

DUNGEONS & DRAGONS

Single Volume Edition

By Gary Gygax & Dave Arneson



Dedicated to all the fantasy wargamers who have enthusiastically played and expanded upon the CHAINMAIL Fantasy Rules, with thanks and gratitude. Here is something better! Special thanks to the Midwest Military Simulation Association, the Lake Geneva Tactical Studies Association, Rob Kuntz and Tom Keogh (in memoriam).

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FOREWORD

1974 saw the release of the first ever roleplaying game – Dungeons & Dragons - three little brown booklets in a box. And so started a gaming revolution. That it became so popular so quickly, from the original hand-assembled 1,000 box sets to a few short years later selling millions of units globally, is something of a miracle. Those 3LBBs (Three Little Brown Booklets) are infamous for amateur production values and poor organisation, with many rules scattered higgledy-piggledy throughout the booklets and some rules not explained at all – such as the two combat systems. For Dungeons & Dragons was a game written by wargamers, for wargamers, who, it was assumed, would have an intuitive grasp of the rules and mechanics of the game.

It was also assumed that most readers would have a copy of *Chainmail*, the wargame rules for medieval miniatures with its “Fantasy Supplement”, the foundation and inspiration for D&D. References to *Chainmail* combat are sprinkled throughout, but recognizing that some would not own that rulebook, an alternative combat system was provided that went on to become the official combat system of D&D.

Given the above factors, it is no wonder Original D&D has a reputation for being difficult, if not impossible to understand, and is believed by many to be an incomplete game. Another common belief is that the 3LBBs are more a toolkit than a complete game, that on their own the D&D rules are not enough to fully play the game, requiring the use of its various supplements or the referee’s imagination to flesh it out.

It is my strong belief that this reputation is both unfounded and untrue, but I knew the only way to prove this was to reorganize the 3LBBs into a single document. In doing so it quickly became apparent to me that Original D&D could be played without possessing *Chainmail*, and so I removed references to that game. I also removed references to the *Outdoor Survival* board game, which as far as the rules are concerned provided only a diagram to indicate in which direction a lost party was headed. A small amount of information was imported from *The Strategic Review* (page 3 & 4 of Vol. 1, No. 2), being Gygas’s official answers to the most frequently asked questions concerning the Dungeons & Dragons rules. Although some light editing was necessary in reformatting the 3LBBs into one volume, I kept it to an absolute minimum.

A huge thank you to Il Male™ who has taken my document and edited it to produce a greatly improved, easier to read version. I can’t help but think of the quote from the movie *Men in Black*: “You know the difference between you and me? I *make* this look GOOD.” And so he has. He has chosen to remove some elements, such as the example of play and sample dungeon, as most who read this book will be experienced gamers with no need of such things.

We live in a different world from that of the mid-70s. Most new gamers don’t come from a background of wargaming. It is my sincere hope this work will give people a better understanding and appreciation of the game that started it all – Gygas and Arneson’s Original D&D. Given that after having read my reformatted 3LBBs some old hands have commented that they saw rules they’d never noticed before, I believe my goal of shedding light on the Original game has been a success.

Greyharp
January, 2011

FOREWORD TO THE ORIGINAL EDITION

ONCE UPON A TIME, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs - the territory of the C&C Society - Dave located a nice bog wherein to nest the weird enclave of "Blackmoor", a spot between the "Great Kingdom" and the fearsome "Egg of Coot". From the CHAINMAIL fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C&C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing DUNGEONS and DRAGONS. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. The most extensive requirement is time. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons" and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. There should be no want of players, for there is unquestionably a fascination in this fantasy game - evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope will provide an idea of just how many possibilities are inherent in DUNGEONS and DRAGONS.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS and DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

E. Gary Gygax
Tactical Studies Rules Editor

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Section 1: Introduction

These rules are as complete as possible within the limitations imposed by the space. That is, they cover the major aspects of fantasy campaigns but still remain flexible. As with any other rules they are guidelines to follow in designing your own fantastic-medieval campaign. They provide the framework around which you will build a game of simplicity or tremendous complexity - your time and imagination are about the only limiting factors - the fascination of the game will tend to make participants find more and more time. We advise, however, that a campaign be begun slowly, following the steps outlined herein, so as to avoid becoming too bogged down with unfamiliar details at first. That way your campaign will build naturally, at the pace best suited to the referee and players, smoothing the way for all concerned. New details can be added and old "laws" altered so as to provide continually new and different situations. In addition, the players themselves will interact in such a way as to make the campaign variable and unique, and this is quite desirable. If you are a player reading the DUNGEONS and DRAGONS rules in order to improve your situation in an existing campaign, you will find that there is a great advantage in knowing what is herein. If your referee has made changes in the rules and/or tables, simply note them in pencil (for who knows when some flux of the cosmos will make things shift once again!), and keep the rules nearby as you play. A quick check of some rule or table may bring hidden treasure or save your game "life". This book details what characters can be played, potentials, limitations, and various magical spells. It describes the beasts and creatures which will be encountered, as well as the kind and amount of treasure they are likely to guard, including magical items. Finally, it tells how to set up and actually play the campaign. That section is presented last in order to allow the reader to gain the perspective necessary - the understanding of the preceding information. Read through the entire work in the order presented before you attempt to play.

Scope

With the various equipage listed in the following section DUNGEONS and DRAGONS will provide a basically complete, nearly endless campaign of all levels of fantastic-medieval wargame play. Actually, the scope need not be restricted to the medieval; it can

stretch from the prehistoric to the imagined future, but such expansion is recommended only at such time as the possibilities in the medieval aspect have been thoroughly explored. The use of paper, pencil and map boards are standard. Miniature figures can be added if the players have them available and so desire, but miniatures are not required, only esthetically pleasing; similarly, unit counters can be employed - with or without figures - although by themselves the bits of cardboard lack the eye-appeal of the varied and brightly painted miniature figures.

Recommended Equipment

- Dungeons and Dragons (you have it!)
- Dice - the following different kinds of dice: 1 pair of 4-sided dice, 4 to 20 pairs of 6-sided dice, 1 pair of 8-sided dice, 1 pair of 10-sided dice, 1 pair of 12-sided dice and 1 pair of 20-sided dice.
- 3-Ring Notebook (referee and each player)
- Graph Paper (6 lines per inch is best)
- Sheet Protectors (heaviest possible)
- 3-Ring Lined Paper
- Scratch Paper and Pencils
- Imagination
- 1 Patient Referee
- Players

Preparation for the Campaign

The referee bears the entire burden here, but if care and thought are used, the reward will more than repay him. First, the referee must draw out a minimum of half a dozen maps of the levels of his "underworld", people them with monsters of various horrid aspect, distribute treasures accordingly, and note the location of the latter two on keys, each corresponding to the appropriate level. This operation will be more fully described in the final section of these rules. When this task is completed the participants can then be allowed to make their first descent into the dungeons beneath the "huge ruined pile, a vast castle built by generations of mad wizards and insane geniuses". Before they begin, players must decide what role they will play in the campaign, human or otherwise, Fighting-Man, Cleric, or Magic-User. Thereafter they will work upwards - if they survive - as they gain "experience". First, however, it is necessary to describe fully the roles possible.

Section 2: Characters

Creating a Character

Prior to the character selection by players it is necessary to roll three six-sided dice in order to rate each as to various abilities, and thus aid in selecting a role. Categories of ability are: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. Each player notes his appropriate scores, obtains a similar roll of three dice to determine the number of Gold Pieces (Dice score x 10) he starts with, and then opts for a role.

Character Abilities

Low score is 3-8; average is 9-12; high is 13-18. The first three categories are the prime requisites for each of the three classes, Fighting-Men, Magic-Users, and Clerics.

Strength is the prime requisite for Fighting-Men. Strength will also aid in opening traps and so on.

Intelligence is the prime requisite for magical types. Intelligence will also affect referees' decisions as to whether or not certain action would be taken, and it allows additional languages to be spoken.

Score	Additional Languages
3-10	0
11	1
12	2
13	3
14	4
15	5
16	6
17	7
18	8

Wisdom is the prime requisite for Clerics. Wisdom rating will act much as does that for Intelligence.

Constitution is a combination of health and endurance. It will influence such things as the number of hits which can be taken and how well the character can withstand being paralyzed, turned to stone, etc. For instance, if a character's Constitution was weak, a *Raise Dead* spell would not bring him back to life.

Score	System Shock Survival	Hit Points Bonus per Hit Die*
3-6	—	-1
7-8	40% to 50%	0
9-12	60% to 90%	0
13-14	Will Survive	0
15-18	Will Survive	+1

*Minimum 1 Hit Point per Hit Die

Dexterity applies to both manual speed and conjuration. It will indicate the character's missile ability and speed with actions such as firing first, getting off a spell, etc.

Score	Missile To Hit Bonus
3-8	-1
9-12	0
13-18	+1

Charisma is a combination of appearance, personality, and so forth. Its primary function is to determine how many hirelings of unusual nature a character can attract. This is not to say that he cannot hire men-at-arms and employ mercenaries, but the Charisma function will affect loyalty of even these men. Players will, in all probability, seek to hire Fighting-Men, Magic-Users, and/or Clerics in order to strengthen their roles in the campaign. A player-character can employ only as many as indicated by his Charisma score:

Score	Maximum # of Hirelings	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	0
10-12	4	0
13-15	5	+1
16-17	6	+2
18	12	+4

In addition the Charisma score is usable to decide such things as whether or not a witch capturing a player will turn him into a swine or keep him enchanted as a lover. Finally, the Charisma will aid a character in attracting various monsters to his service.

Ability Prime Requisites

Average scores are 9-12. Units so indicated may be used to increase prime requisite total insofar as this does not bring that category below average, i.e. below a score of 9. Clerics can use Strength on a 3 for 1 basis in their prime requisite area (Wisdom), for purposes of gaining experience only. Both Fighting-Men and Clerics can use Intelligence in their prime requisite areas (Strength and Wisdom respectively) on a 2 for 1 basis. Wisdom may be used on a 3 for 1 basis by Fighting-Men, and on a 2 for 1 basis by Magic-Users, in their respective prime requisite areas.

Score	Experience Adj.
3-6	-20%
7-8	-10%
9-12	0
13-14	+5%
15-18	+10%

Character Classes

There are three (3) main classes of characters: Fighting-Men, Magic-Users, Clerics. Fighting-Men includes the characters of Elves and Dwarves and even Hobbits. Magic-Users includes only Men and Elves. Clerics are limited to Men only. All non-human players are restricted in some aspects and gifted in others. This will be dealt with in the paragraphs pertaining to each non-human type.

Levels

There is no theoretical limit to how high a character may progress, i.e. 20th level Lord, 20th level Wizard, etc. Distinct names have only been included for the base levels, but this does not influence progression.

Hit Dice and Hit Points

This indicates the number of dice which are rolled in order to determine how many hit points of damage a character can take before he is killed. Plusses are merely the number of pips to add to the total of all dice rolled not to each die. Thus a Super Hero gets 8 dice + 2; they are rolled and score 1, 2, 2, 3, 3, 4, 5, 6/ totals 26 + 2 = 28, 28 being the number of points of damage the character could sustain before death. Whether sustaining accumulative hits will otherwise affect a character is left to the discretion of the referee.

Levels Above those Listed

Progressions of Dice for Accumulative Hits, Fighting Capability, and Spells & Levels may not be evident. An 11th level Lord would get 10+3 dice and fight as he did at the 10th level; but at 12th level, he could get 11+1 dice and fight at Superhero +2. At 13th level dice would be 11+3 with Fighting Capability at Superhero +2. A 17th level Wizard would get 9+3 dice and fight as a 16th level, just as an 18th level Wizard would get dice of 10+1 with no change in Fighting Capabilities - the change coming at the 19th level, fighting then being done at Wizard +3. An 11th level Patriarch would get dice of 7+3 with Fighting Capability unchanged; at 12th level dice would be 8+1 with no change in fight-

ing; and at 13th level the Patriarch would get 8+2 and fight as a Superhero - the next change in Fighting Capability coming at the 17th level.

Fighting-Men

All magical weaponry is usable by Fighting-Men, and this in itself is a big advantage. In addition, they gain the advantage of more "Hit Dice". They can use only a very limited number of magical items of the non-weaponry variety, however, and they can use no spells. Top-level Fighting-Men (Lords and above) who build castles are considered "Barons".

XP	Level	Hit Dice	Titel
0	1	1+1	Veteran
2,000	2	2	Warrior
4,000	3	3	Swordsman
8,000	4	4	Hero*
16,000	5	5+1	Swashbuckler
32,000	6	6	Myrmidon**
64,000	7	7+1	Champion
120,000	8	8+2	Superhero
240,000	9	9+3	Lord
360,000	10	10+1	Lord, 10 th
480,000	11	10+3	Lord, 11 th
600,000	12	11+1	Lord, 12 th
720,000+	13	11+3	Lord, 13 th

*Highest level for Elves and Hobbits

**Highest level for Dwarves

Magic-Users

Top level Magic-Users are perhaps the most powerful characters in the game, but it is a long, hard road to the top, and to begin with they are weak, so survival is often the question, unless Fighting-Men protect the low-level magical types until they have worked up. The whole plethora of enchanted items lies at the Magic-Users beck and call, save the arms and armors of the Fighting-Men (see, however, Elves); Magic-Users may arm themselves with daggers only. Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical.

Spells & Levels: The number above each column is the spell level (complexity, a somewhat subjective determination on the part of your authors). The number in each column opposite each applicable character level indicates the number of spells of each level that can be used (remembered during any single adventure) by that character. Spells are listed and explained later.

XP	Level	Hit Dice	Title	Spells					
				1	2	3	4	5	6
0	1	1	Medium	1	-	-	-	-	-
2,500	2	1+1	Seer	2	-	-	-	-	-
5,000	3	2	Conjurer	3	1	-	-	-	-
10,000	4	2+1	Theurgist	4	2	-	-	-	-
20,000	5	3	Thaumaturgist	4	2	1	-	-	-
35,000	6	3+1	Magician	4	2	2	-	-	-
50,000	7	4	Enchanter	4	3	2	1	-	-
75,000	8	5	Warlock*	4	3	3	2	-	-
100,000	9	6+1	Sorcerer	4	3	3	2	1	-
200,000	10	7	Necromancer	4	4	3	3	2	-
300,000	11	8+1	Wizard	4	4	4	3	3	-
400,000	12	8+2	Wizard, 12 th	4	4	4	4	4	1
500,000	13	8+3	Wizard, 13 th	5	5	5	4	4	2
600,000	14	8+4	Wizard, 14 th	5	5	5	4	4	3
700,000	15	9+1	Wizard, 15 th	5	5	5	4	4	4
800,000	16	9+2	Wizard, 16 th	5	5	5	5	5	5
900,000	17	9+3	Wizard, 17 th	6	6	6	5	5	5
1,000,000	18	9+4	Wizard, 18 th	6	6	6	6	6	6

*Highest level for Elves

Clerics

Clerics: Clerics gain some of the advantages from both of the other two classes (Fighting-Men and Magic-Users) in that they have the use of magic armor and all non-edged magic weapons (no arrows!), plus they have numbers of their own spells. In addition, they are able to use more of the magical items than are the Fighting-Men. When Clerics reach the top level (Patriarch) they may opt to build their own stronghold. Note that Clerics are of either "Law" or "Chaos" and there is a sharp distinction between them. There are Anti-Clerics who have similar powers to Clerics. If a Patriarch receiving the above benefits changes sides, all the benefits will immediately be removed!

Optional Rule: Clerics of 7th level and greater are either "Law" or "Chaos" and there is a sharp distinction between them. If a Patriarch receiving the above benefits changes sides, all the benefits will immediately be removed!

Spells & Levels: The number above each column is the spell level (complexity, a somewhat subjective determination on the part of your authors). The number in each column opposite each applicable character level

indicates the number of spells of each level that can be used (remembered during any single adventure) by that character. Spells are listed and explained later.

Turning Undead: The Turning Undead table, indicates the strong effect of the various clerical levels upon the undead; however, evil Clerics do not have this effect, the entire effect being lost. Numbers are the score to match or exceed in order to turn away, rolled with two six-sided dice.

Undead Type	Cleric Level							
	1	2	3	4	5	6	7	8
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	-	11	9	7	T	T	D	D
Wraith	-	-	11	9	7	T	T	D
Mummy	-	-	-	11	9	7	T	T
Spectre	-	-	-	-	11	9	7	T
Vampire	-	-	-	-	-	11	9	7

T = monster turned away, up to two dice in number

D = monster dispelled/dissolved up to two dice in number

- = No Effect

XP	Level	Hit Dice	Title	Anti-Cleric	Spells				
				Title	1	2	3	4	5
0	1	1	Acolyte	Evil Acolyte	-	-	-	-	-
1,500	2	2	Adept	Evil Adept	1	-	-	-	-
3,000	3	3	Village Priest	Shaman	2	-	-	-	-
6,000	4	4	Vicar	Evil Priest	2	1	-	-	-
12,000	5	4+1	Curate	Evil Curate	2	2	-	-	-
25,000	6	5	Bishop	Evil Bishop	2	2	1	1	-
50,000	7	6	Lama	Evil Lama	2	3	2	1	1
100,000	8	7	Patriarch	Evil High Priest	2	2	2	2	2
200,000	9	7+1	Patriarch, 9 th	Evil High Priest, 9 th	3	3	3	2	2
300,000	10	7+2	Patriarch, 10 th	Evil High Priest, 10 th	3	3	3	3	3
400,000	11	7+3	Patriarch, 11 th	Evil High Priest, 11 th	4	4	4	3	3
500,000	12	8+1	Patriarch, 12 th	Evil High Priest, 12 th	4	4	4	4	4
600,000	13	8+2	Patriarch, 13 th	Evil High Priest, 13 th	5	5	5	4	4

Dwarves

Dwarves may opt only for the fighting class, and they may never progress beyond the 6th level (Myrmidon). Because of their relatively small size, clumsy monsters like Ogres, Giants and the like will have a difficult time hitting Dwarves, so score only one half the usual hit points when a hit is scored. They have a high level of magic resistance, and they thus add four levels when rolling saving throws (a 6th level dwarf equals a 10th level human). They are the only characters able to fully employ the +3 Magic War Hammer. Dwarves note slanting passages, traps, shifting walls and new construction in underground settings. Goblins and Kobolds are their natural (and most hated) enemies, and Dwarves will attack Goblins and Kobolds before any other enemies in sight. Dwarves are able to speak the languages of Gnomes, Kobolds and Goblins in addition to the usual tongues (see Character Languages).

Elves

Elves can begin as either Fighting-Men or Magic-Users and freely switch class whenever they choose, from adventure to adventure, but not during the course of a single game. Thus, they gain the benefits of both classes and may use both weaponry and spells. They may use magic armor and still act as Magic-Users. However, they may not progress beyond 4th level Fighting-Man (Hero) nor 8th level Magic-User (Warlock). Elves are more able to note secret and hidden doors, able to locate secret passages on a roll of 1-4. At the referee's option, Elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they become aware that something is there. Elves have the ability of moving silently and are nearly invisible in their gray-green cloaks. Elves armed with magical weapons will add one pip to dice rolled to determine damage, i.e. when a hit is scored the possible number of damage points will be 2-7 per die.

Elves on foot may split-move and fire (move half their normal movement, fire an arrow, then move the balance of their normal movement). Mounted Elves may not split-move and fire, for they are not naturally adapted to horseback. Finally, Elves are able to speak the languages of Orcs, Hobgoblins, and Gnolls in addition to their own (Elvish) and the other usual tongues (see Character Languages).

Hobbits

Should any player wish to be one, he will be limited to the Fighting-Men class as a Hobbit. Hobbits cannot progress beyond the 4th level (Hero), but they will have magic-resistance equal to Dwarves (add four levels for saving throws), and they will have deadly accuracy with missiles, able to fire a stone as far as an archer shoots (15").

Other Character Types

There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a Dragon would have to begin as let us say, a "young" one and progress upwards in the usual manner, steps being predetermined by the campaign referee.

Changing Character Class

While changing class (for other than Elves) is not recommended, the following rule should be applied: In order for Men to change class they must have a score of 16 or better in the prime requisite (see above) of the class they wish to change to, and this score must be unmodified. A Cleric with a "strength" of 15, for example, could not become a Fighting-Man. In any event Magic-Users cannot become Clerics and vice-versa.

Choosing Alignment

Before the game begins it is not only necessary to select a role, but it is also necessary to determine what stance the character will take - Law, Neutrality, or Chaos. Character types are limited as follows by this alignment:

Law	Neutrality	Chaos
Centaur* [*]	Animals	Balrogs
Dragons	Centaur* [*]	Chimerae* [*]
Dwarves* [*]	Chimerae* [*]	Dragons* [*]
Elves* [*]	Dragons* [*]	Evil High Priests
Ents	Dryads	Gargoyles
Gnomes* [*]	Dwarves* [*]	Ghouls
Hippogriffs	Elves* [*]	Giants* [*]
Hobbits	Giants* [*]	Gnolls
Lycanthropes* [*]	Gnomes* [*]	Goblins
Men* [*]	Griffons	Gorgons
Patriarchs	Hydrae	Hobgoblins
Pegasi	Lycanthropes* [*]	Kobolds
Rocs* [*]	Men* [*]	Lycanthropes* [*]
Unicorns	Minotaurs* [*]	Manticores
	Nixies	Medusae
	Ogres* [*]	Men* [*]
	Orcs* [*]	Minotaurs* [*]
	Pixies	Mummies
	Purple Worms	Ogres* [*]
	Rocs* [*]	Orcs* [*]
	Sea Monsters	Spectres
	Wyverns	Trolls
		Vampires
		Wights
		Wraiths

*The name appears in more than one column

Character Languages

The "common tongue" spoken throughout the "continent" is known by most humans. All other creatures and monsters which can speak have their own language, although some (20%) also know the common one. Law, Chaos and Neutrality also have common languages spoken by each respectively. One can attempt to communicate through the common tongue, language particular to a creature class, or one of the divisional languages (law, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack. Characters with an Intelligence above 10 may learn additional languages, one language for every point above 10 Intelligence factors. Thus, a man with an Intelligence level of 15 could speak 7 languages, i.e. the common tongue, his divisional language, and 5 creature languages. Of course, Magic-Users' spells and

some magic items will enable the speaking and understanding of languages.

Money and Coins

Each player rolls three six-sided dice to determine the number of Gold Pieces (Dice score x 10) he starts with.

1 Gold Piece = 10 Silver Pieces
1 Silver Piece = 5 Copper Pieces

If Electrum is added it is optionally worth either twice or half the value of Gold. Platinum is five times more valuable than Gold if it is decided to add it to the precious metals list.

Player Character Support and Upkeep

Player/Characters must pay Gold Pieces equal to 1% of their experience points for support and upkeep, until such time as they build a stronghold, which will bring in annual tax revenue. If the stronghold is in a wilderness area all support and upkeep costs then cease, but if it is in a village or town not controlled by the player/character then support and upkeep payments must continue.

Character Inheritance

The referee may allow players to designate one relative of his character to inherit his possessions if for any reason the participant unexpectedly disappears, with or without "death" being positively established, for a period of one game month, let us say. At this time the relative would inherit the estate of the character, paying a 10% tax on all goods and monies. The relative must start at the lowest level of the class he opts for, but he will have the advantage of the inheritance. If the character returns, he takes possession of his estate once more (referee's option as to willingness of the relative to give it up) but must pay an additional 10% tax in order to regain his own. Optionally the relative may be allowed to stay on as a non-player character in the service of the player-character. Loyalty of the relative in such a circumstance would be at a penalty of from 0 to -6, and he would possibly intrigue to regain control. Characters without a relative will lose all their possessions should they disappear and not return before whatever period is designated as establishing death.

Equipment

It will be necessary for players to equip their characters with various basic items of equipment. Selection of items is strictly up to the players, and Gold Pieces are taken away accordingly (players may sell to one another, of course, and then Gold Pieces would be transferred).

Weapons

Weapon*	Cost (GP)
Axe, Battle	7
Axe, Hand	3
Bow, Composite	50
Bow, Long	40
Bow, Short	25
20 Arrows	5
Quiver of 20 Arrows	10
Silver Tipped Arrow	5
Crossbow, Heavy	25
Crossbow, Light	15
30 Quarrels	5
Case with 30 Quarrels	10
Dagger	3
Flail	8
Halberd	7
Lance	4
Mace	5
Morning Star	6
Pole Arm	7
Spear	1
Sword	10
Sword, Two-Handed	15

*All attacks which score hits do 1-6 points of damage

Armor

Armor	Armor Class	Cost (GP)
Leather	7	15
Chain Mail	5	30
Plate Mail	3	50
Shield*	-1	10
Helmet**	-	10
Barding	5	150

*Reduces Armor Class by one

**Any hit should be given a 10% of striking the Helm

Adventuring Gear

Item	Cost (GP)
Backpack, Leather	5
Belladonna, Bunch	10
Cross, Silver	25
Cross, Wooden	2
Garlic, Bud	5
Holy Water, Vial	25
Lantern	10
Mallet and 3 Stakes	3
Mirror, Small Silver	15
Mirror, Steel	5
Oil, Flask	2
Pole, 10'	1
Rations, Iron 1 Person/Week	15
Rations, Standard 1 Person/Week	5
Rope, 50'	1
Sack, Large	2
Sack, Small	1
Spikes, 12 Iron	1
Torches, 6	1
Water/Wine Skin	1
Wine, Quart	1
Wolvesbane, Bunch	10

Transports

Item	Cost (GP)
Horse, Draft	30
Horse, Light	40
Warhorse, Medium	100
Warhorse, Heavy	200
Mule	20
Saddle	25
Saddle, Bags	10
Cart	100
Wagon	200
Raft	40
Boat, Small	100
Merchant Ship, Small	5,000
Merchant Ship, Large	20,000
Galley, Small	10,000
Galley, Large	30,000

Section 3: Spells and Magic

Spell Casting Constraints

A Magic-User can use a given spell but once during any given day, even if he is carrying his books with him. That is not to say that he cannot equip himself with a multiplicity of the same spell so as to have its use more than a single time. Therefore, a Magic-User could, for example, equip himself with three Sleep spells, each of which would be usable but once. He could also have a scroll of let us say two spells, both of which are also Sleep spells. As the spells were read from the scrolls they would disappear, so in total that Magic-User would have a maximum of five Sleep spells to use that day. If he had no books with him there would be no renewal of spells on the next day, as the game assumes that the Magic-User gains spells by preparations such as memorizing incantations, and once the spell is spoken that particular memory pattern is gone completely. In a similar manner spells are inscribed on a scroll, and as the wards are uttered they vanish from the scroll.

Spell Books

Characters who employ spells are assumed to acquire books containing the spells they can use, one book for each level. If a duplicate set of such books is desired, the cost will be the same as the initial investment for research, i.e. 2,000, 4,000, 8,000, etc., (see Magical Research, moreover) Loss of these books will require replacement at the initial expense.

Reversible Spells

Those Clerical spells marked with an asterisk on the table for Cleric spells have a reverse effect, all others functioning as noted. The chief exception is the Raise Dead spell which becomes The Finger of Death. Reversed spells are Chaotic in nature, for example: a Cleric may use The Finger of Death spell in a life-or-

death situation, but misuse will immediately turn him into an Anti-Cleric.

Magic Research

Both Magic-Users and Clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment. Investment for 1st level is 2,000 Gold Pieces, 2nd level is 4,000 Gold Pieces, 3rd level is 8,000 Gold Pieces, 4th level is 16,000 Gold Pieces, 5th level is 32,000 Gold Pieces, and 6th level is 64,000 Gold Pieces. The time required is one week per spell level. For every amount equal to the basic investment spent there is a 20% chance of success, cumulative. An investment of 10,000 Gold Pieces in order to develop new 1st level spell, for example, has a 100% chance of success after one game week. The level of the spell researched must be consistent with the level of the Magic-User or Cleric involved, i.e. the character must be able to use spells equal to or above the level of the one he desires to create. Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself. Wizards and above may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical. Costs are commensurate with the value of the item, as is the amount of game time required to enchant it. Research by magical types can be done at any level of experience, but the level of magic involved dictates the possibility of success, as well as the amount of money necessary to invest. Assume that a Magic-User can use a 4th level spell, therefore he could develop a new spell provided it was equal to or less than 4th level. Examples of costs are given in the following table:

Item	Cost
Scroll of Spells	100 Gold Pieces/Spell/Spell Level/Week
Potion of Healing	250 Gold Pieces + 1 week
Potion of Giant Strength	1,000 Gold Pieces + 4 weeks
Enchanting 20 Arrows	1,000 Gold Pieces + 4 weeks
Enchanting Armor to +1	2,000 Gold Pieces + 2 months
Wand of Cold	10,000 Gold Pieces + 6 months
X-Ray Vision Ring	50,000 Gold Pieces + 1 year

Magic-User Spell List

	First Level Spells	Second Level Spells	Third Level Spells
1	Charm Person	Continual Light	Clairaudience
2	Detect Magic	Detect Evil	Clairvoyance
3	Hold Portal	Detect Invisible	Dispel Magic
4	Light	ESP	Fire Ball
5	Protection from Evil	Invisibility	Fly
6	Read Languages	Knock	Haste Spell
7	Read Magic	Levitate	Hold Person
8	Sleep	Locate Object	Infravision
9		Phantasmal Forces	Invisibility, 10' Radius
10		Wizard Lock	Lightning Bolt
11			Protection from Evil, 10' Radius
12			Protection from Normal Missiles
13			Slow Spell
14			Water Breathing

	Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
1	Charm Monster	Animate Dead	Anti-Magic Shell
2	Confusion	Cloudkill	Control Weather
3	Dimension Door	Conjure Elemental	Death Spell
4	Growth of Plants	Contact Higher Plane	Disintegrate
5	Hallucinatory Terrain	Feeblemind	Geas
6	Massmorph	Growth of Animals	Invisible Stalker
7	Polymorph Others	Hold Monster	Lower Water
8	Polymorph Self	Magic Jar	Move Earth
9	Remove Curse	Pass-Wall	Part Water
10	Wall of Fire	Telekinesis	Projected Image
11	Wall of Ice	Teleport	Reincarnation
12	Wizard Eye	Transmute Rock to Mud	Stone to Flesh
13		Wall of Iron	
14		Wall of Stone	

Cleric Spell List

	Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
1	Cure Light Wounds*	Bless*	Continual Light*
2	Detect Evil*	Find Traps	Cure Disease*
3	Detect Magic	Hold Person	Locate Object
4	Light	Speak with Animals	Remove Cures
5	Protection from Evil*		
6	Purify Food & Water*		

	Fourth Level Spells	Fifth Level Spells
1	Create Water	Commune
2	Cure Serious Wounds*	Create Food
3	Neutralize Poison	Dispel Evil*
4	Protection from Evil, 10' Radius*	Insect Plague
5	Speak with Plants	Quest
6	Turn Sticks to Snakes	Raise Dead*

Spell Explanations

Animate Dead

Type: Magic-User 5

Duration: see below

Range: see below

The creation of animated Skeletons or Zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a "Sorcerer" gets one die or from 1-6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

Anti-Magic Shell

Type: Magic-User 6

Duration: 12 turns

Range: caster

A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it.

Bless (reversible)

Type: Cleric 2

Duration: 6 turns

Range: see below

During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice.

Charm Person

Type: Magic-User 1

Duration: see below

Range: 12"

This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is dispelled (Dispel Magic).

Charm Monster

Type: Magic-User 4

Duration: see below

Range: 12"

The counterpart of a *Charm Person* spell which is employable against all creatures. If animals or creatures with three or fewer Hit Dice are involved determine how many are affected by the spell by rolling three six-sided dice. It is otherwise identical to the *Charm Person* spell.

Clairaudience

Type: Magic-User 3

Duration: 12 turns

Range: 6"

A spell which allows the user to hear whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration. This is one of the few spells which can be cast through a Crystal Ball.

Clairvoyance

Type: Magic-User 3

Duration: 12 turns

Range: 6"

Same as Clairaudience spell except the spell user can visualize rather than hear.

Cloudkill

Type: Magic-User 5

Duration: 6 turns

Range: see below

This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five Hit Dice. Movement: 6"/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 3" diameter. Duration: 6 turns, but the cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level.

Commune

Type: Cleric 5

Duration: referee's option

Range: caster

A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. Communing is allowed but once each week) maximum; referee's option as to making less frequent). Veracity and knowledge should be near to-

tal. Once per year a special communing should be allowed wherein the Cleric can ask double the number of questions.

Confusion

Type: Magic-User 4
 Duration: 12 turns
 Range: 12"

This spell will immediately affect creatures with two or fewer Hit Dice. For creatures above two Hit Dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a turn delay, while a zero or negative difference means immediate effect. Creatures with four or more Hit Dice will have saving throws against magic, and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts, and failure means they are confused. The spell will affect as many creatures as indicated by the score rolled on two six-sided dice with the addition of +1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each turn.

Conjure Elemental

Type: Magic-User 5
 Duration: see below
 Range: 24"

A spell to conjure an Air, Water, Fire or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until dispelled, but the Magic-User must concentrate on control or the Elemental will turn upon its conjurer and attack him, moving towards him in a straight path, attacking any figure in its path. Conjured Elementals are the strongest, with 16 Hit Dice as is explained in the Monster section.

Contact Higher Plane

Type: Magic-User 5
 Duration: see below
 Range: caster

This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the

information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3 rd	3	25%	30%	0%
4 th	4	30%	40%	10%
5 th	5	35%	50%	20%
6 th	6	40%	60%	30%
7 th	7	50%	70%	40%
8 th	8	60%	75%	50%
9 th	9	70%	80%	60%
11 th	10	80%	85%	70%
12 th	11	90%	90%	80%
13 th	12	95%	100%	90%

If a Magic-User goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated until the time has elapsed. For each level above the 11th, Magic-Users should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

Continual Light

Type: Magic-User 2
 Duration: permanent
 Range: 12"

This spell creates a light wherever the caster desires. It sheds a circle of illumination 24" in diameter, but does not equal full daylight. It continues to shed light until dispelled.

Continual Light (reversible)

Type: Cleric 3
 Duration: permanent
 Range: 12"

This spell is the same as that for Magic-Users, except that the light shed is equal to full daylight.

Control Weather

Type: Magic-User 6
 Duration: referee's option
 Range: referee's option

The Magic-User can perform any one of the following weather control operations with this spell: Rain, Stop

Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Create Food

Type: Cleric 5

Duration: instant

Range: see below

A spell with which the Cleric creates sustenance sufficient for a party of a dozen for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

Create Water

Type: Cleric 4

Duration: instant

Range: see below

By means of this spell the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity doubles for every level above the 8th the Cleric has attained.

Cure Disease (reversible)

Type: Cleric 3

Duration: instant

Range: 1 person

A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example.

Cure Light Wounds (reversible)

Type: Cleric 1

Duration: 1 turn

Range: 1 person

During the course of one full turn this spell will remove hits from a wounded character (including Elves, Dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hits points the character has taken. Thus from 2-7 hit points of damage can be removed.

Cure Serious Wounds (reversible)

Type: Cleric 4

Duration: 1 turn

Range: 1 person

This spell is like a *Cure Light Wounds* spell, but the effects are double, so two dice are rolled and one pip

is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Death Spell

Type: Magic-User 6

Duration: instant

Range: 24"

An incantation which kills from 2-16 creatures with fewer than seven Hit Dice. The creatures must be within an area of 6" x 6" to come under the spell.

Detect Evil

Type: Magic-User 2

Duration: 2 turns

Range: 6"

A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil.

Detect Evil (reversible)

Type: Cleric 1

Duration: 6 turns

Range: 12"

This spell is the same as that for Magic-Users except that it has a duration of 6 turns and a range of 12".

Detect Invisible (Objects)

Type: Magic-User 2

Duration: 6 turns

Range: see below

A spell to find secreted treasure hidden by an *Invisibility* spell (see below). It will also locate invisible creatures. Range: 1" x the level of the Magic-User casting it, i.e. a "Wizard" would have a range of 11", more if he was above the base value.

Detect Magic

Type: Magic-User 1 / Cleric 1

Duration: referee's option

Range: referee's option

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc. The Cleric spell is the same as that for Magic-Users

Dimension Door

Type: Magic-User 4

Duration: instant

Range: 1"

A limited *Teleport* spell which allows the object to be instantaneously transported up to 36" in any direction (including up or down). There is no chance of misjudging when using a *Dimension Door*, so the user always arrives exactly where he calls, i.e. 12" upwards, 32" east, etc. Range: 1".

Disintegrate

Type: Magic-User 6

Duration: instant

Range: 6"

This spell will cause material of any kind - other than that of a magical nature - to *Disintegrate*. It will blast a tree, Dragon (if it fails to make its saving throw against magic), wall section, or whatever.

Dispel Evil (reversible)

Type: Cleric 5

Duration: 1 turns

Range: see below

Similar to a *Dispel Magic* spell, this allows a Cleric to dispel any evil sending or spell within a 3" radius. It functions immediately.

Dispel Magic

Type: Magic-User 3

Duration: 1 turn

Range: 12"

Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a *Dispel Magic* spell is a ratio of the dispeller over the original spell caster, so if a 5th level Magic-User attempts to dispel the spell of a 10th level Magic-User there is a 50% chance of success.

ESP

Type: Magic-User 2

Duration: 12 turns

Range: 6"

Same as *Clairaudience* spell except the spell user can detect thoughts (if any) rather than hear.

Feeblemind

Type: Magic-User 5

Duration: see below

Range: 24"

A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a *Dispel Magic*. Because of its specialized nature the *Feeblemind* spell has a 20% better chance of success, i.e. lowers the Magic-User's saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a *Feeblemind*.

Find Traps

Type: Cleric 2

Duration: 2 turns

Range: see below

By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 3".

Fire Ball

Type: Magic-User 3

Duration: 1 turn

Range: 24"

A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 2". In a confined space the *Fire Ball* will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that *Fire Balls* from scrolls and wands are 6-die missiles and those from staves are 8-die missiles.)

Note: While some referees allow *Fire Balls* and *Lightning Bolts* to be hurled in confined spaces, blasting sections of the stone equal to the remainder of their normal shape, it is suggested that the confined space cause these missiles to rebound toward the sender

Fly

Type: Magic-User 3

Duration: see below

Range: 1 person

By means of this spell the user is able to fly at a speed of up to 12"/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

Geas

Type: Magic-User 6

Duration: see below

Range: 3"

A spell which forces the recipient to perform some task (as desired by the Magic-User casting the *Geas*). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the *Geas* entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed.

Growth of Animals

Type: Magic-User 5

Duration: 12 turns

Range: 12"

A spell which will cause from 1-6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities.

Growth of Plants

Type: Magic-User 4

Duration: see below

Range: 12"

This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will affect an area of up to 30 square inches, the dimensions decided by the caster of the spell. Duration: until the spell is negated by a *Dispel Magic*.

Hallucinatory Terrain

Type: Magic-User 4

Duration: see below

Range: 24"

By means of this spell terrain features can either be hidden or created - an illusion which affects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent.

Haste Spell

Type: Magic-User 3

Duration: 3 turns

Range: 24"

A broad-area spell which affects up to 24 creatures in a maximum area of 6" x 12", speeding movement by 50%. This is exactly the opposite of a *Slow Spell* in effect. Note that it will counter its opposite and vice-versa.

Hold Monster

Type: Magic-User 5

Duration: see below

Range: 12"

Same as *Hold Person* but applicable to monsters – see below.

Hold Person

Type: Magic-User 3 / Cleric 2

Duration: see below / 9 turns

Range: 12" / 18"

A spell similar to a *Charm Person* but which is of both limited duration and greater effect. It will affect from 1-4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by -2. Duration: 6 turns + level of the caster. The Cleric spell is the same as that for Magic-Users except that its duration is 9 turns and its range 18".

Hold Portal

Type: Magic-User 1

Duration: see below

Range: 1 door

A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. *Dispel Magic* (see above) will immediately negate it, a strong anti-magical creature will shatter it and a *Knock* (see below) will open it.

Infra-vision

Type: Magic-User 3

Duration: 1 day

Range: 4-6"

This spell allows the recipient to see infra-red light waves, thus enabling him to see in total darkness.

Invisibility

Type: Magic-User 2

Duration: see below

Range: see below

A spell which lasts until it is broken by the user or by some outside force. A character cannot remain invisible and attack. It affects only the person or thing upon whom or which it is cast.

Invisibility, 10' Radius

Type: Magic-User 3

Duration: see below

Range: see below

An *Invisibility* spell with an extended projection but otherwise no different from the former spell.

Invisible Stalker

Type: Magic-User 6

Duration: see below

Range: see below

The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The Invisible Stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the Invisible Stalker itself can be found in the Monster section.

Insect Plague

Type: Cleric 5

Duration: 1 day

Range: 48"

By means of this spell the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than three Hit Dice off in rout. The dimensions of the *Insect Plague* are 36 square inches. (Note: This spell is effective only above ground.)

Knock

Type: Magic-User 2

Duration: instant

Range: 6"

A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc.

Levitate

Type: Magic-User 2

Duration: see below

Range: caster

This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. Duration: 6 turns + the level of the user. Range (of levitation): 2"/level of Magic-User, with upwards motion at 6"/turn.

Light

Type: Magic-User 1

Duration: see below

Range: see below

A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns.

Light (reversible)

Type: Cleric 1

Duration: 12 turns

Range: see below

This spell is the same as that for Magic-Users, except that it has a basic duration of 12 turns.

Lightning Bolt

Type: Magic-User 3

Duration: instant

Range: see below

Utterance of this spell generates a lightning bolt 6" long and up to 3/4" wide. If the space is not long enough to allow its full extension, the missile will double back to attain 6", possibly striking its creator. It is otherwise similar to a *Fire Ball*, the head of the missile may never extend beyond the 24" range.

Note: While some referees allow *Fire Balls* and *Lightning Bolts* to be hurled in confined spaces, blasting sections of the stone equal to the remainder of their normal shape, it is suggested that the confined space cause these missiles to rebound toward the sender, i.e. a *Lightning Bolt* thrown down a corridor 40 feet long will rebound so as to reach its stated length of 6" (60 feet underground), and this will mean the sender is struck by his own missile. It may also be compromised, allowing say two feet of stone wall to be destroyed (allowing one foot of stone destroyed for every ten feet the space is short of full distance) and rebounding the missile one-half the distance short.

Locate Object

Type: Magic-User 2 / Cleric 3

Duration: instant

Range: see below

In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: $6''+1''/\text{level of the Magic-User}$ employing the spell, i.e. a "Necromancer" has a 16" range. The Cleric spell is the same as that for Magic-Users, except that the base range is 9".

Lower Water

Type: Magic-User 6

Duration: 10 turns

Range: 24"

Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth.

Magic Jar

Type: Magic-User 5

Duration: see below

Range: see below

By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 12" of his *Magic Jar*. The container for his life force must be within 3" of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the *Magic Jar*, and from thence it may attempt another possession or return to the Magic-Users body. The spirit of the Magic-User can return to the *Magic Jar* at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the *Magic Jar*. If the *Magic Jar* is destroyed the Magic-User is totally annihilated.

Massmorph

Type: Magic-User 4

Duration: see below

Range: 24"

This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchards. The concealed figures may be moved through without be-

ing detected as anything other than trees, and it will not affect the spell. It will be negated by a command for the caster or by means of a *Dispel Magic* spell.

Move Earth

Type: Magic-User 6

Duration: 6 turns

Range: 24"

When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 6' per turn.

Neutralize Poison

Type: Cleric 4

Duration: 1 turns

Range: one person or object

A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however.

Part Water

Type: Magic-User 6

Duration: 6 turns

Range: 12"

A spell which will part water up to 10' deep.

Pass-Wall

Type: Magic-User 5

Duration: 3 turns

Range: 3"

A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length.

Phantasmal Forces

Type: Magic-User 2

Duration: see below

Range: 24"

The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a *Phantasmal Force* will be real if the illusion is believed to be real.

Polymorph Others

Type: Magic-User 4

Duration: see below

Range: 6"

Unlike the spell to *Polymorph Self*, this spell lasts until it is dispelled. The spell gives all characteristics of the form of the creature, so a creature polymorphed into a Dragon acquires all of the Dragon's ability – not necessarily mentality, however. Likewise, a Troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man.

Polymorph Self

Type: Magic-User 4

Duration: see below

Range: caster

A spell allowing the user to take the shape of anything he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a Dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

Projected Image

Type: Magic-User 6

Duration: 6 turns

Range: 24"

By means of this spell the Magic-User projects an image of himself up to 24" away, and all spells and the like used thereafter appear to originate from the *Projected Image*.

Protection from Evil

Type: Magic-User 1

Duration: 6 turns

Range: caster

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a +1 to all saving throws and taking a -1 from hit dice of evil opponents. (Note that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.)

Protection from Evil (reversible)

Type: Cleric 1

Duration: 12 turns

Range: caster

This spell is the same as that for Magic-Users except that it lasts for 12 turns.

Protection from Evil, 10' Radius

Type: Magic-User 3

Duration: 12 turns

Range: caster + 1"

A *Protection from Evil* spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

Protection from Evil, 10' radius (reversible)

Type: Cleric 4

Duration: 12 turns

Range: caster + 1"

This spell is the same as that for Magic-Users.

Protection from Normal Missiles

Type: Magic-User 3

Duration: 12 turns

Range: 3"

The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by normal weapons.

Purify Food & Water (reversible)

Type: Cleric 1

Duration: instant

Range: see below

This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve a dozen people.

Quest

Type: Cleric 5

Duration: see below

Range: 1 person

This is similar to the *Geas*, except that the character sent upon a *Quest* by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the *Quest*, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

Raise Dead (reversible)

Type: Cleric 5

Duration: instant

Range: see below

The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with Men, Elves, and Dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on. Naturally, if the character's Constitution was weak, the spell will not bring him back to life. In any event raised characters must spend two game weeks time recuperating from the ordeal. The reverse of this spell is:

The Finger of Death: Instead of raising the dead, this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 12". (A Cleric-type may use this spell in a life-or-death situation, but misuse will immediately turn him into an Anti-Cleric.)

Read Languages

Type: Magic-User 1

Duration: see below

Range: see below

The means by which directions and the like are read, particularly on treasure maps. The spell is of short duration (one or two readings being the usual limit).

Read Magic

Type: Magic-User 1

Duration: see below

Range: see below

The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. It is otherwise like the *Read Languages* spell above.

Reincarnation

Type: Magic-User 6

Duration: permanent

Range: 1 person

A spell to bring a dead character back to life in some other form. The form in which the character is reincarnated is dependent upon his former alignment (Law, Neutrality or Chaos). Use a random determination on the Alignment Table, and whatever the result is, the

reincarnated character is that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class, and similarly check level for reincarnation as an Elf or Dwarf.

Remove Curse

Type: Magic-User 4 / Cleric 3

Duration: instant

Range: adjacent to the object

A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. The Cleric spell is the same as that for Magic-Users.

Sleep

Type: Magic-User 1

Duration: referee's option

Range: 24"

A Sleep spell affects from 2-16 1st level types (Hit Dice of up to 1+1), from 2-12 2nd level types (Hit Dice of up to 2+1), from 1-6, 3rd level types, and but 1 4th level type (up to 4+1 Hit Dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection.

Slow Spell

Type: Magic-User 3

Duration: 3 turns

Range: 24"

A broad-area spell which affects up to 24 creatures in a maximum area of 6" x 12", slowing movement by 50%. This is exactly the opposite of a *Haste Spell* in effect, but otherwise like it. Note that it will counter its opposite and vice-versa.

Speak with Animals

Type: Cleric 2

Duration: 6 turns

Range: 3"

This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the party the Cleric is with. (For the manner of handling the probabilities of action by animals, see Monster Reactions).

Speak with Plants

Type: Cleric 4

Duration: 6 turns

Range: 3"

This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey commands, of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Ents do.

Stone to Flesh

Type: Magic-User 6

Duration: permanent

Range: 12"

This spell turns stone to flesh, and it is reversible, so as to turn flesh to stone. It is particularly useful in reviving characters who have been petrified by some monster. It is permanent unless a reversed spell is used.

Telekinesis

Type: Magic-User 5

Duration: 6 turns

Range: 12"

By means of this spell objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a "Necromancer" is able to move a weight equal to 2,000 Gold Pieces.

Teleport

Type: Magic-User 5

Duration: instant

Range: see below

Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

Transmute Rock to Mud

Type: Magic-User 5

Duration: see below

Range: 12"

The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a *Transmute Rock to Mud* spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice).

Turn Sticks to Snakes

Type: Cleric 4

Duration: 6 turns

Range: 12"

Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2-16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders.

Wall of Fire

Type: Magic-User 4

Duration: see below

Range: 6"

The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four Hit Dice from entering/passing through. Undead will take two dice of damage (2-12) and other creatures one die (1-6) when breaking through the fire. The shape of the wall can be either a plane of up to 6" width and 2" in height, or it can be cast in a circle of 3" diameter and 2" in height.

Wall of Ice

Type: Magic-User 4

Duration: see below

Range: 12"

A spell to create a wall of ice six inches thick, in dimensions like that of a *Wall of Fire*. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with four or more Hit Dice, with damage equal to one die (1-6) for non-fire employing creatures and double that for fire-users.

Wall of Iron

Type: Magic-User 5

Duration: 12 turns

Range: 6"

The creation of an iron wall three inches thick with a maximum length and height equalling 5 square inches.

Wall of Stone

Type: Magic-User 5

Duration: see below

Range: 6"

Like a *Wall of Iron*, but the thickness of the wall is two feet and its maximum area 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall.

Water Breathing

Type: Magic-User 3

Duration: 12 turns

Range: 3"

A spell whereby it is possible to breathe under water without harm or difficulty.

Wizard Eye

Type: Magic-User 4

Duration: 6 turns

Range: 24"

A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye" is invisible. It moves 12"/turn.

Wizard Lock

Type: Magic-User 2

Duration: see below

Range: door touched

Similar to a *Hold Portal*, this spell lasts indefinitely. It can be opened by a *Knock* without breaking the spell. A *Wizard Lock* can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

Section 4: Adventuring Rules

Underground Adventures

Time and Movement

In the underworld all distances are in feet, so wherever distances are given in inches convert them to tens of feet. Movement is in segments of approximately ten minutes. Thus it takes ten minutes to move about two moves - 120' (12") for a fully armored character. Two moves constitute a turn, except in flight/pursuit situations where the moves/turn will be doubled (and no mapping allowed). Time spent searching for anything (secret passages, hidden treasure, etc.), loading treasure, listening, ESP'ing, hiding, will be adjudged by the referee as to what portion of a turn will be used by the activity. Typically, ESP'ing will take but a quarter turn, while searching a ten foot section of wall for secret passages will require a full turn.

Movement Type	Movement Rate	Feet per Turn	
		Slow*	Fast**
Light Foot†	12"	240'	480'
Heavy Foot††	9"	180'	360'
Armored Foot‡	6"	120'	240'

*Exploring, mapping, etc.

**Running

†Includes Men, Elves and Hobbits unarmored or in Leather

††Includes Men and Elves in Chain Mail

‡Includes Dwarves, Men and Elves in Plate Mail

Carrying Capacity and Encumbrance

Every coin is supposed to weigh 1/10 lb., so that 10 coins (whatever type) weight 1 lb. Encumbrance of standard items are as follows.

Load	Weight in GP
Weight of a man	1,750
Load in Gold Pieces Equal to Light Foot Movement (12")	750
Load in Gold Pieces Equal to Heavy Foot Movement (9")	1,000
Load in Gold Pieces Equal to Armored Foot Movement (6")	1,500
Leather Armor or Saddle	250
Chain-Type Armor	500
Plate Mail or Horse Armor	750
Helmet	50
Shield	150
Pole Arms, Halberd, Pike, Two-Handed Sword (each)	150
Morning Star, Flail, Battle Axe (each)	100
Sword, Mace, Hand Axe, Bow & Arrows (each)	50
Dagger	20
Miscellaneous Equipment (rope, spikes, bags, etc.)	80
Maximum Load/Person at half normal movement	3,000
1 Coin (Copper, Silver, or Gold)	1
1 Small Sack Holds	50
1 Large Sack or Back Pack Holds	300
1 Scroll or Piece of Jewelry	20
1 Potion or Wine Skin	30
1 Flagon or Chalice	50
1 Wand with Case	100
1 Staff with Case	300
1 Gem	1

Example Employing Encumbrance:

A character equips himself with the following:

Plate Armor	750
Helmet	50
Shield	150
Flail	100
Bow, Quiver & 20 Arrows	50
Dagger	20
Misc. Equipment	80
TOTAL	1,200

The character would move at the speed of an Armored Footman (6"/turn). He could pick up an additional 300 Gold Pieces weight of treasure and incur no movement penalty. Weight over 1,500 would incur the penalty of half-speed noted above, although equipment could be discarded in order to avoid this penalty.

Rest

Time must be taken to rest, so one turn every hour must be spent motionless, and double the rest period must be taken after a flight/pursuit takes place.

Light and Darkness

In the underworld some light source or an infravision spell must be used. Torches, lanterns and magic swords will illuminate the way, but they also allow monsters to "see" the users so that monsters will never be surprised unless coming through a door. Also, torches can be blown out by a strong gust of wind. Monsters are assumed to have permanent infravision as long as they are not serving some character.

Doors

When characters come to a door they may "listen" to detect any sound within. Note "Undead" never made any sound. A roll of 1 for humans, and 1 or 2 for Elves, Dwarves, or Hobbits will detect sound within if there is any to be heard. A good referee will have noise corridors (moaning, clanking, etc.) and rooms from whence come shuffling or muttering sounds. Generally, doors will not open by turning the handle or by a push. Doors must be forced open by strength, a roll or a 1 or 2 indicating the door opens, although smaller and lighter characters may be required to roll a 1 to open doors. There can be up to three characters attempting to force open a door, but this will disallow them rapid reaction to anything awaiting them on the other side. Most doors will automatically close, despite the difficulty in opening them. Doors will automatically open for monsters, unless they are held shut against them by characters. Doors can be wedged open by means of spikes, but there is a one-third chance (die 5-6) that the spike will slip and the door will shut. Secret passages will be located on the roll of

a 1 or a 2 (on a six-sided die) by men, dwarves or hobbits. Elves will be able to locate them on a roll of 1-4. At the referee's option, Elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they become aware that something is there.

Traps

Traps are usually sprung by a roll or a 1 or a 2 when any character passes over or by them. Pits will open in the same manner.

Falling

For every 1" of height throw one six-sided die for damage occurring from the fall, i.e. a fall from 12" means twelve dice must be rolled and their total scored as points of damage incurred.

Wilderness Adventures

The so-called Wilderness really consists of unexplored land, cities and castles, not to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee's map is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered in Section 8.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable.

Time and Movement in the Wilderness

Type	# of Hexes	Type (Flying)	# of Hexes
Man on foot	3	Balrog	15
Wagon or Cart	4	Djinn, Air Elemental	30
Draft Horse	5	Dragon	24
Heavy Horse	6	Efreet	20
Medium Horse	8	Griffon	30
Light Horse	10	Hippogriff	40
Raft	10 (3)*	Pegasus	48
Boat	15 (5)	Roc	48
Merchant	12	Broom	40
Galley	20 (6)	Carpet	30

*Number in parenthesis is for swamp movement

Exploration: Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

Large Party Movement: Parties numbering over 100, including pack or draft animals, will incur a 1 hex penalty. Parties over 1,000 incur a 2 hex penalty.

Terrain Penalties: Mountains and swamps cost three (3") movement factors per hex, crossing rivers at non-ford hexes also costs three, and woods or deserts cost two. Tracks through mountainous terrain cost two factors per hex moved, and tracks through woods or swamps incur no movement penalty.

Rest: All creatures must rest after six days of movement. Rest must be at least one full day. Exception: Dragons who travel for three weeks must sleep one full week if their mode of travel was walking, and they must sleep for three full weeks if their mode of travel was flight.

Scale: Assume the greatest distance across a hex is about 5 miles.

Turn: Each move will constitute one day. Each day is considered a turn.

Losing Direction

There is a chance of being lost, the chance depending on the type of terrain the party begins its turn upon. A lost party must move in the direction indicated by the die roll (1-6, as shown in the table below) and may make only one direction change from that direction. When exploring the referee should indicate which direction the party is lost in.

Terrain Type	d6 Chance of Getting Lost
Clear	1
Woods	1-2
River	1
Swamp	1-3
Mountains	1-2
Desert	1-3
City	-

1d6	New Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Hiring Retainers

In all probability the referee will find it beneficial to allow participants in the campaign to "hire into service" one or more characters. At times this may be nothing more than a band of mercenaries hired to participate in and share the profits from some adventure. However it is likely that players will be desirous of acquiring a regular entourage of various character

types, monsters, and an army of some form. Non-player characters can be hired as follows:

- Only the lowest level of character types can be hired. The player wishing to hire a non-player character "advertises" by posting notices at inns and taverns, frequents public places seeking the desired hireling, or sends messengers to whatever place the desired character type would be found (Elf-land, Dwarf-land, etc).
- This costs money and takes time, and the referee must determine expenditures. Once some response has been obtained, the player must make an offer to tempt the desired character type into his service. As a rule of thumb, a minimum offer of 100 Gold Pieces would be required to tempt a human into service, Dwarves are more interested in gold, Magic-Users and Elves desire magical items, and Clerics want some assurance of having a place of worship in which to house themselves.
- Morale dice can cause a man or intelligent monster to attempt to surrender or become subdued. When this happens an offer of service can be made (assuming that communication is possible) as outlined below. Subdued monsters will obey for a time without need to check their reactions, and such monsters are salable (see Value of Subdued Dragons).
- Monsters can be lured into service if they are of the same basic alignment as the player-character, or they can be Charmed and thus ordered to serve. Note, however, that the term "monster" includes men found in the dungeons, so in this way some high-level characters can be brought into a character's service, charisma allowing or through a Charm spell. Some reward must be offered to a monster in order to induce it into service (not just sparing its life, for example). The monster will react, with appropriate pluses or minuses, according to the offer, the referee rolling two six-sided dice and adjusting for Charisma.

Dice Score	Reaction
2	Attempts to attack
3-5	Hostile reaction
6-8	Uncertain
9-11	Accepts offer
12	Enthusiastic, Loyalty +3

An "Uncertain" reaction leaves the door open to additional reward offers, but scores under 6 do not.

Loyalty of Retainers

Men, Dwarves and Elves will serve as retainers with relative loyalty so long they receive their pay regularly, are treated fairly, are not continually exposed to extra-hazardous duty, and receive bonuses when they are

taking part in some dangerous venture. Judgement of this matter is perforce subjective on the part of the campaign referee, but there is a simple guideline: When one or more of such characters are taken into service a loyalty check is made by rolling three-six-sided dice. Adjustments are made for charisma and initial payments for service, and the loyalty of the character(s) noted by the referee. (The player will not have any knowledge of what it is without some method of reading minds.)

Loyalty Score	Morale
3 or less	Will desert at first opportunity
4-6	-2 on morale dice
7-8	-1 on morale dice
9-12	Average morale dice
13-14	+1 on morale dice
15-18	+2 on morale dice
19 and above	Need never check morale

Non-player characters and men-at-arms will have to make morale checks (using the above reaction table) whenever a highly dangerous or unnerving situation arises. Poor morale will mean that those in question will not perform as expected. Periodic re-checks of loyalty should be made. Length of service, rewards, etc. will bring additional plusses. Poor treatment will bring minuses.

Hiring Specialists and Mercenaries

In order to hire either of these classes of persons it is necessary to do one or both of the following: Post notices in conspicuous places, stating the positions open and who is offering such employ; or have servitors circulate in public places, seeking such persons as are desired. The weekly cost of either method is from 100-600 Gold Pieces. The referee must determine the probability of the success of the attempt based upon the generosity of the offer made and so on. Elves and Dwarves are not common, and specialists are even less so.

Kinds of Mercenaries

Hired Fighting-Men can be men, Dwarves or Elves. Chaotic characters may wish to employ Orcs; Orc support and upkeep is only half that of a man. Men-at-Arms require support and upkeep as follows.

Type	Monthly Cost (GP)			
	Man	Dwarf	Elf	Orc
Non-Fighter	1	–	–	–
Light Foot	2	–	–	1
Heavy Foot	3	4	5	1 ½
Archer	5	–	10	3
Crossbowman	4	5	–	–
Longbowman	10	–	–	–

Type	Monthly Cost (GP)			
	Man	Dwarf	Elf	Orc
Light Horseman	10	–	–	–
Medium Horseman	15	–	–	–
Heavy Horseman	20	–	–	–

A – in the table indicates that type/race combination is not available.

Kinds of Specialists

There are a number of specialists available to those in positions of power, i.e. with their own strongholds. The list is merely typical, and the referee can modify it as he desires.

Specialist	Monthly Cost (GP)
Alchemist	1,000
Animal Trainer	500
Armorer	100
Assassin	2,000*
Engineer	750
Sage	2,000
Seaman	10
Ship Captain	250
Smith	25
Spy	500*

*Cost is for mission rather than month

Alchemist: Given a formula, the Alchemist can duplicate it to make a similar potion at a cost of one-half the potion's value. Alchemists may conduct research, but the time and expense are twice that of a Magic-User, and they may only work on poisons.

Animal Trainer: Each Animal Trainer is capable of training but one kind of animal, and one is necessary to train any animal other than horses or mules, for example. Thus if a player wishes to raise a herd of Hippogriffs, a trainer is necessary. An Animal Trainer can handle about six animals. The length of time necessary to completely train the animals is up to the referee.

Armorer: It is mandatory that there be one Armorer for every 50 fighters in a player/character's employ in order to maintain the arms and armor of such men, Elves, or what have you. An armorer can also make arms and armor, providing he has no maintenance duties to perform. Unassisted he can make one suit of armor, or three shields, or five weapons per month. With two assistants (one must be a Smith) he can double this volume, and with six assistants (two must be Smiths) the volume can be trebled.

Assassin: The role of this hiring is self-evident. The referee will decide what chance there is of his mission being accomplished by noting the precautions taken by the intended victim. Assassins are not plentiful, and some limit on the number employable during any game year must be enforced.

Engineer: It is mandatory to hire an Engineer to build any major stronghold or conduct a siege. Any tunneling must be supervised by an Engineer.

Sage: The Sage can function only in an advisory capacity. They are employable only by Fighting-Men. Depending on the willingness of the referee to become involved, there is no limit to the number of Sages possible. Utmost discretion is required when the referee is acting in this role.

Seaman: All ships must be manned by a crew of Seamen under a Ship Captain. The number required is stated in the naval rules section herein. Generally, Seamen will not be fighters, but those that are able to fight will receive pay both as a Seaman and as a fighter, according to their classification.

Ship Captain: A self-explanatory role.

Smith: As already mentioned, a Smith is able to assist an Armorer. For every 50 horses or mules in a player/character's force there must be one Smith to maintain them.

Spy: There are two ways to acquire a Spy: The Spy can be hired and then await inclusion in the desired force, or he can be ordered to make himself available to this force. A Spy can also be gained through corruption. In this latter method the player/character desiring to acquire a Spy in the enemy's camp offers a bribe to some member of that camp. If it is accepted there is a very high probability of the Spy then faithfully performing his duties thereafter. Chances are only determinable by the referee. Information gained by any Spy is also passed on by the referee.

Awarding Experience

Experience points are awarded to players by the referee with appropriate bonuses or penalties for prime requisite scores. As characters meet monsters in mortal combat and defeat them, and when they obtain various forms of treasure (money, gems, jewelry, magical items, etc.), they gain "experience". This adds to their experience point total, gradually moving them upwards through the levels. It is recommended that no more experience points be awarded for any single adventure than will suffice to move the character upwards one level. Thus a "Veteran" (1st level) gains what would ordinarily be 5,000 experience points; however,

as this would move him upwards two levels, the referee should award only sufficient points to bring him to "Warrior" (2nd level), say 3,999 if the character began with 0 experience points. Gains in experience points will be relative; thus an 8th level Magic-User operating on the 5th dungeon level would be awarded 5/8 experience. Let us assume he gains 7,000 Gold Pieces by defeating a Troll (which is a 7th level monster, as it has over 6 Hit Dice). Had the monster been only a 5th level one experience would be awarded on a 5/8 basis as already stated, but as the monster guarding the treasure was a 7th level one experience would be awarded on a 7/8 basis thus; $7,000 \text{ G.P.} + 700 \text{ for killing the Troll} = 7,700 \text{ divided by } 8 = 962.5 \times 7 = 6,037.5$. A 10th level Fighting-Man cannot roust a bunch of Kobolds and expect to gain anything but about 1/10 experience unless the number of the Kobolds and the circumstances of the combat were such as to seriously challenge the Fighting-Man and actually jeopardize his life. For purposes of experience determination, the level of the monster is equivalent to its Hit Dice, and additional abilities add to the level in this case. A Gorgon is certainly worth about 10 level factors, a Balrog a nut less than 12, the largest Red Dragon not less than 16 or 17, and so on. The referee's judgement must be used to determine such matters, but with the foregoing examples it should prove to be no difficulty. Experience points are never awarded above a 1 for 1 basis, so even if a character defeats a higher level monster he will not receive experience points above the total of treasure combined with the monster's kill value. Low value should be placed upon magical items as far as experience is concerned, as such items will be highly useful in gaining still more treasure. Thus, in the Greyhawk campaign, a Magic Arrow (+1) is worth a maximum of 100 experience points, a +1 Magic Sword with no special abilities is valued at a maximum of 1,000 experience points, a scroll of spells at either 500 or at 100 points per level of spell (so a 6th level spell is worth a maximum of 600 experience points), a potion is worth between 250 and 500 points, and even a Djinn Summoning ring is worth no more than about 5,000 points maximum. Valuable metals and stones, however, are awarded experience points on a 1 gold piece to 1 experience point ratio, adjusted for circumstances.

Section 5: Encounters and Combat

Movement and Time in Encounters

Movement is in segments of approximately ten minutes. Thus it takes ten minutes to move about two moves – 120 feet for a fully armored character. Two moves constitute a turn, except in flight/pursuit situations where the moves/turn will be doubled (and no mapping allowed). Melee is fast and furious. There are ten rounds of combat per turn. Creatures may “charge” also and get a bonus to normal move.

Monster Reactions

Other than in pursuit situations, the more intelligent monsters will act randomly according to the results of the score rolled on two (six-sided) dice:

Roll 2d6	Reaction
2-5	Negative Reaction
6-8	Uncertain Reaction
9-12	Positive Reaction

The dice score is to be modified by additions and subtractions for such things as bribes offered, fear, alignment of the parties concerned, etc.

Morale

This is a factor which is seldom considered. The players, basically representing only their own character and a few others, have their own personal morale in reality. Unintelligent monsters fight until death. Occasionally, however, it is necessary to check either troops serving with a party (in whatever respect) or the morale of intelligent monsters. This is strictly a decision for the referee. Simply throw two dice – a 2 being very bad morale, a 12 being very good morale. With situational adjustments this score will serve as a guideline for what action will be taken by the party checked (see also Checking Morale).

Dungeon Encounters

Sighting Monsters: Players will see monsters at 20 - 80 feet (roll a pair of four-sided dice to determine the distance) unless they are surprised by the monster.

Surprise: If the possibility for surprise exists roll a six-sided die for each party concerned. A roll of 1 or 2 indicates the party is surprised. Distance is then 10-30 feet.

Wandering Monsters: At the end of every turn the referee will roll a six-sided die to see if a “wandering monster” has been encountered. A roll of 6 indicates a wandering monster has appeared.

Chases in the Dungeon

Monsters will automatically attack and/or pursue any characters they “see”, with the exception of those monsters which are intelligent enough to avoid an obviously superior force. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. If the adventurers choose to flee, the monster will continue to pursue in a straight line as long as there is not more than 90 feet between the two. When a corner is turned or a door passed through or stairs up or down taken the monster will only continue to follow if a 1 or a 2 is rolled on a 6-sided die. If a secret door is passed through the monster will follow only on a roll of 1. Distance will open or close dependent upon the relative speeds of the two parties, men according to their encumbrance and monsters according to the speed given in the Monster descriptions. In order to move faster characters may elect to discard items such as treasure, weapons, shields, etc. in order to lighten encumbrance. Burning oil will deter many monsters from continuing pursuit. Edible items will have a small likelihood (10%) of distracting intelligent monsters from pursuit. Semi-intelligent monsters will be distracted 50% of the time. Non-intelligent monsters will be distracted 90% of the time by food. Treasure will have the opposite reaction as food, being more likely to stop intelligent monsters.

Wilderness Encounters

Sighting Monsters: Players will see monsters at from 40-240 yards (inches convert to tens of yards for the wilderness) unless the monster has surprised the characters involved.

Surprise: This is the same as in the underworld, except that the distance is from 10-30 yards, and if there are three or more monsters involved they will have moved into a circle around the adventurers. Monsters at 10 yards distance will be able to attack.

Wandering Monsters: At the end of each day (turn) the referee will check to see if a monster has been encountered, with a result of 6 indicating such an encounter.

Chases in the Wilderness

Castle Inhabitants: will pursue on a roll of a 1-3 if they are hostile to the party, and only on a 1 if they are basically neutral. Evasion is the same as described below for monsters.

Evading: This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline.

Party Size	Monsters Encountered	Chance of Evading
1-3	25%	50%
	26% to 60%	70%
	over 60%	90%
4-9	25%	30%
	26% to 60%	50%
	over 60%	70%
10-24	25%	15%
	26% to 60%	30%
	over 60%	50%
25+	25%	5%
	26% to 60%	20%
	over 60%	35%

Surprise by party means that evasion chances are doubled. Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods. Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised. If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

Pursuit: Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%. For each hex moved in pursuit, a party must spend one-half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

Combat

Melee can be conducted with the combat table given in this volume or by the CHAINMAIL system, this book uses the former. This system is based upon the defensive and offensive capabilities of the combatants; such things as speed, ferocity, and weaponry of the monster attacking are subsumed in the matrixes. There are two

charts, one for men versus men or monsters and one for monsters (including Kobolds, Goblins, Orcs, etc.) versus men.

Combat Sequence

1. Determine Surprise.
2. Roll Initiative.
3. Winning side acts first. Referee may determine monster action and morale.
4. Movements can be made.
5. Missile attacks/spells cast if applicable.
6. Melee attacks occur, damage rolled.
7. Losing follows steps 4-6 and round ends.
8. Next round begins at step 2.

Surprise

A Condition of surprise can only exist when one or both parties are unaware of the presence of the other. Such things as ESP'ing, light, and noise will negate surprise. If the possibility for surprise exists roll a six-sided die for each party concerned. A roll of 1 or 2 indicates the party is surprised.

Roll d6	Distance*
1-2	10"
3-4	20"
5-6	30"

*Dungeons = feet, Wilderness = yards

Surprise gives the advantage of a free move segment, whether to flee, cast a spell or engage in combat. If monsters gain surprise they will either close the distance between themselves and the character(s) (unless they are intelligent and their prey is obviously too strong to attack) or attack. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. For example a Wyvern surprises a party of four characters when they round a corner into a large open area. It attacks as it is within striking distance as indicated by the surprise distance determination which was a 2, indicating distance between them was but 10 feet. The referee rolls a pair of six-sided dice for the Wyvern and scores a 6, so it will not sting. It bites and hits. The Wyvern may attack once again before the adventurers strike back. There is a 25% chance that any character surprised by a monster will drop some item. If he does, roll for the possibilities remembering that only these items held could be so dropped.

Initiative

Initiative is always checked. Surprise naturally allows first attack in many cases. Initiative thereafter is simply a matter of rolling two dice (assuming that is the number of combatants) with the higher score gaining first

attack that round. Dice scores are adjusted for Dexterity and so on, with actions such as firing first, getting off a spell, etc. Add 1 for high Dexterity (13-18) and subtract 1 (optional) for lack of Dexterity (8 or less).

Melee Combat

All base scores to hit will be modified by magic armor and weaponry. Attacks from positions where an opponent's shield cannot be brought into play will reduce AC. Attacks from behind add +2 to the hit roll. If something impales itself upon a spear damage will be double or even treble if the force is sufficient.

Missile Combat

Missile hits will be scored by using the Character and Monster Attack Tables below at long range and decreasing target Armor Class by 1 at medium and 2 at short range.

Weapon	Range		
	Short	Medium	Long
Axe, Hammer	—	30"	—
Javelin	20"	40"	60"
Short Bow	5"	10"	15"
Long Bow	7"	14"	21"
Composite Bow	8"	16"	24"
Light Crossbow	6"	12"	18"
Heavy Crossbow	8"	16"	24"

Damage

All attacks which score hits do 1-6 points damage unless otherwise noted.

Unarmed Combat

In any attempt to over-power rather than kill an opponent, each hit scored will be counted as attempts to grapple. Each combatant then rolls 1d6 for each of their levels or Hit Dice. If the victim's score is less than the attacker's score he has been pinned helplessly. If it is a tie they are struggling, with the victim still on his feet, but he will be unable to defend himself with his weapon. If the victim scores higher than the attacker use the positive difference to throw off his attacker(s), stunning them for a number of turns equal to the difference between the scores.

Healing

Energy levels can only be regained by fresh experience, but common wounds can be healed with the passage of time (or the use of magics). On the first day of complete rest no hit points will be regained, but every other day thereafter one hit point will be regained until the character is completely healed. This can take a long time.

Combat Reference Tables

Cleric	Classes*		d20 To Hit Armor Class								
	Dwarf, Fighting-Man** and Hobbit	Magic-User	2	3	4	5	6	7	8	9	
1-4	1-3	1-5	17	16	15	14	13	12	11	10	
5-8	4-6	6-10	15	14	13	12	11	10	9	8	
9-12	7-9	11-15	12	11	10	9	8	7	6	5	
13-16	10-12	16-20	10	9	8	7	6	5	4	3	
17-20	13-15	21-25	8	7	6	5	4	3	2	1	
21+	16+	25+	5	4	3	2	1	1	1	1	

*Elves attacks as Fighting-Man or Magic-Users, whichever the better

**Normal men fight as 1st level Fighting-Men

Attacking Monster HD	d20 To Hit Armor Class								
	2	3	4	5	6	7	8	9	
Up to 1	17	16	15	14	13	12	11	10	
1+1	16	15	14	13	12	11	10	9	
2-3	15	14	13	12	11	10	9	8	
3-4	13	12	11	10	9	8	7	6	
4-6	12	11	10	9	8	7	6	5	
6-8	11	10	9	8	7	6	5	4	
9-10	9	8	7	6	5	4	3	2	
11+	7	6	5	4	3	2	1	1	

Saving Throws

Failure to make the total indicated below results in the weapon having full effect, i.e. you are turned to stone, take full damage from Dragon's breath, etc. Scoring the total indicated (or scoring higher) means the weapon has no effect (death ray, polymorph, paralyza-

tion, petrification, or spell) or one-half effect (poison scoring one-half of the total possible hit damage and Dragon's breath scoring one-half of its full damage). Wands of cold, fire balls, lightning, etc., and staves are treated as indicated, but saving throws being made result in one-half damage.

Fighting-Men	Death Ray or Poison	Wands, Polymorph, Paralyzation	Petrification	Dragon Breath	Staves and Spells
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

Magic-User	Death Ray or Poison	Wands, Polymorph, Paralyzation	Petrification	Dragon Breath	Staves and Spells
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

Dwarves and Hobbits	Death Ray or Poison	Wands, Polymorph, Paralyzation	Petrification	Dragon Breath	Staves and Spells
1-2	10	11	12	13	14
3-5	8	9	10	10	12
6	6	7	8	8	10

Monster Saving Throws

Saving throws for monsters are the same as for the appropriate type and level of man, i.e. a Balrog would gain the saving throw of either a 10th level Fighting-Man or a 12th level Magic-User – F10/M12 – (the latter based upon the Balrog's magic resistance and its similarity to the spell Anti-Magic Shell), whichever score is the more favourable for the Balrog. A Troll would be equal to a 7th level Fighting-Man as it has 6 dice +3, virtually seven dice.

Magical Items Saving Throws

Magical items will, during the course of play, be struck by various forms of weapons. For the sake of simplicity it is generally easier to assume they survive unharmed if their wearer/user is not killed (exception, helms). If the wearer is killed, or the items are alone, throw for them on the following table if struck by fire (Dragon or Ball) or lightning (Dragon or Bolt). Those items not listed should be assumed automatically destroyed.

Item	Saving Throw
Ring of Fire Resistance	10*
Ring of Protection	12
Wands of Fire Ball and Lightning Bolt	14**
Staff of Power	10
Staff of Wizardry	12
Magic Armor +1	14
Shield +2	12
Weapon +3	10

Aerial Combat

Many of the most interesting battles take place in the air, so we offer you "Battle in the Skies", or "BITS" (with no apologies to Mike Carr, creator of Fight in The Skies).

Playing Area: Paper counters and a hexagon or staggered-square playing board should be used in those cases where it is not possible to use miniature figures. It is also necessary that height be noted by use of a counter. Counters numbered in 1" increments can be prepared, and the appropriate one be placed with the unit when the turn is finished, thus indicating

height in inches. The board must be large enough to allow movement of the fastest flying creature, so it must be at least 48 x 48. If figures are used, a playing area of 6' x 6' is ideal.

Written Orders: It is suggested that orders be written so that simultaneous movement is possible. Orders need only indicate the direction, length, and altitude gain or loss. Firing missiles is always allowable at the end of a turn unless the firer is meleed and unable to do so; it is therefore unnecessary to record firing instructions.

Movement

Straight Ahead: At the movement rate of the creature.

Turns: The relative size of the creature dictates how many can be made during a move, and how many spaces (inches) must be traveled between each turn. Size categories are:

Category	Turns per Move	Spaces Between Turns
Sprite, Large Bird, or Large Insect	5	1
Man, Flying Broom, or Undead Flyer	4	2
Balrog, Cockatrice, or Gargoyle	3	3
Pegasus, Hippogriff, or Air Elemental	6	3
Flying Carpet, Manticore, or Wyvern	4	4
Chimera, Dragon, Roc, or Giant Insect	3	5
Giant Reptile	2	6

Hit Location	Probability of Critical Hit	Speed Reduced One Half	Dive and Land	Withdraw from Battle	Crash Dead in Air
Rider	25%	—	—	100%	—
Head	20%	10%	30%	40%	20%
Wing	20%	50%	20%	30%	—
Body	10%	30%	30%	30%	10%
Tail	—	—	—	—	—

Air-to-Air: Treat as normal missile fire, but include the Hit On Flying Creature and Critical Hit Table above.

Air-to-Ground/Ground-to-Air: Treat as normal, except that the usual form of catapult fire will not be allowable. A sling-ended catapult can fire a load of small stones in a "shotgun effect". The flight curve of such fire is considered to reach its apex at one-half the total range of the missile and to be equal in height to the full range for counterpoised catapults and equal to one-half the range in other forms of catapults. Use a spherical "Hit Area" for these if a target is in the curve. Note that a tension-type of light catapult can be employed to fire large darts (two dice of damage) into the air, even straight up, at the maximum range for such catapults, and no minimum range is applicable.

Diving: Diving movement can be straight ahead or include turns. Altitude lost cannot exceed one-half the total movement distance of the creature (or thing), unless a sharp dive is indicated. A sharp dive allows the creature doing so to add 50% to his movement distance, but movement is straight ahead, and is at a rate of but one inch for every ten inches dived.

Climbing: To climb the creature moves ahead the number of inches equal to the number of inches of height climbed. The cost of climbing is twice the number of inches climbed plus the number of inches equal to the "Number of Spaces between Turns" requirement, i.e. 6 (6") for a giant reptile.

Other Maneuvers: Any other maneuvers are optional at the discretion of the campaign referee.

Hit on Flying Creatures

Attack Position	Hit Location				
	Rider*	Head	Wing	Body	Tail
Front	1-2	3-4	5-6	7-10	—
Side	1	2-3	4-5	6-9	10
Top	1	2-3	4-7	8-9	10
Bottom	—	1-2	3-5	6-9	10
Tail	1-2	3	4-5	6-8	9-10

*If there is no rider and the Hit Location indicates that is the area of hit, simply score as a body hit

Crash: For every 1" of height a rider must throw one six-sided die for damage occurring from the crash, i.e. a crash from 12" means twelve dice must be rolled and their total scored as points of damage incurred by the creature's rider.

Bombing: If necessary this form of attack can be allowed, with the largest flying creature able to carry a bomb load equal to the missile from a large catapult, smaller creatures carrying proportionately smaller loads. Bombing runs must be in a straight line for the whole turn of movement, although diving is allowable. To determine where the bomb hits, roll a pair of six-sided dice, a score of 7 indicating a direct hit. Scores under 7 indicate a hit left and/or short of the target; while scores over 7 indicate a hit right and/or long of

the target. For each integer removed from seven roll one die for the number of inches away from the target, i.e. a score of 4 is three integers removed from 7, so three dice are rolled for the distance in inches of the miss. A die is also rolled to determine where the bomb lands: 1, 2 it is left or right; 3, 4 it is left or right and short or long; and 5, 6 it is short or long. Creatures carrying a bomb load will incur a movement penalty of one-third of their maximum movement capability.

Melee: When opponents are within the range indicated for melee (3ⁿ) then combat takes place. Of

course if one opponent is in a position where the other cannot strike, then only one will be able to attack, just as in combat on land.

Adventures at Sea

Water Vessels and Movement

The basic types of vessels and their movement by sail or by oar/pole are given below. Note that crew size will affect them, as detailed hereafter. Other types of vessels can be added at the referee's discretion.

Type	Oared Movement			Running	Broad Reaching	Quarter Reaching	Beating
	Slow	Cruise	Fast				
Galley, Large	10	15	25	20/25	15/20	10/15	–
Galley, Small	15	20	30	25/30	20/25	15/20	–
Longship	12	18	25	30/35	25/30	20/25	–
Merchant, Large	–	–	–	20/30	18/27	15/24	10/20
Merchant, Small	–	–	–	25/35	22/32	20/30	15/25
Sailed Warship	–	–	–	25/35	22/32	20/30	15/25
Boat	10	15	20	15/20	12/17	10/15	5/10
Raft	–	10	–	10/15	6/10	–	–

Oared Movement: The three speed classifications are based on a full crew of well-rested and strong rowers. The number of turns that a stroke can be kept up is based on the fatigue factor. A fresh crew will have 30 fatigue factors to expend (Vikings 40).

Movement	Coast	Fatigue Factor
Rest	Gain	1
Slow Movement	Expend	2
Cruise Movement	Expend	3
Fast Movement	Expend	10

Oared movement with a current is at a 5" bonus, while against current it is at a 5" penalty. Backing speed is One-half forward speed. It is not possible to go from slow to fast speed in an oared ship. The increase in speed must be gradual, although it is possible to quickly decrease speed by backing oars:

Stop	Slow
Stop	Back Slow
Slow	Cruise
Back Slow	Back Cruise
Cruise	Stop
Cruise	Fast
Fast	Slow

Sailed Movement: The first number given for Sailed Movement is with a light to moderate breeze, and the second is for a fresh to strong breeze. Any wind under light is considered calm, and only oared movement is

possible. Anything above a strong breeze makes sailing impossible, and the vessels must simply run before the storm, moving 3" per turn in the direction the wind is blowing. Sailing in a river is possible, but at one-half the speeds listed, excluding the bonus/penalty for movement with/against the current.

Turning: For every 10" moved an oared ship being rowed may turn up to 45 deg. For every 12" of sailed movement a vessel may turn up to 30 deg.

Open Seas: Galleys may not operate on the open seas, i.e. ocean, for the waves are too high for ships pierced for oars to survive in. This is not true for Viking longships, for they were pierced high on the freeboard.

Crew Numbers and Tasks

Type	Personnel		
Large Galley*	100 Rowers	50 Marines	20 Sailors
Small Galley**	50 Rowers	20 Marines	10 Sailors
Longship	75 Crew	(64 Rowers maximum)	
Large Merchant	20 Crew		
Small Merchant	15 Crew		
Sailed Warship†	15-20 Crew	40-60 Men-at-Arms	

*Catapult fore and aft

**Catapult fore

†Catapult fore and aft in castles, all protection superior to the other ships save the Viking shield wall used only when boarding

Rowing: For every oarsman short simply reduce speed proportionately, ignoring all fractions. It will typically take about 5% losses to affect speed.

Stepping/Unstepping Masts: This is done only on Galleys and Longships. Ten crew accomplish the task in three turns.

Making and Taking In Sail: Rowed ships need but three crewmen, other vessels six, to make or take in sails.

Weather Conditions

Wind Force is determined by rolling two six-sided dice:

Score	Result
2-3	Calm
4-8	Light to Moderate Breeze
9-11	Fresh to Strong Breeze
12	Gale or Storm

Galleys in a Fresh to Strong breeze have a 10% chance per turn of shipping water. If water is shipped the galley automatically loses 25% of its speed. If a galley ever loses 75% of its speed in such a situation it will sink. Wind Direction is determined by rolling an eight-sided die:

Score	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Swimming

Men in armor have a chance of drowning. Those in metallic armor must shed their armor or be drowned.

Armor Type	Chance of Drowning	Must Remove?
Plate	100%	–
Chain-type	80%	YES
Leather	20%	NO
None	5%*	–

*Only if thrown overboard

Note that in gale and storm conditions there is a 50% chance that any man in the water will drown. Roll for this possibility each turn. Assume that one-half of all sailors can swim. Swimming speed is 3" per turn. Survivors swimming can swim to any ship they can reach and be picked up if the ship is moving at "slow" oared speed or under 15" per turn in any case. Men do not have to allow themselves to be rescued. Only daggers or wooden weapons which are buoyant can be carried

when swimming. Buoyant weapons: wooden club, quarter staff, spear.

Encounters at Sea

Each day (turn) the referee will check to see if a monster has been encountered. Two die rolls are made - a 5 on the first one indicates an adventure in the mid-point of the day with waterborne monsters; a 6 on the second die roll indicates that there is a normal adventure at the end of the day. Exception: Ships which remain continually in water will roll but once daily for encounters, with a result of 6 indicating such an encounter.

Waterborne Combat

Playing Area: For movement purposes 1:1200 scale models can be used, so a playing area about the size recommended for aerial combat will suffice. For play involving boarding and melee it will be necessary to prepare deck plans scaled to the size of figures used (or to counters if figures are not used).

Written Orders: As detailed under Aerial Combat.

Missile Fire: Catapult hits will do points of damage to the ships, and when sufficient points have been scored the ship sinks. Large ships have from 18-24 points of possible damage before sinking, small ships have from 9-15, and a boat but 3 points.

Ramming: Medieval ships were not generally ram equipped, but there is a possibility of running into ram-equipped vessels, so we offer brief rules for conducting a ram:

1. The ramming ship must have its mast lowered.
2. Ramming Speed is Fast.
3. A ramming ship must immediately back oars after striking.
4. The rammed ship suffers from 10% to 60% damage, and there is a 25% chance that it is holed below the waterline and will sink in 3-18 turns unless patched.
5. Patching a hole below the waterline requires 5 turns of work by ten men, and there is a 25% chance the job will not hold, requiring another five turns to replace.
6. A vessel rammed in the side loses 20% of its crew, 15% must be rowers if the ship is oared; a vessel rammed astern or bow on loses 5% of its crew, none of whom to be rowers.
7. Ramming does not affect grappling.

Shearing Oars Off: Any vessel which passes alongside another vessel which has oars will shear these off, killing 50% of the rowers on that side of the ship. If the vessel shearing the oars is also a rowed ship, its own oars will be sheared off, with the same effect on rowers, unless orders specify that the oars on the side af-

fectured are to be shipped. A ship with sheared oars will be dead in the water for three turns, and thereafter it will move at one-half speed maximum. If it has its oars sheared again it will remain powerless to move by rowing.

Grappling: Whenever ships come within 1" of each other they may attempt to grapple. Each vessel has a 20% chance of successfully grappling. Assume grappled ships dead in the water. There is a 20% chance that a grapple can be cut. It requires only one man to grapple or cut a grapple. Allow three grappling attempts per ship to be made during any turn, and a like number of attempts to cut grapples. Once grappled, vessels may be boarded.

Boarding: To conduct boarding vessels must be grappled. The deck plans of the vessels involved should then be placed in the manner indicated by the grappled models. For every three feet of deck space parallel to the ship to be boarded one man per turn can board. In addition, persons swimming can climb the sides of a ship and board. Once boarders are on the enemy ship combat takes place on a man-to-man basis. Swimmers boarding suffer the penalty of having to fight any defender with the latter above him. Command Control will also play a part.

Ship Capture: A ship is captured when the morale of its crew breaks or when all defenders are dead or overboard.

Monsters in Naval Adventures

Crab, Giant: As these creatures cannot swim, they are a peril only near beaches and on land. They travel 6" per turn. They attack twice, once for each pincher, and can take from 3-18 points of damage. Due to their shells treat them as Class 2 Armor.

Crocodile (Including Giant Crocodile): Crocs move 15" per turn in water, 9" per turn on land. They can upset boats or rafts if of the giant type (20' or longer). They are found in swamps and warm rivers with slow current. Giant Crocs score two dice of damage when they hit. They can be rammed by ships, killing them, but possibly causing damage to the ramming vessel (50%) chance unless the ship is ram-equipped. Armor Class 5.

Dragon Turtle: The most fearsome monster of the waters, it dwells in large rivers, lakes or the ocean. They are exceptionally strong, being able to lift any ship upon their back if they happen to come up under it. The Dragon Turtle moves only 9" per turn. The Dragon Turtle can breathe steam in an area like that of the fire of a Red Dragon. Their number of Hit Dice range from 11-13. It is in all other respects like Dragons, except the Dragon Turtle cannot fly and moves at 3" per turn on land.

Fish, Giant: Moving at 30" to 50" per turn, the various forms of Giant Fish will attack swimmers, small craft, or other monsters nearby. If they attack a small craft, they will become exposed to missile fire for a brief time. Some are able to ram. (Moby Dick-types...). Harpoons are recommended.

Leech, Giant: Found only in swampy terrain, these monsters move at 6" per turn. When they attack a hit means that rather than score damage to their opponents they have attached themselves, and every two turns they will drain one life energy level. They can only be killed to detach them. Giant Leeches take from 2-12 hits to kill. Armor Class 8.

Mermen: Swimmers will travel 15" per turn, and they have a 10% chance per 10 Mermen of grappling any ship which is within 1" of them. They may remain submerged indefinitely, but when underwater their move must be written. When on the surface they are subject to missile fire. If they grapple a ship they must be on the surface. A ship is slowed 2" for every successful grapple.

Nixies: These creatures operate only in fresh water moving 9" per turn. It takes 40 of them to make a grappling attempt, which otherwise acts as a grapple by Mermen.

Octopus, Giant and Giant Squid: Found only in salt-water, these monsters are able to move at 9" and 12" per turn respectively, and once per day they can jet - triple move and squirt out clouds of ink. Octopi take from 4-24 hits, and squid take from 6-36 hits. Note that each arm may attack. The largest Squids attack like Giant Snakes, except that damage is double. The Octopus has rubbery skin, giving it an armor class of 7. The Squid has a shell over its stern, so front or arm hits are at Class 7 Armor, while body hits are at Class 3 Armor.

Snake, Giant: Moving at a speed of 20" per turn, the great Snakes of the Sea (or large lakes) will attack as do Purple Worms. They can take from 6-36 hits, and the largest are able to wrap themselves around small ships (Longship or smaller) and cause them to suffer 10% per turn due to constriction. Armor Class 6.

Water Elemental: A Water Elemental can prevent a ship from moving. It can overturn small vessels.

Final Note: If sea monsters or monsters of the sea do not get a ship, perhaps it will sail off the edge of the world!

General Notes on Melee

1. Figures move towards an objective, other than obvious loot, only when their leader or one of his lieutenants is able to exercise command control. Men will, of course, retreat.

2. Figures which are forced back with no space to retreat to are either forced overboard, forced off the deck they are on, fall from the rigging or surrender if none of the above alternatives apply. Those falling must make saving throws, one chance out of six for every level fallen that damage will be sustained, i.e. a fall from 40 feet will require a 5 or a 6 to save. Damage is determined by rolling a six-sided die for every level, one die for every two levels if the fall is broken by water or some yielding substance. Note that any figures struck by a falling figure must also make saving throws and are subject to damage, just as if they had themselves fallen.
3. Breaking down doors, chopping through walls or decks or cutting rigging should be set by the referee with an eye towards the player's individual size and strength within any guidelines set down in these rules. So for instance when a giant attacks the door on a standard ship it will probably only cost him half his movement points while it would take ten men an entire turn to break it down. Cutting rigging might be easy for anyone with a battle axe and a strong back but a Giant would simply tear it apart like so much string rather than take the time to cut it with a dagger. So, again, say it would take a man with a sword three turns to cut a piece of rigging, or an anchor rope, while a Giant would tear it apart in a single turn.

Command Control: While barbaric warriors such as Vikings do not suffer from lack of command control,

more civilized troops do. It is necessary that a leader or one of his lieutenants be nearby to issue orders to men involved in shipboard melees. The range of command control is the Charisma rating as a radius in inches. A leader may have two lieutenants to aid him in command, but a lieutenant has a range equal to his leader's minus one inch. These additional guidelines are suggested:

1. Leaders involved in melee have their command control range halved.
2. Personnel beyond the range of the leader's or lieutenants' command control will not respond.
3. Lieutenants must be within command control range of the leader to pass on orders, or themselves respond.
4. Monsters and unintelligent creatures do not have command control problems, and they will act according to what is going on around them.
5. Leaders in plain view above their men/subordinates will add 1" to their command control range radius for every 10' they are above them. Thus a leader on a stern castle would be about 20' higher than the deck, and he would add 2" to his range of command control.
6. Personnel engaged in melee will only respond to commands when a roll of 1-4 is made (on a six-sided die). This will be checked each turn. Therefore, orders for withdrawal, for example, can be given for three turns later which allows three turns for the personnel to respond.

Section 6: Monsters

Notes About Monsters

It is generally true that any monster or man, except player characters, can see in total darkness (permanent infravision) as far as the dungeons are concerned, as long as they are not serving some character.

Number Encountered

Referee's option to increase or decrease this amount according to the party concerned (used primarily only for out-door encounters).

Damage

All attacks which score hits do 1-6 points damage unless otherwise noted.

Monster Descriptions

Balrog

No. Enc.: 1-6
Alignment: Chaos
Movement: 6"
Fly: 15"
Armor Class: 2
Hit Dice: 10
Attacks: see below
Damage: see below
Save: F10/M12
% in Lair: 25%
Treasure Type: F

Balrogs are highly intelligent monsters with a magical nature. There is a high probability that spells will not work against them. To determine success of spells use a base 75% resistance at the 11th level and adjust upwards or downwards in 5% increments, i.e. a 12th level Magic-User would have a 70% chance of resistance. Balrogs cannot be subdued, but they can be enlisted in the service of a strong Chaotic character. There is, of course, always the possibility that the Balrog will attempt to assume command himself, for Chaotic creatures will generally obey a Balrog before a human (except for an Evil High Priest who is slightly more influential).

Balrogs attack in two ways each turn: The normal attack is with a magical sword of +1 value, and if the Balrog immolates (any score of 7 or better on two six-sided dice, check each turn of melee) it also attacks with its whip. If the whip hits the Balrog drags the op-

ponent against its flaming body, doing two, three or four dice of damage (depending on size)! In this manner a Balrog can fight one or two opponents at the same time. They can fly 15" per turn, and remain airborne for three turns.

Basilisk

No. Enc.: 1-6
Alignment: Chaos
Movement: 6"
Armor Class: 4
Hit Dice: 6+1
Attacks: 1
Damage: Petrification
Save: F7
% in Lair: 40%
Treasure Type: F

Although this creature cannot fly, it has the power of turning to stone those whom it touches and those who meet its glance, but it in turn can be petrified by the reflection of its own eyes if the light is sufficient, and it looks at a good reflector. The Basilisk is not intelligent.

Black (or Gray) Pudding

No. Enc.: 1
Alignment: Neutrality
Movement: 6"
Armor Class: 6
Hit Dice: 10
Attacks: 1
Damage: 3d6
Save: F10
% in Lair: Nil
Treasure Type: Nil

The clean-up crew includes the Black Pudding and similar weird monsters. Black Puddings are not affected by cold. It is spread into smaller ones by chops or lightning bolts, but is killed by fire. Black Puddings dissolve wood, corrode metal at a reasonably fast rate, have no effect on stone, and cause three dice of damage to exposed flesh. If an armored character runs through a Black Pudding the monster's corrosive power will eat away the foot and leg protection of the armor so that it will fall-away next turn. Black Pud-

dings can pass through fairly small openings, and they can travel as easily on ceilings as on floors.

Centaur

No. Enc.: 2-20
Alignment: Law or Neutrality
Movement: 18"
Armor Class: 5
Hit Dice: 4
Attacks: 2 (weapon/hoof)
Damage: 1d6/1d6
Save: F4
% in Lair: 5%
Treasure Type: A

At worst these creatures are semi-intelligent, and therefore Centaurs will always carry some form of weapon: 50% of a group will carry clubs, 25% will carry lance-like spears, and the balance will be armed with bows (composite bow). In melee the Centaur will attack twice, once as a man and once as a horse. Centaurs will be found in hidden glens. It is there that both their females and young are and where their treasure is hidden. In the lair (glen) will be found from 1-6 additional males, females equal in number to twice the total number of males, and young equal to the number of males. Females are not generally armed and will not fight, and the young are also non-combatant, except in life-and-death situations.

Chimera

No. Enc.: 1-4
Alignment: Neutrality or Chaos
Movement: 12"
Fly: 18"
Armor Class: 4
Hit Dice: 9
Attacks: see below
Damage: see below
Save: F9
% in Lair: 50%
Treasure Type: F

Combining the worst of many creatures, a Chimera has the fore-body of a great cat, the hind quarters of a goat, dragon wings, and three heads. The goat's head can gore with its long and sharp horns, the lion's head can tear with its great fangs, and the dragon's head can either bite or breathe fire (but with a range of only 5" and but three dice damage).

Cockatrice

No. Enc.: 1-8
Alignment: Chaos
Movement: 9"
Fly: 18"
Armor Class: 6
Hit Dice: 5
Attacks: 1
Damage: Petrification
Save: F5
% in Lair: 35%
Treasure Type: D

The Cockatrice is a less powerful but more mobile Basilisk. It turns opponents to stone by touch. The Cockatrice is able to fly. They are not intelligent.

Djinn

No. Enc.: -
Alignment: Neutrality
Movement: 9"
Fly: 24"
Armor Class: 5
Hit Dice: 7+1
Attacks: 1
Damage: 2d6-1
Save: F8
% in Lair: Nil
Treasure Type: Nil

All Djinn are aerial creatures and have not the powers typically credited to them in fairy tales. They fight as Giants with a -1 as far as damage is concerned, thus doing from 1-11 points of damage when hitting. They can carry up to 6,000 Gold Pieces in weight, walking or flying (the latter for short periods only). They can create food which is nutritionally sound. They can create drinkable beverages. They can create soft goods and wooden objects of permanence, but metallic items last but a short time when created by them (the harder the metal the shorter its life), so that Djinn-Gold lasts but one day. They can create illusions which will remain until dispelled by touch or magic, and they need not concentrate upon the illusions to maintain them. They can form a whirlwind 1" base diameter, 2" top diameter, and 3" in height which otherwise is like that of an Air Elemental. Djinn are also able to become invisible or assume gaseous form.

Dragon

No. Enc.: 1-4
Alignment: Chaos or Neutrality
Movement: 9"
Fly: 24"
Armor Class: 2
Hit Dice: 5-12
Attacks: 1 (bite or breath)
Damage: 1d6 or see below
Save: See below
% in Lair: 60%
Treasure Type: H

There are six varieties of Dragons, each with separate characteristics in particular and other things in common. The varieties will be dealt with first:

White Dragons will be found only in cold regions.

Black Dragons will be found only in swamps and marshes. If the Dragon can talk there is a 5% chance it can use magic, 1st level only.

Green Dragons frequent woods and forests. If the Dragon can talk there is a 10% chance it can use magic, 1st and 2nd level spells.

Blue Dragons are at home in the deserts and arid lands. There is a 15% chance that talking Blue Dragons can use magic spells of from the 1st and 2nd level.

Red Dragons inhabit mountainous and hilly regions. If the dragon can talk there is a 15% chance it can use magic, 1st through 3rd levels.

Golden Dragons are able to abide anywhere, as they are actually a class unto themselves. These monsters are by far the most intelligent of all their kind, and they are able to use magic. They can employ spells up to the 6th level, gaining one level for each of their stages of maturity, having one spell for each Hit Die they have. Golden Dragons are the only Dragons which are Lawful in nature although this exception is not noted on the Alignment table. They will often appear as human or in some other guise. They will not usually serve any character.

Dragon Type	Breath Weapon	Range and Shape	Hit Dice	Save	Talking/Sleeping
White	Cold	8" x 3" cone	5-7	F5-7	25% / 60%
Black	Acid	6" x 1/2" line	6-8	F6-8	40% / 50%
Green	Chlorine Gas	5" x 4" cloud	7-9	F7	55% / 40%
Blue	Lightning	10 x 1/2" line	8-10	F8-10	70% / 30%
Red	Fire	9" x 3" cone	9-11	F9-11	85% / 20%
Golden	Fire or Gas	(as applicable)	10-12	F10/M12*	100% / 10%

*Only Very Old Golden Dragons have the 12th level Magic-User saving throw option, all others save only as a 10th level Fighting-Man

Breath Weapons: The Dragon is able to use its breath but three times per day, so sometimes it will bite instead. To determine this simply roll two six-sided dice; a score of six or less indicates the Dragon will bite, but a seven or better indicates it will breathe.

- Cone-shaped breath weapons originate from the mouth of the Dragon at 1/2" diameter.
- Line-shaped breath weapons will travel in a straight line beginning at the height of the Dragon's head at the time it releases.
- Cloud-shaped breath weapons extend from ground level to a height of 3".

Hit Dice: The number of dice is an indication of the size of the creature. Most will fall in the middle, but 20% will be small and 20% very large. The value of the Hit Dice, as well as the value of the breath weapon, will be subject to the maturity of the Dragon.

Roll d6	Description/Age	Value of Hit Dice and Breath Weapon
1	Very Young/1-5 years	1 per die
2	Young/6-15 years	2 per die
3	Sub-Adult/16-25 years	3 per die
4	Adult/26-75 years	4 per die
5	Old/76-100 years	5 per die
6	Very Old/100+ years	6 per die

Attacking Dragons: Sleeping Dragons may be attacked with a free melee round by the attacker and +2 on Hit Dice for chances of hitting. Certain weapons will be more or less effective than others against the various types of Dragons. This is indicated on the following chart, the number indicating the addition or subtraction for the probability of hitting as well as the amount of damage done.

Type	Attacked by				
	Water	Fire*	Lightning	Air**	Earth†
White	-1	+1	+1	-	-1
Black	+1	-	-	-	-1
Green	-	-	-	+1	-
Blue	-1	+1	-1	-	-
Red	+1	-1	-	-1	-1
Golden	-	-	-	-	-

*Includes attacks by Efreeti or Fire Elementals

**Includes "whirlwind", Air Elemental or Djinn attacks

†Attack by an Earth Elemental

Subduing Dragons: Any attack may be to subdue rather than to kill, but this intent must be announced before melee begins. When intent to subdue is announced hits scored upon the Dragon are counted as subduing rather than killing points. Each round of melee the number of points scored in hits is ratioed over the total number the Dragon has (hit point total), the hits obtained being stated as a percentile of the total possible, i.e. 12%, 67%, etc. The percentile dice are then rolled to determine if the Dragon has been subdued. A roll equal to or less than the percentage of hits already obtained means the Dragon is subdued. For example: a "Very Old", 11 Hit Dice Red Dragon is encountered asleep in its cavernous lair. Three Fighting-Men creep in and strike to subdue. All three hit scoring respectively 2, 3, and 6 points, or 11 points total. 11 ratioed over 66 (the number of hit points the Dragon can absorb before being killed or in this case subdued) is 1/6th or 17%. The referee checks to determine if the Dragon is subdued and rolls over 17 on the percentile dice. The Dragon is not subdued, and a check is then made to see whether he will bite or use his breath weapon during the second melee round. The result indicates he will breathe. The attackers strike again and once more all hit for a total of 12 points. The Dragon breathes and as none make their saving throws the attackers are all killed for they take 66 points of damage from Dragon fire. Subsequently, the referee rolls 01 on the percentile dice (any roll up to 34 would have indicated success) indicating that the attackers survived they would have subdued the Red Dragon that turn. Not more than eight man-sized creatures can attempt to subdue any one Dragon.

Value of Subdued Dragons: Subdued Dragons can be sold on the open market (going out of existence in the game) for from 500 to 1,000 Gold Pieces per hit point it can take. Thus, the Red Dragon in the above example would be worth from 33,000 to 66,000 Gold Pieces. Offers are determined by the referee merely by rolling a six-sided die to see if the offer will be 500 (die 1) 600 (die 2), etc., Gold Pieces. Of course the character or characters who subdued the Dragon

could keep it in their own service or sell it to other players for whatever they could get.

Length of Subdual: A subdued Dragon will remain in that state until such time as an opportunity presents itself to escape or kill its master presents itself, but as long as the master is in a commanding position it will not attempt either course.

Two or More Dragons: If two Dragons are encountered they will be mated pair of at least the 4th age category. If three or four Dragons are encountered they will constitute a family group of a male, female and one or two young. The adults will be of the 4th or greater age category, the young of the 1st. If the young are attacked both parents will automatically use their breath weapons. If the female is attacked the male will attack at double value unless he is simultaneously attacked, and vice versa.

Dragon Treasure: Very Young and Young Dragons are unlikely to have acquired treasure. Sub-Adult Dragons will have about half the indicated treasure for Dragons. Very Old Dragons can have as much as twice the indicated amount.

Dryad

No. Enc.:	1-6
Alignment:	Neutrality
Movement:	12"
Armor Class:	5
Hit Dice:	2
Attacks:	Special
Damage:	Nil
Save:	F2/M1
% in Lair:	20%
Treasure Type:	D

The beautiful tree sprites of mythology. Dryads are each a part of their own respective tree and will stay within 24^h of their trees. They are shy and non-violent, but they have a powerful *Charm Person* spell with a +10% chance of succeeding, and anyone who approaches/follows a Dryad is likely (90%) to have the spell thrown at him. Anyone charmed by a Dryad will never return from the forest. Dryads have exact knowledge of the woods around them.

Dwarf

No. Enc.:	40-400
Alignment:	Law or Neutrality
Movement:	6"
Armor Class:	4

Hit Dice: 1
 Attacks: 1 (weapon)
 Damage: 1d6
 Save: D1
 % in Lair: 50%
 Treasure Type: G

Because of their relatively small size, clumsy monsters like Ogres, Giants and the like will have a difficult time hitting Dwarves, so score only one half the usual hit points when a hit is scored. Any body of Dwarves will have one above average fighter for every 40 in the group, and to determine the level simply roll a six-sided die, the number of pips equalling the level of fighting of the dwarf. If in their lair the score will be adjusted so that 1 or 2 equals 3rd level, 3 or 4 equals 4th level and 5 or 6 equalling 5th and 6th levels respectively. For every level of fighting ability there will be a 10% chance that the Dwarf will have a magic shield, magic armor, or a magic sword (die 1-4) or hammer (die 5,6). Unintelligent beasts may sometimes be used by Dwarves to form a part of their defences (domesticated bears, wolves, or whatever at the referee's option).

Goblins and Kobolds are their natural (and most hated) enemies, and Dwarves will attack Goblins and Kobolds before any other enemies in sight.

Efreet

No. Enc.: -
 Alignment: Chaos or Neutrality
 Movement: 9"
 Fly: 24"
 Armor Class: 3
 Hit Dice: 10
 Attacks: 1
 Damage: 2d6
 Save: F10
 % in Lair: 5%
 Treasure Type: A

These creatures are similar to the Djinn, but their basis is in fire and they tend to be Chaotic. Their fabled home is the City of Brass. They are enemies of the Djinn. The Efreet are otherwise like Djinn, with damage scored equal to that done by a Giant (two dice, 2-12 points), and they can carry up to 10,000 Gold Pieces weight. In addition they can create a *Wall of Fire* and they can become incendiaries. They will serve for 1001 days.

Elemental

No. Enc.: 1
 Alignment: Neutrality
 Movement: See below
 Armor Class: 2
 Hit Dice: See below
 Attacks: See below
 Damage: See below
 Save: See below
 % in Lair: Nil
 Treasure Type: Nil

There are four types of Elemental: Air, Earth, Fire, and Water. Each will be dealt with separately. There are variations of strength (Hit Dice) within all four types:

Origin of Elemental	Hit Dice	Save
Conjured	16	F16
Device*	12	F12/M12
Staff	8	F8/M12

*Those from medallions, stones, gems or bracelets

Regardless of the strength of an Elemental, only one of each type can be brought into existence during any "day". Thus, if a character possessed a device to call up an Air Elemental, but before he could employ it an opponent conjured an Air Elemental, another could not be created until the next day. Only magical weapons/attacks affect Elementals.

Air Elementals: Air Elementals move only by flying, moving at a maximum rate of 36". When engaged in combat in the air they add +1 to damage scored from hits. They normally do one die roll of damage. They can turn into a whirlwind which will sweep all creatures under two Hit Dice away, the whirlwind being conical in shape, 3" diameter at the base, 6" diameter at the top, and as high as the number of Hit Dice possessed by the Elemental (16", 12" or 8"). Forming a whirlwind requires one full turn as does dissolving it.

Earth Elementals: Earth Elementals move but 6" per turn and can not cross water. However, when they hit they score damage with three dice (3-18 points) against any opponent which rests upon the earth, and they score two dice of damage against all other opponents. They have the effect of a super battering ram against walls, scoring damage as if they were striking an opponent (3-18 points)

Fire Elementals: Fire Elementals move up to 12" per turn. They score two dice of damage against all non-fire-using opponents, and one die -1 (2-7 hit points of damage) against fire-using opponents. They act as incendiaries when in contact with inflammable material.

They cannot cross water. They are brought forth from flame of considerable heat, i.e. a large fire, lava pool, etc.

Water Elementals: Water Elementals are generally confined to water, being able to move only 6" from such a body of liquid. They move at a rate of 18" per turn in water, 6" outside water. In water they do damage equal to two dice, while out of water they do but one die of damage when meleeing. Water Elementals can only be brought forth from a considerable body of water, i.e. a pond, stream, or larger body of water. A Water Elemental can prevent a ship from moving. It can overturn small vessels.

All elementals must be controlled at all times by the persons who have called them forth. Failure to control any elemental will result in its turning upon the one who called it up and attacking. The returning/attacking Elemental will move directly toward the one who summoned it, attacking anything that gets in its path as it returns. Note that once control is lost it can never be re-established. Control consists merely of the summoner maintaining undivided attention upon the Elemental; and being attacked, moving, or any other action will tend to break this concentration.

Elf

No. Enc.: 30-300
Alignment: Law or Neutrality
Movement: 12"
Armor Class: 5
Hit Dice: 1+1
Attacks: 1 (weapon)
Damage: 1d6
Save: F(level)/M(level)
% in Lair: 25%
Treasure Type: E

Elves are of two general sorts, those who make their homes in woodlands and those who seek the remote meadowlands. For every 50 Elves encountered there will be one of above-normal capabilities. Roll a four-sided die for level of fighting and a six-sided die for level of magical ability, treating any 1's rolled as 2's and 6's (magical level), as 5's. For every 100 encountered there will be a Hero/Warlock. One-half of the Elves in any given party will be bow armed, the other half will bear spears, and all will have swords in addition. Elves have the ability of moving silently and are nearly invisible in their gray-green cloaks. Elves armed with magical weapons will add one pip to dice rolled to determine damage, i.e. when a hit is scored the possible number of damage points will be 2-7 per die.

Elves on foot may split-move and fire (move half their normal movement, fire an arrow, then move the balance of their normal movement). Mounted Elves may not split-move and fire, for they are not naturally adapted to horseback.

Ent

No. Enc.: 2-20
Alignment: Law
Movement: 12"
Armor Class: 2
Hit Dice: 8
Attacks: 1
Damage: 1d6
Save: F8
% in Lair: Nil
Treasure Type: Nil

These tree-like creatures are encountered only in forests and woodlands. They have the ability to command plants like themselves, so if they are within 6" of a tree they may cause it to move 3" per turn, each commanding up to two trees in this manner. Although Lawful in nature, Ents are not prone to involve themselves in affairs which do not directly concern them.

Gargoyle

No. Enc.: 2-20
Alignment: Chaos
Movement: 9"
Fly: 15"
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d6
Save: M12
% in Lair: 25%
Treasure Type: C

As depicted in medieval architecture, the Gargoyle is a reptilian beast with horns, talons, fangs, bat-like wings, and often bipedal. They are hostile and generally (75%) attack with no provocation regardless of the fact that they may be attacking other Chaotic creatures. They are at least semi-intelligent, and usually can be relied upon to behave with forethought and planning. Only magical weapons/attacks affect Gargoyles.

Ghoul

No. Enc.: 2-24
 Alignment: Chaos
 Movement: 9"
 Armor Class: 6
 Hit Dice: 2
 Attacks: 1
 Damage: 1d6
 Save: F2
 % in Lair: 20%
 Treasure Type: B

Ghouls paralyze any normal figure they touch, excluding Elves. They otherwise melee in the regular fashion and are subject to missile fire. Any man-type killed by a Ghoul becomes one.

Giant

No. Enc.: 1-8
 Alignment: Chaos or Neutrality
 Movement: 12"
 Armor Class: 4
 Hit Dice: 8 - 12+2
 Attacks: 1
 Damage: 2d6 or see below
 Save: F8-13
 % in Lair: 30%
 Treasure Type: 5,000 gp + E

Giants act as mobile light catapults with a 20" range. Due to their huge weapons all Giants will score two dice of damage when hitting an opponent. Wandering Giants will carry from 1,000 to 6,000 Gold Pieces with them in their usual copious shoulder sack. Note that there can be many types of Giants including the following:

Giant Type	Hit Dice	Lair is	Approximate Size	Unusual Characteristics
Hill Giant	8	Cave	12'	None
Stone Giant	9	Cave	15'	Throw rocks as heavy catapult (32")
Frost Giant	10+1	Castle	18'	Impervious to cold, rock damage 2d6+1
Fire Giant	11+3	Castle	12'	Impervious to fire, rock damage 2d6+2
Cloud Giant	12+2	Castle	20'	Keen sense of smell, rock damage 3d6

Hill Giants are the most common (60%) while the others are seldom encountered (10% each type, total 40%). Those Giants who abide in castles sometimes have additional guards. There is a 50% chance that some other monster will be there:

Roll d6	Monster
1-4	Hydra (5-10 heads)
5	3-36 Wolves
6	3-18 Bears

Gnoll

No. Enc.: 20-200
 Alignment: Chaos
 Movement: 9"
 Armor Class: 5
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: 1d6
 Save: F2
 % in Lair: 30%
 Treasure Type: D

Gnome

No. Enc.: 40-400
 Alignment: Law or Neutrality
 Movement: 6"
 Armor Class: 5
 Hit Dice: 1
 Attacks: 1 (weapon)
 Damage: 1d6
 Save: D1
 % in Lair: 60%
 Treasure Type: C

Slightly smaller than Dwarves, and with longer beards, these creatures usually inhabit the hills and lowland burrows as opposed to the mountainous homes which Dwarves choose. They are more reclusive than their cousins, but in all other respects resemble Dwarves.

Goblin

No. Enc.: 40-400
Alignment: Chaos
Movement: 6"
Armor Class: 6
Hit Dice: 1-1
Attacks: 1 (weapon)
Damage: 1d6
Save: F1
% in Lair: 50%
Treasure Type: 1-6 gp each

These small monsters see well in darkness or dim light, but when they are subjected to full daylight they subtract -1 from their attack and morale dice. They attack Dwarves and Gnomes on sight. Their hit dice must always equal at least one pip. Composition of Force: When in their lair the "goblin king" will be found. He will fight as a Hobgoblin in all respects. He will be surrounded by a body of from 5-30 (roll five six-sided dice) guards as Hobgoblins also.

Gorgon

No. Enc.: 1-4
Alignment: Chaos
Movement: 12"
Armor Class: 2
Hit Dice: 8
Attacks: 2 (butt and breath)
Damage: 1d6 + petrification
Save: F8
% in Lair: 50%
Treasure Type: E

These bull-like monsters have scales of iron covering their hides and a breath which is capable of turning to stone those who are within its 6' range.

Gray Ooze

No. Enc.: -
Alignment: Neutrality
Movement: 1"
Armor Class: 8
Hit Dice: 3
Attacks: 1
Damage: 2d6
Save: F3
% in Lair: Nil

Treasure Type: Nil

A member of the clean-up crew and nuisance monster, the Gray Ooze is a seeping horror which closely resembles wet stone and is thus difficult to detect. It will not be spread by non-harmful weapons, but it is subject only to lightening bolts or cuts and chops by weaponry, for it is impervious to cold or fire. It does not harm wood or stone, but it corrodes metal at the same rate that Black Pudding does. It does two dice of damage to exposed flesh for every turn it is in contact with it.

Green Slime

No. Enc.: -
Alignment: Neutrality
Movement: Nil
Armor Class: -
Hit Dice: 2
Attacks: 1
Damage: See below
Save: F2
% in Lair: Nil
Treasure Type: Nil

A non-mobile hazard, Green Slime can be killed by fire or cold, but it is not affected by lightening bolts or striking by weapons. It eats away wood and metal but not stone. Green Slime sticks to flesh and penetrates it in one turn, thereafter turning the flesh into Green Slime. Green Slime cannot be scraped off, so when it contacts something the item must be discarded or excised in some way. A *Cure Disease* spell will also serve to kill and remove Green Slime, even when it is in contact with flesh.

Griffon

No. Enc.: 2-16
Alignment: Neutrality
Movement: 12"
Fly: 30"
Armor Class: 3
Hit Dice: 7
Attacks: 1
Damage: 1d6
Save: F7
% in Lair: 10%
Treasure Type: E

These creatures are the most prized of steeds, for they are swift, loyal, and fierce. However, they are fond of

horse flesh above all other foods, so the two creatures cannot be mixed or even brought within 36" of each other. In their wild state Griffons will attack anyone nearby with little provocation, particularly if their lair is nearby.

Hippogriff

No. Enc.: 2-16
 Alignment: Law
 Movement: 18"
 Fly: 36"
 Armor Class: 5
 Hit Dice: 3+1
 Attacks: 2 (hoof/beak)
 Damage: 1d6/1d6
 Save: F4
 % in Lair: Nil
 Treasure Type: Nil

Although the name would imply a cross between the horse and the Griffon, the Hippogriff is another kind of beast entirely. They are fierce fighters, attacking with both their hooves and with their sharp beaks. They are otherwise similar to Pegasi in nature, although the two creatures do not herd together and will normally fight each other.

Hobgoblin

No. Enc.: 20-200

Alignment: Chaos
 Movement: 9"
 Armor Class: 5
 Hit Dice: 1+1
 Attacks: 1
 Damage: 1d6
 Save: F2
 % in Lair: 30%
 Treasure Type: D

These monsters are large and fearless Goblins, having +1 morale. The Hobgoblin king will fight as an Ogre, as will his bodyguard of from 2-4 in number.

Horse

No. Enc.: -
 Alignment: Neutrality
 Movement: See below
 Armor Class: 7 (AC 5 with barding)
 Hit Dice: See below
 Attacks: 1 (War Horses only)
 Damage: 1d6 (War Horses only)
 Save: See below
 % in Lair: Nil
 Treasure Type: Nil

War Horses melee. The other characteristics of Horses (and Mules) are:

Type	Move	Hit Dice	Save	Maximum Load in gp	Rider's Armor
Light Horse	24"	2	F2	3,000	Leather Armor
Medium Horse	18"	2+1	F3	3,750	Chain Mail
Heavy Horse	12"	3	F3	4,500	Plate Mail
Draft Horse	12"	2+1	F3	4,500	-
Mule	12"	2+1	F3	3,500	-

Horses and Mules are panic-stricken by raging fire and strange smells, although those trained for battle are not nearly so likely to be affected. Only Mules are agile enough to be taken in dungeons.

Damage: 1d6/head
 Save: F5-12
 % in Lair: 25%
 Treasure Type: B

Unlike the standard mythological concept of the Hydra being a snake with many heads, these beasts are large dinosaurs with multiple heads. Because of its size and constitution, each head is represented by one Hit Die, and the Hit Die per head is generally of six pips. Thus a six-headed Hydra has six Hit Dice of six pips each, or 36 total points. When six hit points are scored on it one head is then killed. Hydras of five heads fight as 5th level fighters, those with six as 6th level fighters,

Hydra

No. Enc.: 5-12 heads
 Alignment: Neutrality
 Movement: 12"
 Armor Class: 5
 Hit Dice: 5-12
 Attacks: 5-12

and so on. A ten-headed Hydra would fight as a 10th level fighter even when it had but one head left. Usually all of a Hydra's heads can attack simultaneously.

Insect or Animal, Large

This category includes Giant Ants and prehistoric monsters. Armor Class can be anything from 8 to 2. Hit Dice should range from 2 to anywhere near 20, let us say, for a Tyrannasaurus Rex. Also included in this group are the optionally usable "Martian" animals such as Apts, Banths, Thoats, etc. If the referee is not personally familiar with the various monsters included in this category the participants of the campaign can be polled to decide all characteristics. Damage caused by hits should range between 2-4 dice (2-24 points).

Insect or Animal, Small

These can be any of a huge variety of creatures such as wolves, centipedes, snakes and spiders. Any hit will kill the smaller, while larger beasts (such as wolves) will receive one Hit Die. Generally speaking they will be Armor Class 8.

Invisible Stalker

No. Enc.: -
Alignment: Neutrality
Movement: 12"
Armor Class: 3
Hit Dice: 8
Attacks: 1
Damage: 1d6
Save: F8
% in Lair: Nil
Treasure Type: Nil

These are monsters created by level 6 spells, uttered directly or from scrolls. They are faultless trackers. They follow continually until their mission is accomplished at which time they return to the non-dimension from whence they came. Until their mission is completed they will never vary, and must be destroyed by attack to be stopped, although a *Dispel Magic* spell will also work. The referee should note, however, that Invisible Stalkers resent missions which entail long periods of continuing service such as guarding a Magic-User for a

month, a year, etc. They will then seek to fulfil the letter of their duties by perverting the spirit. For example: An Invisible Stalker is ordered to: "Guard me against all attack, and see that I come to no harm." In order to faithfully fulfil this endless duty the Invisible Stalker will have to take the Magic-User to its non-dimensional plane and place him in suspended animation, and assume this is accomplished whenever a 12 is rolled with two six-sided dice, checking either daily or weekly as the campaign progresses.

Kobold

No. Enc.: 40-400
Alignment: Chaos
Movement: 6"
Armor Class: 7
Hit Dice: 1/2
Attacks: 1
Damage: 1d6
Save: F1
% in Lair: 50%

Treasure Type: 1-6 gp each

Treat these monsters as if they were Goblins except that they will take from 1-3 hits (roll a six-sided die with a 1 or 3 equalling 1 hit, a 3 or 4 equalling 2 hits, etc.).

Lycanthrope

No. Enc.: 2-20
Alignment: See below
Movement: See below
Armor Class: See below
Hit Dice: See below
Attacks: 1
Damage: 1d6 + Special
Save: See below
% in Lair: 15%

Treasure Type: C

There are four kinds of Lycanthropes with varying Armor Class, Movement, and Hit Dice. Only silver weapons or magical weapons/attacks affect Lycanthropes.

Type	Armor Class	Movement	Hit Dice	Save	Alignment
Werewolf	5	15"	4	F4	Neutrality/Chaos
Wereboar	4	12"	4+1	F5	Neutrality/Chaos
Weretiger	3	12"	5	F5	Neutrality/Chaos
Werebear	2	9"	6	F6	Law/Neutrality

Groups of Lycanthropes are either packs or family packs. Packs are from 2-4. Family packs are from 5-8. Groups of from 8 to 20 are more likely to be packs (two-thirds) than several family packs (one-third). A family pack will consist of two adults and the balance of young of varying age (one-half to nine-tenths grown). If the young are attacked the female adult will fight at triple value for four melee rounds, but thereafter drop to one half value. If an adult female is attacked its mate in the family pack will fight at double value thereafter. When adults are killed all young under nine-tenths grown will be subdued, those of nine-tenths growth will fight until dead. Anyone seriously wounded by Lycanthropes (assume about 50% of total possible damage) will be infected and himself become a similar Lycanthrope within 2-24 days unless they are given a *Cure Disease* spell by a Cleric.

Man

No. Enc.:	30-300
Alignment:	See below
Movement:	See below
Armor Class:	See below
Hit Dice:	See below
Attacks:	1
Damage:	1d6
Save:	By class and level
% in Lair:	15%
Treasure Type:	A

There are several categories of men:

Bandits: Although Bandits are normal men, they will have leaders who are supernormal fighters, magical types or clerical types. For every 30 bandits there will be one 4th level Fighting-Man; for every 50 Bandits there will be in addition one 5th or 6th level fighter (die 1-3 = 5th level, die 4-6 = 6th level); for every 100 Bandits there will be in addition one 8th or 9th level fighter (die 1-3 = 8th die 4-6 = 9th). If there are over 200 Bandits there will be 50% chance for a Magic-User (die 1-4 = 10th level, die 5, 6 = 11th level) and a 25% chance for a Cleric of the 8th level. If there are exactly 300 Bandits there will absolutely be a Magic-User, and the chance for a Cleric goes up to 50%. There is also a chance that there will be magical accoutrements with

the super-normal types, every item having a percentile chance of 5% per level of the leaders:

Class	Item		
Fighting-men	Armor	Shield	Sword
Magic-user	Wand/Staff	Ring	Misc. Magic
Cleric	Misc. Weapon*	Armor	Shield

*If edged weapon indicated by roll go to Wand/Staff table and roll again, but if the result not usable by Cleric there is no item in this category

Composition of the Force

Light Foot	40%
Short Bow or Light Crossbow	25%
Light Horse	25%
Medium Horse	20%

All super-normal individuals with the force will be riding Heavy, barded horses.

Armor Class:	See Composition of Force
Movement:	See Composition of Force
Hit Dice:	1 die/man
Alignment:	50% Neutrality, 50% Chaos.

Berserkers: Berserkers are simply men mad with battle-lust. They will have only Fighting-Men with them as explained in the paragraphs above regarding Bandits. They never check morale. When fighting normal men they add +2 to their dice score when rolling due to their ferocity.

Armor Class:	Leather Armor.
Movement:	12"
Hit Dice:	1 die + 1/man.
Alignment:	Neutrality.

Brigands: Same as Bandits except +1 morale and Chaos alignment.

Dervishes: Dervishes are fanatically religious Nomads who fight as Berserkers, never checking morale, with +1 on hit dice, and otherwise as Nomads (below), except they will always be led by an 8th - 10th level Cleric and are Lawful in alignment.

Nomads: These raiders of the deserts or steppes are similar to Bandits as far as super-normal types and most other characteristics go:

Nomads of the Desert*

Light Horse Lancers	50%
Light Horse Bowmen	20%
Medium Horse Lancers	30%

*Encampments will be guarded by an additional 20-40 Medium Foot with composite bows

Nomads of the Steppes

Light Horse Lancers	20%
Light Horse Bowmen	50%
Medium Horse Lancers	10%
Medium Horse Bowmen	20%

Buccaneers: Buccaneers are water-going Bandits in all respects except composition of their force.

Composition of the Force

Light Foot	60%
Light Crossbow	30%
Heavy Crossbow (Chain Mail)	10%

Pirates: Pirates are the same as Buccaneers except they are aligned with Chaos.

Cavemen: Cavemen fight as 2nd level Fighting-Men, armed with weapons equal to Morning Stars. They have no armor but get 2 Hit Dice. They have -1 morale. Alignment is always Neutrality.

Mermen: Mermen are similar to Berserkers in most respects, but they fight at -1 on land. They are armed with tridents and darts (50/50). Armor Class is equal to Leather Armor. Swimming they travel 15" per turn, and they have a 10% chance per 10 Mermen of grappling any ship which is within 1" of them. They may remain submerged indefinitely, but when underwater their move must be written (see Waterborne Combat). When on the surface they are subject to missile fire. If they grapple a ship they must be on the surface. A ship is slowed 2" for every successful grapple.

Manticore

No. Enc.:	1-4
Alignment:	Chaos
Movement:	12"
Fly:	18"
Armor Class:	4
Hit Dice:	6+1
Attacks:	See below
Damage:	1d6/attack
Save:	F7
% in Lair:	25%
Treasure Type:	D

Huge, Lion-bodied monstrosities with men's face, horns, dragon wings, and a tail full of iron spikes. There are 24 of these spikes in a Manticore's tail, and they can be fired 6 at a time in any one direction with the range (18") accuracy and effect of a crossbow. Their favorite prey is Man.

Medusa

No. Enc.:	1-4
Alignment:	Chaos
Movement:	9"
Armor Class:	8
Hit Dice:	4
Attacks:	See below
Damage:	See below
Save:	F4
% in Lair:	75%
Treasure Type:	F

A human-type monster with the lower body of a snake, a human torso and head, with tresses which are asps. It is able to turn those who look at its eyes to stone, while the bite of the snakes which cover its head is deadly (poison). As it is intelligent it will cleverly attempt to beguile victims into looking at it. It also is subject to the effects of its reflected glance.

Minotaur

No. Enc.:	1-8
Alignment:	Chaos or Neutrality
Movement:	12"
Armor Class:	6
Hit Dice:	6
Attacks:	1
Damage:	1d6
Save:	F6
% in Lair:	10%
Treasure Type:	C

The Minotaur is classically a bull-headed man (and all of us who have debated rules are well acquainted with such). Assume that they are above human size and are man-eaters. Minotaurs need never check morale. They will always attack. They will pursue as long as their prey is in sight.

Mummy

No. Enc.:	1-12
Alignment:	Chaos

Movement: 6"
Armor Class: 3
Hit Dice: 5+1
Attacks: 1 + Special
Damage: 1d6 + Special
Save: F6/C6
% in Lair: 30%
Treasure Type: D

Mummies do not drain life energy as Wights and Wraiths do, but instead their touch causes a rotting disease which makes wounds take ten times the usual time for healing. A Cleric can reduce this to only twice as long with a *Cure Disease* spell if administered within an hour. Only magic weaponry will hit Mummies, and all hits and bonuses are at one-half value against them. Note, however, that Mummies are vulnerable to fire, including the ordinary kind such as a torch.

Nixie

No. Enc.: 10-100
Alignment: Neutrality
Movement: 12"
Armor Class: 7
Hit Dice: 1
Attacks: 1 + Special
Damage: 1d6
Save: F1/M1
% in Lair: 100%
Treasure Type: B

These Water Sprites are Neutral in nature, but they will always seek to lure humans beneath the waters to enslave them for one year. For every 10 Nixies that appear there will be one *Charm Person* spell being cast at any person within 3" of their lair. Any charmed character will immediately proceed underwater and remain there until the year is up when he is freed. A *Dispel Magic* spell has a 75% chance of succeeding before the charmed character is immersed. Nixies are otherwise armed with daggers and javelins (6" throwing range). They operate only in fresh water moving 9" per turn and will be accompanied by a school of the largest and fiercest fish living therein — probably Muskie, Pike, or Gar - the size of the school being 10-100 fish. The fish will attack on command from the Nixies, but flame (such as a flaming sword) will keep the fish back but not the Nixies. It takes 40 of them to make a grappling attempt on a boat, which otherwise acts as a grapple by Mermen.

Ochre Jelly

No. Enc.: 1
Alignment: Neutrality
Movement: 3"
Armor Class: 8
Hit Dice: 5
Attacks: 1
Damage: 1d6
Save: F5
% in Lair: Nil
Treasure Type: Nil

The Ochre Jelly is a giant amoeba which can be killed by fire or cold, but hits by weaponry or lightning bolts will merely make them into several smaller Ochre Jellies. Ochre Jelly does not affect stone or metal, but it does destroy wood, and it causes one die of damage per turn it is in contact with exposed flesh. It seeps through small cracks easily.

Ogre

No. Enc.: 3-18
Alignment: Chaos or Neutrality
Movement: 9"
Armor Class: 5
Hit Dice: 4+1
Attacks: 1
Damage: 1d6+2
Save: F5
% in Lair: 30%
Treasure Type: 1,000 gp + C

These large and fearsome monsters range from 7 to 10 feet in height, and due to their size will score 1 die +2 (3-8) points of hits when they hit. When encountered outside their lair they will carry from 100 to 600 Gold Pieces each.

Orc

No. Enc.: 30-300
Alignment: Chaos or Neutrality
Movement: 9"
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1
% in Lair: 50%

Treasure Type: D

The number of different tribes of Orcs can be as varied as desired. Once decided upon, simply generate a random number whenever Orcs are encountered, the number generated telling which tribe they belong to, keeping in mind inter-tribal hostility. When found in their "lair" it will be either a cave complex (die 1-4) or a village (die 5-6). The cave complex will be guarded by sentries. A village will be protected by a ditch and palisade defense, 1 light catapult per 50 Orcs, and a high central tower of some kind. Orcs found in a cave will possibly have strong leader/protector types, as will those in villages:

Leader	Cave Complex	Village
7 th -9 th Fighter	Nil	25% per 100 Orcs
11 th Magi-User	Nil	10% per 100 Orcs
Balrog	25% per 100 Orcs	Nil
Dragon	10% per 100 Orcs	Nil
1-6 Ogres	10% per 50 Orcs	15% per 50 Orcs
1-4 Trolls	10% per 100 Orcs	Nil

Orcs will defend their lair without morale checks until they are outnumbered by 3-1. If found other than in their lair Orcs may be escorting a wagon train of from 1-8 wagons. There is a 50% chance for this. Each wagon will be carrying from 200-1,200 Gold Pieces. Wagon trains will have additional Orcs guarding them, 10 per wagon, and be lead by either a Fighting-Man (die 1 = Champion, die 2-4 = Superhero, die 5, 6 = Lord) or Magic-User (die 1 = Sorcerer, die 2-4 = Necromancer, die 5, 6 = Wizard), 50% chance for either (die 1-3 = Fighting-Man, die 4-6 = magical type.) Note that if Orcs are encountered in an area which is part of a regular campaign map their location and tribal affiliation should be recorded, and other Orcs located in the same general area will be of the same tribe. Orcs do not like full daylight, reacting as do Goblins. They attack Orcs of different tribes on sight unless they are under command of a stronger monster and can score better than 50% on an obedience check (4-6 with a six-sided die for example).

Pegasus

No. Enc.: 1-12
Alignment: Law
Movement: 24"
Fly: 48"
Armor Class: 6
Hit Dice: 2+2
Attacks: 1
Damage: 1d6
Save: F3

% in Lair: Nil

Treasure Type: Nil

Winged Horses are wild and shy, being most difficult to capture. They will serve only Lawful characters, and once captured Pegasi are the equal to any horse in battle.

Pixie

No. Enc.: 10-100
Alignment: Neutrality
Movement: 9"
Fly: 18"
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1/M2
% in Lair: 25%

Treasure Type: C

A type of Air Sprite, Pixies can be made visible, or make themselves visible, but they are naturally invisible to human eyes. Therefore, they are able to attack while remaining generally invisible. They can be seen clearly only when a spell to make them visible is employed, although certain monsters such as Dragons and high-level fighters will be aware of their presence. Pixies can fly for three turns (maximum) before landing.

Purple Worm

No. Enc.: 1-4
Alignment: Neutrality
Movement: 6"
Armor Class: 6
Hit Dice: 15
Attacks: 2 (bite/sting)
Damage: 1d6 + special/1d6 + poison
Save: F15
% in Lair: 25%

Treasure Type: D

These huge and hungry monsters lurk nearly everywhere just beneath the surface of the land. Some reach a length of 50 feet and a girth of nearly 10 feet diameter. There is a poisonous sting at its tail, but its mouth is the more fearsome weapon, for it is so large as to be able to swallow up to Ogre-sized opponents in one gulp. Any hit which scores over 20% of the minimum total required to hit, or 100% in any case, indicates the

Purple Worm has swallowed its victim. In six turns the swallowed creature will be dead. In twelve turns it will be totally digested and irrecoverable. Purple Worms never check morale and will always attack.

Roc

No. Enc.: 1-20
Alignment: Law
Movement: 6"
Fly: 48"
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 1d6
Save: F6
% in Lair: 20%
Treasure Type: I

This term has been used to encompass large and fierce birds; the Roc of mythology preys upon elephants! Therefore, the data given for Rocs is understood to be that for the small variety, and that for the largest Rocs should be doubled or even trebled. All Rocs nest high in the most inaccessible mountains, and if an encounter is made when Rocs are in their lair, that is their nest, there is a 50% chance there will be from 1-6 young therein (eggs, chicks, or fledglings). Young Rocs can be tamed and taught to serve as steeds. Adults are always hostile if there are young in the nest. Otherwise they will be positively hostile only to Chaos and Neutrality, ignoring (80%) or being friendly (20%) to Lawful characters who do not attempt to approach too close.

Sea Monster

As a general rule these creatures are more for show than anything else. However, they could guard treasure. The typical Sea Monster of mythology is equal in size to a Purple Worm, and they work upwards from there to double or treble that size. The best guide is a book on prehistoric life forms, from which the referee can pick a number of suitable forms for his Sea Monster. Typically, hits from a Sea Monster would inflict 3 or 4 dice of damage.

Skeleton

No. Enc.: 3-30
Alignment: Neutrality
Movement: 6"
Armor Class: 7/8

Hit Dice: ½
Attacks: 1
Damage: 1d6
Save: F1
% in Lair: Nil
Treasure Type: Nil

Skeletons and Zombies act only under the instructions of their motivator, be it a Magic-User or Cleric (Chaos). They are usually only found near graveyards, forsaken places, and dungeons; but there is a possibility of their being located elsewhere to guard some item (referee's option). There is never any morale check for these monsters; they will always attack until totally wiped out.

Spectre

No. Enc.: 1-8
Alignment: Chaos
Movement: 15"
Fly: 30"
Armor Class: 2
Hit Dice: 6
Attacks: 1
Damage: Special
Save: M12
% in Lair: 25%
Treasure Type: E

These monsters have no corporeal body which makes them totally impervious to all normal weaponry (but can be struck by all magical weapons), including silver-tipped arrows. They drain two life energy levels when they score a hit. Men-types killed by Spectres become Spectres under the control of the one who made them.

Troll

No. Enc.: 2-12
Alignment: Chaos
Movement: 12"
Armor Class: 4
Hit Dice: 6+3
Attacks: 1
Damage: 1d6
Save: F7
% in Lair: 50%
Treasure Type: D

Thin and rubbery, loathsome Trolls are able to regenerate, so that beginning the third melee round after one is hit it will begin to repair itself. Regeneration is at the rate of 3 hit points per turn. Even totally sundered Trolls will regenerate eventually, so that unless they are burned or immersed in acid they will resume combat when they have regenerated to 6 or more hit points. In strength they are about equal to an Ogre, but as they use only their talons and fangs for weapons, only one die of damage is scored when they hit an opponent.

Unicorn

No. Enc.: 1-4
Alignment: Law
Movement: 24"
Armor Class: 2
Hit Dice: 4
Attacks: 2 (horn/hooft)
Damage: 1d6/1d6
Save: M11
% in Lair: 25%
Treasure Type: E

Only a maiden (in the strictest sense of the term) of pure and noble heart may approach the fierce and elusive Unicorn. Unicorns may be ridden by maiden-warriors and will obey them. Otherwise, they will avoid human contact, unless pressed. When attacking the Unicorn fights as a lance on its first charge and as spear and horse thereafter. In addition Unicorns are very magical. They resist magic as if they were an 11th level Magic-User. They can sense the approach of enemies at 24". They are able to transport both themselves and their riders as if they were using a Dimension Door spell, up to the full 36" distance, once per day.

Vampire

No. Enc.: 1-6
Alignment: Chaos
Movement: 12"
Fly: 18"
Armor Class: 2
Hit Dice: 7-9
Attacks: 1
Damage: Special
Save: F7/M12
% in Lair: 20%
Treasure Type: F

These monsters are properly of the "Undead" class rather than Lycanthropes. If they are exposed to direct rays of sunlight, immersed in running water, or impaled through the heart with a wooden stake they are killed; otherwise they can be hit only as Spectres, but such hits do not kill them but only force them to assume gaseous form if they lose all hit points. Vampires drain two life energy levels as do Spectres when they hit an opponent in combat. They regenerate during combat as do Trolls, but they do so immediately upon being hit at the rate of three hit points per turn. Vampires can command help by calling to them from 10 to 100 rats or bats or from 3 to 18 wolves. They can polymorph themselves into either a huge bat or into a gaseous form, doing either at will. They Charm men-types merely by looking into their eyes (treat as a *Charm Person* spell with a minus 2 for the object's saving throw against magic). Vampires cannot abide the smell of garlic, the face of a mirror, or the sight of a cross. They will fall back from these if strongly presented. They must always return to a coffin whose bottom is covered with soil from their native land during the daylight hours. Men-types killed by Vampires become Vampires under the control of the one who made them.

Wight

No. Enc.: 2-24
Alignment: Chaos
Movement: 9"
Armor Class: 5
Hit Dice: 3
Attacks: 1
Damage: Special
Save: F3/M5
% in Lair: 60%
Treasure Type: B

Wights are nasty critters who drain away life energy levels when they score a hit in melee, one level per hit. Thus a hit removes both the Hit Die and the corresponding energy to fight, i.e. a 9th level fighter would drop to 8th level. Wights cannot be affected by normal missile fire, but silver-tipped arrows will score normal damage, and magic arrows will score double hits upon them. Magical weapons will score full hits upon them, and those with a special bonus add the amount of the bonus in hit points to the hits scored. Men-types killed by Wights become Wights. An opponent who is totally drained of life energy by a Wight becomes a Wight.

Wraith

No. Enc.: 2-16
Alignment: Chaos
Movement: 12"
Fly: 24"
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: Special
Save: F4
% in Lair: 20%
Treasure Type: E

These monsters are simply high-class Wights with more mobility, Hit Dice, and treasure. Hits by silver-tipped arrows will score only ½ die of damage, and magic arrows only score 1 die of damage when they hit.

Wyvern

No. Enc.: 1-6
Alignment: Neutrality
Movement: 9"
Fly: 24"
Armor Class: 3
Hit Dice: 7
Attacks: 2 (bite/sting)
Damage: 1d6/1d6 + poison
Save: F7
% in Lair: 60%
Treasure Type: E

These monsters are relatives of Dragons, but they are smaller and have but two legs. A Wyvern hasn't the fearsome breath of a true Dragon, but they are equipped with a poisonous sting in their tail and poison enough to use it repeatedly. It is their primary defense, and they will use it two-thirds of the time (biting otherwise, die 5 or 6 indicates the latter). The tail is mobile and can be brought over the back to reach any opponent standing before its head.

Yellow Mold

No. Enc.: -
Alignment: Neutrality
Movement: -
Armor Class: -
Hit Dice: -

Attacks: 1 + special
Damage: 1d6 + special
Save: Nil
% in Lair: Nil
Treasure Type: Nil

A deadly underground fungus which can be exterminated only by fire. It attacks wood and flesh - doing one die of damage if it contacts exposed skin - but does no harm to metal or stone. However, its worst threat is its spores. Rough contact with Yellow Mold will have a 50% chance of causing it to break and send forth clouds of asphyxiating spores in a 1" x 1" cloud. Any creatures within the spore cloud must make saving throws as if they had been exposed to poison, and failure to make saving throws results in death for the parties concerned.

Zombie

No. Enc.: 3-30
Alignment: Neutrality
Movement: 6"
Armor Class: 7/8
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1
% in Lair: Nil
Treasure Type: Nil

Skeletons and Zombies act only under the instructions of their motivator, be it a Magic-User or Cleric (Chaos). They are usually only found near graveyards, forsaken places, and dungeons; but there is a possibility of their being located elsewhere to guard some item (referee's option). There is never any morale check for these monsters; they will always attack until totally wiped out.

Other Monsters

There is no practical limitation to the variety of monsters possible. In the campaigns associated with the play-testing of these rules there have either appeared or been postulated such creatures as:

Cyclops: Super-strength Giants with poor depth perception.

Gelatinous Cube: Underground creatures of near complete transparency which fit exactly the typical corridor of a dungeon. Metal objects absorbed into them would be visible thereafter within their body. These monsters would be difficult to harm and have a large number of Hit Dice.

Juggernaut Huge stone statues on wheels which crush anything in their path. They are motivated by some unearthly force.

Living Statue: Various stone and metal monsters which come to life if trespass into a certain area is made. One of these monsters was iron, impervious to all weapons save two special ones he guarded, had a fiery breath, poison sword, and a whip of Cockatrice feathers which turned the thing struck by it to stone.

Robot, Golem, Android: Self-explanatory monsters which are totally subjective as far as characteristics are concerned.

Salamander: Free-willed Fire Elementals of somewhat limited power, in reptilian shape.

Titan: Giants with limited magical abilities.

See also Special Suggestions for Monsters in Naval Adventures.

Section 7: Treasure

Treasure Types

	Type	1000's of Copper	1000's of Silver	1000's of Gold	Gems & Jewelry*	Maps or Magic
A	Land ^a	1-6: 25%	1-6: 30%	2-12: 35%	6-36: 50%	40%: any 3
	Desert ^b	1-4: 20%	1-4: 25%	1-6: 30%	10-40: 50%	60%: 3 magic
	Water ^c	Nil	Nil	5-30: 60%	10-60: 60%	50%: 1 map
B		1-8: 50%	1-6: 25%	1-3: 25%	1-6: 25%	10%: Weapon, Armor, or Misc. Weapon
C		1-12: 20%	1-4: 30%	Nil	1-4: 25%	10%: any 2
D		1-8: 10%	1-12: 15%	1-6: 60%	1-8: 30%	20%: any 2, + 1 Potion
E		1-10: 5%	1-12: 30%	1-8: 25%	1-10: 10%	30%: any 3, + 1 Scroll
F		Nil	2-20: 10%	1-12: 45%	2-24: 20%	35%: no weapons, any other 3, + 1 Potion & 1 Scroll
G		Nil	Nil	10-40: 75%	3-18: 25% 1-10: 25%	40%: any 4, + 1 Scroll
H		3-24: 25%	1-100: 50%	10-60: 75%	1-100: 50% 10-40: 50%	20%: any 4, + 1 Potion & 1 Scroll
I		Nil	Nil	Nil	2-16: 50%	20%: any 1

*Roll for each category (Gems and Jewelry), probability shown if different for either category

^aBrigands will have only very important prisoners, 1/20 Brigands, while Bandits will have prisoners at a ratio of 1/10 Bandits. Both classes will carry Silver Pieces, on their person, 2-20 each. Berserkers have neither. Cavemen have no treasure

^bNomads will have prisoners at a rate of 1/25. They will have from 5-30 Silver Pieces each. Dervishes have neither

^cPirates will have prisoners as do Bandits, and the same holds true for the Buccaneer/Bandit relationship. Pirates and Buccaneers will carry from 2-12 Gold Pieces each. Mermen have treasure only underwater in their "Lair"

Gems & Jewelry

The base value for gems is determined by percentile dice:

Roll d100	Value in Gold Pieces
01-10	10
11-25	50
26-75	100
76-90	500
91-00	1,000

Roll a six-sided die for every gem (or group of 5 or 10 gems where large numbers are involved); each roll of 1 indicates the gem is of the next higher category. Categories above 1,000 are: 5,000, 10,000, 25,000, 50,000, 100,000, 500,000. The base value of Jewelry is also determined by percentile dice:

Roll d100	Value in Gold Pieces
01-20	3 six-sided dice x 100
21-80	1 six-sided die x 1,000
81-00	1 ten-sided die x 1,000

Metal is melted to solid lumps by fire or lightning. Fire will not destroy gems but lightning will. Both will devalue jewelry by 25%.

Maps and Magic Items

Roll d100	Result
01-75	Magic Item
76-00	Map

Map Determination Tables

Roll d100	Map Type
01-60	Treasure Map
61-90	Magic Item Map
91-00	Treasure & Magic Item Map

Roll d8	Treasure Map to
1	10,000 – 40,000 Silver
2	5,000 – 30,000 Gold
3	1 & 2 above
4	1 above + 2-20 Gems
5	2 above + 5-30 Gems
6	3 above + 1-100 Gems
7	10-60 Gems, 2-20 Jewelry
8	3 & 7

Roll d8	Magic Item Map to
1-3	Any 1 Item
4-5	Any 2 Items
6	3 Items, No Swords
7	4 Items, 1 a Potion
8	5 Items, 1 a Scroll & 1 a Potion

Roll d8	Treasure & Magic Item Map to
1	#1 Treasure and #1 Magic
2	#2 Treasure and #1 Magic
3	#3 Treasure and #4 Magic
4	#7 Treasure and #6 Magic (already there)
5	#5 Treasure and #4 Magic
6	#1 Treasure and #1 Magic (already there)
7	#6 Treasure and #8 Magic
8	#8 Treasure and #7 Magic

Note that all items will be guarded by appropriate monsters. If the Referee desires he can simply roll on the Monster Level Table, fifth or sixth level monster clauses.

Magic Item Determination Table

Roll d100	Item
01-25	Potions
26-30	Rings
31-50	Scrolls
51-55	Wands/Staves
56-60	Misc. Magic
61-75	Armor
76-80	Misc. Weapons
81-00	Swords

Magic Item Descriptions

Potions

All potions come in a quantity sufficient to perform whatever their end is, although a small sample can be taken without affecting the whole. For those with limited effect the time will be six turns plus the number of pips rolled on a six-sided die. Some potions will not be detailed here as they duplicate magic already explained or are self-explanatory.

Roll d100	Potion
1-5	Animal Control

Roll d100	Potion
6-8	Clairaudience
9-12	Clairvoyance
13-14	Delusion
15-18	Diminution
19-22	Dragon Control*
23-24	ESP
25-28	Fire Resistance
29-32	Flying
33-36	Gaseous Form
37-40	Giant Control
41-44	Giant Strength
45-48	Growth
49-52	Healing
53-56	Heroism
57-60	Human Control
61-64	Invisibility
65-68	Invulnerability
69-72	Levitation
73-76	Longevity
77-80	Plant Control
81-84	Poison**
85-88	Polymorph (Self)
89-92	Speed
93-96	Treasure Finding
97-00	Undead Control

*Referee to roll to determine which of the six types of Dragons will be controlled

**Referee will mislead by naming any of the other Potions, but if carefully questioned should give it a singular feature.

Animal Control: One turn after the potion is consumed the party so doing can control from 3-18 small animals, 2-16 medium-sized animals, and from 1-6 large ones.

Delusion: Makes the user believe the potion is whatever he desires, and each potion looks like some other type of potion.

Diminution: Size will shrink to one-half foot if the full potion is drunk.

Dragon Control: A *Charm Monster* spell which can effect from 1-3 Dragons. The Dragons are allowed saving throws.

Gaseous Form: The user retains cohesion over his new gaseous body, and he may penetrate any place which isn't air-tight. Of course, his arms, armor, and so on will remain behind.

Giant Control: As *Dragon Control*, but will effect from 1-4.

Giant Strength: Gives the recipient full Giant prowess, including two dice of damage when he scores a hit.

Growth: Will cause anyone to reach 30 feet in height if all is quaffed, and other growth is proportionate, depending on how much is drunk.

Fire Resistance: Normal fires will not have any effect on a person who has gained fire resistance through drinking this potion. The *Wall of Fire* spell will not affect such a person. It gives a +2 for saving throws against *Fire Balls* and *Dragon Fire*, and it takes -1 away from damage caused by these and from *Balrog* immolation.

Healing: A Healing potion repairs one six-sided die, plus one, (2-7) points of damage, just like a *Cure Light Wounds* spell.

Heroism: A dual action potion which makes a normal man act like a Hero in all respects, including morale and combat. The potion will cause fighters of 5th - 7th level to increase two levels, and 8th - 10th level to increase by one level of ability.

Human Control: This potion has the same general effect as a *Charm Person* spell, but it can affect from 1-12 persons with 3 or fewer Hit Dice, 2-8 with 4-6 Hit Dice, 1-4 with 7-9 Hit Dice, and 1 with 10 or more Hit Dice. Saving throws are applicable.

Invulnerability: This potion adds +2 to defensive capabilities and saving throws. However, more than one dose of this potion during any one week will have a reverse effect.

Longevity: Reduces 10 game-years from the game-age of the character drinking it. (Note this will counter the effect of aging caused by a *Staff of Withering*, q.v.)

Plant Control: This allows the imbiber to control plants, including fungoid types, from 1-6 in number or in 1" x 1" area where ground covering plants are considered. The control extends for 6" in any direction.

Speed: This potion doubles the normal speed attainable by the user, thus allowing an encumbered man to move at 6"/turn, a plate armored man to move at 12" and so on.

Treasure Finding: A potion which allows the imbiber to be able to locate the direction and distance of treasure, treasure being a considerable body of precious metal (5,000 or more pieces of copper, silver or gold) or 50 or more gems. It is effective up to 36" regardless of intervening substances.

Undead Control: As with *Animal Control*, but the potion affects from 2-8 under 4 Hit Dice, and from 1-4 Undead with 4 or more Hit Dice.

Rings

A ring must be worn to be employed, and only one ring may be worn on each hand if the ring is to be operable by the wearer. (The referee should be careful to enforce this in order to maintain some balance in the game.) Rings are usable by any type of character. Those rings which are not specifically noted below

function as would a like spell or potion but on an unlimited basis regarding duration.

Roll d100	Ring
01-11	Delusion
12-13	Djinn Summoning
14-23	Fire Resistance
24-29	Human Control
30-38	Invisibility
39-44	Mammal Control
45	Many Wishes (4-24)
46-54	Protection
55-59	Protection, 5' Radius
60-64	Regeneration
65	Spell Storing
66-67	Spell Turning
68-69	Telekinesis
70-79	Three Wishes
80-89	Water Walking
90-98	Weakness
99-00	X-Ray Vision

Delusion: A ring which makes the wearer see whatever he desires, i.e. a bumper thrown in to fool players.

Djinn Summoning: The Djinn "Servant of the Ring" is a permanent servant of the wearer. The Djinn appears immediately when called.

Mammal Control: The ring allows the wearer to control from 3-18 small mammals or from 1-8 large mammals. This does not include any creatures listed in the *Monster* section. Control is complete, even to having the controlled mammals attack the others with it which are not controlled. Range is 6".

Protection: A ring which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws.

Regeneration: The wearer will recover damage at the rate of 1 point/turn. Even if he is killed he will regenerate and live again unless treated as a *Troll* and destroyed as explained thereunder.

Spell Storing: A ring containing from 1-6 spells of from the 1st through the 6th levels. Upon placing it on a finger and thinking of spells, the wearer will know telepathically what spells are housed within the ring. This ring is usable by any type of character, but the spells within it are restorable only by a *Magic-User* or a *Cleric*. There is a 20% chance the ring has *Clerical* spells, and if it is *Clerical*, there is a 50% chance the spells therein are *Chaotic* in nature.

Spell Turning: The spells turned by this ring include those of *Dragons* and *Clerics*, but excludes the "*Finger of Death*" used by *Clerics*. Any spell aimed directly at the wearer of the ring will be partially turned. Roll percentile dice. The number generated is the percent-

age of the spell which returns to affect the character casting the spell; the remainder is the part of the spell which affects the wearer of the ring. Note the ring does not function against wands or staves, only against spoken spells aimed at the ring wearer.

Telekinesis: Bestows upon the wearer telekinetic ability equal to that of a 10th level Magic-User.

Three Wishes: As with any wishes, the wishes granted by the ring must be of limited power in order to maintain balance in the game. This requires the utmost discretion on the part of the referee. Typically, greedy characters will request more wishes, for example, as one of their wishes. The referee should then put that character into an endless closed time loop, moving him back to the time he first obtained the wish ring. Again, a wish for some powerful item could be fulfilled without benefit to the one wishing ("I wish for a Mirror of Life Trapping!", and the referee then places the character inside one which is all his own!). Wishes that unfortunate adventures had never happened should be granted. Clues can be given when wishes for powerful items or great treasure are made.

Weakness: Once on the hand this ring cannot be removed without the application of a *Remove Curse* spell from a Cleric. The ring immediately begins to drain energy from the wearer, making him weaker at a rate of 10%/turn until a maximum of 50% is attained. This weakness is reflected in both attack and defense capabilities.

X-Ray Vision: The wearer of this ring can see through up to ten feet of rock (or 6 inches of iron) for a total distance of 3" beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when x-raying areas they are in. A 1" x 1" section can be viewed during 1 turn.

Scrolls

All scrolls are spells for Magic-Users, and regardless of the level of the spell they can be used by any Magic-User capable of reading them. A Read Magic spell is the means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. All "Protection" spells can be used by any character who is able to read. Scroll spells are of the 6th level unless necessarily higher, in which case they are of the minimum level necessary to generate such a spell. After reading a spell from a scroll the writing disappears, so the spell is usable one time only! To determine what spells are on a scroll of 1-7 spells simply roll one six-sided die for each spell thereon, the number rolled being the level of the spell. Thereafter simply count the total number of spells for the level in question and roll dice accordingly to find which of the possibilities it is.

Roll d100	Scroll
01-20	1 Spell*
21-35	2 Spells*
36-45	3 Spells*
46-50	7 Spells*
51-60	1 Curse**
61-70	Protection: Elementals
71-80	Protection: Lycanthropes
81-90	Protection: Magic
91-00	Protection: Undead

*There is a 25% chance that any scroll of spells found will contain those usable by clerics

**See following paragraph

Protection: Elementals: The spell will protect the person and those around him in a 1" radius from 1 Elemental. Spell duration is 4 turns.

Protection: Lycanthropes: As with Protection: Elementals, but it protects from 2-12 Lycanthropes. Spell duration is 6 turns.

Protection: Magic: A super *Anti-Magic* spell which extends in a 1" radius around the user and prevents all magical functions, in or out, for 8 turns. The circle is mobile, i.e. it will move with the user.

Protection: Undead: As with Protection: Lycanthropes, but it effects the Undead according to their Hit Dice. Spell duration is 6 turns.

Hit Dice	Number Affected
1-3	2-24
4-5	2-12
6+	1-6

Cursed Scrolls

The referee must take extreme care in handling all scrolls with an eye towards duping the players when a Curse Scroll is found. The curse takes effect immediately upon reading the Scroll; therefore having non-Curse scrolls disappear on occasion if not identified will help to force reading of Curse Scrolls. To determine the type of curse use the table below (range is 3" diameter):

d8	Curse
1-2	Any monster of the referee's choice
3-4	Disease, fatal in 3 turns unless healed
5-6	Polymorph to insect of referee's choice
7	Transportation 1.000 miles, random direction
8	Transportation to another planet

Wands and Staves

Wands are considered as being endowed with projectiles (or rays) of the 6th level (six dice of damage), staves have 8th level effect. Assume wands to have 100 charges. Staves have 200 charges. Of course, certain

wands and staves would not be subject to the above, i.e. Metal Detection, Enemy Detection, Secret Doors & Traps Detection, Healing, Snake Staff, Staff of Striking.

Roll d100	Wand or Staff
01-05	Wand of Cold
06-10	Wand of Enemy Detection
11-15	Wand of Fear
16-20	Wand of Fire Balls
21-25	Wand of Illusion
26-30	Wand of Lightning Bolts
31-35	Wand of Magic Detection
36-50	Wand of Metal Detection
51-55	Wand of Negation
56-60	Wand of Paralyzation
61-65	Wand of Polymorph
66-70	Wand of Secret Doors & Traps Detection
71-75	Snake Staff*
76-80	Staff of Commanding**
81-90	Staff of Healing*
91-92	Staff of Power†
93-97	Staff of Striking**
98-99	Staff of Withering*
00	Staff of Wizardry†

*Clerics only can employ

**Clerics and Magic-users may employ

†Magic-users only may employ

Wand of Cold: An icy projection of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Wand of Enemy Detection: Reveals hidden or invisible enemies within a radius of 6", providing the enemies are aware of the wand user's (or his associates) presence, for it is mental emanations which trigger the detection device.

Wand of Fear: The wand affects all creatures within a cone-shaped area emanating from it 6" outwards to a base 3" wide. All within it must make their saving throw as against magic or be panicked and flee.

Wand of Fire Balls: A wand which projects a *Fire Ball* exactly like the spell of that name.

Wand of Illusion: This wand creates an illusion similar to that of a *Phantasmal Force* spell, but the wand wielder can move while employing the wand to create the illusion.

Wand of Lightning Bolts: A wand which projects *Lightning Bolts* like the spell of the same name.

Wand of Magic Detection: When grasped and employed the wand will reveal the operation of any form of magic within a 2" radius. By selectively concentrating on quadrants the wielder will be able to ascertain some general details of the magic used.

Wand of Metal Detection: When grasped the wand points towards any large body of metal (equal to say 1,000 pieces of gold). The reaction from the wand will also tell roughly what form of metal, precious or common such as iron, steel, lead, etc. Range is a 2" radius.

Wand of Negation: By means of this wand the effects of other wands or staves, other than actually striking with the latter, are nullified. Of course as staves are basically 8th level, the wand will negate only three-quarters (six dice) of a staff's effects. It can be employed against only one wand or staff at a time, and the one it is being used against must be stated.

Wand of Paralyzation: A paralyzation ray of the same dimensions as a Fear Wand. Creatures take half damage if their saving throw is made.

Wand of Polymorph: A wand which projects a *Polymorph* spell, either "Others" or "Self" exactly as the appropriate spell.

Wand of Secret Doors and Traps Detection: When held the wand will give warning of either thing when it is brought within 2" of it.

Snake Staff: A clerical staff which gives a +1 chance of hitting, and adds +1 to damage scored (thus scoring 2-7 points). In addition, if the Cleric orders if the staff will twine itself about an opponent it hits, rendering him helpless if man-sized, or preventing counter-attack otherwise, for 1-4 turns. Thereafter it will crawl back to the Cleric who possesses it.

Staff of Commanding: This staff combines Animal, Plant Control, and Human Control.

Staff of Healing: A clerical Staff which acts as a spell to *Cure Light Wounds* (2-7 points of damage restored). It can be employed to numerous persons during a day, but only to once per day to any one person.

Staff of Power: A staff combining the following powers (wand, staff or spell):

- Cold
- Continual Light
- Fire Balls
- Lightning Bolts
- Striking
- Telekinesis

If the user wishes he may make a "Final Strike" with the Staff, breaking it and releasing all power within (8 x number of charges remaining). This power is distributed as hit points to all creatures within a 3" radius.

Staff of Striking: This staff does not add to hit probability, but due to the energy within it, it scores two dice of damage when a hit is made.

Staff of Withering: A staff which adds nothing to hit probability, but when a hit is scored it scores one die

of damage and ages the creature struck by ten years. (This is not to say it matures it, but rather it shortens the life span by ten years.) A man struck four times thusly will be doddering, an animal dead of old age, and so on. It will have no aging effect upon Undead, and creatures with very long life spans will also be little harmed.

Staff of Wizardry: A staff with the capabilities of a Staff of Power, plus several additional features. It gives +1 on hit probabilities. The staff also has these other powers:

- Conjure Elementals (roll four-sided die to determine how many and which kind)
- Invisibility
- Paralyzation
- Passwall
- Wall of Fire
- Webs (see below)
- Whirlwind (as Djinn)

Webs are great sticky masses of strands which are difficult to sever but subject to flame. The staff will generate sufficient webs to cover a 1" x 1" x 2" area in any turn. Giants and similarly powerful creatures can break through them in two turns, and lesser creatures will take proportionately longer. A Flaming Sword will slash through them in one turn. The Staff of Wizardry has a "Final Strike" just as the Staff of Power.

Miscellaneous Magic Items

Roll d100	Item
1-3	Amulet vs. Crystal Balls and ESP*
4-8	Bag of Holding*
9-13	Boots of Levitation*
14-18	Boots of Speed*
19-23	Boots of Traveling and Leaping*
24	Bowl Commanding Water Elementals
25	Brazier Commanding Fire Elementals
26-30	Broom of Flying
31	Censor Controlling Earth Elementals
32-35	Crystal Ball
36-37	Crystal Ball with Clairaudience
38	Crystal Ball with ESP
39-41	Displacer Cloak*
42	Drums of Panic, 24" Range*
43-44	Efreet Bottle*
45-53	Elven Cloak and Boots*
54	Flying Carpet*
55-61	Gauntlets of Ogre Power*
62-63	Girdle of Giant Strength*
64-74	Helm of Chaos (Law)*
75-79	Helm of Reading Magic and Languages*
80-82	Helm of Telepathy*
83	Helm of Teleportation
84	Horn of Blasting, 10" Range*

Roll d100	Item
85-89	Medallion of ESP, 3" Range*
90-92	Medallion of ESP, 9" Range*
93	Mirror of Life Trapping
94-99	Scarab of Protection from Evil High Priests*
00	Stone Controlling Earth Elementals

*Usable by all classes

Amulet vs. Crystal Balls and ESP: This device presents the location, sight, or thought waves pick-up by Crystal Ball or ESP. It is always effective.

Bag of Holding: A sack-sized magical bag which will contain 10,000 Gold Pieces as if they were only 300. Objects up to 10' length and 5' width and 3' height may be stuffed into the bag, but the weight equivalent, regardless of the weight of the object, then becomes 600.

Boots of Levitation: Work as a *Levitation* spell but with no time limit as to duration of effect.

Boots of Speed: Allow the wearer to travel at the speed of a Light Horse for up to one full day, but he must then rest one day.

Boots of Traveling and Leaping: These boots increase the endurance of the wearer, making him tireless as far as walking is concerned. Thus speed is increased outdoors by 1 hex/day when walking. Below they allow leaps of up to 1" vertically and 3" horizontally.

Broom of Flying: This device allows the owner to fly at Dragon speed (24"/turn). The user must know the "Word of Command" to make it function. The Broom of Flying will come up to 24" when its owner summons it with the command word. It will carry two persons but its speed is reduced by one-quarter.

Crystal Balls: Generally successful operation of these devices will be less likely over great distances, when the subject is not exactly known, when spells are used to prevent such operation, when lead interposes between the viewer and the subject, and so on. Only three attempts per day can be made under the above circumstances, without driving the Magic-User mad. Long use of a Crystal Ball during any day requires that the Magic-User rest and recuperate the next day. Spells cannot be sent through a Crystal Ball, but the operator may, for instance, put an *Infravision* spell upon himself and then look into the device and see in the dark.

Displacer Cloak: This device warps light waves to make the wearer appear to be up to 1" away from where he is actually standing. It makes it 10% harder to hit its wearer, whether by smiting or wand (add +2 to defense and saving throws).

Drums of Panic: The beating of these kettle drums will cause men and monsters who fail to make their morale throw to flee in rout (for morale throw use saving

throw vs. magic). Animals with fewer than 5 Hit Dice will automatically flee, as will those non-carnivorous animals with more than that number. They may be struck while moving provided they are mounted upon some form of carriage or steed. They will not affect the area immediately around them (1" radius).

Efreet Bottle: The Efreet will serve only the finder of the bottle, and he will serve but for a thousand and one days.

Elemental Control Items: These four devices call up the Elemental indicated. Only the owner of the item may use it. All are rather bulky and require one turn to set up or store away if they are carried with an expedition. They will summon the Elemental in but one turn. No spell is required. Elemental strength is 12 Hit Dice.

Elven Cloak and Boots: Wearing the cloak makes a person next to invisible, while the boots allow for totally silent movement.

Flying Carpet: This device carries up to 3 persons at a speed of 18"/turn, while one occupant will allow it to move at 30"/turn. It otherwise behaves in all respects like a Broom of Flying.

Gauntlets of Ogre Power: These gauntlets give the wearer the ability to strike as an Ogre and generally give his hands and arms the strength of an Ogre. They do not necessarily increase hit probability however.

Girdle of Giant Strength: Wearing this device bestows the strength and hit probability (if greater than the wearer's own) of a Hill Giant.

Helm of Chaos (Law): The wearer of such a helm reverses alignment (or becomes Chaotic or Lawful if formerly Neutral). It can only be removed with the application of a spell to *Dispel Magic*; of course the person wearing it will make every effort to avoid removal of the helm!

Helm of Reading Magic and Languages: Wearing this helm allows the person to read any language or magical writing. It does not protect in the same way as Magic Armor, so if it is worn in combat any hit upon its wearer should be given a 10% of striking the helm and smashing it.

Helm of Telepathy: This allows the wearer to read the thoughts of any creature within 9". If his Intelligence rating is greater than that of human or humanoid creatures within the range of the helm the wearer may attempt to control their mind with suggestions implanted telepathically. Such suggestions will have a +2 effect in their likelihood of being carried out (see Monster Reactions for random actions of monsters). For characters in the game roll percentile dice adding 10% to the helm's wearer, and if the character fails to beat this score he will follow the suggestion. (The referee must use judgement here, for a suggestion to kill oneself

would not be likely to be carried out in any event.) Treat as non-protective helm if worn into melee.

Helm of Teleportation: The Magic-User employing this helm must have a *Teleport* spell in order to take advantage of this device. Having but one such spell the Magic-User can teleport himself endlessly about the universe, but if he teleports some other person or object the helm does not function and the spell proper is used. Thus the helm is good only to transport the Magic-User himself. Treat as a non-protective helm if worn into combat.

Horn of Blasting: A horn whose sounding has the effect of a double bombard on non-living materials such as walls, gates, etc. Creatures which are in its path will sustain two dice of damage and deafened for one turn if not killed. The path of sound is a cone radiating 10" from the horn and ending in a 2" base.

Medallions of ESP: These devices are usable by all classes of characters, even Dwarves, but the device malfunctions on a roll of 6, so whenever in use roll a six-sided die to check it.

Mirror of Life Trapping: A mirror of about the size of a buckler, which traps the life-force of any human (including Elves, Dwarves and Gnomes) who looks into it. The person so trapped then remains within the mirror until released by being called forth by the Magic-User possessing the mirror or by breaking of the mirror (which releases all trapped therein). The corporeal body of trapped persons disappears/appears upon trapping/release. Undead can be trapped. Trapped persons are held in separate areas of the mirror. They can be conversed with without releasing them. Undead are powerless within the mirror. A Mirror of Life Trapping will hold up to 20 lives. If it is openly displayed there is a 90% chance an unsuspecting creature will look full within it and be trapped. There is only a 10% chance a knowing person will be unable to avoid looking into it. The Magic-User cannot do anything else while operating the mirror, but the mirror can be set up to operate untended, such as on a wall. Range is about 1".

Scarab of Protection from Evil High Priests: The small scarab acts as a charm which absorbs the "*Finger of Death*" from Evil High Priests for up to a dozen times before it disintegrates.

Armor

Armor proper subtracts its bonus from the hit dice of the opponents of its wearer. If the shield's bonus is greater than that of the armor there is a one third chance that the blow will be caught by the shield, thus giving the additional subtraction.

Roll d100	Armor
01-30	Shield +1
31-60	Armor +1
61-75	Armor & Shield +1
76-83	Shield +2
84-90	Armor +2
91-97	Armor & Shield +2
98-00	Shield +3

Miscellaneous Weapons

Those with bonuses of +1, +2 or +3 gain a bonus of equal merit on damage scored, except as noted below.

Roll d100	Weapon
1-5	Axe +1
6-10	Magic Bow
11-35	10 Magic Arrows
36-50	3-30 Magic Arrows
51-65	Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins & Kobolds
66-70	Dagger +2 vs. Man-Sized Opponents, +3 vs. Orcs, Goblins & Kobolds
71-80	Mace +2
81-86	Spear +1
87-89	Spear +2
90	Spear +3
91-95	Warhammer +1
96-99	Warhammer +2
00	Warhammer +3, 6" Throwing Range with Return

Axes can be utilized as a hand weapon or thrown 3" with the +1 bonus. Treat all targets as at medium range, i.e. there is neither short nor long range for this weapon.

Magic Bows give all arrows a +1 for hit probability, but they confer no damage bonus. A Magic Arrow shot from a Magic Bow has a +2 chance of hitting.

Magic Arrows have a +1 chance of hitting their target and do additional damage to their target unless specified otherwise due to the type of monster being shot. Thus, a Magic Arrow normally does from 2-7 points of damage when it hits.

Spears like axes and hammers can be hurled and receive a damage bonus of from 1 to 3 points. Additionally, if something impales itself upon the spear damage will be double or even treble if the force is sufficient.

War Hammers of +1 and +2 can be hurled in the same manner as axes. The Hammer +3 has double range (6") only if being used by a Dwarf, and the same is true regarding its automatic return. Any other user of a +3 Hammer will throw it as if it were a +1 or +2 weapon as far as range is concerned, and it will not fly back to them. When used by a Dwarf it does two dice of damage, and when striking a Giant gains a damage bonus

of +3 (5-15 damage points when a hit is scored). Otherwise it gains no damage bonus when striking, for it already does from 2-12 points of damage.

Swords

The swords all receive bonuses as far as the probability of hitting an opponent is concerned, but some also gain a damage bonus when they do hit. These swords are those with a +2 or +3 against specific creatures, but not those with a general bonus of +2 or +3.

Roll d100	Sword
01-35	Sword +1
36-40	Sword +1, +2 vs. Lycanthropes
41-45	Sword +1, +2 vs. Magic-Users & Enchanted Monsters
46-50	Sword +1, Locating Objects Ability
51-60	Sword +1, +3 vs. Trolls (Clerics)
61-65	Sword, Flaming: +1, +2 vs. Trolls (Pegasi, Hippogriffs, & Rocs), +3 vs. Undead (Ents)
66-70	Sword +1, Wishes Included (2-8 Wishes)
71-75	Sword +1, +3 vs. Dragons
76-78	Sword +2
79-80	Sword +2, Charm Person Ability
81-82	Sword +3
83	Sword, One Life Energy Draining Ability
84-00	Sword -2 (Cursed Sword)

Among magic weaponry swords alone possess certain human (and superhuman) attributes, Swords have an alignment (Lawful, Neutral, or Chaotic), an Intelligence factor, and an egoism rating (as well as an optional determination of their origin/purpose). These determinations are made as follows.

Alignment: Roll percentage dice to determine alignment:

Roll d100	Alignment
01-65	Lawful
66-90	Neutral
91-00	Chaotic

Note that the above percentages are reversed for the sword which has the ability to drain one life energy level (83 on the Sword Table). If the sword is Chaotic it affects the creatures in parentheses (Clerics, Pegasi, Hippogriffs, Rocs, Treants) rather than those stated before (Trolls and Undead). If a character picks up a sword which is not of the same alignment as he, damage will be taken as follows:

Alignment	Damage
Law-Chaos	2-12
Neutrality-Law	1-6
Neutrality-Chaos	1-6

If a non-player character is directed to take up a sword the damage will be only one-half that stated above, for the party is not acting as a free agent. Additionally, the sword might cause the one who took it up to be freed from a spell, change alignment, or otherwise gain powers which would remove them from the service of their former master. In addition, if the Intelligence/Egoism of the sword (see below) is 6 or more points above that of the character who picks it up the sword will control the person, even causing him to become

aligned as the sword is, and he will immediately act accordingly. This could mean, for example, that a hireling of a Lawful player character ordered to pick up a Neutral sword and taken over by it would deliberately lie about its powers, while if the sword were Chaotic he would attack.

Intelligence: There are two factors considered under Intelligence, mental power and communicative ability. These factors are both determined by a single die roll:

Roll d12	Mental Power	Communicate Ability
1-6	None endowed	None*
7	1 Primary Power	Empathy
8	2 Primary Powers	Empathy
9	3 Primary Powers	Empathy
10	3 Primary & the ability to use Languages**	Speech
11	As 10 above but also Reads Magic	Speech
12	As 11 above but also has 1 Extraordinary Ability	Telepathy

*Although the sword cannot communicate it will endow its user with the powers it has, but these will have to be discovered by the user

**The number of languages, in addition to the language of the alignment of the sword, is determined by a dice roll

Roll d100	Primary Power
01-15	Note Shifting Walls & Rooms
16-30	Detect Sloping Passages
31-40	Locate Secret Doors
41-50	Detect Traps
51-60	See Invisible Objects
61-70	Detect Evil and/or Gold
71-80	Detect Metal and What Kind
81-90	Detect Magic
91-95	Detect Gems (# and Size)
96-99	Take two rolls ignoring scores over 95 except a score of 00
00	Roll on Extraordinary Ability Table instead of this one

Roll d100	# of Languages Spoken
01-50	One
51-70	Two
71-85	Three
86-95	Four
96-99	Five
00	Take two rolls ignoring 00 if rolled again

Roll d100	Extraordinary Ability
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-40	Telepathy
41-50	Telekinesis
51-59	Teleportation
60-68	X-Ray Vision
69-77	Illusion Generation
78-82	Levitation
83-87	Flying
88-92	Healing (1 point/6turns or 6 points/day)
93-97	1-4 x Normal Strength for 1-10 Turns Employable Once/Day
98-99	Take Two Rolls Ignoring Scores Over 97
00	Take Three Rolls Ignoring Scores Over 97

All Primary and Extraordinary functions are passed on to the sword user. Rolling the same Ability twice indicates it is twice normal strength, range, accuracy, etc.

Egoism: Only those swords Intelligence of 7 or more will have an Egoism rating. Egoism ranges from 1-12, the higher the number the greater the Ego of the sword. The Egoism of the sword will cause it to do the following:

1. Lead its user past better weapons,
2. Lead its user into great danger in order to exalt its role in combat,
3. Allow itself to be captured by a higher level creature/character which is closer to the sword's station,

4. Surrender itself to a creature/character of a lower level in order to exercise greater control over its user, and
5. Require a share of captured treasure be given to it in the form of better scabbards, jewel encrustation, or magical devices to guard it when not in use.

Whenever any situation arises where any of the above possibilities exists the Egoism of the sword comes into play. It is always exerted in its relationship with its user, although true rapport may be gained if the alignment and aims of the character/user coincide with the origin/purpose of the sword. The determination of each of these factors is as follows:

Influence of Egoism in Key Situations: The referee adds the Intelligence and the Egoism of the sword (from 8-24 factors), and adds an extra 1 for every Extraordinary Ability (from 1-4 if applicable). This total (8-28) is compared to the total of the character's Intelligence and Strength (6-36) modified by a variable based upon the physical state of the user. If the character is fresh and relatively free from damage (less than 10% damaged) from 1-6 points are added to his total (from 7-42 then possible). If mentally and/or physically fatigued, or if damage between 10% to 50% has been sustained, from 1-4 points are deducted (from 2-35 then possible). If damage over 50% has been sustained, or the character has been under a severe mental strain from some form of magic, from 2-8 points are deducted (from 0-34 then possible).

Difference	Result
6 or more	Higher score prevails
2-5	75% chance the higher score will prevail
0-1	50% either way

Egoism in Continuing Relationship with the User: This determination is quite simple, being only a matter of comparing the Egoism score of the sword (1-12) with the level of the Fighting-Man using it. Consult the table used for Key Situations above. If either party has a positive difference of 6 or more that party will always prevail and no other checks (including Key Situations) need be made. A positive difference of 2-5 will indicate that the higher party generally prevails, and checks will only have to be made in Key Situations. A difference of 0-1 indicates a continuing struggle between the sword and its user, and during any stress situation both should be checked as to which will prevail.

Origin/Purpose: Naturally, the origin of each sword is either Law, Neutrality, or Chaos, but some of these weapons are forged by more powerful forces for an express purpose. To determine if any sword has such a

purpose roll percentile dice, and a score of 91 or higher indicates the sword has a special mission. Swords with special purposes automatically have intelligence and ego categories moved to the maximum score and they will gain an additional ability:

Alignment	Additional Ability
Law	Paralyze Chaotic Opponents
Neutrality	+1 to all Saving Throws
Chaos	Disintegrate Lawful Opponents

The special ability will only apply to those whom the sword has been endowed to destroy, or those serving such a creature.

Purposes:

- Defeat Chaos
- Defeat Law
- Slay Clerics
- Slay Fighting-Men
- Slay Magic-Users
- Slay Monsters

Thus a Lawfully endowed sword for the purpose of slaying (Chaotic) Magic-Users would paralyze magical types and their minions, but it would not use its paralyzation power on some wandering Giant. The general purpose swords, however, would use their powers to defeat any opponent of Lawful/Chaotic nature. Neutral special purpose swords will act against either Law or Chaos equally. Special purpose swords will always be at their task, and any attempts by their users to go counter to them will cause an immediate influence check to be made.

Artifacts

Although not otherwise mentioned, there can be included various powerful items of Law and Chaos termed Artifacts. These items are super-powerful in comparison to listed magic and must be handled by the referee. Examples of Artifacts: Teleportation Machine; Fighter's Crown, Orb and Scepter; Magic-User's Crown, Orb and Sceptre; Cleric's Crown, Orb and Scepter; Stone Crystallization Projector, etc. If such items are included very harmful effects should be incurred by any Neutral or oppositely aligned character who touches one. For example:

- Instant Death
- Paralysis (until freed by designated means)
- Immediate Loss of six energy levels
- Immediate Loss of four energy levels
- Insanity for 1 Month
- Take 10 Hit Dice of damage

If saving throws are allowed they should be very limited and require a very high score.

Section 8: Referee Information

Dungeon Design

Before it is possible to conduct a campaign of adventures in the mazy dungeons, it is necessary for the referee to sit down with pencil in hand and draw these labyrinths on graph paper. Unquestionably this will require a great deal of time and effort and imagination. The dungeons should be designed with numerous levels which sprawl in all directions, not necessarily stack neatly above each other in a straight line. In beginning a dungeon it is advisable to construct at least three levels at once, noting where stairs, trap doors (and chimneys) and slanting passages come out on lower levels, as well as the mouths of chutes and teleportation terminals. In doing the lowest level of such a set it is also necessary to leave space for the various methods of egress to still lower levels. A good dungeon will have no less than a dozen levels down, with offshoot levels in addition, and new levels under construction so that players will never grow tired of it. There is no real limit to the number of levels, nor is there any restriction on their size (other than the size of graph paper available). "Greyhawk Castle", for example, has over a dozen levels in succession downwards, more than that number branching from these, and not less than two new levels under construction at any given time. These levels contain such things as a museum from another age, an underground lake, a series of caverns filled with giant fungi, a bowling alley for 20' high Giants, an arena of evil, crypts, and so on. In laying out your dungeons keep in mind that downward (and upward) mobility is desirable, for players will not find a game enjoyable which confines them too much. On the other hand unusual areas and rich treasures should be relatively difficult to locate, and access must be limited. The layout of a level will affect the route most often followed by players. Observation of the most frequently used passages and explored rooms will guide the referee in preparation of successive levels, which, of course, should be progressively more dangerous and difficult.

Distribution of Monsters and Treasure

As a general rule there will be far more uninhabited space on a level than there will be space occupied by monsters, human or otherwise. The determination of just where monsters should be placed, and whether or not they will be guarding treasure, and how much of the latter if they are guarding something, can become burdensome when faced with several levels to do at one time. It is a good idea to thoughtfully place several of the most important treasures, with or without mon-

strous guardians, and then switch to a random determination for the balance of the level. Naturally, the more important treasures will consist of various magical items and large amounts of wealth in the form of gems and jewelry. Once these have been secreted in out-of-the-way locations, a random distribution using a six-sided die can be made as follows:

1. Roll the die for every room or space not already allocated. A roll of a 1 or 2 indicates that there is some monster there. The monster(s) can be selected by use of the Monster Determination & Level of Monster Matrix which is given later in this book. The number of monsters is best determined by the level being considered and the kind of monster inhabiting the room or space. The Monster Tables can be most helpful here. Note that Ochre Jellies, Black Puddings, Green Slime, etc. are generally distributed randomly, usually in passages, without treasure.
2. Roll again for every room and space. A roll of 1-3 in those rooms or spaces with monsters in them indicates some form of treasure is present. A roll of 1 in a room or space which is unoccupied indicates that there is some form of treasure there.
3. To determine the kind of treasure use the following table:

Level	Silver	Gold*	Gems & Jewelry	Magic
1	100*	10	5% each*	5%
2-3	100**	100	10% each*	5%
4-5	1,000*	200	20% each*	10%
6-7	2,000*	500	30% each*	15%
8-9	5,000*	1,000	40% each**	20%
10-12	5,000*	2,000	50% each**	25%
13+	10,000*	5,000	50% each**	30%

*Multiply by a number rolled on a 6-sided die

**Multiply by a number rolled on a 12-sided die

Note:

- Silver will always be in the treasure.
- Gold will be in the treasure 50% of the time.
- Gems/Jewelry will be in the treasure as indicated by the percent given.
- Magic will be in the treasure as indicated by the percent given.

Unguarded Treasure: Unguarded treasures should be invisible, hidden behind a secret door or under the floor, locked in hard-to-open strong boxes with poison needles or deadly gas released when they are opened. (There are many variants of the above possible, and many other types of protection which can be devised.)

Maintaining Freshness: As monsters inhabiting the rooms, spaces and corridors of a level are killed or captured, the level will become drab and dull. Coupled with this problem, players will have made fairly accurate maps of the level, so it will be challengeless this way also. Remembering that egress to lower levels is desirable, one must nevertheless revamp worn levels by one or more of the several methods suggested below:

- Make minor alterations with eraser and pencil, blocking passages, making new ones, dividing rooms, and filling in others.
- Extend the boundaries of the map, if not already filled to the edges of the paper, adding corridors and rooms.
- Replace monsters in new areas as well as those less-frequented old areas where monsters were located and removed sometime previously.
- Reverse directions on the map, carefully relocating ways down to lower levels so as they still correspond to markings below, and do the same for passages upwards.
- Add a passage which continues past the established boundary of the level, creating a split or sub-level which it leads to, complete with new treasure and monsters.

Using these suggestions, and whatever else you dream up, there is no reason why participants in the campaign should not continue to find mystification, enjoyment, excitement, and amusement in the challenge of the myriad passages of the dungeons.

Tricks and Traps

Besides those already indicated on the sample level, there are a number of other easily added tricks and traps. The fear of "death", its risk each time, is one of the most stimulating parts of the game. It therefore behoves the campaign referee to include as many mystifying and dangerous areas as is consistent with a reasonable chance for survival (remembering that the monster population already threatens this survival). For example, there is no question that a player's character could easily be killed by falling into a pit thirty feet deep or into a shallow pit filled with poisoned spikes, and this is quite undesirable in most instances. Here are a few simple items which can be included:

- False stairs, either up or down
- Steps which lead to a slanting passage, so the player may actually stay on the same level, descend two levels, or ascend two levels
- Trap steps which lead up a short distance, but then go downwards for at least two levels, with the return passage blocked by bars or a one-way door
- Intra-level teleportation areas, so that a player will be transported to a similar (or dissimilar) area on the same level, possibly activated by touching some item (such as a gem, door, or the like)
- Sinking rooms, including rooms which seem to sink, while the doors remain shut fast for a period of several turns
- Illusion, mind control, and gas rooms
- Sections which dead-end so as to trap players being pursued by monsters
- Doors which are openable from one side only, which resist opening from one side, or which appear at random intervals
- Natural passages and caverns which have varying width and direction, so that it is virtually impossible to accurately map such areas
- Space distortion corridors or stairs which seem longer or shorter than they actually are

Wandering Monsters

At the end of every turn the referee will roll a six-sided die to see if a "wandering monster" has been encountered. A roll of 6 indicates a wandering monster has appeared. The direction of appearance is determined by random number generation considering the number of possible entries. Distance and surprise are decided in the usual manner. The kind of monster is determined on the table below. (For wilderness encounters an entirely different table will be used).

Consult Monster Level Table Number (d6)						
Level	1	2	3	4	5	6
1	1-2	3-4	5	6	-	-
2	1	2	3-4	5	6	-
3	-	1	2	3-4	5	6
4-5	-	-	1	2-3	4-5	6
6-7	-	-	-	1	2-4	5-6
8-9	-	-	-	-	1-2	3-6
10-12	-	-	-	-	1	2-6
13+	-	-	-	-	-	1-6

Roll d8	Level 1	Roll d10	Level 2	Roll d10	Level 3
1	Kobolds	1	Hobgoblins	1	Wights
2	Goblins	2	Zombies	2	Heroes
3	Skeletons	3	Lizards	3	Giant Hogs
4	Orcs	4	Warriors	4	Giant Ants
5	Giant Rats	5	Conjurers	5	Ochre Jelly
6	Centipedes	6	Gnolls	6	Thaumaturgists
7	Bandits	7	Thouls	7	Swashbucklers
8	Spiders	8	Ghoul	8	Magicians
-	-	9	Berserkers	9	Giant Snakes
-	-	10	Theurgists	10	Giant Weasels

Roll d10	Level 4	Roll d12	Level 5	Roll d12	Level 6
1	Wraiths	1	Trolls	1	Giants
2	Ogres	2	Superheroes	2	Hydra (9-12 heads)
3	Evil Priests	3	Wyverns	3	Dragons
4	Myrmidons	4	Spectres	4	Basilisks
5	Giant Beetles	5	Mummies	5	Gorgons
6	Giant Scorpions	6	Minotaurs	6	Chimeras
7	Lycanthropes	7	Manticores	7	Vampires
8	Gargoyles	8	Cockatrices	8	Lords
9	White Apes	9	Sorcerers	9	Balrogs
10	Enchanters	10	Wyverns	10	Wizards*
-	-	11	Hydra (6-8 heads)	11	Evil High Priests*
-	-	12	Medusae	12	Purple Worms

*Typically each will be accompanied by from 1-4 apprentices (Enchanters/Evil Priests) and 1-6 bodyguards (levels 4-6) fighter-type

Other monsters to consider, depending upon the level and the surroundings: Giant Crabs, Giant Leeches, Giant Octupi, Crocodiles, Giant Squids, Sea Monsters, Nixies, Mermen, Griffons, Pterodactyles, Rocs, Invisible Stalkers, Cyborgs, Robots, Androids, Shadows, Doppelgangers.

Number of Wandering Monsters Appearing: If the level beneath the surface roughly corresponds with the level of the monster then the number of monsters will be based on a single creature, modified by type (that is Orcs and the like will be in groups) and the number of adventurers in the party. A party of from 1-3 would draw the basic number of monsters, 4-6 would bring about twice as many, and so on. The referee is advised to exercise his discretion in regard to exact determinations, for the number of variables is too great to make a hard and fast rule. There can be places where 300 Hobgoblins dwell, but how many can come abreast down a typical passage in the dungeons? Allow perhaps 3 in a ten foot wide passage, and the balance will either be behind the front rank or fanning out to come upon the enemy by other routes. The most fearsome man or monster can be overwhelmed by sheer numbers of smaller/weaker creatures provided the latter are able to close!

Wilderness Design

The so-called Wilderness really consists of unexplored land, cities and castles, not to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee must do several things in order to conduct wilderness adventure games. First, he must have a ground level map of his dungeons, a map of the terrain immediately surrounding this, and finally a map of the town or village closest to the dungeons (where adventurers will be most likely to base themselves). "Blackmoor" is a village of small size (a one-horse town), while "Grayhawk" is a large city. Both have maps with streets and buildings indicated, and players can have town adventures roaming around the bazaars, inns, taverns, shops, temples, and so on. Venture into the Thieves' Quarter only at your own risk! The terrain beyond the immediate surroundings of the dungeon area should be unknown to all but the referee. Off-hand adventures in the wilderness are made in these areas. Exploratory journeys, such as expeditions to find land suitable for a castle or in search of some legendary treasure are handled in an entirely different manner.

Castles

The inhabitants of these strongholds are determined at random. Occupants of these castles will venture out if a party of adventurers passes nearby. If passing over the castle hex there is a 50% chance (die 1-3) that they will come out, if one hex away there is a 33-1/3% chance (die 1-2), and if two hexes away there is only a

16-2/3% chance (die 1). If the party is on the castle hex and hails the castle, the occupants will always come forth if the party is not obviously very strong and warlike. Patriarchs are always Lawful, and Evil High Priests are always Chaotic. All other castle inhabitants will be either hostile to the adventurers (die 1-3) or neutral (die 4-6). Determine the occupant of a castle as follows:

Roll d6	Occupant	Type of Guards/Retainers in the Castle (d4)			
		1	2	3	4
1	Lord	1-8 Champions	1-6 Griffons*	1-10 Myrmidons	1-4 Giants
2	Superhero	1-8 Myrmidons	1-4 Rocs*	1-4 Ogres	1-10 Swashbucklers
3	Wizard	1-4 Dragons	1-4 Balrogs	1-4 Wyverns	1-4 Basilisks
4	Necromancer	1-4 Chimeras	1-6 Manticores	1-12 Lycanthropes	1-12 Gargoyles
5	Patriarch	1-20 Heroes	1-6 Superheroes	1-10 Ents	1-8 Hippogriffs*
6	Evil High Priest	1-10 Trolls	1-6 Vampires	1-20 White Apes	1-10 Spectres

*With a like number of Heroes riding these creatures

Fighting-Men within castles will demand a jousting match with all passersby of like class. Otherwise they will demand a toll of from 100 to 600 Gold Pieces from the party. If a joust takes place the occupant of the castle will take the loser's armor if he wins, but if the character wins the castle owner will host all in the party for up to one month, supply them with two weeks of rations, and provide warhorses if the party so requires (see Jousting).

Magic-Users from castles will send passersby after treasure by Geas if they are not hostile, with the Magic-User taking at least half of all treasure so gained, the Magic-User having first choice of magical items and automatically choosing miscellaneous magic, wands/staves, or rings (in that order) in preference to other items. Otherwise, the Magic-User will require a magical item from the passersby as toll, and if they have no magical items suitable for use the Magic-User will require a toll of from 1,000 to 4,000 Gold Pieces.

Clerics will require passersby to give a tithe (10%) of all their money and jewels. If there is no payment possible the Cleric will send the adventurers on some form of Lawful or Chaotic task, under *Quest*. Generally Evil High Priests will simple attempt to slay Lawful or Neutral passersby who fail to pay their tithes.

Guards: In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 30 to 180 men will man the walls, one-half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal

speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle's party:

Castle Resident	% Chance of Having	Level
Fighting-Men	Magic-User	25% 5-8
	Cleric	50% 3-6
Magic-User	Fighting-Man	25% 5-8
	Apprentice	50% 4-7
Cleric	1-6 Assistants	50% 4-7

Wandering Monsters

At the end of each day (turn) the referee will check to see if a monster has been encountered. The matrix below is for travel afoot or mounted. For travel afloat or in the air two die rolls are made - a 5 on the first one indicates an adventure in the mid-point of the day with waterborne or aerial monsters; a 6 on the second die roll indicates that there is a normal adventure at the end of the day, and the table below is used. Exception: Ships which remain continually in water will roll but once daily for encounters, with a result of 6 indicating such an encounter.

Terrain Type	Encounter (d6)
Clear	6
Woods	5-6
River	5-6
Swamp	4-6
Mountains	4-6
Desert	5-6
City	6

Note: During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

Roll d8	Clear	Wood	River	Swamp	Mountains	Desert	City
1	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycans	Lycans	Lycans	Lycans	Lycans	Men	Men
5	Animals	Lycans	Swimmer	Swimmer	Animals	Animals	–
6	Men	Men	Swimmer	Undead	Giant	Dragon	–
7	Animals	Animals	Animals	Undead	Dragon	–	–
8	Dragon	Dragon	Dragon	Dragon	Dragon	–	–

Men Subtable				
Roll d12	Typical	Mountain	Desert (Mars)	Waterborne
1	Bandits	Bandits	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Necromancer	Brigands	Nomads	Buccaneers
4	Wizard	Lord	Lord	Pirates
5	Bandits	Wizard	Wizard	Buccaneers
6	Berserkers	Superhero	Nomads	Mermen
7	Lord	Cavemen	(Red Martians)	–
8	Superhero	Necromancer	(Tharks)	–
9	Brigands	Evil High Priest	(Black Martians)	–
10	Bandits	Cavemen	(Yellow Martians)	–
11	Evil High Priest	Patriarch	(Tharks)	–
12	Patriarch	Berserkers	(White Martians)	–

Roll d12	Animals	Optional Woods	Optional Swamps	Optional Arid Planes	Optional Mountains
1	Spiders	Centaurus	Tyrannosaurus Rex	Apts	Cave Bears
2	Centipedes	Unicorns	Pterodactyl	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre Tooth Tigers
4	Toads	Gorgons	Brontosaurus	Calots	Mastodons
5	Ants	Pixies	Stegosaurus	White Apes	Spotted Lions
6	Weasels	Manticores	Tyrannosaurus Rex	Thoats	Woolly Rhinos
7	Apes	Dryads	Pterodactyl	Orluks	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	–	–	Tharks	Mammoths
10	Lions	–	–	Darseen	Sabre Tooth Tigers
11	Boars	–	–	Banths	Dire Wolves
12	Snakes	–	–	Tharks	Spotted Lions

Note: There will be from 2-12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

Fighting-Men Items	Chance
Sword	50%
Shield	25%
Armor	25%

Magic-Users Items	Chance
Wand	60%
Ring	30%
Misc. Magic	20%

Clerics Items	Chance
Weapon	40%
Staff	30%
Shield	20%
Armor	10%

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

Creating a Stronghold

At any time a player/character wishes he may select a portion of land (or a city lot) upon which to build his castle, tower, or whatever. When Clerics reach the top level (Patriarch) they may opt to build their own

stronghold, and when doing so receive help from "above". Thus, if they spend 100,000 Gold Pieces in castle construction, they may build a fortress of double that cost. Finally, "faithful" men will come to such a castle, being fanatically loyal, and they will serve at no cost. There will be from 10-60 heavy cavalry, 10-60 horsed crossbowmen ("Turcopole"-type), and 30-180 heavy foot. Top-level Fighting-Men (Lords and above) who build castles are considered "Barons", and as such they may invest in their holdings in order to increase their income. Base income for a Baron is a tax rate of 10 Gold Pieces/ inhabitant of the barony/game year.

Baronies

Another advantage accruing to those who build their strongholds in the wilderness is that they will gain control over the surrounding countryside. Clearing the countryside of monsters is the first requirement. The player/character moves a force to the hex, the referee rolls a die to determine if there is a monster encountered, and if there is one the player/character's force must remove it. If no monster is encountered the hex is already cleared. Territory up to 20 miles distant from a stronghold may be kept clear of monsters once cleared - the inhabitation of the stronghold being considered as sufficient to maintain the monster-free status. Within each territory there will be from 2-8 villages of from 100-400 inhabitants each. This populace will bring in annual tax revenue equal to 10 Gold Pieces each. Clerics with castles of their own will have control of a territory similar to the "Barony" of fighters, and they will receive "tithes" equal to 20 Gold Pieces/ Inhabitant/year. The referee may also allow various investments in the territory, adjudicating revenue according to investment and area potential. Some possible investments are:

- Road Building
- Armories
- Ship Building
- Canals
- Animal Breeding
- Sea Trade
- Inns
- Farming Land
- Trade
- Hunting
- Fishing
- Trapping
- Religion
- Exploration
- Tourism

Successful investments will also have the effect of increasing the population of the investor's territory, providing the area of investment does not specifically pre-

clude such (hunting and trapping would do so, for example).

Angry Villager Rule

Anyone who has viewed a horror movie is aware of how dangerous angry villagers are. Whenever the referee finds that some player has committed an unforgivable outrage this rule can be invoked to harass the offender into line. Within the realm of angry villagers are thieves from the "thieves' quarter", city watches and militia, etc. Also possible is the insertion of some character like Conan to bring matters into line.

Structure Prices

The following tables are noted with the appropriate cost in Gold Pieces. Each player who builds should draw an extra set of plans and specifics for the referee. Surprises, intaking, sieges and so on can take place.

Construction	Price in gp
Gate House	4,500
Gate	3,000
Portcullis & Drawbridge	2,000
Barbette (10')	1,000
Small Tower (15')	4,500
Curtain Wall (90' x 10')	3,500
Tower, Round (35' x 20')	5,000
Tower, Square (30' x 30')	4,000
Barbican (Wall 40' x 10', Towers 35' x 30')	14,000
Great Keep, no Gates	42,000
Great Keep, Double no Gates	72,000
Tower, Round (45' x 40')	10,000
Bastion (60' x 40' x 10')	3,000
Tower, to shorten 10'	-10%
Tower, to add 10'	+20%

Door and Stair Costs in Gold Pieces

Construction	Single	Double
Wooden Door	10	15
Reinforced Door	20	30
Iron Door	50	75
Stairs, Wooden 10'	30	45
Stairs, Stone 10'	90	140
Slit or Window	10	15

Other Construction and Equipment Costs

Item	Cost in gp
Moat or Ditch: 180' long, 20' wide, 10' deep	2,000
Earth Works, as above	1,000
Wooden Palisade, 180' long	1,500
Wooden Building, 120' of outer walls, etc., as Stone Building	500
Light Catapult	250
Heavy Catapult	400
Cauldron & Oil	50

Item	Cost in gp
Portable Covered Ram, Sow, etc.	1.000
Siege Tower, Green Hide Covered	2.000

Advice for the Referee

As the campaign goes into full swing it is probable that there will be various groups going every which way and all at different time periods. It is suggested that a record of each player be kept, the referee checking off each week as it is spent. Recon the passage of time thus:

Action	Time
Dungeon Expedition	1 Week
Wilderness Adventure	1 Day x Hex
1 Week of Actual Time	1 Week of Game Time

The time for dungeon adventures considers only preparations and a typical, one day descent into the pits. The time for Wilderness expeditions would include days of rest and recuperation. Actual time would not be counted off for players "out" on a Wilderness adventure, but it would for those mewed in their dens, hideholes, keeps, castles, etc., as well as for those in the throes of some expedition in the underworld.

Rumors, Information and Legends

Such activity as advertising for hirelings will certainly gain the notice of the locals and begin a chain of rumors. So will almost any other unusual activity. Even the departure of a party from a town is likely to be noticed. Obtaining such news is usually merely a matter of making the rounds of the local taverns and inns, buying a round of drinks (10-60 Gold Pieces), slipping the barman a few coins (1-10 Gold Pieces) and learning what is going on. Misinformation is up to the referee.

Legends will be devised by the referee as the need arises, but they are generally insinuated in order to lead players into some form of activity or warn them of a coming event.

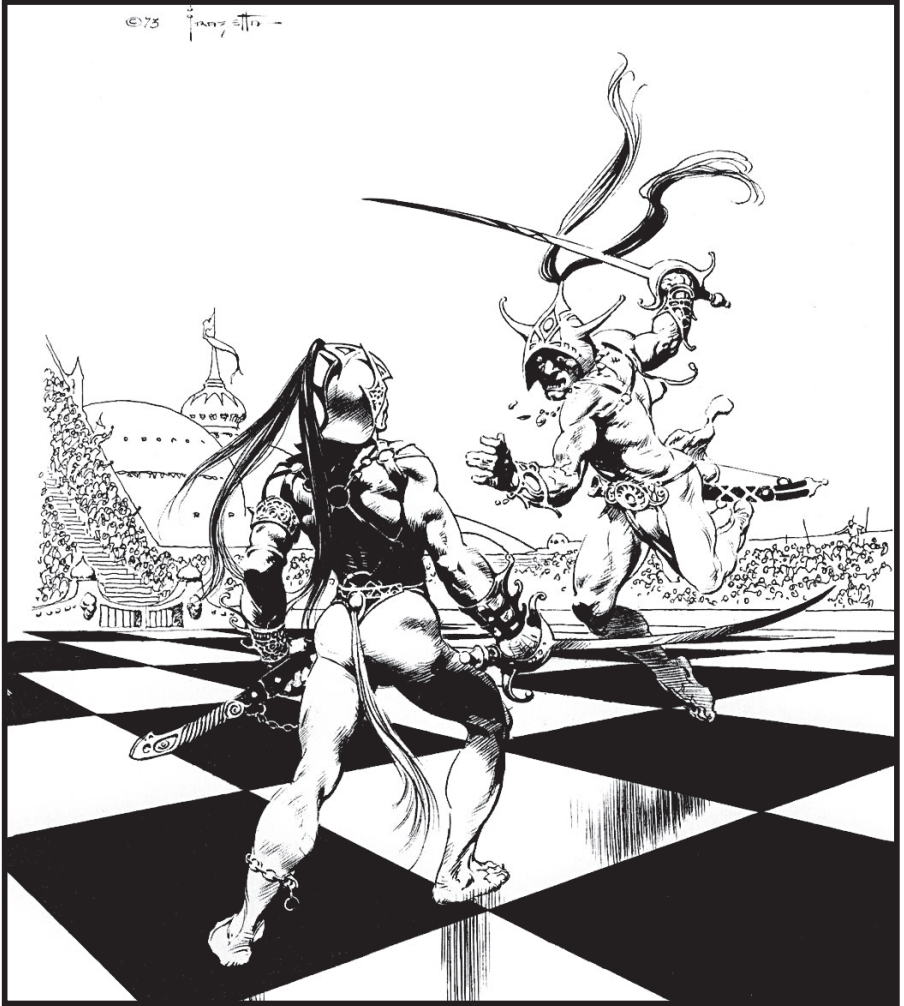
Other Worlds

There should be no "natural laws" which are certain. Space could be passable because it is filled with breathable air. On the other hand the stars could be tiny lights only a few hundred miles away. Some areas of land could be gates into other worlds, dimensions, times, or whatever. Mars is given in these rules, but some other fantastic world or setting could be equally as possible. This function is up to the referee, and what he wishes to do with it is necessarily limited by his other campaign work. However, this factor can be gradually added, so that no sudden burden will be placed upon the referee.

Afterword

There are unquestionably areas which have been glossed over. While we deeply regret the necessity, space requires that we put in the essentials only, and the trimming will oft times have to be added by the referee and his players. We have attempted to furnish an ample framework, and building should be both easy and fun. In this light, we urge you to refrain from writing for rule interpretations or the like unless you are absolutely at a loss, for everything herein is fantastic, and the best way is to decide how you would like it to be, and then make it just that way! On the other hand, we are not loath to answer your questions, but why have us do any more of your imagining for you? Write to us and tell about your additions, ideas, and what have you. We could always do with a bit of improvement in our refereeing.

Fight on!



Appendix A: Thieves

For those who simply just cannot do without the Thief class, even though it was not a part of the original game, here is the original Thief from the first supplement *Greyhawk*. Using this class in a 3LB game does presents some minor compatibility issues. Firstly, *Greyhawk* introduced variable Hit Dice for character types rather than d6 for all classes. Thieves had a d4 for Hit Dice, and where it says "+½ additional points per Level thereafter" for levels 11 and above, this actually means 2 hp per level, whereas in *Men & Magic* there was no cut off point as far as Hit Dice where concerned. Also it can be seen in the Elf description that *Greyhawk* differs from the original game in that it introduces a greater range of ability score bonuses and penalties, which in the case of demi-humans can affect how high a level they can achieve in various classes.

Thieves

All Thieves are either neutral or chaotic – although lawful characters may hire them on a one-time basis for missions which are basically lawful. They are not as strong as other classes in hit dice, but thieves have many distinct advantages which are enumerated below. Thieves can employ magic daggers and magic swords but none of the other magical weaponry. They can wear only leather armor and cannot employ shields. Dexterity is the prime requisite for thieves. Thieves use dexterity in the pursuit of their chosen profession. They may use 2 points of intelligence and 1 point of wisdom to increase their raw dexterity score so long as they do not thereby bring the intelligence and wisdom scores below average. In combat, treat Thieves as Clerics for purposes of advance in steps – four levels/group (1-4, 5-8, 9-12, etc.). With regard to Saving Throws treat Thieves as Magic-Users.

XP	Level	Hit Dice (d4)	Title
0	1	1	Apprentice
1.200	2	2	Footpad
2.400	3	3	Robber
4.000	4	4	Burglar
9.600	5	5	Cutpurse
20.000	6	6	Sharper
40.000	7	7	Pilferer
60.000	8	8	Master Pilferer
90.000	9	9	Thief
125.000	10	10	Master Thief
+125.000	11+	+½	Master Thief, 11+

Basic Abilities

- open locks by picking or foiling magical closures
- remove small trap devices
- listen for noise behind closed doors
- move with great stealth
- filch items and pick pockets
- hide in shadows
- strike silently from behind
- climb nearly sheer surfaces

Thieves of the 3rd level and above are able to read most (80%) languages, so treasure maps can be read and understood by them without recourse to a spell. While they cannot learn spells, thieves of the 10th level and above are able to understand magical writings, so any scroll that falls into their hands can be used by them – excluding spells which are clerical in nature. However, with spells of the 7th level and above there is a 10% chance that the effect will be the reverse of that intended (due to the fact that even Master Thieves do not fully comprehend such great magic). This reverse effect can be known only after the spell is read. By striking silently from behind the thief gains two advantages: First, he increases the chance to hit by 20% (+4 on his die). Secondly, he does double damage when he so attacks, with like additional damage for every four levels he has attained. Thus, if a thief of the 4th level attacked from behind he would do twice the damage indicated by the die, at 5th through 8th levels he would do thrice the damage, at 9th through 12th levels he would do four times the damage and so on. The ability of a thief to climb is also a function of his level. There is a basic chance of 13% that a 1st level thief will slip and fall in climbing. With each higher level attained by the thief this chance is reduced by 1%, so that a 10th level thief has but a 4% chance of slipping. A score above the indicated percentage means failure, and no further attempts may be made. Also, there is a chance that the one who is being pick-pocketed may detect the thief. To determine this, for each level above 5th, the victim has a + 5% chance of detecting the "lift", so a 10th level, for example, would reduce the possibility of a successful attempt by 25%, i.e. if a base 100% it reduces to 75%.

Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Hide in Shadows	Climb	Hear Noise
1	15%	10%	20%	20%	10%	88%	1-2
2	20%	15%	25%	25%	15%	89%	1-2
3	25%	20%	30%	30%	20%	90%	1-3
4	35%	30%	35%	35%	25%	91%	1-3
5	40%	35%	45%	45%	35%	92%	1-3
6	45%	40%	55%	55%	45%	93%	1-3
7	55%	50%	60%	60%	50%	94%	1-4
8	65%	60%	65%	65%	55%	95%	1-4
9	75%	70%	75%	75%	65%	96%	1-4
10	85%	80%	85%	85%	75%	97%	1-4
11	95%	90%	95%	95%	85%	98%	1-5
12	100%	95%	100%	100%	90%	99%	1-5
13	100%	100%	100%	100%	95%	100%	1-6
14	100%	100%	100%	100%	100%	100%	1-6

Demi-Human Thieves

Dwarves, elves, half-elves, or hobbits may be thieves, and in this class there will be no limit to their continuing to advance to the highest levels. Dwarves can work simultaneously as fighters and thieves, but no bonuses for abilities above the normal are then given, and earned experience is always divided evenly between fighting and thievery even when the dwarf can no longer progress in the fighter class. When acting as thieves dwarves can wear only leather armor. Elven thieves work in all three categories at once (fighter, magic-user, and thief) unless they opt to never be anything other than in the thief category. Thus, experience

is always distributed proportionately in the three categories even when the elf can no longer gain additional levels in a given category. However, it is possible to be an eleven Myrmidon/Sorcerer/Master Thief, for example, with a character having exceptionally high scores in strength and intelligence, and the only limit on how high in the thief category the elf can progress will be that placed upon him by the division of experience points. When acting in the thief capacity the elf can wear only leather armor. Hobbits can be either fighters or thieves, and as thieves they have better chances for doing most things and are not limited to how high in levels they can progress.

Bonus to Demi-Humans as Thieves

Race	Open Locks	Remove Traps	Pick Pockets	Move Silently	Hide in Shadows	Hear Noise
Dwarf	+5%	+15%	–	+5%	+5%	–
Elf	–	–	+5%	+10%	+15%	–
Hobbit	+10%	+5%	+5%	+10%	+10%	+1

Appendix B: Catapults and Jousting

Catapults

Structural Damage: Catapult hits will do points of damage to buildings and ships and when sufficient points have been scored the building is destroyed or the ship sinks. The usual form of catapult fire is detailed in the table below. A sling-ended catapult can fire a load of small stones in a "shotgun effect". The flight curve of such fire is considered to reach its apex

Type	Range		Hit Area*	Rate of Fire	Damage
	Minimum	Maximum			
Light Catapult	15"	30"	2"	Once/2 rounds	2d6 or 2 points
Ballista	-	30"	-	Once/2 rounds	2d6 or 2 points
Heavy Catapult	24"	48"	3½"	Once/3 rounds	3d6 or 3 points

To determine where the missile hits, roll a pair of six-sided dice, a score of 7 indicating a direct hit. Scores under 7 indicate a hit left and/or short of the target; while scores over 7 indicate a hit right and/or long of the target. For each integer removed from seven roll one die for the number of inches away from the target, i.e. a score of 4 is three integers removed from 7, so three dice are rolled for the distance in inches of the miss. A die is also rolled to determine where the missile lands: 1, 2 it is left or right; 3, 4 it is left or right and short or long; and 5, 6 it is short or long.

Structure	Point Value
Bastions and round towers	40-60
Gatehouses, square towers, and gates	30-45
Curtain walls and stone buildings	25-40
Ramparts and earth-filled gabions	20-30
Wooden structures and palisades	5-15
Large catapults	5
Small catapults and moveable mantlets	3
Large ships	18-24
Small ships	9-15
Boats	3

at one-half the total range of the missile and to be equal in height to the full range for counterpoised catapults and equal to one-half the range in other forms of catapults. Use a spherical "Hit Area" for these if a target is in the curve. Note that a tension-type of light catapult – Ballista – can be employed to fire large darts (two dice of damage) into the air, even straight up, at the maximum range for such catapults, and no minimum range is applicable.

Jousting

Each joust selects an aiming point (his attack) and a position in the saddle (his defense). Note that the aiming point will preclude certain defensive positions in most, but not all, cases. The aiming point of each joust is matched against the position of their opponent and the result found. Results can vary from both opponents missing to both being unhorsed. When results have been determined, one "ride" has been completed. If neither opponent has been unhorsed the procedure is repeated until one opponent (or both simultaneously) is knocked from his saddle, or three "ride" have been completed. The joust is over as soon as either or both opponents are unhorsed or three "ride" have been completed without either party being unhorsed. Key to the following table are:

- B: Breaks lance
- G: Glances
- H: Helm knocked off
- I: Inured
- M: Missed
- U: Unhorsed

		Defensive Positions						
	Aiming Point	1 Lower Helm	2 Lean Right	3 Lean Left	4 Steady Seat	5 Shield High	6 Shield Low	Possible Defensive Positions
1	Helm	M	M	M	H	U	M	4-6
2	Shield Top Left	U	B	M	B	B	M	3-6
3	Shield Top Center	B/U/I	U	G	B	B/U	U/I	Any
4	Shield Top Right	G	M	B	G	G	U	2,4-6
5	Shield Center Left	B	B/U	M	B	M	B	4-6
6	Shield Center	B/U	G	B	B/U	B/U/I	B	Any
7	Shield Center Right	G	M	B/U	G	G	G	4-6
8	Shield Base	B	G	U	B	B/U/I	B	1,4-6

Appendix C: Using Chainmail in Combat

Since neither combat system was explained in the original booklets, what follows is the unedited text describing D&D combat in which Gygax tries to clarify the original combat system and advises the use of the alternate combat system for battles involving “principal figures”, or in other words the player characters. But for those who want to try and use the *Chainmail* combat rules in conjunction with D&D, I have listed below the Fighting Capabilities of the various classes as listed in *Men & Magic* and *Greyhawk*. *Men & Magic* (page 18) describes Fighting Capability as “a key to use in conjunction with the CHAINMAIL fantasy rule, as modified in various places herein.” Further clarification can be found in a couple of free pdf’s: Jason Vey’s Supplement VI - *Forbidden Lore* and Aldaron’s *Using Chainmail to Resolve OD&D Combats*, although I believe these two gentlemen do disagree on some points. Both booklets can be found with the magic of Google. However, perhaps the easiest way to add the flavor of *Chainmail* combat to the D&D game is to introduce the multiple attack rule described in the combat example below, where characters of Hero level and above gain one attack per level against “normal men” and “creatures basically that strength”.

Combat Using the Chainmail Rules

From *The Strategic Review*, Vol. 1 No. 2:

“Combat: CHAINMAIL is primarily a system for 1:20 combat, although it provides a basic understanding for man-to-man fighting also. The “Man-To-Man” and “Fantasy Supplement” sections of Chainmail provide systems for table-top actions of small size. The regular CHAINMAIL system is for larger actions where man-like types are mainly involved, i.e. kobolds, goblins, dwarves, orcs, elves, men, hobgoblins, etc. It is suggested that the alternate system in D&D be used to resolve the important melees where principal figures are concerned, as well as those involving the stronger monsters. When fantastic combat is taking place there is normally only one exchange of attacks per round, and unless the rules state otherwise, a six-sided die is used to determine how many hit points damage is sustained when an attack succeeds. Weapon type is not considered, save where magical weapons are concerned. A super hero, for example, would attack eight times only if he were fighting normal men (or creatures basically that strength, i.e., kobolds, goblins, gnomes, dwarves, and so on).”

Combat Example

10 Orcs surprise a lone Hero wandering lost in the dungeons, but the die check reveals they are 30’ distant at the time of surprise, so they use their initiative to close to melee distance. Initiative is now checked. The Hero scores a 3, plus 1 for his high Dexterity, so it is counted 4. The Orcs score 6, and even a minus 1 for their lack of Dexterity (optional) still allows them first attack. As they outnumber their opponent so heavily it is likely that they will try to over-power him rather than kill, so each hit they score will be counted as attempts to grapple the Hero:

- Assumed armor of the Hero: Chainmail & Shield – AC 4
- Score required to hit AC 4 – 15 (by monsters with 1 Hit Dice)
- Only 5 Orcs can attack, as they haven’t had time to surround
- Assume the following dice scores for the Orc’s attacks: Orc #1 – 6; #2 – 10; #3 – 18; #4 – 20; #5 – 3

Two of the Orcs have grappled the Hero, and if his score with 4 dice is less than their score with 2 dice he has been pinned helplessly. If it is a tie they are struggling, with the Hero still on his feet, but he will be unable to defend himself with his weapon. If the Hero scores higher than the Orcs use the positive difference to throw off his attackers, i.e. the Hero scores 15 and the Orcs scored 8, so the Hero has tossed both aside, stunning them for 7 turns between them.

- Round 2: Initiative goes to the Hero
- Score required to hit Orcs – 11 (4th level Fighting-Man vs. AC 6)

Assume the following die score by the Hero: 16. A blow struck. There are 8 Orcs which can be possibly hit. An 8-sided die is rolled to determine which has been struck. Assume a 3 has been rolled. Orc #3 is diced for to determine its hit points, and it has 4 points. Orc #3 takes 6 damage points and is killed.

- All 7 surviving/non-stunned Orcs are now able to attack

Continued attempts to over-power the Hero are assumed, and no less than 4 Orcs are able to attack the Hero from positions where his shield cannot be brought into play, so his AC is there considered 5, and those Orcs which attack from behind add +2 to their hit dice. In this case it is quite likely that the Orcs will capture the Hero.

Fighting Capability by Class & Level

Level	Cleric	Fighting-Man	Magic-User	Thief
1	Man	Man + 1	Man	Man
2	Man + 1	2 Man + 1	Man + 1	Man + 2
3	2 Man	3 Man or Hero - 1	2 Man	2 Man
4	3 Man	Hero	2 Man + 1	2 Man + 2
5	3 Man + 1	Hero + 1 or 5 Man	3 Man	3 Man
6	Hero - 1	Hero + 1 or 6 Man	3 Man + 1	3 Man + 2
7	Hero	Superhero - 1	Hero - 1	Hero - 2
8	Hero + 1	Superhero	Hero	Hero
9	Superhero - 1	Superhero + 1	Hero + 1	Hero + 2
10	Superhero - 1	Superhero + 1	Wizard	Superhero - 1
11	Superhero - 1	Superhero + 1	Wizard	Superhero - 1
12	Superhero - 1	Superhero + 2	Wizard	Superhero - 1
13	Superhero	Superhero + 2	Wizard + 1	Superhero
14	Superhero		Wizard + 1	Superhero
15	Superhero		Wizard + 2	
16	Superhero*		Wizard + 2**	

*Next change in fighting capability coming at the 17th level

** Next change in fighting capability coming at the 19th level

Errata

Cleric Saving Throw Table

	Death	Wands	Stone	Breath	Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7