

# Quick Guide: Radiation and *The Fantasy Trip*

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## Types of Radiation

TYPE	DESCRIPTION	FORMS
Spectrum	Wavelengths of light	Visible light, Infrared (IR), Ultraviolet (UV)
Ionic	Charged subatomic particles	Alpha, Beta
Energetic	High-energy waves and particles	Gamma, X-ray, Cosmic Ray, Neutron
Magical	Chaotic magical energy	Patagurgic ( <i>see full guide for more on this</i> )

## Rads

The strength of a radiation source is measured in rads and determines how often a rad check is made. To gauge how radiation attenuates over distance, divide the rads by the number of megahexes the target is from the source and round down (same or adjacent megahex is full strength).

## Rad Resistance

Shadowights	6
Intelligent races & animals	8
Deep-dwelling races	10
Stone-based lifeforms	12
Arthropods	14
Dragons	16
Demons & Slimes	18
Elementals & Unliving	immune

Rad resistance is standard for beings of the same type. Most animals and intelligent races have a rad resistance of 8. Deep-dwelling races regularly exposed to environmental radiation, like dwarves and goblins, have a rad resistance of 10. Stone-based lifeforms, like gargoyles and stone beetles, have a rad resistance of 12. Arthropods, like spiders, crabmen, and scolopendra, have a rad resistance of 14. Dragons, who produce a degree of radiation internally, have a rad resistance of 16. Demons and slimes have a rad resistance of 18. Elementals and unliving beings are immune to radiation. Conversely, shadowights are more vulnerable to radiation and have a rad resistance of 6.

## Rad Checks

Living beings accumulate rads based on their exposure, minus any protection. Each turn take the number of rads they are exposed and subtract any anti-radiation protection they have. This is the number of rads that reach them, and it is added to that being's current rad level. Every time the being reaches an increment of 50 rads (50, 100, 150, etc), they must perform a rad check by rolling 3d versus their rad resistance.

Failing this roll causes the target to develop *radiation sickness*. There are three levels of radiation sickness - mild, serious, and critical - and every time the target fails a rad check they develop the next stage of radiation sickness. Further failed rolls after reaching critical radiation sickness accrue extra effect rolls at that level.

## Radiation Sickness

When reaching one of the levels of sickness, roll 1d to determine the effect.

Roll	Mild	Serious	Critical
1	General weakness (-1 ST)	Significant enervation (-2 ST)	Hair or tooth loss
2	General weakness (-1 ST)	Significant enervation (-2 ST)	Skin loss or scarring
3	Internal dehydration (-1 DX)	Uncontrolled trembling (-2 DX)	Sterility
4	Internal dehydration (-1 DX)	Profound disorientation (-2 IQ)	Organ damage (-1 ST perm)
5	Persistent headache (-1 IQ)	Extreme nausea (-4 MA)	Muscle damage (-1 DX perm)
6	Marked lassitude (-2 MA)	Extreme nausea (-4 MA)	Nerve damage (-1 IQ perm)

## Treatment and Protection Matrix

An (X) indicates a useful treatment or complete protection, and a (-) indicates it has no radiation-abating effect. A number indicates how many rads of the radiation are blocked or removed.

	Spectrum	Ionic	Energetic	Patagurgic
Antiradiation Potion	50	50	50	-
Healing Potion	30	-	-	-
Scour	-	100	-	-
Regeneration	X	X	X	X
Clothing	10	5	-	-
2pt Armor or better	50	10	-	-
Plumbaize	X	X	200	-
Spell Shield	-	-	100	100
Stone Flesh	X	X	10	10
Iron Flesh	X	X	30	20
Diamond Flesh	X	X	50	30
Invisibility	X	-	X	-
Insubstantiality	X	X	X	-
Pentagram	-	-	-	X
Dissolve Enchantment	-	-	-	X
Shapeshifting	-	-	-	X

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