Sil

Welcome to Sil

A game of adventure set
   in the first age of Middle-earth,
      when the world still rang with elven song
         and gleamed with dwarven mail.

Walk the dark halls of Angband.
   Slay creatures black and fell.
      Wrest a shining Silmaril from Morgoth's iron crown.

Contents

About Sil

Sil is a role-playing game with a strong emphasis on discovery and tactical combat. It has a simple but rich combat system which allows for a great variety of choice: should you wear heavy armour that makes you easier to hit but reduces the damage you take? should you wield heavier weapons to overcome your opponents' armour, or wield lighter weapons for more accuracy and a greater chance of critical hits? It depends on the situation and the type of character you become. You will also have the chance to retreat back into shadowy corridors to take the enemy one by one, or to stealthily creep up to your opponent and take him unawares.

It is also one of very few games that stays true to the writings of Tolkien. Carefully researched, it dispenses with many generic fantasy tropes and reveals a different world. There are no wizards or priests, no plate mail or magical scrolls. Instead, it is the Norse Saga inspired world that Tolkien imagined, with warriors clad in shining mail, singing songs of rage or sorrow as they slay. The magic of the world is subtle yet powerful: there are songs of fear and of binding, rather than spells of fireball and teleportation.

Sil comes from a tradition of role-playing games known as roguelikes. They stem from a game called Rogue that was written before computers had graphics and instead used symbols on the screen to represent a dungeon filled with monsters and treasure, that was randomly generated each time you played. Rogue also had 'permanent death': you have only one life and must choose wisely lest you have to start again. Finally, it had a system of unidentified items whose powers you must discover for yourself. Sil inherits all of these features, though it is much more advanced in many ways.
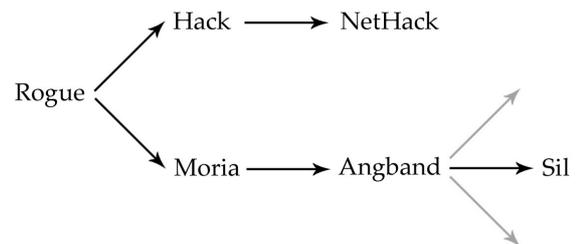
Who will like Sil?

You will like Sil if you want to play a detailed and well balanced role-playing game with a rich and intuitive system of tactical combat. You will also like it if you are interested in the works of Tolkien, or even just want a less generic role-playing game. The greatest obstacle to enjoying Sil will be its lack of graphics, but if you can overcome an initial reaction and begin to explore the world, your imagination should fill in the details more effectively than a small clump of pixels would.

The Basics

You take the role of an elf, dwarf or human, attempting the impossible: to infiltrate Morgoth's famed fortress of Angband, descend a thousand feet into the cold earth, find Morgoth in his throne room, and escape with a Silmaril from his crown. Along the way, you will need to find many items of power, learn potent skills and abilities, and slay many of Morgoth's servants.

After creating a character, you begin the game just inside the great dungeons of Angband. However you managed to enter (disguise? subterfuge? capture?) the cost was high: you are unarmed and carry only a few meagre supplies. Your first task will be to find a weapon so that you can hold your own with the early enemies. You will then need to secure a basic set of equipment over the first few levels, and begin developing your chosen skills and abilities.

The best way to pick up the basics of the game is to play the tutorial, and remember that you can always press (?) in game to bring up the help screen.

Much of the randomness in Sil is generated through simulated dice rolls. The terminology XdY is used for throwing X dice each of which has Y sides and adding up the total shown on the dice. For example, throwing two six-sided dice is represented by 2d6.

Notes for Angband players

Sil borrows much from the looks and interface of Angband, but almost every game mechanic has changed. While there are many similarities, the design principle was to do things as I believe would be best for a new game, rather than to compromise between this and how things were done in the past. However the learning curve should be mostly remedied by this document. If you just want to dive in, then simply read the rest of this section, start a new game, create a character, then press (?) for a nice explanation of the commands in Sil. At that point you are ready to try it out. Then have a look at this manual when you want to know more about the combat system or the skill system or the abilities…

You might be interested to know that Sil is actually descended from a variant of Angband (NPPAngband). However, this is scarcely evident in gameplay as so many NPP features have been changed or removed. The main legacy is the 4GAI code.

Rogue → Moria → Angband → Angband (1 to 3.0.3) → NPPAngband (0.1 to 0.4.1) → Sil

Main changes

- You are no longer trying to kill Morgoth
  - The aim is now to free a Silmaril from Morgoth's crown, then escape
- The game is much shorter
  - Morgoth is found at 1,000 ft
  - A winning game should take about 10 hours
- There is no town or word of recall

- It has a much more coherent theme: The First Age of Middle Earth
- There are no classes, or experience levels
  - Instead there are 8 skills to improve
  - With a tree of special abilities for each
- The combat system is completely new
  - It is very thoroughly thought out and tested
  - It leads to many more interesting choices for the player
- Monster AI is much better
  - It uses 4GAI, plus numerous improvements
- The monsters, items, artefacts and almost completely rewritten
- There is much less explicit magic
  - e.g. no fireballs, no teleportation…
- There is more tactical depth in combat
  - Partly due to the absence of teleportation and other easy escapes
- There is an effective time limit
  - Over time you can no longer find your way to the shallower depths
  - You can thus play each level more than once, but not indefinitely

System changes

- Stats
  - Based around the average for the Men of the first age (set as 0)
  - There are no 'stat potions', so initial stats matter a lot more
  - Int/Wis/Cha are replaced with Grace
- Hit points don't go up with experience
  - They are solely based on your Constitution
  - You die at 0 (instead of –1 in Angband)
- Elements
  - There are only four elemental attacks (fire, cold, poison, dark)
  - Resistances stack, reducing damage to ½, then ⅓, then ¼, …
  - Dark resistance is determined by your light level
  - Poison does no direct damage, but damages over time
- Speed is much less fine grained and less available
  - The only speeds are 1, 2, 3, 4
  - normal speed is 2, so +1 speed makes you move 50% faster
- The only 'pseudo id' is {special}, which covers artefacts and 'ego-items'
- You can only tunnel with shovels and mattocks

Race and House

The first choice in creating a character is to choose your race. Sil is unusual among roleplaying games in that the races are intentionally not balanced against one another. Instead, they act like a difficulty level. Playing one of the Noldor will produce the easiest game, and is recommended for first time players. Playing as one of the Naugrim or Sindar is a little harder but can lead to interesting variations in playing style, and playing as one of the Edain is noticeably more difficult, and should be considered a challenge mode. On the other hand, within each race, the Houses are considered as approximately equal in power level.

Each race and house gives you various modifiers to your statistics (Strength, Dexterity, Constitution and Grace), which are added as a bonus or penalty to the numbers you choose for your character. You can see these in the character creation screen. You will also have an affinity or penalty for one or more skills, and may have a proficiency for some types of weapon.

Affinities

- If you have an affinity with a skill, you get:
  - a bonus of 1 to your skill total
  - all abilities linked to that skill are 500 experience points cheaper
    - in particular your first ability is free!

Skill mastery or penalty

- Mastery is like a double affinity for a single skill
  - you get a bonus of 2 to your skill total
  - all abilities linked to that skill are 1000 experience points cheaper
    - (except your first one, which is free rather than giving you experience!)
- Penalty is the opposite of an affinity
  - You get a penalty of 1 to your skill total
  - All abilities linked to that skill are 500 experience points more expensive.

Weapon proficiency

- All elves (Noldor and Sindar) have a blade proficiency
  - This gives them a bonus of 1 to their melee so long as they are using a blade (sword or dagger).
- Dwarves (Naugrim) have an axe proficiency
  - This gives them a bonus of 1 to their melee so long as they are using an axe.

Stats

You have 13 points to spend between your four stats (Strength, Dexterity, Constitution, and Grace). The costs increase as the triangular numbers: 1, 3, 6, 10.

Strength

- Increases the damage you do in combat
  - But effect is limited by the weapon weight (see the section on Combat)
- Increases your range with bows (as it is based on the weapon damage)
- Increases your carrying capacity by 20% per point of Strength
- Allows you to throw things 20% further per point of Strength
- Allows you to wield very heavy weapons without penalty
- Helps you resist being disarmed in combat
- Helps you break free of webs
- Helps you bash down locked doors

Dexterity

- Gives a bonus to the first four skills: Melee, Archery, Evasion, Stealth
- Helps you avoid needle traps in chests

Constitution

- Increases your health points (like 'hitpoints') by 20% per point of Con

Grace

- Gives a bonus to the last four skills: Perception, Will, Smithing, Song
- Increases your voice points (like 'mana') by 20% per point of Grace

Skills

The main mechanic in Sil is the skill check. This involves rolling 1d10 and adding the appropriate skill score and comparing this to 1d10 plus the difficulty level. The first total needs to be higher than the second in order to succeed. Skill checks are used in and out of combat, though if any of the first three skills (melee, archery, evasion), then d20s are used instead of d10s. The difficulty for a skill check is often based on an adversary's skill. For example, when you try to hit an opponent in melee, your melee skill is opposed to their evasion skill, and when you try to sneak past a monster, your stealth skill is opposed to their perception.

Melee

- Helps you hit an opponent in hand-to-hand combat.
  - difficulty = opponent's evasion
  - You can also get critical hits (if you succeed by enough).
  - See Combat section for full details.
- Helps you hit an opponent with thrown weapons.
- Helps you prise a Silmaril from Morgoth's crown.
  - difficulty = 0 (but you need to do a lot of damage!)

Archery

- Helps you hit an opponent in ranged combat.
  - difficulty = half opponent's evasion
  - You can also get critical hits (if you succeed by enough).
  - See Combat section for full details.

Evasion

- Helps you avoid being hit in combat.
  - difficulty = opponent's melee or archery
  - You can also suffer critical hits (if you fail by enough).
  - See Combat section for full details.
- Helps you climb out of pits
  - difficulty = (15 for normal pits, 20 for spiked pits)
- Helps you avoid falling debris
  - difficulty = 20
- Helps you avoid getting hit by dart traps.
  - difficulty = 15

Stealth

- Helps you avoid being noticed by opponents.
  - difficulty = opponent's perception + numerous modifiers
  - See Stealth section for full details
- Provides a bonus to melee against unwary or sleeping opponents if you have the 'assassination' ability.
- There is a penalty of –1 to Stealth for each 10 lb of armour worn
- Stealth mode (command: 'S') gives +5 to Stealth, but –1 to speed.

Perception

- Helps you notice traps and secret doors.
  - difficulty = base of half the dungeon level
    +10 for floor traps and secret doors
    +15 for chest traps
    +5 if you cannot see properly
    +5 if confused
    +5 for each square of distance from you *(beyond the first)*
    –5 if you used the 'search' command *(adjacent squares only)*
- Helps you disarm traps and pick locks.
  - difficulty = base from 1 to 7 depending on the trap or lock
    +5 if it is a lock
    +5 if you cannot see properly
    +5 if confused
  - You trigger a trap if you fail to disarm it by 3 or more
- Helps you detect 'invisible' opponents.
  - difficulty = opponent's will + 2 per square of distance between you
- Helps you identify your {special} equipment when it does something interesting.
  - difficulty = 5   *(for resistances and sustained stats)*
  - difficulty = 10   *(for everything else)*
- Helps you avoid stepping on a caltrop trap.
  - difficulty = 10
- Provides various benefits when using perception-based abilities (see the individual ability listings)

Will

- Helps you resist many special effects: confusion, stunning, fear, blindness, entrancement, slowing, hallucination, hunger, stat draining, and forgetting.
  - difficulty = opponent's will   *(if an opponent caused the threat)*
  - difficulty = 10   *(if there is no opponent)*
- Helps you successfully use staves and trumpets.
  - difficulty = half the object level
    +5 if confused
  - Increases the effectiveness of many staves and trumpets.
- Provides various benefits when using will-based abilities (see the individual ability listings)

Smithing

- Lets you make more powerful items at forges.
  - See Abilities section and the tutorial for more details.

- The only skill that doesn't use opposed rolls (or any roll at all).

Song

- Increases the power of various songs that you can sing.
  - See the Abilities section for full details.

Combat

Each attack you make has two stages:

1. Roll to see whether you hit your target.
2. If you hit, then roll to see how much damage you do.

Weapons and Armour

Weapons and armour have a few numbers displayed next to their names which explain how they relate to these two phases of an attack. Take an axe for example:

    Battle axe (-3,3d4)

This battle axe provides a penalty of –3 to accuracy, and if it hits it does 3d4 points of damage. Armour is quite similar:

    Leather armour [-1,1d4]

This suit of leather armour has a penalty of –1 to evasion, making you slightly easier to strike than if you were unarmoured. However, it also offers some protection, absorbing 1d4 points of damage each time you are struck. These are very simple examples and sometimes it can be more complex. For example:

    Greatsword (-2,3d5) [+1]

    Mail corslet (-1) [-3,2d4]

This greatsword offers a +1 bonus to evasion, making you slightly harder to strike. This represents your ability to parry with it. On the other hand, the mail corslet is sufficiently cumbersome that it gives a penalty to accuracy as well as a penalty to evasion. You can work out which numbers apply to offense and which apply to defence as follows:

- Offense comes first and is in round brackets.
- Defence comes second and is in square brackets.
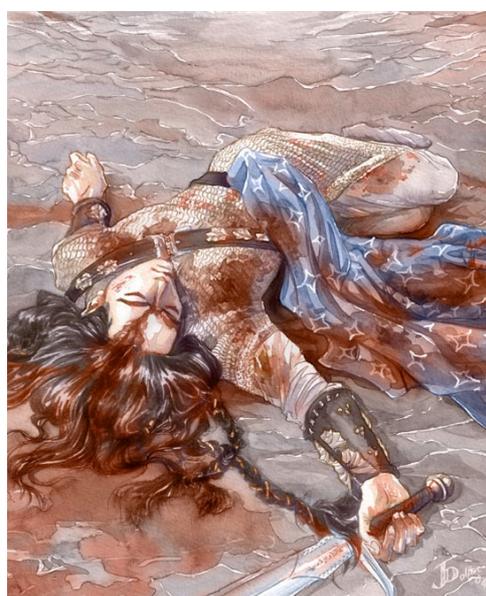
Attacking

To determine whether an attack hits, the attacker makes an *attack roll* and the defender makes a *evasion roll*. If the attack roll is greater, then the attack hits.

Attack roll: Attacker's melee score + 1d20

Evasion roll: Defender's evasion score + 1d20

The melee and evasion scores are the associated skills combined with a number of modifiers. Firstly, as noted above, the skills are affected by your weapons and armour. They can also be affected by other things, such as being stunned (which gives –2 to all your skills including both melee and evasion), being overwhelmed, and various special abilities. The penalty for being overwhelmed only affects evasion. The size of the penalty depends upon how many monsters are surrounding you, and on where they are relative to the monster who is currently attacking. You get a –2 penalty for each monster that is in one of the three sides furthest away from the attacking monster, and a –1 penalty for any other adjacent monsters. This is a severe penalty, and even weak monsters can become deadly when they surround you. As there is only one of you, monsters will never suffer this penalty.

Finally, the melee score is *halved* if the attacker cannot see the defender and the evasion score is likewise halved if the defender cannot see the attacker. Opponents that are unwary count as not being able to see you for these purposes. If you are unfortunate enough to be fighting from within a pit or a web, both your evasion and melee scores are halved (again). If someone is completely unable to move (i.e. an enemy is asleep or the player is entranced) then their evasion score is set to –5 irrespective of any other relevant modifiers.

Doing Damage

To determine how much damage is dealt when an attack hits, the attacker makes a *damage roll* and the defender makes a *protection roll*. If the damage roll is smaller or equal, the attack does no damage. If it is greater, it does one point of damage for each point of difference between the rolls.

In simple cases, the damage roll is just the damage of the weapon, and the protection roll is the sum of the protection rolls for every piece of armour being worn. However, there are often modifiers on the weapon damage. Some of these affect the number of dice that are rolled, while others affect how many sides these dice have.

For each point of strength the attacker has, a side is added to the dice. For example, if you have
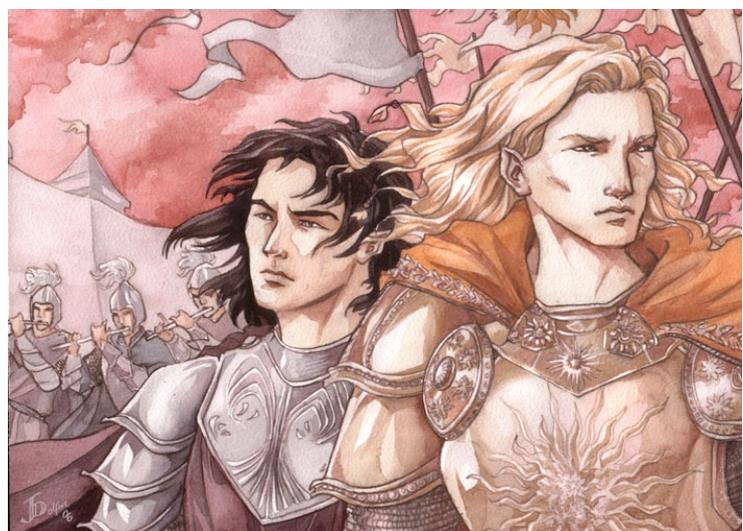
strength 3 and are wielding the axe mentioned earlier, you would do 3d7 damage instead of the basic 3d4. This strength bonus is limited by the weight of the weapon. For one-handed weapons it is limited to 1 point of bonus damage for each 1 lb of weapon weight. For two-handed weapons, it is limited to 1 point of bonus for each 1.5 lb of weapon weight. For example, no matter what strength you have, you couldn't get more than 3 bonus sides with a 3 lb longsword, or more than 4 bonus sides with a 7 lb greatsword (since greatswords are two-handed). High strength characters will want to use heavier weapons (to take advantage of their strength) and weapons with many dice (to take advantage of the extra sides). Note that negative strength subtracts sides of damage up to the same strength limit based on weapon weight.

Some weapons are 'hand-and-a-half' weapons, which can be used one-handed or two-handed. If you are not wearing a shield, you are presumed to be wielding these weapons two-handed and are given a bonus 2 damage sides. To continue the example above, let's suppose that the battle axe is being used with two hands, giving it a total damage of 3d9.

Extra damage dice are added in two ways. Some weapons are especially deadly against certain enemies. In such cases, they do an extra die of damage. For example, if the axe above is an axe of orc-slaying and is being used against an orc, it will do 4d9 damage instead of 3d9. Elemental brands (such as fire brand or frost brand) are similar, doing an extra die of damage against enemies that do not resist the element and 2 extra dice against enemies that are explicitly vulnerable to it (such as fire damage against a frost demon).

It is also possible to get extra dice via critical hits. These are awarded when the attack roll exceeds the evasion roll by a particularly large amount. This amount is determined by the weight of the weapon, with lighter weapons more likely to produce critical hits, due to their easier handling.

To get a critical hit, you need to beat the evasion roll by a certain amount. This amount is 7 points plus one point per pound of weight of your weapon. You are granted a bonus damage die for every multiple of this amount by which you exceed the required score. For example, if wielding a 3 lb longsword, you would need to beat the evasion score by 10 points to get the first bonus die, by 20 points for the second die, 30 points for the third, and so on. This sounds very difficult, but characters who concentrate on accuracy can get very large critical hits, particularly on sleeping or unwary monsters. Of course, monsters can also get critical hits upon you if you are too poor at evasion. You don't need to memorize this formula; just bear in mind that high accuracy and light weapons can sometimes do a lot of extra damage.

In summary, the weapon damage can gain extra sides from strength or from two-handed wielding, and extra dice from 'slays' and critical hits.

Archery

Archery is very similar to melee, but with a few differences. Firstly, the attack roll uses the archery skill instead of the melee skill. To this is added the attack bonus of the arrow being fired, and a range penalty of –1 for every 5 squares the target is from the archer. In addition, the defender's evasion score is halved against archery (this can stack with the halvings

mentioned above). This makes evasion considerably less useful against archery than against melee.

Damage is calculated almost identically to melee, incorporating strength, 'slays' and critical hits. The strength bonus of bows is again limited to 1 point per 1 lb of weapon weight.

The range of a bow is equal to 1.5 times the number of sides of damage you do with it. Thus, if you are doing 1d10 with your Longbow, its range will be 15 square.

Finally, it is very dangerous to use your bow when there are enemies in melee range. Firing your bow in such a circumstance will let your guard down, allowing all adjacent enemies to make a free attack on you.

Thrown weapons

Throwing is like melee, but with a few differences. Firstly, many items are not designed to be thrown and they thus give a penalty of –5 to the attack roll when thrown. The items that are designed to be thrown include daggers, throwing axes, spears and tridents. All throwing attacks also suffer a range penalty of –1 for every 5 squares.

Damage is like melee, except that the limit on the strength bonus is 1 point per 0.5 lbs of weapon weight. The number of damage sides is also halved if the object was not designed for throwing. Thus, even if you can hit with a thrown longsword, it will do a lot less damage than in melee.

The range is calculated from the weight of the object and your carrying capacity (which in turn depends on your strength).

> Range: carrying capacity / (5 × (weight + 2))

For example, if you can carry 100 lb and are throwing a spear weighing 4 lb, then your range is 100 / (5 × (4 + 2)) = 3.333 = 3 squares. While the range is tricky to calculate, all throwing weapons display it when examined (the 'x' command).

Stealth

In the tale on which Sil is based, Beren and Luthien did manage to enter Angband, obtain a Silmaril, and escape. This they achieved not by force, but by subterfuge. Similarly it is possible to succeed in Sil by sneaking past your enemies rather than fighting them.

Mechanics

At any time, an individual monster may be in one of three states:

Asleep

- They cannot move and their evasion is set to [–5].

Unwary

- They are awake and going about their business, but they do not know that you are there. Their evasion is halved.

Alert

- This is further subdivided into whether they are Confident, Aggressive, or Fleeing, but this is a matter of morale rather than stealth.

This is modelled internally by an 'Alertness' score for the monster. Monsters always start out Asleep or Unwary, but may as a result of your actions notice you. An 'Alertness' of 0 or more means they are aware of you; between –1 and –10 means they are awake but unwary, and –11 or below usually means they are asleep. But be warned: not all inhabitants of Angband sleep!

Each round, you make a Stealth roll (your stealth score + 1d10), to see how stealthy and quiet you are. Each monster makes a Perception roll (their perception score +1d10), to see how observant they are. Various modifiers are applied, listed below. If at the end of this the monster's perception score is higher than your stealth score, their Alertness increases by difference which may make them move from Asleep to Unwary, or from Unwary to Alert.

Modifiers to Stealth:

Helpful factors:

- Distance to monster: each square reduces monster perception by 1 point, and sound does not pass through stone or rubble at all.
- Each closed door on path reduces monster perception by 5.

- If you are in Stealth mode (press (S) to activate, but be warned that it makes you move more slowly than normal), you get a bonus of +5 to your stealth

- If you passed last turn (pressed (5) or (z), or (Z)), you get a bonus of +7 to your stealth (not cumulative with Stealth mode).

Hindrances:

- Being attacked by one or more enemies (–2)

- Attacking one or more enemies (–2)

- Awake but unwary monsters which are in line of sight get some additional bonuses:
  - Doubles the modifiers for attacking or being attacked
  - For every adjacent passable square (–1)
    - So you may do well to stick to walls and corners.

- If you are singing, this reduces your stealth by a value equal to the noise level of the Song (see the list of Songs).

- Setting off some traps (–5 to –10)

One-off effects that are not modified by stealth:

- Player actions:
  - Earthquakes (30), trumpets (10 to 40), smithing (10), bashing doors (5 or 10), tunneling (5 or 10), setting off some traps (–10 to 20).

- Monster abilities:
  - Earthquakes (30), arrows (5), boulders (10), crying out (10), breath weapons (10), unearthly screeching (20).

Stealth is thus quite abstract: a high stealth may mean little noise made, or that you kept in the shadows, or that you moved in an unobtrusive way, or let the noises that did occur sound like the natural background noises in the dungeon.

If you attack a monster, or an unaware monster tries to move into the square you are on, it will immediately notice you.

Once a monster has noticed you, you cannot normally make it unaware of you again, so you often need to kill it or leave the level. However, there are a few ways:

- If you make it run away, and it is far enough from you when it rallies, it will not know where you are.

- If you have the ability Vanish, you can disappear from under the noses of monsters if you can temporarily slip out of their line of sight (it has its Alertness reduced by 3 for each round it cannot see you).

- It is possible to put monsters to sleep with a Staff of Slumber or the Song of Lorien.

- Territorial monsters such as dragons will become unwary or even fall asleep if they have returned to their lairs and cannot see you.

Experience

Sil has neither classes nor levels, but it is far from the case that all characters of a given race are the same. As you adventure, you will accrue experience points, which you can spend in the character screen (accessed by pressing the @ symbol) to improve your prowess. There is a lot of flexibility in how you spend your experience, and this is a major part of the game.

Sources of experience

All characters begin the game with 5,000 experience points to allocate. There are four sources of further experience in the game: encountering monsters; killing monsters; descending deeper into the Iron Hells; identifying objects.

Encountering monsters

- You gain experience for encountering each individual enemy the first time you see it (or if you kill it without ever seeing it).

- For the first monster of a given type you encounter, you get $d/5$ experience points, where d is the depth (in feet) at which it is normally met. For subsequent encounters with monsters of the same type, the amount that you get decays: when you meet the second one you will only received ½ this amount of experience, then ⅓, then ¼…

Killing monsters

- For the first monster of a given type you kill, you get $d/5$ experience points, where d is the depth (in feet) at which it is normally met. The experience gained for killing additional monsters decays in exactly the same way as for encounters.

- Thus there is the same amount of experience available for killing monsters as for encountering them. All characters are likely to get more experience from encounters than from kills, and for some this may be much more.

Descending

- The first time you reach a depth of d feet (or deeper), you are awarded d experience points.

Identification

- Whenever your character identifies a new type of potion, herb, ring, amulet, trumpet, stave or special item, you are awarded 100 experience points.

- In the halls of Angband one may find ancient or renowned items of great power, which we collectively refer to as artefacts. Each time you identify an artefact, you are awarded 200 experience points.

Note that there are several ways to deal with enemies apart from killing them: you may, for instance, sneak past them, make them flee before you, or run yourself. Characters who kill few enemies may thus get a little less experience than those who do, but may also have a

higher chance of survival (combat is dangerous!). It is possible to complete the game without ever attacking.

Spending Experience points

Your character may use the lessons learned to train any of the eight skills detailed below. Your first point in a skill will cost 100 experience, your second 200, your third 300, and so on.

You may also learn various unique abilities. Each ability is linked to a skill, and may have requirements before you are able to learn it. For each skill, the first linked ability costs 500 experience points, the second costs 1000, the third costs 1500, and so on.

Abilities

Melee

Power

- Gives a bonus of +1 damage sides to your melee attacks.
- But increases the amount needed to score each level of critical hit by 1.
  - e.g. need to hit by 8 + weapon-weight instead of 7 + weapon-weight.

Finesse

- Lowers the amount needed to score each level of critical hit by 1.
  - e.g. need to hit by 6 + weapon-weight instead of 7 + weapon-weight.

Throwing Mastery

- Gives a +5 bonus to melee when using throwing attacks.

Polearm Mastery

- Gives a +1 bonus to melee when using polearms.
- Allows you to 'set' a polearm to intercept attackers.
  - If you waited last turn (pressed '5' / 'z') and any opponent who wasn't adjacent to you moves into an adjacent position, you get a free attack on them.
  - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Charge

- If you attack an opponent after having just moved towards that opponent (so that your move and attack are in the same direction or at most 45° apart), then your attack uses twice as many damage dice as usual (before criticals are applied).
- The damage bonus is only gained if this is a regular, flanking, or controlled retreat attack.

Follow-Through

- If you kill an opponent, you get a free 'follow-through' attack on another opponent adjacent to you.

  - Note that you don't get the free attack if you cannot see the opponent or you are confused.

- The follow-up attack only applies if the killing blow was a regular, flanking, controlled retreat, *or follow-through* attack (so it can be chained).

Zone of Control

- If an opponent moves between two squares which are both adjacent to you, you get a free attack.

  - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Subtlety

- If you wield a one handed weapon and have nothing in your off-hand, then the amount needed to score each level of critical hit is reduced by 2.

  - Note that hand-and-a-half weapons like Bastard Swords do *not* count as one handed weapons for these purposes.

Stun

- If the raw damage done in an attack is greater than 100 divided by the weapon weight, you stun the defender for a number of rounds equal to the weapon weight.

Rapid Attack

- You receive two melee attacks instead of one, but they are calculated as if you had 3 fewer points of strength and dexterity.

- The extra attack is only gained if this is a regular, flanking, or controlled retreat attack.

  - In other cases the single attack doesn't suffer the above penalties.

Two-weapon Fighting

- You can wield a weapon in your off-hand instead of a shield.

- You receive an attack with this weapon which is calculated as if you had 3 fewer points of strength and dexterity.

- The extra attack is only gained if this is a regular, flanking, or controlled retreat attack.

Knock Back

- If the raw damage done in an attack is greater than 100 divided by the weapon weight, you knock your opponent back a square.

- They are only knocked back if there is an empty square for them to move into.
- They miss their next turn if they are actually moved back.

Whirlwind Attack

- When you attack an enemy in an open area (no walls or rubble adjacent to you), you get a free attack on all other enemies that are adjacent to you.
  - Note that you *do* get the free attacks *even if* you cannot see the opponent or you are confused.
- The extra attacks are only gained if this is a regular, flanking, or controlled retreat attack.
- Note that *all* the attacks are treated as whirlwind attacks, so they are incompatible with many other abilities.

Strength

- You gain a point of Strength.

Archery

Careful Shot

- Halves the chance of arrows breaking (from 20% to 10%).

Precision

- Lowers the amount needed to score each level of critical hit by 1.
  - i.e. need to hit by 6 + bow-weight instead of 7 + bow-weight.

Point Blank Archery

- Gives you a 50% chance of not provoking an attack of opportunity from adjacent enemies when you fire your bow.

Versatility

- If you have more skill points in archery than in melee, you gain a bonus to melee of half the difference between the two scores (rounding down).

Crippling Shot

- If you score a 'double-critical' or better using archery (and do at least 1 point of net damage), the enemy is slowed for 2d4 turns.
  - This duration is cumulative.

Flaming Arrows

- Your arrows do an extra die of damage against enemies that are not fire-resistant, but they always break.
  - Remember that you can turn abilities off when you don't wish to use them.

Rapid Fire

- When you fire at an enemy, you fire two arrows instead of one, but the attacks are calculated as if you had 3 fewer points of strength and dexterity.
  - If the first shot kills the enemy and there are no more enemies in that direction, there will be no second shot.
  - Note that if it is your final arrow there will be only one shot *and no penalty*.

Dexterity

- You gain a point of Dexterity.

Evasion

Dodging

- Gives you a bonus of +3 to evasion if you moved last turn.
  - This is not displayed on the side of the screen, but *does* happen.

Blocking

- Doubles the number of dice of protection granted by your shield on any turn where you wait (press '5' / 'z').
  - This is not displayed on the side of the screen, but *does* happen.

Parry

- Doubles the evasion bonus granted by your weapon.
  - This bonus does not apply to a weapon wielded in your off-hand.

Crowd Fighting

- Halves the bonus to melee that opponents get for surrounding you.

Sprinting

- You gain +1 speed if you move four or more squares in roughly the same direction.
  - Each of the four moves can be up to 45° different from the one before it.

- The speed lasts until you fail to meet the condition.
- Note that you can never exceed speed 3.

Flanking

- Gives you a free attack on an opponent if you move between two squares which are both adjacent to it.
    - You cannot get a flanking attack and a controlled retreat attack on the same turn, flanking simply adds to the eligible opponents.
    - Only works on one opponent each time and gives preference to the one that is targeted (if any).
    - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Heavy Armour Use

- Gives you [1dX] extra protection, where X = total armour weight / 15 lbs

Riposte

- If an opponent misses you in melee by at least 10 + your weapon weight, you get a free attack on it.
    - You only get at most one riposte per round.
    - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Controlled Retreat

- Gives you a free attack on an opponent if you move from a square adjacent to it to a square not adjacent to it, but only if you didn't move on the previous round.
    - You cannot get a flanking attack and a controlled retreat attack on the same turn, controlled retreat simply adds to the eligible opponents.
    - Only works on one opponent each time and gives preference to the one that is targeted (if any).
    - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Dexterity

- You gain a point of Dexterity.

Disguise

- Halves any bonuses that awake but unwary monsters have to notice you due to you being in their line of sight.

Assassination

- Gives you a melee bonus equal to your stealth score when you attack unwary or sleeping opponents.
  - Note that you don't get the melee bonus if you cannot see the opponent or you are confused.
- The melee bonus is only gained if this is a regular, flanking, or controlled retreat attack.
- The bonus is not applied if you are doing a charge attack.

Cruel Blow

- If you score a 'triple-critical' or better in melee (and do at least 1 point of net damage), the opponent becomes confused with pain for one round for each level of the critical hit.

Opportunist

- If an opponent moves from a square which is adjacent to you to one which is not, you get a free attack.
  - Note that you don't get the free attack if you cannot see the opponent or you are confused.

Exchange Places

- You may use the 'X' command to swap places with an adjacent enemy.
- Alert enemies get a free attack on you unless they are confused or mindless.

Vanish

- Enemies will slowly become unwary again if you are out of their line of sight.
  - Their alertness decreases by 3 for each turn you are out of sight.

Dexterity

- You gain a point of Dexterity.

Eye for Detail

- Gives you a bonus of +5 to perception rolls for finding traps and secret doors.

Focused Attack

- Gives you a bonus equal to half your Perception score to your attacks if you waited on the previous turn (pressed '5' / 'z').
- Only works for the first attack of the round.
  - A set of attacks using rapid attack, or two-weapon fighting, or rapid fire count as a single attack for this purpose).

Keen Senses

- Allows you to see enemies who are just beyond the edge of a pool of light.
- Provides a +5 bonus to spotting 'invisible' enemies.

Lore-Keeper

- Allows you to tell the which items are cursed, and to distinguish between mere special items and artefacts.

Concentration

- Gives you a +1 bonus to attack for each consecutive round spent attacking a particular enemy (to a maximum of half your perception).
  - Spending a turn waiting/blocking ('5' or 'z') doesn't break concentration.

Bane

- You receive a bonus to *all* skill rolls against a selected broad category of enemy.
  - The categories are: Orc, Wolf, Spider, Troll, Wraith, Rauko, Serpent, Dragon.
  - You need to have killed 4 enemies from the category to select it.
  - When you reach 2^n kills of your chosen enemy, the bonus increases to +n.

Lore-Master

- You can immediately identify all items and gain full knowledge of all types of enemy that you might encounter.
  - You still gain the experience for identification only when you actually encounter an item of a type you had not seen before.

Listen

- Gives you a chance each turn to detect monsters that you cannot see (including around corners and through doors).
- This chance takes the form of a perception skill check:
  - difficulty = opponent's stealth score
    −3 if it is awake but unwary
    −5 if it moved
    −10 if it called out or smashed a door
    −15 if it tunnelled through rock
    +(Song/2) if you are singing the Song of Silence
    +1 per square of distance along the shortest sound path
    +5 per closed door along the shortest sound path
- Successes represent the opponent as a grey asterisk, unless you succeed by 10 or more, in which case they are completely revealed.

Master Hunter

- Gives you an attack bonus of +1 for each time you have killed an opponent of the same narrow type (up to a maximum of a quarter of your Perception).
- e.g. killing 3 Orc soldiers gives you a +3 attack bonus against Orc soldiers.

Grace

- You gain a point of Grace.

Will

Channelling

- Gives you a bonus of +5 to your Will when trying to use staves or trumpets.
- Lets you know how many charges remain in a staff.

Mind Over Body

- Lowers the rate at which you grow hungry to one third the normal rate.

Curse Breaking

- Allows you to remove cursed equipment and thereby break the curse.

Inner Light

- Strengthens the light in your light radius against the unnatural darkness that some monsters create.

Clarity

- Gives resistance to confusion, stunning, and hallucination.

Hardiness

- Gives you [1dX] extra protection, where X = Will / 6
  - This protection works against all damage types, like a ring of protection.

Poison Resistance

- Gives you a level of resistance to poison.

Strength in Adversity

- Gives you bonuses to Strength and Grace when seriously injured:
  - +1 when ≤ 50% health,
  - +2 when ≤ 25% health.

Critical Resistance

- Increases the amount by which an enemy must successfully hit you in order to score a critical hit (by 1 for every 5 points of Will).

Majesty

- Makes monsters more likely to flee, by lowering their morale (by 1 for every 4 points of Will).

Constitution

- You gain a point of Constitution.

Smithing

Weaponsmith

- Allows you to create weapons when at a forge.
  - Includes bows and arrows.

Armoursmith

- Allows you to create armour when at a forge.

Jeweller

- Allows you to create rings, amulets, and light sources at a forge.

Enchantment

- Allows you to create {special} items at a forge.

Artistry

- Allows you to improve the attack, evasion, damage, and protection values of items that you create at a forge.

Artifice

- Allows you to create your own custom artefacts with many different properties.
  - Note that these require three uses of a forge each.

Masterpiece

- Allows you to create items whose difficulty exceeds your Smithing skill.
  - For each excess point of difficulty, you lose one Smithing skill point.
  - This loss is permanent, but you can always regain the point with more experience.

Grace

- You gain a point of Grace.

Song

Song of Elbereth

- Causes fear in intelligent enemies.
- This is done through a skill check of your Song skill versus:
  - difficulty = enemy's Will skill
    +1 per square of distance along the shortest sound path
    +5 per closed door along the shortest sound path
- Temporarily lowers their morale by 1 per point you succeed by.
- Voice: ⅓ per turn.
- Noise: 8

Song of Slaying

- Gives you a bonus to attack that increases each time you kill an opponent and fades away over time.
  - Killing an enemy will give you a temporary bonus of 10% of your Song, but this will quickly start to fade
  - At any time your bonus will be proportional to your Song score
  - If you are killing enemies at a steady rate r, the bonus will be proportional to the square root of r (so you need to quadruple the killing rate to double the bonus).
- Voice: ⅓ per turn.
- Noise: 12

Song of Silence

- Quietens sounds in the dungeon, making opponents less likely to notice you.
- Lowers the noise you make by half your Song skill, effectively giving opponents a penalty of this size to their perception checks.
- Also gives this penalty to opponents in hearing *each other* when they call for help etc.
- *But* it even gives this penalty to your own perception checks if using the 'listen' ability.
- Voice: ⅓ per turn.
- Noise: 0

Song of Freedom

- Eases your passage through the dungeon.
- It gives you free action (protection from entrancement and slowing) and makes existing effects of these types wear off very quickly.
- It has a chance of disarming nearby traps (whether discovered or not) and in discovering secret doors and unlocking locked or stuck doors or chests.
- This is done through a skill check of your Song skill versus:
  - difficulty = base of: dungeon-level/2 + 5
    +1 per square of distance along the shortest sound path
    +5 per closed door along the shortest sound path
- Voice: ⅓ per turn.
- Noise: 4

Song of the Trees

- Increases your light radius by 1 per 5 points of Song skill.
- Voice: ⅓ per turn.
- Noise: 4

Song of Aule

- Increases your Smithing skill by 1 per 3 points of Song skill.
- Voice: ⅓ per turn.
- Noise: 8

Song of Staying

- Gives you [1dx] protection, where x is one third of your Song skill.
  - This protection works against all damage types, like a ring of protection.
- Increases your Will skill by 1 per 3 points of Song skill.
- Voice: 1 per turn.
- Noise: 4

Song of Lorien

- Lowers the alertness of nearby enemies, making them unwary and then ultimately putting them to sleep.
- This is done through a skill check of your Song skill versus:
  - difficulty = enemy's Will skill + 5
    +1 per square of distance along the shortest sound path
    +5 per closed door along the shortest sound path
- Voice: 1 per turn.
- Noise: 4

Song of Este

- Makes you recover your health X times faster, where X is a quarter of your Song skill.
- Makes you recover from all negative status effects X times faster.
  - Includes: hallucination, blindness, confusion, slowness, entrancement, fear, stunning, poison, and cuts.
- Voice: 1 per turn.
- Noise: 4

Song of Sharpness

- Helps you penetrate the armour of your opponents with swords, axes, polearms, and arrows.
- The opponent's protection roll is multiplied by (6 / your Song skill).
  - e.g. if your Song skill is 12, the protection roll is halved.
- Voice: 1 per turn.
- Noise: 8

Song of Mastery

- Attempts to make nearby enemies completely powerless before you.

- If you succeed in a skill check against an enemy, they will completely miss their turn, staying still and not attacking.

- This skill check uses your Song skill against:

  - difficulty = enemy's Will skill + 5
    +1 per square of distance along the shortest sound path
    +5 per closed door along the shortest sound path

- Voice: 1 per turn.

- Noise: 8

Unwavering Voice

- Doubles your 'voice' points.

Woven Themes

- Allows you to add a 'minor theme' to your song.

- This means that you can begin a second song and have its effect in addition to your major song, but its power is less, treating you as if your Song skill were 5 points less than it is.

- The noise from your singing is the average of the two songs, and the voice cost is the sum of the two.

- You can end the minor theme without ending the major theme by attempting to sing the major theme again, and you can swap the order of the themes by attempting to sing song 'x'.

Grace

- You gain a point of Grace.