

Sil - Q



Welcome to Sil-Q

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.

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About Sil-Q

Sil-Q is a fork of a game called Sil. Likely if you are reading this you are already familiar with Sil. For this reason, this manual will dispense with much of the introduction that the original Sil manual offers and comment mainly on the differences this fork introduces.

If you have not played Sil or read its manual, please stop here and begin by reading the Sil 1.3 manual provided alongside this document.

This extended manual aims to explain how the Sil-Q fork came to be, to note any significant differences between Sil and Sil-Q and to provide a comprehensive reference for all skills available in Sil-Q.

Why was Sil-Q created?

Sil is a game which has a number of very elegant elements. It has a sophisticated stealth system and tracks many factors that affect enemy morale. Conceptually, the choice between light weapons that score damaging critical hits and heavy weapons that provide reliable damage opens up excitingly different ways to play the game. Different skills allow you to customise your character further. In particular, skills related to smithing, songs and stealth distinctly separate Sil from its Angband roots.

Sil-Q is an attempt to improve some of the weaker elements in Sil. In particular:

Sil-Q gets rid of junk

Sil has item types which are entirely useless (skeletons), item types which are strictly worse than the starting equipment (broken swords, sceptres), item types which are almost strictly worse than the starting equipment (daggers, quarterstaves), item types which are useful only in an upgraded form which relatively rarely appear in that upgraded form (robes, filthy rags), and many item types which have almost strictly better alternatives which are found at the same time. Unlike Angband, useless items cannot even be converted into money.

Sil-Q takes a variety of approaches to address this. Some items have been removed or tweaked. Some mechanics have been introduced to make otherwise useless items serve a purpose (e.g. skeletons are now searchable, and blunt weapons are useful against armour). Some items now typically drop later in the dungeon. Skills such as Impale and Vengeance make polearms more playable. The removal of Momentum and Rings of Damage makes heavier weapons valuable again for high strength characters.

Sil also has a number of skills that are very limited in usefulness to experienced players, though they look at first as though they will be important to new players. Careful Shot makes arrows look like they will be rarer than they are. Mind over Body makes food look like it will be rarer than it is. In both cases, the skill is only useful if you take it long before you need it. Throwing Mastery offers an inferior ranged option.

Sil-Q tries to make all skills add something useful to a viable build. Where the replacement skills are also not found useful, development and experimentation continues.

Sil-Q doesn't want you to kill Morgoth

Sil has the amusing premise that killing Morgoth is a bug; but hosts of Morgoth deaths are posted online. Thematically, it makes sense for Morgoth to be hard for even the greatest of the Noldor to kill.

Morgoth actually has fewer hitpoints and is slower to regenerate in Sil-Q, but he is much more dangerous when angered.

Sil-Q skills are for the whole game, not the throne room

Sil's Song of Slaying and Song of Sharpness were almost mandatory for any character trying to fight Morgoth in combat and cut a Sil, but offered relatively small buffs in normal circumstances. This made investment in the song tree punitive for all but the rare Lorien and Mastery users. Sil-Q replaces them in the hope that this will allow taking other songs in the song tree to be more viable.

Similarly, Smithing has been rebalanced in an attempt to make it possible to create useful and relevant gear throughout the game rather than filling basic holes early on and rushing to broken weaponry late.

Sil-Q tries to be kinder to new players

While this was not the original intention behind creating Sil-Q, an early experiment in improving stealth happened to make the first few levels more forgiving than they were previously, and this attracted comment from players who had previously had difficulty surviving early on in Sil.

Players who are not used to manipulating the game's stealth and morale mechanics are ill served by a long list of exciting skills which usually give them less aid than investing another point or two of Evasion and Melee would. Sil's apparent promise of many interesting and viable character builds appears for some players to founder on the acute difficulty of starting these builds off.

The newly added very bad armour that can be found on orc skeletons is also intended to serve the purpose of letting new players survive long enough to be hooked.

Race and House

Elves now get bow proficiency and song affinity, instead of blade proficiency and bow affinity. This is an attempt to balance the strength of archery and to make songs more useful and available.

Stats

No changes in Sil-Q.

Skills

Stealth

This is largely as it is in Sil, though creatures have been tweaked to have lower perception than in Sil in the early levels, and higher perception and will in deeper levels.

This simulates Morgoth's creatures becoming more aware of the player's character as he or she descends.

Perception

This is as it is in Sil, but difficulty of noticing traps and secret doors goes up by +2 for each square of distance from you beyond the first instead of +5 and a notorious bug where your light was not correctly calculated is fixed.

Will

This is as it is in Sil.

Smithing

This has been reworked in many ways, some subtle, some less so.

There are now guaranteed forges at 100', 500' and 900'.

All armour and weapons can now have their basic stats modified without need to take the Sil **Artistry** skill.

Costs have been substantially overhauled; protection is cheaper, evasion and accuracy more expensive. Most things are cheaper, but sharpness and speed are more expensive and high-tier skills cost more XP.

Songs

These work as they do in Sil, though some old songs are gone and some new songs have been added.

Combat

Some weapon stats have been modified from Sil, particularly where the weapons in question were notably weaker than the starting weapon.

Archery

Free attacks made by enemies when you fire at point blank range are now more dangerous: your evasion is halved.

Morale

No changes have been made to the morale system but some corrections are needed with regard to the Majesty skill, which is wrongly described in this section in the Sil manual:

Majesty does not reduce morale by -1 per 4 points of the player's Will, it reduces morale by half the difference between the player's Will and the monster's Will. This is as described in the Abilities section.

Smithing

The skill *Artistry* is no longer part of the Smithing tree. It is possible to improve weapon and armour quality without need for any skill beyond the basic Smithing ability.

Expertise takes its place. This skill reduces the time taken to smith an item and negates the stat and experience costs.

Temporary Status Effects

Hunger

The *Gorged* status no longer exists. Characters may still eat and drink when maximally full, but after receiving the message that they are as full as it is possible to be any additional food will be digested extremely rapidly.

Regeneration

Regeneration makes you grow hungry at a greater rate only while you are regenerating.

Unchanged, but not mentioned by the original Sil manual: voice recovery is also affected by regeneration.

Experience

Sil-Q has a new challenge starting option which makes it possible to start with 50,000 experience points instead of 5,000. Enabling this option disables all other sources of experience gain.

When playing without this option enabled, experience is exactly as it is in Sil.

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 2.
  - e.g. need to hit by 5 + weapon-weight instead of 7 + weapon-weight.

Previously in Sil this reduced the amount needed by 1.

With Momentum, Song of Slaying and Rings of Damage removed, Finesse was worse than Power in almost all cases, so it has been upgraded. Subtlety was judged to be sufficiently weak that it is not expected to be overpowered as a result of this.

Knock Back

- When you hit a monster, you make a skill check to see if you can force them back a square. You roll twice your effective strength with that attack against twice their constitution. Your effective strength includes the modifiers for abilities like Charge or Rapid Attack, it is capped by the weight of your weapon, and then there is a +2 bonus if wielding a weapon with two hands.
  - 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.
  - Opportunist attacks don't trigger Knock Back

Previously in Sil this slot was occupied by Throwing Mastery and Knock Back required significantly more investment. Throwing Mastery is gone. Knock Back still seems underpowered to me but its more vocal fans persuaded me to keep it and move it lower in the tree.

Polearm Mastery

- Gives a +2 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.

Previously in Sil this provided a +1 bonus.

"Proficiency" grants +1, "Mastery" should grant +2.

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 is calculated as if you had 3 more points of strength and dexterity.
- 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, impale, flanking, controlled retreat, whirlwind *or follow-through* attack (so it can be chained).

Impale

- Allows you to attack up to two enemies in a row provided you are wielding a polearm or greatsword. Both enemies are attacked with an impale attack.
- Only applies if the attack was a regular, flanking or controlled retreat attack.
- The benefits of *Rapid Attack* and *Smite* trigger on *Impale* attacks.

This skill is new to Sil-Q. It attempts to provide a buff to two previously underpowered classes of weapon.

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.

This stacks with Finesse, and Subtlety is correspondingly a little more powerful in Sil-Q than Sil even after balancing the removal of Momentum, Rings of Damage and deathblades.

Whirlwind Attack

- When you attack an enemy, you get a free attack on all other enemies that are adjacent to you.
- The extra attacks are only gained if this is a regular, flanking, or controlled retreat attack.
- The benefits of *Follow-Through*, *Smite, Rapid Attack* and *Two Weapon Fighting* all trigger for each extra attack.
- If both *Impale* and *Whirlwind Attack* would be valid, you perform a *Whirlwind Attack*.

This skill has been modified in Sil-Q and made cheaper. Previously it would attack all enemies, but only if the player was not adjacent to walls or rubble. This restriction made it hard to employ without getting totally surrounded.

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.

This very useful skill is slightly more expensive in Sil-Q.

Smite

- When using a two-handed weapon, the first main attack you make each turn rolls the maximum possible damage to all opponents it hits. If you make such an attack, you lose a turn to recover.
- *Whirlwind Attack* and *Impale* count as main attacks that hit multiple enemies for the purposes of this skill.

This skill is new in Sil-Q. It makes two-handed weapons even more damaging, but at a high defensive cost.

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, whirlwind 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.
- Only one-handed weapons can be placed in your off-hand (no hand-and-a-half weapons).
- 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, whirlwind or controlled retreat attack.
- If *Impale* or *Two-weapon Fighting* attacks would both be valid, you will impale your enemy instead of striking with both weapons.

Strength

- You gain a point of Strength.

Archery

Rout

- Attacks on fleeing enemies are calculated as if you had 3 more points of Dexterity.

This skill is new to Sil-Q. It is designed both to boost Majesty/Elbereth archers and to provide a little cheap utility for brawlers.

Fletchery

- You can now craft arrows into +3 arrows by using the '-' command.
- Each +3 arrow takes one turn to craft. Crafting all the arrows in a stack will take as many turns as arrows.
- You can be interrupted while crafting.

This skill is new to Sil-Q. It provides a substantial boost in the early game at the cost of being largely obsolete later on.

Point Blank Archery

- When you provoke attacks of opportunity by firing your bow, the enemy you fired at doesn't get one.

Puncture

- Whenever an enemy's armour roll would fully block your archery damage roll, you deal the enemy a flat three damage instead.

This skill is new to Sil-Q. Archery has been hard to balance! This skill is meant to make it possible to wear down heavily armoured foes without doing ridiculously high archery damage.

Ambush

- Grants an additional critical damage die whenever you hit an unwary or sleeping monster with an arrow.

This skill is new to Sil-Q.

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 critical hit using archery (and do at least 1 point of net damage), your opponent has to make a Will check against the output of the following calculation:
  (20 – (40 / (*level of critical hit* + 2)))
- If they fail, they become slowed for one round for each level of the critical hit.

This skill is modified in Sil-Q. Previously the check made for both Crippling Shot and Cruel Blow was enemy Will vs (4 x level of critical hit). This was underwhelming at low levels, but could be game-breakingly potent against high level uniques later as both likelihood to hit and length of effect grew. The new calculation rewards the first couple of levels of critical hit more strongly, but caps at a Will check of less than 20.

Deadly Hail

- When shooting an enemy immediately after killing another enemy with an arrow, you roll twice as many damage dice as you normally would.
- All damage dice are doubled, with no regard to their origin – slay or poison dice, critical dice, weapon dice all count.
- This is more than the damage two arrows would do, as the enemy will only get one armour roll against one arrow, whereas they would get to roll armour twice against two arrows.

This skill is new to Sil-Q.

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 against ranged attacks, and also against melee attacks on any turn where you wait (press '5' / 'z').

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.

Leaping

- You can leap over a square of a chasm or trap. (Roosts and webs are not leapable).
  - You must have moved roughly towards it on the previous turn.
  - It takes the usual two turns to reach your destination, one of which is spent in the air and you can't do anything in this turn, but can be attacked.

This skill is modified in Sil-Q. Previously the only leapable traps were false floors and pits.

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.

Stealth

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 critical hit in melee (and do at least 1 point of net damage), your opponent has to make a Will check against the output of the following calculation:
  (20 – (40 / (*level of critical hit* + 2)))
- If they fail, they become confused with pain for one round for each level of the critical hit.

This skill is modified in Sil-Q. Previously the check made for both Crippling Shot and Cruel Blow was enemy Will vs (4 x level of critical hit). This was underwhelming at low levels, but could be game-breakingly potent against high level uniques later as both likelihood to hit and length of effect grew. The new calculation rewards the first couple of levels of critical hit more strongly, but caps at a Will check of less than 20.

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.
- Cannot be used when you cannot see the enemy, or you are in a web or pit.

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.

Vanish

- It is easier to make enemies unwary again.
  - Instead of needing to beat them by more than 25 in their perception check when out of line of sight in order to reduce their alertness, you only need to beat them by more than 15.

Dexterity

- You gain a point of Dexterity.

Perception

Quick Study

- Lets you take other abilities without having the needed prerequisite abilities.

New in Sil-Q; Eye for Detail became notably less useful as some bugs with spotting traps have been fixed and detecting traps is easier in general.

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.

The Sil manual says "A set of attacks using rapid attack, or two-weapon fighting, or rapid fire count as a single attack for this purpose" but the Sil code does not appear to back this up.

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.

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.

This skill is cheaper in Sil-Q but is otherwise unchanged.

Alchemy

- Lets you determine the purpose of all herbs and potions you encounter, as well as staves and horns.
- You still gain the experience for identification only when you actually encounter an item of a type you had not seen before.

This skill is new in Sil-Q and replaces Lore-Keeper. The rationale was to make Perception provide less of an awkward choice between identifying items, which took two skills, and utilising other Perception skills. Its popularity has led to it becoming slightly more expensive than Lore-Keeper was.

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.

Forewarned

- You have full knowledge of all types of enemy that you might encounter and can tell if an item is cursed. If your base Perception exceeds your Evasion, you gain a bonus to your Evasion of one-third your Perception score.

This skill is new in Sil-Q and replaces Lore-Master. It is designed to support Focused attack and Concentration builds by bringing extra utility to existing investment in Perception.

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

- You automatically recognise all staves and horns and can use them twice as efficiently.
- Horns have halved voice costs.
- Staves have twice as many charges.

This skill is modified in Sil-Q. While there is no longer a Will bonus to using staves and horns, the increased charge count on important staves goes a long way to boost the usefulness of this skill.

Strength in Adversity

- Gives you bonuses to Strength, Dexterity and Grace when seriously injured:
  - +1 when ≤ 50% health,
  - +3 when ≤ 25% health.

This skill is modified in Sil-Q and moves down to replace Mind Over Body. Dexterity now also benefits from injured status so it does at least potentially keep you alive longer. This is still a weaker skill, but as it is a prerequisite for Vengeance, a strong skill, this may not be too much of a problem.

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.

Indomitable

- Gives resistance to fear, confusion, stunning, and hallucination. Slows hunger to one third the normal rate.

This skill replaces Clarity in Sil, adding fear resistance and slow digestion.

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.

Vengeance

- When you are damaged in melee by an enemy, your next successful attack gains an additional damage die. This effect does not stack and a maximum of one die can be gained this way on each attack.

This skill is new in Sil-Q and takes the place of Strength in Adversity.

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 half the difference between your Will and theirs).

Constitution

- You gain a point of Constitution.

Smithing

Weaponsmith

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

This skill is modified in Sil-Q and lets you improve the attack, evasion and damage values of weapons you create at a forge.

Armoursmith

- Allows you to create armour when at a forge.

This skill is modified in Sil-Q and lets you improve the attack, evasion and protection values of armour you create at a forge.

Jeweller

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

This skill is modified in Sil-Q and now lets you identify jewellery.

Enchantment

- Allows you to create {special} items at a forge and identify enchanted items you encounter.

This skill is modified in Sil-Q and now lets you identify enchanted items.

Expertise

- Reduces the time taken to forge an item by half.
- Negates all experience and stat costs on items you create.

This skill is new in Sil-Q.

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 Challenge

- Boosts your enemies' morale and makes them aggressive.
  - Morale is boosted by up to +3
  - Enemies with morale greater than 5 become aggressive
- Aggressive enemies who would normally attack from range or maintain their distance may be further angered into charging to attack at close range.
- Both checks involve a skill check of your Song skill against a difficulty of (*enemy's Will skill* * *enemy's Will skill*) / 10

  +1 per square of distance along the shortest sound path

  +5 per closed door along the shortest sound path
- Voice: ⅓ per turn.
- Noise: 12

This skill is new in Sil-Q. One of the main goals of Sil-Q was to get rid of skills which had little use outside the throne room but which were almost mandatory there, such as Song of Slaying and Song of Sharpness. This song is less useful within the throne room, but has many uses in crowd control outside it.

Song of Delvings

- Reveals terrain adjacent to known areas, including forges, stairs, traps and secret doors.
- Squares adjacent to squares already known to you are revealed if they pass the check: *Song - distance from player* > 1d6
- Stairs and forges do not need to be adjacent to a wall to be seen.

- Voice: ⅓ per turn.
- Noise: 4

This skill is new in Sil-Q.

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), removing rubble, and 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 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 Staunching

- Stops all bleeding and speeds healing of your wounds.
- Each point of Song skill heals 1/12 of a point of health each turn.
- Voice: 1 per turn.
- Noise: 4

Song of Whetting

- Grants sharpness to a melee weapon of up to (Song/8) lbs in weight.
- If you are wielding two weapons, Whetting can grant sharpness to them both provided that the combined weight of both weapons is below (Song/8) lbs.
- 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 Thresholds

- Doors you close while singing this song are warded. Warded doors can be green, blue or purple.
    - Green doors are wards that take a 20 strength Will check to pass.
    - Blue doors are wards that take a 25 strength Will check to pass.
    - Purple doors are wards that take a 30 strength Will check to pass.
- The ward strength is determined by a 1d10 Song skill check with difficulty 15.
    - If the skill check fails, the ward on the door is green.
    - If the skill check succeeds, the ward on the door is blue.
    - If the skill check succeeds by a margin of 10 or more, the ward is purple.

- Voice: ⅓ per turn.
- Noise: 4

This skill is new in Sil-Q.

Song of Staying

- Gives you [2d2] protection.
  - This protection works against all damage types, like a ring of protection.
- Increases your Will skill by 1 for every point of Song skill.
- Voice: 1 per turn.
- Noise: 8

This skill is strengthened in Sil-Q: formerly the Will boost was X and the protection was [1dX] where X was Song/3. The protection is as good or better on average as Sil until Song reaches 18, but there are additional benefits to be gained from Hardiness and Critical Resistance. The intent is to make the skill better in the early game and more useful for resisting stun, confusion, fear, etc.

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 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 + 7
    +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

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 half what 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.