflict upon a character a common cold or irritating fungus in amongst their damp folds of skin that the player should consider little more than an exercise in roleplaying mild discomfort. The deadly, crippling and disfiguring diseases that haunt the character's worst fears lurk in the rotting cadavers, mouldering crypts and fetid swamps; these are the diseases that may permanently and irrevocably scar the minds and bodies of the victims lucky enough to survive.

There is a base 1% chance at the end of every adventure that a character may have contracted a disease, as modified by the following table. GMs are also free to apply additional circumstantial modifiers appropriate to the adventure. Modifiers cannot drop the chance of contracting a disease below 1%. Roll for each character.



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Condition	Modifier
Foraged for food	+1%
Poor sleeping conditions†	+1%
Suffered from exhaustion	+1%
Fought undead or equivalent	+2%
Passed through marsh/jungle	+2%
Untreated open wounds‡	+2%
Interacted with diseased NPC	+3%
Searched a corpse	+3%
Party member diseased	+4%
Regular bathing	-2%
Disciple present in party	-5%

† Outdoors without a tent or in a common room in an inn.

‡ Not treated magically or by anyone with at least one rank in a first aid skill.

### Example

At the end of an adventure fighting spore kin, the GM checks to see if any of the adventurers contracted a disease during their pursuit of glory through the repulsive and fetid demesne of these gruesome creatures.

Each hero has a 1% chance to contract a disease, modified with +2% for the presence of spore kin (equivalent to undead); +3% for searching corpses as they went; -5% for having a Discipline in the party and even though they were not travelling through marshes or jungles, the lair of the spore kin was particularly rancid, so the GM also applies a +2% environment modifier for a total 3% base chance for each character. However, Remus also suffered from exhaustion at one point during the adventure and so has a 4% chance.

Rolling for each character, the unfortunate Brother Caedmon has contracted a disease!



GM's may require disease checks during adventures if an individual adventure protracts across a number of weeks or the adventures find themselves somewhere particularly loathsome.

If a disease has been contracted by one (or more) of the characters, roll a d8 four times on the following table, once each to determine the disease's potency, the primary ability affected, how quickly the

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disease develops, and the amount of ability damage it does.

Roll (d8)	Potency	Ability Affected	Deterioration Interval	Damage
1-3	1d6+8	Strength	Month	1
4-5	2d6+8	Reflexes	2 weeks	1d4
6	2d6+10	Presence	Week	1d4+1
7	2d6+12	Intelligence	Week	1d6
8	2d6+14	Roll twice†	Day	1d6+1

† If rolling twice results in the same ability, double damage is done to that ability on a failed disease roll.

The Potency represents the virility of the disease for the purposes of resisting ability damage and for attempts to cure it. The ability affected is the ability damaged as the disease ravages the character. The deterioration interval is the frequency with which the character must roll to resist ability damage and the damage column is the amount of ability damage the disease does at each interval.

Upon initially contracting a disease, the character must make a Strength check (Strength+1d6) against the potency of the disease. If this check is equal to or greater than the potency of the disease, after a few days of illness, he manages to throw off the affliction with no long-term effects. If this roll fails, the character succumbs to the full effects of the disease and suffers ability damage as indicated. Thereafter, at each deterioration interval, the character must make a Strength check again or suffer another lot of ability damage. If

the character succeeds in three successive checks, he throws off the disease and ability damage begins to heal at 1 point per week. However, in the week before the last point is to be healed, he must make a final Strength check against the disease's potency. Failure of this roll means the final point of ability damage never heals as his body has been so wracked by the affliction that he has suffered a permanent ability point loss.

### Example

The GM rolls a 4, 2, 7 and a 5 for the disease Brother Caedmon contracted.

The '4' indicates the disease has a potency of 2d6+8. Rolling, the disease has a potency of 16,

The '2' that his Strength will be wasted by this disease.

The '7' that the interval at which checks must be made is weekly.

The '5' indicates that the disease will cause 1d4 points of ability damage for each failed check.

Immediately making a Strength check with his Strength of 12, Brother Caedmon gets scores only 14. The disease ravages Brother Caedmon's body for 1d4 points of Strength ability damage. Rolling a 1, he only loses 1 point of Strength this time. Next week, he must roll again against his modified Strength of 11 or suffer further deterioration.

Not all diseases are mundane – some creatures can spread their own brand of vile contagion. Additionally, some rare plagues target magickers – attacking the Psychic Talent ability. The GM is free to include these afflictions separately – the table above is, like all tables, only a suggestion.

As with ageing, if an ability score drops to 3, the character is essentially helpless, living out the last few weeks of life in a body nearly decimated by disease. Once an ability has been reduced to 3, it is no longer possible to recover naturally from the disease regardless of the number of successful consecutive Strength rolls made. All they can do is hope they survive long enough for their companions to find a cure.

When an ability score reaches 0, the character dies and their body should be burned to prevent further contamination.

## Medical Care

Medicine is a primitive science – nothing is known of spores, bacteria, viruses, et cetera, and hygiene is haphazard and casual where it exists at all, but a kind GM may allow a +2 bonus to a character's Strength check for resisting the effects of the disease if they have taken complete bed rest in a relatively comfortable and clean environment, drunk plenty of clean water and otherwise taken sensible precautions against exacerbating their condition for the entire duration of the disease's deterioration interval.

## Exhaustion

For the majority of the time, the characters will be able to travel a respectable number of miles each day, eat three good meals and have plenty of time to sleep, study, meditate, clean their armour and polish nicks out of their weapons. However, occasionally, the character may choose to push themselves through prolonged periods of activity with insufficient rest – exceeding their encumbrance maximum, travelling farther in a day than they should, or getting fewer than 7 hours' sleep a day all result in fatigue and exhaustion.

Exhaustion causes Handicap, as follows:

Every 2 hours (or part thereof) of travelling above the first 10 causes 1 point of Handicap. This does not include travel by boat, unless the characters are working as crew on the boat.

Each hour (or part thereof) of sleep lost each night, causes 1 point of Handicap.

Each additional encumbrance of equipment carried above the character's maximum each day (or part thereof), causes 1 point of Handicap.



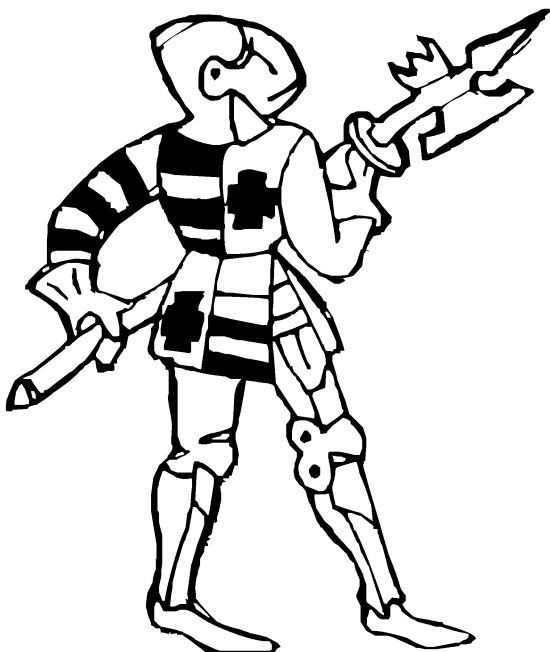
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### Example

Remus has an average Strength score and is carrying 12 'items' of encumbrance, plus he is in a hurry to return to town so marches an additional 5 hours through the night to get there before he rests.

The additional 2 encumbrance causes 2 Handicap, and the 5 hours of additional travel cause a further 3 points of Handicap, for a total Handicap of -4 to all skills and abilities.

Exhaustion penalties can be recovered by rest. For each hour of rest above the daily minimum of 7 hours (which should include no strenuous physical or mental activity like spellcasting, moving faster than half basic movement rate or combat, et cetera), the character reduces their exhaustion handicap by 1.



### Example

Following on from the previous example, Remus manages to get only 5 hours' sleep once he reaches town before being rudely awoken by the innkeeper's daughter bringing him breakfast. Remus has an appointment to keep with the mayor and cannot get any additional rest. The 5 hours' sleep are insufficient to recover from exhaustion, and is today at an additional -2 Handicap due to lack of sleep. He has to lug his 12 items with him to the mayor's office, increasing his Handicap by a further 2 points.

Remus is exhausted by the time he delivers his haul to the mayor, suffering from a total of -8 Handicap! Remus stumbles out of the mayor's office, the only thought on his mind being a warm bed – he must rest for 2 hours before he can start to reduce the exhaustion penalties (he must have 7 hours rest each day as a minimum before starting to recover, and he only got 5 hours' rest during the night) and it will take 8 additional hours of rest to recover fully.

# Exposure

Adventurers will explore burning deserts and freezing arctic tundra, beyond even the edges of their maps, where sheltered havens are few and far between. In addition to the denizens of these inhospitable places, the characters must also battle with the winds, blizzards and sapping rays of an unrelenting sun.

As a simple game, Dragon Warriors does not contain a complex series of calculations regarding ambient temperature, humidity, wind speeds or other weather conditions and the GM is simply required to rule that the prevailing temperature (high or low) falls into one of the categories in the following table.

Category	Endurance Period	Survival Modifier
Comfortable	N/A	N/A
Uncomfortable	Day	-1
Fierce	Hour	-3
Intolerable	Minute	-4
Deadly	Round	-5

The Endurance Period determines how frequently the character must roll under their Strength score on 4d6 or suffer 1 Health Point of damage. And the Survival Modifier determines the penalty to the character's Strength score for making this roll.

Obviously, what is comfortable for one character, appropriately attired, may be uncomfortable for another character with inappropriate clothing and the following table lists some modifiers to the

exposure category. Any modifier that takes a category above Deadly, increases the survival modifier by a further -2 for each additional category.

Circumstance	Modifier
Wearing inappropriate clothing*	+1 category
Suffering from exhaustion	+1 category
Suffering from dehydration	+2 categories
Suffering from starvation	+1 category
Wearing metal armour*	+1 category
Appropriate shelter	-2 categories
Wearing wet clothes**	+2 categories†
Drink at least double normal water ration	-1 category‡

\* Effects are cumulative  
 \*\* Penalty does not apply to Water Elementers  
 † Cold environments only  
 ‡ Hot environments only

GMs should note that some environments, deserts being a perfect example, may be too hot during the day and too cold during the night and the GM may decide to rule that the desert the characters are crossing is Intolerably Hot during the day and Fiercely Cold during the night, applying different circumstantial modifiers from the table depending on whether the character thought to prepare for both conditions. Also, the arctic wastelands may only be Intolerably Cold during the day, but

Deadly Cold at night and the GM should feel free to increase the frequency of checks the character must make (and the penalty applied to their Strength score) during the night.

The table is not comprehensive and the GM may decide to apply other circumstantial modifiers, as appropriate. Inventive and/or additional precautions taken by the characters may further protect the characters from exposure damage.

Characters that have a survival skill for a specific environment may use their skill rank to add to their Strength score for the purposes of enduring extreme temperatures.

## Falling

Pit traps are abound in the underworld and sometimes a crumbling floor, stairway or cliff edge may collapse under the character's weight. Falling is simple and landing is painful. How painful, depends on how far the character falls.

A character wearing armour has his fall broken to some extent, reducing the damage taken by 2HP, regardless of type. Plate armour can be deformed by falling, just as if it were hit by a blunt	Height	Damage
	10'-19'	1d2
	20'-29'	1d4
	30'-39'	1d6
	40'-49'	2d4
	50'-59'	2d6
	60'-69'	2d8
	70'-79'	3d6
	80'-89'	3d10
	90'-99'	3d20
	100'+	5d20

weapon. Any character wearing plate armour that falls more than 20' must make a Reflexes check against a difficulty of 12 plus the damage caused by the fall (before reducing it by 2 for wearing armour). If the character fails this check, the armour is deformed.

If falling damage brings a character's Health Points to 0 or below, the fall causes a major wound.

## Fear, Terror and Awe

Some hideous monsters inspire more than just revulsion in the resolute hearts of the Dragon Warriors that have come to purge them from their lairs; some creatures exude auras so repugnant they can inspire fear or terror in those who encounter them. Additionally, some foes are so awe inspiring they can halt a character in his tracks leaving them overcome by simply beholding their image. Of course, more than just creatures can inspire fear and GMs should require fear, terror and awe checks when observing particularly brutal/horrific/majestic events or when certain spells are used.

A character's Resolve is equal to the sum of his Presence and Rank score. Creatures and spells that inspire fear, terror or awe will make an attack against a character's Resolve with a given Fear, Terror or Awe Factor. The attack is

resolved using the same game mechanic as combat:

$$2d10 + \text{Presence} + \text{Rank} \leq \text{Factor} =$$

**AFFECTED!**

As a guide, a rank 0 peasant with an average Presence (about 10-11), will succeed a Resolve check against a factor of 21 about 50% of the time.

GMs should impose modifiers to resolve checks for particular characters if the events involve people or places of particular emotional importance to that character.

### Fear

If a character fails a fear check, he is stunned and unable to act (although may still defend if he has a weapon drawn). If the object of his fear approaches, he will back away, but will not necessarily run away. A fear test can be made each round to snap out of this stunned state and, once made, does not need to be retaken in subsequent rounds unless the object of his fear kills one of his party/friends or performs some unexpected act of depravity, violence or cruelty.

Succeeding a fear test is only good against that single object of fear. A second creature of the same type that inspires fear will require a second fear test. If a character encounters a group of fearsome creatures, add 1 to their Fear Factor for each additional member of the group above the first and roll for the group.

### Terror

Some creatures or spell effects are so overwhelmingly horrible that they inspire more than just fear. These are the harbingers of nightmare that trigger the primal fears that fester in even the stoutest hearts. The effect of a failed terror roll depends on the amount by which the terror roll was failed (i.e., the result of the character's resolve roll subtracted from the creature's Terror Factor).

Failed by	Effect
1	Paralysed
2-3	Flee
4-6	Madness
7-9	Catatonia
10+	Death

#### Paralysed

The character is unable to perform any action, not even defend or move. This effect lasts for at least 1 minute, after which time the character may check terror again. If this second check fails, the character flees, as below.

#### Flee

The character must move away from the object of terror as fast as he can for as long as he can. For each full minute of running, the character may make another terror check to recover his wits.

#### Permanent Madness

The character instantly develops a permanent madness (see *Intoxication*

Of all the many poisons heroes of Legend will resist in their adventures, alcohol is the poison most likely to be

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imbibed willingly, in celebration of hard-won success in the underworld.

Each alcoholic drink is a mild poison, with a potency of only 1d6+4, and causing only -1 handicap on a failed roll. However, for the purposes of resisting the effects of intoxication, each alcoholic drink consumed within an hour of the previous one causes a cumulative -1 Strength for the purposes of resisting the poison (which is cumulative with the handicap penalty, so once the alcohol starts to kick-in, the character is truly on the slippery slope to alcohol-induced oblivion).

Frequent imbibers of alcohol may learn the Carousing skill, which increases the character's Strength score by his rank in the Carousing skill for the purposes of resisting alcohol poison.

Madness on page 14). The character is then Paralysed, as above. The madness should be appropriate to the situation in some way.

### **Catatonia**

The experience is too much for the character's brain to process and shuts down, rendering the character catatonic. The character loses 1XP from the trauma and cannot be roused for 1d6 hours, after which time he will have no memory of what happened.

### **Death**

A terror check failed by 10 or more results in the character being literally scared to death. GMs should apply this result with caution – not all players will be comfortable to have their character

killed due to a single poor roll. As an alternative, the GM may wish to combine the *Catatonia* and *Madness* results, above.

### **Awe**

Some of the denizens of Legend are not frightening at all, but majestic beyond comprehension, stately, magnificent and wonderful. Rather than inspiring fear or terror from which a character might flee or die, the awe these creatures inspire can root a grown man to the spot, unable to act except to gape in wonder at the sight before him.

Once awestruck, a character cannot move, attack, evade or defend against incoming attacks (Attack, Evasion and Defence scores all zero). The character will also drop anything he is holding in his hands and, if the Awe Test was failed by 2 or more, the character will drop to his knees, too. The character is entirely oblivious to any sounds or sights not coming from the object of his awe (which includes any frightening, terrifying or other awesome creatures).

So long as it is at least plausible, an awestruck character will believe anything he is told by the object of his awe. Also, rational thought is difficult when negotiating with an awesome creature or character and the awestruck character is much more likely to agree to terms much less favourable to himself in any such negotiations.

The effects of awe last for as many combat rounds as the object's Awe Factor or until the object of the

character's awe has left his sight. If the object of the character's awe is still present when the effect wears off, he must immediately make another Awe Test, or remain transfixed again. However, even once the effects of the awe have worn off or the object of awe is no longer in sight, the character remains loyal to any agreement he made with that character.

## Intoxication

Of all the many poisons heroes of Legend will resist in their adventures, alcohol is the poison most likely to be imbibed willingly, in celebration of hard-won success in the underworld.

Each alcoholic drink is a mild poison, with a potency of only 1d6+4, and causing only -1 handicap on a failed roll. However, for the purposes of resisting the effects of intoxication, each alcoholic drink consumed within an hour of the previous one causes a cumulative -1 Strength for the purposes of resisting the poison (which is cumulative with the handicap penalty, so once the alcohol starts to kick-in, the character is truly on the slippery slope to alcohol-induced oblivion).

Frequent imbibers of alcohol may learn the Carousing skill, which increases the character's Strength score by his rank in the Carousing skill for the purposes of resisting alcohol poison.

## Madness

Some of the character's experiences may be so harrowing that they literally drive the character into madness. Each bout of madness the character suffers permanently reduces the character's Presence score by 1, cumulative with previous madneses, major wounds and other modifiers to Presence. If a madness forces a character's Presence below 3, the character becomes incoherent, unpredictable and a danger to himself and others (even if it is his first insanity). A character in such a state effectively becomes an NPC and must be sectioned for his own safety.

Whilst the human psyche has the capacity for many forms of insanity, for the purposes of Dragon Warriors, the following table determines the madness the character develops.

D12	Madness
1	Addictive Personality
2	Flashbacks
3	Hallucinations
4	Hysteria
5	Lost Memories
6	Melancholia
7	Obsession
8	Paranoia
9	Phobia
10	Uncertainty
11-12	No madness

The first time a character develops a madness, it will be mild, meaning if a character can spend 1d100 days in a

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relatively stress-free environment, they will not suffer another bout of madness. However, even though the character may not suffer from the effects of that madness, it remains in his psyche and the loss of Presence remains until the madness is cured.

If the character is exposed to another distressing experience that induces madness and the same madness is rolled on the table, the madness worsens, meaning that the character will not recover simply with exposure to a calm environment. For conditions that are active all the time or have variable triggering conditions, the madness manifests more severely. For example, flashbacks may manifest for longer, or with fewer initial cues to trigger the flashback, or characters with paranoia may believe even more people are out to get him in ever more complicated conspiracies, or a character with a phobia of the dark may now also be afraid of shadows and the strength of the phobia increases, et cetera. The GM should decide the exact effect, but the increase in severity should be considerable (although not quite crippling).

If the character is unlucky enough to suffer the same madness for a third time, the madness becomes all-consuming and crippling. Characters should consider retiring their character at this stage as an adventuring career may no longer be possible. This is not to say that the character may not one day be cured through the efforts of his

companions in the future, but until that day, he should remain an NPC.

### **Addictive Personality**

The character suffers a -4 penalty to his Psychic Talent for the purposes of resisting any future addictive substance or activity and is immediately gains a rank 1 addiction to an addictive substance or activity in which the character has indulged in the past (which could be alcohol, tobacco, gambling, et cetera).

If this madness is gained multiple times, each new occasion bestows a cumulative -4 penalty to Psychic Talent and a new rank 1 addiction is added to the character.

See the *Addiction* section on page 2 for more details.

### **Flashbacks**

Whenever the character is in a situation similar to the one in which he developed the madness, he will relive that situation and be entirely unable to react to the situation he is in. Flashbacks last for a minimum of 1 minute (10 combat rounds), after which the character may attempt to recover by rolling equal to or less than his Presence score on 2d10 once per round.

Flashbacks are extremely harrowing, consisting of disorientating sounds, exaggerated emotions and traumatic images. Even after the flashback has ended, the character will be unable to perform any action except move and defend for 1d6 rounds as he recovers.

### **Hallucinations**

The character's Perception score immediately falls by 2 points and, whenever the character fails a Perception test, will have an hallucination of the GM's choice (generally unsettling and may even induce a fear reaction, depending on the character's circumstances). Players may begin to realise that a failed Perception check automatically results in an hallucination, so the GM should feel free to introduce hallucinations at other times (such as combat – an hallucination of an additional opponent, or someone about to shoot an arrow into the melee, etc).

### **Hysteria**

Hysterics are likely to react with panic to any threatening or violent action – even if the action is not directed at him. Any threatening circumstance in which the hysterical character finds himself immediately causes Fear, with a Factor of 18, plus 5 per intensity of the hysteria (i.e., the first time the character suffers from Hysteria, the Fear Factor is 23, but if the character suffers from Hysteria again, the Fear Factor rises to 28). A threatening circumstance could be something as simple as an unexpected loud noise, startling behaviour from a stranger, someone readying a weapon, et cetera.

If the character fails his fear check, he does not flee, but instead overreacts to the situation in some way – launching an inappropriate spell, screaming or otherwise behaving irrationally (which could include not acting at all, if the

rational course of action would be to act).

### **Lost Memories**

The character loses some piece of himself in the madness and, whilst they may appear normal to all intents and purposes on the outside, the character is unable to recall some key experiences of his life – these will usually be traumatic experiences like battles that ended badly, betrayals or other 'negative' experiences. However, these experiences were probably valuable to the character's growth and losing these memories results in the immediate loss of 3d4XP. The second time this madness is acquired, the number of experience points lost increases to 6d6 and, finally, 9d8, by which time little of the character's memory remains. A note of how many experience points were lost with each bout of madness should be noted, in case the character is ever cured and restores these lost memories.

If the character drops below 0 experience points, he may not draw on any of his professional skills until he has earned enough experiences to bring him back into a positive experience point score – his secondary ability scores also revert back to those of an average untrained human.

### **Melancholia**

During an adventurer's career, sometimes the darkness he has to defeat comes not from without, but from within his own mind. This insidious madness rots a character's joie de vivre. Consequently, in addition to the



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permanent -1 penalty to the character's Presence score, sufferers of Melancholia also suffer -1 to their Psychic Talent score, but only for the duration of the attack. If a magicker's Psychic Talent score drops below 9, they will be unable to cast any spells until the melancholia fades (although the character is unlikely to care...).

Whilst in the throes of melancholia, the character will be withdrawn, care less for his own safety or the interests of his companions, and will be difficult to motivate. As the intensity of this insanity grows, the bouts become more severe, culminating in the character exhibiting truly suicidal behaviour upon suffering from this madness three times. Although long before this, the character may have given up resisting or dodging spells or traps, resulting in a Magical Defence and Evasion score of 0.

### **Obsession**

The character becomes obsessed with performing an action or actions, acquiring a specific object or collection of objects, learning everything he can about a topic, individual or group of individuals, et cetera. The character should invest significant experience, silver and/or time into pursuing this obsession beyond any rational limit. If prevented from following his obsession, the character is likely to react with violence or melancholia – either way, it will be entirely out of proportion to the level of the intervention.

GMs are free to give the character an addiction instead of an obsession if this fits the circumstances better.

### **Paranoia**

Paranoia is the fervent belief that people, if not everyone, are conspiring to bring about his downfall. The character's mind reinforces this belief with hallucinations, false memories and mental blocks. Additionally, the character will interpret even the most innocuous coincidence as part of a grand design on his life.

#### **Example**

A paranoid character cannot find an amulet he was certain he left in a chest. Later, he keeps glimpsing it around other peoples' necks, which he interprets as a conspiracy by all these people to deprive him of his amulet.

In all likelihood, the amulet may never have existed in the first place!

### **Phobia**

A phobia is a morbid fear of an object, environment or condition (for example, heights, darkness, spiders, et cetera) and when assigning a phobia to a character, the GM should consider the circumstances under which the madness was triggered.

Upon developing a phobia, the character rolls 1d10 for the strength of the phobia. Whenever the character is exposed to source of his fear, he must roll equal to or under his Presence score on 2d10 to be able to act. Otherwise, he is

paralysed with fear and must either cower or flee from the object of his fear. If the character succeeds in the initial Presence check, the character may act, but suffers a Handicap equal to the strength of the phobia.

If the character develops multiple phobias, the strength of each new phobia should be rolled on 1d10. However, the strength of all of the character's phobias is equal to the strongest.

### **Uncertainty**

Whilst suffering from this madness, the character struggles to make decisions or take actions, automatically acting last in any combat round (even against zombies) while he wages an internal battle with himself. Additionally, the first time the character tries to act in combat, he must roll 2d6+3 under his Presence score to act at all. The character need only repeat this roll when he wants to perform a different action (for example, using a different weapon or combat manoeuvre, casting a different spell, moving, et cetera).

A character suffering from uncertainty can be ordered by one of his companions to perform an action without needing to roll against his Presence score. However, the character still acts last in the combat round and must either perform that action or do nothing. He cannot choose to perform a different action. If multiple characters shout an order to the uncertain character, he will not be able

to choose between them and be unable to act.

### **No Madness**

By some fluke, the character's mind has protected him from incurring a madness. This time. The character may seem troubled and distracted for a few days, but otherwise suffers no ill effects (and escapes the permanent loss of Presence).

### **Roleplaying Madness**

A madness presents additional (and unpredictable) roleplaying challenges to both the GM and the player. As with any aspect of the game, the dice rolling should not become the focus of attention at the expense of portraying the madness, and playing a madness well should definitely be worth an XP award.

## **Poison**

Poison is a catch-all term to include poisons (which must be ingested) and venoms (which must be injected). Poison is not likely to be used much by characters as it can be a little difficult to get an enemy to stand quietly and drink a frothing brew in the middle of combat but many monsters have venomous bites or stings – often the virulence of its venom transforms an otherwise minor creature (such as a Giant Spider) into a particularly terrible foe.

Like diseases, poisons have a Potency score resisted by Strength. Poisons are also of different types, from mild to

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deadly. The table indicates how to determine a poison's Potency.

Type	Potency
Mild	1d6+4
Medium	2d6+3
Strong	3d6+1
Major	4d6
Deadly	5d6

If the poison's Potency is equal to or less than the character's Strength, the character suffers 1HP of damage and no other effects. However, if the poison's Potency exceeds the character's Strength, the character immediately suffers 1HP damage and the poison remains in his system. The same poison can have different Potency in different people and with different exposures in the same person, which represents how much of the poison was delivered, whether any of that dose of poison had broken down before being delivered, et cetera. Do not assume that shrugging off the poison from the first of the scorpion's stings that the next sting will be equally weak!

At the beginning of each subsequent round, the character suffers a further 1HP damage and must make a Strength check with 1d6 against the Potency of the poison. If the roll fails, he suffers another 1HP damage and the poison remains in his system. At the end of every combat round, the Potency of the poison reduces by 1 until, eventually, it drops below the character's Strength score and no longer harms the character.

### Example

Brother Caedmon is stung by a Giant Scorpion and subject to a Major poison. Rolling 4d6, the GM determines the poison's Potency to be 18, higher than Caedmon's Strength of 12 so Brother Caedmon immediately takes 1HP of damage.

At the beginning of the next combat round, Brother Caedmon takes a further 1HP damage and rolls his Strength+1d6. The result is only 16. Close, but not enough to resist the effects of the poison this round and so suffers another 1HP damage. At the end of the combat round, the Potency of the poison reduces to 17.

Brother Caedmon must continue to roll his Strength for another 5 rounds, until the Potency of the poison reduces to 12 and hope he does not succumb to the effects of the poison before his body can neutralise it.

Other, rarer poisons exist that do not simply cause damage, but can paralyse, knock-out, suppress magical ability or have other effects. In all cases, the game mechanics are the same, the infected character must test his Strength score against the indicated Potency or succumb to the poison's effects.

## Starvation/ Dehydration

Every other day after the first without food incurs a Handicap of -1. If the character continues to go without food for a number of days equal to his Strength score, he then begins to lose 1 from each of his primary characteristics per day. Each day of eating properly restores three days' worth of hunger damage.

Characters going without water for even 1 day suffer a Handicap of -1 per day. If a character continues to go without water for a number of days equal to a fifth of his Strength score (rounded down), he begins to lose 3 from each of his primary characteristics per day. Each day of drinking properly (approximately 3-4 pints) restores three days' worth of dehydration damage. If the character is in a hot environment categorised by the GM (with modifiers) as Fierce or worse, the speed at which the character dehydrates is doubled.

A character without access to food or water, suffers cumulative effects for both (although is often dead from dehydration long before the starvation damage really gets going).

A character is comatose when any primary characteristic score reaches 0 and dead when they all do.

## Suffocation

A character can hold his breath for a number of combat rounds equal to twice his Strength score. Thereafter, he loses 1HP per combat round until he draws breath. For each full minute of doing nothing but breathe heavily, he recovers 1 of these Health Points' damage (but no more than were lost through suffocation). Simply drawing a single breath will refresh the character enough to hold their breath again for a number of combat rounds equal to twice their Strength score, but will not replenish any lost Health Points.

If a character engages in strenuous activity while holding their breath (for example, combat, running, swimming, et cetera), the amount of time they can hold their breath before taking damage is halved.

## Taint

Taint is caused by the creeping corruption to one's body and soul from exposure to blasphemous influences. Most commonly, Taint is caused by sorcery, exposure to the fey, or travel through the fey realms, but these are not the only causes – otherworldly influences and scars from meddling with forces a character can neither control nor understand may twist characters into wretched shadows, haunted by their former glory.

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If a character's Taint exceeds his Psychic Talent, the following happens immediately:

The character loses one point of Presence

The character loses either one point of Intelligence, Strength, or Reflexes (player's choice).

The character's Taint score is reduced by his Psychic Talent score.

This reduction in Presence represents changes to the character's temperament and personality – becoming more irritable, impatient, angry, and less human the more the corruption takes hold. Over time, it also represents physical changes – a change in eyes, a vestigial tail, small horns, scales, significant weight loss or gain, et cetera.

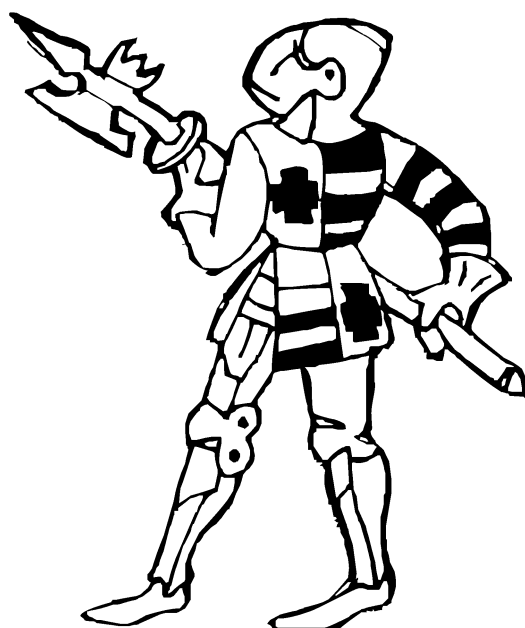
Reductions in Strength and Reflexes also represent physical changes, that become more pronounced over time, such as a hunchback, fingers and toes fusing together, limbs withering or transforming into animalistic, insectoid or tentacled appendages, and/or bony plates or hard scales forming around joints.

The reduction in Intelligence is not typically accompanied by an outward change in the character's appearance, but will limit the character's rank (or possibly reduce it) and might manifest as absent-mindedness and a growing sense of confusion.

If any primary ability score is reduced below 3 through Taint, the character's personality and physical appearance have been so blighted by corruption that they are almost unrecognisable and practically unplayable as a character – lacking all empathy for others, maybe unable to go out in daylight, and suffering multiple disfigurements, and so on.

The irony of Taint is that the fey, whose influences cause it, are themselves the embodiment of beauty and grace, but association with them has such a profoundly opposite effect on humans.

In any full lunar month in which a character receives no increase to their Taint score, his Taint will reduce by 1 point, but may not be reduced below zero and any personality and/or physical changes brought about by Taint exceeding a character's Psychic Talent score are permanent.



# Traps

Traps are a staple of underworlds – reliable deterrents against looters and defilers, remaining in place until their mechanical parts corrode, usually far beyond the lifetime of any mere creature posted as a guard.

This section covers the four elements of placing a trap:

1. triggering a trap;
2. a trap's effects;
3. detecting a trap; and
4. disabling a trap.

## Triggering a Trap

A trigger is anything that causes the trap to go off, which could be opening a door, opening a lock, applying too much (or too little) weight to a floor tile, plinth, chair, et cetera. When considering where to place a trap, consider two things. Firstly, how realistic is the placement of this trap and, secondly, what purpose does this trap serve.

When considering realism, imagine what mechanism must sit concealed behind the walls and the floors to make this trap work – a simple tripwire that breaks a couple of vials of volatile liquid is simple enough, but a switch under a tile that causes the sea to break through into a dungeon corridor might take a bit more imagining.

As for the purpose of the trap, consider the motives and circumstances of the trap builder – if the trap is in a home, how do the residents cope with having a deadly mechanism poised to destroy them if they turn a door handle clockwise instead of anti-clockwise? Who would take the risk of poisoning themselves every time they put something into their safe unless there was something very valuable in there? Remember that the engineering tools available in Legend may mean triggers are far from 100% reliable.

## Effects of a Trap

The effect of a trap is the action the trap takes when it is triggered, which could be to shoot a dart (poisoned or otherwise), mix chemicals to create a poisonous cloud, acid or an explosion, release blades from concealed recesses in the wall to swing towards someone or something, et cetera.

Traps do not need only to affect the person triggering it. If the purpose of the trap is to prevent a client list falling into the wrong hands, a trapped box might release an acid to dissolve the scroll contained therein, not necessarily to damage the person attempting to break into it.

The GM should also note in the trap's description whether a trap resets after being triggered or whether it can only be activated once.

### Detecting a Trap

First and foremost, a trap's greatest weapon is surprise – if a character knows that the lock they are about to pick is protected by a poisoned dart trap, he will take adequate precautions to minimise his risk of being poisoned. A pit in a corridor is an obstacle, not a trap, and unlikely to cause a party of well-prepared adventurers any grief, but a concealed trapdoor covering that catches a character unaware is much more likely to cause the character to fall.

All traps therefore have a Stealth score. Stealth scores for traps generally run into double digits and this should be the target for an initial Perception check (the characters are not doing anything special, but the GM rolls secretly against their Perception to see if they notice anything amiss with the environment ahead). On a success, the GM should indicate that something does not look quite right, but be vague and unspecific. This should be enough to prompt the characters to be more cautious and search for traps.

If the characters actively search for traps, they receive a +5 bonus to their Perception scores. Note that a particularly cautious party may search for traps at every opportunity, whether or not they have had any forewarning. This will significantly reduce their movement rate to about 10' per minute and increase their chance of being surprised to 1-2 on a d6.

Any character with the Detect Trap skill may add his ranks in that skill to his Perception score for both types of Perception rolls.

### Disabling a Trap

Lastly, once detected, characters will want to disable or bypass a trap to prevent it from being triggered. This can be as simple as wedging closed a trapdoor or cutting a tripwire, to as complicated as identifying which cog in a complicated clockwork device should be turned backward and fixed in place. The GM should assign a difficult factor to a trap against which a character should check Reflexes to determine if the disarm attempt failed. A character with the Disarm Trap skill may add this to his Reflexes roll.

If the disarm attempt fails by more than 5, the trap has been triggered in the attempt. Otherwise, the character cannot identify how to disable the trap safely.

