

SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



ELECTRONIC EDITION

Including Book Of Spells

**PUBLISHED BY
CAMPION & CLITHEROW**

SEVEN VOYAGES OF ZYLARTHEN

ELECTRONIC EDITION

Oakes Spalding



Campion & Clitherow
2017

Now, when Eric the Thronð had passed out of the darkness, he found himself in a land of glorious delight, where every herb was beautiful and covered with flowers, and where streams of honey flowed through every field. It was a low country, flat like a plain; not a mountain was to be seen, nor even a hill. It was lit up by perpetual sunshine, and there was neither cloud, nor night, nor darkness. A perfect calm seemed to touch all things; only when the breeze stirred lightly did the scents of the flowers seem stronger than before. And Eric and his companion walked over the fields for a long way to see if they could find any house or building, and to learn how far the land extended. At last they saw what seemed like a hood-shaped building hanging in the air, and they turned to examine it. As they approached they saw that it was a tower unsupported by any pillars, while to the south of it a high ladder was fixed. As they came quite close they wondered greatly as to how the ladder could be supported against a tower hanging in the air. Then they climbed the ladder, which led them to a room all hung round with rich curtains. Inside was a silver table, upon which lay exceeding white bread of a delicious fragrance. Upon a golden plate were placed all kinds of meats and delicious fruits. There were, too, a tankard adorned with precious stones, and a golden goblet, both filled with a delightful drink. Beds covered with costly velvet might be seen in another part of the room. And they marveled greatly at all these wonderful things.

"Behold," said Eric, "here is Odainsakr, the land I have sought for many years with great toil and difficulty. "

And they praised God, saying: "Great is Almighty God, and glorious in all things; for He hath helped us to discover this land." Then they ate and drank and lay down to sleep.

— "The Journeyings of Thorkhill
and of Eric the Far-Traveled"
The Book of Wonder Voyages

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INTRODUCTION TO THE ELECTRONIC EDITION

The following is in response to SEVEN VOYAGES of ZYLARTHEN readers and players who requested that we create a consolidated PDF version of the rules from what had been four separate PDF files (one for each of the original booklets).

We apologize that it has been so long delayed.

The full Electronic Edition contains revised versions of the original files—Vol. 1: Characters & Combat, Vol. 2: Book of Monsters, Vol. 3: Book of Magic and Vol. 4: The Campaign. In addition, it includes the file for Supplement I: Book of Spells, as well as a printable twenty-page Player Reference Sheets booklet and a sample Character Record.

Although the original texts were revised, partly to comport with Book of Spells and partly for other reasons, SEVEN VOYAGES of ZYLARTHEN has not changed! It's not an "Advanced" or new edition of the game. Many of the revisions will probably not be noticed. And except for a few pages, the format and layout of the original volumes has remained the same.

In consolidating the four volumes we elected to retain the original pagination scheme—and thus the tables of contents for each volume and various page references—intact (so according to the internal document, p. 1 of Vol. 2 is still p. 1, not p. 49, etc.). However, the entire PDF is extensively bookmarked and linked, which should make navigation easy and intuitive.

So what has changed?

Minor corrections were made throughout, from adding a few neglected colons here and there to making certain spellings or usages consistent—"Move rate," "move rate" and "movement rate" is now "movement rate," etc.—to fixing careless errors in two or three tables and charts. A few monster descriptions were slightly rewritten. Orcs were correctly identified as "corrupted elves." Packhorses replaced draft horses, with ponies and donkeys coming along for the ride. An additional two-line optional rule for character creation (low wisdom for male characters) was added. And so on.

Here are a few more notable changes: The rules and tables for missile weapons were somewhat altered—thrown weapons now have a shorter range. Bows and slings may be used twice per round, and the "to hit" results were reshuffled a bit. The wilderness travel rules were expanded to incorporate weather conditions and to more realistically (we hope!) model horsed and other overland travel. Finally, all rules and descriptions now use the rounds/turns methodology as opposed to that of the more elastic turns/melee turns/full turns. Some of these issues and questions had been nagging at me for years. So I took the opportunity to resolve them.

The most important changes came with Book of Spells. The number of spells in the ZYLARTHEN universe roughly doubled from 150 to 296. Witches and High Priests were each given a completely unique list of spells—or "powers", in the case of High Priests—and in the process were somewhat reimagined. Many Magic-User spells were at least partly rewritten. These changes were in turn ported back to Vol. 3: Book of Magic. That volume still contains a smaller list of spells, but their descriptions, as well as their level and class assignments, are now identical with the revised versions of the supplement. Campion & Clitherow believes that these changes are an improvement, and far from making concessions to the accretions of the "Advanced" version of ZYLARTHEN's parent game, we feel they're even closer to the spirit of the 1974 original.

You are reading this on some enspelled (for all practical purposes) device. We hope you find it useful and that it adds to your reading and play experience. But we also invite you to purchase the physical booklet of Book of Spells and the re-vised editions of the original four booklets (if you didn't purchase them the first time around). It's perhaps an odd and even impolite thing to say in the introduction to an e-edition, but we believe that an actual book is superior to its virtual relative. It can be appreciated by at least four senses, and therefore what it tells you is easier to remember. It won't become corrupt. It won't permanently go away unless you lend it to a friend. And though its cousin might reside in a cloud, nothing beats a hardwood shelf.

Fight On!



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**Rules for Original Style Sword and Sorcery
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OAKES SPALDING



CHARACTERS & COMBAT
VOLUME 1 OF FOUR BOOKLETS

PUBLISHED BY
CAMPION & CLITHEROW

SEVEN VOYAGES OF ZYLARTHEN

VOLUME 1

CHARACTERS & COMBAT

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON

TO JULIE
Who was kind even to kobolds

INQUIRIES REGARDING RULES SHOULD BE SENT TO:
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ONCE UPON A TIME almost forty years ago, two amateur historians—one temporarily working as a shoe repairman, the other as a security guard—released a little game in the form of three forty page booklets. With an odd but intriguing name suggested by the shoe repairman's daughter, these “Rules for Fantastic Medieval Wargames Campaigns” sold one thousand copies in their first year, mostly to military hobbyists and collectors of miniature lead soldiers...

And that's where the story ends, at least for our purposes. SEVEN VOYAGES of ZYLARTHEN is a re-imagining of the original edition of the world's most popular paper and pencil fantasy adventure game, first published by Gary Gygax and Dave Arneson in 1974. The brilliance and charm of that game's earliest version was its simplicity and elegance, combined with a certain asymmetrical quirkiness. It invoked many sources—King Arthur, the Crusades, Middle-earth, the Arabian Nights, pulp fantasy, fairy tales, even science fiction. Its breadth of tone was a virtue, offering to the players a multiplicity of delights. Our intention was to follow the spirit of the original as closely as possible. We hope that we have (if only partially and in a small way) captured it.

The format and layout of these rules is meant to pay homage to the original game. It goes without saying (though we'll say it) that the product in your hands is not published by Tactical Studies Rules, TSR (old or new) or Wizards of the Coast, nor is it affiliated with any of them in any way.

Happy dungeoneering! Guard the innocent! Avenge the wronged! May you find heaps of gold at the end of your path, or at the least a memorable and heroic demise! But above all, God grant that you find wonder everywhere!

Oakes Spalding
Campion & Clitherow

Feast of All Saints, 2013
Chicago, Illinois



INTRODUCTION:

If you are reading this, you are almost certainly no stranger to paper and pencil fantasy adventure games, including the first world's first and still most popular example. Thus, to save words, you will here find little explanatory text of the “what is adventure gaming?” or “how to play” sort.

The use of the term “fantasy adventure game” over the more often used “role-playing game” is intentional. Strikingly, the term “role-playing” appears nowhere in the original 1974 texts. Ideally, we who like this sort of game are interested in adventure—cooperatively exploring a fantastical world of strange terrors and fabulous treasures—not perfectly simulating the attitude and behavior of some grumpy dwarf, or whatever. Indeed, too much “role-playing” should be discouraged. “We don’t explore characters; we explore dungeons,” someone once said. Or as C.S. Lewis explained, making a point about good science fiction that could apply equally well here, “To tell how odd things struck odd people is to have an oddity too much; he who is to see strange sights must not himself be strange.”

The game has no glossary. It is assumed that you know what is meant by “referee”, “saving throw”, “hit dice” and so on. In keeping with the format of the original rules, the use of particular dice will often only be indicated by the number ranges provided. (“1-6” implies the use of one six-sided die, “2-8” implies the use of two four-sided dice, etc.) When the word “die” is used it means six-sided die unless otherwise indicated. The term “monster” is sometimes used in the obvious sense and sometimes used to denote any stranger, opponent or enemy of the players—authentically “monstrous” or otherwise.

SEVEN VOYAGES of ZYLARTHEN is published under the Open Game License using the Systems Reference Document and other Open Game Content sources. It is not meant to pose as a version of or be a replacement for any edition of the original game. Though much of SEVEN VOYAGES of ZYLARTHEN is not original, we are of course solely responsible for all errors.

RECOMMENDED EQUIPMENT:

SEVEN VOYAGES of ZYLARTHEN (the PDFs are sufficient, but you’ll enjoy the game more if you buy the booklets)

Dice (as many as possible)—three sided (if available), four-sided, six-sided, eight-sided and twenty-sided

Paper (including graph paper for mapping) and **Pencils**—liberal supplies for all

Optional

Paper, plastic or metal figures to denote characters and monsters

Dominoes or blocks for constructing rooms and hallways (we prefer these to drawing on an erasable board)

A cigar box or “chest” of pennies, dimes and quarters, as well as a number of small bags—to represent the characters’ hoards of silver and gold

A ready-made adventure, designed for the original game or for one of the contemporary “retro-clones” such as Swords & Wizardry or Labyrinth Lord

PREPARATION:

The referee should be familiar with the rules contained in all four volumes as well as have prepared at least one adventure. The Players may read **Volume One: Characters & Combat** (though this is not strictly necessary), but they are discouraged from reading the other volumes. One does not wish to diminish the sense of wonder that is crucial for enjoying the game.

CHARACTER CLASSES:

There are three basic classes of characters:

- Fighting-Men / Fighting-Women (henceforth, "Fighting-Men")
- Magic-Users
- Thieves

In addition, there are three special classes of characters:

- Dwarves
- Elves
- Halflings

Fighting-Men: Fighting-Men represent the default class. Most able-bodied males able to handle a weapon will be Fighting-Men, and thus it is by far the most common class among player characters and non-player characters. Fighting-Men will usually have the most hit points and will progress the most rapidly on the attack tables. Most importantly, they may use all weapons and any armor. At 9th level and above, they may build a castle that will earn 1 Gold Piece per year from each inhabitant of the surrounding area.

Magic-Users: Magic-Users are the weakest characters in terms of combat, but their spells make them potentially the strongest class of characters in the game (if they can survive the early going). They may use only certain weapons—daggers and staves—and may not use or wear armor. However, Magic-Users have the widest selection of enchanted items. At 11th level or above, Magic-Users may build a stronghold or tower. Also starting at 11th level, they may manufacture enchanted items, scrolls and the like. Magic-Users (and only Magic-Users) know the written language of Magic, accessible through use of the Read Magic spell.

Thieves: Thieves are nimble practitioners of stealth and guile. This doesn't mean they are necessarily weak or small—Conan was a Thief. Thieves may use any of the normal weapons of Fighting-Men save the bow (though they may use the crossbow), but some magic weapons will be off-limits to them. For armor they may take advantage of leather, a helmet and a buckler only. Thieves will usually choose to equip themselves lightly. As a consequence they will often be the best choice for operations involving moving quietly, climbing and so on. Thieves have these special talents:

Hide in Shadows: If unencumbered, a Thief may, if unobserved, slip into the shadows where he will be virtually invisible as long as he remains motionless. Note, though, that many monsters and animals will have a keen sense of smell.

Luck: Once per combat encounter a Thief may either reroll one of his own die results or he may call for a reroll of any die result by the referee that affects only him.

Open Locks: Using the proper tools, a Thief has a 4 in 6 chance of “picking” most locks, even those of a magical nature, in the space of one turn. In the case of non-magical closures he will be allowed to make additional attempts.

Surprise: Thieves have an enhanced attack bonus when attacking by surprise.

Use Magical Scrolls: At 10th level a Thief acquires the ability to attempt to use magic scrolls. A die roll of 1-4 will indicate success, 5 will indicate failure and a 6 will produce the reverse effect.

Most Thieves grew up “on the street” in a large city. As a result, all speak Cant—the language of the urban underworld. They are adept at making contact with the criminal element or black market in any familiar or even somewhat familiar town or city, as well as where possible, lining up a free or inexpensive “safe-house” to lie low in for a awhile (though that sort of living arrangement may not sit well with all party members).

At 10th level a Thief may attempt to establish a guild of thieves, beggars or the like, or, for more “reformed” characters, an orphanage, hospital, home for the indigent, factory or merchant trading company. Of course nothing precludes creating an entity that combines more than one of these functions!





Dwarves: Dwarves operate as Fighting-Men but may not progress beyond the 6th level (Defender). They have these special advantages: 1) because they are small, hardy and highly resistant to magic they add one step (six levels) when rolling all saving throws; 2) they alone are able to successfully wield the Magic Dwarven Hammer; 3) Ogres, Trolls, Giants and other large humanoids will find Dwarves difficult to catch and thus will suffer a -4 penalty on attacks against them; 4) Dwarves are skilled at noting new construction, slanting passages, large mechanical traps, shifting passages and the like in underground settings; and 5) Dwarves speak their own language as well as that of Gnomes, Kobolds and Goblins, along with the common tongue of men.

Elves: Elves are multi-classed Fighting-Men/Magic-Users, though they are limited to 4th level (Knight) in the former and 8th level (Solonist) in the latter. For purposes of gaining experience they must choose to operate as only one class or the other during the course of a single adventure, but they may freely switch classes in between adventures. At all times they will use the most advantageous of the hit dice, attack tables and saving throws of the levels attained in each class. Elves may always utilize the full weapons and armor of the Fighting-Man, but they may not wear armor while casting spells. In addition, they may perform a split-move and fire maneuver (see below) when using a bow. Their acute senses give them a 2 in 6 chance of detecting secret doors merely by proximity or casual observation. Elves speak Elvish, as well as the languages of Men, Orcs, Hobgoblins and Bugbears.

Halflings: Halflings operate as Thieves but will be limited to 4th level (Dodger) in that class. Like Dwarves, they add one step when making saving throws. They will also have deadly accuracy with slings (+3 on attacks). Player character Halflings will speak the common tongue and their own language.

Dwarves, Elves and Halflings have a 2 in 6 chance of hearing sounds when listening through heavy dungeon doors (the standard chance for blundering humans is 1 in 6). On the other hand, due to their relatively low weight and small stature they will generally only have a 1 in 6 chance of opening heavy dungeon doors (2 in 6 is the standard).

ALIGNMENTS:

The Ancient Wars that ravaged Old Earth were an attempt by the one who called himself the Liberator (known by others as Mendax) to consolidate his power over all of material creation. In those struggles, nations and races were often grouped into alignments—the forces of Chaos under the Liberator, the forces of Law that opposed him, and those that chose a middle ground either out of perceived self-interest or the perception that the principles and aims fought over did not concern them. As always, individuals within those groups were free to make their own determinations—leaving ample room for high acts of heroism as well as low betrayals.

The effects of the Wars remain, represented among other things in the old alignment languages, still understood by some, if less frequently used for actual communication. Scholars utilize the language of Law, while Chaos is used to inscribe black magic incantations and cursed scrolls. Many exotic and rare creatures know Neutrality—a relative of the language of Elves.

Many would claim that the struggle between Law and Chaos continues today just as fiercely, if less obviously or visibly as before, and with as much at stake as ever. To the extent that this is true, intelligent races and monsters will usually be identified with an alignment. Creatures of animal or lower intelligence, or who are mere animated entities will always be identified with “Neutrality”. A partial list of creatures and their alignments follows:

Blink Dogs (Law)	Lizard Men (Neutrality)
Bugbears (Chaos)	Lycanthropes (All)
Centaurs (Law, Neutrality)	Manticores (Chaos)
Chimerae (Neutrality, Chaos)	Medusae (Chaos)
Dragons (All)	Men (All)
Dryads (Neutrality)	Minotaurs (Neutrality, Chaos)
Dwarves (Law, Neutrality)	Mummies (Chaos)
Elves (Law, Neutrality)	Nixies (Neutrality)
Evil High Priests (Chaos)	Ogres (Neutrality, Chaos)
Gargoyles (Chaos)	Orcs (Neutrality, Chaos)
Ghouls (Chaos)	Pegasi (Law)
Giants (Neutrality, Chaos)	Pixies (Neutrality)
Gnoles (Chaos)	Rocs (Law, Neutrality)
Goblins (Chaos)	Spectres (Chaos)
Gorgons (Chaos)	Trolls (Chaos)
Griffins (Neutrality)	Unicorns (Law)
Harpies (Chaos)	Vampires (Chaos)
Hippogriffs (Law)	Wights (Chaos)
Hobgoblins (Chaos)	Wizards (Chaos)
Hydrae (Chaos)	Wraiths (Chaos)
Kobolds (Chaos)	Wyverns (Neutrality)

Each player character is presumed to be a partisan of Law, whatever his class or background. It is assumed that players will generally not attempt to have their characters perform actions that are gravely evil (Thieves do not of course consider simple thievery to be such) or that obviously aid the forces of Chaos. From the point of view of a successful and enjoyable game, cooperation among party members is essential. That doesn't mean that the opinions, interests and goals of each party member will necessarily be completely aligned, or that the morally superior choice or action (if that is what is desired) will always be clear or agreed upon.

RELIGION:

The gods are many and varied. Some are malevolent. Most are jealous. All are dangerous. For the majority of mortals, serious and sustained worship of any of the gods is for priests and cultists only. Why devote oneself to one god, when there are a myriad to seek favor from or, more likely, to placate? And since deities are inscrutable and unpredictable, why not hedge one's bets by giving occasional offerings to many?

It is said that many of the gods—from the warrior god Thor to Venus the goddess of beauty and love, from Thoth the patron of scholars to the vile frog-headed Tsathoggus—are also featured in the mythologies and stories of other worlds. No one knows for sure, but it is an intriguing proposition.

In an obscure nation, unknown and undiscovered by much of the larger world, a few thousand people practice the monotheistic worship of one whom they call "Pantokrator". They do not deny the existence of the "other gods", but argue that they are creations of the One True God, or else perversions of that creation by Mendax. Their theologicians claim that the power and even the very reality of the other gods will fade as the Pantokrator is gradually revealed to other nations. But (according to the same theologicians) even the beginning of that process is still many hundreds of years away...

LANGUAGES:

In the world of SEVEN VOYAGES of ZYLARTHEN, language variation is determined by species. Most intelligent races (including humans) have their own language. The primary language for humans is the "common tongue", understood by all humans, or at least all humans within the known world. In addition there are special languages such as the "artificial" languages of Magic-Users and Thieves, as well as the alignment languages used or understood by a few of the more highly intelligent members of some races. And of course some creatures will speak the languages of other species in addition to their primary language.

Knowledge of the right language at the right time can be extremely useful for adventurers, either in making friends (often unlikely friends), or in negotiating, bargaining, threatening, appeasing and so on. At the least, one might overhear mutterings of treachery or plots by monsters unaware of one's linguistic prowess.

SUMMARY OF PLAYER CHARACTER STARTING LANGUAGES:

Fighting-Men

Common

Magic-Users

Common

Magic

Thieves

Common

Thieves' Cant

Dwarves

Common

Dwarvish

Gnomish

Kobold

Goblin

Elves

Common

Elvish

Orcish

Hobgoblin

Bugbear

Magic

Halfings

Common

Halfling

Thieves' Cant

Player characters of above average intelligence may know additional languages (see below).





CREATING A CHARACTER:

To create a character, one first determines the character's six ability scores—strength, intelligence, wisdom, constitution, dexterity and charisma—by throwing three dice, six times in order. It is preferable to have each player roll his abilities one by one in sight of the other players and the referee. Then one chooses a character class informed by these scores.

Charisma Substitution (Optional): Any player may trade points in strength, constitution or dexterity for points in charisma on a 2:1 basis. This cannot be used to raise the score for charisma above 11.

Strength for Female Characters (Optional): For a female character, throw two dice to determine her strength score (rounding up to 3 if a total of 2 is obtained). Add one point to each of the five other characteristics (rounding down to 18 if a score of 19 is obtained in any of them).

Wisdom for Male Characters (Optional): Same as strength for female characters but based on wisdom for males.

Prime Requisite: Each character class has a prime requisite ability. One's score in this ability may give one a bonus or penalty on all experience points earned. All classes have secondary abilities and two have tertiary abilities. A higher than average secondary and/or tertiary ability will add points to one's primary requisite ability for the purposes of gaining experience only.

<u>Character Class</u>	<u>Prime Requisite</u>	<u>Secondary Ability</u>	<u>Tertiary Ability</u>
Fighting-Man	Strength	Intelligence	Wisdom
Magic-User	Intelligence	Wisdom	--
Thief	Dexterity	Wisdom	Intelligence

<u>Prime Requisite Score</u>	<u>Experience Point Bonus/Penalty</u>
3-6	-20%
7-8	-10%
9-12	None
13-14	+5%
15-18	+10%

BONUS POINTS ADDED TO PRIMARY ABILITY*

		<u>Secondary Ability</u>								
		<u>1-10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
Tertiary Ability	1-10 or none	0	+1	+1	+2	+2	+2	+3	+3	+4
	11	0	+1	+1	+2	+2	+2	+3	+3	+4
	12	+1	+2	+2	+3	+3	+3	+4	+4	+5
	13	+1	+2	+2	+3	+3	+3	+4	+4	+5
	14	+1	+2	+2	+3	+3	+3	+4	+4	+5
	15	+2	+3	+3	+4	+4	+4	+5	+5	+6
	16	+2	+3	+3	+4	+4	+4	+5	+5	+6
	17	+2	+3	+3	+4	+4	+4	+5	+5	+6
	18	+3	+4	+4	+5	+5	+5	+6	+6	+7

*For purposes of gaining experience only

EXPLANATION OF ABILITIES:

Strength: Strength is the prime requisite for Fighting-Men. It will affect things in a number of obvious ways, the precise occasions and degrees to be determined by the referee. Keep in mind, however, that the strength range presented is the range for fit and healthy adventurers trained in combat. Even a low strength score will not necessarily equate to weakness relative to, say, the general population.

Intelligence: For player characters the term “intelligence” actually denotes formal education or knowledge, especially that relating to books and literacy. It has nothing to do with how smart the character is or is perceived to be. Nor does it match up with one’s facility with the spoken word or one’s attitude toward learning in general. A player character’s wit, curiosity and cleverness are the player’s wit, curiosity and cleverness. On the other hand, when intelligence is referenced for non-player characters and monsters, the ability will have its normal meaning. Intelligence is the prime requisite for Magic-Users and the secondary ability for Fighting-Men.

One’s intelligence score will determine one’s proficiency at reading and writing, and how many additional languages are known, if any, over and above those given by one’s class or race. If one is a Magic-User, it will also determine the number of

starting spells in one's magic book and the maximum number of spells that can be known per level:

Intelligence 18 or more:	3 extra languages (Fighting-Men, Thieves)
Intelligence 16-17 or more:	2 extra languages (Fighting-Men, Thieves)
Intelligence 13-15 or more:	1 extra language (Fighting-Men, Thieves)
Intelligence 11+:	1-8 (INT – 10) extra languages (Magic-Users)
Intelligence 6 or less:	Character is illiterate (though not in the language of Magic if the character is a Magic-User or Elf).

The referee will inform each player precisely which additional languages he knows at the start of play (determined randomly from a chart in Vol. 4). Possible languages include:

<u>Common</u>	<u>Uncommon</u>	<u>Rare</u>	<u>Very Rare</u>
Law	Neutrality	Chaos	Djinn
Goblin	Dwarvish	Centaur	Dryad
Kobold	Elvish	Harpy	Silver Dragon
Ogre	Stone Giant	Lizard Man	Titan
Orcish	Werewolf	Pixieish	Weretiger

Magic-Users and Elves begin the game knowing the spell Read Magic and additional spells corresponding to the number of their additional languages. It follows that Magic-Users and Elves with an intelligence score of 10 or below will start play with no additional spells.

In addition, their intelligence score serves as the upper boundary for the number of spells per level that Magic-Users and Elves may know. For example, a Magic-User with an intelligence of 15 could know a maximum of 15 1st level spells, 15 2nd level spells, and so on.

Wisdom: This ability represents one's common sense, emotional maturity and stability as well as one's capacity for focus and self-denial. Among other things, it will affect one's chances to turn away or (at higher levels) destroy Undead creatures—usually accomplished by the forceful presentation of a holy symbol. It is the secondary ability for Magic-Users and Thieves as well as the tertiary ability for Fighting-Men.

Constitution: An exceptionally high or low constitution will modify one's hit points as well as determining one's chances for recovering from massive bodily adversity or shock.

Dexterity: This ability comprises bodily and manual dexterity, quickness and the like. It will affect one's success with missile attacks and combat initiative. Also, it is the prime requisite for Thieves.

Charisma: Having a high charisma (correlated with but not identical to physical attractiveness) can be very useful. One's charisma score will determine how many close associates—long-term hirelings, friendly monsters to accompany one on adventures, intimate servants, and so on—one can employ at one time. It will affect the loyalty base of the same—sometimes tested in situations where morale is checked—plus that of any normal hirelings or employees. It will also determine how others react to the character in many situations.

Charisma Score	Maximum # Hirelings	Loyalty Base	Reaction Adjustment
3	0	-2	-2
4	0	-2	-1
5-6	1	-1	-1
7-8	1	None	-1
9-12	2	None	None
13-15	2	+1	+1
16-17	3	+2	+1
18	6	+4	+2

When one first hires a character or creature into service, the referee secretly rolls a loyalty score using three dice, adjusting for various factors, such as initial pay, etc., as well as charisma. This loyalty score will thenceforth affect any morale determinations. If larger groups—men-at-arms, torch-carriers, bearers, etc.—are hired for a one-time job, the referee may choose to roll once—assigning the same loyalty score to the lot. Loyalty will affect morale thusly:

<u>Loyalty Score</u>	<u>Morale</u>
3 or less	Will desert or betray at the first chance
4-6	-2 on morale checks
7-8	-1 on morale checks
9-12	No effect
13-14	+1 on morale checks
15-18	+2 on morale checks
19+	No need to check morale

Morale is checked on two dice, with a result of 7 or higher indicating success. (6 or less means the subject refuses to fight, runs away, etc.) Normal hirelings or employees will generally make morale checks in these situations:

1. If suddenly faced with a monster or danger that their employer failed to inform them or warn them about. Thus, it is in the employer's interest to be fully forthcoming to his hirelings about the risks of any mission. If the risks are out of the ordinary, then the offered payment or rewards should be commensurate.
2. After their side suffers its first death.
3. After at least half of their side runs away (as a result of failing a morale check, or otherwise), is incapacitated or dead.

Close associates or intimate servants will only make morale checks at the end of each adventure, unless faced with unusual circumstances. Failure means the character or creature will refuse to accompany one on any further missions.

One's charisma score may also come into play when making a reaction check—a roll to see how a monster or non-player character reacts to one in a first meeting, a new circumstance or an instance where one is trying to influence a monster or non-player character in some way or persuade him, her or it to do something. A standard reaction check uses two dice, adjusting for circumstances and charisma. Standard reactions might be as follows, with a natural 2 or 12 always having the indicated result regardless of charisma:

<u>Dice Score</u>	<u>Reaction</u>
2 or less	Hostile
3-5	Negative
6-8	Neutral or uncertain
9-11	Positive
12+	Extremely favorable or enthusiastic

It should always be remembered that the aesthetic standards of monsters often vary considerably from those of humans.



EFFECTS OF ABILITIES:

Strength 18:	+1 on all melee damage
Strength 16 or more:	+1 to open heavy doors
Strength 6 or more:	May attempt feat of strength*
Wisdom 14 or more:	+2 to turn the Undead
Wisdom 7 or less:	-2 to turn the Undead
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or more:	Survive adversity 100%**
Constitution 12:	Survive adversity 90%
Constitution 11:	Survive adversity 80%
Constitution 10:	Survive adversity 70%
Constitution 9:	Survive adversity 60%
Constitution 8:	Survive adversity 50%
Constitution 7 or less:	Survive adversity 40%
Constitution 6 or less:	Subtract -1 from each hit die
Dexterity 15 or more:	+1 on initiative
Dexterity 13 or more:	+1 to fire any missile
Dexterity 8 or less:	-1 to fire any missile
Dexterity 6 or less:	-1 on initiative

* Bend bars or lift heavy gates, etc. (throw strength score or under on six dice)

** Some examples: being magically polymorphed by a hostile spell and then polymorphed back, turned to stone and back, continuing to fight after receiving a potentially fatal wound, surviving surgery, etc. Whenever an "adversity check" is made a natural roll (the score before any modifiers) of 00 (100) will always result in failure, while a score of 01 will always result in success.

Once play begins there are many other ways in which ability scores might influence the outcome of diverse actions or events. For example, a high strength score might enable one to better or more safely open a stuck or heavy trap. A high dexterity score might give one a better chance of sneaking past the guard, and so on. A high score is usually a helpful thing but not always. If one walks unknowingly past a lonely witch's tower, it might be better to have a low charisma. Otherwise the witch might be diverted from her solitary evil research and attempt to ensnare one as a lover.

Changing Character Class: A Fighting-Man may change class into a Magic-User, a Magic-User may change class into a Fighting-Man, and a Thief may change class into either a Fighting-Man or a Magic-User. To do this the character must have a score of at least 16 in the prime requisite score of the class he wishes to change into. He begins at 1st level in his new class and will be completely subject to its rules and restrictions, but may at any time use the hit dice, attack tables and saving throws attained for his previous class and level if they are more advantageous.

EXPERIENCE AND LEVELS:

As characters complete successful adventures they will have the opportunity to become more effective in combat and better at exercising the unique powers of their class. Success will offer the chance of obtaining experience points, which in turn may enable the character to attain higher and higher levels of power. Levels and the experience points necessary to attain them will vary by class, and the charts detailing the precise breakdown of these will be offered in a subsequent section. However, gaining a new level will almost always require accumulating thousands if not tens of thousands of additional experience points.

Experience points are acquired in one of two ways:

First, experience points may be awarded for slaying or subduing monsters. Monsters confer experience points according to their level—that is, the actual level rating of the monster (see Vol. 4), not necessarily the level of depth in a dungeon where they may be encountered:

<u>Level of Monster</u>	<u>Experience Points</u>
A	10
B	25
C	50
1+	100 x level

Experience gained from monsters will generally be divided equally among all members of an adventuring party including non-player party members such as hirelings. However, after such an equal division, hirelings will only actually receive 50% of their share. Point awards from monsters are adjusted proportionately downwards if the average level of the characters in an adventuring party is greater than the dungeon level. For example, suppose a group of 3rd level characters defeats a group of monsters on the 2nd level of a dungeon, and the experience award would normally total 300 points. In this case the group would only receive 2/3 (the dungeon level divided by the level of characters) of this total, or 200 points. Experience awards are never adjusted upwards in the same fashion.

Second, experience points may be purchased with treasure obtained on adventures on a 1 to 1 basis for player-characters and a 1 to 2 basis for hirelings. Points must be bought within a day or two of returning to the party's home base or a "safe" area, and only as many may be gained as will be sufficient to take the character up one level.

In both cases, the character's experience point bonus/penalty, if any, will modify the actual number of experience points gained.

Example: Zylarthen, a Fighting-Man of 4th level (Knight) has already accumulated 13,000 experience points, needing 3,000 more to attain 5th level (Guardian). He also has a 10% experience point bonus due to a strength score of 14 and a wisdom score of 13. Zylarthen's party of eight characters easily defeated a patrol of twelve Goblins (level A monsters) on the 2nd level of the dungeon on the way to a much more difficult but ultimately victorious fight with six Gargoyles (level 3 monsters) on the 5th level of the dungeon. Zylarthen's experience point gain so far is:

10 Goblins: $((10 \times 12 \times \frac{1}{2}) / 8) \times 110\%$	=	8
6 Gargoyles: $((300 \times 6) / 8) \times 110\%$	=	248
Total from Monsters	=	<u>256</u>

The party discovers treasure worth 40,000 Silver Pieces in the lair of the Gargoyles. Zylarthen's share (based on a prior agreement with the other members of the party) is 4,000. Upon leaving the dungeon and returning to safety in a nearby village, Zylarthen chooses to immediately spend 2,495 Silver Pieces (the maximum allowed, as the following totals will make clear) on experience points:

Total from Treasure: $2,495 \times 110\%$	=	<u>2,744</u>
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Grand Total:	=	<u>3,000</u>
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By the end of the adventure Zylarthen will have gained 3,000 experience points and therefore Guardian status, while retaining a small fortune of 1,505 Silver Pieces that he could spend on new weapons, armor, adventuring equipment and the like.

In a well-planned adventure, actual combat should yield only a fraction of awarded experience—generally no more than 10% or so. The immediate rewards of combat should not be so great as to encourage combat for the sake of it. From the point of view of experience, successively sneaking around a monster should be almost as advantageous as directly confronting it. This encourages decision-making that is more “realistic”. It is rational and prudent to be prepared to fight, or to fight with a greater goal—such as treasure—in mind. But no sane person fights for the fun of it.



ENCUMBRANCE:

Characters will have a desire to take sufficient equipment and supplies with them on their adventures. As well, they will want to be outfitted in the best possible armor and carry the most effective weapons, including spares (subject to their class restrictions, of course). However, there is a limit to what can be carried.

The encumbrance mechanic of SEVEN VOYAGES of ZYLARTHEN keeps track of how many encumbrance units (henceforth designated “•”), representing 2-10 pounds of weight, are worn or carried. The majority of weapons, armor components, tools and other like pieces of equipment will have an encumbrance of •. Light or easily carried objects will have no encumbrance. This category includes normal worn clothing (not heavy clothing or armor) and small non-bulky items of a pound or less. In some cases, groups of these items—six torches, twelve iron spikes, twenty-four arrows, etc.—may be treated as having an encumbrance of •. A few weapons, armor components or tools will be so heavy or unwieldy that they will have an encumbrance of ••, •••, •••• or in a few cases even greater.

Additional Considerations:

No more than three weapons or carried combat items (including bucklers, sets of javelins or units of missile ammunition) with an exact encumbrance of • may be carried without penalty. Additional such weapons will count as triple weight.

No more than two weapons or carried combat items with an exact encumbrance of •• may be carried without penalty. Additional such items will count as triple weight.

No more than one weapon or carried combat item (including a shield) with an exact encumbrance of ••• may be carried without penalty. Additional such items will count as triple weight.

Encumbrance has these effects:

<u>Encumbrance</u>	<u># Units</u>	<u>Base Move</u>
Unencumbered	0-5 *	13
Light	6-10 **	12
Medium	11-15	9
Heavy	16-20	6
Super-Heavy	21-25	3
	26+	Prohibited***

* May only carry individual items with a maximum encumbrance of •. Otherwise, encumbrance will be light or medium. A character wishing to move quietly, climb a nearly vertical wall or engage in any other similar delicate task is usually advised to be unencumbered.

** May only carry individual items with a maximum encumbrance of ••. Otherwise, encumbrance will be medium.

*** At the referee's discretion, up to 10 additional units may be carried, but both hands will be occupied and the character will be unable to attack or defend.

Thieves may carry up to 500 coins “for free” (generally, each set of 100 coins has an encumbrance of •). However, they may still not go above the overall maximum of 25 units, counting all carried coins.

MONEY, INCOME AND EXPENSES

The standard unit of account is the Silver Piece. The exchange rate for coins is:

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

At the referee's discretion, iron scrip (1 Copper Piece = 4 Iron Pieces) and diamond in amber coins (1 Diamond Piece = 100 Silver Pieces) may be added to the mix.

Expensive items, immovable things such as land or abstract entities such as salaries or rents are usually priced in gold, often without the "Pieces"—"that sword will cost you 4 gold". "My extensive holdings earn me an income of 5,000 gold a year," etc. Copper Pieces are the mode of exchange for cheap items or cheap people—"I spent my last copper on a cup of indifferent ale", "Can you spare a few coppers for the bowl of a poor veteran's widow who recently lost all her goods in a fire?" (a not uncommon claim of questionable veracity). And so on.

In many places "making change" is illegal for all but officially approved money-changers. Thus, one should always try to have a few small value coins available to avoid possible losses due to rounding effects. On the other hand, large value coins are preferable in terms of how convenient they are to carry on one's person. Adventurers desiring to convert all or part of their wealth from one form of metal into another should be able to easily do so at any moneychangers for a small commission of only 5% or so.

All player-characters begin the game with 3-18 Gold Pieces, and they are free to immediately convert any monies that are not spent on starting equipment to experience points, as per the rules of the previous section. Mundane living expenses for player-characters and their hirelings—that spent on food and lodging, combat training or standard scholarly or magical research, but not on weapons, arms, transportation, adventuring equipment or other like items—are always assumed to be covered by the rules regarding conversion of money to experience points. Money spent on experience points happens "all at once" in game terms but is presumed to take place more gradually during "downtime" within the fictional world of the game. Thus while a player-character might be penniless, at least in game terms—perhaps because he has greedily converted all of his treasure to experience points—he need not worry where his next meal is coming from unless out on an actual adventure.

Hirelings must always convert the entirety of their treasure share to experience points even if this means that excess monies—those over and above what it would take to gain the next level—would be "wasted". In practice this means that hirelings must always have their arms, armor and equipment bought for them as part of their contract. (Among other things, this rule prevents player-characters from "exploiting" their hirelings by exerting unfair control over their spending decisions.)

A player may designate a "relative"—a second character whose abilities they have previously determined and class they have chosen—to inherit the money and possessions of their first character in the event that their first character dies or disappears. A 10% inheritance tax is customary. If this relative resides in an area far from the scene of the most recent adventures, a player may have to wait some

time to return to the game with his second character. Based on what the referee allows and advises, it will often be easier to get back in the game by, so to speak, starting from scratch with a completely new character.

Whatever the game choices of the player, the surviving characters in the adventuring party should feel an obligation to treat the body (if there is one) and possessions (if any remain) of their dead or missing comrade with respect.

Physical Coin Tokens (Optional): In our campaign we actually give players little bags of pennies, nickels, dimes, quarters, and (for really nice hauls) half dollars and dollars to represent their coin hoards. Everyone has found this vastly more fun (and potentially less prone to error) than the usual method of crossing digits or hatch marks off of a piece of paper. It makes discovering treasure—or spending it—more real, and even mundane items or inexpensive weapons seem more valuable when you have to pay for them with physical money.

We keep about \$200 worth of coins in a number of cigar boxes (these look very much like treasure chests), and have a dozen or so mock-velvet bags that we purchased for a few dollars at a jewelry store. To those who object that this is too great an expense, we would reply that it isn't actually an expense—we still have the money (perhaps it's even an admittedly odd way of saving money), and if we're ever down to our last \$200, we can always go back to hatch marks!

Penny	=	Copper Piece
Dime	=	Silver Piece
Quarter	=	Gold Piece
Kennedy Half Dollar	=	100 Copper Pieces (●)
Presidential Dollar	=	100 Silver Pieces (●)
Eisenhower Dollar	=	100 Gold Pieces (●)
Small Washer	=	Iron Coin
Nickel	=	100 Iron Coins (●)



BASIC EQUIPMENT COSTS (in Silver Pieces):

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	2	10' Pole	1
Axe	6	12 Iron Spikes	8
Mace	10	Sledge Hammer	7
Sword	7	Shovel	3
Hammer	15	Crowbar	2
Battle Axe	15	Hammer & Nails, 1 lb.	6
Long Sword	40	Glue, pint	1
Staff	1	Brushes & Paint, quart	6
Morning Star	5	Lantern	10
Spear	3	6 Flasks of Oil	6
Pole Arm	10	6 Torches	2
Lance	6	3 Uses of Deadly Nightshade	10
Sling	2	Silver Holy Symbol	25
Bow	7	Wolf Bane (blessed), bunch	10
Crossbow	10	Garlic (blessed), bud	5
3 Javelins	3	3 Wooden Stakes & Mallet	1
24 Arrows or Quarrels	6	Vial of Holy Water	25
12 Sling Bullets	2	Case, Quire of Paper, Reeds & Ink	8
Silver Dagger	200	Thieves' Pick & Tools	30
Silver Tipped Arrow or Quarrel	20	Surgical Tools & Supplies	500
Leather Armor	25	Chalk	1
Mail	200	Fine Clothing	100
Plate Armor	500	Steel Mirror	15
Buckler	4	Pair of Dice	1
Shield	7	Deck of Cards	2
Helmet	10	Whistle	1
Mule	100	Hourglass	10
Light Horse	200	Water/Wine Skin	1
Warhorse	500	Good Wine, quart	3
Barding (Horse Armor)	1000	Standard Rations, 1 person/3 days	3
Feed, 1 animal/1 day	1	Iron Rations, 1 person/3 days	6
Leather Back Pack	4		
Large Sack	2	<u>Free at Start:</u>	
Small Sack	1	Magic book (for Magic-Users)	
50' of Hemp Rope	3	Standard Clothing	
200' of Silk Rope	200	Whetstone, Olive Oil & Rag	
Iron Hook	5	Personal Effects (brush or comb, cup, spoon, string and tinderbox)	

BASIC EQUIPMENT ENCUMBRANCE:

<u>Item</u>	<u>Encumbrance</u>	<u>Item</u>	<u>Encumbrance</u>
Dagger	○	10' Pole	●●●
Axe	●	12 Iron Spikes	●
Mace	●	Sledge Hammer	●●●
Sword	●	Shovel	●●
Hammer	●●	Crowbar	●
Battle Axe **	●●●	Hammer & Nails, 1 lb.	●
Long Sword *	●●	Glue, pint	
Staff **	●●●	Brushes & Paint, quart	●
Morning Star **	●●	Lantern	●
Spear *	●●	6 Flasks of Oil	●
Pole Arm **	●●●	6 Torches	●
Lance	●●●●	3 Uses of Deadly Nightshade	
Sling **	●	Silver Holy Symbol	
Bow **	●●	Wolf Bane (blessed), bunch	
Crossbow **	●●●	Garlic (blessed), bud	
1-3 Javelins	●	3 Wooden Stakes & Mallet	●
24 Arrows or Quarrels	●	Vial of Holy Water	
12 Sling Bullets	●	Case, Quire of Paper, Reeds & Ink	●
Silver Dagger	○	Thieves' Pick & Tools	
Silver Tipped Arrow or Quarrel		Surgical Tools & Supplies	●●
Leather Armor	●	Chalk	
Mail	●●●●	Fine Clothing (carried)	●
Plate Armor	●●●● ●●●●	Steel Mirror	●
Shield	●●●	Pair of Dice	
Helmet	●	Deck of Cards	
Buckler	●	Whistle	
Mule	—	Hourglass	●
Light Horse	—	Empty Water/Wine Skin	
Warhorse	—	Full Water/Wine Skin, 1 person/1 day	●
Barding ●●●● ●●●● ●●●● ●●●●		Standard Rations, 1 person/ 3 days	●
Feed, 1 animal/1 day ●●●●		Iron Rations, 1 person/ 3 days	●
Leather Back Pack (holds 10 ●)			
Large Sack (holds 15 ●)			
Small Sack (holds 5 ●)			
50' of Hemp Rope	●		
200' of Silk Rope	●		
Iron Hook	●		
		<u>Free at Start:</u>	
		Magic book (for Magic-Users)	●
		Standard Clothing	
		Whetstone, Olive Oil & Rag	
		Personal Effects (brush or comb, cup, spoon, string and tinderbox)	

NOTES ON EQUIPMENT:

KEY:

- The first item has no encumbrance. Each additional item of the same type has an encumbrance of ●.
- * Generally used one-handed but may be used two-handed at a +1 bonus to the attack roll.
- ** Used two-handed. Note that the sling only takes two hands to load.

Animal Transport: All animals come with complete tack and saddlebags. See Vol. 4 for further notes and rules on wilderness travel:

<u>Type</u>	<u>Rider</u>	<u>Price</u>	<u>Hit Dice</u>	<u>Attacks</u>	<u>Armor Class</u>	<u>Move Rate</u>
Light Horse	Man, Elf	200	2	Nil	7	24
Medium Warhorse	Man	500	4	Hooves or	7	18
Heavy Warhorse	Man	1000	4	bite (1 die)	7	15
Pony	Dwarf/Halfling	50	1	Nil	7	15
Camel	Any	N/A	2	Nil	7	15
Pack Horse	—	30	2	Nil	7	12
Mule	Man, Elf	100	2	Nil	7	12
Donkey	Dwarf/Halfling	10	1	Nil	7	12

Only mules may be taken into a dungeon, and even that may be problematic. Camels have been known to go for two weeks without water or food.

Helmets: These are included in the price and encumbrance of Mail and Plate Armor.

Illumination: Lanterns illuminate a 30' radius. One flask of oil burns for four hours. Torches illuminate a 40' radius and burn for one hour.

ARMOR CLASS TABLE:

Armor

<u>Class</u>	<u>Description</u>
2	Plate Armor & Shield*
3	Plate Armor
4	Mail & Shield*
5	Mail (also Horse Barding)
6	Leather Armor & Shield*
7	Leather Armor
8	Shield Only*
9	No Armor or Shield

* Or Buckler

DWELLINGS:

<u>Item:</u>	<u>Features</u>	<u>Cost*</u>
Cottage	1 room (includes garden)	50
Cottage with Barn	As above, with space for 1-3 animals	100
House (1 story)	2 rooms plus 1 kitchen	200
House (2 story)	6 rooms	500
House (3 story)	10 rooms	1000
Fine Townhouse	10 rooms	3000+
Manor House	20+ rooms	10000+
Small Shop	Public area plus back room	200
Tavern	Includes guest rooms and stable	5000
Guildhall		10000
Wizard's Tower		100000+
Large Guildhall	Includes dormitories, defenses, etc.	100000+
Small Fort, Keep or Castle		100000+
Large Fort, Keep or Castle		200000+

* Smaller buildings may be rented at 15-20% per annum of the cost to buy. For larger buildings, construction time will be at least a year and sometimes much longer.

WATER TRANSPORT:

<u>Item</u>	<u>Crew</u>	<u>Capacity</u>	<u>Base Move</u>		<u>Cost</u>
			<u>Oared*</u>	<u>Sailed**</u>	
Raft	1-3	3	9	15/9	40
Boat	1-6	6	18	21/15	100
Sm. Galley	80	100	30	30/24	10000
Lg. Galley	180	300	24	24/21	30000
Longship	20-80	20-80	24	36/30	5000
Sm. Merchant Ship	15	50	—	36/24	5000
Lg. Merchant Ship	20	100	—	30/21	20000
Sailed Warship	15	50	—	36/24	10000

* Maximum effort. Direction of the current may impose a +5/-5 bonus or penalty.

** Numbers before and after the slash apply to running downwind under strong vs. light winds, respectively. Roll two dice each day: dice 2-3 = calm, dice 4-8 = light breeze, dice 9-11 = strong breeze, dice 12 = storm. No sailed movement is possible if becalmed. In storms, the movement rate will be 3 in whatever direction the wind is blowing. Roll one eight-sided die: die 1 = north, die 2 = northeast, die 3 = east, die 4 = southeast, die 5 = south, die 6 = southwest, die 7 = west, die 8 = northwest.

MEN-AT-ARMS AND OTHER HIRELINGS:

<u>Classification</u>	<u>Cost</u>	<u>Classification</u>	<u>Cost</u>
Non-Fighter*	1	Dwarf Guard	5
Barbarian	1	Elf Legionnaire	10
Irregular	1	Halfling Slinger	10
Peltast	2	Koursor	10
Hoplite	3	Horse Archer	10
Javelineer	3	Turcopole	15
Slinger	3	Cataphract	20
Crossbowman	4	Fighting-Man	Special
Varangian	5	Magic-User	Special
Archer	5	Thief	Special

*Includes Torchbearers, Bearers, Cooks, Scribes, etc.

Each class must be advertised for separately at a cost of 10-60 Silver Pieces, though the referee may vary this based on local conditions, the size of the market, etc. An attempt will yield 1-10 applicants (exceptions: Fighting-Men, Magic-Users and Thieves). All hirelings come equipped with the standard arms and armor of their class (including horses in some cases) as well as basic traveling gear. However, rations, torches, cookware, mapping supplies, etc. must be purchased separately. Typical costs for long-term employment are equivalent to cost in Silver Pieces per month if one has a working stronghold, or per week if one does not. However, for dungeon expeditions and other particularly dangerous short-term missions, cost may be expressed in Silver Pieces per day.

Any of the fighting classes may be hired as Fighting-Men capable of gaining experience points for an initial outlay of 10 x standard cost plus the promise of at least half shares in any treasure.

Experienced Fighting-Men, Magic-Users and/or Thieves of any kind may be hired solely on the promise of at least half shares in all treasure, but they will be difficult to find. For each attempt to locate an experienced Fighting-Man, there will be a 3 in 6 chance that 1-4 will arrive. For each attempt to locate a Magic-User, there will be a 1 in 6 chance that 1-2 will arrive. While for Thieves the odds are 2 in 6 that 1-3 will arrive. Explicitly describing the mission (and perhaps offering additional pay or rewards) will provide a greater chance of finding members of these classes but will also increase the odds of attracting particularly unsavory or unusual types—potentially including even supernatural or monstrous entities.

Fighting-Men, Magic-Users and Thieves will have an equal chance of being any level up to and including half the level of their employer rounded up. (1st and 2nd level player characters will only get a response from 1st level types. Those answering inquiries from 3rd level player characters will be split between 1st and 2nd level types, and so on.) It is important to note that abilities, spells and the like will generally not be known, though candidates with strength scores of 18, charisma scores in the lower or upper 10% ranges or those with below average scores in their prime requisite ability may be noticed.

The referee may consult Vol. 2, p. 53 for more information.



LEVELS AND THE EXPERIENCE POINTS NECESSARY TO ATTAIN THEM

Fighting-Men		Magic-Users		Thieves	
Fighter	0	Famulus	0	Borrower	0
Paviser	2000	Chirosophist	2500	Mouser	1500
Thane	4000	Tregetour	5000	Gilter	3000
Knight	8000	Pellar	10000	Dodger	6000
Guardian	16000	Theurge	20000	Courser	12000
Defender	32000	Thaumaturge	40000	Rescuer	25000
Protector	64000	Talismanist	60000	Targeteer	50000
Vindicator	125000	Solonist	80000	Swordman	100000
Lord*	250000	Mirabilist	100000	Thief	200000
		Magus	200000	Master Thief*	300000
		Archimagus*	300000		

* 100000 per additional level

FURTHER STATISTICS REGARDING CLASSES:

Fighting-Men	Dice for Accumulative Hits	Attack Capability**	Spells & Level					
			1	2	3	4	5	6
Fighter	1 + 1	Man					NIL	
Paviser	2	Man					NIL	
Thane	3	Man					NIL	
Knight	4 + 1	Man + 2					NIL	
Guardian	5	Man + 2					NIL	
Defender	6	Man + 2					NIL	
Protector	7 + 1	Man + 5					NIL	
Vindicator	8 + 2	Man + 5					NIL	
Lord	9 + 3	Man + 5					NIL	
Lord, 10th Level	10 + 1	Man + 7					NIL	
Lord, 11th Level	10 + 3	Man + 7					NIL	
Lord, 12th Level	11 + 1	Man + 7					NIL	
Lord, 13th Level	11 + 3	Man + 9					NIL	
Lord, 14th Level	12 + 1	Man + 9					NIL	
Lord, 15th Level	12 + 3	Man + 9					NIL	
Lord, 16th Level	13 + 1	Man + 12					NIL	

** Bonuses are added to weapon attack rolls. Able-bodied, male non-player characters—hirelings, townsmen, etc.—are treated as 1st level Fighting-Men.

<u>Magic-Users</u>	<u>Dice for Accumulative Hits</u>	<u>Attack Capability</u>	<u>Spells & Level</u>					
			1	2	3	4	5	6
Famulus	1	Man	1	—	—	—	—	—
Chirosophist	1 + 1	Man	2	—	—	—	—	—
Tregetour	2	Man	3	1	—	—	—	—
Pellar	2 + 1	Man	4	2	—	—	—	—
Theurge	3	Man	4	2	1	—	—	—
Thaumaturge	3 + 1	Man + 2	4	2	2	—	—	—
Talismanist	4	Man + 2	4	3	2	1	—	—
Solonist	4 + 1	Man + 2	4	3	3	2	—	—
Mirabilist	5	Man + 2	4	3	3	2	1	—
Magus	6 + 1	Man + 2	4	3	3	3	2	—
Archimagus	7	Man + 5	4	4	4	3	3	—
Archimagus, 12th Level	8 + 1	Man + 5	4	4	4	4	4	1
Archimagus, 13th Level	8 + 2	Man + 5	5	5	5	4	4	2
Archimagus, 14th Level	8 + 3	Man + 5	5	5	5	4	4	3
Archimagus, 15th Level	8 + 4	Man + 5	5	5	5	4	4	4
Archimagus, 16th Level	9 + 1	Man + 7	5	5	5	5	5	5

Thieves

Borrower	1	Man (+9)*					NIL
Mouser	2	Man (+9)					NIL
Gilter	3	Man (+9)					NIL
Dodger	4	Man (+9)					NIL
Courser	4 + 1	Man + 2 (+16)					NIL
Rescuer	5	Man + 2 (+16)					NIL
Targeteer	6	Man + 2 (+16)					NIL
Swordman	7	Man + 2 (+16)					NIL
Thief	7 + 1	Man + 5 (+24)					NIL
Master Thief	7 + 2	Man + 5 (+24)					NIL
Master Thief, 11th Level	7 + 3	Man + 5 (+24)					NIL
Master Thief, 12th Level	8 + 1	Man + 5 (+24)					NIL
Master Thief, 13th Level	8 + 2	Man + 7 (+31)					NIL
Master Thief, 14th Level	8 + 3	Man + 7 (+31)					NIL
Master Thief, 15th Level	9 + 1	Man + 7 (+31)					NIL
Master Thief, 16th Level	9 + 2	Man + 7 (+31)					NIL

* Bonuses in parenthesis apply during rounds where the Thief has surprise for a melee attack.

ATTACK MATRIX I.: MEN VERSUS MEN OR MONSTERS (MELEE)

<u>Weapon Class</u>	<u>Type</u>	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
0	Unarmed	10	11	12	13	14	15	16	17
1	Dagger	11	12	14	15	16	17	17	18
2	Axe	11	12	13	14	14	15	16	17
3	Sword	10	11	12	13	14	15	17	18
4	Mace*	11	12	13	14	14	15	15	16
5	Hammer	11	12	13	14	13	14	14	15
6	Battle Axe	10	11	11	12	12	13	14	15
7	Long Sword	9	10	11	12	14	15	17	18
8	Staff	10	11	13	14	16	17	18	19
9	Morning Star	10	11	11	12	13	14	15	16
10	Spear	9	10	11	12	15	16	18	19
11	Pole Arm	10	11	11	12	14	15	16	17
12	Lance	9	10	10	11	14	15	16	17

- * Thieves only may use a club. It has a cost of 1, an encumbrance of • and has a -1 penalty to hit against Armor Classes 5, 4, 3 and 2.

Successful unarmed attacks do 1 hit of damage. All weapon attacks do 1-6 points of damage unless otherwise noted. See Combat, below for considerations regarding Weapon Class, special features of certain weapons, etc.

ATTACK MATRIX II.: MEN VERSUS MEN OR MONSTERS (MISSILE)

<u>Range (in feet)</u>	<u>Type</u>	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
30	Dagger	10	12	14	16	18	20	21	23
30	Axe	10	12	13	14	15	17	19	21
30	Spear	9	10	11	12	17	18	21	22
60	Javelin	8	9	10	13	17	19	22	24
120*	Sling	7	9	10	13	14	16	18	19
120*	Bow	8	9	10	12	14	16	20	22
120*	Crossbow	6	7	8	10	12	14	16	18

- * If in outdoor conditions or if there is a high arched ceiling, these missile weapons may be fired at up to triple range with a -10 penalty on the attack roll.

At all ranges missile attack rolls may also be influenced by concealment or lighting conditions as determined by the referee. Missile fire into melee is discouraged.

If missile fire into melee is attempted, it is generally resolved by making an attack roll against a randomly determined melee combatant—foe or friend.

Daggers and javelins may be thrown, and bows may be fired, twice per round. Slings and crossbows may be used twice in the first round of combat if previously loaded and in hand. However, if a character is surprised, there is a 3 in 6 chance that prepared slings will be dropped and tangled, and loaded crossbows will be accidentally fired.



ATTACK MATRIX III.: MONSTERS ATTACKING

Monster's Hit Dice	Sample Monster	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
Up to 1	Kobold	10	11	12	13	14	15	16	17
1 +	Hobgoblin	9	10	11	12	13	14	15	16
2 to 3	Gnole	8	9	10	11	12	13	14	15
3 + 1 to 4	Gargoyle	6	7	8	9	10	11	12	13
4 + 1 to 6	Minotaur	5	6	7	8	9	10	11	12
6 + 1 to 8	Troll	4	5	6	7	8	9	10	11
9 to 10	Chimera	2	3	4	5	6	7	8	9
11 +	Purple Worm	0	1	2	3	4	5	6	7

CHARACTERS TURNING UNDEAD:

Type of Undead	Character Level									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9-13</u>	<u>14+</u>
Skeleton	9	8	7	5	4	3	3	2	1	-1
Zombie	10	9	8	6	5	4	4	3	2	0
Ghoul	11	10	9	7	6	5	5	4	3	1
Shadow	13	11	10	8	7	6	6	5	4	2
Wight	14	13	11	9	8	7	7	6	5	3
Wraith	—	—	14	11	10	9	8	7	6	4
Mummy	—	—	—	14	11	10	9	8	7	5
Spectre	—	—	—	—	14	11	10	9	8	6
Vampire	—	—	—	—	—	14	11	10	9	7
Ghost	—	—	—	—	—	—	14	11	10	8
Lich	—	—	—	—	—	—	—	13	11	9

Any character may attempt to turn Undead creatures by presenting a proper holy symbol. Throwing the number or above on two dice turns 2-12 Undead creatures. Throwing +6 or more over the number destroys 2-12 Undead creatures. Turning may only be attempted once (by no more than one character) during any particular encounter.



SAVING THROW MATRIX:

Class & Level		Death Ray or Poison	All Wands & Polymorph or Paralysis	Stone	Dragon Breath	Staves & Spells
Fighting-Men	1-6	11	12	13	14	15
Magic-Users	1-6	13	14	13	16	15
Thieves	1-6	10	11	13	15	14
Fighting-Men	7-12	7	8	9	9	11
Magic-Users	7-12	10	11	10	13	11
Thieves	7-12	7	8	10	12	10
Fighting-Men	13+	4	5	5	5	8
Magic-Users	13+	6	7	6	9	5
Thieves	13+	3	5	7	8	7

These represent the number or higher needed on a twenty-sided die to avoid or lessen the particular effects. In some cases, such as a dragon breathing fire, making one's saving throw means one will suffer half-damage.

Monsters making saving throws are generally treated as Fighting-Men of a level equal to their hit dice.

HIT POINTS:

Hit points are first rolled when a character is created. Each time a character gains a new level, hit points are rerolled using the level table for the appropriate class. For example, a Fighting-Man would roll one die and add 1 hit point as a Fighter. He would roll two dice as a Pavisier, three dice as a Thane, and so on, in each case applying the hit point bonus/penalty, if any, due to his constitution score. At the start of the game, all die results should be re-rolled until an unmodified score of 4, 5 or 6 is obtained. Thus all beginning characters will have at least 4 hit points before any other modifiers. Upon attaining a new level, any die roll that results in a character having the same or fewer hit points than he had at the previous level should be re-rolled until a higher total is obtained.

Extra Languages (Optional): Any character may begin play knowing additional languages (in addition to those granted by his class, race or a high intelligence) by permanently sacrificing 1 hit point per language. Under no circumstances may a character choose a number of languages such that his starting hit points have the chance to go below 1. The player may choose any common or uncommon language (the referee will provide a list), or may have the referee randomly roll for a rare or very rare language. This option must be chosen before hit points are determined at first level.

MOVEMENT AND TIME:

Time in the game will flow at different rates, as in a novel or movie. Sometimes the referee may simply say “two-weeks pass”—such as for example when the adventurers are back in a relatively safe area, resting and recuperating. In other contexts such as combat, actions will be tracked and measured down to intervals of a few seconds. Reference will be made to standard fixed units of measurement such as hours, days, weeks and so on. But in addition, there is the turn—which lasts ten minutes, and is usually used to measure intervals of dungeon exploration—and the round, which lasts anywhere from six to sixty seconds, and is usually used to measure intervals of combat, pursuit or flight. The length of a round is elastic, but there are always ten rounds to a turn.

Movement speeds will often follow from the base movement rate:

Movement Type	Movement Rate
Overland (men or horses)	15 miles per day
Overland (creatures)	1 x the base move in miles per day.
Rowing or Sailing	3 x the base move (watercraft) in miles per day
Flying	5 x the base move (creature or item) in miles per day
Exploration	120 feet per turn
Encounter or Running	10 x the base move (monster or character) in feet per round

Overland Movement: This assumes a road or clear terrain in good weather. Rugged terrain or unfavorable conditions may reduce one's speed by half or more.

Exploration: Denotes careful movement in an underground environment, slow enough to make an accurate map.

Encounter: This is the speed at which engagements and combat are conducted. After extended combat, characters will generally be required to rest for two turns.

Running: This is movement at maximum effort for relatively short periods, for example, when engaged in either pursuit or flight. Obviously one may always drop items to shed encumbrance and thus increase one's running speed. (In flight, dropping items—food, sharp objects, shiny things, treasure—may also have a chance of disrupting or distracting one's pursuer.)

One downside of running is that one may fail to notice various conditions and features of the underground environment—the placement or exact number of doors or small openings, which precise angle or direction a corridor turns, etc.—and thus one may have a greater chance of getting lost or missing some important or potentially dangerous feature. Instead of the referee saying, for example, “you go down a 120 foot corridor, with four doors on either side, spaced 20 feet apart—one of them appears to be ajar and you hear soft but sinister laughing behind it”, he might simply state, “you run madly through the tunnel, passing multiple openings or doors.” Running also carries with it a much greater risk that one will trip or fail to notice an obstacle or trap. As with combat, after an extended period of running, characters must rest for two turns.

COMBAT ACTIONS:

Combat is fast and furious, taking place in rounds lasting mere seconds. Each round of combat includes two phases—the movement phase and the melee phase.

Possible actions announced, begun or taken within the movement phase of the round include:

Take out Weapon: Any combatant may take out a weapon or switch weapons and then move and attack normally. For a combatant already engaged in melee, switching weapons will generally require dropping the first weapon unless the first weapon was a dagger.

Continue a Melee Engagement: At the beginning of the round, some combatants will already be engaged in melee. These may continue to engage in melee, or attempt to disengage from melee. The decision to disengage must be made at the beginning of the round. A combatant electing to continue in melee may do nothing but attack during the melee phase (or take out or switch weapons) unless his opponent decides to disengage from melee. If one combatant does decide to disengage, the one that elected to stand firm will generally get a free attack against his fleeing enemy and may then act as if he had started the round unengaged. A combatant armed with a two-handed weapon or a weapon of class 8 or higher may not make a free attack against a disengaging opponent if there is at least one other opponent that remains engaged with him. (Among other things, this means that a combatant armed with such a weapon may be more easily outmaneuvered if facing two or more opponents.)

Disengage from Melee: After possibly enduring a free attack, a combatant that has elected to disengage gets a “free” move—“appearing” up to 1/3 of his base move in tens of feet away from his former opponent. He may then choose to move in the normal fashion during the movement phase, and may even find himself engaged in melee again (perhaps with the same opponent!), at which time he may attack normally. However, he may not prepare or use a missile, ready or cast a spell, read a scroll or engage in any other similar action for the remainder of the round.

Use Missile Weapon or Magic Device: A combatant intending to throw or fire a missile weapon or use a magic device must decide this at the beginning of the round. At any time during the movement or melee phase of the round he may then throw, fire or use it, unless or until he becomes incapacitated for any reason, an enemy combatant reaches him and engages him in melee, or (if using the optional rules for Disrupting a Missile Attack or Spell—see Optional Combat Rules, below) he is hit by an enemy missile or impacted by a device or spell. Alternatively, he may simply decide to use it at the beginning of the round. It's also permissible for a combatant with a readied missile weapon or device to, for whatever reason, get to the end of the round without electing to actually make use of it. In any of these cases the combatant may not move, make a melee attack (unless an enemy reaches him and engages him in melee) or perform any other action in that round. Exceptions: 1) Combatants intending to use a missile weapon twice in a round must throw or fire the first missile at the beginning of the movement phase. The second missile may be used at the end of the combat phase. 2) Elves may move

at up to their full movement rate after firing an arrow at the beginning of the round. They may then fire a second arrow or may make a melee attack later in the round.

3) Any combatant with a thrown weapon or magic device already in hand, or a sling, bow or crossbow already loaded, aimed and prepared, may use it, potentially make a partial move—pro-rated according to when within the round the weapon was thrown or device was used—and even make a melee attack at the end of the round. In such a case the referee must rule that there is enough time to take out another weapon (presumably a melee weapon!) and make a normal attack. Otherwise the combatant may at the least suffer the disadvantage of attacking last in the subsequent round. For example: consider that Zylarthen has a readied javelin and is facing a horde of Trolls 120' away. If the Trolls elect to charge, Zylarthen could wait “half a round” until the Trolls are 60' away (the Trolls have a Base Move of 12) and therefore in range, hurl his javelin at them, and then have just enough time to take out his sword to engage and attack them when melee occurs. On the other hand, if Zylarthen encounters the Trolls at only 20' distance (perhaps rounding a corner), he could still throw his javelin, but he would then attack last in the subsequent round (or the referee might rule that he would not be able to make any attack in that round, not having enough time to get out another weapon).

Cast a Spell: If a spell-caster wishes to cast a spell, he must decide to do so at the beginning of the round (without having to specify the target or even the specific spell). He may then choose the spell and cast it at any time during the movement or melee phase of the round (including the very beginning of the round, as with missiles and devices) unless or until he becomes incapacitated, an enemy combatant reaches him and engages him in melee, or (if using the optional disruption rules) he is successfully hit by an enemy missile or impacted by a device or spell. As with readied missile weapons, the caster may end up choosing not to cast any spell. In any event, the caster may not move, make a melee attack or perform any other action in that round.

“Simultaneous” Firing or Casting: Opposing missiles, devices or spells simultaneously thrown, fired, used or cast simultaneously and/or at the beginning of the round will go off, in order, according to an on-the-spot initiative roll using one die, adjusting for dexterity and subtracting 1 from the roll for those casting 3rd or 4th level spells, and 2 from the roll for those casting 5th or 6th level spells. This is a separate initiative determination from the one that will be made if melee combat occurs later (see below).

Read a Scroll: The user must begin reading at the start of the round, and the spell will go off at the end of the round.

Move: Combatants not subject to any restrictions caused by the above actions may move up to their full movement allowance. Movement is simultaneous and either side may adjust movement somewhat based on observation of the movement of the other, subject as always to what the referee believes is reasonable. Enemy combatants that meet during the movement phase must stop. They are then said to be engaged in melee and will later have the opportunity to launch or exchange blows in the melee phase.

Run Past an Opponent: In some situations a combatant may choose to get by or through an opponent instead of engaging him in melee. Whether or not this is possible will be up to the referee based on the situation, the distances or clearances involved, whether or not the attempt is made against an opponent that is already engaged in melee and/or the relative strengths and/or sizes of the combatants. (It will be often be easier for a small creature to, say, run under a large creature, or a large creature to, say, run over a small creature than for one creature to merely run by another creature of the same size.) If the referee judges it to be possible, he may rule that the moving combatant is subject to a free attack. If the attack hits and does at least 3 points of damage, the moving combatant must stop, but he may then engage normally in regular melee during the melee phase.



MELEE ATTACK ORDER:

At the start of the melee phase, each side rolls initiative with one die, aiming to roll high (exception: initiative is not rolled if it is the initial round of melee for all combatants). Those with exceptional dexterity scores add their modifiers to the initiative roll, and may therefore potentially act out of step with the rest of their party. Each melee combatant not prohibited from attacking due to actions taken during the movement phase or for some other reason may now attack. Who strikes first is determined as follows:

In the initial round of melee, the combatant wielding the weapon with the higher Weapon Class will attack first. If there is a tie, both combatants will attack simultaneously.

In all subsequent rounds of melee, the combatant with the higher initiative roll will attack first. If the initiative rolls are tied, then the combatant wielding the weapon with the lower Weapon Class will attack first. If the Weapon Classes are identical, then both combatants will attack simultaneously.



OPTIONAL COMBAT RULES:

These add more complexity and arguably more realism to the play of the game. Which (if any) of the following rules are chosen should be agreed upon before play begins.

Attacks Against Large Creatures: Some melee weapons may confer a penalty or bonus on their damage die rolls against large creatures, generally tracking the weapon length and/or size:

<u>Damage Penalty (-1)</u>	<u>Damage Bonus (+1)</u>
Dagger	Long Sword
Axe	Spear
Mace	Pole Arm
Hammer	Lance
Staff	
Morning Star	

Charges: In the first round of melee, one or both combatants may choose to charge, providing they were initially separated by at least 60 feet. Charging characters (on foot or horsed) add +2 to their attack rolls. An attacker wielding a lance from a charging horse will do double damage. A defender wielding a spear against a charge on foot or wielding a pole arm against any charge will do double damage.

Critical Hit: If a party member rolls an unmodified score of 20 versus a monster, he will automatically hit (even if the score required was 21 or more). In addition, if the score required was 20 or less, the successful attack will do double damage (damage is determined by rolling two dice.) As a consequence of inflicting such a powerful strike, a weapon break roll is required (see below). If the attacker had chosen the Extra Damage option beforehand, with its own potential to do double or more damage (see below), then an unmodified score of 20 will not cause any additional doubling. However, a weapon break roll should still be made.

Disarming an Opponent: On any successful attack, but before rolling damage, the attacker may instead attempt to disarm an opponent. He may only do this if his weapon is at least as long (by weapon class) and is at least as heavy (as measured by encumbrance) of that of his opponent. Thus, an attacker wielding a sword (class 3) may not attempt to disarm an opponent wielding a long sword (class 7); an attacker wielding a hammer (••) may not attempt to disarm an opponent wielding a battle axe (•••) and so on. Two dice are rolled, below:

<u>Score</u>	<u>Result</u>
2-7	Failure
8-12	Success

This roll is modified by +1 if the attacker has either a longer or greater mass weapon by category than the defender (apply this bonus only once), by +2 if the attacker is using a pole arm and by -1 for each remaining 5 hit points (rounding down) of the defender. In addition, the referee should assign a modifier of +1 to -1 based on the relative strength of the attacker versus the defender.

Disrupting a Missile Attack or Spell: A combatant in the process of preparing a missile weapon, readying a missile weapon or device or reading a scroll, but who is hit or affected by an enemy missile, device or spell will be completely disrupted in his efforts for that round. A spell caster who is so impacted will lose the chance to cast a spell for that round.

Driving an Opponent Back: On any successful attack roll, but before rolling damage, the attacker may elect to forgo his regular damage roll and attempt to drive an opponent in any “back” direction, up to 30'. Roll as for a Disarm attempt, using the same modifiers. If a successful roll results in the defender potentially coming up against a deadly or highly dangerous circumstance—falling off of a cliff, etc.—he is entitled to make a saving throw to avoid harm.

Extra Damage: Before the attack roll is made, an attacker may choose to attack for two dice damage at a -5 penalty, for three dice damage at a -10 penalty or for four dice damage at a -15 penalty. This option may not be exercised if it raises the new effective number to hit higher than 20. Potential damage bonuses or penalties should be applied to each die.

Fire: Most monsters are not naturally flammable. However, if successfully hit in melee by a lit torch, they will take 1-2 hits of burn and impact damage. In the world of SEVEN VOYAGES of ZYLARTHEN common lantern oil is particularly dangerous and flammable. If a monster is flammable—i.e. a Mummy wrapped in dry bandages—or if it has been previously drenched by oil, then a successful torch hit (melee or thrown) will inflict one die of damage for the current round and the next round. An attacker may fashion a “Molotov cocktail”—using a flask of oil and a rag—that self-ignites upon impact. This will take five rounds to prepare.

ATTACK MATRIX IV.: FIRE AND OIL

Range (in feet)	Type	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
—	Torch (Melee)	10	11	12	13	14	15	16	17
30	Torch (Thrown)	10	11	12	13	14	15	16	17
30	Oil	10	11	12	13	14	15	16	17
30	Flaming Oil ("Molotov Cocktail")	10	11	12	13	14	15	16	17

Helmets: If a monster rolls an unmodified 7 against a party member, it is assumed to be a strike against the head. If there is no helmet, then the attack will be an automatic hit and in addition will do an extra die of damage if the attack roll would have been a hit anyway. If a helmet is worn, then the attack will be a hit or miss as normal. However, there is a 1 in 20 chance that the helmet will be cleaved or otherwise ruined.

Mounted Combat: Mounted attackers are +2 to attack non-mounted opponents. (Thus, they are +4 to attack them if charging.) A mounted attack may be made from a light horse or warhorse, though if it is made from a warhorse, the horse may also attack. Two-handed weapons cannot be wielded while on horseback.

A non-mounted character may choose to attack a mounted character by targeting either the rider or his horse. Against a rider, weapons of classes 0-4 suffer an attack roll penalty of -2. Weapons of classes 5-7 suffer an attack roll penalty of -1. Any hit on a rider will dismount him if the attacker rolls an unmodified 20 or if the attack succeeds by +2 or more if wielding a pole arm, or +4 or more if using any other weapon. Obviously, if the horse is killed, the rider will automatically be dismounted.

A falling rider must make a saving throw or be stunned for 1-6 rounds. If falling from a charging horse, he will suffer an additional one die of damage.

Multiple Attacks: An attacker with two or more hit dice may make multiple attacks in the same round against multiple opponents of one or fewer hit dice—one attack per hit die of the attacker up to a maximum of four. For party members (not monsters), multiple attacks are only possible with one-handed weapons of class 7 or lower. In addition, multiple attacks may not be combined with the extra damage option.

Number of Creatures that May Attack: There is a limit to how many figures may attack a single target simultaneously in melee—a limit partly determined by the size of the combatants. To use the following creatures as examples: If Goblins are small-sized, Men are average-sized and Trolls are large-sized, then

3 Goblins, 2 Men or 1 Troll could attack
1 Goblin

4 Goblins, 3 Men or 2 Trolls could attack
1 Man

6 Goblins, 4 Men or 3 Trolls could attack
1 Troll.

Of course, extremely small or extremely large-sized creatures may impose different maximum numbers, as determined by the referee.





Off-Hand Weapons: An attacker who is wielding a dagger or axe in his off-hand will be entitled to an additional attack with that weapon on any natural attack result of 11, thrown by either the wielder or his opponent. If there are multiple rolls of 11, there will be that number of additional attacks. The additional attack or attacks will take place at the end of the round.

Shields (and Staves) Shall be Splintered: A defender may attempt to possibly sacrifice his shield (though not his buckler) or staff to block a successful hit against him. This option must be chosen before damage is rolled. Damage is then rolled normally. On a damage roll of 1, the blow is blocked and the shield or staff survives. On a damage roll of 2 to 5, the blow is blocked and the shield or staff is destroyed, and on a damage roll of 6 the blow is only partially blocked—the defender takes half-damage (3 points, unless the attacker has a damage modifier)—and the shield or staff is destroyed. Against an attack doing multiple dice of damage, only one die of damage may be blocked for each “step” of the defender’s fighting capability (Man = 1 step, Man + 2 = 2 steps, Man + 5 = 3 steps, and so on).

Situational To Hit Modifiers: If made from behind, or made against a prone opponent, attacks are +2 to hit. If made with eyes closed, blinded or against invisible opponents, attacks are -4 to hit. The referee may of course decree that other modifiers apply, based on the situation.

Space Required for Effective Weapon Use: Most weapons require a certain amount of space to be used effectively, free of obstruction from walls, ceilings or fellow party members. The number below is the required total frontage, expressed in feet:

Dagger	3	Long Sword	5
Axe	3	Staff	5
Sword	3	Morning Star	10
Mace	5	Spear	3
Hammer	5	Pole Arm	5
Battle Axe	10	Lance	*

* A lance may only be used effectively while mounted.

Sword or Axe Versus Wooden-hafted Weapons: An attacker armed with an axe, sword, battle axe or long sword may attempt to break a staff, morning star, spear, pole arm or lance. Roll as with a Disarm, above, though subtracting 1 from the roll. Success indicates the weapon is cleaved in two.

Unarmed Combat: In certain situations an attacker or set of attackers may be better off attempting to overpower or subdue an opponent through grappling rather than going for a direct kill. A grapple attempt must be declared before attack rolls are made for the side in question. Grappling is an all or nothing affair—attacks against a target cannot be split between grapplers and non-grapplers. Attack rolls are made normally with successful attackers being said to have grappled the target. The attacker then rolls one die for each hit die of the total hit dice of the successful grapplers. The defender rolls one die for each of his hit dice. The totals are compared and the results implemented according to the chart below:

Attacker's Total vs.

Defender's Total

Result

+3 or higher	Defender is successfully subdued
-2 to +2	Both sides are struggling. Neither can use weapons, and another roll must be made in the following round.
-3 or lower	All attackers are thrown off and stunned for an indefinite number of combat rounds. For each stunned combatant there is a 1 in 6 chance that he will come out of it at the end of each subsequent round.

Weapon Breaks: Battlefields are littered with broken weapons as well as broken bodies. Weapons have a chance of breaking on an attack roll of 20. In addition, if a monster of 5 or more hit dice or with medium armor (Armor Class 5 or 4) or heavy armor (Armor Class 3 or 2) is slain with a melee blow, there is also a chance of a weapon break. When a weapon break roll is required, use the table below:

<u>Weapon Cost</u>	<u>Chance to Break on a Twenty-Sided Die</u>
20+	1
7-19	2
0-6	3

The chance to break is increased by 1 if making a melee attack against heavy armor. A break for a sling, bow or crossbow generally means the weapon is damaged only temporarily—a string is broken, the winding mechanism is jammed, etc.—requiring at least one turn to fix. However there will be a 1 in 6 chance that the weapon is permanently ruined. Of course, especially well-made, expensive or magic weapons may have modifiers making them more difficult to break (or may be allowed an additional saving throw). Poorly made weapons may have a modifier that makes them easier to break. A specialist with the proper tools and equipment can usually mend or re-forged a broken weapon for one-half of the original cost.

Weapon Class for Monsters: If a monster is using a conventional man-sized weapon, the Weapon Class may be determined accordingly. Otherwise, the monster may be assigned a “Weapon Class” based on these guidelines:

<u>Creature</u>	<u>Class</u>
Giant Ant	1
Kobold	2
Wolf	3
Goblin	4
Lion	5
Orc	6
Giant Snake	7
Bugbear	8
Troll	9
Ogre	10
Giant	12
Dragon	15





DAMAGE, DEATH AND HEALING:

For player characters, hit point damage is an abstract representation of the gradual wearing down of a character's luck, skill and stamina. Thus, hit point losses that do not reduce a character to zero will often represent only minor injuries—nicks and scrapes, bruises, sprains and the like.

If a player-character or allied or important non-player character—a hireling, etc.—is reduced to zero hit points, then in game terms he has probably suffered either a fatal blow or a major injury that may prove to be fatal. (There are no “negative” hit points. A damage roll that inflicts more hits than the character's current hit point total will simply reduce him to zero.) Roll a twenty-sided die and apply the results according to the Zero Hit Points table. If the character survives (or at least survives temporarily) but is still at zero hit points, any subsequent successful strike will necessitate another use of the table. However, each additional result should be applied only if the die result is lower than the previously applied result.

A note on the table: Many of the results are quite awful. But fighting and violence are like that; the physical effects should not be sugar coated, even for children. A character reduced to zero hit points should expect to die. If, perhaps against the odds, he “wakes”, he should be thankful that he may now regale his friends with a strange tale of gazing into the darkness of dread Sheol . . . and then returning to the abode of the living. Of course, if a character suffers a permanent injury that makes it difficult for him to hold his own in subsequent adventures, or if he is “out of the running” for an inconvenient period of time, it is perfectly acceptable for a player to create a new character in the usual way. After all, heroes do not always suffer heroic deaths. Sometimes they simply retire.

Hit point losses for monsters are dealt with differently than for player characters. At the referee's discretion, monsters that are reduced to 25% or fewer of their total hit points may be assumed to have suffered wounds that will prove fatal at a later time. However, they will keep fighting at full strength for the duration of the present battle. If a monster is reduced to zero or negative hit points, it dies immediately (or at least quickly—it is up to the referee if he, she or it has any last words, etc.).

ZERO HIT POINTS:

<u>Score</u>	<u>Result</u>
1-3	Instant Death: Decapitated, run through, etc.
4	Delayed Death: Death in 1-6 rounds. Adversity check required to keep fighting.
5	Delayed Death: Death in 1-6 turns. Adversity check required to keep fighting.
6	Severed Limb: Die 1-2 = left arm, die 3-4 = right arm, die 5 = left leg, die 6 = right leg. Death in 3-18 rounds unless wound is staunched, then death in 1-4 days unless surgery is performed. Adversity check required to keep fighting.
7-8	Fatal Wound: Death in 1-6 turns unless surgery is performed. There is a 30% chance of a broken limb (see below), and if there is a broken limb, there is a 50% chance that amputation of that limb will be necessary. Adversity check required to keep fighting.
9-10	Fatal Wound: Death in 1-6 days unless surgery is performed. There is a 20% chance of a broken limb (see below), and if there is a broken limb, there is a 30% chance that amputation of that limb will be necessary. Adversity check required to keep fighting.
11-14	Possibly Fatal Wound: Each night roll a die, with a 1 indicating death, a 6 indicating survival (at 1 point), and a 2-5 indicating no change in status. Surgery may also be performed at any time. Adversity check required to keep fighting. In addition, there is a 15% chance of a broken limb.
15	Permanently Debilitating Injury: Die 1 = blindness, die 2 = deafness, die 3 = major facial scar, die 4 = loss of hand, die 5 = loss of foot or serious leg wound (½ movement, -1 on all attacks permanently), die 6 = organ puncture (lose 1 level). Possible cures will be at the referee's discretion. Character is at 1 hit point.
16	Broken Limb: 50%: arm (unusable, -2 on all attacks and defense), 50%: leg (movement greatly slowed, -4 on all attacks and defense). The limb will heal in 2-12 weeks of complete rest, half that if surgery is performed. Adversity check required to keep fighting.
17	Serious Wound: Convalescence of days, weeks or months is required, as with surgery (see below), but no actual surgery is necessary. Adversity check required to keep fighting.
18	Knocked Out: Unconscious for 1-6 turns, then restored to 1 hit point.
19	Knocked Out: unconscious for 2-12 rounds, then restored to 1 hit point.
20	Surge of Adrenalin: Knocked down for one round, then restored to 2-12 hit points or the character's maximum total, whichever is lower.

RECOVERY OF HIT POINTS:

All player-characters and their important hirelings will have at least a minimal knowledge of how to diagnose injuries, staunch and bandage wounds and even perform simple surgeries. One doesn't become an adventurer without knowing such things. Due to these skills and techniques, lost hit points may be recovered in a number of ways, though with the exception of surgery, these will generally only restore hit points if the character is not at zero hit points:

Magic: See specific spell, potion or device effects. Some spells, potions or devices may increase the chances of success for surgery, but only one may be used at one time (their effects will not be cumulative).

Rest: At the end of each day the adventuring party has the option of either 1) choosing to restore 1 hit point per character or 2) choosing to focus hit point recovery by restoring to one or more characters one die of damage for every five full levels of the adventuring party. For example, a party consisting of three 3rd Level, three 2nd Level and four 1st Level types—a total of nineteen levels—would be able to heal three dice of damage. These three dice could all be used on one character or broken up and applied to two or three characters. In this way even a lone character of 5th Level or higher could recover at least one die of damage. Of course, lone characters of under 5th level, or characters in parties containing fewer than five total levels, may each recover 1 hit point per day as per 1).

Surgery: Successful surgery may cancel a fatal result, as per the Zero Hit Points table, above. Surgical tools and perhaps a skin of wine are recommended. Surgery requires an adversity check, with failure indicating death. Success may require substantial recovery time. A die is rolled to determine the length of convalescence: die 1 = 1-3 hours, die 2 = 10-30 hours, die 3 = 1-3 days, die 4 = 10-30 days, die 5 = 1-3 weeks, die 6 = 10-30 weeks. After this period, the character will be at 1 hit point and may then regain full hit points in the normal fashion through further rest. In addition, a character that “survives” surgery will permanently lose 1 point of constitution.

MAGIC USE:

As stated previously, a Magic-User begins with the spell Read Magic and additional spells known and in his possession equal to his intelligence score minus 10. These spells will be determined randomly out of the selection of 1st level spells detailed in Vol. 3. Spells are recorded in large hand-written tomes that the Magic-User will guard as his most treasured possessions. Further spells may be discovered in musty libraries, created through research, or found in books or scrolls looted or acquired in dungeon expeditions.

Once a new spell is discovered by a Magic-User, he may copy it into one of his own spell books, and then try to know it. In order to know it, he must be of a high enough level to memorize it (see below). He then will have a 4 in 6 chance to know it on his first attempt. If this is failed, he may try again upon achieving each new level.

A Magic-User may never know more spells per level than his intelligence score. (A lack of formal education, though not critically detrimental for future success will still have some negative effects that cannot be completely compensated for by self-teaching and hard work.)

Out of the spells he knows, A Magic-User may memorize a certain number of them based on his level, per day. He will then be able to cast them. Once cast, spells are gone until they are potentially “replenished” by further memorization, usually requiring the Magic-User’s magic books.





SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



BOOK OF MONSTERS
VOLUME 2 OF FOUR BOOKLETS

PUBLISHED BY
CAMPION & CLITHEROW

SEVEN VOYAGES OF ZYLARTHEN

VOLUME 2

BOOK OF MONSTERS

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON



Illustrations by John Dickson Batten

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EXPLANATORY NOTES:

WITHIN ARE VIRTUALLY ALL OF THE MONSTERS connoisseurs of this category have come to know, “love” or in a few cases merely wonder about, as their existence was only alluded to or mentioned. For various reasons—including the sheer fun of it—some creatures will seem slightly (or more than slightly) unfamiliar.

The Armor Class of each monster was assigned to reflect what we believe was the original conception of Armor Class—the protective effect of the actual armor (or the hide, scales, etc.) itself, as opposed to simply another way to express how difficult the monster was to kill. This also makes things more consistent with the Men Versus Men or Monsters attack matrices introduced in Vol. 1.

More importantly, the creeping “naturalism” of later interpretations with its attempt to describe and define a detailed, pseudo-scientifically plausible (and rigid) “world” was rejected in favor of a more free-form conception. We chose to introduce Language Types, which contain their own consistencies and patterns. But as the reader will see later, they are not exactly naturalistic consistencies or patterns. The claim that the “reality” of this diverse fantasy world mirrors our own myths, stories and fairy tales (first introduced in the discussion of Religion in Vol. 1) is once again implied. As always, the reader is free to reject any of this, especially if she feels it introduces its own sort of rigidity. Or, more to the point if she believes it to be bunk.

Further Considerations:

Hit dice are six-sided unless otherwise indicated.

All monsters do 1-6 points of damage unless an alternate scheme is specified.

Concerning the movement rate, if there is a number after the slash, it stands for mounted, flying, swimming, scuttling (along a web) or burrowing speed.

Language Type and Treasure Class tables are contained in Vol. 4.

In our campaign we don’t have the appropriate metal figures for many monsters, so we simply use dice (which we have in abundance) to represent them. The scheme for “Missiles” at the end of some descriptions, allows referees to assign missile weapons (randomly or not) within a group of monsters in a way that “sticks”, removing the necessity of having to then remember or separately write down which individual monsters have what.

Enjoy!

MONSTER DESCRIPTIONS:

AERIAL SERVANTS: Hit Dice: 9. Attacks: 4-24. Armor Class: 3. Move: 24. Alignment: Neutrality. Languages: Type J plus understands Common. Description: Archimagi and Wizards may call these creatures from the Ethereal Plane by use of a powerful but dangerous spell (see Supplement 1). When a Servant is summoned, its purpose will be to find and bring to the caster any person or thing designated. If the target is a person, the creature will surprise him on a 1-4 unless precautions are taken. A successful "attack" against the target means that he is caught by the Servant and will now be flown back to the awaiting magician. One attempt to break free is allowed: the target adds his strength score to a roll of three dice, needing to meet or exceed a total of 25. Of course, if the target does break free, the Servant will simply attempt to grab him again. An Aerial Servant will never actually attack its quarry but will attack any who try to interfere. If it is unable to complete its mission or if it is reduced to 50% or fewer hit points, the creature will go insane and return to its sender with the object of killing him.

AMAZONS: Hit Dice: 1. Armor Class: 4. Move: 9/24. Alignment: Neutrality. Languages: Type H. Number Appearing: 30-300. % In Lair: 15%. Treasure: Class 7 plus 1-6 S.P. ea. Description: Amazons are female warriors who live in exclusively female communities. According to legend, they will now and again take captured males as temporary lovers in order to perpetuate themselves. It is also rumored that many Amazons have somehow physically altered the right side of their chests to make it easier for them to hurl or fire missiles (+1 to hit if true). The Amazon Queen will be equivalent to a Lord, protected by a bodyguard of 2-8 female Knights. There is a 50% chance a community will also contain a Talismanist and a 10% chance it will contain a High Priestess of Artemis. Missiles (foot): die 1 = axe, die 2 = spear, die 3-5 = javelins, die 6 = bow. Missiles (horse): die 1-2 = spear, die 3 = javelins, die 4-6 = bow. Outdoors, Amazons will almost always be mounted on light horses.

ANDROIDS: Hit Dice: 5. Attacks: 1-6 • stun/laser pistol. Armor Class: 5. Move: 15. Alignment: Neutrality. Languages: Type J plus ESP. Number Appearing: 1-8. Description: Androids are synthetic human beings manufactured by extra-planetary intelligences and set on Earth for unknown purposes. They have small antennae attached to each ear that are used for "ESP-like" communication with other intelligent beings, causing Androids to be called "bug men" by some. Charm, Sleep, Hold, ESP and all other spells that affect only ensouled beings, as well as gas, poison and similar attacks have no effect against them. Each Android carries a stun/laser pistol that can make 2 attacks per round for 1-6 non-fatal hits (stun) or 2-12 normal hits (laser) per attack. These weapons have a range of 100' and carry 10-40 "charges". An Android group will also have 1-3 "high-tech" items from the following list:

Item	Description
Anti-Gravity Vest:	This functions just like a <u>Levitate</u> spell and is good for 1-6 hours of use.

- Computer Tablet: This slim device stores an almost infinite amount of written information. It may be used for mapping, etc. At the referee's discretion it might already contain a large stock of useful/useless information, recorded in an alien script. It has a finite "battery life" of 1-100 hours.
- Force-Field Wand: Using this device, an invisible wall or shell of up to 1000 square feet (30' x 30', 20' x 50', 10' x 100', etc.) may be created anywhere within 120' of the user. It will be utterly impregnable (even to spells), and will not even allow the passage of oxygen. The field will last until dispelled by the wand or until the charge of the wand is depleted. Most wands contain 1-6 total hours worth of charge. Encasing an average-sized person (willing or unwilling) in a cocoon of force would use up 100 square feet and allow one hour of breathable air.
- Hypodermic Needle (incl. 2-8 doses of Nano-Fluid): Use of this device restores all hit points. It can also cure disease and counteract poison.
- Miniature Plasma Grenades (2-8): These are the size of gems but will do five dice of damage to those within 30' of the blast point and one die of damage to those within 60' of the blast point (save for half damage or no damage, respectively).

GIANT ANTS: Hit Dice: ½. **Attacks:** 1-3 • 1-6, paralyze. **Armor Class:** 3. **Move:** 18. **Number Appearing:** 10-1000. **% In Lair:** 10%. **Treasure:** Class 5. **Description:** An encounter with Giant Ants may not at first seem particularly dangerous. Often only one or a mere few will be sighted. These are scouts, and if one of them succeeds in paralyzing at least one opponent, a much larger number of Ants will appear in 1-3 turns. A Giant Ant first attacks by biting. If it is successful, it latches on to its prey and attempts to sting on the next round—a successful stinger attack inflicting one die of damage plus necessitating a saving throw versus paralysis—continuing to sting on every successive round until its prey is paralyzed or the Ant is either dead or removed. In the swift movement of melee, attacking a relatively small and squirming latched Ant with any weapon other than a dagger will be impossible for the victim, and if it is tried by others will involve a second "friendly" attack roll at -2 against the victim. Alternatively, simply attempting to remove an Ant involves both hands and requires rolling the total or under of one's strength score on a twenty-sided die. Up to two attempts (on 1-2 Ants) are allowed per round. Destroying an Ant hive (or capturing any valuable items they may have stowed away) will take some ingenuity, as Ant made tunnels will be far too small for any character. However, if somehow the queen's chamber can be located and the queen slain (the slimy bulbous creature has 2 hit dice and neither moves nor attacks), all Ants will become Confused for 12 rounds and then attempt to leave the nest.

APES: **Hit Dice:** 4. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 2-8. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** These are more intelligent and aggressive cousins of the standard ape and have a simple language based on roars and gestures. They are capable of coordinated combat maneuvers, including climbing and leaping onto opponents by surprise. Apes have the strength of six men (which accounts for their two dice of damage on attacks). For some reason, they are often encountered inhabiting ruins.

APTS: **Hit Dice:** 10 eight-sided. **Attacks:** 1-3, immobilize • 3-18. **Armor Class:** 6. **Move:** 18. **Number Appearing:** 1-2. **% In Lair:** 30%. **Treasure:** Class 9. **Description:** These fierce Martian predators inhabit arctic climes. They have glistening white fur, two “bug-eyes” that let them spot prey from many miles away and two tusks extending out from their lower jaw. The Apt has four legs and two arms terminating in hairless hands that serve to immobilize a victim such that it then can be more efficiently bitten or gored. If an Apt succeeds in attacking with its hands (roll once per round), the victim will be held fast, defending and attacking at a -4 penalty.

ASSASSINS: These despicable types are members of a secret, powerful and thoroughly evil guild of 7-28 professional killers, led by a Grandfather Assassin of at least 15th level. They have the hit dice and abilities of Thieves, but with these additional “talents”: **Disguise:** 25% base chance of discovery for an individual or group, modified by +/- 10% for each difference in level between the protagonists (minimum of 5%, maximum of 95%). The resultant chance may be further modified according to the difficulty or complexity of the effort. A disguised Assassin will surprise on a 1-4. **Languages:** All Assassins know the three “alignment” languages of Law, Neutrality and Chaos, as well as Thieves Cant and potential additional languages based on intelligence. **Poison:** Assassins are experts in the knowledge and use of poisons (and if they are to use them, they had better be experts, as the use of poisons for harmful purposes merits execution in most jurisdictions). An Assassin may successfully apply a deadly contact poison to his weapon if he makes a saving throw. It will be usable for 1-3 rounds.

BANDITS: **Hit Dice:** 1. **Armor Class:** 6. **Move:** 12/24. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type A. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 7 plus 2-20 C.P. ea. **Description:** These are highwaymen or raiders, though generally not killers. Most Bandits will wear leather armor but 20% will be clad in mail (including all leader types). For every 30 Bandits there will be one Bandit Lieutenant of 4th level. For every 50 Bandits there will be one Sub-Chieftain of 5th or 6th level, and for every group of 100 or more Bandits there will be one Bandit Chieftain of 8th or 9th level. If there are 200 or more Bandits there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. For every 100 Bandits or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/10 ratio. Missiles: die 1 = none, die 2 = axe, die 3-4 = spear, die 5 = bow, die 6 = crossbow. Outdoors there is a 50% chance that the entire force will be mounted, with leader types riding heavy, barded horses. **Brigands:** These are similar to Bandits but are always aligned with Chaos. They are kidnappers and murderers and are +1 on morale as befit desperate men. For every 100 Brigands or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/20 ratio, though generally only those with a high ransom or other value.

BANTHS: Hit Dice: 10 eight-sided. Attacks: 3-18 • howl. Armor Class: 6. Move: 18. Number Appearing: 1-10. % In Lair: 25%. Treasure: Class 6. Description: One might say that Martian Banths are like particularly large lions—except that they have ten legs, mouths with multiple rows of needle-like fangs extending almost to their ears and protruding green eyes. Once per combat they may let out a terrible howl. Anyone who hears it must save versus stone or be stunned and unable to move for 1-4 rounds.

BARBARIANS: Hit Dice: 1. Armor Class: 8. Move: 12/24. Alignment: Neutrality. Languages: Types D or F. Number Appearing: 30-300. % In Lair: 15%. Treasure: Class 3, plus 1-6 S.P. ea. Description: Barbarians sometimes fight without armor or noticeable clothing, often painting their bodies in garish colors and twisting their hair and beards into fantastic shapes with a mixture of grease and pitch (-2 to opponents' morale). Clothed or not, the initial bloodcurdling battle cry of a charging unit will necessitate an immediate morale check. Fighting members of the same family will often rope themselves together in a gesture of solidarity in the face of death. Groups of 10 or more Barbarians will be led by a 2nd level Headman, while for every 50 Barbarians there will be either a 4th level Chief or a Priest of a perhaps unknown god. The Barbarian King will be a 9th level Fighting-Man with a bodyguard of 2-4 Chiefs. Missiles: die 1 = none, die 2-3 = spear, die 4-5 = javelins, die 6 = bow. Outdoors 25% of the force will be mounted on light horses.

BASILISKS: Hit Dice: 6+1. Attacks: 1-6, petrify • petrify Armor Class: 4. Move: 6. Number Appearing: 1-6. % In Lair: 40%. Treasure: Class 4. Description: The Basilisk is a reptilian or serpentine creature that can turn an opponent to stone with its touch or gaze. It is often found in the desert or similar blasted or desolate areas.

BATS: Hit Dice: 1 hit point. Armor Class: 7. Move: 3/12. Number Appearing: 5-500. % In Lair: Day: 100%, Night: 05%. Description: Bats are physically harmless, but an excited group can be an annoyance. Party members within a Bat swarm will be distracted such that they won't be able to cast spells or fire missiles and will suffer a -2 penalty on melee attacks and saving throws. If the Bats are attacked, then a morale check for them should be made each round. **Huge Bats:** These have 3 hit dice, move 50% faster and are encountered in groups of 1-10. The bite of a Huge Bat inflicts 1 hit and secretes a paralyzing agent. If the monster successfully paralyzes a foe, it will, if unmolested by others, automatically drain blood at one die per round.

BEARS: Hit Dice: 5. Attacks: 2-12. Armor Class: 6. Move: 12. Number Appearing: 1-6. Description: These statistics cover brown bears and polar bears, among others. Larger specimens may reach the height of two men.

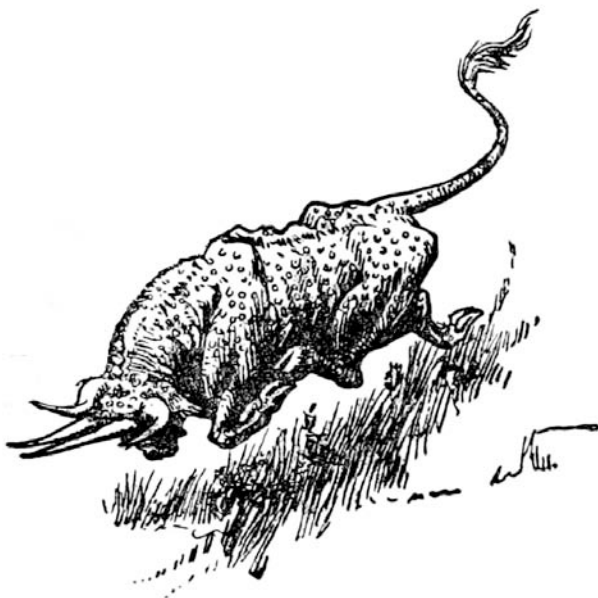
GIANT BEETLES: Hit Dice: 4. Armor Class: 3. Move: 6. Number Appearing: 2-24. % In Lair: 20%. Treasure: Class 7. Description: A particularly disgusting giant insect type, these creatures grow poisonous molds (often Yellow Mold), slimes and jellies for food in cultures often built on the rotting bodies of their slain foes. Some colonies are rumored to have hive-mind intelligence. **Fire Beetles:** Members of this species of smaller Beetle (though still "giant-sized") have 1 hit die, a movement rate of 12 and do not accumulate treasure. Fire Beetles have three sets of glands in their head and abdomen that give off a reddish glow. If their host is killed without puncturing the glands, the glands may be removed and used as a light source for 1-6 days.

BERSERKERS: See Vikings.

BLACK (OR GRAY) PUDDING: **Hit Dice:** 10. **Attacks:** 3-18, corrode metal. **Armor Class:** 6. **Move:** 6. **Number Appearing:** 1. **Description:** Puddings ooze through dungeons, quickly dissolving all substances in their path save stone. Weapons thrust into a Pudding will be corroded in one round. Armored hands or feet will be protected for one round before the armor is burned away. Those with exposed flesh will suffer 3-18 hits (a certain and painful death for most humanoid creatures). Weapon chops and lightning bolts merely break the Pudding into smaller bits, and cold has no effect, though fire does full damage. This monster may shrink to pour through an opening or swell to provide wall-to-wall coverage in a corridor. It may also travel up vertical inclines and across ceilings. It is attracted to movement and the odor of decomposing flesh, among other things.

BLINK DOGS: **Hit Dice:** 4. **Armor Class:** 9. **Move:** 12. **Alignment:** Law. **Languages:** Type J. **Number Appearing:** 4-16. **% In Lair:** 30%. **Treasure:** Class 1. **Description:** Blink Dogs employ a limited teleportation ability to confuse their opponents in combat as well as to escape if necessary. On any attack roll against it a Blink Dog has a 4 in 6 chance of "blinking out", avoiding any potential damage. It will reappear to the rear of a random opponent and immediately make a "free" attack at +2 to hit. On a failed morale check the entire pack will vanish and not reappear. Blink Dogs communicate with each other through a complex and (to others) unintelligible system of barks, yips and growls. They will attack Shift Panthers on sight.

BOARS: **Hit Dice:** 3. **Armor Class:** 7. **Move:** 15. **Number Appearing:** 1-8. **Description:** These animals are fairly common and are often hunted for food. But they can be deadly.



BRONTOSAURUS: Hit Dice: 24. Attacks: 4-24. Armor Class: 5. Move: 18. Number Appearing: 1-6. Description: These gigantic herbivores are quite peaceful. They will ignore small attacks and flee from larger ones. Each creature in the path of a single Brontosaurus or Brontosaurus herd moving at full-speed will be subject to an “attack” by trampling.

BUCCANEERS: Hit Dice: 1. Armor Class: 9. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type A. Number Appearing: 30-300. % In Lair: 15%. Treasure: Class 8, plus 2-12 S.P. or 1-3 G.P. ea. Description: Buccaneers will be found on or next to the water 80% of the time (their lair always being a ship or coastal village, castle or cave complex), though they will occasionally make inland raids. The chance of leader types follows the Bandit model: For every 30 Buccaneers there will be one 4th level Midshipman. For every 50 Buccaneers there will be one 5th or 6th level Mate, and for every group of 100 or more Buccaneers there will be one Captain of 8th or 9th level. If there are 200 or more Buccaneers, there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. Buccaneers will sometimes magnanimously invite those they have captured to join their crew. Otherwise for every 100 Buccaneers or fraction thereof there is a cumulative 20% chance that they will have Prisoners at a 1/20 ratio. Missiles: die 1-2 = none, die 3-4 = spear, die 5-6 = crossbow. Pirates: These are always aligned with Chaos. Prisoners will only be taken if potentially profitable or if they can be used as slaves. All Pirates pledge fealty to the Pirate King.

BUGBEARS: Hit Dice: 3+1. Attacks: 2-7. Armor Class: 5. Move: 12. Alignment: Chaos. Languages: Type K. Number Appearing: 5-20. % In Lair: 30%. Treasure: Class 2. Description: Bugbears are giant hairy members of the goblin family. They do not generally use bows but can throw maces and hammers in addition to axes and spears. Despite their size they move stealthily and quickly, surprising on a 1-3. The Bugbear Chief and his 1-6 Lieutenants will each have 5 hit dice. Missiles: die 1-4 = axe, hammer or mace, die 5-6 = spear.

CALOTS: Hit Dice: 4 eight-sided. Armor Class: 7. Move: 15. Number Appearing: 4-16. Description: These ten-legged, dog like creatures of Mars may be trained as companions and are fiercely loyal.

CAVE BEARS: Hit Dice: 7. Attacks: 2-12. Armor Class: 6. Move: 12. Number Appearing: 1-2. Description: These largest of bears (standing 15' tall) inhabit “prehistoric” areas.

CAVE CREEPERS: Hit Dice: 4. Attacks: paralysis x 8. Armor Class: head or body: 3, tentacles: 7. Move: 12. Number Appearing: 1-6. % In Lair: 60%. Treasure: Class 2. Description: These horrible giant insectoid creatures roam the underworld feeding on carrion. They are roughly 10' in length, sausage shaped and multi-legged, with eight approximately 3' long string-like tentacles waving from their head. They do no damage in melee, but the tentacles cause paralysis, and each tentacle can attack anyone within melee range of the front half of the monster. Opponents attacking the front half of the monster may choose to attack its head or a tentacle. A successful attack on a tentacle for at least one hit will sever the tentacle but cause no loss to the monster's hit point total. Opponents attacking the back half of the creature must attack its body.

CAVEMEN: Hit Dice: 2. **Armor Class:** 9. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type J. **Number Appearing:** 30-300. **% In Lair:** 15%. **Description:** These primitive humans have their own simple but (to others) indecipherable language. Contrary to what some believe, they will not necessarily be more aggressive or prone to violence than any other rational creature in a dangerous world. Missiles: die 1-2 = none, die 3 = axe, die 4-5 = spear, die 6 = bow.

CENTAURS: Hit Dice: 4. **Attacks:** 1-6 • 1-6. **Armor Class:** 6. **Move:** 18. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type H. **Number Appearing:** 2-20. **% In Lair:** 05%. **Treasure:** Class 7. **Description:** A Centaur attacks twice per round, once as a weapon-wielding man and once as a horse. Centaur bands differ widely in character. Some are of wise and good aspect. Others are prone to indulging their half-animal/half-human lusts and have been known to raid human settlements in the pursuit of drink or women. Missiles: die 1-2 = none, die 3-4 = spear, die 5-6 = bow.

CENTIPEDES: Hit Dice: 1-2 hit points. **Attacks:** weak poison. **Armor Class:** 9. **Move:** 6. **Number Appearing:** 2-24. **Description:** The bite of a Giant Centipede is not fatal but after a delay of 2-12 rounds it incapacitates for 1-3 days (½ move, no attacks).

CHIMERA: Hit Dice: 9. **Attacks:** 1-6 • 1-6 • 1-6 or breath weapon. **Armor Class:** 4. **Move:** 12/18. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type H. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 4. **Description:** The Chimera is part goat, part lion and part dragon, and can attack with its three heads simultaneously. The dragon's head can breathe fire at up to a 50' range three times a day, inflicting three dice of damage.

COCKATRICES: Hit Dice: 5. **Attacks:** petrify. **Armor Class:** 6. **Move:** 9/18. **Number Appearing:** 1-8. **% In Lair:** 35%. **Treasure:** Class 3. **Description:** The Cockatrice turns those it touches into stone, but its beak and claws do no damage otherwise.

GIANT CRABS: Hit Dice: 3. **Attacks:** 1-6 • 1-6. **Armor Class:** 3. **Move:** 6. **Number Appearing:** 1-12. **Description:** Crabs cannot swim but instead creep sideways along the bottoms of fresh or salted bodies of water as well as the shores of the same. During spawning season, hundreds of these creatures will engage in a mad dash out of the water to look for a mate and lay eggs.

CROCODILES: Hit Dice: 2. **Attacks:** 2-12. **Armor Class:** 5. **Move:** 6/12. **Number Appearing:** 3-24. **Description:** These creatures can be 20-25' long and weigh more than a ton. On land, lurking Crocodiles often go unnoticed behind bush and shadows. At the same time they are surprisingly quick over short distances. Thus, they surprise on a roll of 1-3. However, the mouth of a Crocodile can be held shut fairly easily. Therefore, in any grapple attempt against it, a Crocodile only rolls ½ die (as opposed to two). **Giant Crocodiles:** These have 6 hit dice, a movement rate of 9/15 and an Armor Class of 3. Fortunately they are encountered in smaller groups of only 1-12. As with their normal-sized relatives, the jaws of these huge reptiles are incredibly powerful. Any bite attack that succeeds by +4 or more will sever the torso of the victim (saving throw allowed). They can also lash with their tail for one die of damage.

CYBORGS: **Hit Dice:** 3. **Attacks:** 1-6 or assimilation. **Armor Class:** 9. **Move:** 12. **Alignment:** Neutrality. **Languages:** Simple Common plus long range ESP (usable only among Cyborgs). **Number Appearing:** 2-12. **% Description:** Cyborgs are cybernetically enhanced men that have been “assimilated” into a silicon based alien hive mind. They have a 100% resistance to Charm, Sleep, Hold and similar spells, and take only half damage from bolts and arrows. Cyborgs generally fight hand-to-hand without weapons but each carries a “nanite injector” that they will attempt to use on a roll of 1 in 6 in any round. Any creature receiving a successful hit from this item will immediately be rendered helpless (saving throw allowed) before becoming a Cyborg in 2-12 rounds. Only a Cure Disease spell will counter or reverse this process. After victory or if combat is going against them, a Cyborg group will often use what appears to be a form of Teleport to depart, taking their new comrades, if any, with them. The goal of the Cyborg Collective appears to be nothing less than the eventual inclusion into the hive mind of all intelligent life, and they/it believes that each new race or culture added into the mix, so to speak, crucially enhances the knowledge and thus the power of the whole. Its slogan is “Diversity is Strength.”

CYCLOPES: **Hit Dice:** 20. **Attacks:** 4-24/club or 4-24/boulder. **Armor Class:** 4. **Move:** 18. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1-6. **% In Lair:** 30%. **Treasure:** Class 3 + 80% chance of 1-4 additional items of magic armor or miscellaneous weapons. **Description:** These highly intelligent one-eyed giants raise sheep and grapes during the day and work in their forges at night. Their talent at creating powerful armor and weapons was at one point so great that their services were made use of by the gods. It is said that if a mortal man gives a Cyclops a gift that the monster values, he will receive a gift in return.

DARSEEN: **Hit Dice:** 1-12 eight-sided. **Attacks:** 1-6 for each four hit dice or fraction thereof. **Armor Class:** 4. **Move:** 6. **Number Appearing:** 1-6. **% In Lair:** 40%. **Treasure:** Class 4. **Description:** The term “Darseen” refers to all reptiles of Martian origin, from creatures the size of cats to those rivaling dragons. All Darseen are relatively slow but deadly nonetheless. Smaller specimens can change their color at will.

DERVISHES: **Hit Dice:** 1+1. **Armor Class:** variable. **Move:** variable. **Alignment:** Law. **Languages:** Type A plus Law. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 8. **Description:** Dervishes are benign (though fanatical) religious followers. They fight as Berserkers with a +2 on all attacks against normal men and never check morale. For every 30 Dervishes there will be one Priest. For every 50 Dervishes there will be one Deputy Sheikh of 5th or 6th level. And for every 100 Dervishes there will be one Sheikh of 8th or 9th level. If there are 200 or more Dervishes, there is a 50% chance they will be accompanied by a High Priest. Composition of Force: die 1-3 = light horse lancers, die 4 = medium horse, die 5 = light horse bowmen, die 6 = medium horse bowmen. Camps will be guarded by an additional 20-40 crossbowmen.

DIRE WOLVES: **Hit Dice:** 4. **Armor Class:** 6. **Move:** 18. **Alignment:** Neutrality or Chaos. **Number Appearing:** 3-12. **% In Lair:** 10%. **Description:** Dire Wolves are quite a bit larger than ordinary wolves, often reaching the size of lions. Goblins have been known to ride them.

DJINN: **Hit Dice:** 7+1. **Attacks:** 1-11 • illusion • whirlwind. **Armor Class:** 5. **Move:** 9/24. **Alignment:** Neutrality. **Languages:** Types E or O. **Number Appearing:** 1. **Description:** These beings have a number of special powers: They may create food and/or drinkable beverages, create permanent soft or wooden goods, create gold or metal goods that will last for one day, create illusions that will last until dispelled by touch or magic, become invisible or assume gaseous form at will and they may create a whirlwind (10' base diameter, 20' top diameter and a height of 30') that will sweep away all creatures under 2 hit dice. Djinn are also quite strong and can carry 600 lbs. while walking or (for short periods) flying.

DOPPELGANGERS: **Hit Dice:** 4. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D. **Number Appearing:** 1-12. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** Once in the close proximity of a victim, a Doppelganger can instantly transform itself into an exact duplicate, precisely taking on the victim's memory and personality, and even creating for the most part functional copies of weapons and equipment. A transformed Doppelganger is difficult to detect. Sleep, Hold and Charm spells will not affect it, though if a Doppelganger knows one of these spells is being cast, it will probably pretend to be affected by it. Detect Evil will yield a positive result, and a Doppelganger will be unable to cast spells or duplicate the effects of magic items.

DRAGONS: **Armor Class:** 2. **Move:** 9/24. **Number Appearing:** 1-4. **% In Lair:** 60%. **Treasure:** Class 9. **Description:** Dragons can be among the most formidable monsters in the world of SEVEN VOYAGES of ZYLARTHEN. Their strength varies considerably according to type, size and age. There are twelve types of Dragons. All will have a distinct breath weapon, and a small subset will be able to use magic:

Breath Weapons: All Dragons have some kind of breath weapon. In any round roll two dice: a score of 6 or lower indicates that the Dragon will bite or claw, and a score of 7 or higher indicates that it will use its breath weapon. The breath weapon will do damage equaling its hit points (not its surviving hit points, but its total before any damage). Fortunately a Dragon may use its breath weapon but three times per day.

Size: The size of a dragon will determine whether it is possibly slightly more, or slightly less fearsome than the standard. Roll a die: a result of 1 equals Small, 2-5 equals Average and 6 equals Large. Small Dragons will have the minimum number of hit dice, while Large Dragons will have the maximum number of hit dice.

Age: The age of the dragon determines how many hit points it will have per hit die.

Determination of Age:

<u>Die Roll</u>	<u>Age Description</u>	<u>Age</u>	<u>Value of Hit Dice</u>	<u>Treasure Multiplier</u>
1	Very Young	1-5 years	1 per die	No Treasure
2	Young	6-15 years	2 per die	No Treasure
3	Sub-Adult	16-25 years	3 per die	½ x Treasure
4	Adult	26-75 years	4 per die	Full Treasure
5	Old	76-99 years	5 per die	Full Treasure
6	Very Old	100 + years	6 per die	2 x Treasure

Attack Dice and Experience Points Given: Dragons do damage in melee with a number of dice equal to their starting hit points divided by fifteen (rounded up). They give experience points equal to their starting hit points divided by four (rounded up) x 100, plus an additional 100 points, or plus 200 if there is magic use. Thus, for example, a small, adult Blue Dragon—8 hit dice of 4 hit points each, or 32 hit points—would inflict three dice of damage and give 900 experience points.

Dragon Mates and Families: If two or more Dragons are encountered, they will be a mated pair of at least Adult maturity with up to two young. If a Dragon's mate or offspring are attacked, it will counter-attack ferociously, using its breath weapon or doing double damage with its bite/claw.

Sleeping Dragons: Sleeping Dragons may be attacked at +1. In addition, if attacking to subdue (and taking care to be as quiet as possible), then the Dragon may continue to sleep for at least one round if it fails its saving throw versus stone. Up to eight characters may simultaneously attack a sleeping dragon.

Subduing Dragons: One may attack a Dragon to subdue rather than kill, by using a blunt weapon or the flat of a sword. Subdual damage is only 50% of standard weapon damage and is not added to regular damage for any purpose. If a Dragon is brought to zero hit points strictly through subdual damage, then it will follow the commands of its new master for as long as there is no obvious or easy way for it to kill its master or escape. A subdued Dragon may be sold for a sum in Silver Pieces equal to its hit points x 100 x two dice.

Talking and Magic Use: Each species of Dragon has a unique probability of speaking the common tongue in addition to knowing one or more languages determined in the usual way. If the common tongue is known, then for most Dragons there is also a chance that a small number of spells equal to the Dragon's hit dice may be known. These will have the strength of a spell cast by a Magic-User of a level equivalent to the Dragon's starting hit points divided by four (rounded up).

The ten Dragon types follow:

BLACK DRAGONS: **Hit Dice:** 6-8. **Alignment:** Chaos. **Languages:** Type F. **Chance of:** sleeping: 50%, talking: 40%, magic use: 5% (maximum 1st level). **Description:** Black Dragons live in swamps and marshes. They spit acid in a 60' x 5' line.

BLUE DRAGONS: **Hit Dice:** 8-10. **Alignment:** Chaos. **Languages:** Type E. **Chance of:** sleeping: 30%, talking: 70%, magic use: 15% (maximum 2nd level). **Description:** Blue Dragons live in deserts and arid areas. They spit lightning in a 100' x 5' line.

BRASS DRAGONS: **Hit Dice:** 6-8. **Alignment:** 33% chance of Law, 67% chance of Neutrality. **Languages:** Type E. **Chance of:** sleeping: 55%, talking: 35%, magic use: 10% (maximum 2nd level). **Description:** Brass Dragons live in sandy desert regions. They breathe sleep gas in a 70' x 20' cone, or fear gas in a 50' x 40' cloud.

BRONZE DRAGONS: Hit Dice: 8-10. Alignment: 67% chance of Law, 33% chance of Neutrality. Languages: Type F. Chance of: sleeping: 65%, talking: 30%, magic use: 50% (maximum 4th level). Description: Bronze Dragons live near seacoasts. Those that can use magic often appear in animal guise. They spit lightning in a 100' x 5' line or breathe repulsion gas 30' in front (save versus dragon breath or move away for six rounds).

COPPER DRAGONS: Hit Dice: 7-9. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type E. Chance of: sleeping: 50%, talking: 50%, magic use: 25% (maximum 3rd level). Description: Copper Dragons live in arid or warm rocky places. They spit acid in a 70' x 5' line, or breathe slow gas that will affect 3-18 creatures.

GOLDEN DRAGONS: Hit Dice: 10-12. Alignment: Law. Languages: Type F plus Law. Chance of: sleeping: 10%, talking: 100%, magic use: 100% (maximum level equal to the Dragon's age die roll). Description: Golden Dragons can dwell anywhere but are quite rare. They may polymorph at will and will often appear in human or other non-dragon form. For any breath attack, Golden Dragons may choose that of either a Green or Red Dragon (see below).

GREEN DRAGONS: Hit Dice: 7-9. Alignment: Chaos. Languages: Type F. Chance of: sleeping: 40%, talking: 55%, magic use: 10% (maximum 2nd level). Description: Green Dragons live in woods and forests. They breathe chlorine in a 50' x 40' cloud.

RED DRAGONS: Hit Dice: 9-11. Alignment: Chaos. Intelligence: High. Languages: Types E or M. Chance of: sleeping: 20%, talking: 85%, magic use: 15% (maximum 3rd level). Description: Red Dragons live in mountains, hills or caverns. They breathe fire in a 90' x 30' cone.

SILVER DRAGONS: Hit Dice: 9-11. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type E. Chance of: sleeping: 15%, talking: 80%, magic use: 75% (maximum 4th level). Description: Silver Dragons live on mountain peaks, clouds or behind the wind; those that can use magic often appear as an old man or fair damsel. For any breath attack, they may choose that of either a Green or White Dragon (see above/below).

WHITE DRAGONS: Hit Dice: 5-7. Alignment: Chaos. Languages: Type E. Chance of: sleeping: 60%, talking: 25%, magic use: None. Description: White Dragons live in cold areas. They breathe a cone of cold 80' x 30'.

THE DRAGON QUEEN: Hit Dice: 100 hit points. Alignment: Chaos. Languages: Type O plus all Dragon languages. Chance of: sleeping: 0%, talking: 100%, magic use: 100% (Each of her three heads may cast spells of up to 4th level). Description: The Dragon Queen dwells in a gigantic cavern in the deepest depths of the underworld, though passages provide egress to a gaping pit open to the sky somewhere in the remote northern wastes. She has three heads and can use all heads simultaneously to bite (for 7-42 points of damage plus poison), breathe (as any of the chromatic colored dragons) or cast spells. The Dragon Queen has a guard consisting of six large and ancient White Dragons.

THE DRAGON KING: Hit Dice: 150 hit points. **Alignment:** Law. **Languages:** Type O plus all Dragon languages. **Chance of:** sleeping: 0%, talking: 100%, magic use: 100% (12 maximum 6th level spells). **Description:** The Dragon King lives in a great cloud castle beyond the eastern edge of the world, though he may appear anywhere and may Shape Change freely. He may bite for 6-60 points of damage, breathe in an 80' x 30' cone six times a day (die 1-2 = cone of cold—150 hits to each in the area of effect, save for half-damage—die 3-4 = disintegration cone—save or die for each in the area—or die 5-6 = turn gaseous cone—save or turn gaseous for 10 rounds for each in the area) or of course cast spells. His guard consists of seven Silver Dragons.



DRAGON TURTLES: Hit Dice: 11-13. Attacks: 3-18 • breath weapon. Armor Class: 2. Move: 3/9. Alignment: Neutrality. Languages: Types E or O. Number Appearing: 1. % In Lair: 05%. Treasure: Class 9. Description: A true “sea monster”, the Dragon Turtle can capsize even large ships. It may breathe a cloud of scalding steam 60’ long, 40’ wide and 40’ high three times a day that will inflict twelve dice of damage (save for half-damage).

DRUIDS: Hit Dice: See below. Attacks: 1-6 or spells. Armor Class: 7. Move: 12. Alignment: Neutrality. Languages: Type N plus Druidic. Number Appearing: 1-4. % In Lair: 15%. Treasure: Class 7. Description: These are priests of a savage nature religion, always alert for potential human sacrifices. Druids may cast any spells from the Magic-User list (See Vol. 3), and they will make saving throws as Thieves. In addition, Druids may change shape up to three times a day to any small to medium-sized reptile, bird or animal. A Druid band will always include a Head Druid and 0-3 Druid Initiates. 70% of the time it will also contain 2-5 Fighting-Men of 2nd-5th levels and 20-50 Barbarians.

Die	Level	Dice for Accumulative Hits	Attack Capability	Spells & Level					
				1	2	3	4	5	6
1-2	Druid, 7th level	6	Man +2	6	5	4	2	1	—
3-4	Druid, 8th level	7	Man +2	6	5	5	2	2	—
5-6	Druid, 9th level	7 + 1	Man +5	7	6	6	4	3	—

DRYADS: Hit Dice: 3. Attacks: charm. Armor Class: 9. Move: 12. Alignment: Neutrality. Languages: Type H. Number Appearing: 1-6. % In Lair: 20%. Treasure: Class 3. Description: These shy, generally peaceful tree sprites will never venture more than 240’ from their respective tree and may always vanish into it at will. If followed or aggressively approached, there is a 90% chance that a Dryad will attempt a powerful Charm Person spell (-1 to save). A charmed victim will never return from the forest.

DWARVES: Hit Dice: 1. Armor Class: 4. Move: 6. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Types E or M. Number Appearing: 40-400. % In Lair: 50%. Treasure: Class 6. Description: Due to their small size, Dwarves will only receive half damage from largish humanoids such as Giants, Trolls, Ogres and the like. They hate Goblins and Kobolds and will usually attack them on sight. For every 40 Dwarves there will be one Dwarven Knight. The Dwarven King Under the Mountain will be a Lord and will have a bodyguard of 2-8 Dwarven Defenders. In addition, 1-8 Bears or 2-24 Wolves will often protect a Dwarven lair. Missiles: die 1 = none, die 2 = axe, die 3 = hammer, die 4 = spear, die 5-6 = crossbow.

EFREET: Hit Dice: 10. Attacks: 2-12 • illusion • whirlwind • inscend. Armor Class: 3. Move: 9/24. Alignment: Chaos. Languages: Type O. Number Appearing: 1. Description: Efreet have the same powers as Djinn: They may create food and/or drinkable beverages, create permanent soft or wooden goods, create gold or metal goods that will last for one day, create illusions that will last until dispelled by touch or magic, become invisible or assume gaseous form at will and they may create a whirlwind (10’ base diameter, 20’ top diameter and a height of 30’) that will sweep away all creatures under 2 hit dice. However, Efreet are quite a bit stronger than Djinn and therefore can carry 1,200 lbs. while walking or (for short periods) flying.

In addition, they can create a Wall of Fire (as the 4th level spell) or become incendiaries at will. If summoned or commanded, Efreet will serve a master for 1001 days before returning to the City of Brass.

ELEMENTALS: Hit Dice: 8-16. **Armor Class:** 2. **Alignment:** Neutrality. **Number Appearing:** 1. **Description:** The number of hit dice of an Elemental is dependent on its mode of summoning: "Staff" Elementals have eight hit dice, "Device" Elementals have twelve hit dice and Conjured Elementals have sixteen hit dice. In turn there are four different types of Elementals—Air, Earth, Fire and Water—only one of each of which may exist on our plane at any one time. After summoning an Elemental, complete focus and attention on the creature must be maintained; otherwise it may break free and attack the summoner. Elementals are immune to non-magical weapons.

AIR ELEMENTALS: Attacks: 2-12 or 3-13 • whirlwind. **Move:** 36. **Description:** Air Elementals move only by flying. When engaged in combat in the air, they score an additional +1 hit of damage. At any time they may create a whirlwind (conical in shape and as high in tens of feet as the hit dice of the Elemental) that will sweep all creatures of fewer than 2 hit dice away.

EARTH ELEMENTALS: Attacks: 3-18 or 2-12. **Move:** 6. **Description:** Earth Elementals move slowly and cannot cross water, but their fists inflict great damage (three dice against targets resting on the earth, two dice, otherwise) as well as being powerful battering rams.

FIRE ELEMENTALS: Attacks: 2-12 or 2-7 • incend. **Move:** 12. **Description:** Fire Elementals are brought forth from lava pools or great fires. They score two dice of damage generally, though only one die +1 hit of damage against fire-using opponents. They may act as incendiaries and cannot cross water.

WATER ELEMENTALS: Attacks: 3-18 or 1-6. **Move:** 18/6. Water Elementals emerge from large bodies of water and can only stray 60' outside water. If they do come on land, they will move at one-third speed. They do three dice of damage while in water but only one die if outside.

ELEPHANTS: Hit Dice: 11. **Attacks:** 3-18. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-12. **Description:** These are sometimes used as mounts or trained beasts of war.

ELVES: Hit Dice: 1+1. **Armor Class:** Elves of the Woodlands: 7, Elves of the Meadowlands: 4. **Move:** 12. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type M. **Number Appearing:** 30-300. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These statistics largely encompass "ordinary" Elves without spell-casting powers. If outdoors, all Elves may hide in shadows as Thieves and those with bows may split-fire and move. For every 50 Elves there will be one Pellar, and for every 100 Elves there will be one Talismanist (each of these will have the arms and armor of Fighting-Men). The Elvish Prince or Princess will be equivalent to a Mirabilist and will have a bodyguard of 2-8 Guardians. Woodland Elves and Meadowland Elves differ somewhat in their chosen arms and armor. In addition, while Woodland Elves generally shun horses, Meadowland Elves will be mounted on light horses 30% of the time. Missiles (Woodlands): die 1-3 = spear, die 4-6 = bow. Missiles (Meadowlands): die 1 = none, die 2-4 = spear, die 5-6 = bow.

EVIL HIGH PRIESTS OR PRIESTESSES: Hit Dice: See below. **Attacks:** 1-6 or spells. **Armor Class:** 9. **Move:** 12. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1. **% In Lair:** 15%. **Treasure:** Class M. **Description:** Sometimes there will be only one Evil High Priest for a particular god or cult, though there might be more if the worship of that god or goddess is geographically pervasive or diverse. Evil High Priests do not cast spells per se but each will have a number of terrible powers (see Vol. 3). In addition, all allies within a radius of 360' will be +1 to hit and will add +1 to morale, and all enemies will suffer a -2 penalty on saving throws. Evil High Priests make saving throws as Thieves. Typically, each Evil High Priest will be accompanied by from 1-4 Evil Priests and 1-6 Black Knights, Rakehells or Villains. An Evil High Priest will generally operate out of a fortified stronghold with these defenders: 10-60 cataphracts, 10-60 horsed crossbowmen, 30-180 heavy foot, the companions listed above and one set of monster types: die 1 = 1-10 Spectres, die 2 = 1-10 Trolls, die 3 = 1-6 Vampires, die 4 = 1-20 White Apes. Uninvited guests will be required to pay a 10% tithe to support the worship of some horrible god. Those who refuse will be slain.

100% Dice	Evil High Priest Level	Dice for Accumulative Hits	Attack Capability	Number of Powers
01-19	7th level	6	Man +2	1-3
20-36	8th level	7	Man +2	1-3
37-51	9th level	7 + 1	Man +5	2-4
52-64	10th level	7 + 2	Man +5	2-4
65-75	11th level	7 + 3	Man +5	2-4
76-84	12th level	8 + 1	Man + 5	2-4
85-91	13th level	8 + 2	Man + 7	3-5
92-96	14th level	8 + 3	Man + 7	3-5
97-99	15th level	9 + 1	Man + 7	3-5
00	16th level	9 + 2	Man + 7	3-5

High Priests or Priestesses: These parallel the above but will be aligned with Law and will in turn be attached to the appropriate gods or goddesses. Strongholds will be defended by soldiers and mid-level Fighting-Men types on the above model, but higher-level types will instead include: die 1-3 = 1-20 Knights or die 4-6 = 1-6 Vindicators. If intercepted travellers fail their reaction roll against a High Priest, they may be required to pay a tithe of 10% of their valuables. Or if this does not provide a satisfactory total, they may be sent on a task via Quest.

EVIL LORDS: These are evil Fighting-Men of 10th level or higher (dice 01-28 = 10, dice 29-51 = 11, dice 52-70 = 12, dice 71-84 = 13, dice 85-93 = 14, dice 94-99 = 15, dice 00 = 16). Defenders "in lair"—probably a castle—will include 10-100 crossbowmen, 10-100 heavy foot and one set of monster types: die 1 = 1-12 Rakehells, die 2 = 1-10 Villains, die 3 = 1-8 Ogres, die 4 = 1-4 Hill Giants. In addition there is a 25% chance of a Black Magician, Hecatontarch or Haruspex and a 50% chance of an Evil Priest. Intercepted passerby may be allowed free passage only if one of their number engages in single combat to the death with one of the castle's champions. **Lords:** These will have initial defenders as above, but monster types will include: die 1 = 1-10 Protectors, die 2 = 1-12 Guardians, die 3 = 1-6 Griffins, die 4 = 1-4 Rocs, with the latter two ridden by Knights. In addition there is a 25% chance of

a Theurge, Thaumaturge or Talismanist and a 50% chance of a Priest. Wealthy looking intruders who fail a reaction roll against a Neutral Lord may be required to pay a toll of 100 to 600 Silver Pieces. Otherwise, many Lords will invite the strongest Fighting-Man to participate in a joust. If the champion of the party loses, he must forfeit his armor. If he wins, the party will be hosted in the castle for up to one month and will be sent off with a full stock of rations and fresh horses if required.

EVIL MEN*: These are non-player characters allied with Chaos:

Fighting-Men	Hit Dice	Attack Capability	Thieves	Hit Dice	Attack Capability
Brawler	1 + 1	Man	Lifter	1	Man (+9)**
Ruffian	2	Man	Filcher	2	Man (+9)
Duellist	3	Man	Snatcher	3	Man (+9)
Black Knight	4 + 1	Man + 2	Fingerer	4	Man (+9)
Rakehell	5	Man + 2	Harpax	4 + 1	Man + 2 (+16)
Villain	6	Man + 2	Sicarian	5	Man + 2 (+16)
Bravo	7 + 1	Man + 5	Phansigar	6	Man + 2 (+16)
Interfector	8 + 2	Man + 5	Thug	7	Man + 2 (+16)
Evil Lord	9 + 3	Man + 5	Evil Thief	7 + 1	Man + 5 (+24)
10th Level	10 + 1	Man + 7	Evil Master Thief	7 + 2	Man + 5 (+24)
11th Level	10 + 3	Man + 7	11th Level	7 + 3	Man + 5 (+24)
12th Level	11 + 1	Man + 7	12th Level	8 + 1	Man + 5 (+24)
13th Level	11 + 3	Man + 9	13th Level	8 + 2	Man + 7 (+31)
14th Level	12 + 1	Man + 9	14th Level	8 + 3	Man + 7 (+31)
15th Level	12 + 3	Man + 9	15th Level	9 + 1	Man + 7 (+31)
16th Level	13 + 1	Man + 12	16th Level	9 + 2	Man + 7 (+31)

Magic-Users	Hit Dice	Attack Capability	Spells & Level					
			1	2	3	4	5	6
Malefic	1	Man	1	—	—	—	—	—
Praecantor	1 + 1	Man	2	—	—	—	—	—
Diabolist	2	Man	3	1	—	—	—	—
Demonurgist	2 + 1	Man	4	2	—	—	—	—
Black Magician	3	Man	4	2	1	—	—	—
Hecatontarch	3 + 1	Man + 2	4	2	2	—	—	—
Haruspex	4	Man + 2	4	3	2	1	—	—
Evocator	4 + 1	Man + 2	4	3	3	2	—	—
Incantator	5	Man + 2	4	3	3	2	1	—
Necromant	6 + 1	Man + 2	4	3	3	3	2	—
Wizard	7	Man + 5	4	4	4	3	3	—
12th Level	8 + 1	Man + 5	4	4	4	4	4	1
13th Level	8 + 2	Man + 5	5	5	5	4	4	2
14th Level	8 + 3	Man + 5	5	5	5	4	4	3
15th Level	8 + 4	Man + 5	5	5	5	4	4	4
16th Level	9 + 1	Man + 7	5	5	5	5	5	5

* At least 10% of the time (higher in certain geographical areas) Fighting-Men will be Dwarves, Magic-Users will be Elves and Thieves will be Halflings.

** Applies during rounds where the Thief has surprise for a melee attack.

Magic-User spells may be determined randomly from the lists in Vol. 3. All Magic-Users will have at least as many 1st level spells in their magic books as their intelligence score minus 10, or triple the number that may be memorized, whichever is higher. For higher spell levels each magic book will contain 2-3 times as many spells per level as may be memorized, keeping in mind that no Magic-User may posses more spells per level than his intelligence score.

If required, ability scores may be rolled on three dice and modified according to class:

<u>Class</u>	<u>Strength</u>	<u>Intelligence</u>	<u>Wisdom</u>	<u>Dexterity</u>
Fighting-Man	+2	+1	+1	—
Magic-User	—	+3	+1	—
Thief	—	+1	+1	+2
Dwarf	+2	+1	+1	—
Elf	+2	+3	+1	—
Halfling	—	+1	+1	+2

Armor is determined using one die, while magic items will be determined using percentile dice, multiplying the % chance by character level:

<u>Armor</u>	<u>Fighting-Man</u>	<u>Magic-User</u>	<u>Thief</u>	<u>Dwarf</u>	<u>Elf</u>	<u>Halfling</u>
No Armor	1	1-20	1-12	1	1-2	1-12
Leather	2-3	—	13-20	2-3	3-6	13-20
Mail	4-10	—	—	4-13	7-17	—
Plate	11-20	—	—	14-20	18-20	—

Magic Item

Swords	5%	—	3%	5%	5%	3%
Armor	5%	—	1%	5%	3%	1%
Misc. Weapons	5%	1%	2%	5%	3%	2%
Potions	1%	1%	3%	1%	1%	3%
Magic Books*	—	20%	—	—	—	—
Scrolls	—	3%	4%	—	1%	4%
Rings	1%	5%	2%	1%	2%	2%
Rods, etc.	1%	5%	1%	1%	2%	1%
Misc. Magic	2%	5%	4%	2%	3%	4%

* Rolled for each spell level usable by the Magic-User. (For each spell level there is a 20% chance that the Magic-User has brought his magic book with him.)

Characters encountered in the wilderness will be mounted 70% of the time. For those encountered underground there is a 50% chance that they will have left horses somewhere in the vicinity (suitably hidden, of course) with an 80% probability that they will be guarded by 1-6 soldiers, as well as possibly protected by spells, etc. if available. Magic-Users, Thieves, Dwarves and Halflings will have light horses or ponies, whereas Fighting-Men will have this selection: die 1-2 = light horse, die 3-4 = medium warhorse, die 5-6 = heavy warhorse.

Weapons may be allocated according to the following tables:

Melee Weapons (Twenty-Sided Die):

<u>Weapon</u>	Fighting-Men, Dwarves or Elves			Men or Halflings	
	Armor Type			Magic-Users	Thieves
	None or Leather	Mail	Plate		
Unarmed	1	—	—	1-3	1
Dagger	2	—	—	4-8	2
2 Daggers	3	—	—	9-10	3-4
Axe	4	1	1-2	—	5
Axe & Shield	5	2-3	3-5	—	—
Sword	6-7	—	—	—	6-8
Sword & Dagger	8	—	—	—	9-10
Sword & Shield	9	4-6	—	—	11
Mace or Club	10	—	6-7	—	12-13
Hammer	—	7	8-9	—	—
Battle Axe	11	8-9	10-12	—	—
Long Sword	12-13	10-12	13-15	—	14-15
Long Sword & Shield	14-15	13-16	16-18	—	16
Staff	16	—	—	11-20	17-18
Morning Star	17	17	—	—	19
Spear	18	18	—	—	20
Spear & Shield	19	19	—	—	—
Pole Arm	20	20	19-20	—	—

Missile Weapons (Twenty-Sided Die):

<u>Weapon</u>	Fighting-Men, Dwarves or Elves			Men or Halflings	
	Armor Type			Magic-Users	Thieves
	None or Leather	Mail	Plate		
None	1-6	1-9	1-10	1-12	1-5
Daggers (1-3)	7-8	10	—	13-20	6-10
Axe	—	11	11-12	—	11
Hammer	—	12	13-14	—	—
Javelins (3)	9-10	13	—	—	12-13
Sling	11	14	—	—	14-17*
Bow	12-17	15-17	15	—	—
Crossbow	18-20	18-20	16-20	—	18-20

* 80% of all Halflings will carry a sling.

Most Fighting-Men and Thieves will carry an extra dagger. Those wielding weapons of Class 7 or higher will also usually have an extra sidearm—an axe, mace, sword or hammer (referee's choice). Mounted characters will be equipped with a lance on a roll of 1-3 if wearing mail, or 1-4 if wearing plate armor. There is a 50%

chance that a standard “shield” will in fact be a buckler (Thieves will of course only use bucklers). Magic Items will obviously be those appropriate to the particular class—if it is determined that a Magic-User or Thief has a miscellaneous magic weapon, that weapon will be a dagger, and so on. The referee may always choose a weapon or re-roll to achieve a more desirable result. For example: Elves favor swords, long swords and spears. Dwarves favor axes and hammers, etc.

In dangerous areas, there is a good chance that non-player characters will be travelling with companions or hirelings 1-3 levels below their leader. Roll once for each row:

<u>Companions</u>	<u>Fighting -Man</u>	<u>Magic- User</u>	<u>Thief</u>	<u>Dwarf</u>	<u>Elf</u>	<u>Halfling</u>
1-6 Fighting-Men	40%	50%	40%	20%	30%	10%
1 Magic-User	25%	30%	20%	20%	10%	5%
1-2 Thieves	5%	30%	40%	5%	10%	15%
1-6 Dwarves	3%	5%	5%	50%	1%	10%
1 Elf	2%	5%	5%	1%	40%	2%
1-2 Halflings	1%	2%	10%	2%	2%	60%
Misc. Hirelings*	30%	30%	25%	25%	15%	10%

* 1-6 Soldiers (see below) plus 50% chance of 1-3 others (bearers, torchbearers, scribes, cooks, etc.). Substitute Fighting-Men for Soldiers at higher levels (5+), or ignore if Fighting-Men are already present.

Treasure for the group will be carried and will be Class M, calculated for the leader only, though each individual leveled character may have and use magic items according to the table on page 20.



EVIL PRIESTS: Hit Dice: 4. Armor Class: 9. Move: 12. Alignment: Chaos. Languages: Type C. Number Appearing: 1-4. % In Lair: 15%. Treasure: Class M. Description: These are lower level clerics that worship evil gods. They have no spell casting powers, per se. However, all allies of an Evil Priest within a radius of 360' will be +1 to hit and will add +1 to morale, and all enemies will suffer a -1 penalty on saving throws. Priests: These have similar powers but are aligned with Law.

FAERIES: Hit Dice: 3. Attacks: 2-7. Armor Class: 9. Move: 12/15. Alignment: Neutrality. Languages: Type F. Number Appearing: 10-100. % In Lair: 25%. Treasure: Class 1. Description: These fair winged beings generally inhabit secluded woodlands or meadows. They may become invisible at will, though they may not remain invisible while attacking. All use magic swords and bows that are +1 on damage as well as attacks, and they may fire their bows while moving if they wish. These weapons will lose their magic if taken from their original owners.

GIANT FISH: Hit Dice: 17. Attacks: 4-24 or swallow. Armor Class: 5. Move: 24. Number Appearing: 1-4. Treasure: Nil: 50%, Class 1-10 (roll a ten-sided die): 50% (inside the Fish's stomach). Description: This category encompasses great whales, among others. While usually indifferent or even friendly, an angry whale can be formidable indeed, capable of completely smashing small boats and fatally injuring larger ones. On any attack roll that succeeds by +4 or more, a whale will swallow its target whole. Oddly, this may be a favorable outcome (preferable to suffering four dice of damage), as a swallowed victim will take only two dice of damage before coming to rest in the belly of the monster. Attacks from the inside are possible, though they will cause the creature to expel the intruder in 2-7 rounds (the victim takes an additional die of damage). Alternatively, one may try to crawl out once per day by rolling one's dexterity score or under on a twenty-sided die. Remaining "guests" of the beast will take three dice of damage per day (spread evenly over 24 hours). Of course, emerging from a whale will often be problematic, as the creatures will usually be swimming under the surface, often at some depth.

GIANT FLYERS: There are many giant types including:

BUMBLEBEES: Hit Dice: 3. Armor Class: 5. Move: 6/18. Number Appearing: 1-20. Description: These creatures are peaceful unless their nest or their queen is threatened. Their stinger (which they may use multiple times) administers a weak poison that does one die of damage (no saving throw). Giant Bumblebees have a higher than normal (for an insect) animal intelligence. Under the right circumstances they may even be trained in a manner similar to dogs, or used as steeds by small humanoids such as Faeries.

BUTTERFLIES: Hit Dice: 1 hit point. Attacks: Nil. Armor Class: 9. Move: 1/24. Number Appearing: 1-100. Description: These rare and beautiful creatures are completely harmless, but a rabble of them will interfere with spells, missile fire and melee as per Bats. If a way can be found to capture a live Butterfly, it will be worth 100-400 Silver Pieces. A deceased but intact specimen may be sold for half that.

DRAGONFLIES: Hit Dice: 1. Armor Class: 7. Move: 1/30. Number Appearing: 1-2. Description: These flyers are carnivores that eat rabbits and other similar sized creatures. They will occasionally swoop in for the attack on a Dwarf, Halfling or prone and injured party member, surprising on a roll of 1-4, due to their speed.

EAGLES: **Hit Dice:** 3. **Armor Class:** 7. **Move:** 3/48. **Alignment:** Law. **Languages:** Types E or M. **Number Appearing:** 1-20. **% In Lair:** 20%. **Treasure:** Class 3 (gems and magic items only). **Description:** These potentially helpful giant birds can carry up to 50 units of encumbrance and still fly at half speed. If attacking from a dive, they will be at +4 to hit.

FLIES: **Hit Dice:** 2. **Armor Class:** 7. **Move:** 9/18. **Number Appearing:** 1-20. **Description:** Giant Flies possess an insect cunning that allows them to follow a party in the shadows or at a distance, biding their time like vultures. In the midst of or in the aftermath of a significant battle, they will make a staccato jump for the kill against the most vulnerable, surprising on a roll of 1-3. Anyone bitten by a fly has a 5% chance of contracting a random disease.

HORNETS: **Hit Dice:** 5. **Attacks:** 1-6 • poison. **Armor Class:** 3. **Move:** 6/24. **Number Appearing:** 1-8. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** Hornets are among the most venomous of giant insects, and may attack with their talons as well as being able to sting multiple times. If surprised (often enthusiastically feeding on underground fungi or carrion), they are best left undisturbed.

LOCUSTS: **Hit Dice:** 2. **Attacks:** song. **Armor Class:** 3. **Move:** 6/18. **Number Appearing:** 1-100. **Description:** Locusts will not attack ambulatory beings, but a plague of Giant Locusts (even if a small plague) will emit a powerful song that will be painful to most humanoids (-1 temporarily on intelligence and wisdom cumulative per round—a score of zero in either resulting in unconsciousness) and doubly painful to Elves. Giant Locust meat is highly prized and may be sold for 10-40 Silver Pieces per individual. The female of the species is uncharacteristically mute.

MOTHS: **Hit Dice:** 3. **Attacks:** combust. **Armor Class:** 9. **Move:** 1/18. **Number Appearing:** 1-10. **Description:** Giant Moths will not attack humanoids, but will be attracted to any light source, spiraling around it and having a 10% chance per turn of flying directly into it. A Moth flying into a torch will burst into flame with an almost explosive power—inflicting two dice of damage on anyone within a radius of 20'.

GARGOYLES: **Hit Dice:** 4. **Armor Class:** 5. **Move:** 9/15. **Alignment:** Chaos. **Languages:** Type F. **Number Appearing:** 2-20. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** In the low light of dungeons Gargoyles often look like statues of themselves. They will attack 75% of the time, regardless of the reaction roll result. Only spells and magical weapons affect them.

GELATINOUS CUBES: **Hit Dice:** 4. **Attacks:** anesthetic or digestion. **Armor Class:** 8. **Move:** 6. **Number Appearing:** 1. **Treasure:** Class 3 plus miscellaneous non-precious items. **Description:** These mindless scavengers sweep dungeon corridors clean, digesting organic materials and carrying along coins, gems and metal objects in their bodies for a few days before randomly depositing them somewhere else. Gelatinous Cubes “attack” by attempting to enfold all opponents within melee range. A missed saving throw vs. paralysis means the victim is anesthetized and automatically takes one die of damage per round (including the first round) until he is fully digested. Fire and normal weapon attacks do full damage against a Gelatinous Cube but lightning, cold, paralysis, Polymorph, Fear and the like, will not harm them.



GHOSTS: Hit Dice: 10 twelve-sided. **Attacks:** cause fear • possession • age. **Armor Class:** 9. **Move:** 9. **Alignment:** Chaos. **Languages:** Type A. **Number Appearing:** 1. % **In Lair:** 35%. **Treasure:** Class 3. **Description:** Ghosts have two forms—ethereal and semi-corporeal. In the first, they may only be attacked by ethereal beings. The mere sight of a Ghost in any form requires the victim to make a saving throw versus magic or else age 10 years and flee in terror for 2-12 rounds (those with a combined total of twenty or higher for the sum of their wisdom score and their levels automatically make their save). All Ghosts have a particular obsession tied to a person, place or event from the time they were alive (it is this that has prevented them from passing to a more permanent place of rest), and will be fixated on an objective related to it—gaining revenge on an enemy (perhaps their murderer), revisiting a youthful love (though they will be probably be oblivious to the fact that he or she is now elderly or dead), etc. Pursuant to their goal they will attempt to possess the body of a suitable or sometimes random victim within 30' as per a Magic Jar spell (save versus magic to avoid). Failure or later detection after initial success may anger the Ghost and cause it to become semi-corporeal. In this state it can be attacked by magic weapons, though spells will not affect it. The Ghost may itself attack by touch while in semi-corporeal form. A successful hit will age the target by 10-40 years.

GHOULS: Hit Dice: 1 twelve-sided. **Attacks:** 1-6, paralysis. **Armor Class:** 6. **Move:** 9. **Alignment:** Chaos. **Languages:** Type A. **Number Appearing:** 2-24. % **In Lair:** 20%. **Treasure:** Class 2. **Description:** These intelligent and thoroughly evil Undead abominations have a paralyzing touch or bite that lasts for 2-8 turns. Anyone killed by a Ghoul will rise again as a Ghoul.

GIANTS: **Attacks:** variable or 3-18. **Armor Class:** 4. **Move:** 12. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Number Appearing:** 1-8. % **In Lair:** 30%. **Treasure:** 5,000 S.P. plus Class 3, plus 100-600 G.P. ea. **Description:** There are six types of Giants of which Hill Giants are the most common. All Giants may throw boulders at least 120' for three dice of damage with standard chances to hit (-10 to hit at triple range). Giants that reside in castles will 50% of the time have an additional creature or creatures as guards: die 1-4 = Hydra of 5-10 heads, die 5 = 6-36 Wolves, die 6 = 3-18 Bears. Distinctive characteristics are described below:



CLOUD GIANTS: Hit Dice: 12+5. Attacks: 3-18. Languages: Type E. **Description:** Cloud Giants dwell in castles atop sheer mountain spires or cloud formations. They have a highly developed sense of smell.

FIRE GIANTS: Hit Dice: 11+4. Attacks: 4-14. Languages: Type E. **Description:** Fire Giants are immune to fire and prefer to live in above ground castles or subterranean mansions, preferably near or within active volcanoes.

FROST GIANTS: Hit Dice: 10+3. Attacks: 3-13. Intelligence: Average. Languages: Type E. **Description:** These Giants are immune to cold and dwell in great castles of stone or ice.

HILL GIANTS: Hit Dice: 8+1. Attacks: 2-12. Languages: Type F. **Description:** These dull-witted creatures usually inhabit caves.

STONE GIANTS: Hit Dice: 9+2. Attacks: 2-12. Languages: Type E. **Description:** Stone Giants inhabit caves of dressed rock. They may throw boulders at triple the range of other Giants.

STORM GIANTS: Hit Dice: 15+8. Attacks: 6-21. Languages: Type E. **Description:** These, the largest and most powerful of all the Giants usually stand at least 24' tall. They usually dwell in underwater or cliff-side castles, and may Control Weather to cause storms.

GNOLES: Hit Dice: 2. Armor Class: 5. Move: 9. Alignment: Chaos. Languages: Type J. Number Appearing: 20-200. % In Lair: 30%. Treasure: Class 3. **Description:** While greatly feared, the actual physical appearance of these probably humanoid creatures has never been definitively described (even by Lord Dunsany), perhaps due to the paucity of survivors. Probably they have +2 morale. Possibly every Gnome clan has a King, protected by 1-4 bodyguards—all with 6+3 hit dice.

GNOMES: Hit Dice: ½. Armor Class: 5. Move: 6/3. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type E. Number Appearing: 40-400. % In Lair: 60%. Treasure: Class 1. **Description:** Gnomes are barely over 1 foot in height and can move through solid earth (though not necessarily stone) as easily as men move through air. They will only be encountered far beneath "the sunlit lands" in deep dungeons or caverns. Missiles: die 1 = none, die 2-4 = spear, die 5 = sling, die 6 = bow.

FALSE GNOMES: Hit Dice: 6. Attacks: 2-12 • confusion. Armor Class: 2. Move: 6/3. Alignment: Neutrality. Languages: Type G. Number Appearing: 1-4. % In Lair: 50%. Treasure: Class 3. **Description:** These smallish humanoids often look like Gnomes or Dwarves in the dark, but they are in fact man-eating monstrosities with mouths framed by crab-like mandibles. In addition, they have diamond-hard talons for ripping flesh as well as for efficiently burrowing through the earth. Gazing directly into their eyes will cause Confusion as per the spell.

GOBLINS: Hit Dice: 1-1. **Armor Class:** 6. **Move:** 6. **Alignment:** Chaos. **Languages:** Type F. **Number Appearing:** 40-400. **% In Lair:** 50%. **Treasure:** Class 1, plus 1-6 S.P. ea. **Description:** These nasty but ubiquitous humanoids generally live under hills and mountains. When exposed to full daylight they are -1 on morale and attacks. Goblins will always immediately attack a party containing Dwarves. The Goblin King and his 5-30 bodyguards have 1+1 hit dice and +1 morale. Missiles: die 1 = none, die 2 = hammer, die 3-4 = spear, die 5 = javelins, die 6 = sling. Outdoors, there is a 25% chance that 10% of the force will be mounted on Dire Wolves, accompanied by 10-40 additional Dire Wolves without riders.

GODS AND GODDESSES: Each cult, temple, Priest/Evil Priest or High Priest/Evil High Priest will be dedicated to the worship of one of these “immortal” beings, though a few gods will have no official worshippers or clerics per se. Many gods and goddesses will on occasion come to earth (often in disguise) and interact with men, sometimes to their benefit and sometimes to their detriment. It is unnecessary and unseemly to describe specific rituals or worship practices, though the particular character of a religious group or cult may be derived from the character of the god himself. If a god is called for on one of the encounter charts, it may be determined according to the table below (though there are of course many other deities beyond those represented in this small sample). An “encounter” with a lesser deity such as the Spider God may be interpreted as an encounter with its cult members:

<u>Die</u>	<u>Deity</u>	<u>Die</u>	<u>Deity</u>
1	Apollo	11	Math the Great Wizard
2	Artemis	12	Odin the One-Eyed
3	Athena	13	Pan
4	Balder the Beautiful	14	Set Lord of Shadows
5	Girra the Fire God	15	Silvanus
6	Ishtar	16	The Spider God
7	Isis	17	Thor
8	Kali	18	Thoth the Terrible
9	Lakshmi	19	Tsathoggus
10	Manannan the Sea God	20	Untamo God of Sleep and Dreams

Descriptions:

APOLLO: The twin brother of Artemis, Apollo is the god of prophecy, archery (for sport, not hunting), healing, sheep herding, poetry and music played on the lyre. In addition, he has been known to both prevent and cause plague. To placate him from engaging in the latter activity, small communities worship him in two different forms—the rat god Smintheus and the grasshopper god Parnopius. Priestesses of Apollo (or Pythia, as they are called) are well-known prophetesses—the usual procedure being to sit or stand on an ornate tripod perched over special cracks in the floor of a cave, breathing in the rising vapors and emitting groans and mumbles that are suitably translated into more articulate sentence strings by an associate. Prophecies will be made for a suitably large fee, though in most temples the service will only be available on the seventh day of each month. Apollo himself ap-

pears as a beautiful young man who will be undaunted in amorously pursuing any mortal woman with a charisma score of 18 unfortunate enough to encounter him.

ARTEMIS: Artemis is the goddess of the moon and of the hunt, and is often worshipped by female warriors, among others. A favorable encounter may result in the healing of all wounds and diseases in the party as well perhaps as the bestowal of a quiver of magic arrows. Unlike her brother she has a devotion to purity, especially for women.

ATHENA: Athena is the goddess of bravery, just war, wisdom, mathematics and invention. She is the patroness of warriors allied with Law and has been known to bestow magical arms or armor on those who impress her (almost always men, for some reason). A typical shrine to Athena will feature an olive tree and a parliament of owls, and it is often believed that a town that features such a shrine will be protected from all enemies unless or until the tree withers and/or the owls fly away.

BALDER THE BEAUTIFUL: Balder is a god of beauty and innocence. He is thought to be invulnerable, but because he has had premonitions of his own death, he fears that he may have an undiscovered weakness. He often appears as a handsome young man.

GIRRA THE FIRE GOD: Girra is the god of fire and light and is the patron of metallurgists, blacksmiths, armorers and torchbearers.

ISHTAR: Ishtar is a goddess of fertility but also of jealousy and love detached from justice or charity. If she chooses to direct her affections upon a mortal—usually a male with a charisma score of 18—the issue will be sensitive, to put it mildly. Legends tell of her rage translating into a sort of super Animate Dead spell, causing all buried bodies within a twenty-mile radius to emerge from the earth and attack the living. Her priestesses—invariably attractive—often inspire passionate desire but also (among the wise) great fear. Caution is advised, but often in the moment forgotten.

ISIS: This goddess of magic often appears as a beautiful woman. She will occasionally bestow a magic item—usually a charm against a particular type of attack or spell—on a seemingly randomly chosen mortal.

KALI: “Black Earth Mother” and “Goddess of Destruction” are two of the more popular appellations for this thoroughly Chaotic deity. Her true form is that of a three-eyed, four-armed female with razor-sharp talons and grotesque tusks extending from her mouth. Her horrid cults are unfortunately ubiquitous, but she will often augment their actions through subtle means—appearing to men of influence as a sensuous dark-skinned woman (usually wearing little if any clothing) and using her evil charms to advance the interests and power of her followers.

LAKSHMI: Lakshmi is the goddess of wealth, prosperity and good (or bad) fortune. She appears as a radiant woman clad in either red or gold, and standing on a giant lotus flower. A favorable reaction towards a particular mortal may bestow extra chances of finding treasure or perhaps a temporary but significant bonus on all saving throws, with an unfavorable reaction resulting in the opposite. Money-changers revere her and have no end of minor prayers and oblations regarding the proper handling of coins and the like.

MANANNAN THE SEA GOD: This god is said to protect the realms of those he favors by if necessary shrouding them in an impenetrable cloak of mist. He enjoys playing sometimes-unpleasant tricks and jokes on mortals, often appearing as a beggar, clown or harper. As well, he likes to sternly give men harsh (but true and useful) lessons regarding such things as honor or loyalty. In either case, however, Manannan will usually reward those who have suffered through such an encounter.

MATH THE GREAT WIZARD: Math is a 25th level Wizard (assume he can cast any spell at any time) who discovered or gained a number of special powers from the gods and in so doing became almost a god himself. He can hear anything said into a breeze anywhere in the world, can Polymorph others at will (save at -4), and can create limited amounts of gold, gems or jewelry from common or worthless materials. His knowledge as a Sage is such that if he chooses to be receptive, questions may be asked of him as if using Contact Higher Plane but without the possibility of negative side effects (roll 1 ten-sided die and add 2 to determine the equivalent plane). Math has a conditional immortality premised on his continually resting his feet on the lap of a maiden (though this requirement is waived in times of war).

ODIN THE ONE-EYED: The “all father” of many of the gods, Odin walks among men as an old traveller with a mangy horse—actually his fierce eight-legged steed Sleipnir—wearing a blue coat, a wide-brimmed hat and carrying a spear in place of a staff. Odin is the patron of warriors and hunters but also of scholars and poets. It was he who stole the Mead of Poetry for the use of gods and of men. Anyone who drinks of it may answer any scholarly question or recite any saga with a maximum of inspiration. Odin may (or may not) know where some of this beverage may be found.

PAN: Pan appears as a horned man or boy with the lower half of a goat, often holding or playing a flute. He is the god of nature but also of pleasure, especially when enjoyed in excess. Actual encounters with him may thus be possibly delightful or potentially terrible. Pan rarely misses an opportunity for “fun” but he will also exploit any chance to harm his rival Apollo by attacking his person or his cult, and he may attempt to enlist mortals in such schemes.

SET LORD OF SHADOWS: The god of darkness and the night is utterly evil. Set himself appears as a scaly man with the head of a jackal, but manifestations are more often realized as encounters with his Minions—10th level Lords clad in bronze plate armor that have the power to transform themselves at will into giant snakes.

SILVANUS: Silvanus is the god of the forest and woodland animals and is thus worshipped by those inclined towards that sort of thing, including of course Druids. Farmers and husbandmen also look to him to guard their livelihoods. He usually appears as a tall older man, wearing a suit of armor made of leaves, with a gigantic wolf as his steadfast companion. He carries a jug that will pour out any liquid upon command including any potion. Silvanus does not have the wandering eye that is typical of many other divinities, and will be fierce in reacting to perceived threats against the honor of a woman.

THE SPIDER GOD: In the temple to this awful lesser deity there is a great stone idol (containing eight huge gems for eyes) that is rumored to occasionally come to

life. Other manifestations of the Spider God's nearness include sudden infestations of giant spiders and/or their giant webs.

THOR: The son of Odin is a god of war and thunder. Two magical goats that will fight fiercely for him pull his chariot. These animals may be eaten once per day, providing a fabulous feast before reconstituting themselves (as long as no bones were broken). Thor has a hatred for petty mischief, lies and serpents.

THOTH THE TERRIBLE: Thoth is the god of wisdom, knowledge, science and magic. He is relatively benign, at least in relation to many of his peers, and thus the appellation “terrible” is somewhat of a misnomer (as many of his devotees are tireless in pointing out, though it admittedly does boost the reputation of the cult). He usually appears as a tall man with the neck and head of an Ibis. Thoth has been known to grant boons to those towards whom he is favorably inclined—raising Magic-Users by one level or bestowing an extra point to one's intelligence score. The fabled Book of Thoth supposedly contains all useful knowledge.

TSATHOGGUS: This horrible being is squat and pot-bellied with the head of a huge toad. Its body is covered in short fur, reminding one of a sloth or perhaps a bat. Its eyelids are almost always half-closed over bulging globular eyes, highlighting this demi-god's near perpetual torpidity. Tsathoggus is protected and served by Formless Spawn—Black Pudding-like entities that attack by crushing rather than corrosion. The Voormis—a degraded race of subterranean three-toed humanoids similar to Cave-men—are largely responsible for keeping the cult of Tsathoggus, so to speak, alive.

UNTAMO GOD OF SLEEP AND DREAMS: This god will almost never manifest himself to mortals except in dreams. Those who agree to serve or help him—usually as part of some jealous intrigue involving other deities—will be suitably rewarded. Offerings are made to Untamo to ward off insomnia and nightmares.

GOLEMS: Hit Dice: variable but all Golems will attack and make saving throws as 13+ hit die creatures. **Alignment:** Neutrality. **Languages:** Nil (though Flesh Golems may speak broken Common). **Number Appearing:** 1. **Description:** Golems are magical creatures constructed by super-powerful Magic-Users. Theoretically, they may be created from most physical materials. In general, only magical weapons affect them. A few examples follow:

CLAY GOLEMS: Hit Dice: 40 hit points. **Attacks:** 3-8 • 3-8. **Armor Class:** 7. **Move:** 7. **Description:** Clay Golems are immune to all slashing and piercing weapons as well as most spells save those that affect earth (and even these do only half damage). Exception: an Earthquake spell will destroy a Clay Golem. In each turn there is a 1% cumulative chance that a Clay Golem will go berserk and attack anyone and everyone, including its maker if present.

FLESH GOLEMS: Hit Dice: 30 hit points. **Attacks:** 3-8 • 3-8. **Armor Class:** 9. **Move:** 8. **Description:** Magic spells usually have no effect against Flesh Golems. Fire or cold spells merely slow movement by 50% and lightning actually restores damage. Their strength and size allows them to easily crash through wooden structures.



IRON GOLEMS: Hit Dice: 60 hit points. Attacks: 4-14 • 4-14 • poison gas. Armor Class: 2. Move: 4. Description: Iron Golems are in practice invulnerable to most sorts of attack, being harmed only by magic weapons with a bonus of +3 or higher. They may easily crash through most structures and defenses. Lightning slows them by 50% for 3 rounds, while magical fire attacks restore damage. They may breath poison gas in a 10' x 10' square three times per combat.

STONE GOLEMS: Hit Dice: 50 hit points. Attacks: 2-12 • 2-12 • slow. Armor Class: 5. Move: 6. Description: Only magic weapons that have a bonus of at least +2 affect stone Golems. They may be harmed by spells that affect rock, and magical fire attacks will slow them by 50%. A Stone Golem may cast a Slow spell on one opponent per round.

GORGONS: Hit Dice: 8. Attacks: 1-6 • petrify. Armor Class: 2. Move: 12. Alignment: Chaos. Number Appearing: 1-4. % In Lair: 50%. Treasure: Class 3. Description: The breath of this scaly bull-like monster turns creatures into stone (60' range).

GRAY OOZE: Hit Dice: 3. Attacks: 2-12, corrode. Armor Class: 8. Move: 1. Number Appearing: —. Description: Gray Ooze is often mistaken for simple wet stone. Like Black Pudding It burns through metal (though not wooden) weapons or armor in one round and inflicts 2-12 hits per round to exposed flesh. It is not harmed by cold or fire but takes normal damage from weapons—dividing it or spreading it around on stone tends to neutralize it.

GREEN SLIME: **Hit Dice:** 2. **Attacks:** 2-12. **Number Appearing:** —. **Description:** Green slime is contained by earth and stone, but eats away wood, metal and flesh. Any of these touched by Slime will start to become Slime at a rate of approximately ½' per round, though there is a 10% chance per round that this process will burn itself out. Once in contact with a substance, Green Slime cannot be scraped away. Thus, armor pieces must be stripped off immediately, and weapons will usually be rendered useless (though they might be useful for a few rounds as Green Slime delivery systems). A person whose flesh comes into direct contact with Green Slime will suffer 2-12 hits of damage per round. This will continue until the sliming process burns itself out, fire is applied—this will kill the Slime but inflict 1-6 additional hits of damage—or a Cure Disease spell is cast. Colonies of Slime may be attacked by fire or cold, but weapon strikes will not harm them.

GRIFFINS: **Hit Dice:** 7+2. **Armor Class:** 4. **Move:** 12/30. **Alignment:** Neutrality. **Number Appearing:** 2-16. **% In Lair:** 10%. **Treasure:** Class 3. **Description:** A Griffin has the body of a lion and the head and wings of an eagle. In general, they are fierce and aggressive, especially around their lair. Griffins have a strong taste for horseflesh. In rare cases they can be used as steeds.

HALF-ELVES: **Hit Dice:** 1+1. **Armor Class:** 4. **Move:** 9. **Alignment:** 25% chance of Law, 50% chance of Neutrality, 25% chance of Chaos. **Languages:** Type A (Common) plus Elvish. **Number Appearing:** 20-120. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These are the mortal offspring of mixed parents, and they often choose to live in small communities apart from other races. They will often be encountered on the high seas, perhaps on a quest related to curiosity or insecurity regarding their part-Elvish origins. Half-Elves do not have any of the special abilities of Elves, but are +1 to hit with sword and bow. For every 30 Half-Elves there will be one Knight or Black Knight. For every 50 Half-Elves there will be one Defender or Villain, and for every group of 100 or more Half-Elves there will be one Lord or Evil Lord. In addition, for every 10 Half-Elves there is a 10% cumulative chance that a Theurge or Black Magician will accompany the group. Missiles: die 1-3 = none, die 4 = spear, die 5-6 = bow.

HALFLINGS: **Hit Dice:** 1-1. **Armor Class:** 7. **Move:** 12. **Alignment:** Law. **Languages:** Type M plus Common. **Number Appearing:** 30-300. **% In Lair:** 70%. **Treasure:** Class 2. **Description:** Except for their slightly lower hit dice, encountered Halflings will have the abilities of Halfling player-characters: They may hide in shadows as Thieves, add one extra step when making saving throws and are +3 to hit with the sling. Each village or community will have 5-20 militia members of 2nd level and one Militia Captain of 4th-6th level. Missiles: die 1 = none, die 2 = axe, die 3 = spear, die 4-5 = sling, die 6 = bow.

HARPIES: **Hit Dice:** 3. **Attacks:** 1-6 • song • charm. **Armor Class:** 7. **Move:** 6/15. **Alignment:** Chaos. **Languages:** Type H. **Number Appearing:** 2-12. **% In Lair:** 20%. **Treasure:** Class 1. **Description:** A Harpy has the lower body of an eagle and the upper body of a human woman. The song of a Harpy will lure men toward it (save versus magic to resist). Once within its grasp, a touch will Charm (no saving throw) and the Harpy's victim may be slain at will.

HELL HOUNDS: **Hit Dice:** 3-7. **Attacks:** 1-6 or breath weapon. **Armor Class:** 4. **Move:** 12. **Alignment:** Chaos. **Number Appearing:** 2-8. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** These are evil and extremely dangerous creatures from another plane. During melee a Hell Hound has a 2 in 6 chance each round of using its fiery breath against one opponent. If the attack is successful, it inflicts a number of hit dice damage equal to the Hell Hound's hit dice (save versus dragon's breath for half damage). Their canine senses allow them to detect hidden or invisible creatures 75% of the time, and their stealth allows them to surprise on a 1-4. They have sometimes been domesticated by Fire Giants.

HIPPOGRIFFS: **Hit Dice:** 3+1. **Attacks:** 1-6 • 1-6. **Armor Class:** 5. **Move:** 18/36. **Alignment:** Law. **Number Appearing:** 2-16. **Description:** Like Griffins, Hippogriffs have heads and wings like eagles, but unlike Griffons they have the body of horses and are generally calmer in nature and more easily tamed. But they are fierce in combat, attacking with both beak and hooves. Though both Hippogriffs and Pegasi are allied with Law, they will usually attack each other.

HOBOGoblins: **Hit Dice:** 1+1. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D. **Number Appearing:** 20-200. **% In Lair:** 30%. **Treasure:** Class 3. **Description:** Hobgoblins are larger cousins of Goblins, and they have +1 morale (except in full daylight). The Hobgoblin King and his 2-4 bodyguards will have 5 hit dice and inflict one die + 2 hits of damage. Missiles: die 1-2 = none, die 3-5 = spear, die 6 = bow.

GIANT HOGS: **Hit Dice:** 6. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-8. **Description:** These giant-sized boars are much more dangerous than their name would imply.

HOMUNCULI: **Hit Dice:** 2. **Attacks:** Bite 1-3 hits, special. **Armor Class:** 7. **Move:** 6/18. **Alignment:** As its master. **Languages:** Nil (but see below). **Number Appearing:** 1. **Description:** A Homunculus is the joint creation of an Alchemist and a Magic-User, and it will serve the latter as a familiar. The process requires an expenditure of no less than 1,000 Silver Pieces, at least one pint of the Magic-User's own blood and will take at least 1-4 weeks. The resulting reptilian-humanoid creature will be 18" tall with leathery wings and a bite that causes either sleep (Lawful or Neutral Magic-Users) or paralysis (Chaotic Magic-Users). The Homunculus cannot speak but has a permanent telepathic bond with its master. It will serve him faithfully and will never willingly travel more than 360' away. If the creature is killed, the Magic-User will immediately suffer 2-20 hits of damage.

HORSES (and MULES, CAMELS, etc.): See Vol. 1, p. 24.

HYDRAS: **Hit Dice:** 5-12 heads. **Attacks:** 1-6 x number of heads. **Armor Class:** 5. **Move:** 12. **Alignment:** Chaos. **Number Appearing:** 1. **% In Lair:** 25%. **Treasure:** Class 2. **Description:** Hydras are large reptiles with multiple heads. They will have total hit points equal to 6 x the number of heads, and each time they take 6 hits they will lose a head. They will always roll to hit according to their initial total number of heads but they will make multiple attacks based on their remaining number of heads. **Fire Breathing Hydras** may breathe fire in a cone 20' long with a 10' base, twice a day from each head for two dice + 1 hit of damage (save for half-damage).

INVISIBLE STALKERS: Hit Dice: 8. Attacks: 2-12. Armor Class: 3. Move: 12. Alignment: Neutrality. Languages: Type J plus understands Common. Number Appearing: 1. Description: These are creatures invoked by the 6th level spell. They will inexorably stalk their intended victim until their mission is accomplished or until they are slain or dispelled. A Stalker will resent long or open-ended missions and will make every attempt to satisfy the letter of such a mission while perverting its spirit, often to the detriment of he who summoned him. As they are invisible, Stalkers will surprise on a roll of 1-5, unless of course their victim takes precautions or has some way to detect them.



JUGGERNAUTS: Hit Dice: 20. Attacks: stun • crush. Armor Class: 2. Move: 24. Alignment: Chaos. Languages: Type C • Juggernauts have no native language. Number Appearing: 1. % In Lair: Nil. Treasure: Class 3 (contained inside its body). Description: A Juggernaut appears as a huge wheeled platform topped by a giant statue (usually female). The statue has a “stun-ray” with a range of 240’ that it may use once per round—failure to make a saving throw means the character is stunned and cannot move for 1-10 rounds. Anyone in the path of a Juggernaut “charge” will be crushed to death (no saving throw if stunned, otherwise a successful save results in only 4-24 hits of damage).

KOBOLDS: Hit Dice: ½. Armor Class: 7. Move: 6. Alignment: Chaos. Languages: Type D. Number Appearing: 40-400. % In Lair: 50%. Treasure: Class 1, plus 1-6 S.P. ea. Description: Like Goblins, Kobolds are -1 on morale and attacks when exposed to full daylight, and they hate Dwarves. The Kobold King and his 5-30 bodyguards have 1+1 hit dice and +1 morale. Missiles: die 1-2 = none, die 3 = axe, die 4-5 = spear, die 6 = javelins.

LAMMASU: Hit Dice: 6+2. Attacks: 2-12 • spells. Armor Class: 6. Move: 12/24. Alignment: Law. Languages: Type L. Number Appearing: 2-8. % In Lair: 40%. Treasure: Class 10. Description: Each of these wise and good creatures has the body of a winged-lion and the head of a man or woman. They will generally befriend and render aid to Lawful parties. Lammasu use spells as Talismanists. In addition, they may become invisible and use Dimension Door at will, and they radiate good as if continually emanating a Protection from Evil, 10’ Radius spell.

GIANT LEECHES: Hit Dice: 2. Attacks: level drain. Armor Class: 8. Move: 6. Number Appearing: 1-20. Description: Giant Leeches are often found lurking underwater in swamps, patiently waiting to attach themselves to unsuspecting passerby (surprising on a die roll of 1-4). If their first attack is successful, then at the end of each subsequent set of two rounds the victim will be drained of one life level until he is either dead or the Leech has been removed or killed. If the victim survives, life levels will be regained at a rate of one per week, with all recovered after a maximum of three weeks.

LEPRECHAUNS: Hit Dice: ½. Attacks: 1-3. Armor Class: 8 (with an additional penalty on attack rolls of -4 if the Leprechaun is visible and -8 if he is invisible). Move: 15. Alignment: Neutrality. Languages: Type K. Number Appearing: 1-20. % In Lair: 10%. Treasure: Class 4. Description: Leprechauns have a love of wine, mischief and gold. To aid in the pursuit of these, they may become invisible at will, can Polymorph non-living objects, are able to create illusions as per a Phantasmal Forces spell and may utilize Ventriloquism an unlimited number of times. In addition, they will almost never be surprised due to their acute hearing. In any encounter with Leprechauns there is a 75% chance that they will attempt to steal a valuable item from the party, and in turn a 75% chance that the attempt will be successful. Each round of pursuit there is a 25% chance that the Leprechauns will drop the item. Note that Leprechauns will always be extremely clever and dishonest in any dealings regarding treasure. For example, if tracked back to their lair, they will make a show of

their theft being merely a great joke (since fairy-folk don't really care about property or valuables per se, being flighty fun-loving creatures, etc., etc.) and will "give back" the item in question along with a small Leprechaun pot of gold for the party's trouble. Only later will the party discover that their property wasn't actually returned at all, and their new "gold" was merely a cache of pebbles.

LICHES: **Hit Dice:** As Wizard but twelve-sided. **Attacks:** 1-6 • paralyze • instill fear • spells. **Armor Class:** 3. **Move:** 6. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1-4. **% In Lair:** 100%. **Treasure:** Class 7. **Description:** A Lich is the Undead skeletal manifestation of a Wizard who chose to extend his "life" through necromancy. The deathly cold touch of a Lich causes paralysis (no saving throw), and all creatures below 5th level that behold a Lich will flee in fear. Liches will of course also have the spells appropriate to at least an 11th level Wizard. Liches will make saving throws as 13th level Magic-Users.

LIONS: **Hit Dice:** 4+2. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-12. **Description:** Lions can leap 30' horizontally (surprising on a 1-3) and 10' vertically.

LIVING STATUES: **Hit Dice:** 1-12. **Attacks:** 1-6 for each four hit dice or fraction thereof. **Armor Class:** 2. **Move:** Variable by creature type. **Number Appearing:** 1-6. **% In Lair:** 100%. **Treasure:** Class 1 (multiplied by the number of hit dice). **Description:** These are created to guard locations and will "come to life" when the specified conditions are met—an item is touched, a threshold is crossed, etc. They will then fight as the particular type of animal, warrior, etc. in question until the threat is neutralized or they are destroyed. Only magical weapons can harm them.

GIANT LIZARDS: **Hit Dice:** 3. **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1-12. **Description:** These reptiles are about the size of large dogs, but move and jump much more rapidly. Their camouflage coupled with their sudden stop/start movement allows them to surprise opponents on a die roll of 1-3. Behind a darting tongue their teeth are jagged and deadly.

LIZARD MEN: **Hit Dice:** 2+1. **Armor Class:** 5. **Move:** 6/12. **Alignment:** Neutrality. **Languages:** Types E or G. **Number Appearing:** 10-40. **% In Lair:** 40%. **Treasure:** Class 3. **Description:** Lizard Men may lair either on land—the more watery and marshy, the better—or underwater. They have a taste for human flesh and, all things being equal, will attempt to capture rather than kill in anticipation of a future feast. Missiles: die 1-4 = none, die 5 = spear, die 6 = javelins.

LURKERS ABOVE: **Hit Dice:** 10. **Attacks:** smother. **Armor Class:** 6. **Move:** 1/9. **Number Appearing:** 1-4. **% In Lair:** 50%. **Description:** These giant manta ray-like monsters can flap slowly through the air if necessary, but they spend most of their time adhering to dungeon ceilings, patiently awaiting unsuspecting prey. In this position they will be undetectable 90% of the time unless prodded. Lurkers will drop at the most favorable time, enveloping all within an area 30' x 20'. Those caught will take one die of damage per round, and will die of suffocation in 2-5 rounds unless the Lurker is killed. Trapped characters may fight only with weapons of class 3 or lower, and only if those weapons were initially in hand.

LYCANTHROPEs: Lycanthropes will usually transform into their animal selves during the hours of darkness. They must do so if there is a full moon. A character taking hits from a Lycanthrope of more than 50% of his total hit points at the start of combat will become a Lycanthrope in 2-24 days unless a Cure Disease spell is cast in the interim. Only silvered or magical weapons affect Lycanthropes. Groups larger than two creatures have at least a two-thirds chance of being family packs, consisting of one or two adults and a balance of young. Adult females will inflict 3 dice of damage for each of four rounds if their young are threatened but will then drop to inflicting only ½ die of damage. Adult males will inflict 2 dice plus 1 hit of damage if their mates are threatened. Only 1 in 6 young will fight. Distinctive characteristics are described below:

WEREBEARS: Hit Dice: 6 ten-sided. Attacks: 2-12. Armor Class: 6. Move: 9. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type M plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WEREBOARS: Hit Dice: 4 ten-sided. Armor Class: 6. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type G plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WERERATS: Hit Dice: 2 ten-sided. Armor Class: 9. Move: 12. Alignment: Chaos. Languages: Type A plus Common. Number Appearing: 8-32. % In Lair: 35%. Treasure: Class 1. Additional Description: Wererats or "Rat Men" move very quietly and thus surprise on a 1-4. They may control Rats as a Vampire.

WERETIGERS: Hit Dice: 5 ten-sided. Attacks: 2-12. Armor Class: 6. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type O plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WEREWOLVES: Hit Dice: 3 ten-sided. Armor Class: 7. Move: 15. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type F plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

MAGI: These are 10th level Magic-Users aligned with Law or Neutrality. In the wilderness a Magus might inhabit a protected or hidden tower, cave, hut or the like.

MAMMOTHS: Hit Dice: 11. Attacks: 3-18. Armor Class: 5. Move: 12. Number Appearing: 1-12. Description: These huge shaggy beasts may in rare cases be used as mounts.

MANTICORAS: Hit Dice: 6+1. Attacks: 2-12 • 1-6 to 6-36. Armor Class: 4. Move: 12/18. Alignment: Chaos. Languages: Type I. Number Appearing: 1-4. % In Lair: 25%. Treasure: Class 3. Description: The Manticore has a man's face, bestial horns, a lion's body, dragon wings and a tail of 24 spikes that can be hurled (up to 6 per round at the same target).

MARTIANS: **Hit Dice:** 1 eight-sided. **Attacks:** 1-6 or radium weapon. **Armor Class:** 7. **Move:** 12. **Languages:** Type B. **Number Appearing:** 10-1000. **% In Lair:** 15%. **Treasure:** Class 8, plus 2-20 pi coins—equivalent to copper pieces—ea. **Description:** These are oviparous but humanoid natives of the Red Planet. At some point in the recent past small groups of them were “seeded” on Earth. Who did this and why, and whether it was effected by powerful magic, advanced science or some other means remains a mystery. All Martians have warrior-based cultures based more or less on violence. Yet most also follow codes of honor that regulate the use of that violence. For example, a Martian will rarely engage a humanoid in single or formal combat using weapons more powerful (or with greater range) than those wielded by his opponent. All Martian races possess quantities of radium pistols and rifles—horrifically powerful firearms that have a virtually unlimited theoretical range. Martian melee weapons include daggers, hatchets, swords, long swords and javelins. Fighting with two swords (Class 7 on the first round, Class 3 thereafter) is common, swords are often hurled, and shields are only used by the Yellow race. A Martian horde will be led by a Jeddak, equivalent to a Lord, 12th level, while smaller units of 100 or more will be headed by a Jed, equivalent to a Lord, and include nine Chieftains equivalent to Knights. If there are 200 or more Martians, there is a 50% chance that it will include a Scientist who helps to maintain 1-3 inventions or devices brought from their native planet:

<u>Item</u>	<u>Description</u>
Atom Gun:	This pistol-sized weapon may be used once per round with restrictions and results similar to a five-die <u>Fire Ball</u> spell. It contains 20 rounds.
Chronometer:	Similar to a wristwatch but more fragile and constructed of gold.
Disintegration Ray:	This may be “programmed” to destroy organic or inorganic materials at a range of up to 120'. If the former is selected, it acts as a true “death ray” (saving throw allowed). Charges: 1-20.
Flying Belt:	This personal device functions just like a <u>Levitate</u> spell and is good for 1-20 turns of use.
Food Tablets:	Concentrated energy and protein pills equivalent to a maximum of one week of rations for a man but having zero encumbrance.
Ground Skimmer:	As a Flying Carpet but twice as fast.
Invisibility Pills or Invisibility Sand:	The former causes invisibility for 10 hours (2-12 pills per bottle), while the latter is relatively permanent but may only be used on a stationary and inanimate object such as a small hut.

Mechanical Brain:	This computing device responds only to Martian telepathic commands. Its practical value for non-Martians is unclear.
Radium Bulb:	Gives continual light in a 30' radius (1-4 bulbs per set).
Radio Communicator:	Unlimited range, but capable only of transmitting binary code.
Super Magnet:	Acts as a <u>Repulsion</u> spell for those wearing metal armor, or it may be used in reverse to pull creatures in.
Synthetic Men:	These are synthetic regenerating creatures equivalent to Trolls, though re-generation of severed parts is problematic—a detached head might grow a foot, a foot might grow another foot, etc. There will be 1-6 Synthetic Men appearing.

Martian Missiles: All warriors carry Radium Pistols, and there will be one Radium Rifle for every ten Martians. 1 in 6 Martians will carry javelins, with the remainder capable of throwing either of their hand weapons—dagger, hatchet or sword. **Radium Pistol:** Attacks are made at +3 to hit, with an effective range of 120'. Bullets will explode on impact for three dice of damage, given any sunlight; one die of damage, otherwise, though rounds may explode later if subsequently exposed to the sun. Rounds of Ammunition: 30. **Radium Rifle:** Same as a Pistol, but the range is much greater, with each subsequent 120' only subtracting -1 from the attack roll. After one round the shooter is assumed to have gotten a bead on the target and therefore the range intervals are doubled. Rounds of Ammunition: 200.

The Martian races may be distinguished as follows:

BLACK MARTIANS: These resemble terrestrial humans with coal black skin, eyes and hair. They are cruel pirates and raiders who seek booty and slaves. Fierce and dexterous fighters, they have a +1 bonus on attacks, initiative and morale. 80% of the time there will be 1-20 slaves or prisoners for every twenty-five Black Martians encountered. They are inclined towards Chaos.

GREEN MARTIANS: See Tharks.

RED MARTIANS: These consider themselves the true heirs of the ancient Martians, before new lines evolved and the race was split apart. "Red Men" possess the highest and most finely tuned code of Martian honor. For example, presenting a sword, hilt-forward is an offer of fealty, while refusing such is the gravest of insults. In addition, the smallest perceived offense to a woman will be answered with a challenge. Red Martians are +1 on morale and make saving throws as 7th level Fighting-Men. The majority of them are inclined towards Law.

WHITE MARTIANS: These Martians are of three main varieties: **Ancients** are blond with jeweled headdresses. Their generally formidable strength and size give them a bonus of +2 on attacks. They are inclined towards Law. **Therns** are bald with blond wigs and are often cannibals, inclined towards Chaos. The best fighters among them—the so-called Holy Therns (20% chance that any group will be made up of such)—have three hit dice. **Lotharians** comprise a dwindling community of ancient males with powers of hypnotic suggestion. A single Lotharian may create 1-20 “phantom” bowmen in a manner similar to an enhanced Phantasmal Forces spell. Each Dream Warrior will persist until either their creator is killed or ceases to concentrate on him, a successful hit is obtained against him in melee or an opponent makes a successful save versus spells after explicitly choosing to “disbelieve” in the existence of all of them. (This will dispel all of them for that character only. If he can communicate the circumstance to others, they will each have a +4 bonus on their saving throw.) For every 100 Lotharians there will be either one actual trained Banth or one illusory Banth. Lotharians are inclined towards Neutrality.

YELLOW MARTIANS: These inhabit Arctic regions and are the only Martian race to sport beards or wear more than nominal clothing (for obvious reasons due to climate). They fight with a small shield and two swords, one of them hook-like and used to ensnare their opponent’s weapon or weapon arm. In practice this means that a Yellow Martian makes two attacks, the success of the first will inflict no damage but allows the second attack to be made at a +4 bonus to hit. Yellow Martians are inclined towards Neutrality.

MASTODONS: **Hit Dice:** 10. **Attacks:** 3-18. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-12. **Description:** Similar to Mammoths but smaller and lower.

MEDUSAE: **Hit Dice:** 4. **Attacks:** 1-6 • poison • petrify. **Armor Class:** 8. **Move:** 9. **Alignment:** Chaos. **Languages:** Type H. **Number Appearing:** 1-4. **% In Lair:** 75%. **Treasure:** Class 4. **Description:** The Medusa has the body of a shapely female but her hair is a swirl of poisonous asps. Those who meet her gaze are turned to stone.

MERMEN: **Hit Dice:** 1+1. **Armor Class:** 7. **Move:** 6/18. **Alignment:** Neutrality. **Languages:** Type E. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 10. **Description:** Unlike some fairytale versions, Mermen have lower bodies similar to men, not fish. Underwater, Mermen will attack with tridents (automatic disarm on an attack that succeeds by +4 or more). On land they will either use tridents or javelins, attacking at -1 to hit. For every 30 Mermen there will be one Merman Knight, and for every 50 Mermen there will be one Merman Guardian or Protector. The King of the Mermen will be equivalent to a Lord.

MINOTAURS: **Hit Dice:** 6. **Armor Class:** 6. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1-8. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** This creature of myth has the head of a bull and the body of a huge man. It usually will have its lair at the center of a vast and complex labyrinth designed to trap and isolate its prey. The Minotaur loves the taste of human flesh and will almost always fight to the death.

MUMMIES: **Hit Dice:** 5+1 twelve-sided. **Attacks:** 1-6, disease. **Armor Class:** 9. **Move:** 6. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1-12. **% In Lair:** 30%. **Treasure:** Class 3. **Description:** Mummies are the resurrected selves of evil men or women who died many thousands of years ago but who took extraordinary steps to ensure that they would live again, if only in some form. Only magical weapons may harm Mummies and even these do but half-damage. (Note though that fire does full damage.) A successful hit by a Mummy inflicts a rotting disease that causes wounds to take ten times the usual time for healing, as well as making Cure spells and surgery ineffective. The rotting disease lasts for as long as the character has any hit points left and may only be cured by a Cure Disease spell, administered within the hour. Mummies are not necessarily covered in "bandages". Some may even appear as beautiful women.

NAGAS: **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1. **% In Lair:** 60%. **Treasure:** Class 9. **Description:** Nagas are magical snake-like beings 10' to 20' in length. Most have a poisonous bite and may use spells at the indicated levels.

GUARDIAN NAGAS: **Hit Dice:** 11-12. **Attacks:** 1-6, plus poison/bite • poison/spit, constrict and spells. **Alignment:** Law. **Languages:** Types L or O. **Description:** These have a poison bite but may also spit poison up to 30'—if the attack succeeds, the victim must save versus poison or die. In addition, a successful constriction attack will do one die of damage the first round, and an automatic die of damage each additional round. Guardian Nagas may cast spells as Talismanists.

SPIRIT NAGAS: **Hit Dice:** 9-10. **Attacks:** 1-6, poison • charm • spells. **Alignment:** Chaos. **Languages:** Types C or O. **Description:** Spirit Nagas have grotesque human-like heads atop their snaky bodies. Anyone looking into the eyes will be charmed unless a saving throw versus paralysis is made. They have a poison bite and may use spells as Haruspices.

WATER NAGAS: **Hit Dice:** 7-8. **Attacks:** 1-6 or spells. **Alignment:** Neutrality. **Languages:** Types E or O. **Description:** Water Nagas inhabit fresh water only. Unlike that of their sisters, their bite is not poisoned. Water Nagas may cast spells as Theurges but will not use spells that involve fire or lightning.

NECROMANTS: These are evil 10th level Magic-Users. The lair of a Necromant will either be dark and foreboding or deceptively welcoming.

NIXIES: **Hit Dice:** 1. **Armor Class:** 7. **Move:** 12. **Alignment:** Neutrality. **Languages:** Types E or I. **Number Appearing:** 10-100. **% In Lair:** 100%. **Treasure:** Class 2. **Description:** These water sprites will often attempt to lure men underwater where they will be enslaved by the Nixies for a year and a day. One Charm Person spell may be cast for every ten Nixies. If the victim fails his saving throw, then only a Dispel Magic spell will free him (and there's only a 75% chance of this working before the victim is submerged). In the water, 10-100 barracuda or similar will often accompany Nixies (treat as underwater Rats).

NOMADS: **Hit Dice:** 1. **Armor Class:** variable. **Move:** variable. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type A. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 8, plus 5-30 C.P. ea. **Description:** These are raiders of the deserts or steppes that are in most ways equivalent to Bandits. For every 30 Nomads there will be one 4th level Sub-Chief. For every 50 Nomads there will be one 5th or 6th level Chief, and for every group of 100 or more Nomads there will be one 8th or 9th level Khan. If there are 200 or more Nomads, there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. For every 100 Nomads or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/25 ratio. Composition of Forces: Nomads of the Dessert: die 1-3 = light horse lancers, die 4 = light horse bowmen, die 5-6 = cataphracts. Nomads of the Steppes: die 1 = light horse lancers, die 2-4 = light horse bowmen, die 5 = cataphracts, die 6 = horsed crossbowmen. Nomad camps will be guarded by an additional 20-40 crossbowmen.

OCHRE JELLY: **Hit Dice:** 5. **Attacks:** 1-6, corrode wood. **Armor Class:** 8. **Move:** 3. **Number Appearing:** 1. **Description:** In practice an Ochre Jelly is a weaker and slower version of a Black Pudding. It does fewer hit points of damage to exposed flesh, has no effect on metal and is vulnerable to cold as well as fire. Attacks from lightning bolts and weapons merely divide it (as with Puddings).

GIANT OCTOPI: **Hit Dice:** 4. **Attacks:** 1-6 x 9. **Armor Class:** 7. **Move:** 9. **% In Lair:** 70%. **Treasure:** Class 6 (no magic items). **Description:** Octopi may make up to nine attacks per round (eight tentacles plus one bite). They may also shoot out a cloud of thick black ink, once per day.

OGRES: **Hit Dice:** 4+1. **Attacks:** 3-8. **Armor Class:** 5. **Move:** 9. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type F. **Number Appearing:** 3-18. **% In Lair:** 30%. **Treasure:** 1,000 S.P. plus Class 1, plus 100-600 S.P. ea. **Description:** Ogres inflict extra hits of damage due to their great strength. They can often be found dwelling under bridges, perhaps demanding tolls.

OGRE MAGI: **Hit Dice:** 5+2. **Attacks:** 3-8 • charm • sleep • cone of cold. **Armor Class:** 4. **Move:** 9/15. **Alignment:** Chaos. **Languages:** Type O. **Number Appearing:** 1-6. **% In Lair:** 40%. **Treasure:** Class 3. **Description:** These lamellar-armored foreign relatives of the conventional Ogre are magically endowed and highly intelligent. They may use these spells at will: Invisibility, Fly, Darkness 10' r. and Polymorph Self (into human form), and these spells once per day: Charm Person, Sleep and enhanced Cone of Cold (eight dice of damage—half if a save is made—to all targets in a cone extending 60' from the caster with a 30' base). Ogre Magi regenerate 1 hit per round, though unlike Trolls, their severed members will not reanimate.

ORCS: **Hit Dice:** 1. **Armor Class:** 6. **Move:** 9. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type M. **Number Appearing:** 30-300. **% In Lair:** 50%. **Treasure:** Class 3. **Description:** These pitiable creatures are in fact corrupted Elves. Like Goblins, Orcs are -1 on morale and attacks in full daylight; though there is a 30% chance that their lair will be an above ground village,

fort or castle, strategically situated for nighttime raids. Nominally, each Orc band will be lead by a Chieftain and 2-12 guards (3 hit dice, +1 morale). However, when encountered in lair there will often be one or more powerful non-Orc leaders, emissaries or allies:

	Chance per 100 Orcs:	
	<u>Aboveground</u>	<u>Cave Complex</u>
1 – 6 Ogres	30%	20%
1 – 4 Trolls	Nil	10%
Dragon	Nil	10%
Bravo	10%	Nil
Interfector	10%	Nil
Evil Lord	10%	Nil
Wizard	10%	Nil

Though generally of less than average intelligence, Orcs are as clever and skilled as their human rivals in the military arts. Thus, Orc settlements or complexes will be well constructed and defended with ditches, palisades, observation towers, traps, murder holes and the like. If found outside of their lair, there is a 50% chance that they will be escorting a caravan made up of 1-8 wagons or the equivalent, each containing 200-1,200 Silver Pieces worth of recently purchased or plundered goods. There will be an additional 10 Orcs guarding each wagon and the caravan will be led by one higher-level type, randomly determined by percentile dice: 10% = Bravo, 25% = Interfector, 15% = Evil Lord, 10% = Incantator, 25% = Necromant, 15% = Wizard. (Of course, all the evil humans specified here and on the previous page may be neutral types if the Orcs are aligned with Neutrality.) Orc bands are loyal to their own tribe and intensely hostile to others unless united by a much more powerful force. Assume six major tribes—e.g. Orcs of the Red Eye, Orcs of the White Hand, etc.—and determine for each band encountered using one die.

ORLUKS: Hit Dice: 6 eight-sided. Attacks: 2-12. Armor Class: 6. Move: 15. Number Appearing: 2-12. % In Lair: 30%. Treasure: Class 3. Description: The Orluks of Mars are carnivorous six-limbed elephantine beasts with black and yellow striped fur (a full pelt will be worth 200-1200 Silver Pieces). They are native to arctic regions.

OWL BEARS: Hit Dice: 5. Attacks: 2-12. Armor Class: 5. Move: 12. Number Appearing: 2-5. % In Lair: 40%. Treasure: Class 1. Description: The Owl Bear has the body of a bear and the head of an owl. It will always attack and will fight to the death thereafter.

PALADINS: Hit Dice: As Fighting-Men of 1st to 10th levels. Armor Class: 2. Move: 6/18. Alignment: Law. Languages: Type A. Number Appearing: 1. % In Lair: Nil. Treasure: Class M. Description: A Paladin is a wandering Fighting-Man, utterly devoted to the cause of Law with supernatural powers bestowed by

the gods. These powers include: the ability to “lay on hands” on one or more wounded to restore a total of two hit points per hit die of the Paladin per day; the ability to Cure Disease (as per the spell) one time a day for every five hit dice of the Paladin (Paladins are not subject to disease themselves) and a bonus of +2 to all saving throws. At eight hit dice and above a Paladin has the ability to Detect Evil (as per the spell) at a range of 60’ and the power to Dispel Evil (as per the spell) by mere command. Most Paladins will have a special horse—a magical beast similar to a heavy warhorse but with 5+1 hit dice and a movement rate of 18.

PEGASI: **Hit Dice:** 2+2. **Armor Class:** 6. **Move:** 24/48. **Alignment:** Law. **Languages:** Type H. **Number Appearing:** 1-12. **Description:** Pegasi are flying horses with beautiful feathered wings. Though shy, they may sometimes be tamed and trained to serve as steeds.

PHASE SPIDERS: **Hit Dice:** 5. **Attacks:** 1-6, poison. **Armor Class:** 6. **Move:** 6/15. **Alignment:** Neutrality. **Languages:** Type G. **Number Appearing:** 1-6. **% In Lair:** 80%. **Treasure:** Class 3. **Description:** These intelligent arachnids may, at will, slip out of phase into the Ethereal Plane, making them impervious to most attacks. (They may subsequently slip back to deliver a potentially fatal bite.) Unless one has a method of accessing the Ethereal Plane, the best suggestion upon meeting a hostile Phase Spider is to run.

PHAETONIANS: **Hit Dice:** body: 40 hit points, central eye: 25 hit points, each eyestalk: 10 hit points (attacks as a 9 hit dice monster). **Attacks:** 1-6 x 1-6 • special. **Armor Class:** body: 2, central eye: 7, each eyestalk: 4. **Move:** 3. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Types E or G. **Number Appearing:** 1. **% In Lair:** 90%. **Treasure:** Class 5 (treasure) & Class 4 (magic). **Description:** This rare and sometimes extremely malignant being, native to the planet Jupiter, is a levitating mass of pseudopods and eyestalks, framing a huge central eye. The body, main eye and eyestalks must be attacked separately. The main eye and each eyestalk will lose functionality if it or they are reduced to zero hit points, while if the body is reduced to zero hit points the creature will die. The creature attacks using the special powers of its eyes. The main eye may function continuously, while 1-4 of the smaller eyes may be used each round (roll randomly for which ones). The eyes have these powers:

Eye	Function
Main	Anti-Magic Ray: Completely prevents the use of any magic—spell or weapon—by the target creature for that round. No saving throw. 140’ range.
1	Charm Monster Spell: Affects 3-18 creatures of three or fewer hit dice or one more powerful creature. Save versus magic. 120’ range.
2	Charm Person Spell: Affects one human or demi-human. Save versus magic. 120’ range.
3	Cause Serious Wounds Spell: If the Phaetonian succeeds on its attack roll, then the target will take 4-14 hits of damage. No saving throw. 50’ range.

- 4 Death Ray: Slays any creature. Save versus death. 120' range.
- 5 Disintegration Ray: Disintegrates any object or creature. Save versus wands. 60' Range.
- 6 Fear Ray: Causes fear in any creature. The victim will flee in fear and panic for six rounds. If fleeing, there is a 50% chance that he will drop all weapons. Save versus wands. 240' range.
- 7 Flesh-Stone Ray: Turns the target to stone. Save versus stone. 120' range.
- 8 Sleep Spell: Affects a number of creatures as per the spell. No saving throw. 240' range:

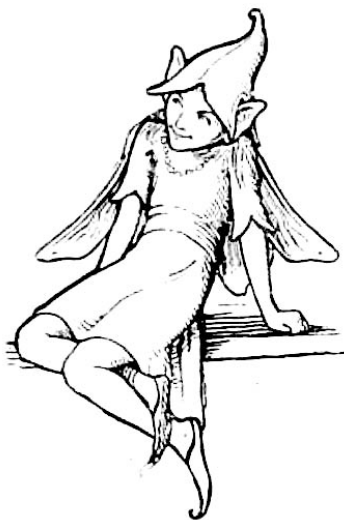
<u>Creature Hit Dice</u>	<u>Number Affected</u>
Up to 1 + 1	2-16
1 + 2 to 2 + 1	2-12
2 + 2 to 3 + 1	1-6
3 + 2 to 4 + 1	1
More than 4 + 2	No Effect

- 9 Slow Spell: Affects up to 24 creatures in a rectangle 60' by 120'. Slowed creatures move at half-speed and attack/defend at a -2 penalty. Save versus spells. 10 round duration. 240' range.
- 10 Telekenesis Ray: Affects one object or creature of up to the weight of a fully armored man. Save versus spells. 120' range.

The creature may also make a melee attack with 1-6 pseudopods per round.

PIERCERS: Hit Dice: 1-4. Attacks: 1-6, 2-12, 3-18 or 4-24. Armor Class: 3. Move: 1. Number Appearing: 2-12. Description: These are indistinguishable from stalactites (unless one is observing the cave ceiling carefully and at length). They sense activity and heat such that when a creature passes beneath them they will detach and drop in the hopes of fatally spearing and then devouring a tasty meal. There is a 3 in 6 chance of this for each turn that the party is in the area. If an attack occurs, there is in turn a 3 in 6 chance per party member that he or she will be in the path of a falling Piercer—assuming there are, so to speak, enough to go around. Roll as for a missile attack. Piercers always come in a random mix of smaller and larger ones.

PIXIES: Hit Dice: 1+2. Attacks: 1-6 • special. Armor Class: 9. Move: 9/18. Alignment: Neutrality. Languages: Type K. Number Appearing: 10-100. % In Lair: 25%. Treasure: Class 1. Description: These 1' to 2' tall faerie creatures have thin insect wings and are naturally invisible even while attacking, though they may make themselves visible at will. They thus surprise on a 1-4 and attacks on invisible Pixies will be at -4 to hit. Pixie arrows are +4 to hit (as they are usually fired at point blank range) and induce sleep for 1-6 hours, create amnesia for an indefinite period or cause the victim to fall hopelessly in love with the first person of the opposite sex he or she lays eyes upon, with effects similar to a Charm spell (a



saving throw versus spells is permitted for all three). Only a Dispel Magic spell will negate or reverse these. A Pixie may also pick pockets (5 in 6 to succeed, 1 in 6 to be noticed), though Pixies get pleasure from taking rather than keeping—"rearranging" the belongings or party members, dangling them from tall trees, etc. Pixies are quite mischievous and a failed reaction roll (2-5) or loud, uncouth or annoying actions will almost certainly result in the unleashing of their powers for maximum unpleasantness, though they will usually stop short of inflicting permanent physical harm.

PRISONERS: On average there will be a reward of 1-10 Silver Pieces for each liberated captive. For each Prisoner there is a 5% chance that he or she will be of the "valuable" kind—royalty, etc.—and will fetch a much higher reward equal to one of the standard Treasure Classes (roll a ten-sided die). In addition, there is also a 5% chance for each that they will be of a "special" type (roll on the Wilderness Tables for Men (Vol. 4)).

PTERODACTYLS: **Hit Dice:** 1. **Armor Class:** 7. **Move:** 18. **Number Appearing:** 3-18. **Description:** These flying dinosaurs have wingspans of up to 10'. They will not generally attack human-sized creatures unless trained to do so. Kobolds have been known to ride them.

PURPLE WORMS: **Hit Dice:** 15. **Attacks:** 1-6, swallow • poison. **Armor Class:** 6. **Move:** 6. **Number Appearing:** 1-4. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These giant horrors may bite with their gaping maws and sting with their poisonous tails. Any bite attack that succeeds by +4 or more over the number needed means the Worm has swallowed the target. Swallowed victims will die in six rounds (record the remaining hit points when swallowed and take away one-sixth per round), and their bodies will be completely digested six rounds after that. Purple Worms always attack and never check morale.

RANGERS: Hit Dice: As Fighting-Men of 1st to 10th level + 1 hit die. **Armor Class:** 7. **Move:** 15. **Alignment:** Law. **Languages:** Type M. **Number Appearing:** 1. **% In Lair:** Nil. **Treasure:** Class M. **Description:** A Ranger is a Fighting-Man allied to Law, with superior wilderness knowledge and tracking skills. In addition, Rangers with higher hit dice have a low level spell-casting ability (9-10 = one 1st level spell, 11-12 = two 1st level spells, one 2nd level spell, 13 = three 1st level spells, two 2nd level spells, one 3rd level spell).

RATS: Hit Dice: 1 hit. **Attacks:** 1-3. **Armor Class:** 9. **Move:** 6/3. **Number Appearing:** 50-500. **Description:** A hostile pack of Rats will launch at the first row of a party in a random manner, from then on potentially moving, again randomly, to all characters involved in the melee. Each character mobbed by at least 10 Rats will then suffer one attack as if from a 1-1 hit die creature. Successful attacks against Rats will kill or repel a number of them equal to 3 times the hits rolled. Luckily, Rats are subject to the usual morale checks and may be warded off by fire. Unluckily they carry plague just like their giant cousins (5% chance per successful bite).

GIANT RATS: Hit Dice: ½. **Attacks:** 1-3. **Armor Class:** 7. **Move:** 12/6. **Number Appearing:** 5-50. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** Giant Rats are about the size of cats. Anyone bitten by one of these creatures has a 5% chance per bite of contracting plague (save vs. poison or die in 1-6 days).

ROBOTS: Hit Dice: 8. **Attacks:** 2-12. **Armor Class:** 2. **Move:** 6/12. **Alignment:** Neutrality. **Languages:** Common only. **Number Appearing:** 1-3. **Description:** These artificially created metal monsters are slow to move and react, attacking as only 1 hit die creatures. However, they may use their “thrusters” to fly and are equipped with a death ray that they may use on any creature within “sensor” range—120’ (save or die). Fortunately, their inscrutable design and perhaps degraded hardware allow only a 2 in 6 chance of using the ray per round. They will usually have been programed to guard a person, place or thing (die 1-3 out of 10)—possibly an entity or object long since departed or irrelevant—or perhaps simply given a mission to, say, “destroy (60%) or help (40%) all creatures of type x” (die 4 = Fighting-Men, die 5 = Magic-Users, die 6 = Thieves, die 7 = demi-humans, die 8 = Imperial Citizens, die 9 = Foreigners, die 0 = Referee’s choice). Naturally, they are immune to Sleep and Charm spells. It is rumored that grimoires exist for the construction and control of such beings. According to legend a powerful magician in terror of death, even succeeded in housing his own essence in such a creature. But the experiment resulted in the remnant becoming insane—and evil. Ultimately, we are not mere mechanical or determinate entities. But neither are we simply “ghosts” in a “machine”. Or so some theologicians claim.

ROCS: Hit Dice: 6/12/18. **Attacks:** 2-12/3-18/4-24. **Armor Class:** 4. **Move:** 6/48. **Intelligence:** Low. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Types E or O. **Number Appearing:** 1-20. **% In Lair:** 20%. **Treasure:** Class 5. **Description:** Rocs are birds so gigantic that the largest variety can carry off elephants. While not generally hostile to allies of Law, they have a taste for beef and horseflesh and do not generally understand or respect ownership rights.

Thus, if a horsed party sights a hungry Roc, the best idea might be to dismount and stand aside. They will also attack immediately if they believe that their nest is being threatened. Instead of inflicting damage, a Roc may use a successful attack to carry off its victim (saving throw allowed). Someone who has been so seized may make an additional saving throw each round to break free. However, if successful, he will of course plummet to the ground, falling 10-60 cumulative feet per elapsed round. Rocs make their nests in high and otherwise inaccessible mountain ledges. There is a 50% chance that a nest will contain 1-6 eggs or young Rocs. Under the right conditions these may be tamed and used as steeds.



ROPERs: **Hit Dice:** 12-15. **Attacks:** immobilize • 3-18. **Armor Class:** 2. **Move:** 3. **Alignment:** Chaos. **Languages:** Types E or G. **Number Appearing:** 1-3. **% In Lair:** 90%. **Treasure:** Class 3 (though see below). **Description:** The Roper is a 9' tall cigar-shaped creature with a toothy maw and six sticky strands or "ropes" that it uses to lash out with and capture prey. It lurks in caves or deep dungeons, often stretching its form to appear as a pillar or stalagmite or conversely as a dark pile or hump. The strands have a range of 20' to 50'. A target hit by one must make a successful saving throw versus poison or be effectively immobilized, losing 50% of its strength within 1-3 rounds. In each subsequent round, the target will be drawn 10' closer to the Roper and its bite. Breaking free from a strand requires a successful open doors check, or others may directly attack the strand using slashing weapons only (each strand can take 10 hits). The Roper is 80% resistant to spells, cannot be Charmed, is unaffected by lightning, takes one-half damage from cold but is very susceptible to fire (-4 on saving throws). Its treasure hoard will contain only coins or items constructed entirely out of metal, as the creature devours everything else. However, if the roll indicates gems, 20-50 will be found inside a gizzard-like internal organ.

RUST MONSTERS: **Hit Dice:** 5. **Attacks:** rust. **Armor Class:** 3. **Move:** 12. **Number Appearing:** 1-2. **% Description:** A hit on this monster with a metal weapon will inflict damage but will also instantly reduce the weapon to rust (as will a "miss" that would have hit a creature with an Armor Class of 9), while a successful attack by the creature will reduce any metal armor to rust but do no other damage. Even magical weapons and armor will be affected. The creature is attracted by the smell of metal.

SABER-TOOTHED CATS: **Hit Dice:** 6+2. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-2. **% In Lair:** 10%. **Description:** Probably the most ferocious felines to have ever lived, Saber-Tooth Cats may leap like lions and surprise on a 1-3.

SALAMANDERS: **Hit Dice:** 7+3. **Attacks:** 1-6 • 1-6, constriction. **Armor Class:** body: 2, head: 4. **Move:** 9. **Alignment:** Chaos. **Languages:** Type E. **Number Appearing:** 2-5. **% In Lair:** 65%. **Treasure:** Class 4. **Description:** Salamanders dwell in places of great heat. They have a humanoid upper body that attacks with a sword and a reptilian tail that attacks by wrapping itself around its victim. If the first tail attack is successful, it does one die of constriction damage and will continue to automatically do one die of damage each round.

GIANT SCORPIONS: **Hit Dice:** 4+4. **Attacks:** 1-6 • 1-6 • 1-6, poison. **Armor Class:** 3. **Move:** 15. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 3. **Description:** The Scorpion may make three attacks per round. If a pincer attack succeeds, then 50% of the time the Scorpion may use it to hold its victim in place, forgoing an attack with that pincer in the next round, but giving its stinger a +1 probability to hit. Each time its stinger is used there is a 5% chance that the Scorpion will accidentally sting itself, causing instant death (unlike its victims, the Scorpion gets no saving throw).

SEA HORSES: These come in Light, Medium and Heavy versions precisely as "landed" horses.

SEA MONSTERS: **Hit Dice:** 15-45 (15 x one three-sided die). **Attacks:** 4-24, swallow • 3-18. **Armor Class:** 7. **Move:** 3/24. **Number Appearing:** 1-2. **Description:** These terrible creatures of myth are capable of swallowing entire boats and capsizing or splintering larger vessels. On any successful natural attack roll that is evenly divisible by three, individual targets will be swallowed (instant death: no saving throw). Sea Monsters can also lash with their tails.

SHADOWS: **Hit Dice:** 1 twelve-sided. **Attacks:** strength drain. **Armor Class:** 7. **Move:** 9. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 2-20. **% In Lair:** 50%. **Treasure:** Class 4. **Description:** Shadows are difficult to see or detect in most conditions short of bright light. Indeed, even successful attacks by Shadows may not be understood for what they are unless the victims specify they are on the lookout for near-invisible creatures. Only magical weapons may harm Shadows. A successful hit by a Shadow temporarily drains 1 point of strength, and anyone reduced to 0 strength due to these attacks will himself become a Shadow.

SHAMBLING MOUNDS: **Hit Dice:** 10-15. **Attacks:** 2-12 • 2-12 • suffocation. **Armor Class:** 2. **Move:** 6. **Alignment:** Neutrality. **Number Appearing:** 1-3. **% In Lair:** 25%. **Treasure:** Class 5. **Description:** These 6' to 9' tall ambulatory pyramid-shaped creatures (also known as "Shamblers") are often mistaken for heaps of rotting vegetation. Actually they are a form of intelligent plant life. Their wet and slimy form and well-protected internal organs make it difficult for weapons to strike home. Most attacks do only one-half damage. Fire has no effect. Cold has a 50% chance of doing one-half and a 50% chance of doing no damage, and lightning will actually cause the creature to grow by one hit die. (A Potion of Plant Control would however come in quite handy.) If the creature scores a hit with both of its attacks, it will envelop and immobilize the target and cause death by smothering in 2-5 rounds (there will be no other attacks by the Shambler during this period). Shambling Mounds have been known to compress themselves into odd shapes to confuse or pursue prey. On the bright side they only use the attack tables of 5-10 hit die creatures.

SHIFT PANTHERS: **Hit Dice:** 6. **Attacks:** 2-12 x2 • 2-12. **Armor Class:** 4. **Move:** 15. **Alignment:** Chaos. **Languages:** Type J. **Number Appearing:** 2-5. **% In Lair:** 35%. **Treasure:** Class 3. **Description:** These intelligent extra-planetary creatures may "shift" electromagnetic waves once per round, disintegrating a metal suit of armor or weapon, or manipulating or rendering inoperable any one mechanical device, including a lock, within 300'. Using the same technique they are 90% resistant to magic at all times. They attack using two tentacles emanating from their shoulders and culminating in two seven-fingered "hands" that may strike a savage blow or delicately squeeze a windpipe. In addition, their teeth and claws are horrifically efficient at tearing, rending and slicing. Shift Panthers will attack most humanoids, monsters and animals out of an ever-present hunger to devour a protein substance usually found only in bone marrow. But they are cunning enough to wait for an appropriate time, often pretending to be mere "dumb animals" in the interim. They will immediately attack Blink Dogs on sight.

SHRIEKERS: **Hit Dice:** 3. **Attacks:** Nil. **Armor Class:** 7. **Move:** 1. **Number Appearing:** 2-5. **Description:** Shriekers are bizarre members of the fungi family. They generally remain motionless in dark corners of caves and dungeons, though they can move very slowly, usually while unobserved. Light within 30' or movement within 10' will cause them to emit a high-pitched shriek for 1-3 rounds. During this

period and for 1 turn thereafter there will be triple the normal chance of attracting wandering monsters. In many typical underground environments there will at least a 1 in 10 chance that the arriving creature or creatures will be either Shamblers or Purple Worms (as both are quite partial to the taste of Shrieker).

SITH: **Hit Dice:** 7 eight-sided. **Attacks:** 1-6 • 1-6, poison. **Armor Class:** 2. **Move:** 1/24. **Number Appearing:** 2-20. **% In Lair:** 50%. **Treasure:** Class 1. **Description:** These horrible carnivorous wasp-like creatures, originally native to the Kobal forests of Mars, have huge spherical eyes that can see in all directions, and thus in general cannot be surprised. They hunt in flying packs, relentlessly pursuing their prey at double the speed of a running man. Sith may bite and sting simultaneously. Their poison kills instantly or merely does one die of damage, depending on whether a save is made.

SKELETONS: **Hit Dice:** ¼ twelve-sided. **Armor Class:** 7. **Move:** 6. **Alignment:** Chaos. **Number Appearing:** 3-30. **Description:** Skeletons always act under the direction of the Evil Magic-User or Evil High Priest who animated them and are often used as wards for tombs and the like. Some Skeletons are able to hurl their fingers as missiles up to 60'. They never check morale.

GIANT SLUGS: **Hit Dice:** 12. **Attacks:** 1-6 • spit acid. **Armor Class:** 8. **Move:** 6. **Number Appearing:** 1. **Description:** The progress of a Giant Slug is often unstoppable as they can easily break down doors, burrow through earth or even conform themselves to push through narrow or small openings. Their bite is relatively ineffective for such a large creature, but their main weapon is their saliva, which is in fact a highly powerful acid. On the first attempt to spit there will be only a 10% chance of success. Thereafter, however, the Slug will have found its bearings and will have a base chance to hit of 50% at a 60' distance, increasing or decreasing by 10% for every 10' that it is closer or farther away. A hit will do damage equal to the creature's starting hit points (save versus dragon breath for half-damage). It is probably best to meet a Slug in a narrow corridor—when its back is turned!

GIANT SNAKES: **Hit Dice:** 5. **Attacks:** 2-12, constriction. **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1-2. **Description:** On a successful bite a Giant Snake may also constrict for one die of damage. On subsequent rounds constriction damage will be automatic, though the creature may attempt to bite other opponents. (If the victim makes an initial saving throw, he may attack the Snake while being squeezed, though he will only do half-damage.) Constriction only ends when the Snake or its victim is dead. Other varieties: **Giant Poisonous Snakes** do not constrict but instead have a poisoned bite that inflicts 3-18 hits even if a successful saving throw is made (the poison is fatal otherwise). **Giant Spitting Snakes** may spray the same poison up to 30' at one creature per round. **Giant Sea Snakes** have 15 hit dice and if allowed to wrap themselves around any vessel smaller than a large galley or merchant ship, will splinter it in 3-18 rounds. They may attack normally for 4-24 hits of damage. **Normal Snakes** have only 1 hit point, an Armor Class of 9 and a Move of only 3. Non-poisonous varieties will inflict a mere 1 hit of damage but the poisonous bite of a viper or cobra will be fatal in 2-12 rounds, though normal fighting and movement will still be possible for 1-20 rounds at no penalty. Some cobras may spit a venom that causes blindness, but such an attack will only be potentially effective at close range—usually by surprise—against an opponent without a closed helm.

SOLDIERS: Number Appearing: 1-1200. **% In Lair:** 15% (camp, fort or castle).
Treasure: Leaders: Class M. **Description:** These are organized troops that will almost always be under a higher command. For every 10 standard soldiers of 1 hit die there will be one Dekarch of 2nd level. For every 30 Soldiers there will be one Pentarch of 3rd to 5th level (die 1-2 = 3rd, die 3-4 = 4th, die 5-6 or Knights/Ogres = 5th level). And for every 100 Soldiers there will be one Centarch of 6th to 8th level (die 1-2 = 6th level, die 3-4 = 7th level, die 5-6 = 8th level). In addition, units of 500 or more will always be led by a 9th level Archon (infantry) or Hipparch (cavalry). Exception: Irregulars and Mobs will generally not have leaders.

COMPOSITION OF FORCE:

Roll on 100% Dice	Imperial Troop Type	General or Alternate Troop Type	Morale	Number Appearing
01-04	Barbarians	Savages	0	10-1000
05-08	Irregulars	Mobs	-1	10-1000
09-12	Peltasts	Light Foot	0	10-1000
13-16	Hoplites	Heavy Foot	0	10-1000
17-20	Javelineers	Pikemen	0	10-1000
21-24	Slingers	Cheirosiphoneers	0	1-100
25-28	Crossbowmen	Mailed Crossbowmen	0	1-100
29-32	Varangians	Armored Foot	+1	10-1000
33-36	Archers	Mailed Bowmen	0	10-1000
37-40	Dwarf Guards	Orcs	+1	1-100
41-44	Elf Legionnaires	Ogres	+2	1-100
45-48	Halfling Slingers	Kobolds	0	1-20
49-52	Koursors	Light Horse Lancers	0	10-1000
53-56	Horse Archers	Light Horse Bowmen	0	10-1000
57-60	Turcoples	Horsed Crossbowmen	+1	10-1000
61-64	Cataphracts	Medium Horse	+2	10-1000
65-68	Knights	Heavy Horse	+3	1-100
69-00	Mixed	N/A	Var.	*

* Three types of 4-400 each.

Arms & Armor

Barbarian: Javelins, Spear, Sword or Axe • Shield • No Armor. **Irregular:** Spear, Morning Star, Sword or Axe • Leather Armor. **Peltast:** Spear • Sword or Axe • Shield • Leather Armor. **Hoplite:** Spear • Sword or Axe • Shield • Mail. **Javelineer:** Javelins • Sword or Axe • Shield • Leather Armor. **Slinger:** Sling • Sword or Axe • Leather Armor. **Crossbowman:** Crossbow • Sword or Axe • Leather Armor or Mail. **Varangian:** Spear • Battle Axe • Sword • Buckler • Plate Armor. **Archer:** Bow • Sword or Axe • Leather Armor. **Dwarf Guard:** Battle Axe or Hammer & Shield • Axe • Mail. **Elf Legionnaire** (1+1 hit dice): Bow (+1) • Long Sword (+1) • Shield, • Mail. **Halfling Slinger:** Sling (+3) • Sword • Leather Armor. **Koursor:** Javelins or Lance • Sword or Axe • Shield • Leather Armor • Light Horse. **Horse Archer:** Bow • Sword or Axe • Shield • Leather Armor • Light Horse. **Turcople:** Crossbow • Sword or Axe • Shield • Leather Armor • Medium Horse. **Cataphract:** Lance • Mace • Sword • Shield • Mail • Medium or Heavy Horse • Barding. **Knight** (4 hit dice): Lance • Hammer • Sword • Shield • Plate Armor • Heavy Warhorse • Barding.

The allegiance (friendly or foreign), particular situation and disposition of military units encountered may be determined below, the percentage given indicating the chance that an encountered force will be hostilely inclined towards the surrounding population and thus perhaps the party:

<u>Die</u>	<u>Situation</u>	Home Territory		Wilderness		Foreign Territory	
		Friendly (Die 1-5)	Foreign (Die 6)	Friendly (Die 1-2)	Foreign (Die 3-6)	Friendly (Die 1)	Foreign (Die 2-5)
1	Victorious	10%	75%	20%	20%	75%	10%
2	Defeated	50%	75%	50%	50%	75%	50%
3	To Battle	20%	50%	20%	20%	50%	20%
4	Patrol	5%	25%	15%	15%	25%	5%
5	Exercise	5%	N/A	5%	5%	N/A	5%
6	Transfer	5%	N/A	5%	5%	N/A	5%



SOLIANS: Hit Dice: 10. Attacks: 1-6 • 4-24. Armor Class: 2. Move: 6/15. Alignment: Chaos. Languages: Types C or E. Number Appearing: 1-3. % In Lair: 20%. Treasure: Class 4. Description: These horrors, native to the interior of the sun but sometimes encountered in the deepest depths of the earth, are immune to all non-magical weapons and 75% resistant to spells. During melee, roll two dice each round. On a 6 or lower, the creature will attack with a long prod-like weapon (made from an alien material impervious to heat and equivalent to a +1 magical sword). On a 7 or higher, it will attack with the prod and a large whip (made from the same alien substance). On a successful strike with the whip, it will drag the victim into its flaming body for four dice of damage.

SPECTRES: Hit Dice: 7 twelve-sided. Attacks: double level drain. Armor Class: 9. Move: 15/30. Alignment: Chaos. Languages: Type C. Number Appearing: 1-8. % In Lair: 25%. Treasure: Class 3. Description: Spectres are impervious to all non-magical weapons save silver tipped arrows or bolts. Their touch drains two life levels. Anyone reduced to 0 level as a result will become a Spectre under the control of the one who made him.

GIANT SPIDERS: Hit Dice: 4. Attacks: 1-6, poison. Armor Class: 6. Move: 3/12. Alignment: Chaos. Languages: Type J + 20% chance of speaking broken Common with a high-pitched rasp. Number Appearing: 1-8. % In Lair: 70%. Treasure: Class 1. Description: These intelligent and evil arachnids create vast webs to ensnare their prey. Anyone coming into contact with a strand will take a number of rounds equal to 19 minus their strength score to break free. In the meantime, at least one Giant Spider will presumably be scuttling towards him at a movement rate of 15. Giant Spiders also like to drop on their victims from above, surprising on a roll of 1-3, unless it is specifically stated that someone is looking at the ceiling. Other Types (most having mere insect intelligence): **Huge Spiders** have 2 hit dice, an Armor Class of 6 and a movement rate of 18. They are roving predators rather than web builders and surprise on a 1-5. Saving throws against their poison are made at +1. **Large Spiders** are weaker cousins of their Giant brothers, and their webs, while facilitating the movement of their makers, will generally not obstruct the determined human or demi-human. They have 1 hit die, an Armor Class of 8 and their bite does no damage other than inflicting a relatively weak poison (+2 to save). **Water Spiders** are underwater versions of Giant Spiders, aligned with Neutrality. Instead of webs, they construct vast nests enclosing pockets of breathable air. They are often partners or allies of Nixies. **Normal Spiders** are of course ubiquitous. Their bites are rarely fatal to healthy individuals but may cause pain, muscle spasms and nausea for 1-3 days (-2 on attacks, defense and saving throws). They have only 1 hit point and an Armor Class of 9.



SPOTTED LIONS: Hit Dice: 5+1. Attacks: 2-12. Armor Class: 5. Move: 12. Number Appearing: 2-8. % In Lair: 25%. Description: These are larger “prehistoric” versions of the standard lion. They can leap 30’ horizontally (surprising on a 1-3) and 10’ vertically.

GIANT SQUIDS: **Hit Dice:** 6. **Attacks:** 1-6 x 10. **Armor Class:** front or arm: 7, main body: 3. **Move:** 12/36. **Number Appearing:** 1. **% In Lair:** 40%. **Treasure:** Class 7. **Description:** These dangerous monsters of the deep sea may wrap themselves around ships for 20% damage per round. Once per day they may jet backwards at triple speed and squirt out blinding ink in a 60' x 60' x 80' cloud.

STEGOSAURS: **Hit Dice:** 15. **Attacks:** 4-24. **Armor Class:** 2. **Move:** 6. **Number Appearing:** 1-8. **Description:** Otherwise peaceful herbivores, Stegosaurs have on occasion been exploited to serve the military needs of warlike men.

STIRGES: **Hit Dice:** 1. **Attacks:** 1-3 or blood drain. **Armor Class:** 7. **Move:** 1/18. **Number Appearing:** 3-30. **% In Lair:** 55%. **Treasure:** Class 3. **Description:** A Stirge looks a bit like a flying anteater, but with a sharp mosquito-like proboscis instead of a snout. Once it has attached itself, it will drain 1-4 hits of blood per round until its victim is dead. It will then lurch away to digest. Stirges attack as if they were 4 hit dice creatures.

TENTACLE MEN: **Hit Dice:** 8+3. **Attacks:** 1-6 x 4, brain attack • mind blast. **Armor Class:** 5. **Move:** 12. **Alignment:** Chaos. **Languages:** Types G or E. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 4. **Description:** These grotesque horrors are rumored to live in inaccessible ancient communities many miles beneath the earth. Unluckily, individuals and small groups occasionally emerge on inscrutable errands into the deepest caverns or dungeon levels. Each of these humanoid creatures stands slightly taller than a man and has four tentacles surrounding its mouth. If a tentacle hits, it will penetrate to the brain in 1-4 rounds (unless the creature is killed in the interim) causing death with no saving throw. The creature may also make a Mind Blast attack each round, affecting those in a cone 60' long with a 10' base. Those inside the cone must make a special saving throw with a base chance of success of 11 on a twenty-sided die. Those failing their save will suffer effects as determined by an eight-sided die:

<u>Die Roll</u>	<u>Effect</u>
1	Coma—three days
2	Confused (victim will act according to the results of rolling two dice: 2-5: attack the Tentacle Man or others in its party, 6-8: do nothing, or 9-12: attack his own party)—five rounds.
3	Death
4	Enrage (victim must immediately attempt to engage the Tentacle Man in melee and attack)—seven rounds
5	Feeblemind (victim's actual intelligence drops to the equivalent of an animal)—permanent.
6	Insanity—permanent
7	Sleep—one hour
8	Stun—three rounds

The special save will be modified by distance (-2 if the victim is closer than 20', -1 if the victim is 20' to 40' away) and by the victim's wisdom modifier to Turn Undead. In addition, all Magic-Users will be at +4 to save.

THARKS (GREEN MARTIANS): **Hit Dice:** 5 eight-sided. **Attacks:** 2-12 or radium rifle. **Armor Class:** 7. **Move:** 9/12. **Alignment:** Neutrality. **Languages:** Type B. **Number Appearing:** 1-100. **% In Lair:** 30%. **Treasure:** Class 1. **Description:** Unlike the other humanoid Martian races, Green Martians do not look like humans. Rather, they are four-armed giants, often standing as tall as two men, with great fangs resembling tusks protruding upwards from their lower jaw. Even more than the other races they revel in violence and battle. When mounted on Thoats they often wield lances that may exceed 40' in length. All carry radium rifles and will have leader types as other Martians (though there will be no scientists), see p. 41.

THOATS: **Hit Dice:** 3 eight-sided. **Attacks:** 1-6 • 1-6. **Armor Class:** 7. **Move:** 12. **Number Appearing:** 1-10. **Description:** These originally Martian riding beasts are eight-legged reptiles that are slightly larger than heavy warhorses. In combat they attack twice with hooves and a bite.

THOBLINS: **Hit Dice:** 3 twelve-sided. **Attacks:** 1-6, paralysis. **Armor Class:** 6. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D (Hobgoblin) or Type I (Troll). **Number Appearing:** 1-12. **% In Lair:** 20%. **Treasure:** Class 2. **Description:** These are thought to be undead Hobgoblins or perhaps undead Trolls. Like Ghouls they have a paralyzing touch or bite that lasts for 2-8 turns. However, anyone killed by a Thoblin will not rise again but will simply be very dead. In addition, Thoblins can regenerate one hit point per round, are not harmed by holy water, and will suffer 1 hit per round if exposed to sunlight. They may be turned as Wraiths.

GIANT TICKS: **Hit Dice:** 3. **Attacks:** 1-6 or blood drain. **Armor Class:** 3. **Move:** 3. **Number Appearing:** 1-12. **Description:** These creatures will usually drop on their prey from above. A successful attack means that a Tick has attached itself to its victim and will drain 4 hits every subsequent round until it is either killed or burned off by fire (1 die damage to the host). The victim of a bite must save vs. poison or die of disease in 2-8 days.

TIGERS: **Hit Dice:** 6. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-4. **Description:** These striped felines surprise on a roll of 1-3.

TITANS: **Hit Dice:** As 20. **Attacks:** 6-21 • spells. **Armor Class:** Variable. **Move:** Variable. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1 (rarely 1-12). **% In Lair:** 05%. **Treasure:** Class 10. **Description:** These super-powerful beings, totaling 12 in all, are as large as giants but resemble stunningly beautiful humans. They may cast any 1st-6th level spell, even while engaged in melee. Titanesses are not as accomplished fighters as their male lovers or brothers, but their spells always go off instantly at the beginning of a round.

<u>Titans</u>	<u>Hit Points</u>	<u>Armor Class</u>	<u>Move</u>	<u>Titanesses</u>	<u>Hit Points</u>	<u>Armor Class</u>	<u>Move</u>
Coeus	100	2	15	Mnemosyne	75	2	15
Crius	100	2	15	Phoebe	75	2	15
Cronus	150	2	21	Rhea	75	2	15
Hyperion	100	2	15	Tethys	75	2	15
Lapetus	100	2	15	Theia	75	2	15
Oceanus	100	2	15	Themis	75	2	15

TITANOTHERES: Hit Dice: 9. Attacks: 3-18. Armor Class: 6. Move: 12. Number Appearing: 1-12. Description: These generally peaceful rhinoceros-like creatures can be fearless and deadly if spooked or challenged.

GIANT TOADS: Hit Dice: 3. Attacks: tongue lash or 1-6. Armor Class: 6. Move: 6/6/24 (land/water/jump). Number Appearing: 1-12. Description: These creatures can alter the coloration of their skins to blend in with their surroundings with effects similar to a Thief hiding in the shadows. They will prefer to hide from intruders but will attack if provoked or threatened. Their tongues can swiftly lash out (+3 on initiative) up to 15', dragging their target in for an automatic bite on a successful attack. They may jump at a movement rate of 24, potentially achieving a distance of 120' and a height of 30'. **Poisonous Toads** have a potentially deadly bite, however they do not have the chameleon-like ability or tongue attack of their non-poisonous relatives.

TREANTS: Hit Dice: 8. Attacks: 3-18. Armor Class: 2. Move: 6. Alignment: Law. Languages: Type M. Number Appearing: 2-20. Description: These strange beings are essentially ambulatory living trees. Each may "wake" one or two non-living trees within 60', allowing them to move (at a speed of 3) and if necessary, attack as a Treant.

TRICERATOPSES: Hit Dice: 12. Attacks: 3-18. Armor Class: Head: 2, Body: 6. Move: 12. Number Appearing: 1-8. % Description: Like other herbivores, these dinosaurs are only aggressive if their herd or territory is threatened.

TRITONS: Hit Dice: 5-7. Attacks: 1-6 or spells. Armor Class: 4. Move: 15/24. Alignment: Neutrality. Languages: Type E. Number Appearing: 5-100. % In Lair: 25%. Treasure: 5 hit dice: Class 4, 6 hit dice: Class 6, 7 hit dice: Class 9. Description: Members of this reclusive underwater race of magic-using humanoids are never seen on land and rarely approach the shore. Tritons may use magic according to their hit dice: Those of 5 hit dice may cast 5 spells of up to 2nd level, those of 6 hit dice may cast 6 spells of up to 3rd level, and those of 7 hit dice may cast 7 spells of up to 4th level. As well, they have a 90% resistance to magic. Tritons will be armed with swords, spears, tridents, lances and specially designed crossbows. They will often be encountered riding Sea Horses.

TROGLODYTES: Hit Dice: 2. Armor Class: 5. Move: 12. Alignment: Chaos. Languages: Type E. Number Appearing: 10-200. % In Lair: 15%. Treasure: Class 7. Description: When angry or aroused, these scaly subterranean humanoids secrete a noxious stench that will hamper the attack effectiveness of their opponents by -1 to -6 (it begins at -1 and then increases cumulatively for 1-6 rounds). In addition, Troglodytes may change their coloration to blend in with cave walls and the like. They thus surprise on a roll of 1-4 (unless angry or aroused), and may even appear to have retreated when in fact they are still lurking in the place of battle. The Troglodyte Chief will have 6 hit dice and be accompanied by 2-8 bodyguards with 3 hit dice each. Missiles: die 1-5 = none, die 6 = spears (80' range).

TROLLS: Hit Dice: 6+3. Armor Class: 4. Move: 12. Alignment: Chaos. Languages: Types E or I. Number Appearing: 2-12. % In Lair: 50%. Treasure: Class 3. **Description:** These disgusting rubbery humanoids are difficult to kill, to put it mildly. Beginning the third round after taking damage, Trolls may regenerate up to 3 hit points per round. They will regrow limbs; hands will crawl back towards their stumps, etc. This will occur even after being reduced to zero hit points, such that a "dead" Troll will rise again to fight after reaching 6 or more hit points. The process may only be stopped by immersing the monster (or its pieces) into acid or by burning.

TYRANNOSAURUS REX: Hit Dice: 15. Attacks: 4-24. Armor Class: 5. Move: 15. Number Appearing: 1-2. **Description:** These most fearsome of dinosaurs measure up to 50' horizontally from head to tail and up to 15' tall at the hips.

UNICORNS: Hit Dice: 6+2. Attacks: 1-6 • 1-6. Armor Class: 6. Move: 24. Alignment: Law. Languages: Type F. Number Appearing: 1-4. **Description:** Unicorns will consent to be approached only by maidens with a pure heart. In some cases they may even be tamed and ridden by them. A Unicorn will first charge with its horn and thereafter will make two attacks per round with horn and hooves. Unicorns save vs. spells as a 13th level Archimagus. They detect the presence of enemies at 240' and may use a Dimension Door spell on themselves and their riders once per day.



VAMPIRES: Hit Dice: 7-9 twelve-sided. Attacks: 1-6, double level drain • charm. Armor Class: 9. Move: 12/18. Alignment: Chaos. Languages: Type C. **Number Appearing:** 1-6. % In Lair: 20%. Treasure: Class 4. **Description:** Vampires are some of the most horrible and sinister monsters in the world of SEVEN VOYAGES of ZYLARTHEN. In addition to inflicting regular damage, their touch drains two life levels. Anyone looking into a Vampire's eyes will be Charmed (-2 to save). Only magical or silvered weapons affect Vampires, and in any case they may instantly regenerate 3 hits per round. They may Polymorph at will into either a Huge Bat or a gaseous form. Vampires may summon and command 10-100 normal-sized Rats or Bats or 3-18 Wolves. Reducing a Vampire to zero hit points merely forces the creature into a gaseous form that will reconstitute at the appropriate time. Anyone killed by a Vampire will become a Lesser Vampire under the control of the original. Vampires will recoil from garlic, a mirror or a holy symbol if strongly presented, though they will invariably attempt to somehow neutralize or bypass these items. They can be killed by exposure to direct sunlight, immersion in running water or by a wooden stake driven directly into the heart. During the day a Vampire sleeps in a coffin (usually well hidden and protected) containing its native soil. In dungeon environments or within its lair there is a 50% chance a Vampire will be accompanied by 1-6 Lesser Vampires (its victims). Unlike other intelligent Undead, Vampires have their own language as well as speaking what they knew in life.

LESSER VAMPIRES: Hit Dice: 3 twelve-sided. Armor Class: 8. Move: 12/18. Alignment: Chaos. Languages: As they had in life. **Number Appearing:** 1-6. % In Lair: 20%. Treasure: Class 1. **Description:** These are the Undead victims of Vampires, less powerful than the one who made them but still quite deadly. They do not drain life levels, do not have the ability to Charm or Polymorph self, and cannot summon or command other creatures. Otherwise they have the same powers and vulnerabilities as their undead creators.

VIKINGS: Hit Dice: 1. Armor Class: 6. Move: 12/15. Alignment: Neutrality. Languages: Type I. **Number Appearing:** 1-4 longships, manned by 20-80 men each. % In Lair: 15%. Treasure: Class 1, plus 1-6 S.P. ea. **Description:** These warriors will always be found either on the water or within a few miles of their anchored or beached longships. However, the ships may easily traverse shallow rivers, and thus, Viking raiding parties may be encountered far inland. Each ship will have a Standard Bearer of 2nd-3rd level and a Chieftain of 4th-6th level—the latter usually armored in mail. In turn a squadron of multiple boats will be led by a High-Chieftain of 7th-9th levels. There is a 15% cumulative chance per boat that there will be 3-30 Berserkers, and a 25% cumulative chance that a Priest of Odin will accompany the entire force. Despite their fierce reputation, Vikings are generally intelligent and cultured as well as reasonable and honorable, at least in their fashion. Missiles: die 1-3 = none, die 4 = axe, die 5 = spear, die 6 = bow. **Berserkers:** Members of this sub-group have 1+1 hit dice and an Armor Class of 7. To outsiders they appear to be mad with battle-lust, and as a result are +2 to hit against normal men. They never check morale and never take prisoners. Groups will be led by a Fighting-Man type whose level will be determined by the number of Berserkers: 3-10 = 2nd level, 11-20 = 3rd level, 21-30 = 4th level. Berserkers generally scorn making missile attacks.

GIANT WEASELS: Hit Dice: 3/2 (male/female). **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-2. **% In Lair:** 15%. **Description:** Weasels generally live and hunt alone, each patrolling his or her own territory. Two Weasels will usually only be sighted together during mating season. The giant variety is 9' long.

WHITE APES: Hit Dice: 8 eight-sided. **Attacks:** 2-12. **Armor Class:** 4. **Move:** 15. **Alignment:** Neutrality. **Languages:** Type B. **Number Appearing:** 1-6. **% In Lair:** 80%. **Treasure:** Class 2. **Description:** These huge and fierce four-armed creatures are—like most other original inhabitants of Mars—almost completely hairless. White Apes are violent and carnivorous, though they are not adverse to communication and even negotiation if it is in their interest. Family groups and even larger tribes are ubiquitous in the dead cities of Mars or similar environments on Earth.

WIGHTS: Hit Dice: 2 twelve-sided. **Attacks:** level drain. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 2-24. **% In Lair:** 60%. **Treasure:** Class 2. **Description:** These hate-filled, once living horrors drain one life level when they score a hit. Anyone reduced to 0 life levels becomes one of them. They can only be hit by magical weapons or silvered missiles. Magical bolts or arrows will do double hits.

WILL O'WISPS: Hit Dice: 9 twenty-sided. **Armor Class:** 9. **Move:** 18. **Languages:** Type J + Common. **Number Appearing:** 1. **% In Lair:** 01%. **Treasure:** Class 7. **Description:** These creatures often appear as lights in the distance—torches, lanterns, etc. They use this aspect to lure victims to their doom—into quicksand, over a cliff side, further into the woods where an ambush of monsters awaits, etc.—so that they can then feed off their dying life essence. In extremis they may communicate or even attack, but they would prefer not to. Only metal weapons will harm them, if they can attain purchase.

WIND WALKERS: Hit Dice: 6. **Attacks:** 3-18. **Armor Class:** 8. **Move:** 15/30. **Alignment:** Neutrality. **Languages:** Type E. **Number Appearing:** 1-3. **% In Lair:** 20%. **Description:** An encounter with Wind Walkers will be initially perceived as a dramatic rise in the intensity of the wind—to a high-pitched whistling or a deafening roaring, depending on the number encountered. These monsters are ethereal creatures and therefore they can only be directly attacked by those that are in or may transform themselves into a like state—Djinn, Efreet, Invisible Stalkers, Aerial Servants or characters using, say, Oil of Etherealness, Armor of Etherealness or similar. However, a number of spells can harm them: A Control Weather spell will slay a Wind Walker outright if the creature fails its save. Slow will do damage as a Fire Ball spell. Ice Storm will repel them, and Haste will do half-damage as a fire-ball but also will double any damage inflicted by the creature. Wind Walkers may read thoughts at a distance of 10' to 30' or more—the presence of each additional Wind Walker will compound the possible range—but they are in turn vulnerable to telepathic attack. They often serve (or will be enslaved by) Frost Giants.



WITCHES: **Hit Dice:** As Wizards. **Attacks:** 1-6, spells or wand. **Armor Class:** 9. **Move:** 12/40. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1. **% In Lair:** 15%. **Treasure:** Class M. **Description:** These will be of at least 11th level in power and cast spells from their own unique list (see Vol. 3). They will usually possess a Witch's Wand, an awful device that combines the powers of Withering (with a range of 60'), Fear, Illusion, Paralyzation, Petrification and Polymorph, all usable an unlimited number of times without the expenditure of any "charges" (no one but a Witch may wield this item). Witches have their own ancient language, and are actually related to Giants, though a Witch looks human enough—sometimes taking the form of an old crone, more often a beautiful (and youthful looking) woman. Most will have a familiar (die 1-2 = cat, die 3 = screech owl or raven, die 4 = toad, die 5 = weasel, die 6 = none) that will often act as their mistress's "eyes and ears". Many Witches use a Broom of Flying while others have the ability to transform themselves into a flying serpent at will. 75% will possess a Crystal Ball.

WIZARDS: These are evil Magic-Users of 11th level or higher (dice 01-32 = 11, dice 33-58 = 12, dice 59-78 = 13, dice 79-92 = 14, dice 93-99 = 15, dice 00 = 16). Typically each Wizard will be accompanied by from 1-4 Haruspices and 1-6 Black Knights, Rakehells or Villains. The "lair" of a Wizard might be an evil looking tower or a well-guarded and trapped underground labyrinth. However, there is a 50% chance that it will be a fortress or castle. If the latter, it will be defended by 10-100 crossbowmen, 10-100 heavy foot, and 1-4 of one of these monster types: die 1 = Solians, die 2 = Basilisks, die 3 = Chimerae, die 4 = Dragons, die 5 = Manticoras, die 6 = Wyverns. Apprehended passerby will at the least be required to give up a magic item or 1000 to 4000 Silver Pieces as a toll, unless of course the Wizard has other evil plans for them. Those judged to be potential threats will be imprisoned or slain. **Archimagi:** Like their evil counterparts, those aligned with Law or Neutrality will usually have companions. 75% of the time a wandering Archimagus will be accompanied by from 1-4 Talismanists and 1-6 Knights, Guardians or Defenders. The dwelling of the Archimagus himself might be a solitary manse, tower or even an innocuous looking cottage. However, there is a 50% chance that it will be a larger construction. If the latter, it will be defended by crossbowmen, heavy foot, and two companions as above, as well as one set of monster types: die 1 = 1-4 Metallic Dragons, die 2 = 1-10 Treants, die 3 = 5-20 Giant Eagles, die 4 = 1 Guardian Naga, die 5 = 1-8 Knights mounted on Hippogriffs, die 6 = 1-12 Werebears. Intercepted passerby who fail their reaction roll against a Neutral Archimagus are likely to be sent after treasure by Geas (with the Archimagus taking half the treasure so gained including first choice on magic items) or may be required to give up a magic item or 1000 to 4000 Silver Pieces as a toll.

WOLVES: Hit Dice: 1. Armor Class: 8. Move: 18. Number Appearing: 2-20. % In Lair: 10%. Description: These statistics are for normal-sized pack wolves.

WOOLY RHINOCEROSES: Hit Dice: 8. Attacks: 2-12. Armor Class: 5. Move: 12. Number Appearing: 1-4. Description: These horned herbivores may attack if threatened or spooked.

WRAITHS: Hit Dice: 2 twelve-sided. Attacks: level drain. Armor Class: 3. Move: 12/24. Alignment: Chaos. Languages: Type C. Number Appearing: 2-16. % In Lair: 20%. Treasure: Class 3. Description: These are even worse than Wights. All magical weapons will do normal hits against them, but silver bolts or arrows will do only half damage. Also, they can fly. **True Wraiths:** These are Wraiths with 4 twelve-sided hit dice. They drain two levels when scoring a hit and they may cast spells as Haruspices. Though they cannot themselves fly they often ride huge black Wraith Beasts (Hit Dice: 5, Attacks: 2-12, Armor Class: 3, Move: 24). True Wraiths fighting together add +1 to their attack rolls and subtract -1 from the attack rolls of their opponents for each True Wraith in the group, calculated cumulatively. They cannot be turned.

WYVERNS: Hit Dice: 7. Attacks: 1-6 or sting. Armor Class: 3. Move: 9/24. Alignment: Neutrality. Number Appearing: 1-6. % In Lair: 60%. Treasure: Class 3. Description: A Wyvern looks like a miniature Dragon, but with two legs and a poisonous stinger in its tale. It will use its stinger to attack two-thirds of the time (save vs. poison or die).

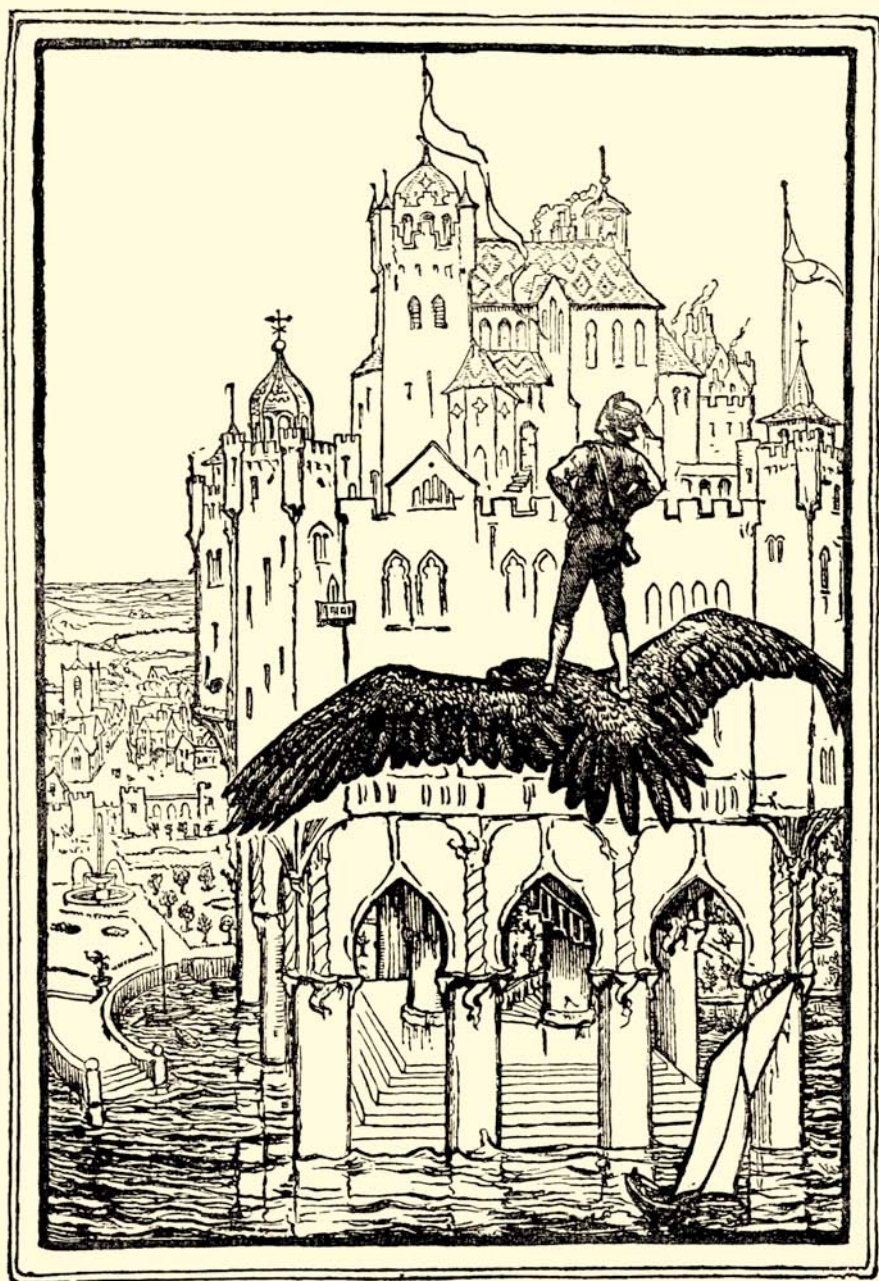
YELLOW MOLD: This inanimate fungus does one die of damage to exposed flesh, and corrodes wood but does no harm to stone or metal. If the fungus is disturbed, there is a 50% chance that it will release deadly spores in a 10' by 10' cloud (save vs. poison or die). Yellow mold colonies can be killed with fire.

YETI: **Hit Dice:** 5. **Attacks:** 2-12 • paralyze. **Armor Class:** 6. **Move:** 12. **Alignment:** Neutrality. **Languages:** Types E or O. **Number Appearing:** 1-6. **% In Lair:** 10%. **Treasure:** Class 3. **Description:** These rare man-eating hominids are difficult to detect in the snow, thus generally surprising foes on a roll of 1-4. In addition, anyone looking directly into the unexpectedly intelligent-looking eyes of a Yeti must make a saving throw or be temporarily paralyzed. On the positive side, fire based attacks will do 50% increased damage to these monsters. There is a base 1% chance, rising by a cumulative 5% per level, for any character to notice a hiding or creeping Yeti.

ZOMBIES: **Hit Dice:** ½ twelve-sided. **Armor Class:** 8. **Move:** 6. **Number Appearing:** 3-30. **Description:** Like their Skeleton brethren, Zombies are simply the animated remains of deceased human beings—the original spirit having long ago departed. They are twice as powerful as Skeletons but will be far less cunning, indeed almost mindless, in carrying out their imparted task.

Endnote: In the world of SEVEN VOYAGES of ZYLARTHEN and even in our own fallen world, great is the power of the wicked. But the love of the Redeemer is greater still.





SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



BOOK OF MAGIC
VOLUME 3 OF FOUR BOOKLETS

PUBLISHED BY
CAMPION & CLITHEROW

SEVEN VOYAGES OF ZYLARTHEN

VOLUME 3

BOOK OF MAGIC

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON



Illustrations by John Dickson Batten

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MAGIC-USER SPELLS TABLE:

1st Level

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2. Color Spray
3. Cure Light Wounds
4. Dancing Lights
5. Detect Magic
6. Enlargement
7. Floating Disc
8. Hold Portal
9. Hurrah!
10. Light
11. Magic Missiles
12. Protection from Evil
13. Purify Food & Water
14. Read Languages
15. Read Magic
16. Shield
17. Sleep
18. Snake Charm
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20. Ventriloquism

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- Audible Glamer
- Continual Light
- Darkness, 15' Radius
- Detect Evil
- Detect Invisible
- ESP
- Find Traps
- Invisibility
- Itch
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- Levitate
- Locate Object
- Magic Mouth
- Mirror Image
- Pyrotechnics
- Ray of Enfeeblement
- Silence, 15' Radius
- Strength
- Web

3rd Level

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- Clairvoyance
- Dispel Magic
- Explosive Runes
- Fire Ball
- Fly
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- Phantasmal Forces
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- Suggestion
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3. Confusion
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5. Cure Disease
6. Dimension Door
7. Extension I
8. Growth of Plants
9. Ice Storm
10. Monster Summoning IV
11. Neutralize Poison
12. Ocular Globe
13. Polymorph Others
14. Polymorph Self
15. Protection/evil, 10' r.
16. Remove Curse
17. Speak With Plants
18. Turn Sticks to Snakes
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20. Wall of Ice

5th Level

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- Contact Higher Plane
- Create Food
- Dispel Evil
- Extension II
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- Growth of Animals
- Heal
- Hold Monster
- Insect Plague
- Magic Jar
- Massmorph
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- Teleport
- Transmute Rock to Mud
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- Wall of Stone

6th Level

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- Anti-Magic Shell
- Blade Barrier
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- Lower Water
- Monster Summoning VI
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- Part Water
- Projected Image
- Repulsion
- Restoration
- Speak With Monsters
- Stone to Flesh

MAGIC-USER SPELL DESCRIPTIONS:

1st Level:

Charm Person: This spell will cause the recipient, if he fails his saving throw vs. magic, to regard the caster as a trusted mentor, friend or ally for an indefinite period. After a number of days equal to 19 minus the victim's intelligence or wisdom score, a saving throw may be attempted to break the charm. If it fails, then another may be tried in a like number of days, and so on. Alternatively, a Dispel Magic spell will always break the charm. It is important to note that the spell does not enable the caster to control the recipient as an automaton or to successfully order him to perform any actions which obviously contradict any of his previously and strongly held beliefs, loyalties, moral principles or the like. So, for example, if a witch charms a good prince, she cannot force him to embrace evil or perform what he would regard as evil acts, but she will cause him to believe that she herself is not evil, and thus he might be induced to defend her to the death even against his friends. The spell will work against, humans, demi-humans and humanoids shorter than Ogre-size. Undead are immune. Range: 120'.

Color Spray: The caster fires a spray or fan of colors in a 90° arc extending outward up to 240'. The colors may render one or more creatures within the fan potentially unconscious. 1-6 total hit dice or levels of creatures will be affected. First, roll one die to determine the number of hit dice affected. Second, randomly select one creature within the fan. If, after applying the total to the creature, there is a hit die leftover, randomly select another creature and apply the leftover to it. If there is a still a leftover, randomly select another creature. And so on. (For each creature below 1 hit die, round up to 1 hit die. For each creature above 1 hit die that has an extra pip, round down to the nearest hit die). All creatures fully affected will go unconscious. If the final creature in the chain has one hit die/level unaffected, it may make a saving throw to avoid. If it has two hit dice/levels unaffected, it is entitled to a saving throw at +2. If it has three hit dice unaffected, it is entitled to a saving throw of +4. And so on. Example: a Kobold (½ hit die), an Orc (1 hit die), a Hobgoblin (1+1 hit dice), a Lizard Man (2+1 hit dice), an Ogre (4+1 hit dice) and a Magic-User (2nd level) find themselves caught in the spray. A six-sided die is rolled, and it is determined that 5 hit dice/levels will be affected. The first creature randomly selected is the Hobgoblin. It soaks up 1 hit die of the total—4 hit dice of the spray remain. The second creature randomly selected is the Magic-User. He soaks up 2 hit dice of the total—2 hit dice of the spray remain. The third creature randomly selected is the Kobold. It soaks up 1 hit die of the total—1 hit die of the spray remains. Finally, the fourth creature randomly selected is the Ogre. It soaks up the final hit die of the spray, leaving the Ogre with 3 hit dice unaffected. The Hobgoblin, Magic-User and Kobold go unconscious. The Ogre is entitled to a saving throw at +6.

Cure Light Wounds: This spell will restore 2-7 hit points to the target character during the course of a turn. Alternatively, it may be cast during surgery, giving the patient a +10% bonus to his adversity check. A character may be the recipient of any Cure Wounds spell but once per day. Range: touch.

Dancing Lights: The caster creates 1-6 lights that look in the darkness like bobbing torches or lanterns. These shapes may move as desired within the range of the spell. Duration: 10 rounds. Range: 120'.

Detect Magic: This spell will determine whether an enchantment or charm has been placed on a place, thing or person. It may also be used to divine whether a discovered item is magical. Duration: 10 rounds. Range: 60'.

Enlargement: This spell will increase the mass and volume of a non-living object by 100%, or increase the mass and volume of a living object by 50%, with concomitant physical effects. The size of the target initially is limited to 12 cubic feet (the mass of a normal man) per level of the caster, and a saving throw is allowed for unwilling subjects. Note that if the spell is cast on a living creature, it will not enlarge armor, weapons or objects carried, though this will not affect the subject negatively in any direct way—metal armor would simply loosen and fall off, etc. Duration: 6 turns. Range: 30'.

Floating Disc: This spell creates a magical disc that will bear 10000 coins or 100 encumbrance units (●) of weight. The disc will follow six feet behind the caster, floating at approximately waist height. Duration: 6 turns.

Hold Portal: This spell will bar a door, gate or similar. A Dispel Magic or Knock spell, or a creature with strong magical resistance, will negate it. Duration: 5 rounds. Range: 60'.

Hurrah!: This spell will give a bonus of +1 to the morale and attack rolls of all allied creatures within an area 50' x 50'. Duration: 5 rounds. Range: 60'.

Light: This spell will create a 30' diameter globe of light around the caster, a point in space or a mobile or immobile object. The light created will not equal full daylight and thus cannot be used, say, to destroy a Vampire. Duration: 6 turns. Range: 120'.

Magic Missiles: This spell conjures three magic arrows that the caster may "fire" at one or more targets within the space of one round. Each will do 2-7 points of damage if it hits. Chance to hit, rolled separately for each one, is computed as for a +1 bow modified by dexterity. As with standard arrows, Magic Missiles fired into melee will hit random participants. Range: 150'.

Protection from Evil: This spell prevents attacks on the caster from enchanted, or conjured monsters. As well, it subtracts -1 from the attack rolls of all evil creatures and gives the caster +1 to his saving throws against the same. Duration: 10 rounds.

Purify Food and Water: This spell makes spoiled or even poisoned quantities of food or water usable again. These will serve up to a dozen people.

Read Languages: This spell allows the caster to read an otherwise incomprehensible or indecipherable non-magical language or code. Duration: one or two maps, scrolls or sets of inscriptions, or perhaps 5% of a book.

Read Magic: This spell allows the caster to initially read and understand the writings in a magic book or scroll. In the case of a book, this will enable him to attempt to know the spells contained therein, or in the case of a scroll, to use the scroll at a later time.

Shield: This spell will form a magical barrier around the caster equivalent to armor class 2 vs. missile attacks and armor class 4 vs. melee attacks. Duration: 3 turns.

Sleep: This spell will put to sleep all of the following within a 10' x 10' area of effect (no saving throw): 2-16 creatures of up to 1+1 hit dice, 2-12 creatures of up to 2+1 hit dice, 1-6 creatures of up to 3+1 hit dice and/or 1 creature of up to 4+1 hit dice. Range: 240'.

Snake Charm: The caster may hypnotically calm a number of snakes—normal or giant—with maximum collective hit dice equaling the level of the caster. For purposes of the spell, each snake with less than one hit die counts as having one hit die. Duration: 10 rounds if the snakes were attacking, 3 turns, otherwise. Range: 60'.

Speak with Animals: This spell allows conversation between the caster and one form of animal. The animal or animals will never attack the caster, and a positive reaction may mean that it or they may perform services for him. Duration: 10 rounds. Range: 30'.

Ventriloquism: The caster may “throw” his voice such as to make it issue from an animal, statue, around a corner, etc. If centered on a creature or object, those paying close attention may notice that the “mouth” is not moving. Duration: 5 rounds. Range: 60'.

2nd Level:

Arcane Lock: This spell will bar a door, gate or the like for an indefinite period. A Knock spell will only temporarily negate it. A Magic-User of at least three levels above the caster may ignore such a lock.

Audible Glamer: This spell creates an auditory hallucination. The potential volume of sound will be additive according to the level of the caster: A 3rd level Magic-User may simulate 10 persons conversing at a normal volume, 5 persons fighting or shouting, the sound of 1 trumpet, etc. A 4th level Magic-User may simulate 20 persons conversing at a normal volume, 10 persons fighting or shouting, the roar of a lion, etc. A 5th level Magic-User may simulate 30 persons conversing at a normal volume. And so on. Duration: 10 rounds. Range: 240'.

Continual Light: Similar to a Light spell, but it will have an area of effect of a 240' diameter sphere and will last permanently unless dispelled or countered with a Darkness 15' Radius spell or similar. Note that it may not be cast on a mobile object. Range: 120'.

Darkness, 15' Radius: This spell causes complete and utter darkness—sufficient even to block the sight of monsters that may normally see in the dark—within an area 30' x 30' x 30'. A Light spell will counter it, and vice versa. Duration: 15 rounds. Range 120'.

Detect Evil: This spell will detect evil intentions and thoughts or the presence of an object or entity aligned with Chaos. Any intelligent target of the spell will be aware of its use. Duration: 3 turns. Range: 60'.

Detect Invisible: This spell will reveal invisible (but not hidden) entities or items. Duration: 3 turns. Range: 60'.

ESP: This spell allows the caster to read the thoughts of most creatures (at least those that have thoughts). It will be blocked by more than two feet of stone or by a thin coating of lead. If the caster does not understand the target's language, the emanations will be quite general. Duration: 5 rounds. Range: 60'.

Find Traps: The spell allows the caster to detect any mechanical or magical trap within 30'. Duration: 3 turns.

Invisibility: This spell may be cast on a willing recipient (potentially including the caster) and lasts until the recipient chooses to break it, or until he attacks or is attacked. Range: 240'.

Itch: This spell inflicts a -1 penalty to the saving throws of all creatures within a 60' radius. If cast by an Archimagus or Wizard, the penalty will be -2. Duration: 10 rounds.

Knock: This spell will open all doors, even if locked, secret, magically held, etc. Range: 60'.

Levitate: This spell will lift the caster, at a movement rate of 6, up to a total height equal to his level x 20'. The spell does not enable lateral movement per se, but the caster may use his hands to pull himself along the ceiling, etc. Duration: 6 turns.

Locate Object: The caster will be informed of the direction of a known item or a specific sort of object—a sword, a stairway upward, a doorway, etc. The thing sought must be within the range of the spell (60' + 10' per level of the caster).

Magic Mouth: This spell will enchant an inanimate mouth, such as that of a statue, or will create a temporary magical mouth on a wall, pillar, etc. When triggered, the mouth will utter a one-time message of up to twenty-five words. The caster may designate a necessary condition or set of conditions for the mouth to be triggered, subject to the approval of the referee. For example: "Speak at exactly midnight during the next full moon/when a beautiful woman comes within five paces/when my friend Casimir returns," etc.

Mirror Image: This spell will create 1-4 images that will look, move and act in a manner identical with the caster. Any attempted melee attack or successful missile attack against an image will dispel that image. Duration: 10 rounds.

Pyrotechnics: This spell will produce a small-scale fireworks display from an already existing fire source—a torch, bonfire or the like—or a temporary 20' diameter cloud of smoke from the same. Depending on the context the effect might be delightful, frightening, obscuring, surprising, distracting, etc. but not directly harmful. Range: 240'.

Ray of Enfeeblement: This spell will reduce the strength of the victim, and thus will lower the damage it/he/she inflicts in melee by 25% (saving throw allowed). The spell may be cast multiple times against the same target. Duration: 5 rounds. Range: 30'.

Silence, 15' Radius: This spell may be cast on a stationary point or object, or on the caster and his party to move with them. It will completely suppress all sounds, including the spoken words required to cast spells. The caster may cancel the spell at any time. Duration: 10 rounds. Range: 180'.

Strength: This spell will increase the strength of a willing target by from 2-8 points if he is a Fighting-Man and from 1-4 points if he is a Thief. Magic-Users will obtain no benefit. For each additional 2 points increased over a score of 18, an additional +1 bonus (cumulative with that already granted at 18) will be added to melee damage rolls. After use, the recipient must sleep for a full day. Duration: 8 hours.

Web: This spell produces great sticky webs sufficient to cover an area 10' x 10' x 20'. The strands are quite strong, requiring a determined creature a number of rounds equal to 22 minus his strength score to break through. The webs will last for 8 hours under normal conditions but are of course flammable. Range: 30'.

3rd Level:

Clairaudience: This spell allows hearing at a distance. It is blocked by more than two feet of stone or by a thin coating of lead. Note that it can be cast through a Crystal Ball. Duration: 5 rounds. Range: 60'.

Clairvoyance: As Clairaudience but allows seeing at a distance. Duration: 5 rounds. Range: 60'.

Dispel Magic: This spell can permanently dispel most enchantments, though it will not affect magic items. If the dispeller is of a lower level than the original caster, then the chance of success is expressed as a percentage determined by dividing the level of the dispeller by the level of the original caster. Range: 120'.

Explosive Runes: These may be placed on a book, map or scroll. If anyone other than the caster reads them, they will explode, doing three dice of damage to the reader (no saving throw) and destroying the object they were placed upon. A Magic-User of at least two levels above the original caster will have a 50% chance of noticing the runes and a 75% chance of succeeding in removing them. The original caster may also remove the runes whenever he desires.

Fire Ball: A hurled fire ball will tend to explode in a 40' diameter sphere, doing as many dice of damage to those inside as the level of the caster (a successful saving throw indicates half-damage). The caster should always be aware that the blast naturally shapes itself to the area concerned in order to affect a similar volume of space. Range: 240'.

Fly: This spell allows the caster to fly through the air at a movement rate of 12. Duration: 6 + 1-6 turns (determined secretly).

Hallucinatory Terrain: By means of this spell a large item of terrain—a hill, swamp, forest, etc.—may be concealed or caused to appear as something else. The spell lasts until an enemy makes contact with the affected area. Range: 240'.

Haste Spell: This spell will enable up to 24 creatures in a 60' x 120' rectangle to move at twice their usual rate and attack/defend at +2. A Haste spell may counter a Slow spell, and vice versa. Duration: 10 rounds. Range: 240'.

Hold Person: This spell completely immobilizes 1-4 humans or demi-humans within the caster's area of vision (saving throw allowed). If the caster chooses but one target, the saving throw against the spell will be made at a -2 penalty. Duration: 15 rounds. Range: 120'.

Infravision: This will allow a willing recipient to see up to 60' in pitch darkness. Duration: 1 day.

Invisibility, 10' Radius: This spell may be cast on a multiple group of persons who start and remain within 10' of the caster. It will last for each until he breaks the circle, or until he attacks or is attacked.

Lightning Bolt: A lightning bolt will affect all creatures in a line 60' x 8', doing as many dice of damage as the caster's level (a successful saving throw indicates half damage). If there isn't space to allow a full 60' extension, the bolt will double back. Range: 240'.

Monster Summoning III: The caster summons one or more monsters to faithfully serve him—attacking his enemies or performing some other task. Randomly determine the type, using a twelve-sided die. 1-3 will appear. The monster or monsters take 1-3 rounds to arrive and will stay for 15 rounds.

Berserkers
Brigands
Ruffians
Filchers

Giant Flies
Giant Locusts
Gelatinous Cube
Giant Lizards

Half-Elves
Hobgoblins
Shriekers
Troglodytes





Phantasmal Forces: The caster may create the visual illusion (it will only be visual) of virtually anything he can imagine in a two-dimensional space with an area of up to 40' x 30'. The illusion may be maintained indefinitely by concentration but will vanish if touched. Range: 240'.

Protection from Normal Missiles: This spell will completely protect the subject from normal-sized non-magical missiles, such as arrows or bolts. Duration: 6 turns. Range: 30'.

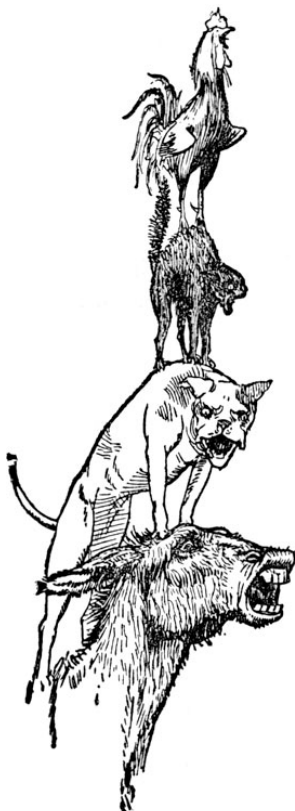
Rope Trick: This odd but useful spell begins by enabling the caster to toss a length of magical rope 6' to 24' in the air where it will hang taught from an invisible point in space. The caster and up to three companions may then climb the rope and retreat into an extra-dimensional space where they may safely hide for up to 6 turns. The rope will remain in physical space unless or until it is tampered with or removed, etc. Characters emerging from hiding without the rope will of course fall the appropriate distance.

Slow Spell: This spell will slow up to 24 creatures in a 60' x 120' rectangle such that they will move at only half their usual rate (saving throw allowed) and attack/defend at a -2 penalty. Duration: 10 rounds. Range: 240'.

Speak with Dead: The caster may communicate with a dead person or creature, provided there is a body (or at least a skeleton) available. The spell generally only works on beings that have been dead 1-4 days, though an Archimagus or Wizard may communicate with those dead for 1-4 months. Up to three questions may be asked, and the responses will most likely be in riddles. Note that only evil or neutral beings may be conversed with. Good beings will have already passed on to another place where they will no doubt have better things to do than banter with inquisitive Magic-Users.

Suggestion: By use of this spell, a hypnotic suggestion is imparted to the target (saving throw allowed) that may be carried out at any point within a week's time according to the instructions of the caster. This may very well end up having a harmful effect, but the Suggestion itself may not be obviously or directly harmful. Range: 30'.

Water Breathing: This spell allows the chosen recipient to breathe normally underwater. Duration: 6 hours. Range: 30'.



4th Level:

Charm Monster: If the target creature fails its saving throw, it will come under the influence of the caster in a manner similar to a Charm Person spell. A check to break the Charm will be made weekly, with possible success determined by the creature's hit dice:

<u>Hit Dice</u>	<u>Chance of Breaking Charm</u>
Under 2	5%
2-4	10%
5-7	20%
8-10	40%
11 and up	80%

Of course a Charm may also always be dispelled. Range: 120'.



Cone of Fear: Within the area of effect—a cone projecting up to 240' from the user with a 30' diameter base—all who fail their saving throws vs. magic must flee in fear for 5 rounds. There is a 50% chance that fleeing creatures will drop any items they had in hand. Range: 240'.

Confusion: This spell will affect up to 2-12 enemy creatures (rolled secretly by the referee and determined randomly) with a bonus of +1 additional creature for each level of the caster above the 8th. Creatures of 2 hit dice or fewer are affected immediately, while those of 3 or more hit dice are affected in a number of turns equal to the score on a twelve-sided die less the level of the caster. Only creatures with 4 or more hit dice are entitled to saving throws. These are made each round and determine only whether or not the creature will be affected in that round. Affected creatures roll two dice each turn to determine their actions: attack the caster's party (2-5), do nothing (6-8) or attack each other (9-12). Duration: 10 rounds. Range: 120'.

Create Water: This spell creates water sufficient to supply two-dozen men and two-dozen horses for one day. It must be consumed on the day it is created.

Cure Disease: This spell will cure any form of disease.

Dimension Door: This spell allows the caster or a willing recipient to teleport up to 360' in any direction (including up or down). The recipient will appear exactly where the caster calls, e.g. "150' northeast and 20' up". Materializing within, say, a solid wall or beneath the ground will result in death, but the existence of a smaller object or creature at the targeted spot will merely cause the recipient to conform himself around it—he might arrive sitting in a chair or hugging a Goblin, etc.

Extension I: Increases the duration of any 1st through 3rd level spell by 50%.

Growth of Plants: This spell will cause an area of normal brush or woods in an area of up to 200' x 200' to become overgrown and virtually impassable. Duration: until dispelled. Range: 120'.

Ice Storm: Via this spell, a hailstorm of short duration but tremendous force is created within an area 30' x 30'. All those within take three dice of damage (no saving throw). The spell may only be cast outdoors. Range: 120'.

Monster Summoning IV: Same as Monster Summoning III except that 1-2 of the following types will appear.

Huge Bats	Fingerers	Huge Spiders
Bugbears	Ghouls	Giant Toads
Cave Creeper	Gnoses	Troglodytes
Demonurgists	Lizard Men	Zombies

Neutralize Poison: This spell serves as an antidote to any kind of poison. However, it will not revive a character that has already been killed by poison.

Ocular Globe: This spell creates an invisible "eye", linked so as to function as an eye of the caster, which he can direct at will. It may travel up to 240' away from the caster at a movement rate of 12. It may go under doors, through large keyholes, etc. but cannot penetrate solid material. Duration: 10 rounds.

Polymorph Others: This spell will transform a willing or unwilling target into any creature the caster desires (saving throw allowed if unwilling), the effect being permanent unless or until dispelled. A friendly target will not be made more powerful in terms of attack capabilities, though he may lose some or all of them, and will always retain the same number of hit dice. But he will take on other characteristics of the new creature—e.g. armor or lack of it, flying, water breathing, small-size, etc.—not including magical or spell casting abilities. An unfriendly target may find his attack capabilities enhanced, and will always have defensive combat capabilities at least those of his old form, while also retaining his hit dice. Because of this, polymorphing, say, a Goblin into a Red Dragon would not be wise. On the other hand, polymorphing a Hill Giant into a mosquito would render the Hill Giant harmless, but the mosquito would be tough to kill (having 8 hit dice, an armor class of 4 and a base move of 12!). Range: 60'.

Polymorph Self: The caster may change himself into any creature he desires. He acquires most abilities of the creature, though not those pertaining to magic or combat. Duration: 6 hours.

Protection from Evil, 10' Radius: This spell gives full protection to those standing within a circle centered on the caster, against attacks from enchanted or conjured monsters. As well, it subtracts -1 from the attack rolls of all evil creatures and gives those protected +1 to their saving throws against the same. Duration: 12 turns.

Remove Curse: This spell will remove one curse from a creature or object. Chance of success is expressed as a ratio in the same manner as Dispel Magic.

Speak with Plants: This spell allows the caster to converse with grasses, flowers, trees, etc., as well as enabling him to issue easily performed commands to them—inviting them to part in order to allow passage, etc. Duration: 10 rounds. Range: 30'.

Turn Sticks to Snakes: By means of this spell the caster may turn up to 2-16 sticks into normal-sized Snakes (see Vol. 2) with a 50% chance for each one that it will be poisonous. Duration: 20 rounds. Range: 120'.



Wall of Fire: This spell creates a wall of fire 90' long x 20' high x 10' thick (a "circular" version will have a diameter of 30'). The wall will be effectively opaque, and creatures of fewer than 4 hit dice will refuse to pass through it. More powerful creatures that attempt to penetrate the wall will take one die of damage (two dice if they are Undead). The spell lasts for as long as the caster concentrates on it. Range: 60'.

Wall of Ice: As Wall of Fire, but the barrier will be made of solid ice. Creatures with four or more hit dice may attempt to break through it but will take one die of damage (two dice if they are fire-using monsters). Range: 120'.

5th Level:

Cloudkill: This spell creates a 30' diameter cloud of poisonous vapors that will slay creatures of fewer than 5 hit dice (no saving throw). The cloud will float directly away from the caster at a movement rate of 6 unless its course is altered by the wind. It may be dispelled by strong winds or broken by thick tree growth or similar terrain. Duration: 10 rounds.

Conjure Elemental: This spell will conjure and control an Air, Earth, Fire or Water Elemental (see Vol. 2). The caster must maintain total concentration on the extremely dangerous and volatile creature (any successful attack will break that concentration) or the Elemental will almost certainly turn on him. Duration: until dispelled, the caster's concentration is broken or the Elemental is directed home. Range: 240'.

Contact Higher Plane: This spell allows the caster to seek information concerning earthly affairs from strange beings inhabiting higher planes of existence. Questions will generally be answered by a simple "yes" or "no", with the occasional "perhaps", "unknown" or "irrelevant" thrown in—especially likely for those queries deemed excessively vague, subjective or philosophical. The higher the plane the greater the chance that the Magic-User will go temporarily insane—usually after only one question—for a number of weeks equal to the level of the plane contacted. In addition, the mind-bending weirdness of the process is such that there is almost always at least a small chance that the questioner will fall into a fatal coma (with no saving throw and no means of reversal except perhaps with a magical wish).

Plane	# of Questions	Chance of Knowing	Veracity	Chance of Insanity	Chance of Death
3rd	3	55%	70%	5%	—
4th	4	60%	75%	10%	1%
5th	5	65%	75%	15%	1%
6th	6	70%	80%	20%	2%
7th	7	75%	85%	25%	2%
8th	8	80%	85%	30%	3%
9th	9	85%	90%	35%	3%
10th	10	90%	90%	40%	4%
11th	11	95%	95%	45%	4%
12th	12	95%	99%	50%	5%

Create Food: Creates food in a manner identical to Create Water.

Dispel Evil: This spell allows the caster to dispel any evil sending—a summoned evil creature or any summoned creature impelled to perform evil deeds—or spell. Duration: 10 rounds. Range: 30'.

Extension II: Increases the duration of any 1st through 4th level spell by 50%.

Feeblemind: This spell works only against Magic-Users. It will cause the target to become feeble-minded until the spell is countered with Dispel Magic. Saving throws against the spell are made at a -4 penalty. Range: 240'.

Growth of Animals: This spell causes 1-6 normal creatures such as insects, mammals, reptiles, etc. to grow to giant size. Combat capabilities will increase proportionately. Duration: 10 rounds. Range: 120'.

Heal: This spell will save the recipient from death on the Zero Hit Points table, restore full hit points, cure disease and/or neutralize poison, as long as the recipient was still alive at the time the spell was cast. For purposes of the spell, someone could still be alive for at least a few minutes after being, say, run through with a sword or failing a saving throw versus poison, etc. However, someone decapitated, burnt to a crisp by a breath weapon, etc. would be beyond help. Heal is a wrenching and painful procedure, and therefore a survive adversity roll is required to survive the application of the spell. The subject will permanently lose 1 point of constitution, and full recovery will take at least two weeks. At the referee's discretion, anyone with Heal in their spell book may speak an incantation to halt the negative effects of zero hit points, disease or poison for a number of days equal to the level of the caster, even if the spell is not currently memorized.

Hold Monster: This spell completely immobilizes 1-4 monsters of any type in the caster's area of vision (saving throw allowed). If the caster chooses to target but one monster, the saving throw against the spell will be made at a -2 penalty. Duration: 15 rounds. Range: 120'.

Insect Plague: By means of this spell the caster summons a cloud of insects that will swarm an area roughly the size of two football fields. The insects will not be directly harmful, but vision within the cloud will be limited to 30', and all creatures with fewer than 3 hit dice will immediately flee the area in panic. The caster may direct the plague where he desires up to the range of the spell. Note that Insect Plague may only be cast above ground. Duration: 1 day. Range: 480'.

Magic Jar: The caster removes his soul to a hollow inanimate object—a box, vase, tree or even a rock containing some kind of cavity—within 30'. From there he may attempt to introduce his soul into the body of any other creature within 120' of the vessel. If successful (saving throw allowed), the Magic-User may stay in the creature's body for up to one day until another saving throw is made, and so on for each day. If initially unsuccessful or if he is forced to leave, he must remain in or return to the jar (if it is still within 120') from whence he may either return to his own body (if it is still within 30') or attempt another possession. If the body of the caster is at any point destroyed, he must remain in the jar or in a possessed body,

where he will then live out a dull and/or short existence. If a possessed body is destroyed, the Magic-User must return to the jar. If the jar is destroyed while the Magic-User is occupying it, or if forced to “move” while out of range of the jar, he will instantly die.

Massmorph: Up to 100 man-sized creatures may be disguised as a grove of trees. Mere contact will not dispel this multi-sensory illusion. Range: 240’.

Monster Summoning V: Same as Monster Summoning IV except that 1-2 of the following types will appear.

Giant Beetles	Giant Hogs	Giant Snakes
Black Knights	Giant Hornets	Giant Spiders
Black Magicians	Minotaurs	Giant Weasels
Harpies	Ochre Jelly	Wights

Pass-Wall: This spell opens up a man-sized hole or tunnel through up to 10’ of solid rock, wood or other otherwise impassable material. Duration: 18 turns. Range: 30’.

Telekinesis: This spell allows the caster to move objects or creatures merely by exercising his will. The weight of the objects moved may be as much as 20 lbs. per level of the caster. A creature is entitled to a saving throw. Duration: 10 rounds. Range: 120’.

Teleport: This spell instantly transports the caster to any location desired, even, say, somewhere thousands of miles away, as long as the destination features some kind of solid surface to greet his arrival. However, use of the spell can be extremely risky, due to the dangers generated by possibly arriving off target.

Chance of Teleporting

<u>Destination Area Is</u>	<u>Low</u>	<u>Random</u>	<u>On Target</u>	<u>Similar</u>	<u>High</u>
Very Familiar	—	01	02-98	99	00
Studied Carefully	01	02-03	04-96	97-98	99-00
Seen Casually	01-02	03-06	07-92	93-96	97-00
Viewed Once	01-04	05-12	13-80	81-92	93-00
Never Seen	01-08	09-24	25-69	70-84	85-00

Low: The caster finds himself entombed within a solid, thus causing instant death.

Random: The caster appears safely at a location up to 10% of the total distance traveled away from the desired location. (If the caster were attempting to teleport to a location 1000 miles away, he would instead arrive at a random spot 1-100 miles away from the desired location.)

On Target: The caster arrives safely at his destination.

Similar: The caster arrives safely at some similar location. This may or may not be at a distance—perhaps even a great distance—from the desired location.

High: The caster appears 10-100 feet in the air above the desired location.

Transmute Rock to Mud: This spell will affect a volume of up to 100,000 cubic feet of rock—a cube 50' on a side, a 100' x 100' square with a height of 10', etc.—transforming it into mud. It may be negated if an identical spell is immediately cast (the rock will be instantly restored to its formal shape and integrity). The water comprising the mud will naturally evaporate or drain in 3-18 days, though the resulting volume of dirt will hardly be identical to the originally existing mountain face, stone plateau, castle wall, etc. Those suddenly caught in the gook—of normal human weight or higher and that have no extraordinary means of escape via levitation flight, teleportation or similar—will have a chance of drowning according to the following table:

<u>Encumbrance/Armor</u>	<u>Chance of Drowning</u>	<u>Must Remove Armor?</u>
Super-Heavy	90%	Yes
Heavy or Plate	50%	Yes
Medium or Mail	30%	Yes
Light	05%	
Unencumbered	Nil	

Those not drowned will still have their movement rate slowed by 90%. Range: 120'.



Wall of Iron: This spell creates an iron wall, three inches thick, with a maximum surface area of 500 square feet. The wall may hang in the air or even enclose a sphere around the caster (12' diameter, holds breathable air for one person for 2-12 turns). Duration: 12 turns. Range: 60'.

Wall of Stone: This spell creates a 1000 square foot stretch of vertical wall, two feet thick. It must be grounded on a surface but will last until destroyed or dispelled. Range: 60'.

6th Level:

Animate Objects: This spell temporarily vivifies physical objects. It can be used for any purpose, though it will usually be invoked in combat situations. Up to one large, two man-sized or four small items can be made to come to life, with recommended attack, defense and movement capabilities as outlined below:

<u>Item</u>	<u>#</u>	<u>Hit Dice</u>	<u>Armor Class</u>	<u>Move</u>	<u>Attacks</u>
Chair	2	2	7	15	Batter (one die)
Rug	2	4	8	3/12	Trip, Smother
Statue, large	1	8	2	3	Batter (four dice/2 rounds)
Statue, man-sized	2	4	2	3	Batter (two dice/2 rounds)
Tapestry	1	4	6	3/6	Immobilize, Smother
Weapon	4	1	5	3/12	Slash, Stab (one die)

A rug will trip any creatures standing upon it (saving throw allowed), and may then make a flying attack, attempting to smother the target. A successful attack will do one die of damage on the first round, and one automatic die of smothering damage each additional round until either the rug or its victim expires. A tapestry will immobilize all of those covered or enfolded by its dimensions (saving throws allowed) for 2-5 rounds, or it may attempt to smother one or two targets as a rug. And so on. Duration: 10 rounds. Range: 60'.

Anti-Magic Shell: Prevents all spells or magical effects from penetrating in either direction. Duration: 12 turns.

Blade Barrier: This spell will create a whirling barrier of knives and razors enclosing a spherical area with a diameter of 30'. Any creature attempting to pass through it will take 12-48 hits of damage. Duration: 3 turns. Range: 60'.

Call Animals III: This spell will magically call or summon one or more animals. The caster rolls eight dice for points available, and up to that many points of animals (one type only) may be chosen. The spell may only be cast outdoors, and only one Call Animals spell may be used at one time. Duration: 20 rounds.

<u>Type</u>	<u>Points</u>	<u>Type</u>	<u>Points</u>	<u>Type</u>	<u>Points</u>
Lynx	1	Horses	5	Tigers	9
Wild Dogs	2	Lions	6	Hippos	10
Wolves	3	Apes	7	Rhinos	11
Crocodiles	4	Bears	8	Elephants	12

Control Weather: By use of this powerful spell, the caster may create or cancel rain, alter temperatures to extreme (though natural) levels, create or negate tornadoes, hurricanes or lightning storms, and so on.

Disintegrate: This spell will reduce any reasonably sized creature or non-magical non-living object such as a dragon, giant, tree, boulder, cottage, section of wall, etc. to dust. Living creatures are allowed a saving throw versus magic at a +2 bonus. Range: 60'.

Extension III: Increases the duration of any 1st through 5th level spell by 100%.

Find the Path: This spell will enable the caster and his party to find the shortest or quickest way out of a trap, maze or dungeon, or will guide them out of being lost in the wilderness. Duration: 18 turns if underground or 1 day if outdoors.

Geas: The Magic-User may compel the target to perform some task or duty (saving throw allowed). Deviating from or simply ignoring a Geas will bring on increasing weakness eventually resulting in death. Duration: until the task is completed. Range: 30'.

Invisible Stalker: This spell summons an Invisible Stalker. See Vol. 2 for characteristics and effects.

Legend Lore: The caster may gain knowledge—often expressed in a riddle, poem or similar—of any authentically legendary item, place or person that he specifies. Overall casting time will be 1-100 days.

Lower Water: This spell will cause the water in a section of river, an entire pond or similar to drop to one-half of its depth. Duration: 6 turns. Range: 240'.

Monster Summoning VI: Same as Monster Summoning V except that 1 of the following types will appear.

Villain	Ogre	Giant Scorpion
Phansigar	Owl Bear	Shadow
Gargoyle	Phase Spider	Giant Tick
Lycanthrope	Rust Monster	Wraith

Move Earth: By use of this spell, hills, ridges or other similar items of terrain may be moved at a rate of 60' per turn. This spell will take 1 turn to go into effect. Duration: 6 turns. Range: 240'.

Part Water: This spell will part water up to 300' in depth. Duration: 12 turns. Range: 120'.

Projected Image: The caster projects an image of himself up to 240' away. All spells will appear to originate from that source. Missiles or spells directed at the image will seem to pass through it or have no effect. Duration: 10 rounds.

Repulsion: The target must move as fast as possible away from the caster for the duration of the spell. There is no saving throw. Duration: 5 rounds. Range: 120'.

Restoration: Restores one lost life level. It may also function as an improved Heal spell—restoring hit points as well as reknitting organs and minor extremities (fingers, toes, ears, etc.). If used in the latter way, it will come with the concomitant disadvantages (an adversity check and constitution score loss). However it is used, the caster must rest for 2-20 days.

Speak with Monsters: This spell will allow the caster to converse with any monster. Whether or not the monster will actually be interested in communicating is up to the monster. Duration: 10 rounds. Range: proximity.

Stone to Flesh: This spell will free those who have been turned to stone. Evil Magic-Users may also have access to a Flesh to Stone spell (saving throw allowed). Range: 120'.

MAGIC BOOKS:

As explained in Vol. 1, each Magic-User begins the game with a Magic Book containing 1-9 spells. A Magic Book may contain up to 12 spells of a particular level. Upon finding another Magic Book or scroll, a Magic-User has the option of copying the new spells contained therein into one of his own books, as long as he does not exceed the 12-spell limit. Even “blank” spell books are fabulously rare and expensive items, requiring the finest parchment or paper and specially crafted bindings. Additional blank books and the appropriate ink and other supplies necessary to inscribe spells into them may be created or purchased at a cost of 2,000 Silver Pieces for a book capable of containing 1st level spells, 4,000 Silver Pieces for a book capable of containing 2nd level spells, 8,000 Silver Pieces for a book capable of containing 3rd level spells, and so on. Reading or rereading a spell from a book is necessary in order to internalize the magical energies of the spell and thus temporarily “memorize” the spell for casting. However, Magic-Users that know a particular spell are assumed to have permanently memorized the written words of that spell. Thus, if a spell-caster ever loses his book or books, he may rewrite the spells that he knows into a new book or set of books, assuming he has the necessary books or has the funds necessary to obtain them.

MAGICAL RESEARCH:

There may come a time when a Magic-User wishes to create his own spells (the form, nature and appropriate level being subject to the approval of the referee). Researching a new spell will cost a minimum of 1,000 Silver Pieces per spell level. For each 1,000 per spell level committed there is a 10% cumulative chance (90% maximum) that the research will succeed. Of course the Magic-User may still not exceed the maximum number of spells that can be known per level as determined by his intelligence score.

WITCH SPELLS:

<u>Die</u>	<u>Spell</u>	<u>Die</u>	<u>Spell</u>	<u>Die</u>	<u>Spell</u>
All	Curse	7	Control Seasons	14	Rejuvenation
1	Blight	8	Cryptaesthesia	15	Speak with Birds
2	Cause Blindness	9	Ensorcell Major Item	16	Spoil Food and Water
3	Cause Disease	10	Illusory Item	17	Vanish/Appear
4	Change Self	11	Mass Sleep	18	Wall of Thorns
5	Conjure Demon	12	Misdetecction	19	Witch's Charm
6	Contact Demon	13	Reave Spell	20	Witch's Cure

Blight: The means by which a Witch creates blasted stretches of territory. All trees and other plant life will wither and die in the area under her control.

Cause Blindness: This spell will cause the target to lose his sight (saving throw allowed). The caster may remove the condition at will, or it may be dispelled. Range: 120'.

Cause Disease: This spell will cause the victim to contract a serious or fatal disease (saving throw allowed). Range: touch.

Change Self: This spell will enable the caster to appear to be any sort of human, demi-human or humanoid creature (in terms of age, sex, physical build, etc.) of roughly the same size (no more than 20% variance in height). It can even be used to impersonate someone. Duration: until midnight on the day it was cast.

Conjure Demon: This foul incantation is similar to Conjure Elemental. The Demon will have 13 hit dice, an armor class of 2, a movement rate of 18 and will inflict 4-24 hits of damage. Duration: 1 hour (the caster need not concentrate).

Contact Demon: This is substantially similar to Contact Higher Plane.

Control Seasons: This evil enchantment allows a Witch to completely control the natural seasons within the geographical area under her authority. The power of the spell is bounded only by the possible range of seasons for that climate. Winter conditions may only be maintained in temperate or colder climes, while, say, permanent draught or continual days of rain might be effected in tropical conditions, etc. Duration: indefinite, subject to the fortunes of the caster.

Cryptaesthesia: Combines Clairaudience and Clairvoyance. It may be cast through a Crystal Ball. Duration: 10 rounds. Range: 60'.

Curse: The Witch may inflict an uncomfortable, annoying or harmful affliction on the target. The effect might be conditional and could even be deadly—"your daughter will die when she pricks her finger on a spinning wheel." It will last until a Remove Curse spell is successfully used, the Witch decides to lift the curse, or a condition specified by the caster is fulfilled. Curses are almost always cast as revenge for real or imagined slights. If used on a player-character, a saving throw is permitted.

Ensorcell Major item: This is what enables a Witch to disguise her rude hut as a cottage or transform a pumpkin into a carriage. Duration: indefinite or until midnight, etc., depending on the circumstance.

Illusory Item: This spell enables the caster to create physical items that will have only a temporary existence. Up to 30 lbs. worth of items may be created per day, and they will last for up to a month based on the hardness of the item or items (a diamond will last for only 1 day, while a pillow will last for 30 days, etc.).

Mass/Enhanced Sleep: This spell will put to sleep all targets within a 100' x 100' area of effect (saving throw allowed for creatures with 5 or more hit dice). It may be cast through a Crystal Ball but only if "triggered" by a previously specified object or situation—when the party enters a field of poppies, when a toy clock (given to the child by a mysterious old woman) is wound, etc. Those affected will sleep for twelve hours, and even the most aggressive attempts will not awaken them. Range: 240'.

Misdetection: This spell, often cast discreetly, will cause any Detect Magic or Detect Evil spell to give a false result. Duration: 6 turns. Range: 30'.

Reave Spell: The victim, who may be any distance away, is instantly teleported to the caster's lair. For the spell to work, the victim must be holding, wearing or carrying a designated item freely accepted from the caster—a locket, article of clothing, fob, etc.

Rejuvenation: Witches may stay young by making a pact with an evil god, demon or similar powerful entity. Sometimes the Witch's own soul is bartered (though this sort of bargain may be problematic for both parties). More often, other kinds of payment are arranged, such as requiring a steady supply of misbehaving children, etc.

Speak with Birds: Similar to Speak with Animals. The spell may be used an unlimited number of times per day.

Spoil Food & Water: The reverse of Purify Food & Water. The evil effect will only be noticed after the Witch has left the scene.

Vanish/Appear: The caster may instantaneously travel through space to any location previously visited. One use of the spell entitles the caster to a "round-trip". All departures and arrivals will be accompanied by smoke and fire.

Wall of Thorns: This spell creates a hedge wall, 90' x 10' x 10', containing unnaturally sharp thorns. Any human or demi-human foolish enough to try to climb or break through the wall via natural means will suffer one die of damage per round (save for half-damage). If they choose to persist in their attempt, they will break through in a number of rounds equal to 20 minus the higher of their strength or dexterity scores. Larger creatures or monsters may fair slightly better. Duration: 12 turns. Range: 120'.

Witch's Charm: As Charm Person, but it may be used on any creature, the target will be -2 on its saving throw and the effect will be permanent unless dispelled. Also, the target must look the caster in the eyes. Range: 30'.

Witch's Cure: This spell has an effect as potentially powerful as that of Full Restoration. However, the Witch will demand some sort of payment in return, perhaps asking the subject to perform a task or satisfy a condition that could well seem innocuous. By ancient law, breaking the bargain will impose doom on the recipient's home village or family.

HIGH PRIEST AND HIGH PRIESTESS POWERS:

<u>Die</u>	<u>Ability</u>	<u>Die</u>	<u>Ability</u>	<u>Die</u>	<u>Ability</u>
1	Commune	5	Mass Hypnosis	9	Volcanic Event
2	Energy Drain	6	Poison Touch	10	Weather Man.
3	Finger of Death	7	Regenerate	11	Wind Walk
4	Laser Eyes	8	Quest	12	Word of Power

Commune: Once per month, the High Priest may ask up to three questions of his deity. (During rare celestial occurrences or similar occasions, seven questions may be asked.) The quality and veracity of the responses will usually be good, at least within the scope of the god's competence or knowledge. Afterwards the priest must rest for three days.

Energy Drain: Drains one level with no saving throw. Range: 120'. Uses: 6 times/day.

Finger of Death: This evil attack will instantly slay any creature unless a saving throw is made. Range: 120'. Uses: 3 times/day.

Laser Eyes: The subject may inflict a number of dice of damage equal to his level against any target within his field of vision. Range: 600'. Save for half-damage. Uses: 6 times/day.

Mass Hypnosis: This works like a more powerful version of the Magic-User spell Suggestion. Up to 8 creatures may be affected, or the user may target only 1 creature, imposing a -4 penalty on its saving throw. Range: 30'. Uses: 1 time/day.

Poison Touch: Use of this power slays the target outright with no saving throw. In a combat situation a successful "to hit" roll is required. Range: touch. Uses: 3 times/day.

Quest: This is similar to the 6th level Magic-User spell Geas, except that failure to carry out the service will result in a curse bestowed by the user's god. Uses: 1 time/month.

Regenerate: The subject may regenerate in the same manner as a Troll (see Vol. 2).

Volcanic Event: Tremors will damage 10% of all buildings. Scalding steam will emerge from suddenly created vents (1 in 20 will perish) and molten rocks will fall from the sky (1 in 20 will perish). Uses: 1 time/day.

Weather Manipulation: As the Magic-User spell, Control Weather. Uses: 1 time/day.

Wind Walk: This power allows the user and, if desired, one companion to stride rapidly through the wind and clouds at a movement rate of 48. Duration: 1 day maximum. Uses: 1 time/day.

Word of Power: This will affect all creatures within a 30' radius. Those of under 5th level will be killed. Those of 5th-8th levels will be stunned for 2-20 rounds, and those of 9th-12th levels will be deafened for 1-6 rounds. There is no saving throw.

MAPS/MAGIC DETERMINATION

Roll on 100% Dice

01-75	Magic Item
76-00	Treasure Map*

* Roll one-ten sided die to determine Treasure Class, then roll percentile dice to determine distance in miles. 50% of the time it will be guarded by a monster of the appropriate terrain type.

POTIONS:

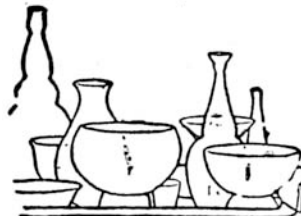
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Delusion
13-15	Diminution
16-18	Dragon Control
19-21	ESP
22-24	Extra-healing
25-28	Fire Resistance
29-31	Flying
32-34	Gaseous Form
35-37	Giant Control
38-41	Giant Strength
42-44	Growth
45-48	Healing

MAGIC ITEMS

Roll on 100% Dice

01-24	Potions
25-43	Scrolls
44-62	Swords
63-76	Armor
77-81	Magic Books
82-86	Miscellaneous Weapons
87-91	Rings
92-95	Rods, Staves and Wands
96-00	Misc. Magic (Roll 100% Dice for Table)

49-52	Heroism
53-55	Human Control
56-58	Invisibility
59-62	Invulnerability
63-65	Levitation
66-68	Longevity
69-71	Oil of Etherealness
72-75	Oil of Slipperiness
76-78	Plant Control
79-82	Poison
83-85	Polymorph Self
86-89	Speed
90-92	Super-heroism
93-95	Treasure Finding
96-00	Undead Control



SCROLLS:

01-30	1 Spell*	61-70	Protection: Elementals
31-45	3 Spells*	71-80	Protection: Lycanthropes
46-50	7 Spells*	81-90	Protection: Magic
51-60	1 Curse	91-00	Protection: Undead

* For reasons involving the arcane frequencies of magic, multiple spells on a single scroll will all be of the same level. Roll a ten-sided die to determine the level of the spell or spells on each scroll (rerolling on a 10). Then roll a twenty-sided die to determine the identity of each spell.

SWORDS:

01-14	Cursed Sword -2
15	Cursed Sword +1
16-45	Sword +1
46-50	Sword +1, +2 vs. Lycanthropes
51-55	Sword +1, +2 vs. Magic-Users and Enchanted Monsters
56-60	Sword +1, +3 vs. Trolls
61-63	Sword +2
64-67	Dragon Slaying Sword +2
68-72	Flaming Sword: +1, +2 vs. Trolls, +3 vs. Undead
73-74	Sword +3
75-79	Sword +1, +3 vs. Dragons
80	Sword +1, Nine Steps Draining Ability
81-82	Sword of Cold: +1, +3 vs. Fire Using and Fire Dwelling Creatures
83-88	Sword +1, Locating Objects Ability
89-90	Sword +2, Charm Person Ability
91	Holy Sword +3
92	Dancing Sword +2
93	Sword, One Life Energy Draining Ability
94-98	Sword +1, Three Wishes Included
99	Sword of Sharpness +1
00	Vorpall Blade +1

ARMOR:

01-06	Armor of Vulnerability	78-85	Plate Armor +2*
07-12	Shield of Missile Attraction -1	86-88	Mail +4*
13-42	Magic Shield	89-93	Mail & Shield +5*
43-47	Buckler +1	94-96	Plate Armor +3**
48-62	Plate Armor +1	97	Mail +5**
63-67	Mail +3	98-99	Mail & Shield +6**
68-77	Mail & Shield +4	00	Armor of Etherealness*

* These are usually made of mithril.

** These are usually made of adamantite.

MAGIC BOOKS:

01-35	1st Level	91-94	6th Level
36-59	2nd Level	95-97	7th Level
60-74	3rd Level	98-99	8th Level
75-84	4th Level	00	9th Level
85-90	5th Level		

MISCELLANEOUS WEAPONS:

01-09	Dagger +1, +2 vs. Goblins and Kobolds	43 44	Spear +2 Spear +3
10-13	Dagger +1, +3 vs. Orcs, Goblins and Kobolds	45-47 48-60	Cursed Spear of Backbiting 2-5 Javelins of Lightning
14-17	Axe +1	61-82	1-12 Magic Arrows +1
18	Axe +2	83-85	1-12 Magic Arrows +2
19	Axe +3	86	1-12 Magic Arrows +3
20-29	Mace +2	87	Arrow of Slaying
30	Mace of Disruption	88-90	2-16 Magic Bolts +2
31-34	War Hammer +1	91-94	Magic Bow
35-37	War Hammer +2	95-96	Crossbow of Accuracy +3
38	Dwarven War Hammer +3	97-98	Crossbow of Speed
39-42	Spear +1	99-00	Crossbow of Distance

RINGS:

01-13	Contrariness	64	Protection, +3
14-33	Delusion	65-66	Regeneration
34-35	Djinn Summoning	67-68	Shooting Stars
36-40	Fire Resistance	69-70	Spell Storing
41-45	Human Control	71-72	Spell Turning
46-50	Invisibility	73-74	Telekinesis
51-55	Mammal Control	75-78	Three Wishes
56	Many Wishes	79-83	Water Walking
57-61	Protection, +1	84-98	Weakness
62-63	Protection, +2, 5' Radius	99-00	X-Ray Vision

RODS, STAVES AND WANDS:

01-02	Rod of Absorption	42-45	Wand of Cold
03-04	Rod of Beguiling	46-50	Wand of Enemy Detection
05-14	Rod of Cancellation	51-55	Wand of Fear
15-19	Rod of Lordly Might	56-59	Wand of Fire Balls
20	Rod of Resurrection	60-64	Wand of Illusion
21	Rod of Rulership	65-68	Wand of Lightning Bolts
22-25	Snake Staff	69-73	Wand of Magic Detection
26-29	Staff of Commanding	74-83	Wand of Metal Detection
30-33	Staff of Healing	84-87	Wand of Negation
34	Staff of Power	88-91	Wand of Paralyzation
35-38	Staff of Striking	92-95	Wand of Polymorphing
39	Staff of the Archimagus	96-00	Wand of Secret Doors &
40-41	Staff of Withering		Traps Detection

MISCELLANEOUS MAGIC (01-30):

01-02	Amulet of Inescapable Location
03-07	Animated Broom
08-10	Bag of Devouring
11-13	Bag of Transmuting
14-15	Book of Darkness
16-17	Boots of Dancing
18-20	Bowl of Watery Death
21-22	Bracers of Defenselessness
23-25	Brazier of Sleep Smoke
26-30	Broom of Flying
31-34	Censor Summoning Hostile Air Elementals
35-37	Crystal Hypnosis Ball
38-40	Drums of Deafness
41	Dust of Sneezing and Choking
42-43	Eyes of Petrification
44-49	Flask of Curses
50-52	Gauntlets of Fumbling
53-58	Helm of Chaos
59-63	Horn of Bubbles
64-66	Horn of Collapsing
67-68	Jewel of Attacks upon the Owner
69-70	Libram of Chaos
71	Libram of Gainful Conjurations
72-75	Loadstone
76	Manual of the Gods of Law
77-81	Medallion of Thought Projection
82-83	Mirror of Opposition
84-85	Necklace of Strangulation
86-87	Poisonous Cloak
88	Robe of Powerlessness
89	Rope of Constriction
90-95	Rug of Smothering
96-97	Scarab of Death
98	Talisman of Chaos
99-00	Trident of Yearning

MISCELLANEOUS MAGIC (31-60):

01-04	Bean Bag
05-07	Bracers of Defense +3
08-10	Cloak of Protection +1
11-15	Crystal Ball
16-19	Crystal Ball with Clairaudience
20-22	Crystal Ball with ESP
23-27	Decanter of Endless Water
28-36	Deck of Many Things
37	Disappearance Dust

38	Dust of Appearance
39-41	Elven Boots
42-44	Elven Cloak
45-47	Figurine of Wondrous Power, Ebony Fly
48	Figurine of Wondrous Power, Marble Elephant
49	Figurine of Wondrous Power, Onyx Dog
50-52	Figurines of Wondrous Power, 2 Golden Lions
53-54	Figurines of Wondrous Power, 3 Ivory Goats
55-57	Gauntlets of Dexterity
58-60	Gauntlets of Swimming and Climbing
61	Girdle of Giant Strength
62-64	Horseshoes of Speed
65-66	Manual of Bodily Health
67-68	Manual of Gainful Exercise
69-70	Manual of Quickness of Action
71-73	Mattock of the Titans
74-78	Medallion of ESP, 30' Range
79-80	Necklace of Missiles
81-83	Pipes of the Sewers
84	Rope of Climbing
85-86	Scarab of Enraging Enemies
87-88	Spade of Colossal Excavation
89	Talisman of the Sphere
90-91	Tome of Clear Thought
92-93	Tome of Leadership and Influence
94-95	Tome of Understanding
96	Trident of Commanding Water Creatures
97	Trident of Warning
98-00	Wings of Flying

MISCELLANEOUS MAGIC (61-80):

01-05	Amulet vs. Crystal Balls and ESP
06-09	Arrow of Direction
10-12	Bag of Tricks
13-15	Beaker of Plentiful Potions
16-20	Boots of Levitation
21-26	Boots of Speed
27-31	Boots of Traveling and Leaping
32-35	Bracers of Defense +5
36-40	Chime of Opening
41-43	Cloak of Protection +2
44-45	Cube of Force
46-49	Eyes of Charming
50-55	Gauntlets of Ogre Power
56-57	Gem of Brightness
58-65	Helm of Reading Magic and Languages
66-68	Jug of Alchemy

69-71	Manual of Puissant Skill at Arms
72-74	Manual of Steady Pilfering
75-76	Phase Cloak
77-78	Rope of Entanglement
79-82	Saw of Mighty Cutting
83-87	Scarab of Insanity
88-95	Silver Horn of Valhalla
96-98	Stone Controlling Earth Elementals
99-00	Trident of Submission

MISCELLANEOUS MAGIC (81-90):

01-06	Bag of Holding
07-12	Bowl Commanding Water Elementals
13-20	Bracers of Defense +7
21-26	Brazier Commanding Fire Elementals
27-35	Bronze Horn of Valhalla
36-41	Censor Controlling Air Elementals
42-44	Cloak of Protection +3
45-50	Flying Carpet
51-56	Gem of Seeing
57-62	Girdle of Femininity/Masculinity
63-68	Helm of Teleportation
69-74	Luckstone
75-77	Lyre of Building
78-82	Manual of Golems
83	Mirror of Life Trapping
84-98	Scarab of Protection from Evil High Priests
99	Sphere of Annihilation
00	Talisman of Lawfulness

MISCELLANEOUS MAGIC (91-00):

01-05	Book of Infinite Spells
06-12	Drums of Panic
13-18	Efreet Bottle
19-24	Helm of Brilliance
25-34	Helm of Telepathy
35-40	Horn of Blasting
41-46	Iron Horn of Valhalla
47-51	Libram of Silver Magic
52-67	Medallion of ESP, 90' Range
68-73	Mirror of Mental Prowess
74-78	Portable Hole
79-84	Robe of the Archimagus
85-94	Robe of Blending
95-00	Robe of Eyes



POTIONS: A potion will generally (though not always) be one-use. Often a small sip will give a hint as to its properties without depleting its effectiveness. However such hints can be misleading. For example, tasting a Polymorph (into a small Roc) potion might convey the same sensation as tasting a Flying potion. Sampling an oil may (or may not) give useful hints. Effects last for 7-12 turns unless otherwise implied or stated.

Animal Control: One who drinks this mixture will be able to completely control 3-18 small animals, 2-12 medium-sized animals and/or 1-6 large animals. Magical, fantastic or unusual “giant-sized” creatures—giant insects, etc.—will not be affected. Range: 120’.

Clairaudience: As the spell. Range: 60’.

Clairvoyance: As the 3rd level spell. Range: 60’.

Delusion: The user will believe (either upon taking a sip or quaffing it in its entirety) that the potion is whatever he most desires it to be. The referee will either decide what this is or else randomly determine it. This error may or not be apparent to others.

Diminution: If a full portion is used, the imbiber will shrink to six inches in height.

Dragon Control: This works as a Charm Monster spell on one type of Dragon (saving throw allowed as with the spell). It will potentially affect 1-3 in number. Dragon types: die 1 = Black, die 2 = Blue, die 3 = Brass, die 4 = Bronze, die 5 = Copper, die 6 = Golden, die 7 = Green, die 8 = Red, die 9 = Silver, die 10 = White. Range: 120’.

ESP: As the 2nd level spell. Range: 60’.

Extra Healing: This potion will restore 3-18 hit points. Alternatively, the full portion may be used during surgery, giving the patient a +10% bonus to his adversity check.

Fire Resistance: The drinker will be unaffected by normal fires and the Wall of Fire spell. Against extraordinary fires—a Fire Ball spell, Dragon breath, etc.—he will be at +2 to save and will subtract -1 from damage.

Flying: As the 3rd level spell.

Gaseous Form: The imbiber will temporarily assume gaseous form. He thus may penetrate any solid body, moving at normal speed. Arms, armor and equipment must unfortunately be left behind.

Giant Control: This works as a Charm Monster spell on one type of Giant (saving throw allowed as with the spell). It will potentially affect 1-4 in number. Giant types: die 1 = Cloud, die 2 = Fire, die 3 = Frost, die 4 = Hill, die 5 = Stone, die 6 = Storm. Range: 120’.

Giant Strength: The drinker of this potion will become as strong as a Hill Giant, allowing him to inflict two dice of damage in melee combat, among other things. He may also hurl boulders up to 120’ for three dice of damage.

Growth: He who drinks the full measure will increase his size such that he will be roughly 30' in height. Quaffing lesser amounts will have proportionate effects.

Healing: This potion will restore 2-7 hit points. Alternatively, the full portion may be used during surgery, giving the patient a +10% bonus to his adversity check.

Heroism: This potion will cause the drinker to temporarily assume the characteristics of a Knight—with 4 hit dice and an attack bonus of +2. Fighting-Men of 4th-7th level will temporarily advance in ability by two levels, and Fighting-Men of 8th-10th level will temporarily advance in ability by one level (with additional hit dice as well as possible advances in attack bonuses and saving throws). Fighting-Men of 11th level and above, Magic-Users of 7th level and above and Thieves of 4th level and above will be unaffected. Hit point losses will be reduced proportionately after the potion wears off.

Human Control: This will allow the imbiber to influence others as with a Charm Person spell (saving throw allowed). The user may affect 1-12 persons of 3 or fewer hit dice, 2-8 persons of 4-6 hit dice, 1-4 persons of 7-9 hit dice and 1 person of 10 or more hit dice. Range: 120'.

Invisibility: As the 2nd level spell.

Invulnerability: The name is a bit of exaggeration, but the stuff is useful nonetheless. The drinker will receive a +2 bonus to all saving throws and all attacks against him will be at a -2 penalty. Only one such potion may be quaffed per week or it will have the reverse effect.

Levitation: As the 2nd level spell.

Longevity: This will reduce magical or supernatural aging by 10 years and/or will advance the natural "death date" by one year into the future. However, each time it is imbibed it will have a 1% chance of cancelling and reversing all age removal from previous longevity treatments.

Oil of Etherealness: When applied fully this will make the user ethereal, with the ability to move through solid objects. In that state he may attack out-of-phase or ethereal creatures and in turn may be attacked by such creatures. However, he may not engage in combat with ordinary opponents nor will he be vulnerable to attack by them.

Oil of Slipperiness: If applied to one's body and/or armor, it will make one fully resistant to being constrained by webs, ropes, tentacles, brawling holds, etc. Alternatively it may be spread over a stretch of floor or steps, giving a 95% chance that any person or creature will slip and fall. It lasts 24 hours or until removed with alcohol or a similar substance.

Plant Control: This will allow the drinker to control 1-6 plants or fungoid entities, or all smaller growths within a 10' x 10' area. Range is 60'.

Poison: This is quasi-magical and extremely toxic and will probably be undetectable as poison by sight or smell. However, if it is ingested or absorbed into the blood in a dose as small as a mere sip or drop, then it will kill (saving throw allowed). A flask of the liquid may be utilized in combat but at extremely high risk.

Polymorph Self: As the 4th level spell. Precisely what creature the drinker polymorphs into will already be determined as a property of the potion.

Speed: Imbibing this potion will double one's movement rate.

Super-Heroism: This potion will cause the drinker to temporarily assume the characteristics of a Vindicator—with hit dice of 8+2 and an attack bonus of +5. (Regarding saving throws, Magic-Users and Thieves aided by the potion may use the most advantageous of either the saving throws for a Vindicator or the saving throws for their class at their original level.) Fighting-Men of 9th-12th level will temporarily advance in ability by two levels, and Fighting-Men of 13th-15th level will temporarily advance in ability by one level (with additional hit dice as well as possible advances in attack bonuses and saving throws). Fighting-Men of 16th level and above, Magic-Users of 12th level and above and Thieves of 13th level and above will be unaffected. Hit point losses will be reduced proportionately after the potion wears off.

Treasure Finding: This will allow the drinker to identify and locate treasure hordes at distances of up to 360'. What precisely constitutes a "horde" will be up to the referee.

Undead Control: This will enable the drinker to control 2-8 Undead of under 4 hit dice and 1-4 Undead of 4 or more hit dice in a manner similar to the other "control" potions.

SCROLLS: Only Magic-Users or Thieves of 10th level and above may utilize scrolls that contain standard spells. Magic-Users must first use a Read Magic spell to identify the spell or spells, but may then use them at any time. High-level Thieves may use them after a few turns of study. It is important to remember that a Magic-user may always cast any scroll spell, regardless of whether he knows the spell or whether he would normally be of a sufficient level to cast that spell. Whatever the level of the user of the scroll, spells will go off as if they were cast by a 6th level Magic-User unless a higher casting level would be required, in which case they will be of the minimum level to cast that spell. Members of any class may use Protection Scrolls. If a Cursed Scroll is opened and even a glance is taken at its contents by any class of character, he will find himself inexorably reading the foul words aloud and will immediately suffer its effects.

Scroll of Protection: Elementals: This spell will completely protect the caster and those within a 10' radius from 1 Elemental for 4 turns.

Scroll of Protection: Lycanthropes: This spell will completely protect the caster and those within a 10' radius from 2-12 Lycanthropes for 6 turns.

Scroll of Protection: Magic: This spell will create an invisible but completely impenetrable sphere in a 10' radius around the caster that will block all magic in either direction. The sphere lasts 8 turns and will move with the caster.

Scroll of Protection: Undead: This spell will completely protect the caster and those within a 10' radius from 2-24 Undead of 1-3 hit dice, 2-12 Undead of 4-5 hit dice or 1-6 Undead of 6 or more hit dice for 6 turns.

Scroll: 1 Curse: Random monster attacks, or the reader is infected with a fatal disease, is turned into a miniscule unicellular being, is instantly teleported to another planet, etc.

SWORDS: All magic swords were created many hundreds of years ago during the Ancient Wars between Law and Chaos. All will have an alignment, an Intelligence factor of from 1-12, and for those swords with an Intelligence of 7 or more, an additional Ego rating of from 1-12. The alignment of the sword is determined using percentile dice:

01 - 65	Law
66 - 90	Neutrality
91 - 00	Chaos

Persons initially grasping a magic sword may suffer damage based on any differences in alignment:

- Law vs. Chaos: 2-12 hits
- Neutrality vs. Law/Chaos: 1-6 hits

For purposes of the above, Lawful Thieves will count as aligned with Neutrality.

There are a few mighty weapons allied with either Law or Chaos that have been forged with a Special Purpose in the service of their side:

<u>Dice Roll</u>	<u>Law/Chaos</u> <u>Special Purpose</u>
01-90	No Special Purpose
91-92	Defeat Magic-Users of the opposite alignment
93-94	Defeat Fighting-Men of the opposite alignment
95-96	Defeat Priests of the opposite alignment
97-98	Defeat Monsters of the opposite alignment
99-00	Defeat Law/Chaos

Weapons with a Special Purpose will automatically have an Intelligence factor and Ego rating each of 12, and will have these special abilities versus those designated:

Law: The ability to slay members of the designated group.

Chaos: The ability to disintegrate members of the designated group.

If the sword does not have a special purpose, its Intelligence is determined using a twelve-sided die:

<u>Intelligence</u> <u>(Die Roll)</u>	<u>Primary Powers and Ability to Communicate</u>
1-6	None
7	One Primary Power and Empathy with the Wielder
8	Two Primary Powers and Empathy with the Wielder
9	Three Primary Powers and Empathy with the Wielder
10	Three Primary Powers, and Speaks Alignment Language plus 1-4 additional Languages
11	As 10 above plus Reads Magic
12	As 11 above plus one Extraordinary Ability

Primary Powers

<u>Dice Roll</u>	<u>Power</u>
01-10	Detect Evil/Good
11-15	Detect Gems (# and Size)
16-25	Detect Magic
26-33	Detect Metal & What Kind
34-35	Detect Meal (Food Source) and What Kind
36-50	Detect Sloping Passages
51-60	Detect Traps
61-70	Locate Secret Doors
71-85	Note Shifting Walls & Rooms
86-95	See Invisible Objects
96-99	Roll Again Twice
00	Roll for an Extraordinary Ability

Extraordinary Abilities

<u>Dice Roll</u>	<u>Ability</u>
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-35	Flying
36-40	Giant Strength (once per day)
41-45	Healing (1-6 hit points per day)
46-55	Illusion Generation
56-60	Levitation
61-70	Telekinesis
71-80	Telepathy
81-90	Teleportation
91-97	X-Ray Vision
98-99	Roll Twice
00	Roll Three Times

If the sword does not have a special purpose but has an Intelligence factor of 7+, the Ego of the sword should then be determined using a twelve-sided die.

All magical swords (even those with only an Intelligence factor of 1-6) will strive to advance the fortunes of their alignment. This may include exerting their influence to lose a fight—if the owner's opponents are more favorable to their side—or attempting to pass into the hands of a creature or person better able to serve their cause. Thus, magical swords may always choose to miss or do less damage than rolled—something the player character may or may not notice. Even swords aligned with Law will not hesitate to perform actions that might be to the detriment of their owners if they perceive that it will further the cause, especially if the owners themselves are judged to be lukewarm in their commitment to it. While swords are generally inanimate, they have been known to slip from the grips of their owners at the wrong moment. Scabbards may become loose. Weapons may go lost or turn up in the possession of other party members. And so on.

In addition, some weapons may be capable of controlling their owners. Compare the difference between the Ego rating of the sword and the experience level of the owner:

<u>Difference</u>	<u>Result</u>
6 or more	Sword controls
-5 to 5	Which side prevails based on situational check
-6 or lower	Owner controls

Situational checks involve comparing the Intelligence Factor + Ego Rating of the sword with the wisdom + strength score of the owner, with these modifiers:

<u>Extraordinary Ability/Hit Point Loss</u>	<u>Modifier</u>
Each Extraordinary Ability	+1 for Sword
Owner has lost less than 10% of his hit points	+1-6 for Owner
Owner has lost 11% to 50% of his hit points	-1-4 for Owner
Owner has lost 51% to 99% of his hit points	-2-8 for Owner

<u>Difference</u>	<u>Result</u>
6 or more	Higher score controls
2 - 5	Higher score controls 75% of the time
0 - 1	50% chance either way

Controlling weapons will force the user to act in the interests of their alignment, but will often attempt to do so in a way that is not obvious to other party members. Swords aligned with Neutrality or Chaos may also desire to be housed in richer scabbards, to have additional jewels or precious metals added to their hilts, etc.

Magic swords apply their first bonus to hit but not for damage. Their second bonus, if any, is in turn applied to damage only. Most swords will emit a moderate glow with a radius of illumination of 20', at least when drawn in the dark. All magic swords are long swords. Further explanations for specific swords follow:

Cursed Sword -2: This weapon will force the wielder to immediately attack monsters at every possible opportunity. It may be removed from the hand only with a Remove Curse spell. It will always be aligned with Chaos

Cursed Sword +1: As above but luckily the sword carries an attack bonus.

Sword +1, +3 vs. Trolls: If the sword is Chaotic, then it will be +3 vs. Lawful Priests and High Priests.

Dragon Slaying Sword +2: In addition to the attack bonus, valid against all opponents, the sword will do 4-32 points of damage against one Dragon type: die 1 = Black, die 2 = Blue, die 3 = Brass, die 4 = Bronze, die 5 = Copper, die 6 = Golden, die 7 = Green, die 8 = Red, die 9 = Silver, die 10 = White. The alignment of the sword cannot contradict its mission.

Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead: In addition to inflicting extra damage against the aforementioned types, the sword will be useful in slicing through the strongest webs, and so on, in one turn. If the sword is Chaotic, then it will be +2 vs. Pegasi, Hippogriffs, & Rocs, +3 vs. Treants.

Sword +1, Nine Steps Draining Ability: This super-powerful magic sword will drain one or more life energy levels from the target on any natural attack roll of 20. On the first such roll it will drain one life energy level. On the second roll (against the same target or a different one), it will drain two life levels, and so on up to nine, at which point it will revert to being an “ordinary” +1 magic sword.

Holy Sword + 3: In addition to having the largest attack bonus of any weapon, the Holy Sword will completely negate all hostile magic within a 10’ radius. The sword’s alignment will always be Lawful, and therefore it can only be wielded by Fighting-Men (not Thieves) devoted to the side of Law.

Dancing Sword: After three turns of combat, this magic sword +2 will leap out of the hands of its owner and fight on its own for three turns. Then it will return to its owner for three turns, perhaps to leap out again later for another three turns. And so on. While it is fighting on its own it cannot be hit and will attack at the level of its owner. The owner may of course use another weapon while his sword is “dancing”.

Sword, One Life Energy Draining Ability: This sword will drain one life level on any attack roll of a natural 20, subsequent to and in addition to inflicting standard damage.

Sword +1, Three Wishes Included: Wishes are useful and powerful, but they are not a grant to do anything, nor are they a license to reward either aggression or greed. Typically they are used defensively—“I wish that Dragon would fly back to his cave”, “I wish Fombur had never tried to open that chest”, “I wish we would quickly find an exit to this dungeon” are all standard and legitimate. However, wishes that transgress these boundaries will either yield results that require some additional effort or task from the person making the wish, or if too greedy or hostile, will often have “Monkey’s Paw” sorts of consequences such that the wish might be carried out in an unexpected manner and with unpleasant effects. For example, wishing to, say, gain an additional point in one’s prime requisite ability may bestow a map to the lair of a monster guarding a magic item that will accomplish that purpose. On the other hand, wishing for an ability score to go from, say, 8 to 18 may instantly polymorph the individual into a disgusting monster with such a score. Wishing for the death of another character or creature might result in the person who made the wish being whisked a million years into the future, where the wish will now be satisfied. And so on. Hastily or ill-formulated wishes may be (annoyingly enough) scrupulously instantiated to the letter. And of course inadvertent uses of one or more wishes—“I wish you would just shut up”—are all too common.

Sword of Sharpness +1: This is another form of the Holy Sword, above, in that it will negate all magic within a 10’ radius. Though it has a smaller to hit bonus, it does have the additional power that if the attack roll is +4 or more over that required to hit, or is a natural 19 or 20, it will sever a randomly determined extremity, such as a limb, tentacle, head or heads, etc. The sword may only be used by Fighting-Men aligned with Law.

Vorpal Blade +1: This is a third form of the Holy Sword, with the same powers and restrictions. It is similar to the Sword of Sharpness but only requires an attack roll +2 or more over that required, or a natural roll of 18 to 20, to unhelm an evil opponent. As with the other Holy Swords, only Lawful Fighting-Men may wield a Vorpal Blade.

ARMOR: Armor will subtract the specified bonus from an opponent's attack roll. Bucklers will subtract the specified bonus only if used while unarmored or wearing leather armor. Mail and shield combinations will subtract the specified bonus if used together. If used separately, the mail will function as +1 armor and the shield will function as an "ordinary" magic shield with no bonus. Those using magic shields (but not bucklers) may invoke the "shields shall be splintered" option once per day without the shield being destroyed. In addition, they may invoke the option anytime in the standard way, with the probability that the shield will be destroyed as with normal shields. Users of magic bucklers may invoke the "shields may be splintered option" in the normal fashion as for non-magical shields, with the probability that the buckler will be destroyed. Magic bucklers and shields will have the encumbrance of their non-magical counterparts. Enchanted mail will have an encumbrance of •• whereas magical plate armor will have an encumbrance of ••••.

Armor of Etherealness: This suit of Mail +4 allows the wearer to become ethereal at will, as per the potion. The power to become ethereal may be used but 49 times. However, the suit will always retain its status as Mail +4.

Armor of Vulnerability: This will appear to be magical plate armor (+1 to +3) but when the first blow is struck against the wearer it will become apparent that it is a cursed item that works in reverse—the attacker adds +1 to +3 to his attack roll. After that it may only be removed with a Remove Curse spell.

Shield of Missile Attraction -1: This shield will appear to be a "helpful" magic shield. It's negative influence will only become apparent during the next attack from a missile or missiles. Thereafter the "shields shall be splintered" option cannot be used (in either form) and the shield may only be removed from the shield arm with a Remove Curse.

MAGIC BOOKS: 20% of these will be blank. The other 80% will contain from 1-12 spells of the specified level.





MISCELLANEOUS WEAPONS: With the exception of daggers, these may only be used by Fighting-Men. Unlike swords, most will grant a bonus to hit and to damage, though magic bows and crossbows will only apply their bonus to the attack roll. Magic arrows and bolts will apply their bonus to hit and to damage, and this bonus will “stack” with the to hit bonus of bows and crossbows.

Mace of Disruption +1: If the wielder of this mace successfully strikes an Undead creature, he may make a “turn Undead” roll (even if he or another member of the party has already made such an attempt). The roll is made at either the level of the wielder or 8th level, whichever is higher, and will be modified by the wielder’s wisdom adjustment, if any. A successful roll will disrupt the molecular structure of the monster, destroying it.

Dwarven War Hammer +3: This will be a +3 magic weapon in the hands of any Fighting-Man. When used by a Dwarf it will have these additional powers: 1) It may be thrown up to 120’ and then fly safely back to its owner. 2) It will do 2-12 hits of damage against most creatures. And 3) it will do 5-15 hits of damage against Giants.

Javelins of Lightning: These may be thrown up to 120’ and will inflict standard damage if a hit is obtained. However, whether or not the standard attack roll is successful a lightning bolt extending 30’ out from the target and measuring 5’ in width will be created. The bolt will do 16 points of damage (save for half-damage). The sudden release of energy will destroy the javelin.

Arrow of Slaying: This arrow is enchanted such that it will automatically slay one representative of a particular intelligent monster type. Roll for “Type A” on the Language Types Table in Vol. 4, rerolling if “Common” or any other non-monster language is generated. The arrow cannot be re-used.

Magic Bow: This gives a bonus of +1 to hit for all arrows, but like most other magic weapons does not increase damage.

Crossbow of Distance: This will have ten times the range of a normal crossbow.

Crossbow of Speed: This fires as quickly as a bow, for the enchanted mechanism draws back and winds on its own accord.

RINGS: Any character class may use rings. However, only two may be worn at the same time—one on each hand. Where relevant, spells will operate at 11th level.

Contrariness: This cursed ring will make the wearer unceasingly argumentative and contrary (though the referee and player are cautioned to use discretion here). The ring can only be removed by a Remove Curse spell, though of course the wearer will oppose that.

Delusion: The wearer of this ring will periodically see exactly and only what he wants to see. These will not be bizarre and impossible visions, but rather things that will initially at least seem plausible to the rest of the party. The ring can be removed at any time.

Djinn Summoning: This ring contains a resident Djinni who will serve the wearer for an indefinite period, possibly permanently.

Fire Resistance: As the potion, but the protection effect will last as long as the ring is worn.

Human Control: As the potion, but it may be used once per day.

Invisibility: The wearer of this ring may become invisible (or become visible again) at will. As with the spell, invisibility cannot be maintained during spell casting or combat.

Mammal Control: This ring allows the wearer to completely control from 3-18 small mammals or from 1-8 large mammals. Range: 60'.



Protection: Like magic armor, the ring subtracts its bonus from any attack roll directed against the wearer. In addition, it adds the bonus to any saving throw roll made by the wearer. It will function with armor but not with magic armor.

Protection, 5' radius: As above. In addition, a few of the wearer's nearby companions may also receive its benefits.

Regeneration: This powerful item will allow the wearer to regenerate 1 hit per turn in a manner identical to that of Trolls. It will even restore hit points if the wearer is at zero hit points, and similarly will reconnect or restore severed or damaged organs. As with Trolls, the process can only be stopped by fire, acid or similar.

Shooting Stars: This ring is only usable at night under the open sky. It may cast a Light spell, hurl a Fire Ball that will do 9 points of damage to all within a 30' diameter circle, or cause a falling meteor to do 12 points of damage to one creature (save for half-damage in both cases), all at a range of 240'. Each of these functions may be used once in a twenty-four hour period.

Spell Storing: This ring contains 1-6 spells of 1st to 9th level. As soon as he puts on the ring the wearer will know what spells it contains, and he may then cast them at any time, whatever his class. However, only a Magic-User may restore or recharge the ring, and only if he knows the spells in question.

Spell Turning: For any spell aimed directly at the wearer, 1%-100% of its effect or chance of effect will be reflected back at the caster. The ring will not work against rods, staves or wands, nor will it turn the Finger of Death.

Telekinesis: This ring will give the wearer permanent telekinetic power, as the spell cast by a 10th level Magic-User.

Three Wishes: See the description of Sword +1, Three Wishes Included, above.

Water Walking: This mischievous magic item will initially function as per the name, but at the most inappropriate point the wearer will sink.

Weakness: Once placed on the finger, this ring will quickly drain the wearer of half of his strength, inflicting a -2 penalty for purposes of attack, defense and saving throws. It may only be taken off with a Remove Curse. Note: anyone attempting to simply cut his finger off will receive 1-6 hits of electrical shock damage, doubling in magnitude with each additional attempt.

X-Ray Vision: Using this ring, the wearer may see through most solid substances. Up to 10' of stone or ½' of iron may be penetrated. In addition, most hidden doors or built-in traps will be revealed. However, lead or gold will block the operation of the ring.

RODS, STAVES AND WANDS: Rods will have varying requirements for which classes may use them. Staves and wands will generally only be usable by Magic-Users unless otherwise stated. Some will be of unlimited use, whereas others will only be usable a certain number of times per day or per week, or will contain a fixed number of "charges". For those that contain charges it is up to the referee whether or not they can be "recharged", how this may be accomplished and by

whom. If the referee does allow this, it is recommended that only high-level Magic-Users have this ability, and such an effort will in addition require a not insubstantial sacrifice of time and Silver Pieces.

Rod of Absorption: This rod will absorb any hostile spell directed at the wielder, storing its energy. Up to 100 levels of spells may be absorbed in this way. It may also be used to cast any spell the wielder has memorized without discharging the spell from his memory but instead using the energy stored by the rod. Both of these functions may be used in the same turn as long as the spell cast is not of a higher level than the spell absorbed. Magic-Users only.

Rod of Beguiling: This rod will, in effect, Charm all enemies within a half circle extending out from the wielder to a radius of 20'. There is no saving throw but the beguilement will only last for 4-16 turns and cannot subsequently be repeated on the same targets. Charges 1-25. Usable by Magic-Users and Thieves.

Rod of Cancellation: Upon striking a magical item, the Rod will permanently and irrevocably drain the item of its magic. Usually a successful "to hit" roll will be required (as if one were attacking the wielder of the item), though this may be modified based on the circumstances. The Rod will only work once, though multiple "misses" are allowed. Usable by all classes.

Rod of Lordly Might: This amazing mechanical device appears to be an ordinary (and somewhat short) staff, however, at the touch of a button it will extend, retract or otherwise conform itself into the wielder's choice of one of the following magic weapons:

Axe +2

Sword +1 (unlike most magic swords this will be a "sword" as opposed to a long sword)

Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead

Spear +3

Pole Arm +1

If a hostile party witnesses one of these transformations, he will be paralyzed unless he makes his saving throw. However, if a saving throw is made, he will then flee in fear unless he makes a second saving throw. At the end of hostilities the rod will reconfigure itself back to its normal shape. In addition, another button will cause the rod to extend to 50', with rungs spaced along its length and multiple pitons or spikes that will penetrate and fasten to even the hardest stone—making the item into a formidable climbing apparatus. Using the weapon function will expend a charge, and the rod will have 1-25 of them. However, the climbing mechanism will continue to operate even after all charges are spent. Fighting-Men only.

Rod of Resurrection: Touching a deceased person with this horrible item will "resurrect" him as a Zombie. Only the Redeemer can truly give new life.

Rod of Rulership: This awesomely powerful item will allow the wielder to command up to 500 levels worth of creatures within a radius of 100' for a period of ten turns. Command will be equivalent to an enhanced Charm and only instructions explicitly and completely contrary to the nature and desires of the creature or creatures concerned will be disobeyed. Charges: 1-10. Usable by all classes.

Snake Staff: This useful item grants a +1 bonus to hit and to damage. If it hits, then the Magic-User may command it to entwine around the target where it will remain for 1-4 additional turns. If the target is man-sized or smaller, it will completely immobilize him, while if he is larger than man-sized, it will simply make him incapable of attacking.

Staff of the Archimagus: This staff will have the capabilities of a Staff of Power (see below) plus these additional powers:

+1 to hit in melee.

Invisibility: As the 2nd level spell.

Paralysis: May be invoked on a successful hit (saving throw allowed).

Pass-Wall: As the 5th level spell.

Summon Elemental: The wielder may summon an 8 hit die Elemental (roll a four-sided die to determine type).

Wall of Fire: As the 4th level spell.

Webs: See the entry for Giant Spiders in Vol. 2, p. 56.

Whirlwind: As a Djinni. See Vol. 2, p. 13.

Each will use one charge. Charges: 1-200.

Staff of Commanding: This item gives the wielder the powers of Animal, Plant and Human Control in a manner identical to the relevant potions. Charges: 1-200.

Staff of Healing: This staff will heal 2-7 hits at a touch, or alternatively will grant a +10% bonus to the adversity check for surgery. It may be used an unlimited number of times, but only once per day on a single person.

Staff of Power: This staff has the following powers:

Cold: The staff may issue an icy blast in the form of a cone 60' long with a 30' outer base. Any creature within the area of effect will take eight dice of damage (save versus wands for half-damage).

Continual Light: As the 2nd level spell.

Fire Balls: The staff will hurl fireballs as the spell for eight dice of damage (save for half-damage). Area of Effect: 40' diameter sphere. Range: 240'.

Lightning Bolts: The staff will spit lightning bolts as the spell for eight dice of damage (save for half-damage). Area of effect: 60' x 8'. Range: 240'.

Striking: The staff will do two dice of damage if it hits in a melee attack.

Telekinesis: As the spell cast at the 9th level of ability.

Final Strike: In extremis the user may choose to break the staff, releasing all of its stored energy in the form of 8 x the number of remaining charges in hits. These will be evenly distributed to all creatures save the wielder within a radius of 30' (save for half-damage).

The Staff of Power will have 1-200 charges. Use of any of these powers (except of course Final Strike) will use up one charge.

Staff of Striking: This does two dice of damage if it hits, and of course counts as a magical weapon, though with no “to hit” bonus. Unlike other staves, however, it is only usable by Magic-Users. Charges: 1-200.

Staff of Withering: In addition to inflicting standard damage, a successful strike with this staff will age the target by ten years. (Depending on the current age and average lifespan of the creature concerned this may or may not have a meaningful influence on the current battle.) Undead are immune. Charges: 1-200.

Wand of Cold: This wand emits an icy blast in the form of a cone 60' long with a 30' outer base. Any creature within the area of affect will take six dice of damage (save versus wands for half-damage). Charges: 1-100.

Wand of Enemy Detection: This wand will reveal the presence (though not necessarily the exact location) of those who are themselves aware of the user and have hostile intent towards him. Range: 60'.

Wand of Fear: This wand will cause all within the standard 60' x 30' cone to flee in panic unless they make a saving throw versus magic.

Wand of Fire Balls: This wand will hurl fireballs, as the spell, for six dice of damage (save for half-damage). Area of Effect: 40' diameter sphere. Range: 240'. Charges: 1-100.

Wand of Illusion: This wand operates as the *Phantasmal Forces* spell. However, the caster may move while concentrating. Area of effect: 40' x 30' rectangle. Range: 240'. Charges: 1-100.

Wand of Lightning Bolts: This wand will hurl lightning bolts, as the spell, for six dice of damage. Area of effect: 60' x 8'. Range: 240'. Charges: 1-100.

Wand of Magic Detection: This wand functions as the spell but with a range of 20'. At the referee's discretion extended concentration may reveal more precise aspects or properties of the enchantment.

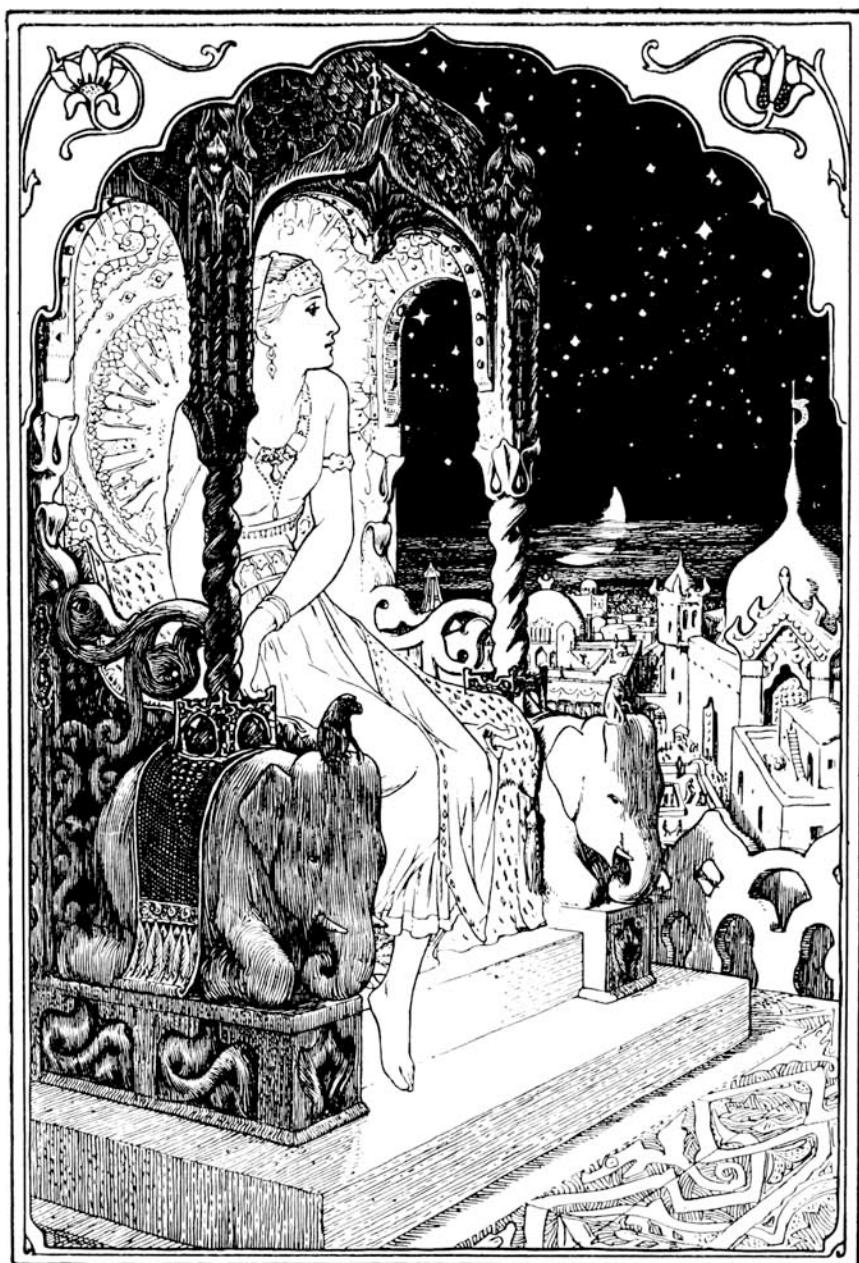
Wand of Metal Detection: This wand will indicate the presence and type of any body of metal, metal item or metal items equal to or greater than 30 lbs. in weight (approximately 1,000 coins). Range: 20'.

Wand of Negation: If this wand is pointed at another enchanted rod, staff or wand that operates at a distance, it will negate (or almost negate) its effect for one use or round. Rods and staves will still operate at ¼ power. Charges: 1-100.

Wand of Paralyzation: All within a cone of 60' x 30' will be temporarily paralyzed unless they make a saving throw. Charges: 1-100.

Polymorph Wand: This wand acts as either of the relevant spells. A “friendly” use will last for a number of turns equal to 6 plus the level of the caster. A “hostile” use will last indefinitely until dispelled. Range: 60'. Charges: 1-100.

Wand of Secret Doors and Traps Detection: This wand will signal the presence of either within a range of 20'.



MISCELLANEOUS MAGIC: These items are usable by all classes unless otherwise indicated.

Amulet of Inescapable Locating: This appears to be an Amulet vs. Crystal Balls and ESP but instead works in reverse, rendering the user 100% vulnerable to any and all scrying attempts.

Amulet vs. Crystal Balls and ESP: Wearing this item will completely protect one against all such devices and spells.

Animated Broom: This item will slyly position itself to resemble a Witch's Broom of Flying. But if someone attempts to ride it, it will instead beat the user over the head until he is knocked unconscious or until the broom is destroyed.

Arrow of Direction: This magical arrow will act as a compass, pointing to the destination desired—the exit to the dungeon, a source of drinking water, the lair of the monsters that just attacked, etc.—for as long as seven turns. It may be used but seven times every seven days.

Bag of Devouring: This appears to be a Bag of Holding (see below) but instead is the gaping maw of a hungry extra-dimensional creature. It will devour anything placed inside within 7-12 turns.

Bag of Holding: This magical bag, the size of a large sack, will hold up to 200 items or 1,000 lbs. while never weighing more than the equivalent of 5 items. The opening of the bag may be stretched to a diameter of 3' and the interior volume will amount to at least 10' per side. Thus, it may accommodate a ladder or a suit of armor, etc.

Bag of Transmuting: This also appears to be a Bag of Holding, and will initially function as such, but any gold or silver placed inside it will turn to lead. After this is discovered, the bag will retain this function but cease to perform as a Bag of Holding.

Bag of Tricks: The owner of this otherwise empty looking bag may reach into it and pull out an animal (determined randomly) that will then fight for him. When combat is finished, the animal will be drawn back into the bag, and the same animal will emerge the next time around. Only if the current animal is killed will there be a chance of a different animal later becoming available (though there will of course be a 1 in 6 chance that the same animal that was just killed will be chosen again).

<u>Die Roll</u>	<u>Animal</u>	<u>Hit Dice</u>	<u>Attacks</u>	<u>Armor Class</u>	<u>Move</u>
1	Bear	5	2-12 hits	6	12
2	Lion	4+2	1-6 hits	6	12
3	Bull	3	1-6 hits	6	15
4	Ram	2	1-6 hits	7	15
5	Wolf	1	1-6 hits	8	18
6	Jackal	½	1-2 hits	8	12

Beaker of Plentiful Potions: This incredibly useful item will fill itself with 2-5 potions—any standard potions the user requests—once per week.

Bean Bag: There will usually be six beans in each bag. When planted, each bean will magically bring forth a randomly determined thing, with a greater chance, unfortunately, that it will be a bad thing:

<u>Die Roll</u>	<u>Result</u>	<u>Determination Method</u>
1-2	Curse	See Cursed Scroll, above
3-4	Monster	Roll randomly for level and then monster*
5-6	Treasure	Roll randomly for Class and then for type*

Book of Darkness: This vile tome will only be useful to non-player character Evil Priests and Evil High Priests. These will gain one level upon reading it. Lawful Priests and High Priests who read it will have a 75% chance of going insane. Thieves who read it will take 3-12 hits of damage, and Fighting-Men aligned with Law will take 4-24 hits of damage. If the book is read by Fighting-Men aligned with Neutrality or Chaos or by Magic-Users of any alignment, they will be nominally unaffected, though Lawful Magic-Users may be tormented by nightmares for some time.

Book of Infinite Spells: This book has 24 pages. 3-18 of them will contain one spell, while the remainder will be blank. If the book is currently marked at a particular spell, that spell may be memorized and cast once per day in addition to the standard number granted by level, even if it is a spell previously unknown or of a higher-level than the reader can normally cast. Once a page is turned it cannot be turned back. There is a 10% chance in between uses that a page will turn of its own accord, and a 5% chance that fumbling, wind, etc., will turn a page while it is being studied. The book may be utilized by high-level Thieves as well as by Magic-Users, but all non-Magic-Users will suffer 4-24 points of damage the first time they touch the book. Thereafter they can handle it normally.

Boots of Dancing: These boots will first function as one of the three benign items of footwear enumerated below. However on the first occasion where the wearer is running for his life, the boots will cause the wearer to stop in place and instead dance a jig, perform the Charleston or execute a Fouetté rond de jambe en tournant. If the wearer survives, he may then remove the boots.

Boots of Levitation: These will work as a Levitation spell that can be invoked at any time.

Boots of Speed: These boots grant a base move of 24. They may be used continuously for no longer than a day, and after each use the wearer must rest for at least as long.

Boots of Traveling and Leaping: These boots increase overland walking speed by ten miles per day. They will also enable the user to effortlessly leap 10' vertically and 30' horizontally.

Bowl of Commanding Water Elementals: This is a large, fragile bowl made of semi-precious materials (encumbrance: ●●●). It will take one turn to unpack, set up and fill with water (encumbrance of required water: ●●●). A Water Elemental may then be summoned. Magic-Users only.

Bowl of Watery Death: This appears to be a Bowl Commanding Water Elementals but on the first attempted use the Magic-User will shrink to one-half inch in size and will then be plunged into the bowl (saving throw allowed). He will then drown in 2-5 turns unless a Growth of Animals spell is cast or a Growth potion is immediately administered.

Bracers of Defense: These arm or wrist guards will subtract the requisite bonus from an opponent's attack roll for melee and observed missile attacks. They will only function if the user is not wearing or using any form of armor.

Bracers of Defenselessness: These appear to be Bracers of Defense but will instead add +2 to an opponent's attack roll. Once their true nature has been discovered, the bracers will not allow themselves to be taken off unless a Remove Curse spell is cast. Nor will they allow the wearer to don any kind of armor or touch a shield.

Brazier of Commanding Fire Elementals: It will take one turn to unpack, prepare and kindle this item (encumbrance, including required charcoal: ●●●●). A Fire Elemental may then be summoned. Magic-Users only.

Brazier of Sleep Smoke: This will be indistinguishable from the Brazier Commanding Fire Elementals but upon use its smoke will cause the summoner and anyone else within a radius of 10' to fall into an enchanted slumber. Only Dispel Magic will awaken them.

Broom of Flying: This is a Witch's item and can only be used by such. If utilized by a Witch, it will have a base move of 40. If any other person attempts to ride a Broom, it will zoom straight up at exponential speed, gaining 10' the first round, an additional 20' the second round, an additional 40' the third round, and so on. Within minutes the rider will find himself in the upper atmosphere and soon in lower earth orbit. He may jump from the broom at any time, suffering 1-6 hits of damage for each 10' of height attained.

Censer of Controlling Air Elementals: It will take one turn to unpack and prepare this item (encumbrance including required incense: ●●). An Air Elemental may then be summoned. Magic-Users only.

Censer of Summoning Hostile Air Elementals: This appears to be the Censer Controlling Air Elementals, but it will summon a hostile Elemental that will immediately attack.

Chime of Opening: This ornate and beautiful instrument will instantly open any stuck, locked or magically held door. The gems, jewels and detailed metal work alone are worth 30,000 Silver Pieces.

Cloak of Protection: This item will subtract the requisite number from an opponent's attack roll, but only if the wearer has an armor class of 9. Magic-Users and Thieves only.

Crystal Ball: This wondrous (though morally problematic) device enables the user to "zoom in" on the current activities of a chosen subject at a distance. A Crystal Ball will be most effective if the user knows the subject well or when, say, he has a piece of the subject's clothing in his possession. Its operation will be hindered by great distances, or may be completely foiled by lead or certain protective spells. Each day, up to three viewing attempts only may be made (more than that may drive the user mad). Long or multiple uses may mandate at least an equal amount of rest. Each time a Crystal Ball is used that there is at least a small chance that the subject will know or at least suspect that he is being watched. Magic-Users only.

Crystal Ball with Clairaudience: As above but the user can hear conversations and the like. Magic-Users only.

Crystal Ball with ESP: As above but the user can read the thoughts of the subject. Magic-Users only.

Crystal Hypnosis Ball: This appears to be a normal Crystal Ball, but at best it will perform no positive function and will merely leave the user catatonic for 3-24 turns. If combined with a previously placed Magic Mouth spell, it might hypnotize the user with a Suggestion.

Cube of Force: Pressing one facet of this small trinket (1" to a side) will generate a powerful force field around the user. Nothing can immediately pass through it, though large-scale fires and Disintegrate, Fire Ball, Lightning Bolt, Pass-Wall and Phase Door spells, as well as four blasts from a Horn of Blasting will at least destroy the field. It is usable three times a day and may be lowered by the user at any time.

Decanter of Endless Water: True to its name, this nifty container will pour out water continuously and unceasingly (or at least until the stopper is put back) at the rate of ten gallons per turn.

Deck of Many Things: This item will immediately be recognized for what it is—a magical deck of cards with awesome and ominous powers to affect one's fortunes for good or ill. One and only one person may decide to make use of it, and he may draw at least one card. The effects are applied immediately, and another card may then be drawn (up to four in all, or more if a Joker or Jokers are chosen). After deciding to stop, or upon drawing the maximum number of cards, the remainder of the deck will vanish.

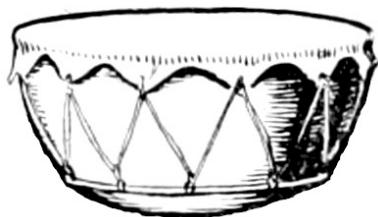
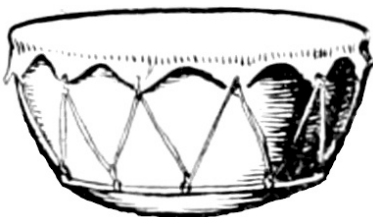
Card**Effect**

Jack of Hearts	Gain help from a Vindicator with +3 magic armor, shield and sword for up to one hour at a chosen time
Queen of Hearts	Gain 1-3 wishes
King of Hearts	Gain one beneficial miscellaneous magic item (randomly determined)
Ace of Hearts	Gain 50,000 experience points
Jack of Spades	A 5th or 6th level monster attacks by surprise
Queen of Spades	Death (no saving throw)
King of Spades	An Evil Lord with +4 magic armor, shield and sword immediately attacks (these magic items vanish at the end of combat)
Ace of Spades	Lose one level
Jack of Diamonds	Add one point to any chosen ability score
Queen of Diamonds	Gain scroll of seven spells (2nd, 3rd, 4th, 5th or 6th level)
King of Diamonds	Gain 5-30 pieces of jewelry
Ace of Diamonds	Gain map to the richest treasure in the dungeon
Jack of Clubs	Lose one point from prime requisite ability
Queen of Clubs	Turn to stone (no saving throw)
King of Clubs	Lose most valuable magic item, even if not carried
Ace of Clubs	Lose all owned coins, gems and jewelry, even if not carried (gold and silver turn to lead, gems and jewelry turn to glass and tin)
Joker	<u>Must</u> select two additional cards
Joker	<u>Must</u> select two additional cards

Disappearance Dust: Sprinkling this powder in the air will cause all within a radius of 10' to become invisible for 5-30 turns.

Drums of Deafness: These resemble the Drums of Panic, below, but upon first use all within 60' will be all but permanently deafened. Only a Remove Curse will reverse this.

Drums of Panic: Each of these large kettledrums has an encumbrance of ●●●● ●●●● and thus, a set of two may only be carried comfortably by a horse or the equivalent. When struck, all creatures of fewer than 5 hit dice, and all non-carnivorous animals within a range of 120' will flee in panic. More powerful creatures may also flee but are entitled to a saving throw versus magic.



Dust of Appearance: When a pinch of this enchanted substance is thrown into the air, all invisible, displaced, ethereal or other similar entities within a radius of 10' will become fully solid and visible for 12 turns. A typical quantity will be sufficient for 25 uses.

Dust of Sneezing and Choking: This appears to be either Disappearance Dust or Dust of Appearance, but when thrown into the air, all within a radius of 10' will die (saving throw permitted).

Efreet Bottle: An imprisoned Efreet will reluctantly serve the finder for a thousand and one days.

Elven Boots: These boots allow completely silent movement through or over virtually any sort of surface, including crunchy ice, a creaking floor, etc. Of course especially noisy armor may negate some of the effect.

Elven Cloak: This garment gives the wearer the near invisibility of an Elf.

Eyes of Charming: The wearer of these lenses may Charm persons as a Vampire (-2 on saving throws against it).

Eyes of Petrification: Donning these cusps will instantly turn the wearer into stone (saving throw permitted).

Figurines of Wondrous Power: These are small figurines, carvings or statuettes that upon command will grow into a life-size (or larger) version of the creature represented. If they are slain in this form, their magical powers will cease.

Onyx Dog: The dog can sense most invisible, hidden and otherwise undetectable creatures and objects within 240'. If cornered or commanded, it will fight as a Wolf. It may be used twelve times. Hit Dice: 1. Armor Class: 7. Move: 18.

Marble Elephant: This war elephant will serve as a beast of burden or fighting animal for up to one week, once per month. Hit Dice: 8. Attacks: 2-12 hits. Armor Class: 4. Move: 12.

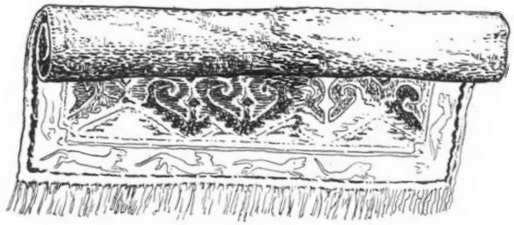
Ebony Fly: The fly is large enough for one man to ride. It may be used for up to a day's time, once per week. Hit Dice: 4. Armor Class: 5. Move: 6/24.

3 Ivory Goats: Each of these giant-sized goats may be used but once. The Goat of Fleeing can accommodate two riders and will gallop untiringly to the commanded location or for one full day. Hit Dice: 4. Armor Class: 6. Move: 48. The Goat of Fighting and Goat of Slaying will be powerful and ferocious companions in melee. Goat of Fighting: Hit Dice: 10. Attacks: 4-24 hits—double if charging. Armor Class: 2. Move: 12. Goat of Slaying: Hit Dice: 5+1. Attacks: 6-36 hits. Armor Class: 5. Move: 18.

2 Golden Lions: These may be used once per week and only in melee. Hit Dice: 5. Attacks: two dice. Armor Class: 6. Move: 15.

Flask of Curses: When the stopper is removed from this innocuous looking container a horrible curse will be released.

Flying Carpet: A flying carpet may carry up to three persons at a movement rate of 18, or one person at a movement rate of 30. When not in use, it can be caused to hover and may be summoned at a distance of up to 240'. Knowledge of the proper command word is required.



Gauntlets of Dexterity: While worn, these will add 2-8 points to one's dexterity.

Gauntlets of Fumbling: These appear to be useful gauntlets such as those above and below. But at the first instance of combat or a similarly important or dangerous situation their true nature will be revealed, with consequent effects determined by the referee. After that point they will only be able to be removed by a Remove Curse spell.

Gauntlets of Ogre Power: These will greatly enhance the strength of one's hands and arms and will increase melee damage by +2. Fighting-Men and Thieves only.

Gauntlets of Swimming and Climbing: These will allow the user to swim at a movement rate of 18 (the standard for an unarmored man is 3) or climb virtually sheer surfaces even while encumbered. Fighting-Men and Thieves only.

Gem of Brightness: This enchanted diamond (which usually comes housed in a small hinged box) has an unearthly glittering to it that will fascinate those in close proximity. Anyone looking directly into the stone will be half-blinded and from then on suffer a -4 penalty on all attacks. (This may only be reversed with a Cure Serious Wounds spell.) The stone may be used offensively by opening the box and focusing it towards the eyes of the target. Unless the target is aware of its powers and thus intentionally avoids looking at it, there is a 90% chance that he will be affected by it if he is within 10', an 85% chance if he is within 20', an 80% chance if he is within 30', and so on up to a 45% chance at 100'. A Darkness, 15' Radius spell will prevent it from working for 1-4 turns, and a Continual Darkness spell will darken it for 1-4 days.

Gem of Seeing: Looking through this stone will allow the user to see hidden, invisible, ethereal or any other otherwise difficult or impossible to detect creatures, entities or objects. A 10' x 10' area may be inspected in one full turn within a range of 30'.

Girdle of Femininity or Masculinity: This item will increase the masculinity of male characters or the femininity of female characters in a manner equivalent to adding +4 to their charisma score.

Girdle of Giant Strength: This item bestows on the wearer the strength of a Hill Giant, including giving the wearer a +6 attack bonus. The bonus is not cumulative with the normal attack bonus potentially granted by level. Thus, a 10th Level Lord with an attack bonus of +7 would not be helped and would even be slightly hindered by the item (it would make him more clumsy). The girdle does not increase damage.

Helm of Brilliance: This incredibly rich looking fiery and bejeweled helm is capable of conveying to its wearer a number of special protections and powers:

- 1 Protection against all normal fires, a +4 bonus to saving throws against Fire Balls, Dragon breath and the like, and -2 to each die of damage from similar.
- 2 The power to create a Wall of Fire around the user upon command.
- 3 The power to transform the wearer's ordinary or magical sword into a Flaming Sword (see above), though the sword will retain any additional magical properties it already possesses (Fighting-Men only)
- 4 Enhancement of all Fire Ball spells cast, by +1 hit per die, the granting of one additional Light or Continual Light spell for each one memorized and the power to cause flammable objects within 30' to burst into flame upon command (Magic-Users only).
- 5 The granting of a +2 bonus to all reaction rolls when dealing with fire-dwelling or fire-using creatures.
- 6 All cold-dwelling or using creatures will be quite hostile.

Helm of Chaos: If a Fighting-Man dons this helm, an ancient force—a Chaotic demi-god or extremely evil high-level historical personage—will come to possess the character and cause him to attempt to advance the side of Chaos. Once the character is possessed it will not be necessary for him to always wear the helm but he will keep it near him at all times, as it is the source of his power. What precisely has happened will not be immediately obvious to others. On the other hand, the increasingly "erratic" and "odd" behavior of the victim will be more and more apparent. The possession will end only if the helm is utterly destroyed or cast off, for example, by being tossed into deep ocean or into a bottomless crevice, etc. A Dispel Magic or Remove Curse spell will merely cause the victim to briefly return to normal, perhaps allowing a few seconds of conversation before the evil force regains control.

Helm of Reading Magic and Languages: Donning this helmet allows the wearer to read any otherwise foreign or indecipherable writings, including magical ones. If worn into combat, there is a 10% chance per successful attack that it will be cleaved or smashed.

Helm of Telepathy: This piece of non-protective headgear allows the wearer to read the thoughts of any creature within 90'. In addition the wearer may attempt to telepathically implant a Suggestion to the target in a manner similar to the spell. However, if a saving throw is made, not only will the Suggestion fail, but in addition the target will become aware of the attempt and probably aware of where it emanated from. All classes may use this item.

Helm of Teleportation: This item will allow a Magic-User to Teleport himself at any time and as many times as he wishes as long as he simultaneously has a Teleport spell in one of his memorized spell "slots". In addition, using this form of teleportation eliminates the possibility of "Low" results, while preserving the possibility of "High" and other off-target results.

Horn of Blasting: Use of this intimidating instrument will create a blast cone out from the user, 100' long with a 20' base. All within the cone will suffer two dice of damage and be deafened for one full turn with no saving throw. (Since they are deafened, they will then be immune to the effects of further uses of the Horn for

that time.) In addition any door, gate or normal wall within the area of effect will be crushed or smashed.

Horn of Bubbles: This resembles one of the Horns of Valhalla, below. But instead of summoning Berserkers, the Horn will create a cloud of bubbles that will cling around the user for 4-12 turns. The bubbles themselves will be transparent but there will be so many of them that the cloud itself will be effectively opaque.

Horn of Collapsing: This cursed item appears to be a Horn of Blasting, but if used indoors, will instead bring the ceiling down on the user, causing 7-42 points of damage. If used out-of-doors, it will cause 4-24 rocks to fall out of the sky at the user, each doing 1-3 points of damage. In either case the user's companions, if any, will be surprised but unharmed.

Horn of Valhalla, Bronze: Use of this item will summon 2-8 friendly Berserkers of 3rd level who will fight to the death, if necessary. Fighting-Men only.

Horn of Valhalla, Iron: As above but with Berserkers of 4th level. Fighting-Men only.

Horn of Valhalla, Silver: As above but with Berserkers of 2nd level. All classes may use it.

Horseshoes of Speed: These will double the base move of any horse.

Jewel of Attacks upon the Owner: This unusually beautiful stone doubles the chances of wandering monsters and increases the chances of pursuit by 50%.

Jug of Alchemy: This jug may be used to pour out one chosen "ordinary" liquid up to seven times in a day (a different liquid may be chosen each day). Maximum amounts per pouring are as follows:

<u>Liquid</u>	<u>Volume</u>	<u>#/Containers</u>	<u>Encumbrance</u>
Water	10 Gallons	10 Skins	●●●● ●●●●
Beer	10 Gallons	10 Skins	●●●● ●●●●
Wine	5 Gallons	5 Skins	●●●●●
Oil	2 Gallons	18 Flasks	●●
Acid	1 Gallon	9 Flasks	●
Hot Tea	1 Quart	3 Flasks	—
Poison	1 Quart	3 Flasks	—

Obviously, a great deal of liquid may be created in this manner. The "catch", however is that unless it is ingested, whatever is magically poured will only remain "real" until midnight of the day it was created—before evaporating or going bad, etc.—making accumulating it impossible and selling it problematic, to say the least.

Libram of Chaos: Magic-Users aligned with Chaos will gain one level upon carefully studying this volume. Neutral Magic-Users will not receive this benefit but will be otherwise unaffected. Magic-Users aligned with Law will take 2-24 hits of damage. All others will take 3-12 hits.

Libram of Gainful Conjurations: Neutral Magic-users who read this book will gain one level. Magic-Users not so aligned will take 4-16 hits of damage. All others will be unaffected.

Libram of Silver Magic: The reverse (fortunately) of the Libram of Chaos.

Loadstone: This will appear to be a benign largish stone (encumbrance: ●●●) such as that for controlling Earth Elementals or a Luck Stone. However, if the person carrying it finds himself being pursued by an enemy or monster, he will discover that his movement is suddenly slowed by 50%. Thereafter, the stone will resist being discarded—touching the stone or the pack containing it will deliver an electric shock, etc.—unless or until a Remove Curse is cast.

Luck Stone: This incredibly helpful largish stone (encumbrance: ●●●) will increase the possessor's "take" from treasure—in terms of either finding or division—by 5% to 20%. Fine-tuned referee discretion will be paramount here.

Lyre of Building: When strummed, this instrument will increase the productivity of a construction project in a manner equivalent to one hundred men working for a week. Alternatively, playing it will negate a Horn of Blasting. It is usable twice per week in the first capacity and once per day in the second.

Manual of Bodily Health: The first person that carefully reads this useful tome and carries out its exercises will gain 1 point in their constitution score. The volume will then crumble into dust.

Manual of Gainful Exercise: As above, but applied to one's strength score.

Manual of the Gods of Law: This tome will only be useful to non-player character Priests or High Priests aligned with Law. Upon studying it, these will immediately go up one level. Evil Priests or Evil High Priests who read it will lose two levels. Thieves reading it will take 4-28 hits of damage, while Magic-Users reading it will take 1-20 hits of damage and lose 10,000 experience points. Fighting-Men will be unaffected.

Manual of Golems: This book of instructions will enable a Magic-User to construct a particular type of Golem. There is a 40% chance it will be for a Flesh Golem, a 30% chance it will be for a Clay Golem, a 20% chance it will be for a Stone Golem and a 10% chance it will be for an Iron Golem. Creating a Golem will take from 1-3 months and cost 1,000 Silvers per hit point. Non-Magic-Users that handle this volume will take from 4-24 hits of damage.

Manual of Puissant Skill at Arms: Upon careful reading, Fighting-Men will gain one level. Magic-Users will lose 10,000 experience points or be reduced to zero. Thieves will be unaffected. After a Fighting-Man reads it, the book will vanish.

Manual of Quickness of Action: The first person that carefully contemplates this book's recommendations and follows its regimen will gain one point of dexterity. The text will then transform itself into an attractive but useless self-help manual.

Manual of Stealthy Pilfering: After reading this book, Thieves will gain one level. Fighting-Men will lose 2,000 experience points and Magic-Users will lose 5,000 experience points. Subsequent to benefitting a Thief the volume will self-combust and be devoured by flames.

Mattock of the Titans: This gigantic wooden hammer will destroy a normal door in 1 round or a locked or magically held door, heavy gate or portcullis in 1-3

rounds. It is too large and unwieldy to be used in combat. It has •••• encumbrance. Fighting-Men only.

Medallion of ESP, 30' Range: This works just like an ESP spell but with the caveat that it will malfunction on a roll of 6—giving either no information or false information.

Medallion of ESP, 90' Range: As above.

Medallion of Thought Projection: The first time this item is used it will function as a Medallion of ESP. However, on subsequent attempts it will generally work in reverse, projecting one's thoughts to any creatures currently hidden behind doors or walls. To confuse things even more, on all following uses it will temporarily revert to reading the thoughts of others on a roll of 6.

Mirror of Life Trapping: This will "trap" up to 20 creatures (including Undead and other unusual types) within the mirror where they will remain until the Magic-User possessing it calls them forth, or the mirror is broken. The possessor may converse with those inside but they themselves will be powerless and will be unable to converse or interact with others so held (lucky for some of them). If the mirror is openly displayed, someone unaware and unsuspecting of its properties will have a 90% chance of looking into the mirror if he comes within 10', thus becoming trapped. However, if he is aware or suspicious, there will be less than a 10% chance. 50% of the time a newly discovered mirror will already contain 1-6 trapped creatures (determine randomly using the tables in Vol. 4).

Mirror Of Mental Prowess: This mirror functions as a Crystal Ball with Clairaudience, Clairvoyance and ESP. In addition it will answer one question a week regarding what is viewed. Usable by all classes.



Mirror of Opposition: This small but ornate mirror comes with a fine embroidered covering. If a person looks into the mirror, an exact duplicate will spring out and attack him.

Necklace of Missiles: This pendant contains from five to nine large beads. Each may be hurled up to 120' where it will burst as a Fire Ball doing 3, 4, 5, 6, 7, 8, 9, 10 or 11 dice of damage. Typical distribution of beads will be as follows:

Number of Beads	Beads/Number of Hit Dice Damage								
	<u>11</u>	<u>10</u>	<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>
5			1		2		2		
7		1		2		2		2	
9	1		2		2		2		2

Necklace of Strangulation: This piece looks like a Necklace of Missiles but when placed around the neck will strangle the user in 2-5 rounds. Only a Wish will stop the process.

Phase Cloak: This garment, knit from the hairs of a Phase Spider, makes the user appear to be 1-10' from his actual location. It will thus subtract -2 from the attack rolls of opponents as well as adding +2 to saving throws against wands and the like.

Pipes of the Sewers: When played, these pipes will summon 10-60 Giant Rats in 1-4 turns. Each turn there is a 95% chance that they will obey the summoner, the chance dropping cumulatively by 15% a turn if the summoner becomes otherwise distracted. Note that the Pipes will not function in an area or type of terrain where there is absolutely no chance of Rats (e.g., a desert).

Poisonous Cloak: This horrible covering appears to be a benign magical cloak, but when donned it will kill the wearer (no saving throw).

Portable Hole: The hole will be 6' in diameter and up to 10' deep. One or more persons may hide in it (pulling it up after them), though there will be no oxygen in that extra-dimensional space.

Robe of the Archmagus: A Lawful Magic-User wearing this pure white robe will have a 95% chance of success when casting the following spells: Charm, Hold (any creature) and Polymorph. There is a similar gray garment for neutral Magic-Users, and a fuligin **Robe of the Wizard** for those aligned with Chaos. The chances for each color are 60%, 30% and 10% respectively.

Robe of Blending: This garment allows the wearer to blend in, chameleon-like with his surroundings in a manner tantamount to invisibility, though the robe will in addition affect sound, smell and touch in a dynamic manner. Thus, if the wearer walks amidst a horde of Goblins, he will sound, smell and (if a Goblin puts his horny hand on him) feel like a Goblin. Characters of 11th or higher level or monsters of 11 or more hit dice have a 10% chance per level or hit die above 10 of detecting the wearer. The wearer will always be completely visible to fellow party members—they will see him exactly as he actually is.

Robe of Eyes: A Magic-User wearing this super-powerful garment will be able to see 240' in all directions as if Dust of Appearance covered all in the area. In addition, he will be aware of hidden enemies, making ambush or surprise effectively impossible. Finally, he may successfully track any creature that has passed by within one day's time.

Robe of Powerlessness: This garment resembles other magic robes in majesty. However, when it is donned, the wearer's strength score will immediately be reduced to 3, and he will suffer a -2 penalty on attacks and defense and a -1 penalty on melee damage. In addition all spells will be forgotten and no new spells may be memorized. The robe may only be removed with a Remove Curse.

Rope of Climbing: This 50' long magical rope will fasten itself to or unfasten itself from any surface or inanimate object upon command. It may then be climbed at rapid speed. The rope may be thrown or it can itself climb like a snake.

Rope of Constriction: This cursed hemp entity resembles the items above and below, but if an attempt is made to use it, it will entangle the user and from 1-5 others within 10'. All will perish from constriction in 2-5 rounds unless a Dispel Magic spell is cast.

Rope of Entanglement: If this magical rope is thrown at a group of man-sized opponents, it will entangle 2-8 of them upon command, holding them fast (greater or lesser numbers of smaller or larger creatures will also be affected). Others may try to free their comrades by attempting to cut the rope, but it can only be hit on a natural roll of 20, and will take 20 points of damage. Range: 20'.

Rug of Smothering: This resembles a Flying Carpet but on the first attempt to use it the Rug will instantly enfold itself around the eager rider or riders and smother him or them in 2-5 rounds unless an Animate Objects spell is cast.

Saw of Mighty Cutting: This magical tool will cut through a normal-sized tree or the equivalent in but 6 rounds. Fighting-Men only.

Scarab of Death: After approximately one turn of being worn or carried, this scarab will transform into a horrible monster that will burrow into the heart of he who possesses it, killing him unless a saving throw is made.

Scarab of Enraging Enemies: When this item is uncovered, all intelligent creatures within 60' will have a 50% chance of becoming completely enraged, attacking and continuing to attack whomever is nearest to them, foe or friend, for 6 rounds. The Scarab will have 1-20 charges.

Scarab of Insanity: When this item is displayed, all intelligent creatures within 30' will become afflicted with insanity for 10 rounds. Creatures of 10 or more hit dice will have a 25% chance of resisting. This device will contain 1-12 charges.

Scarab of Protection from Evil High Priests: This item will absorb and negate a Finger of Death or Poison Touch up to a dozen times before crumbling into dust.

Spade of Colossal Excavation: This tool will excavate a hole of 81 cubic feet (1 cubic yard or meter) in but one round. However, it cannot by itself break through stone. Fighting-Men only.

Sphere of Annihilation: This 2' diameter sphere of utter blackness will completely and irreversibly destroy anything it comes in contact with. Its normal state is to hover in one place. However, any Magic-User within 60' may attempt to induce it to move in a desired direction or towards a particular target. There is a chance based on the level and intelligence score of the Magic-User that he will be successful. Check each turn. Failure indicates that the Sphere will instead move in the Magic-User's direction. If two or more Magic-Users attempt to control the Sphere at the same time, check at a 10% penalty for the stronger one first, and then the weaker. Failure for both means the sphere will move towards the weaker party. The Sphere has a movement rate of 3.

<u>Level</u>	<u>Intelligence Score</u>						
	<u>1-12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
1-7	25%	27%	29%	31%	33%	35%	37%
8	30%	32%	34%	36%	38%	40%	42%
9	35%	37%	39%	41%	43%	45%	47%
10-11	45%	47%	49%	51%	53%	55%	57%
12-13	55%	57%	59%	61%	63%	65%	67%
14-16	65%	67%	69%	71%	73%	75%	77%
17	70%	72%	74%	76%	78%	80%	82%
18+	75%	77%	79%	81%	83%	85%	87%

Stone of Controlling Earth Elementals: It will take one turn to unpack and prepare this item (encumbrance: ●●●). An Earth Elemental may then be summoned. Magic-Users only.

Talisman of Chaos: This horrific item will slay High Priests aligned with Law (no saving throw) and thus will be greatly sought after by many. Lawful characters that touch with it will instantly take 6-36 hits of damage. It may be used six times.

Talisman of Lawfulness: This unique and helpful item will, upon command, immediately sink an Evil High Priest into the center of the Earth (no saving throw). It may be used up to seven times. It will not function for Neutral characters or Thieves. Chaotic creatures that touch it will suffer 6-36 points of damage.

Talisman of the Sphere: This device will give the wearer a bonus of 20% to control a Sphere of Annihilation. If touched by a non-Magic-User, it will inflict 2-24 points of damage.

Tome of Clear Thought: Upon completing this volume, 1 point will be added to the reader's intelligence score.

Tome of Leadership and Influence: When opened and carefully perused, 1 point of charisma will be conferred.

Tome of Understanding: Anyone who carefully and thoroughly reads this work will immediately gain 1 point of wisdom.

Trident of Commanding Water Creatures: This item acts as a Staff of Commanding against water dwelling creatures (Charm for 12 turns—saving throw allowed). Creatures within 60' may be affected up to these maximum numbers:

<u>Hit Dice of Creatures</u>	<u>Number of Creatures</u>
1-3	1-12
4-6	2-8
7-9	1-4
10+	1

Trident of Submission: Any creature struck by this super-powerful item will immediately surrender to the wielder (saving throw vs. magic allowed). However, the victim will “snap out of it” in 3-12 rounds. Fighting-Men only.

Trident of Warning: This magical weapon allows the user to know the location, type and number of any hostile sea creatures within 240'. Fighting-Men and Thieves only.

Trident of Yearning: This cursed item causes the holder to desire to move as efficaciously as possible to a large body of water and completely and permanently immerse himself in it. It may only be countered with a Dispel Magic spell.

Wings of Flying: These allow one to fly at a rate of 15. However, after one hour the user must rest for at least an equivalent time.



FABRICATING MAGIC ITEMS:

Archimagi and Wizards may manufacture magic items for personal use or for sale. Typical minimum costs and fabrication times are given below. Many items will often require special or rare ingredients or materials over and above standard costs. For example, potion recipes may call for appropriate parts from particular plants or monsters, armor construction may require the necessary quantities of mithril or adamantite, and so on. If an item other than a potion has effects that duplicate or are strongly similar to a particular spell, knowledge of that spell will usually be required. For each level above 11th of the Magic-User, time required will be reduced by -10%. Created rods, staves and wands will come with maximum charges. If recharging such items is allowed, it is suggested that such may be done at half the usual cost and time, prorated according to the number of charges desired. Assuming a willing buyer exists and may be found, sale price for any manufactured item will be on the order of a 1%-20% markup over standard cost plus 100-600 Silver Pieces per week of work required for an 11th level Magic-User (those of higher levels will finish in fewer weeks and thus potentially make more profit per week).

Of course, creative players may propose that their characters design or fabricate items not listed below. Such attempts should be allowed, but as always will be subject to the discretion of the referee.

Potions:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Growth	200 + 1 week	Speed	300 + 2 weeks
Plant Control	200 + 1 week	Flying	500 + 2 weeks
Polymorph	200 + 1 week	Oil/Slipperiness	500 + 2 weeks
Animal Control	300 + 1 week	Super-heroism	500 + 2 weeks
Clairaudience	300 + 1 week	ESP	500 + 3 weeks
Fire Resistance	300 + 1 week	Extra-healing	500 + 3 weeks
Gaseous Form	300 + 1 week	Human Control	500 + 3 weeks
Healing	300 + 1 week	Giant Strength	1,000 + 3 weeks
Levitation	300 + 1 week	Longevity	1,000 + 3 weeks
Clairvoyance	300 + 2 weeks	Oil/Etherealness	1,000 + 4 weeks
Diminution	300 + 2 weeks	Treasure Finding	2,000 + 4 weeks
Heroism	300 + 2 weeks	Undead Control	2,000 + 2 months
Invisibility	300 + 2 weeks	Giant Control	3,000 + 2 months
Invulnerability	300 + 2 weeks	Dragon Control	5,000 + 6 months

Scrolls:

These cost 100 Silver Pieces per spell level and will require 1 week per spell level to inscribe. In addition, Protection scrolls will have these costs and times:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Lycanthropes	2,000 + 4 weeks	Magic	3,000 + 2 months
Elementals	3,000 + 2 months	Undead	3,000 + 2 months

Armor:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Magic Shield	1,000 + 4 weeks	Mail +4	10,000 + 9 months
Buckler +1	2,000 + 4 weeks	Mail & Shield +5	15,000 + 1 year
Plate Armor +1	2,000 + 2 months	Plate Armor +3	20,000 + 15 months
Mail +3	3,000 + 3 months	Mail +5	25,000 + 18 months
Mail & Shield +4	5,000 + 4 months	Mail & Shield +6	30,000 + 21 months
Plate Armor +2	7,500 + 6 months	Armor of Etherealness	50,000 + 2 years

Miscellaneous Weapons:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
12 Arrows +1	500 + 3 weeks	Hammer +2	5,000 + 4 months
Dagger +1, +2	1,000 + 3 weeks	Mace +2	5,000 + 4 months
Axe +1	2,000 + 4 weeks	Axe +3	7,500 + 6 months
12 Arrows +2	2,000 + 2 months	Spear +2	7,500 + 6 months
Dagger +1, +3	2,000 + 2 months	Crossbow of Distance	7,500 + 6 months
Javelin of Lightning	2,000 + 2 months	Crossbow of Speed	7,500 + 6 months
Hammer +1	2,000 + 3 months	Crossbow of Accuracy	15,000 + 1 year
12 Arrows +3	3,000 + 3 months	Spear +3	15,000 + 1 year
Spear +1	3,000 + 3 months	Mace of Disruption	20,000 + 2 years
Axe +2	3,000 + 4 months	Arrow of Slaying	25,000 + 2 years
Magic Bow	3,000 + 4 months		

Rings:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Fire Resistance	7,500 + 2 months	Human Control	30,000 + 6 months
Invisibility	10,000 + 3 months	Spell Storing	35,000 + 6 months
Telekinesis	15,000 + 3 months	Protection +2	50,000 + 6 months
Mammal Control	15,000 + 4 months	X-Ray Vision	50,000 + 1 year
Protection +1	15,000 + 6 months	Regeneration	60,000 + 1 year
Shooting Stars	20,000 + 6 months	Protection +3	100,000 + 1 year
Spell Turning	25,000 + 6 months		

Rods & Staves:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Lordly Might	5,000 + 2 months	Rulership	35,000 + 1 year
Cancellation	5,000 + 3 months	Commanding	50,000 + 2 years
Beguiling	10,000 + 6 months	Healing	50,000 + 2 years
Absorption	15,000 + 1 year	Staff of Power	100,000 + 5 years
Snake Staff	20,000 + 1 year	Withering	125,000 + 6 years
Striking	25,000 + 1 year	Staff of the A.M.	200,000 + 10 years

Wands:

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Metal Detection	5,000 + 3 months	Paralyzation	10,000 + 6 months
Enemy Detection	7,500 + 4 months	Polymorphing	10,000 + 6 months
Fear	7,500 + 4 months	Cold	10,000 + 6 months
Negation	7,500 + 4 months	Lightning Bolts	10,000 + 6 months
Illusion	10,000 + 4 months	Magic Detection	15,000 + 9 months
Fire Balls	10,000 + 6 months	Doors/Traps Detection	25,000 + 1 year

Miscellaneous Magic:

5,000 + 6 months

Bracers of Defense +3
Cloak of Protection +1
Crystal Ball
Decanter of Endless Water
Disappearance Dust
Dust of Appearance
Wings of Flying

10,000 + 6 months

Crystal Ball with Clairaudience
Gauntlets of Dexterity
Gauntlets of Swimming and Climbing
Horseshoes of Speed
Medallion of ESP, 30' Range
Rope of Climbing
Trident of Warning

25,000 + 6 months

Boots of Levitation
Bracers of Defense +5
Cloak of Protection +2
Crystal Ball with ESP
Helm of Reading Magic and Languages
Rope of Entanglement
Trident of Submission

25,000 + 1 year

Amulet vs. Crystal Balls and ESP
Arrow of Direction
Boots of Speed
Boots of Traveling and Leaping
Displacer Cloak
Gauntlets of Ogre Power
Stone Controlling Earth Elementals

50,000 + 1 year

Bag of Holding
Bowl Commanding Water Elementals
Bracers of Defense +7
Brazier Commanding Fire Elementals
Censor Controlling Air Elementals
Cloak of Protection +3
Gem of Seeing

100,000 + 1 year

Flying Carpet
Helm of Telepathy
Helm of Teleportation
Medallion of ESP, 90' Range
Portable Hole
Robe of Blending
Robe of Eyes





SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



THE CAMPAIGN
VOLUME 4 OF FOUR BOOKLETS

PUBLISHED BY
CAMPION & CLITHEROW

SEVEN VOYAGES OF ZYLARTHEN

VOLUME 4

THE CAMPAIGN

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON



Illustrations by John Dickson Batten

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INTRODUCTION:

The following contains tables and charts referred to in the first three volumes as well as providing a few hints and ideas for running a campaign featuring both dungeon and wilderness adventures. Keeping to the original plan, there are no long bits about how to be a good referee or a successful player. These subjects are of course highly useful but have already been covered quite well by others. In particular, Campion & Clitherow recommend Philotomy's Musings by Jason Cone and A Quick Primer for Old School Gaming by Matthew Finch, both of which are free as of this writing.

STARTING A CAMPAIGN:

To begin, the referee will need a dungeon of at least a few completed levels (created by the referee or purchased) and a map or at least a mental idea of the location and general nature of the nearest “civilized outpost”—a village, town, keep or the like that the players can use as a home base.

At this stage it is not required that the entire “world” be mapped out, nor that there should be a full-blown history, mythology, culture or what have you already designed. Some of these things can be prepared (and this will be discussed later in the volume) but it is perfectly acceptable to start small. The world should grow organically, nourished by actual play. C.S. Lewis described the creation of his novel *Perelandra*—a rich and complex work of a few hundred pages—as beginning merely with a mental picture of small islands floating on tossed seas. Far from having a complete plot and set of characters already in mind, the author discovered the story after he started writing. The parallel with campaign world building is quite close. Filling out the world will no doubt require a large amount of background work and time on the part of the referee (perhaps as much as writing a novel) but the referee's imaginative efforts will often be greatly aided by what happens, so to speak, on the ground.

THE UNDERWORLD:

By tradition, a dungeon is a sprawling maze with a number of levels. Traveling downward, each successive level contains more fearsome traps and monsters but also more valuable and fabulous treasures. Levels need not be stacked neatly. There might be sub-levels or “dead-end” areas. Nor should access points between them be uniform or obvious. Some staircases should descend two levels while other “false” stairs might make no net descent. Great pits or chimneys might connect many levels or even give players the ability to rapidly access the lowest depths (or give monsters the chance to quickly emerge from them). And of course a few points of access might only be one-way in the form of chutes, self-locking doors, one-way teleportation areas and so on.

Each level should generally have multiple points of entry and exit. One important aspect of player choice is deciding if and when to go down to the next level and/or when to come back up. There should be plenty of room for flight and pursuit, and numerous opportunities to get lost as well as chances to find one's way back. Here are a few ideas taken from the original game:

Die Level Transition

1	Normal stairs
2	Gently sloping passage
3	Ladder
4	Chute
5	Chimney
6	Pit
7	Slide
8	Trapdoor in the floor or ceiling
9	River or stream
10	Elevator room
11	Teleportation area (one-way or two-way)
12	Multi-level area with windows, terraces or similar

Die Door

1	Normal door
2	Secret door
3	One-way door
4	Portcullis
5	Hole
6	Force field

Trap

1	10' Pit
2	10' Pit with spikes
3	Arrow or spear trap
4	Scything blade
5	(The above but with poison)
6	Falling stone block

Most dungeon levels should have a maximum density such that monsters will occupy no more than 2 in 6 areas. Somewhat lower densities are possible and often advisable, encouraging faster movement and often more intelligent play by the characters. Of the locations that contain monsters, perhaps 3 in 6 should contain treasure of some sort. In addition, a few unoccupied spaces (no more than 1 in 6) should contain treasure without monsters. Of course such "loose" valuables should almost always be well hidden and/or trapped, otherwise why wouldn't they already have been looted?

The question arises as to how much treasure should be placed on each level. If the dungeon is intended to be a center of the campaign for some time, and if it is large and challenging enough (with, say, at least 50-100 encounter areas per level), then total wealth per dungeon level should be allocated such as to provide sufficient experience points for surviving members of a successful party to gain one level of experience, perhaps taking into account that some treasure will not be found. SEVEN VOYAGES of ZYLARTHEN differs from the original game in that treasure must be spent in order to convey experience. Thus, there probably should be a bit of additional treasure to leave the hard-working characters some spending money. For the overall total per level, we recommend a value in Silver Pieces equal to:

The average number of experience points necessary for
one character to gain a level

x

The average number of expected party members

x

A multiple of 1.5 to 2.5

For a standard party of five 1st or 2nd level characters (along with perhaps a few hirelings) this would come out to total treasure valued at 15,000-25,000 Silver Pieces (2,000 x 5 x 1.5 to 2.5).

Magic items should be allocated sparingly at a suggested ratio of no more than one important item per expected party member per level, keeping in mind that some items will not be found and others will be used up during play. Potions, low-level scrolls and a few +1 magic weapons should make up many of the items on the first few levels, though it can be interesting to throw in a few more powerful (and dangerous) objects. One suggestion would be simply to determine magic items randomly using the tables in Vol. 3, discarding those items that might too greatly upset play balance, especially for low-level characters, and then rounding things out with a few items that might be “required”, e.g. the presence of a monster on the 3rd level that can only be hit with magic weapons might necessitate placing at least one such weapon.

FEATURES OF THE UNDERWORLD:

Seeing in the Dungeon: Characters will usually need lanterns, torches, magic swords or other magical means. However, virtually all monsters in the underworld, except those attached to and allied with the party, are assumed to have “in-fravision” that allows them to see at least 60' in the dark.

Mapping: As the players travel through the labyrinth, a “snapshot” of their progress or status will often be tracked with metal figures and dominoes or similar. However, it is desirable that the players make an accurate map using pencil and graph paper. One player should be designated as mapmaker, and thus her character will probably not have anything else in hand within the game.

Standard Dungeon Doors: Adventurers will usually find them “stuck”, requiring a special roll to open. Each attempt will take one round and will necessitate a wandering monster check (see below) due to noise, among other things. Once opened, doors will generally swing shut again unless held open or spiked. However, doors will automatically open for monsters unless held shut or spiked. Spiking doors open or shut will generally be successful temporarily, but there is a 2 in 6 chance that the spikes will later become dislodged. Characters may listen at doors, though making a thorough job of it will take one turn. If a room is inhabited, the referee must decide what the occupants are doing—talking, sleeping, playing cards, etc.—and determine appropriate sounds accordingly. Of course some monsters—including most Undead—will make no sound.

Secret Doors and Passages: It will take one turn to search a 10' x 10' area of wall. Men, Dwarves and Halflings will have a 2 in 6 chance, and Elves will have a 4 in 6 chance of discovering such a door if it exists. In addition, Elves will often have a 2 in 6 chance of sensing the presence of such a door by mere proximity. Alternatively, if gameplay time allows, if a player explicitly describes the actions of his character such that the referee decides that they comprise a rational and intelligent approach to finding a hidden door—“I will methodically knock each flagstone with the pommel of my dagger, listening for variations in sound”—then the referee may determine that there is a close to 100% chance of success, if such a door exists of course.

Traps and Pits: These will usually have a 2 in 6 chance of being sprung by characters passing over or by them. Prodding with a pole or similar will sometimes activate a trap or at least alert the characters to its presence. Unexpectedly dropping into a pit will inflict 1-6 hits of damage for each 10' fallen. Falls of 20' or fewer cannot reduce a character to zero hit points in the usual way. Rather, losses will stop at 1 hit point (this will not be the case for hostile non-player characters). However, for falls of any distance of 10' or more, for each full 6 hits rolled, the character must save versus death ray or be at zero hit points with a broken limb (80% leg, 20% arm). See the Zero Hit Points table in Vol. 1. Example: Helena, a 1st level Fighting-Women with 8 hit points, falls into a 20' pit. She rolls two dice of damage, getting 5's on each die, giving a total of 10 hits. This is more than her current total, but since the fall was not more than 20' she is left with 1 hit point. However, she must now make a saving throw (if she had rolled two 6's, she would have had to make two saving throws). She fails her save, and making another roll on percentile dice, the referee determines that Helena has unfortunately broken her leg. Her friends improvise a litter for her and she survives to fight another day. Pits containing spikes (poisoned or otherwise) or other harmful impediments may of course inflict additional damage. Intentional or anticipated jumps, especially if prepared for by shedding armor, etc., will at the referee's discretion impart fewer hits of damage—typically a 20' jump will be equivalent to a 10' fall, and so on.



Wandering Monsters: Dungeons are not frozen or static and most monsters will at least occasionally move around on various errands. The threat of wandering monsters keeps things moving, and if handled correctly by the referee greatly increases the tension and suspense of exploration. Each turn there is a 1 in 20 chance that a wandering monster will be attracted by the noise and light of the party, or will simply blunder into them by accident. The referee should create a wandering monster table for each level or section of the dungeon. The table might include already “placed” monsters from some location in the dungeon as well as nomadic creatures with no fixed lair, and perhaps there should even be a chance to encounter a completely random monster or set of monsters that have somehow found their way down (or up) to the area of the dungeon the party is currently exploring. A typical wandering monster table (in this case for the 2nd Level of the dungeon) might look like this:

Die Wandering Monster

- 1 4-24 Kobolds from Level 4, escorting 1-6 prisoners
- 2 Raiding party of 3-18 Vikings from the surface
- 3 1-20 Giant Rats
- 4 1-10 Giant Ants
- 5 2-12 Stirges from the nest in Room 14
- 6 1-6 Giant Moths
- 7 2-5 Gnoles from the Guardroom on Level 1
- 8 1-2 Huge Spiders from their lair within the pit in the South Corridor
- 9 Young Green Dragon from Room 25, slowly crawling to the Chute at 17
- 10 The Black Knightess Jezebel (she is lost and therefore annoyed)
- 11 Roll randomly on Level 2 Table, Vol. 4., p. 10
- 12 Roll randomly on Level 2 Table, Vol. 4., p. 10

Encounters and Surprise: An encounter occurs when at least one side becomes aware of the other. This will usually occur at 20-80 feet distance unless modified by an intervening door, corner or similar. Unless circumstances indicate otherwise, each side has a 2 in 6 chance of potentially surprising the other. This chance will be negated by certain factors. For example, a fully armored party traveling down a corridor by torchlight will almost never be able to surprise an opposing force. In turn, the opposing force (if relatively quiet and not carrying a light source) will have a 2 in 6 chance of surprising the party. Members of a party bursting through a door on their first try will have at least a 2 in 6 chance of surprising those inside (perhaps more than 2 in 6 if it has previously been determined that the inhabitants of the room are asleep or distracted, etc.) and no chance of being surprised themselves. However, if one or more previous attempts to open the door have been made, the situation will be reversed, with the inhabitants having readied their weapons in an appropriate defensive formation and the intruders possibly finding themselves off-balance.

Some monsters have an increased chance of surprise due to their stealthy nature. Invisible creatures or men or monsters hiding in shadows, lurking behind a

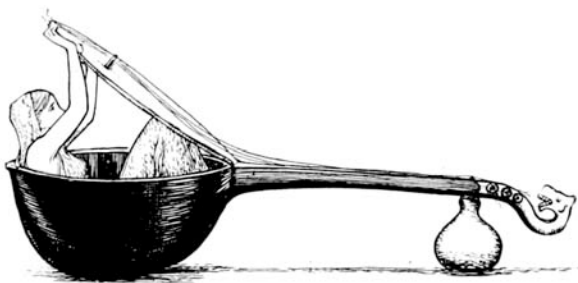
corner, etc. will have up to a 5 in 6 chance of surprising their opponents. Remember however that many monsters will have additional or heightened senses that may reduce the chances to 2 in 6, especially if they are moving slowly or carefully.

Surprise will almost always give opponents the chance to close the distance if necessary as well as giving them one free round of attack. Thieves will have enhanced attack probabilities. In addition, surprised characters or monsters will have a 25% chance of dropping any held item.

Negotiation: Monsters will not always automatically attack (or flee) but will often attempt to communicate, perhaps in order to gauge the strength or intentions of the party or to propose some sort of negotiation, bargain or alliance (actual or feigned). Reaction rolls may come into play here, modified and interpreted by alignments, the particular situation and desires of the monsters, and so on.

Flight and Pursuit in the Dungeon: Most monsters will be intelligent enough to flee from or at least avoid attacking a force judged to be superior or strong enough to potentially inflict unwanted injury. Of course hunger, innate aggressiveness or outright malice may modify this. In turn, a party will often find that flight is the wisest choice. Monsters chasing the party will continue in their efforts unless or until one of the following events or actions occurs. The chances that a monster will break off pursuit will generally be influenced by its intelligence. As always, referee judgment and discretion should always prevail:

<u>Action</u>	<u>Intelligent</u>	<u>Semi-Intelligent</u>	<u>Unintelligent</u>
Party increases distance to 100' or more	3 in 6 chance	4 in 6 chance	5 in 6 chance
Party turns corner, passes through standard door or takes stairway up or down	2 in 6 chance	3 in 6 chance	4 in 6 chance
Party disappears through secret door	5 in 6 chance	5 in 6 chance	5 in 6 chance
Burning oil thrown on floor	1 in 6 chance	2 in 6 chance	3 in 6 chance
Edible items tossed behind	No effect	3 in 6 chance	5 in 6 chance
Treasure tossed behind	5 in 6 chance	1 in 6 chance	No effect



MONSTER DETERMINATION MATRIX BY DUNGEON LEVEL:

Die	Level Beneath the Surface			
	1	2	3	4
1	3-18 Table A	4-24 Table A	5-30 Table A	3-300 Table A
2	2-12 Table A	3-18 Table B	4-24 Table B	2-200 Table B
3	2-12 Table B	2-12 Table B	3-18 Table C	4-24 Table C
4	1-6 Table B	2-12 Table C	2-12 Table 1	3-18 Table 1
5	1-6 Table C	1-6 Table C	1-6 Table 2	2-12 Table 2
6	1-3 Table C	1-6 Table 1	1-3 Table 2	1-6 Table 3
7	1-2 Table 1	1-3 Table 1	1-2 Table 3	1-2 Table 4
8	1 Table 1	1-2 Table 2	1 Table 3	1 Table 4
9	1-2 Table 2	1-2 Table 3	1-2 Table 4	1-2 Table 5
0	1 Table 2	1 Table 3	1 Table 4	1 Table 5

Die	Level Beneath the Surface			
	5	6	7	8
1	3-400 Table B	4-24 Table 3	3-18 Table 5	3-18 Table 6
2	3-300 Table C	3-18 Table 4	3-18 Table 6	2-12 Table 7
3	1-200 Table 1	2-12 Table 4	2-12 Table 6	1-6 Table 8
4	4-24 Table 2	2-12 Table 5	1-6 Table 6	1-3 Table 8
5	3-18 Table 3	1-6 Table 5	1-6 Table 7	1-2 Table 8
6	2-12 Table 4	1-6 Table 6	1-3 Table 7	1-3 Table 9
7	1-6 Table 5	1-3 Table 6	1-2 Table 8	1-2 Table 9
8	1-3 Table 5	1-2 Table 7	1 Table 8	1 Table 9
9	1-2 Table 6	1 Table 7	1-2 Table 9	1-2 Table 10
0	1 Table 7	1 Table 8	1 Table 9	1 Table 10

Die	Level Beneath the Surface			
	9	10	11	12
1	3-18 Table 7	1-6 Table 10	2-12 Table 10	1-6 Table 12
2	2-12 Table 8	1-3 Table 10	1-6 Table 11	1-6 Table 13
3	1-6 Table 9	1-6 Table 11	1-3 Table 11	1-3 Table 13
4	1-3 Table 9	1-3 Table 11	1-3 Table 12	1-6 Table 14
5	1-3 Table 10	1-2 Table 12	1-2 Table 13	1-3 Table 14
6	1-2 Table 10	1 Table 12	1-2 Table 14	1-3 Table 15
7	1-2 Table 11	1-2 Table 13	1-2 Table 15	1-2 Table 16
8	1 Table 11	1 Table 13	1 Table 15	1 Table 17
9	1-2 Table 12	1-2 Table 14	1 Table 16	1 Table 18-20
0	1 Table 12	1 Table 14	1 Table 17	1 Tables 21+

Under no circumstances will the number range for monsters be greater than the range for Number Appearing (see Monster Descriptions in Vol. 2). For greater variation, consider a wider possible spread of monster levels: die 1 = one level lower, die 2-5 = specified level, die 6 = one level higher.

MONSTER LEVEL TABLES*:

A	Die	B	Die	C	Die
Buccaneers	1	Bandits	1	Amazons	1
Pirates	2	Barbarians	2	Berserkers	2
Prisoners	3	Brigands	3	Dervishes	3
Soldiers	4	Nomads	4	Half-Elves	4
Bats	5	Vikings	5	Cavemen	5
Horses	6	Brawlers	6	Ruffians	6
Rats	7	Malefics	7	Praecantors	7
Snakes	8	Lifters	8	Filchers	8
Spiders	9	Wolves	9	Crocodiles	9
Sea Horses	10	Nixies	10	Mermen	10
Gnomes	11	Pterodactyls	11	Giant Lizards	11
Halflings	12	Dwarves	12	Elves	12
Kobolds	13	Goblins	13	Orcs	13
Skeletons	14	Zombies	14	Stirges	14
Giant Butterflies	15	Giant Rats	15	Giant Flies	15
Giant Dragonflies	16	Giant Locusts	16	Giant Ants	16
Giant Centipedes	17	Fire Beetles	17	Shriekers	17
Yellow Mold	18	Red Martians	18	Yellow Martians	18
1	Die	2	Die	3	Die
Duelists	1	Black Knights	1	Rakehells	1
Diabolists	2	Demonurgists	2	Black Magicians	2
Snatchers	3	Fingerers	3	Harpaces	3
Giant Eagles	4	Huge Bats	4	Evil Priests	4
Boars	5	Apes	5	Lions	5
Giant Weasels	6	Giant Toads	6	Giant Poisonous Toads	6
Hobgoblins	7	Dire Wolves	7	Spotted Lions	7
Lizard Men	8	Giant Leeches	8	Giant Crabs	8
Gnoles	9	Bugbears	9	Ogres	9
Leprechauns	10	Pixies	10	Harpies	10
Pegasi	11	Dryads	11	Faeries	11
Troglodytes	12	Piercers	12	Dragons	12
Homunculi	13	Wererats	13	Werewolves	13
Ghouls	14	Shadows	14	Lesser Vampires	14
Blink Dogs	15	Giant Moths	15	Gargoyles	15
Giant Bees	16	Huge Spiders	16	Giant Ticks	16
Green Slime	17	Gray Ooze	17	Gelatinous Cubes	17
Large Spiders	18	Cyborgs	18	Cave Creepers	18
Black Martians	19	White Martians	19	Thoats	19

* For the tables on these two pages only, use a twenty-sided die. Roll again if the highest number is exceeded.

<u>4</u>	<u>Die</u>	<u>5</u>	<u>Die</u>	<u>6</u>	<u>Die</u>
Villains	1	Bravos	1	Interfectors	1
Hecantontarchs	2	Haruspices	2	Evocators	2
Sicarians	3	Phansigars	3	Thugs	3
Bears	4	Tigers	4	Druids	4
Giant Hogs	5	Saber-Toothed Cats	5	Cave Bears	5
Giant Snakes	6	Ogre Magi	6	Giant Poisonous Snakes	6
Giant Water Spiders	7	Giant Octopi	7	Giant Squids	7
Yeti	8	Manticoras	8	Trolls	8
Hippogriffs	9	Centaurs	9	Griffins	9
Doppelgangers	10	Cockatrices	10	Medusae	10
Minotaurs	11	Salamanders	11	Wyverns	11
Dragons	12	Dragons	12	Dragons	12
Wereboars	13	Weretigers	13	Werebears	13
Wights	14	Thoblints	14	Wraiths	14
Giant Hornets	15	Giant Scorpions	15	Djinn	15
Giant Beetles	16	Phase Spiders	16	Giant Spiders	16
Rust Monsters	17	Owl Bears	17	Wind Walkers	17
Ochre Jelly	18	Androids	18	Shift Panthers	18
Calots	19	Tharks	19	Orlucs	19

<u>7</u>	<u>Die</u>	<u>8</u>	<u>Die</u>	<u>9</u>	<u>Die</u>
Incantators	1	Necromants	1	Evil Lords	1
Evil Thieves	2	Evil Master Thieves	2	Master Assassins	2
Wooly Rhinoceroses	3	Titanotheres	3	Mastodons	3
Giant Crocodiles	4	Giant Spitting Snakes	4	Chimerae	4
Elephants	5	Hill Giants	5	Stone Giants	5
Dragons	6	Dragons	6	Dragons	6
Unicorns	7	Gorgons	7	Tentacle Men	7
Basilisks	8	Treants	8	Aerial Servants	8
Tritons	9	Invisible Stalkers	9	Flesh Golems	9
Mummies	10	Spectres	10	Vampires	10
Water Nagas	11	Lammasu	11	Will O'Wisps	11
False Gnomes	12	Lurkers Above	12	Robots	12
White Apes	13	Sith	13	Apts	13



<u>10</u>	<u>Die</u>	<u>11</u>	<u>Die</u>	<u>12</u>	<u>Die</u>
Evil High Priests	1	Efreet	1	Wizards	1
Mammoths	2	Triceratopses	2	Dragon Turtles	2
Frost Giants	3	Fire Giants	3	Cloud Giants	3
Dragons	4	Dragons	4	Dragons	4
Spirit Nagas	5	Giant Slugs	5	Clay Golems	5
Ghosts	6	True Wraiths	6	Liches	6
Ropers	7	Black Pudding	7	Shambling Mounds	7
Banths	8	Solians	8	Phaetonians	8
<u>13</u>	<u>Die</u>	<u>14</u>	<u>Die</u>	<u>15</u>	<u>Die</u>
Witches	1	Storm Giants	1	Elementals	1
Guardian Nagas	2	Giant Sea Snakes	2	Stone Golems	2
Stegosaurus	3	Tyrannosaurus Rex	3	Purple Worms	3
Dragons	4	Dragons	4	Dragons	4
<u>16</u>	<u>Die</u>	<u>17</u>	<u>Die</u>	<u>18-20</u>	<u>Die</u>
Giant Fish	1	Cyclopes	1	Iron Golems	1
Dragons	2	Dragons	2	Dragons	2
<u>21-25</u>	<u>Die</u>	<u>26-50</u>	<u>Die</u>	<u>50+</u>	<u>Die</u>
Brontosaurus	1	Sea Monsters	1	Gods and	1
Juggernauts	2	Titans	2	Goddesses	
The Dragon Queen	3	The Dragon King	3		

Further Considerations Regarding The Monster Tables:

Modify as Follows:

Evil Fighting Men: die 1-2 = Lawful, die 3-5 = Neutral, die 6-10 = no change.

Evil Magic-Users: die 1-2 = Lawful, die 3-5 = Neutral, die 6-10 = no change.

Evil Thieves: die 1 = Lawful, die 2-3 = Neutral, die 4-9 = no change, die 10 = Assassins.

Evil Priests/Evil High Priests: die 1-4 = Lawful, die 5-10 = no change.

Lawful Fighting-Men: die 1 = Paladins, die 2 = Rangers, die 3-10 = no change.

Enchanted Creatures: Homunculi, Giant Moths, Gargoyles, Minotaurs, Salamanders, Djinn, Water Nagas, Invisible Stalkers, Aerial Servants, Spirit Nagas, Efreet, Clay Golems: die 1 = Living Statues with hit dice equal to level, die 2-10 = no change.

Martians: Red Martians, Yellow Martians, Black Martians, White Martians, Thoats, Calots, Tharks, Orluks, White Apes, Sith, Apts, Banths: die 1 = Darsen with hit dice equal to level +2, die 2-10 = no change.

DRAGONS BY MONSTER LEVEL:

<u>1</u>	<u>Die</u>	<u>2</u>	<u>Die</u>	<u>3</u>	<u>Die</u>
None	1	None	1	Black (very young)	1
None	2	None	2	Brass (very young)	2
None	3	None	3	Copper (very young)	3
None	4	None	4	Green (very young)	4
None	5	None	5	White (very young)	5
None	6	None	6	Hell Hounds (3 dice)	6

<u>4</u>	<u>Die</u>	<u>5</u>	<u>Die</u>	<u>6</u>	<u>Die</u>
Blue (very young)	1	Black (young)	1	Blue (young)	1
Bronze (very young)	2	Brass (young)	2	Bronze (young)	2
Red (very young)	3	Copper (young)	3	Golden (very young)	3
White (young)	4	Green (young)	4	Red (young)	4
Hell Hounds (4 dice)	5	Silver (very young)	5	White (sub-adult)	5
Rocs (6 dice)	6	Hell Hounds (5 dice)	6	Hell Hounds (6 dice)	6

<u>7</u>	<u>Die</u>	<u>8</u>	<u>Die</u>	<u>9</u>	<u>Die</u>
Black (sub-adult)	1	Green (sub-adult)	1	Black (adult)	1
Brass (sub-adult)	2	Blue (sub-adult)	2	Brass (adult)	2
Copper (sub-adult)	3	Bronze (sub-adult)	3	Golden (young)	3
White (adult)	4	Silver (young)	4	White (old)	4
Hell Hounds (7 dice)	5	Hydras (6 heads)	5	Hydras (7 heads)	5
Hydras (5 heads)	6	F-B Hydras (5 heads)	6	F-B Hydras (6 heads)	6

<u>10</u>	<u>Die</u>	<u>11</u>	<u>Die</u>	<u>12</u>	<u>Die</u>
Brass (old)	1	Black (old)	1	Copper (old)	1
Copper (adult)	2	Blue (adult)	2	Green (old)	2
Green (adult)	3	Bronze (adult)	3	Silver (sub-adult)	3
Red (sub-adult)	4	White (very adult)	4	Rocs (12 dice)	4
Hydras (8 heads)	5	Hydras (9 heads)	5	Hydras (10 heads)	5
F-B Hydras (7 heads)	6	F-B Hydras (8 heads)	6	F-B Hydras (9 heads)	6

<u>13</u>	<u>Die</u>	<u>14</u>	<u>Die</u>	<u>15</u>	<u>Die</u>
Black (very old)	1	Blue (old)	1	Blue (very old)	1
Brass (very old)	2	Bronze (old)	2	Bronze (very old)	2
Golden (sub-adult)	3	Copper (very Old)	3	Golden (adult)	3
Red (adult)	4	Silver (adult)	4	Green (very old)	4
Hydras (11 heads)	5	Hydras (12 heads)	5	Red (old)	5
F-B Hydras (10 heads)	6	F-B Hydras (11 heads)	6	F-B Hydras (12 heads)	6

<u>16</u>	<u>Die</u>	<u>17</u>	<u>Die</u>	<u>18-20</u>	<u>Die</u>
Red (very old)	1	Golden (old)	1	Silver (very old)	1
Silver (old)	2	Rocs (18 dice)	2	Golden (very old)	2

DRAGON LEVELS BY AGE:

Type	1	2	3	4	5	6	7	8	9	10
Black Dragons		Very Young	Young	Sub-Adult	Adult					Old
Blue Dragons			Very Young	Young	Sub-Adult	Adult				
Brass Dragons		Very Young	Young	Sub-Adult	Adult					
Bronze Dragons			Very Young	Young	Sub-Adult	Adult				
Copper Dragons		Very Young	Young	Sub-Adult	Adult					
Golden Dragons			Very Young		Young					
Green Dragons		Very Young	Young	Sub-Adult	Adult					
Red Dragons			Very Young	Young				Sub-Adult		
Silver Dragons				Very Young	Young				Sub-Adult	
White Dragons	Very Young	Young	Sub-Adult	Adult	Old	Very Old				

Type	11	12	13	14	15	16	17	18	19
Black Dragons		Very Old							
Blue Dragons			Old	Very Old					
Brass Dragons		Very Old							
Bronze Dragons			Old	Very Old					
Copper Dragons	Old	Very Old							
Golden Dragons	Sub-Adult	Adult				Old		Very Old	
Green Dragons	Old	Very Old							
Red Dragons	Adult			Old	Very Old				
Silver Dragons		Adult			Old	Very Old			
White Dragons									

ASSIGNING MONSTER LEVELS FOR OTHER MONSTERS:

In general, monsters may be assigned a rating for their monster level equal to hit dice minus 2, plus a bonus of 1 or 2 based on any special attacks or powers they might possess. (Using this scheme, monsters with fewer than one hit die—Kobolds, Skeletons and the like—are treated as having “0” hit dice.) Thus, a standard creature with three hit dice should be rated as monster level 1. However, if the creature is able to make two attacks per round or do additional damage on each attack (perhaps due to superior strength), it might be rated level 2. If instead

or in addition, it inflicts a fatal poison, turns opponents to stone with its touch or gaze or has a high magic resistance, then it might be rated level 3, and so on. Results of -2, -1 and 0 are equivalent to levels A, B and C, respectively.

THE WILDERNESS:

Sooner or later the referee will want to create a background map containing multiple dungeons, mysterious and unexplored forests and swamps, sinister strongholds of evil men and areas of relative safety such as villages, forts, towns and cities, as well as other points of interest that the players may choose to explore. The wilderness is what connects these features, but it is also, so to speak, the nourishing soil that many of them may grow out of without the direct predesign of the referee.



MAP SCALE AND MOVEMENT

The following assumes a map with an overlay of hexagons (henceforth “hexes”) 10 leagues or 30 miles across, where each hex has been assigned a specific terrain type—Clear, Woods, Mountains and so on. Movement rates will be affected by weather conditions, terrain and encumbrance.

WEATHER:

Incorporating weather into a campaign can make wilderness adventuring much more memorable and fun. However, no mechanism for determining weather conditions will be offered here. We have found that any such mechanism rich enough to be satisfying or “realistic” is too complex to express with simple charts and dice. The reader is encouraged to consult the forthcoming *Campion & Clitherow* supplement on *Fantasy Weather*, which will include spreadsheets for years of sample weather in a multiplicity of climate zones and terrain types. Here are two examples:

Rainy Season in the Great Jungle:

Date	Time	Temp.	Conditions	Wind Speed	Wind Dir.	Phase of Moon	Move Track	Move Open	Chance Lost
7/15	Day	94° F	SEVERE STORM, 11 in rain	32 mph	E		3	1	4 in 6
7/15	Evening	85° F	SEVERE STORM	35 mph	E	Waxing gibbous	3	1	5 in 6
7/16	Day	84° F	SEVERE STORM	41 mph	NE		3	1	4 in 6
7/16	Evening	69° F	SEVERE STORM	24 mph	E	Waxing gibbous	3	1	5 in 6
7/17	Day	85° F	SEVERE STORM	42 mph	NE		3	1	4 in 6
7/17	Evening	90° F	SEVERE STORM	39 mph	NE	FULL MOON	3	1	5 in 6
7/18	Day	100° F	Very Cloudy	0 mph	SE		8	4	2 in 6
7/18	Evening	93° F	THUNDERSTORM #, 6 in rain	12 mph	SE	Waning gibbous	5	3	4 in 6
7/19	Day	100° F	Clear*	2 mph	S		8	4	2 in 6
7/19	Evening	95° F	LIGHT RAINSTORM #, 2 in rain	3 mph	SE	Waning gibbous	10	5	3 in 6
7/20	Day	102° F	Clear*	11 mph	N		8	4	2 in 6
7/20	Evening	96° F	TORRENTIAL RAINS, 12 in rain	17 mph	N	Waning gibbous	3	1	5 in 6
7/21	Day	93° F	TORRENTIAL RAINS	17 mph	NE		3	1	4 in 6
7/21	Evening	91° F	TORRENTIAL RAINS	20 mph	NE	Waning gibbous	3	1	5 in 6

Fall in the Northern Marches:

Date	Time	Temp.	Conditions	Wind Speed	Wind Dir.	Phase of Moon	Move Track	Move Open	Chance Lost
11/28	Day	27° F	LIGHT SNOWSTORM, 2 in snow	17 mph	W		8	8	--
11/28	Evening	20° F	Very Cloudy	16 mph	W	Waning Crescent	10	10	1 in 6
11/29	Day	27° F	Very Cloudy	19 mph	W		10	10	--
11/29	Evening	21° F	SLEET STORM, 3 in rain	11 mph	S	Waning Crescent	5	5	1 in 6
11/30	Day	27° F	Very Cloudy	9 mph	SW		10	10	--
11/30	Evening	20° F	Very Cloudy	10 mph	SE	NEW MOON	10	10	1 in 6
12/1	Day	27° F	HEAVY FOG	9 mph	SE		3	3	3 in 6
12/1	Evening	22° F	Clear	7 mph	SW	Waxing crescent	10	10	1 in 6
12/2	Day	27° F	Clear	8 mph	W		10	10	--
12/2	Evening	4° F	Very Cloudy #	14 mph	SE	Waxing crescent	10	10	1 in 6
12/3	Day	10° F	Very Cloudy	10 mph	SW		10	10	--
12/3	Evening	-2° F	Clear	0 mph		Waxing crescent	10	10	1 in 6
12/4	Day	10° F	Very Cloudy	4 mph	SW		10	10	--
12/4	Evening	6° F	Clear	12 mph	SW	Waxing crescent	10	10	1 in 6

* Rainbow—it might be an omen or have some other significance, or it might not.

** Lightning conditions

Of course, if the referee has another system for determining or creating weather, or is simply good at inventing such things “on the fly”, more power to her!

LAND MOVEMENT:

Wilderness land movement rates will be denoted by a number n , where n is the number or below needed on a twenty-sided die for the party to move one hex. Failure means the party remains in the hex. Each rate approximates a certain speed in the long run. For example, a movement rate of 12 would give the party a 60% chance (12/20) of moving one hex, or 30 miles. Thus it would be equivalent to an expected or average speed of 18 miles per day.

Men, Horses and other beasts of burden will generally have a base wilderness movement rate of 10. This assumes travel on a road or over relatively clear terrain in good weather. If (and only if) these conditions apply, then Horses and other beasts may confer a bonus to the base movement rate. Exception: Donkeys (see below). For example, a man on a Light Horse, or a Light Horse without a mount, would have a modified movement rate of $10 + 7$, or 17, in good conditions.

Movement rates assume that there will be active movement—not counting periods of eating or rest—for approximately half a day. One full day of rest per week is required. More aggressive “forced marches” are possible, subject to penalties devised by the referee.

ANIMAL TRANSPORT:

<u>Type</u>	<u>Rider</u>	<u>Cost</u>	<u>Move Rate</u> <u>Bonus</u>	<u>Carry</u> <u>Capacity</u>
Light Horse	Man, Elf	200	+7	60
Medium Warhorse	Man	500	+6*	80*
Heavy Warhorse	Man	1000	+5*	90*
Pony	Dwarf/Halfling	50	+4	40
Camel	Any	N/A	+3	70
Pack Horse	—	30	+2	50
Mule	Man, Elf	100	+1	100
Donkey	Dwarf/Halfling	10	0/+2**	30

Warhorses (*): These are not trained to carry riders or cargo over long distances. Thus, they only confer a bonus if they are traveling without a mount or baggage.

Donkeys ():** These animals are slow but hardy. Thus, they will confer a bonus only if weather or terrain conditions bestow a base movement rate of less than 10.

Carry Capacity: This is the amount an animal can carry, expressed in encumbrance units or “•”s. Encumbrance is the same whether or not the rider is himself wearing or carrying the items in question, or whether they are stowed in saddlebags or the like. (This is not completely realistic, but it’s simpler than having two or three separate encumbrance columns.) Do not forget to add the weight of the rider:

Men = 35
Dwarves = 30
Elves = 25
Halflings = 15

Some weather conditions and/or terrain types will impose movement rate penalties. Remember that in less than ideal conditions the standard move bonus for beasts may not be used.

WEATHER AND TERRAIN PENALTIES:

<u>Conditions</u>	<u>Move</u>	<u>Terrain</u>	<u>Speed</u>
Clear	100%	Road	Full
Clear, very hot	75%	Clear	Full
Clear, extremely hot	50%	Woods	½
Light Fog	50%	Marsh	½
Heavy Fog	25%	Mountains	$\frac{1}{3}$
Heavy Rainstorm	75%	Mountains (road)	½
Thunderstorm	50%	Old Woods	½
Torrential Rains	25%	Swamp	$\frac{1}{3}$
Severe Storm	25%	Arid Plains	Full
Light Snowstorm	75%	Glacier	½
Heavy Snowstorm	50%	Jungle	½
Blizzard	25%	Desert	½
Sandstorm	0%	River crossing (non-ford)	1 day
Snow (without snowshoes)	50%	Underwater	$\frac{1}{3}$

ADJUSTED BASE MOVEMENT RATES:

<u>Weather Conditions</u>	<u>Full Speed</u>	<u>Terrain ½ Speed</u>	<u>$\frac{1}{3}$ Speed</u>
100%	10	5	4
75%	8	4	3
50%	5	3	2
25%	3	2	1

Humans and demi-humans walking overland receive a bonus/penalty on their base movement rate whatever the weather or terrain conditions. Thus, an unmounted but unencumbered party in clear terrain but torrential rain conditions would have a modified movement rate of 3 + 2, or 5. An unmounted and heavily encumbered party in Jungle terrain (see below) would have a modified movement rate of 5 – 1, or 4.

TRAVEL BY FOOT:

<u>Unmounted Characters</u>		<u>Other Modifiers</u>	
<u>Type</u>	<u>Move Bonus/ Penalty</u>	<u>Type</u>	<u>Move Bonus/ Penalty</u>
Unencumbered (0-5)	+2	Forage/Hunt	-2
Light (6-10)	+1		
Medium (11-15)	0		
Heavy (16-20)	-1		
Super-heavy (21-25)	-2		

Foraging/Hunting: In most conditions and terrain types, skilled adventurers (and their beasts) can “live off the land.” However, this imposes a movement penalty of -2.

CHANCES OF BECOMING LOST:

<u>Conditions</u>	<u>Lost Penalty</u>	<u>Terrain</u>	<u>Lost</u>
Clear	—	Road	—
Clear, very hot	—	Clear	—
Clear, extremely hot	—	Woods	1 in 6
Light Fog	+2	Marsh	—
Heavy Fog	+3	Mountains	1 in 6
Heavy Rainstorm	—	Mountains (road)	—
Thunderstorm	+1	Old Woods	2 in 6
Torrential Rains	+2	Swamp	2 in 6
Severe Storm	+2	Arid Plains	—
Light Snowstorm	—	Glacier	1 in 6
Heavy Snowstorm	+1	Jungle	2 in 6
Blizzard	+3	Desert	2 in 6
Sandstorm	+5	River	—
Snow blindness	+1	Underwater	3 in 6
Night Travel	+1	Ocean	1 in 6

Lost Parties: Check once per day. Becoming “lost” simply means the party will lose one day of movement travelling in a circle or trying to get its bearings, etc. There will be virtually no chance of getting lost if the party is following a road or is accompanied by a Ranger. In addition, trails or good directions—“walk along the ridge of the mountains until you come to a cliff shaped like the heel of a boot, then go down into the valley”—may subtract -1 or -2 from the check.

FLYING MOVEMENT:

<u>Type</u>	<u>Movement Rate*</u>	<u>Type</u>	<u>Movement Rate</u>
Solian	2 + 15	Air Elemental	5 + 5
Efreet	3 + 5	Broom	6 + 10
Dragon	3 + 15	Hippogriff	6 + 15
Carpet	4 + 5	Roc	7 + 10
Griffin	4 + 10	Hippogriff	7 + 15
Djinni	4 + 15	Giant Eagle	8 + 5

Movement Rate (*): h = number of hexes moved per day. n = chance of moving 1 additional hex per day (if n or lower is rolled on a twenty-sided die).

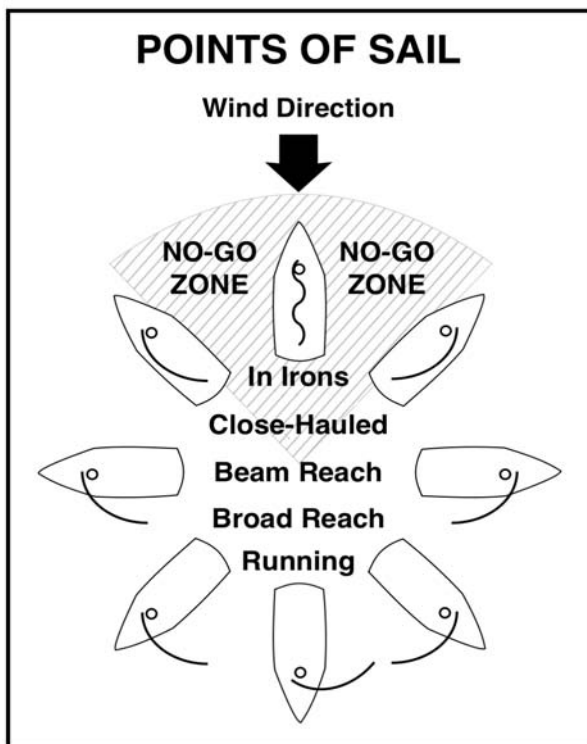
Weather conditions may impose bonuses, penalties or dangers for fliers. Flying with or against the wind will potentially modify the movement rate. At wind speeds greater than 30 mph, flyers using artificial wings, a carpet or a magic broom run the risk of the device being blown loose or the user being blown off. Man-sized flyers cannot fly at wind speeds greater than 45 mph, and only Elementals can fly at wind speeds greater than 60 mph. Fog and blizzards introduce the chance of becoming lost in the air, and so on.

WATER MOVEMENT:

<u>Vessel Type</u>	<u>Oared</u>	<u>Running</u>	<u>Broad Reach</u>	<u>Beam Reach</u>	<u>Close-Hauled</u>
Raft	0 + 10	1 + 10	0 + 15	—	—
Boat	0 + 10	2 + 10	1 + 15	1 + 10	0 + 15
Sm. Galley	0 + 15	3 + 15	3 + 5	2 + 10	—
Lg. Galley	0 + 10	3 + 5	2 + 10	1 + 10	—
Longship	0 + 15	4 + 15	3 + 15	3 + 5	—
Sm. Merchant Ship	—	3 + 15	3 + 10	3 + 5	2 + 10
Lg. Merchant Ship	—	3 + 5	2 + 15	2 + 10	1 + 10
Sailed Warship	—	3 + 15	3 + 10	3 + 5	2 + 10

Rafts or boats should not be used on the ocean, except of course in extremis. Galleys are not usually seaworthy, as waves will swamp the oar openings. (The oar openings of longships are placed higher.) However, rafts, boats and galleys may sometimes move through marshes and swamps at half-speed.

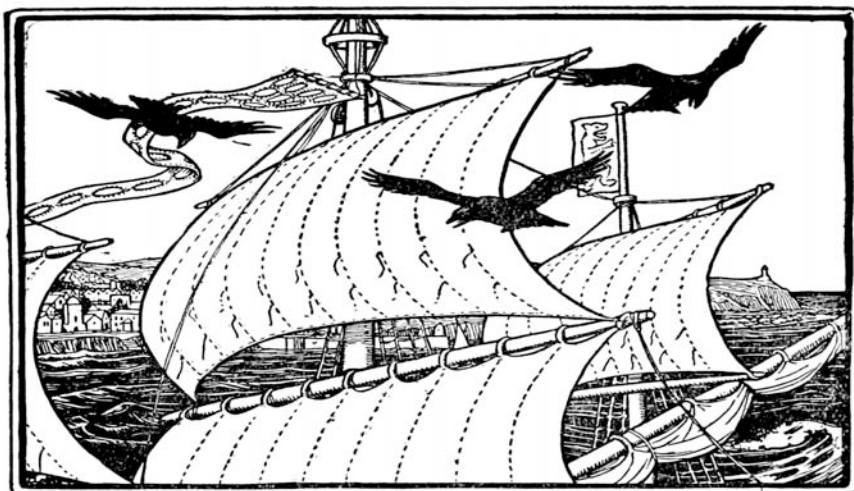
Oared movement assumes a full crew rowing for 8 hours, leaving time for rest and sleep.



“In Irons” or calm to low winds (0-9 knots) means sailed movement is impossible.

Sailing rates assume a light breeze (10-19 knots). Add one hex distance for a strong breeze (20-29 knots). Sailed movement is impossible at wind speeds of 30 knots or greater—ships will probably then run with the wind at a rate of 0 + 10.

Add or subtract +5 if the vessel is attempting to move directly with or directly against a light or moderate current. Add or subtract 1 hex if the vessel is attempting to move directly with or directly against a strong current.



WANDERING MONSTERS:

<u>Terrain</u>	<u>Monster</u>	<u>Terrain</u>	<u>Monster</u>
Clear	2 in 20	Jungle	5 in 20
Woods	4 in 20	Desert	3 in 20
Marsh	3 in 20	City	2 in 20
Mountains	5 in 20	Ruins	5 in 20
Old Woods	4 in 20	Fresh Water	3 in 20
Swamp	5 in 20	Ocean	2 in 20
Arid Plains	3 in 20	Underwater	2 in 20
Glacier	3 in 20	Flying	2 in 20

Wandering Monsters: In general, two checks are made per day—one during daylight and one during evening hours. Parties moving by air or through fresh water will generally roll on the Flyers or Fresh Water tables during daylight and on the relevant terrain tables in the evening (assuming they make camp on land). Parties that wish to move by night will subtract -2 from their evening wandering monster checks (minimum chance: 1 in 20) but will also subtract -1 from their chance to surprise, add +1 to the monsters' chance to surprise and add +1 to their chance of getting lost. The referee may designate City terrain as a "safe area" where no checks need be made or he may use unique or specially designed encounter charts for urban adventuring. Alternatively, a check may be made if the party wishes to venture into one of the more dangerous areas—graveyards, the "wastes" immediately outside the city walls, the Thieves' Quarter, etc.

Adjusting Wandering Monster Severity: If the referee deems the chances for wandering monsters too high, he may stipulate that 50% of all wandering monster encounters are merely "sightings"—a Dragon flying in the distance, the footprint of a Giant and so on. This will have the twin effect of making wilderness treks potentially less deadly while possibly also heightening the party's tension and fear.

ENCOUNTERS AND EXPLORATION:

Encounter Distance: 100-600 feet in standard cases, subject to terrain considerations or 10-60 feet if at least one side is surprised. The typical horizon is approximately one league (three miles) away for a six-foot tall man and three leagues away if looking down from say a 60-foot rise or crow's nest. Of course, this would not apply if the campaign world is flat!

Surprise Considerations: All things being equal, each side has a 2 in 6 to surprise, subject to these exceptions: Certain types of terrain may negate possible surprise for both sides (e.g. Clear) or possibly for at least one side (e.g. Fresh Water or Ocean). Parties camped for the night will have no chance to surprise, and in turn will be surprised only on a roll of 1 in 6. (This assumes that there is always someone awake and on guard. In addition, it will take sleeping party members 1-3 rounds to respond once the alarm is called.) If an encounter on land is with a flying monster, then there is a 50% chance that the monster will be encountered while on land—resting, eating, etc.—giving a +1 bonus for the party to surprise the monster and a -1 penalty for the monster to surprise the party. Party members or monsters moving through the air can almost never be surprised except by other creatures also moving through the air and only if flying in the evening hours without moonlight. If in a surprise situation there are three or more monsters, and they are intelligent, then surprise indicates that the monsters will have probably surrounded the party, as well as giving them the standard free attack if they choose to take it.

Evasion, Flight and Pursuit in the Wilderness: If an encounter is indicated, the party may immediately elect to attempt to evade it by running, hiding, etc., using the table below. Success means the encounter has been avoided. Failure means the encounter must be played out. However, if after beginning an encounter the party subsequently breaks off contact and moves out of sight and/or a substantial distance away from the monster, and if the referee decides that the monster is inclined to pursue, then evasion may be attempted again. If successful, the party is free and clear. If not, then if the monster is faster than the party, there is a 50% chance it will catch them within one league distance. If it doesn't catch them, then an evasion roll may be made again, and so on. For every league of flight/pursuit the party must eventually rest for half a day.

Number of Monsters Encountered as Proportion Of Maximum Number Appearing (see Vol. 2)

<u>Party Size</u>	<u>1% to 25%</u>	<u>26% to 60%</u>	<u>61%+</u>
1-3	3 in 6 chance	4 in 6 chance	5 in 6 chance
4-9	2 in 6 chance	3 in 6 chance	4 in 6 chance
10-24	1 in 6 chance	2 in 6 chance	3 in 6 chance
25+	1 in 6 chance	1 in 6 chance	2 in 6 chance

Further Evasion Considerations:

Surprise by Party: Roll twice and take lowest roll.

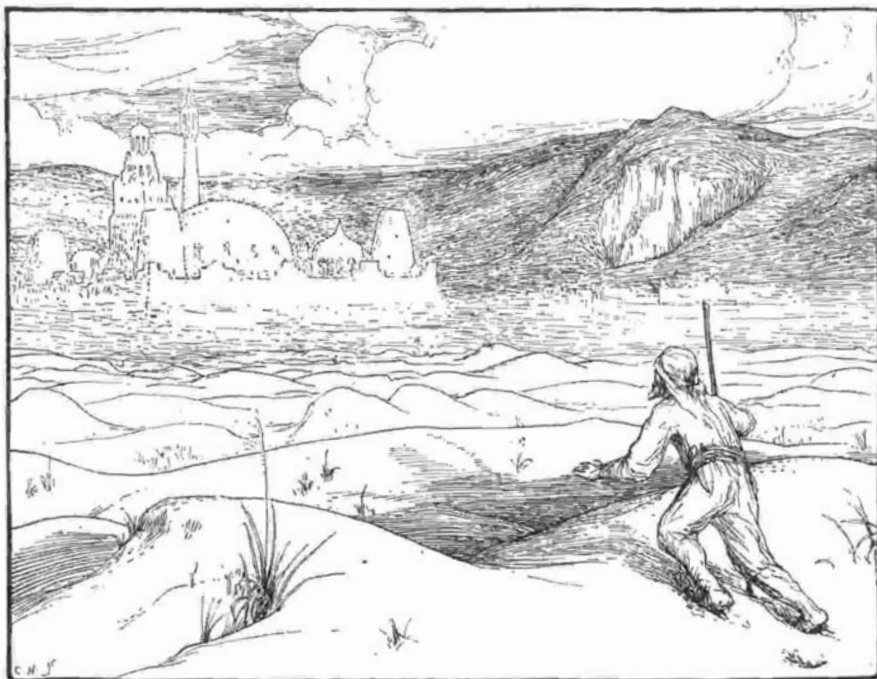
Surprise by Monster: Generally no chance to evade unless party is in Woods.

Woods: Add +1 to evasion chances and give a chance of 1 in 6 to evade even if party is surprised.

One Side is at Least Twice as Fast as the Other: Add +1 or subtract -1 from evasion chances.

Exploratory Movement: This will be at one-third speed but will triple the chances that monsters will be encountered “in lair”.

Food and Water: Ideally, the party will carry rations and water for man-types and if necessary, horses. However, it is assumed that most adventurers have adequate skill at foraging and hunting in the wilderness. Thus, in most terrain types they may survive without carried food and water—but with the movement penalty mentioned earlier. In Desert terrain, dungeons and similar environments, characters without food will gain ●●●● in “virtual” encumbrance at the end of each day, and characters without water will gain ●●●● ●●●● ●●●● in “virtual” encumbrance at the end of each day. A successful adversity check will reduce these to ●●● and ●●●● ●●●●, respectively. “Virtual” encumbrance will be added to actual encumbrance to compute movement rates. When “virtual” encumbrance reaches 35, the character will die.



WILDERNESS ENCOUNTER TABLES:

Die	<u>Clear</u>	<u>Woods</u>	<u>Marsh</u>	<u>Mountains</u>
1	Amazons	Bandits	Bandits	Bandits
2	Ants	Barbarians	Beetles	Bears
3	Bandits	Bears	Brigands	Red Dracs
4	Bears	Boars	Centipedes	Dwarves
5	Brigands	Brigands	Crocodiles	Giants
6	Boars	Druids	Black Dracs	Hill Giants
7	Fighting-Men	Elves	Leeches	Goblins
8	Magic-Users	Lycanthropes	Lizard Men	Kobolds
9	Thieves	Orcs	Lizards	Ogres
10	Lions	Rangers	Slugs	Orcs
11	Ogres	Spiders	Snakes	Rocs
12	Orcs	Ticks	Spiders	Trolls
13	Soldiers	Tigers	Toads	Wolves
14	Weasels	Wolves	Will O'Wisps	Dire Wolves
15	Wolves	Flyers	Flyers	Wyverns
16	Flyers	Humanoids	Humanoids	Flyers
17	Humanoids	Men	Men	Humanoids
18	Other Men	Other Monsters	Other Monsters	Men
19	Other Monsters	Old Woods	Undead	Other Monsters
20	Random	Random	Random	Random

Die	<u>Old Woods</u>	<u>Swamp</u>	<u>Arid Plains</u>	<u>Glacier</u>
1	Basilisks	Beetles	Apts	Apts
2	Centaur	Brontosaurus	Banths	Cave Bears
3	Cockatrices	Cavemen	Calots	Cavemen
4	Green Dracs	Centipedes	Darseen	Dire Wolves
5	Dryads	Giant Crocs	Dervishes	White Dracs
6	Elves	Dragonflies	Fighting-Men	Hill Giants
7	Faeries	Leeches	Magic-Users	Storm Giants
8	Goblins	Lizard Men	Thieves	Mammoths
9	Gorgons	Lizards	Black Martians	Mastodons
10	Lycanthropes	Pterodactyls	Red Martians	Nomads
11	Manticoras	Sea Monsters	White Martians	Orluks
12	Medusae	Snakes	Yel. Martians	S. Tooth Cats
13	Minotaurs	Spiders	Nomads	Spotted Lions
14	Ogres	Stegosaurus	Sith	Titanotheres
15	Pixies	Triceratopses	Tharks	Vikings
16	Treants	Tyran. Rex	Thoats	Wind Walkers
17	Unicorns	Humanoids	White Apes	Woolly Rhino's
18	Witches	Men	Flyers	Yeti
19	Wizards	Undead	Other Men	Flyers
20	Men	Fresh Water	Nearest Other Terrain	Men

<u>Die</u>	<u>Jungle</u>	<u>Desert</u>	<u>City</u>	<u>Ruins**</u>
1	Ants	Ants	Ants	Ants
2	Apes	Banths	Assassins	Apes
3	Beetles	Basilisks	Bandits	Bandits
4	Tribesmen*	Camels	Brigands	Brigands
5	Centipedes	Chimerae	Dwarves	Centipedes
6	Crocodiles	Dervishes	Elves	Thieves
7	Elephants	Blue Dracs	Fighting-Men	Living Statues
8	Leeches	Copper Dracs	Magic-Users	Rats
9	Hogs	Hydras	Thieves	Snakes
10	Lizards	Lions	Half-Elves	Spiders
11	Lizard Men	Manticoras	Halflings	Enchanted
12	Scorpions	Nomads	Orcs	Flyers
13	Snakes	Scorpions	Prisoners	Humanoids
14	Spiders	Snakes	Rats	Men
15	Tigers	Spiders	Soldiers	Other Men
16	Toads	Enchanted	Humanoids	Other Monsters
17	Insect Flyers	Flyers	Other Men	Undead
18	Men	Men	Undead	City
19	Fresh Water	Undead	Underworld	Underworld
20	Nearest Other Terrain	Nearest Other Terrain	Nearest Other Terrain	Random Treasure Class

<u>Die</u>	<u>Fresh Water</u>	<u>Coastal**</u>	<u>Ocean</u>	<u>Underwater</u>
1	Buccaneers	Buccaneers	Buccaneers	Crabs
2	Pirates	Pirates	Pirates	Dragon Turtles
3	Crabs	Crabs	Dragon Turtles	Giant Fish
4	Crocodiles	Crocodiles	Dragons	Mermen
5	Dragon Turtles	Bronze Dracs	Soldiers	Nixies
6	Fighting-Men	Harpies	Half-Elves	Octopi
7	Magic-Users	Lizard Men	Giant Fish	Sea Monsters
8	Thieves	Mermen	Mermen	Sea Snakes
9	Leeches	Nixies	Nixies	Squid
10	Lizard Men	Rats	Sea Monsters	Water Spiders
11	Mermen	Soldiers	Sea Snakes	Tritons
12	Water Nagas	Vikings	Tritons	Men
13	Nixies	Wererats	Vikings	
14	Pirates	Flyers	Flyers	
15	Snakes	Humanoids	Men	
16	Soldiers	Men	None (or refer-	
17	Toads	Other Monsters	ee's choice of	
18	Vikings	Undead	small island,	
19	Humanoids	Ocean	storm, "ghost	
20	Other Men	Random	ship", etc.)	

* As Cavemen

** 50% of the time these should be rolled for as the named terrain.

<u>Die</u>	<u>FLYERS</u>	<u>HUMANOIDS</u>	<u>GIANTS</u>
1	Bats	Bugbears	Cloud Giants
2	Chimerae	Dwarves	Fire Giants
3	Cockatrices	Elves	Frost Giants
4	Dragons	Giants	Hill Giants
5	Eagles	Goblins	Stone Giants
6	Gargoyles	Halflings	Cyclopes
7	Griffins	Hobgoblins	
8	Harpies	Kobolds	
9	Hippogriffs	Leprechauns	
10	Lammasu	Ogres	
11	Manticoras	Orcs	
12	Ogre Magi	Trolls	
13	Pegasi		
14	Robots		
15	Rocs		
16	Solians		
17	Wyverns		
18	Insect Flyers		
19	Human Flyers		
20	Undead Flyers		



<u>Die</u>	<u>INSECT FLYERS</u>	<u>HUMAN FLYERS</u>	<u>UNDEAD FLYERS</u>
1	Bumblebees	Kobolds/Pterodactyls	Spectres
2	Butterflies	Men/Dragons	Vampires
3	Dragonflies	Men/Griffins	Wraiths
4	Flies	Men/Hippogriffs	True Wraiths
5	Hornets	Men/Magic Carpet	
6	Locusts	Men/Other Magic	
7	Moths	Men/Rocs	
8	Sith	Witches	

<u>Die</u>	<u>DRAGONS</u>	<u>LYCANTHROPES</u>	<u>UNDEAD</u>
1	Black	Doppelgangers	Ghosts
2	Blue	Werebears	Ghouls
3	Brass	Wereboars	Liches
4	Bronze	Wererats	Mummies
5	Copper	Weretigers	Shadows
6	Golden	Werewolves	Skeletons
7	Green		Spectres
8	Red		Thoblints
9	Silver		Vampires
10	White		Wights
11	Hydras		Wraiths
12	F.B. Hydras		Zombies

<u>Die</u>	<u>RANDOM TERRAIN</u>	<u>OTHER MONSTERS</u>	<u>MEN</u>
1	Clear	Old Woods	Fighting-Men
2	Woods	Enchanted	Magic-Users
3	Marsh	Unusual	Thieves
4	Mountains	Underworld	Other Men
5	City		
6	Fresh Water		
<u>Die</u>	<u>FIGHTING-MEN</u>	<u>MAGIC-USERS</u>	<u>THIEVES</u>
1	Brawlers	Malefics	Lifters
2	Ruffians	Praecantors	Filchers
3	Duellists	Diabolists	Snatchers
4	Black Knights	Demonurgists	Fingerers
5	Rakehells	Black Magicians	Harpaces
6	Villains	Hecatontarchs	Sicarians
7	Bravos	Haruspices	Phansigars
8	Interfectors	Evocators	Thugs
9	Evil Lords	Incantators	Evil Thieves
10	Evil Priests	Necromants	Evil Master Thieves
11	Evil High Priests	Wizards	Assassins
12	Special Men	Special Men	Special Men
<u>Die</u>	<u>OTHER MEN</u>	<u>SPECIAL MEN</u>	<u>UNUSUAL</u>
1	Amazons	Androids	Blink Dogs
2	Bandits	Cyborgs	Dragon King/Queen
3	Brigands	Gold/Silver Dragons	Gnoles
4	Barbarians	Druids	Hell Hounds
5	Buccaneers	Half-Elves	Owl Bears
6	Pirates	Gods/Goddesses	Phaetonians
7	Dervishes	Lycanthropes	Phase Spiders
8	Nomads	Martians	Robots
9	Soldiers	Mummies	Shamblers
10	Vikings	Vampires	Shift Panthers
11	Berserkers	Lesser Vampires	Stirges
12	Special Men	Witches	Titans
<u>Die</u>	<u>SNAKES</u>	<u>SPIDERS</u>	<u>MARTIANS</u>
1	Normal Snakes	Normal Spiders	Black Martians
2	Giant Snakes	Giant Spiders	Red Martians
3	Giant Poisonous	Huge Spiders	White Martians
4	Giant Spitting	Large Spiders	Yellow Martians
5			Tharks
6			White Apes

Die

1
2
3
4

ELEMENTALS

Air Elemental
Earth Elemental
Fire Elemental
Water Elemental

GOLEMS

Clay Golem
Flesh Golem
Iron Golem
Stone Golem

NAGAS

Guardian Nagas
Spirit Nagas
Water Nagas

Die

1
2
3
4
5
6
7
8
9
10
11
12

ENCHANTED

Aerial Servants
Djinn
Efreet
Elementals
Gargoyles
Golems
Homunculi
Invisible Stalkers
Juggernauts
Living Statues
Nagas
Salamanders

UNDERWORLD

Cave Creepers
Gnomes
False Gnomes
Lurkers Above
Piercers
Purple Worms
Ropers
Rust Monsters
Shriekers
Tentacle Men
Troglodytes
Slimes, Molds, etc.

SLIMES, ETC.

Black Pudding
Gelatinous Cubes
Gray Ooze
Green Slime
Ochre Jelly
Yellow Mold



HOW TO CREATE A “WORLD” IN UNDER AN HOUR:

Introduction: The fantasy cartography program **Hexographer** by Inkwell Ideas is perfect for quickly making a “Middle Earth style” world for wilderness adventures. The simple graphics interface enables one to easily “draw” a good quality map using a variety of different possible styles. Equally importantly, the built in random function acts to stimulate the imagination, helping to break down the block one often has when confronted with the daunting task of creating an entire fantasy world “from scratch”. **Hexographer** has the ability to randomly generate most terrain at the touch of a button. However, use of that feature as given is not advised, as it tends to generate terrain that can appear nonsensical and overly “busy” looking. An alternative method is proposed below—making use of one part of the program's randomizer, while also relying on some standard dice rolls and a bit of judgment by the referee. If one is familiar with the program (after perhaps a few hours of “playing around”), then a detailed world map for use of both the players and the referee can be fairly rapidly created that can serve as the template for an entire campaign.

Function: The map is for the use of the referee and the players. Its purpose is to give the referee a geographical outline for the campaign world, as well as to make the world a bit more “real” for the players. Only certain well-known, interesting or notable features will be contained on the map—the sorts of general or interesting things an educated, intelligent and/or intellectually curious inhabitant might know or have heard rumors about, for one reason or another. But many more things will not be represented or will appear only vaguely or cryptically. It is assumed that the referee may create other maps or have his own private map with additional notes and features, etc.

Scale: It is recommended that the map be contained on one page, with a height of 30 hexes and a width of 35 hexes. Each hex will be 10 leagues across and thus will contain 100 square leagues or almost 1000 square miles of territory. The entire map will therefore be about 900 x 1050 miles or about the size of a quadrilateral bounded by Dublin, Berlin, Gibraltar and Rome. The area enclosed by the map will be a bit smaller than, say, the mapped out part of Middle Earth in Tolkien's trilogy, but quite a bit larger than C.S. Lewis' land of Narnia. We prefer a climate “slide” that is more pronounced than our actual world, encompassing within 1000 miles, glaciers in the north and jungles and deserts in the south. It will still take the player-characters weeks or months to traverse it (if they so desire, keeping in mind that there will be plenty of impediments in the form of evil men and monsters), but will allow for a diversity of cultures and settings that long-lived players can reasonably foresee discovering and interacting with. The “Pro” version of **Hexographer** allows the cartographer to easily break up his large scale map into many smaller ones—one map featuring hexes of 10 leagues across can be reduced into 100 maps with hexes of 1 league across—if additional detail for certain areas is desired. But in my view this is probably not necessary, or at least not necessary at first.

Orientation: Our own preference is for a map containing land area that is contiguous from north to south and that has a north-south coastline that marks off 10% to 25% of the eastern part of the map as ocean. (The map is mostly land, but one

could sail off into the east if one wanted.) This makes it the reverse of Middle Earth where the major ocean is in the west, but similar to say, Narnia. Different orientations—no sea, or the major sea being to the north, south and/or west will require slightly altering or reversing some of the recommendations given below.

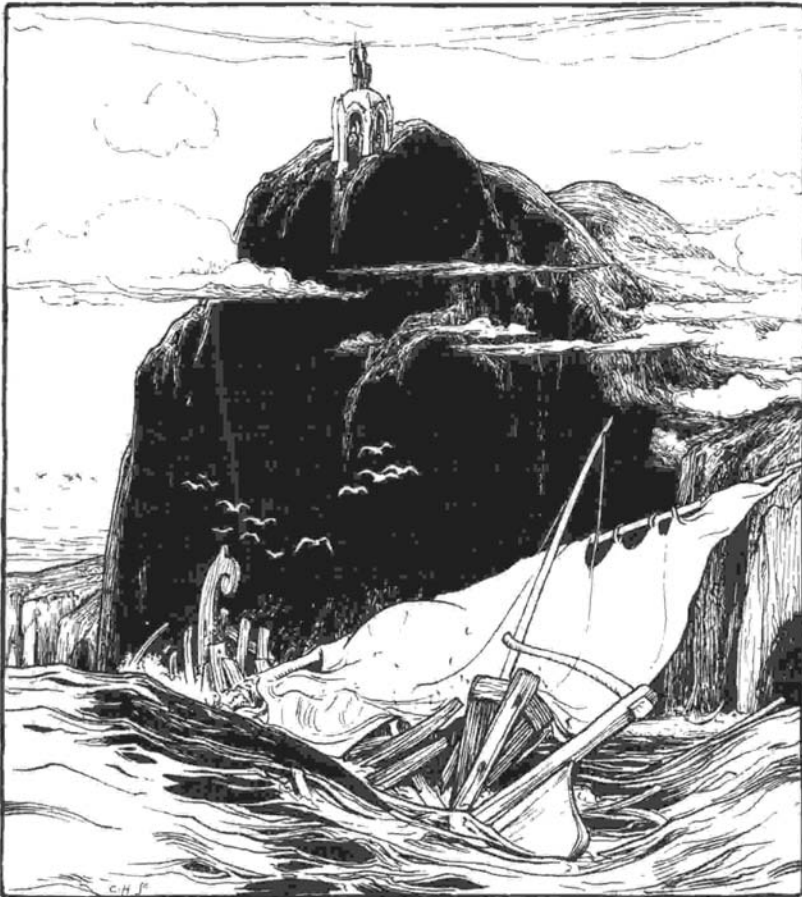
Settings: In **Hexographer**, set the Size Settings to Map Width = 35 hexes, Map Height = 30 hexes, Hex Width = 39 pixels and Hex Height = 42 pixels. Set the Map Orientation to “True Rows”. Set Terrain Settings to “Solid Terrain”, with the solid terrain as “Farmland”. (It won’t all really be farmland, but the color stands out better than, say, “Grassland” or the other alternatives.) Press “Generate Map”. A pure green land area will be produced.

Habitations: Choose “Add Random Features” from the Tools menu. The program allows one to set the “frequency” of one or more random features—not terrain per se, but cities, castles, towers and the like—by choosing a value of anywhere from .1% to 100%. Since there are approximately 1000 hexes, each .1% will represent 1 potential hex or feature. Randomly generate 26 habitations (setting the frequency to 2.5% and asking the randomizer to produce some arbitrary land icon that will be changed later, such as “Vineyards” or “Dragons”). Out of the 26 features, choose 3 that will serve as Cities. Campion & Clitherow prefer one mid-latitude coastal city, one southern city and one interior city, probably towards the north. But with 26 location points, ranged across the map, almost any cartographic desires for city placement may be satisfied. Next, roll a twenty-sided die to randomly determine the nature of the other 23 features:

<u>Die</u>	<u>Feature</u>	<u>Die</u>	<u>Feature</u>
1	Town	11	Castle (Lord)
2	Town	12	Castle (Lord)
3	Town	13	Castle (Lord)
4	Town	14	Tower/Stronghold (Magic-User)
5	Village	15	Tower/Stronghold (Magic-User)
6	Village	16	Tower/Stronghold (Magic-User)
7	Village	17	Temple/Stronghold (Evil H.P. or H.P)
8	Village	18	Temple/Stronghold (Evil H.P. or H.P)
9	Castle (Lord)	19	Temple/Stronghold (Evil H.P. or H.P)
10	Castle (Lord)	20	Witch’s Tower

Substitute the appropriate icons as required. All of these locations will be represented on the map and will thus be known by the players. Named cities and towns will perhaps be the only settlements of that size actually in existence within the mapped area. However, for the rest, there will be many more such locations than are identified on the map. For example, the few villages that are listed will be “independent”—notable for one reason or another such as being at a crossroads or inhabited by interesting cultures, races or the like. Many more villages will either be unknown to the players or will be unmarked but assumed to exist in the same hex as, say, a city, town or stronghold.

Coastline and Islands: Draw a coast from south to north approximately 10% to 25% to the left of the eastern edge of the map. The coast should “create” ports and coastal castles, towers and temples. Those few habitations “stranded” to the east of the coast will end up being located on islands (nothing wrong with that). Fill in the “ocean” with Ocean terrain, surrounding the stranded habitations, thus initially locating them on one-hex islands. Next, randomly generate 3 “Battleships” (or some other arbitrary waterborne icon) using a frequency of .3%. The program will only place these icons in the Ocean, thus creating 3 more potential islands. Allocate land hexes to these islands and those of the stranded habitations on this basis: die 1-3 = 1 hex, die 4 = 2 hexes, die 5 = 3 hexes, die 6 = 4 hexes. Obviously if a “Battleship” lies next to the coastline or an island containing a habitation, the cartographer has the option of either ignoring it or of extending or enlarging the mainland or already existing island. One now will have a mainland, an ocean and a handful of islands along with 26 man-made features spread throughout the land or island portions of the map.



Mountains: Randomly generate 8 arbitrary land icons—“Vineyards”, etc. These will be the southeastern boundary points of 8 mountain ranges. Determine three properties for each range: 1. Orientation: die 1-4 = south to north, die 5-6 = east to west. 2. Width: die 1-2 = 1 hex, die 3-4 = 2 hexes, die 5-6 = 3 hexes. 3. Length: 2-12 hexes. Fill in the called-for Mountain hexes, taking the randomly generated hex as the southeastern point of the range. (It’s quite possible that some ranges may be stopped by the western or northern edges of the map. That’s okay.) Next, generate 6 smaller stand-alone mountains or ranges, using the template of islands (die 1-3 = 1 hex, die 4 = 2 hexes, die 5 = 3 hexes, die 6 = 4 hexes). Of course, some ranges may “join” or expand on others, and the cartographer may cheat a bit to create interesting or appropriate seeming patterns, perhaps taking into account habitations—a city would probably not be actually located in the mountains but might be next to a range or nestled in a valley, etc.

Forest: Using the same method, generate 6 major forests of 10-40 hexes, and 6 minor forests of 1-4 hexes (using the islands template). The cartographer has a bit more freedom here to position or shape the forests to taste, taking mountains, the coastline and habitations into account (most habitations will not be in forests, although a few will). Unlike for mountains, randomly generated starting points next to map-edges should dictate a forest expanding in the opposite direction, with as many of the rolled-for hexes as possible. The hexes in some forests should now be designated “Jungle” (presumably in the south), some in the mid-latitudes or the north may be designated “Woods”, and one or two special forests may be designated “Old Woods”. (It is recommended that the Hexographer terrain templates of “Jungle”, “Heavy Forest” and “Heavy Evergreen”, respectively, be used.)

Marsh/Swamp: 3 x 10-40 hexes, and 5 x 1-4 hexes. Designate the hexes as Swamp or Marsh according to taste. It is preferable for swamps to be located in the south (since there are warm-blooded dinosaurs inhabiting them, among other things), so one might redo the random generation if it does not produce at least one plausible swamp. Also take into account already existing terrain. For example, marshes and swamps should be adjacent to coastlines or located in relation to mountain ranges such that the cartographer envisions rivers or a low elevation creating a wet environment, and as with other difficult terrain, much of these should curve around habitations.

Desert/Arid Plains: 3 x 10-60 hexes (I recommend the “Sandy Desert” and “Badlands” templates). As with Marsh/Swamp, deserts should generally be in the south, with perhaps one area of arid plains rounding things out in the mid-latitude and northern locations. And, conversely to marsh/swamp, deserts and arid plains should be created in the sorts of areas likely to be drier.

Lakes and Inland Seas: 4 x 1-4 hexes (use the islands template).

Rivers: Draw a handful of major rivers, starting of course in mountains, and perhaps passing through marshes or swamps to a lake or the sea. Some habitations (though by no means all) will be located on rivers, of course.

Roads and Trails: Draw a few, but use moderation. It's a wild, sparsely populated world with dangerous creatures and/or evil men in most areas, so it is unlikely there will be more than a small number of well-travelled and maintained routes.

Composition of Habitations: Determine who or what lives in them using the following formulas:

<u>Die</u>	<u>Town</u>	<u>Village</u>
1	Standard Human	Standard Human
2	Standard Human	Standard Human
3	Standard Human	Standard Human
4	Standard Human	Roll on Terrain Table*
5	Roll on Terrain Table*	Roll on Terrain Table*
6	Roll on Terrain Table*	Roll on Terrain Table*

* Discard the result and roll again if a nonsensical or unreasonable result is obtained, though this may be a matter of taste. For example, "Amazons," "Brigands," "Mermen," "Dwarves" or even "Undead" are potentially appropriate, "Weasels" are not. However, "Dragons" may either be discarded or conceivably used—perhaps a village is under the control or protection of a Dragon, for example. Replace a Town or Village with a Fort if reasonable.

<u>Die</u>	<u>Castle</u>	<u>Tower/Stronghold</u>	<u>Temple/Stronghold</u>
1	Lawful Lord	Lawful Magic-User	Roll a twenty-sided die for gods/goddesses, using the table on p. 28 of Vol. 2. Allocate an Evil High Priest or High Priest accordingly.
2	Neutral Lord	Neutral Magic-User	
3	Neutral Lord	Neutral Magic-User	
4	Evil Lord	Evil Magic-User	
5	Evil Lord	Evil Magic-User	
6	Evil Lord	Evil Magic-User	

Witches will inhabit Witch's Towers, obviously.

Of course, the players will not necessarily know the actual alignments of the parties, though they may have a good idea. The cartographer is free to label the features helpfully or not. For example, "Wastes of the Necromant" (the area surrounding the tower of an evil Magic-User) will obviously convey an alignment, "Lord Raglan's Stronghold" will not. Travellers should obviously avoid a location labeled, "City of Ghouls", whereas one marked, "Viking Settlement" could go either way. And so on.

Finishing Touches: A few volcanoes, ancient battlefields, ruined cities or other intriguing features may now be placed, keeping in mind that these will be public and thus only a small number should be noted—just enough to intrigue the players and set the tone for the world.

Additional Habitation, Ruins, etc.: Randomly generate at least 100 as yet undetermined features that will not be on the players' map (mark them on the referee's copy only). There will be no immediate need to roll for these unless or until the party passes through the hex. If the hex is entered, use the table below:

<u>Die</u>	<u>Feature</u>	<u>Die</u>	<u>Feature</u>
01-20	Village	87	Ancient Battlefield*
21-50	Castle	88-89	Ruined City/Town
51-70	Tower/Stronghold	90-91	Ruined Village (recent)**
71-80	Temple/Stronghold	92-93	Ruined Tower
81-83	Thieves' Hideout	94-95	Ruined Temple
84	Assassins' Guild	96-97	Cave Complex***
85-86	Witch's Tower	98-00	Dungeon***

* May give extra chances for Undead, as well as perhaps treasure.

** Determine who or what attacked it.

*** Assign a predesigned one, or not, as desired.

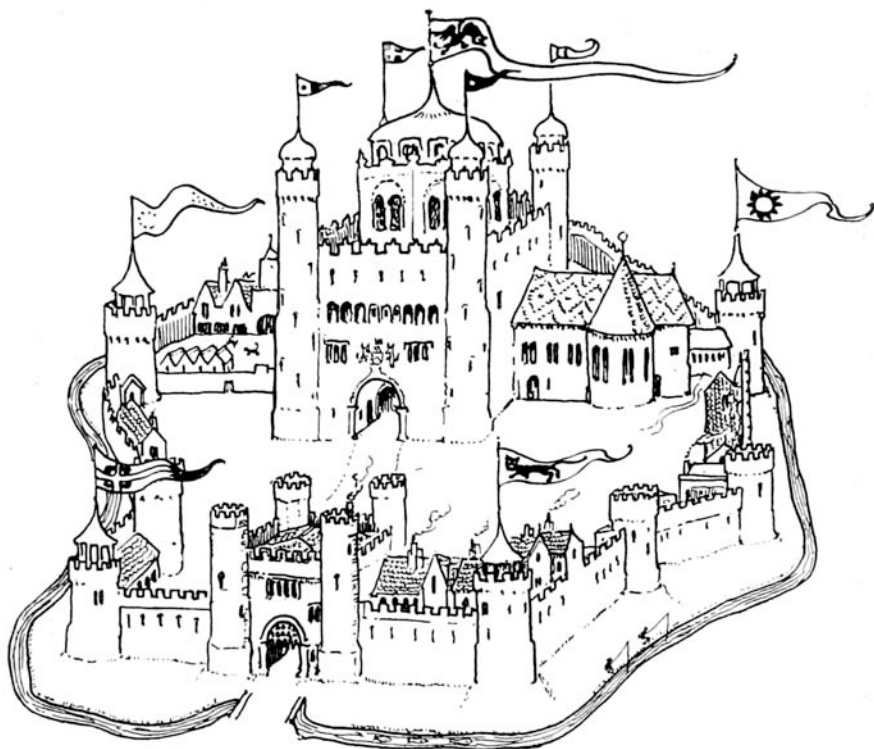
Some habitations and areas containing ruins will have associated or nearby villages within the same hex, where, among other things, information may be obtained. The number of villages is determined as follows:

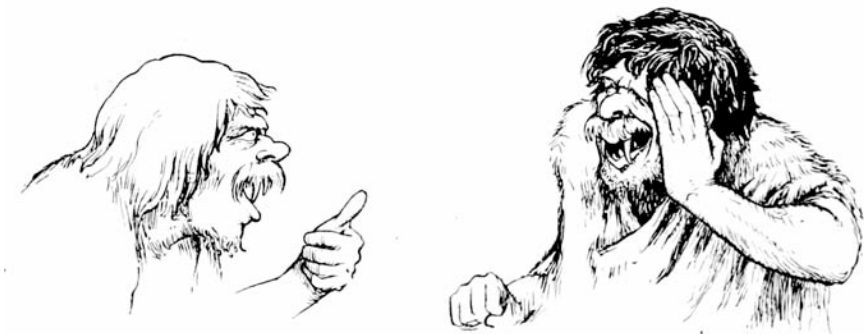
<u>Die</u>	<u>Castle</u>	<u>Tower/ Stronghold</u>	<u>Temple/ Stronghold</u>	<u>Other</u>
1	2 villages	None	None	None
2	3 villages	None	None	None
3	4 villages	None	None	1 village
4	5 villages	None	1 village	1 village
5	6 villages	1 village	2 villages	1 village
6	7 villages	2 villages	3 villages	2 villages

Discovery of Unmarked Features: Upon travelling into or through a hex containing an "unmarked" feature, there is a 3 in 6 chance the party will become aware of it if it is a castle, a 2 in 6 chance it will become aware of it if it is a village, magic-user's tower, temple, stronghold or fort and a 1 in 6 chance for most other features (there will be no chance of "finding" an Assassin's Guild). Add +1 to the die roll if exploring. Often, knowledge of the existence of a feature will not be due to direct visual observation but from information picked up in a village (if there is one) or obtained from fellow travellers or deduced by discovering obvious trails, signposts, marked warnings and so on.

Encounters with the Occupants: There is a 1 in 6 chance that the Lord, Wizard, Evil High Priest, etc., one or one or more minions, and/or the village guard will intercept the party somewhere in the hex (this applies to "marked" as well as "un-

marked" habitations). If evasion is attempted, then if the intercepting group is aligned with Chaos or is for some other reason hostile to the party, then there is a 3 in 6 chance they will pursue. Otherwise, there is only a 1 in 6 chance that they will pursue. Of course, if the party is already aware of the existence of a stronghold, it may always ride up to it and hail the occupants. They will probably emerge if the party is not too obviously powerful. Reaction rolls should of course be made. See the particular descriptions for high-level types and their followers and allies, contained in Vol. 2.





MONSTER LANGUAGES:

Intelligent monsters will speak their own language (or Common if the Monster is human or Undead) plus possible additional languages based on their level of intelligence and language type. Extra languages will almost always be determined for the group. Thus a horde of 200 Goblins will have a 28% chance (the odds of rolling 9 or more on two dice) of having one or more speakers of at least one additional language (rolling instead for each Goblin would create a veritable United Nations of linguists).

NUMBER OF EXTRA LANGUAGES BY INTELLIGENCE:

<u>Die Score</u>	<u>Low</u>	<u>Cunning</u>	<u>Average</u>	<u>High</u>	<u>Genius</u>
2	0	0	0	0	0
3	0	0	0	0	1-3
4	0	0	0	1	4
5	0	0	0	2	5
6	0	0	0	3	6
7	0	0	0	4	7
8	0	0	1	5	8
9	0	1	2	6	9
10	0	2	3	7	10
11	1	3	4	8	11
12	2	4	5	9	12

LIST OF MONSTERS BY INTELLIGENCE:

Low: Chimerae, Gargoyles, Ghouls, Hill Giants, Harpies, Manticoras, Ogres, Phase Spiders, Rocs, Shadows, Thouls.

Cunning: Bugbears, White Dragons, Gnoles, Goblins, Hobgoblins, Kobolds, Lizard Men, Minotaurs, Orcs, Troglodytes, Trolls, Lesser Vampires, White Apes, Wights, Yeti.

Average: Most Men, Blink Dogs, Centaurs, Doppelgangers, Black Dragons, Blue Dragons, Green Dragons, Dwarves, Giant Eagles, Ghosts, Cloud Giants, Fire Giants, Frost Giants, Stone Giants, Gnomes, False Gnomes, Halflings, Wereboars, Weretigers, Werewolves, Martians, Tharks, Mermen, Pegasi, Unicorns.

High: Cyborgs, Cyclopes, Djinn, Brass Dragons, Bronze Dragons, Copper Dragons, Red Dragons, Silver Dragons, Dragon Turtles, Dryads, Efreet, Elves, Faeries, Storm Giants, Half-Elves, Juggernauts, Leprechauns, Werebears, Wererats, most Magic-Users, Medusae, Mummies, Nagas, Nixies, Ogre Magi, Pixies, Ropers, Salamanders, Solians, Spectres, Treants, Tritons, Vampires, Will O'Wisps, Wind Walkers, Witches, Wraiths.

Genius: Archimagi, Golden Dragons, The Dragon King and Queen, Lammasu, Liches, Magi, Necromancers, Phaetonians, Tentacle Men, Titans, Wizards.

LANGUAGE TYPES:

Type

A	01-03: Alignment	88-1: Cloud Giant	96-4: Doppelganger
	04-06: Bugbear	88-2: Copper Dragon	96-5: Dragon Turtle
	07-09: Centaur	88-3: Fire Giant	96-6: Druidic
	10-34: Common	89-1: Frost Giant	97-1: Dryad
	35-38: Dwarvish	89-2: Gargoyle	97-2: Efreeti
	39-42: Elvish	89-3: Gnomish	97-3: Fairy
	43-47: Goblin	90-1: Green Dragon	97-4: False Gnomish
	48-51: Halfling	90-2: Harpy	97-5: Golden Dragon
	52-53: Hill Giant	90-3: Lammasu	97-6: Guardian Naga
	54-56: Hobgoblin	91-1: Leprechaun	98-1: Ogre Mage
	57-61: Kobold	91-2: Manticore	98-2: Pegasus
	62-63: Law	91-3: Medusa	98-3: Phaetonian
	64-65: Lizard Man	92-1: Minotaur	98-4: Phase Spider
	66-67: Merman	92-2: Nixie	98-5: Roper
	68-70: Neutrality	92-3: Pixieish	98-6: Salamander
	71-75: Ogre	93-1: Red Dragon	99-1: Silver Dragon
	76-80: Orcish	93-2: Roc	99-2: Solian
	81: Stone Giant	93-3: Spirit Naga	99-3: Storm Giant
	82-83: Troll	94-1: Treant	99-4: Tentacle Man
	84: Wererat	94-2: Troglodyte	99-5: Thieves' Cant
	85: Werewolf	94-3: Water Naga	99-6: Titan
	86-1: Black Dragon	95-1: Werebear	00-1: Triton
	86-2: Blue Dragon	95-2: Wereboar	00-2: Unicorn
	86-3: Brass Dragon	95-3: White Dragon	00-3: Weretiger
	87-1: Bronze Dragon	96-1: Barsoomian	00-4: Wind Walker
	87-2: Chaos	96-2: Cyclops	00-5: Witch
	87-3: Chimera	96-3: Djinni	00-6: Yeti

Type

B All: Barsoomian

C	01-02: Black Dragon	24-37: Law	60-61: Spirit Naga
	03-04: Blue Dragon	38-40: Manticore	62: Tentacle Man
All:	05: Efreeti	41-42: Medusa	63: Thieves' Cant
Chaos	06-08: Gargoyle	43-51: Neutrality	64-66: Troll
	09-12: Goblin	52: Ogre Mage	67-91: Type A
	13-14: Green Dragon	53-54: Red Dragon	92-93: Vampire
	15-16: Harpy	55: Roper	94-96: Wererat
	17-19: Hobgoblin	56-57: Salamander	97-99: White Dragon
	20-23: Kobold	58-59: Solian	00: Witch

D	01-10: Doppelganger	26-45: Kobold	71-90: Type F
	11-25: Hobgoblin	46-70: Type A	91-00: Type I

Dragon	01-14: Black	48-57: Copper	83-87: Silver
	15-24: Blue	58-62: Golden	88-00: White
	25-37: Brass	63-72: Green	
	38-47: Bronze	73-82: Red	

E			
Air	01-10: Cloud Giant	26-35: Roc	51-55: Titan
	11-15: Djinni	36-40: Silver Dragon	56-90: Type A
	16-25: Lammasu	41-50: Storm Giant	91-00: Wind Walker
Earth	01-06: Dwarvish	17-20: Red Dragon	33-38: Stone Giant
	07-10: Gnomish	21-24: Roper	39-42: Tentacle Man
	11-14: False Gnomish	25-28: Salamander	43-50: Troll
	15-16: Phaetonian	29-32: Solian	51-00: Type A
Fire	01-04: Efreeti	17-24: Red Dragon	33-40: Solian
	05-16: Fire Giant	25-32: Salamander	41-00: Type A
Ice	01-10: Frost Giant	31-80: Type A	96-00: Yeti
	11-20: Storm Giant	81-90: White Dragon	
	21-30: Troll	91-95: Wind Walker	
Sand	01-02: Barsoomian	29-41: Copper Dragon	48-60: Thieves' Cant
	03-15: Blue Dragon	42-44: Djinni	61-00: Type A
	16-28: Brass Dragon	45-47: Efreeti	
Water	01-08: Bronze Dragon	21-32: Merman	49-88: Type A
	09-12: Dragon Turtle	33-40: Nixie	89-00: Water Naga
	13-20: Lizard Man	41-48: Triton	

Type

F	01-06: 1 Dragon 07-12: Gargoyle 13-16: Gnomish 17-24: Goblin	25-32: 1 Giant 33-38: Merman 39-46: Ogre 47-50: Salamander	51-90: Type A 91-93: Unicorn 94-00: Werewolf
G	01-06: False Gnomish 07-12: Lizard Man 13-14: Phaetonian 15-20: Phase Spider	21-26: Roper 27-32: Tentacle Man 33-38: Triton 39-88: Type A	89-94: Wereboar 95-00: Wind Walker
Giant	01-10: Cloud 11-20: Fire	21-30: Frost 31-80: Hill	81-90: Stone 91-00: Storm
H	01-10: Centaur 11-20: Chimera 21-25: Cyclops 26-30: Dryad	31-40: Harpy 41-50: Medusa 51-60: Minotaur 61-65: Pegasus	66-70: Titan 71-00: Type A
I	01-09: Dwarven 10-18: Elf 19-27: Fire Giant	28-33: Frost Giant 34-39: Nixie 40-51: Ogre	52-60: Troll 61-00: Type A
J	All: Native (this will be an utterly primitive, incomprehensible, alien or "lost" language, understood by no other races)		
K	01-15: Bugbear 16-30: Leprechaun	31-40: Pixieish	41-00: Type A
L	01-06: Golden Dragon 07-13: Guardian Naga	14-19: Pegasus 20-31: Treant	32-86: Type A 87-00: Unicorn
M	01-07: Dwarven 08-14: Elvish 15-22: Goblin 23-26: Halfling 27-34: Ogre	35-42: Orcish 43-46: Red Dragon 47-50: Solian 51-56: Stone Giant 57-60: Treant	61-66: Troll 67-96: Type A 97-00: Wereboar
N	01-05: Chaos 06-07: Djinni 08-09: Druidic 10-11: Dryad 12-15: False Gnomish 16-25: Law	26-31: Leprechaun 32-35: Lizard Man 36-41: Merman 42-45: Minotaur 46-49: Nixie 50-51: Phase Spider	52-55: Pixie 56-88: Type A 89-94: Water Naga 95-98: Wind Walker 99-00: Yeti

Type

O	01-03: Djinni	24-26: Ogre Mage	73-83: Water Naga
	04-06: Dragon Turtle	27-33: Roc	84-94: Wererat
	07-09: Efreeti	34-40: Spirit Naga	95-97: Weretiger
	10-12: Guardian Naga	41-65: Type A	98-00: Yeti
	13-23: Manticore	66-72: Vampire	

STARTING LANGUAGES FOR PLAYER-CHARACTERS

Roll on

100% Dice

01-35	Common
36-85	Uncommon
86-95	Rare
96-00	Very Rare

COMMON

01-20	Law
21-40	Goblin
41-60	Kobold
61-80	Ogre
81-00	Orcish

UNCOMMON

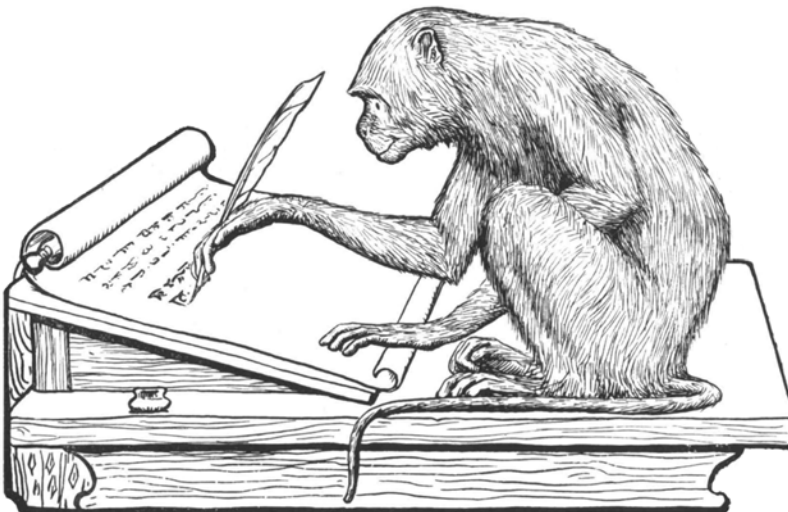
01-09	Neutrality	65-73	Hobgoblin
10-18	Bugbear	74-79	Lizard Man
19-27	Centaur	80-85	Merman
28-38	Dwarvish	86-88	Stone Giant
39-48	Elvish	89-94	Troll
49-54	Hill Giant	95-97	Wererat
55-64	Halfling	98-00	Werewolf

RARE

01-04	Chaos	49-51	Leprechaun
05-08	Black Dragon	52-54	Manticore
09-11	Blue Dragon	55-58	Medusa
12-14	Brass Dragon	59-62	Minotaur
15-17	Bronze Dragon	63-65	Nixie
18-20	Chimera	66-68	Pixieish
21-23	Cloud Giant	69-72	Red Dragon
24-26	Copper Dragon	73-76	Roc
27-29	Fire Giant	77-79	Spirit Naga
30-32	Frost Giant	80-82	Treant
33-35	Gargoyle	83-85	Troglodyte
36-38	Gnomish	86-88	Water Naga
39-41	Green Dragon	89-92	Werebear
42-45	Harpy	93-96	Wereboar
46-48	Lammasu	97-00	White Dragon

VERY RARE

01-03	Barsoomian	52-54	Phase Spider
04-07	Cyclops	55-57	Roper
08-10	Djinni	58-60	Salamander
11-14	Doppelganger	61-63	Silver Dragon
15-17	Dragon Turtle	64-66	Solian
18-21	Druidic	67-70	Storm Giant
22-25	Dryad	71-74	Thieves' Cant
26-28	Efreeti	75-77	Tentacle Man
29-32	Fairy	78-80	Titan
33-35	False Gnomish	81-84	Triton
36-38	Golden Dragon	85-87	Unicorn
39-41	Guardian Naga	88-91	Weretiger
42-44	Ogre Mage	92-94	Wind Walker
45-48	Pegasus	95-97	Witch
49-51	Phaetonian	98-00	Yeti



TREASURE CLASSES:

The table below should only be used for random encounters in the wilderness.

<u>Class</u>	<u>1000's of Copper</u>	<u>1000's of Silver</u>	<u>1000's of Gold</u>	<u>Gems and Jewelry*</u>	<u>Maps or Magic</u>
1	2-16:20%	3-18:30%	Nil	1-2:15%	10%: any 2
2	1-10:50%	2-16:25%	1-3:05%	1-2:20%	10%: Weapon, Armor or Misc. Weapon
3	3-18:10%	10-40:15%	1-2:45%	1-8:30%	20%: any 2+ 1 Potion
4	Nil	10-100:10%	1-3:45%	4-32:20%	35%: no weap- ons, any other 3 + 1 Potion and 1 Scroll
5	Nil	Nil	Nil	10-120:50%	20%: any 1
6	Nil	Nil	1-6:75%	2-12:25%	40% any 3
7	10-40:25%	1-100:30%	1-10:35%	10-120:50%	60%: 3 magic
8	10-40:20%	10-100:25%	1-8:30%	30-180:50%	50%: 1 map
9	10-40:25%	40-240:50%	1-10:80%	10-50:50%	40%: any 4 + 1 Scroll
10	Nil	Nil	3-18:60%	1-100:60%	20%: any 4 + 1 Potion and 1 Scroll
M	1-10 5%/level	1-10 5%/level	1-3 5%/level	1-6 5%/level	Any 1-3 5%/level

* Roll for each.

GEMS AND JEWELRY:

Gems:

The base value in Silver Pieces for gems is determined by rolling percentile dice, first on Table 1, and then potentially on one or more of the other tables:

<u>Table 1</u>		<u>Table 2</u>		<u>Table 3</u>		<u>Table 4</u>	
01-08	1	01-83	500	01-83	5000	01-85	25000
09-22	5	84-98	1000	84-97	10000	86-97	50000
23-66	10	99-00	Table 3	98-00	Table 4	98-99	100000
67-86	50					00	500000
87-98	100						
99-00	Table 2						

Jewelry:

Roll as for gems but multiply by the result on a twenty-sided die.



APPENDIX: SOURCES AND SUGGESTIONS FOR FURTHER READING



I. QUOTATIONS

"We don't explore characters..." Motto of "Evreaux" of *Dragonsfoot Forums*. For example, 2006, July 7, "Megadungeon Mapping".

<http://www.dragonsfoot.org/forums/viewtopic.php?t=18710>.

"...an oddity too much..." C.S. Lewis, "On Science Fiction", 1955, in *Of Other Worlds: Essays and Stories*, New York: Harvest, 1975, orig. 1966, p. 65.

C.S. Lewis on the genesis of *Perelandra*, from an exchange with Brian Aldiss: "**Lewis**: The starting point of the second novel, *Perelandra*, was my mental picture of the floating islands. The whole of the rest of my labours in a sense consisted of building up a world in which floating islands could exist. And then of course the story about an averted fall developed. **Aldiss**: But I'm surprised that you put it this way round. I would have thought that you constructed *Perelandra* for the didactic purpose. **Lewis**: Yes, everyone thinks that. They are quite wrong." Transcript from "Unreal Estates," a recording of a conversation between C.S. Lewis, Kingsley Amis, and Brian Aldiss, in *Of Other Worlds*, p. 87. In another essay, "It all Began with a Picture," Lewis states that the Narnia stories began in a similar fashion with a mental picture of a "faun carrying an umbrella and parcels through a snowy wood," *Of Other Worlds*, p. 42.

II. ILLUSTRATIONS

All illustrations (except the chart for Points of Sail) are full, cropped or altered versions of original works by John Dickson Batten, now in the public domain. They were taken from the following sources, scanned and available on the web, listed in chronological order of original publication:

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http://en.wikisource.org/wiki/English_Fairy_Tales

Jacobs, Joseph, *Celtic Fairy Tales*, illustrated by John Dickson Batten, London:

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[http://en.wikisource.org/wiki/Indian_Fairy_Tales_\(Jacobs\)](http://en.wikisource.org/wiki/Indian_Fairy_Tales_(Jacobs))

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http://www.wollamshram.ca/1001/Dixon/dixon01_main.htm

Dixon, E., ed., *More Fairy Tales from the Arabian Nights*, illustrated by John Dickson Batten, London: J.M. Dent & Co., 1893.

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http://en.wikisource.org/wiki/More_English_Fairy_Tales

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http://en.wikisource.org/wiki/More_Celtic_Fairy_Tales.

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http://en.wikisource.org/wiki/The_Book_of_Wonder_Voyages.

Jacobs, Joseph, *Europa's Fairy Book*, by Joseph Jacobs, illustrated by John Dickson Batten, New York: Knickerbocker Press, 1916.

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Vol. 1, Characters & Combat:

Front Cover, taken from *The Crop of the Dragon's Teeth*, from "The Argonauts," in *Wonder Voyages*, p. 50.

Page 3, *Æson and Jason*, from "The Argonauts," in *Wonder Voyages*, p. 5.

Page 6, from "Gold-Tree and Silver-Tree," in *Celtic Fairy Tales*, p. 90.

Page 7, taken from an illustration in "The Second Voyage of Sinbad the Sailor," in *Fairy Tales from the Arabian Nights*.

Page 10, *The Prince Wants his Lunch*, from "The Master-Maid," in *Europa's Fairy Book*, p. 145.

Page 11, from "Powell, Prince of Dyfed," in *More Celtic Fairy Tales*, p. 41.

Page 15, taken from *Chiron's Farewell to the Argonauts*, from "The Argonauts," in *Wonder Voyages*, p. 31.

Page 18, from "The Story of Ali Baba and the Forty Thieves," in *More Fairy Tales from the Arabian Nights*.

Page 21, *Thorkill and the Serpent*, from "The Journeyings of Thorkill and of Eric the Far-Traveled," in *Wonder Voyages*, p. 195.

Page 27, *Raja Rasalu Plays Chaupur with Raja Sarkap*, from "Raja Rasalu," in *Indian Fairy Tales*, p. 146.

Page 31, cropped from *Childe Rowland*, Frontispiece to *English Fairy Tales*.

Page 32, taken from an illustration in "The Story of Aladdin; or, the Wonderful Lamp," in *More Fairy Tales from the Arabian Nights*.

Page 37, cropped from *The Lambton Worm*, from "The Lambton Worm," in *More English Fairy Tales*, p. 202.

Page 38, *The Great Bird*, from "The Voyage of Maelduin," in *Wonder Voyages*, p. 120.

Page 41, from "The Cauld Lad of Hilton," in *English Fairy Tales*, p. 212.

Page 42, altered version of an illustration from "The Story of Ali Baba and the Forty Thieves," in *More Fairy Tales from the Arabian Nights*.

Page 44, taken from an illustration in "The Story of the Speaking Bird," in *More Fairy Tales from the Arabian Nights*.

Page 45, taken from an illustration in "The Prince and the Fakir," in *Indian Fairy Tales*, p. 180.

Page 48, *How Loving Laili Became Young Again*, from *Indian Fairy Tales*, p. 65.

Back Cover, from "The Story of the Enchanted Horse" in *More Fairy Tales from the Arabian Nights*.

Vol. 2, Book of Monsters:

- Front Cover, taken from *The Slave of the Ring*, from "The Story of Aladdin; or, The Wonderful Lamp," in *More Fairy Tales from the Arabian Nights*.
- Frontispiece, Slightly cropped version of *The Seven-Headed Dragon*, from "The King of the Fishes," in *Europa's Fairy Book*, p. 19.
- Page 8, taken and altered from an illustration in "The Red Ettin," in *English Fairy Tales*, p. 138.
- Page 15, taken from *The Little Bull-Calf*, from "The Little Bull-Calf," in *More English Fairy Tales*, p. 174.
- Page 22, cropped from *The Magic Purse*, from "The Three Soldiers," in *Europa's Fairy Book*, p. 73.
- Page 25, taken from the chapter illustration for "The Golden Arm," in *English Fairy Tales*, p. 143.
- Page 26, cropped from *There Thou Art Thou Pretty Buck Thou Seest Me But See Thee Not*, from "Conal Yellowclaw," in *Celtic Fairy Tales*, p. 42.
- Page 32, *The Beguiling of Talus*, from "The Argonauts," in *Wonder Voyages*, p. 84.
- Page 35, *Jack With His Invisible Coat*, from "Jack the Giant Killer," in *English Fairy Tales*, p. 117.
- Page 47, from "My Own Self," in *More English Fairy Tales*, p. 18.
- Page 49, *Sinbad's Ship is Pursued by the Rocs*, from "The Fifth Voyage of Sinbad the Sailor," in *Fairy Tales from the Arabian Nights*.
- Page 54, taken from *Gwrhyr and Eidoel Talk with the Eagle of Ebbw Abwy*, from "The Wooing of Olwen," in *Celtic Fairy Tales*, p. 109.
- Page 55, slightly altered illustration from "The History of Tom Thumb," in *English Fairy Tales*, p. 152.
- Page 59, *The Unicorn*, from "A Dozen at a Blow," in *Europa's Fairy Book*, p. 81.
- Page 62, from "Morraha," in *More Celtic Fairy Tales*, p. 87.
- Page 64, from "Morraha," in *More Celtic Fairy Tales*, p. 92.
- Back Cover, *The Castle on Twelve Golden Pillars*, from "Jack and his Golden Snuff-Box," in *English Fairy Tales*, p. 91.

Vol. 3, Book of Magic:

- Front Cover, taken from an illustration in "Harisarman," in *Indian Fairy Tales*, p. 86.
- Frontispiece, *Thetis Saves the Argonauts from Scylla*, Frontispiece to *Wonder Voyages*, p. ii.
- Page 9, altered version of *The Sprightly Tailor*, from "The Sprightly Tailor," in *Celtic Fairy Tales*, p. 61.
- Page 10, cropped and edited from "Tom Tit Tot," in *English Fairy Tales*, p. 8.
- Page 11, from "Jack and His Comrades," in *Celtic Fairy Tales*, p. 117.
- Page 12, taken from *Orpheus and Medea Charm the Snake that Guards the Golden Fleece*, from "The Argonauts," in *Wonder Voyages*, p. 55.
- Page 14, from "The Lad with the Goat Skin," in *Celtic Fairy Tales*, p. 233.
- Page 18, *The Crop of the Dragon's Teeth*, from "The Argonauts," in *Wonder Voyages*, p. 50.
- Page 25, taken from *The Magic Purse*, from "The Three Soldiers," *Day-Dreaming*, from "Day-Dreaming," and *The Visitor*, from "A Visitor from Paradise," in *Europa's Fairy Book*, pp. 73, 110, 159.

Page 31, cropped from *The Greek King & the Physician Douban*, from “The Story of the Grecian King and the Physician Douban,” in *More Fairy Tales from the Arabian Nights*.

Page 39, from “The Seventh Voyage of Sinbad the Sailor,” in *Fairy Tales from the Arabian Nights*.

Page 40, taken from an illustration in “The Story of Fisherman and Genie,” in *More Fairy Tales from the Arabian Nights*.

Page 41, slightly altered from an illustration in “How the Raja’s Son won the Princess Labam,” in *Indian Fairy Tales*, p. 14.

Page 46, *Princess Labam*, Frontispiece to *Indian Fairy Tales*.

Page 51, taken from *The Boy with the Moon on his Forehead*, from “The Boy who had a Moon on his Forehead and a Star on his Chin,” from *Indian Fairy Tales*, p. 166.

Page 53, taken and altered from an illustration in “The Three Princes and the Princess Nouronihar,” in *Fairy Tales from the Arabian Nights*.

Page 57, Mirror, mirror, on the wall, Who is the fairest of us all? From “Snowwhite,” in *Europa’s Fairy Book*, p. 201.

Page 61, taken from *The Chase of the Harpies*, from “The Argonauts,” in *Wonder Voyages*, p. 37.

Page 64, cropped from an illustration from “The Vision Of Macconglinney,” in *More Celtic Fairy Tales*, p. 73.

Back Cover, *King Solomon and the Rebellious Genie*, from “The Story of the Fisherman and the Genie,” in *More Fairy Tales from the Arabian Nights*.

Vol. 4, The Campaign:

Front Cover, altered version of *East of the Sun and West of the Moon*, from “The Swan Maidens,” in *Europa’s Fairy Book*, p. 105.

Frontispiece, “*Trembling*” at the Church Door, from “Fair, Brown and Trembling,” in *Celtic Fairy Tales*, p. 172.

Page 6, from “Why the Fish Laughed,” in *Indian Fairy Tales*, p. 193.

Page 8, from “The Magic Fiddle,” in *Indian Fairy Tales*, p. 45.

Page 11, from “Binnorie,” in *English Fairy Tales*, p. 47.

Page 15, from “The Son of Seven Queens,” in *Indian Fairy Tales*, p. 116.

Page 20, edited from Wikipedia entry for “Points of Sail,” October 21, 2017.

Page 21, *The Three Ravens*, from “John the True,” in *Europa’s Fairy Book*, p. 170.

Page 23, from “The History of Agib,” in *More Fairy Tales from the Arabian Nights*.

Page 26, cropped from an illustration in “The Son of Seven Queens,” in *Indian Fairy Tales*, p. 120.

Page 28, *Danhasch Carries Off the Princess Badoura*, from “Prince Camaralzaman and The Princess of China,” in *Fairy Tales from the Arabian Nights*.

Page 31, from “The History of Agib,” in *More Fairy Tales from the Arabian Nights*.

Page 35, from “The Black Horse,” in *More Celtic Fairy Tales*, p. 59.

Page 36, from “Johnny Gloke,” in *More English Fairy Tales*, p. 73.

Page 41, cropped and altered from an illustration in “The Story of the King’s Son,” in *Fairy Tales from the Arabian Nights*.

Page 43, from “Jack the Cunning Thief,” in *More Celtic Fairy Tales*, p. 16.

Page 44, *Warning to Readers*, *More Celtic Fairy Tales*, p. 218.

Page 53, taken from the drawing beneath the “List of Illustrations,” in *The Book of Wonder Voyages*.

Back Cover, cropped and altered version of *The Boy with the Moon on his Forehead*, from “The Boy who had a Moon on his Forehead and a Star on his Chin,” from *Indian Fairy Tales*, p. 166.

III. HISTORY, INCLUDING HISTORICAL STUDIES OF ARMS, ARMOR AND THE MARTIAL ARTS

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SEVEN VOYAGES OF ZYLARTHEN

ADDITIONAL

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**



Supplement I

BOOK OF SPELLS

OAKES SPALDING

**PUBLISHED BY
CAMPION & CLITHEROW**

SEVEN VOYAGES OF ZYLARTHEN

Supplement I

BOOK OF SPELLS

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON

FOR LYDIA

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FOREWORD

Book of Spells, the first supplement for SEVEN VOYAGES of ZYLARTHEN, almost doubles the number of spells in the ZYLARTHEN catalog from 150 to 296.

Part of the idea was to continue the process of “re-imagining” the original fantasy adventure game through the midpoint of its fourth year, at least for spells. Thus, some of the “new” spells will be familiar.

Many of them were originally designed for a particular player-character class not available in ZYLARTHEN, although its more sinister non-player character relative survives (see Vol. 2 under “D”). Our own view is that the spells were wonderful, but the player-class itself was limiting. We think they work better if they simply expand the choices for all Magic-Users.

We also somewhat redefined the ZYLARTHEN Witch and High Priest classes. Both now have unique lists of spells—or “powers” in the case of High Priests—the majority of them being new to the universe of ZYLARTHEN as well as the original fantasy adventure game. We feel that the Witch spells make Witches more Witch-like, and the High Priest powers make High Priests more . . . perhaps *alien* is the right word.

As always, nothing prevents you from changing things to suit your own conception. That includes adopting non-player character Witch and High Priest spells and powers for player-character use. Caution is of course advised, given the lethality of many of them.

In the process of conceiving Book of Spells we’ve also slightly rewritten many of the spells in Vol. 3 and changed the level of a few of them to better comport with the range of the expanded list. The duration for most spells is now defined in terms of “rounds” (10 to a turn) or “turns” (6 to an hour), as opposed to the more elastic scheme given in the original.

Spells and powers are listed in alphabetical order. All are fully compatible with ZYLARTHEN as first presented.

Revised rules for movement and time, tables for age and aging for player-characters (especially useful when assessing the effects of attacks by Ghosts and the like) and item saving throws (for all sorts of unpleasant situations) have also been provided. Finally, there is an optional rule for increasing the damage rolls for high-level player characters—if the players or referee feel that the original ZYLARTHEN scheme places them at a disadvantage against higher-level monsters with multiple dice of damage.

We believe that most campaigns for SEVEN VOYAGES of ZYLARTHEN will not extend much past the player-characters reaching “name” level, or, at the least, named level characters will probably enter retirement or semi-retirement and will therefore be mostly “off-camera” in a continuing campaign. Thus, high-level Magic-User spells will primarily be the preserve of non-player characters, though lower level player-characters may occasionally have access to these powerful spells via scrolls.

We think that’s okay. But if your ultimate goal in adventuring is to one day be able to use White Puff Ball Spell, that’s okay, too. Well, sort of okay. Happy casting!

MOVEMENT AND TIME (REVISED—changes are highlighted):

Time in the game will flow at different rates, as in a novel or movie. Sometimes the referee may simply say “two-weeks pass”—such as for example when the adventurers are back in a relatively safe area, resting and recuperating. In other contexts such as combat, actions will be tracked and measured down to intervals of a few seconds. Reference will be made to standard fixed units of measurement such as hours, days, weeks and so on. *But in addition, there is the turn—which lasts ten minutes, and is usually used to measure intervals of dungeon exploration—and the round, which lasts anywhere from six to sixty seconds, and is usually used to measure intervals of combat, pursuit or flight. The length of a round is elastic, but there are always ten rounds to a turn.*

Movement speeds will often follow from the base movement rate:

<u>Movement Type</u>	<u>Movement Rate</u>
Overland (men or horses)	<i>15 miles per day</i>
Overland (creatures)	<i>1 x the base move in miles per day.</i>
Rowing or Sailing	<i>3 x the base move (watercraft) in miles per day</i>
Flying	<i>6 x the base move (creature or item) in miles per day</i>
Exploration	<i>120 feet per turn</i>
Encounter or Running	<i>10 x the base move (monster or character) in feet per round</i>

Overland Movement: This assumes a road or clear terrain in good weather. Rugged terrain or unfavorable conditions may reduce one's speed by half or more.

Exploration: Denotes careful movement in an underground environment, slow enough to make an accurate map.

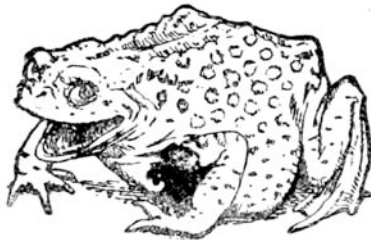
Encounter: This is the speed at which engagements and combat are conducted. After extended combat, characters will generally be required to rest for two turns.

Running: This is movement at maximum effort for relatively short periods, for example, when engaged in either pursuit or flight. Obviously one may always drop items to shed encumbrance and thus increase one's running speed. (In flight, dropping items—food, sharp objects, shiny things, treasure—may also have a chance of disrupting or distracting one's pursuer.)

If the referee desires more “realistic” speeds, he may multiply the running movement rate by up to ten. But remember, what really matters are relative speeds. If the player-character moves ten time as fast, the monster will, as well.

One downside of running is that one may fail to notice various conditions and features of the underground environment—the placement or exact number of doors or small openings, which precise angle or direction a corridor turns, etc.—and thus one may have a greater chance of getting lost or missing some important or potentially dangerous feature. Instead of the referee saying, for example, “you go down a 120 foot corridor, with four doors on either side, spaced 20 feet apart—one of them appears to be ajar and you hear soft but sinister laughing behind it”,

he might simply state, “you run madly through the tunnel, passing multiple openings or doors.” Running also carries with it a much greater risk that one will trip or fail to notice an obstacle or trap. As with combat, after an extended period of running, characters must rest for two turns.



FULL STATISTICS FOR MAGIC-USERS:

High-level Magic-Users may now cast 7th, 8th and 9th level spells. Use the table below:

<u>Magic-User Level</u>	<u>Hit Dice</u>	<u>Attack Capability</u>	<u>Spells & Level</u>								
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>
Famulus	1	Man	1	—	—	—	—	—	—	—	—
Chirosophist	1 + 1	Man	2	—	—	—	—	—	—	—	—
Tregetour	2	Man	3	1	—	—	—	—	—	—	—
Pellar	2 + 1	Man	4	2	—	—	—	—	—	—	—
Theurge	3	Man	4	2	1	—	—	—	—	—	—
Thaumaturge	3 + 1	Man + 2	4	2	2	—	—	—	—	—	—
Talismanist	4	Man + 2	4	3	2	1	—	—	—	—	—
Solonist	4 + 1	Man + 2	4	3	3	2	—	—	—	—	—
Mirabilist	5	Man + 2	4	3	3	2	1	—	—	—	—
Magus	6 + 1	Man + 2	4	3	3	3	2	—	—	—	—
Archimagus	7	Man + 5	4	4	4	3	3	—	—	—	—
Archimagus, 12th Level	8 + 1	Man + 5	4	4	4	4	4	1	—	—	—
Archimagus, 13th Level	8 + 2	Man + 5	5	5	5	4	4	2	—	—	—
Archimagus, 14th Level	8 + 3	Man + 5	5	5	5	4	4	3	1	—	—
Archimagus, 15th Level	8 + 4	Man + 5	5	5	5	4	4	4	2	—	—
Archimagus, 16th Level	9 + 1	Man + 7	5	5	5	5	5	5	2	1	—
Archimagus, 17th Level	9 + 2	Man + 7	6	6	6	6	6	5	2	2	—
Archimagus, 18th Level	9 + 3	Man + 7	6	6	6	6	6	6	2	2	1
Archimagus, 19th Level	9 + 4	Man + 7	7	7	7	7	7	6	3	3	2
Archimagus, 20th Level	10 + 1	Man + 7	7	7	7	7	7	7	3	3	2

COMPLETE MAGIC-USER SPELL TABLE:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd level</u>
1. Charm Person	Arcane Lock	Call Lightning
2. Color Spray	Audible Glamer	Clairaudience
3. Cure Light Wounds	Blur	Clairvoyance
4. Dancing Lights	Cone of Cold	Continual Darkness*
5. Detect Magic	Continual Light	Create Fog
6. Enlargement	Darkness, 15' r.	Cure Serious Wounds
7. Faerie Fire	Detect Evil	Detect Illusion
8. Fear Touch	Detect Invisible	Dispel Magic
9. Floating Disc	ESP	Explosive Runes
10. Gaze Reflection	Find Traps	Fire Ball
11. Hold Portal	Heat Metal	Fly
12. Hurrah!	Hold Animal	Hallucinatory Terrain
13. Light	Hypnotic Pattern	Haste Spell
14. Locate Animals	Invisibility	Hold Person
15. Magic Missiles	Itch	Illusionary Script
16. Monster Summon. I	Knock	Infravision
17. Predict Weather	Know Alignment	Invisibility, 10' r.
18. Protection from Evil	Levitate	Lightning Bolt
19. Purify Food & Water	Locate Object	Monster Summon. III
20. Read Languages	Locate Plants	Non-Detection
21. Read Magic	Magic Mouth	Paralyzation
22. Remove Fear	Mirror Image	Phantasmal Forces
23. Resist Cold	Monster Summon. II	Plant Door
24. Shield	Protection from Fire	Produce Fire
25. Sleep	Pyrotechnics	Protection/Missiles
26. Snake Charm	Ray of Enfeeblement	Rope Trick
27. Speak with Animals	Silence, 15' r.	Slow Spell
28. Vapor	Strength	Speak with Dead
29. Ventriloquism	Surrender or Die!	Suggestion
30. Warp Wood	Web	Water Breathing



COMPLETE MAGIC-USER SPELL TABLE (Continued):

<u>4th Level</u>	<u>5th Level</u>	<u>6th level</u>
1. Animate Dead*	Anti-Plant Shell	Animate Objects
2. Call Animals I	Call Animals II	Anti-Animal Shell
3. Charm Monster	Chaos	Anti-Magic Shell
4. Cone of Fear	Cloudkill	Blade Barrier
5. Confusion	Conjure Elemental	Call Animals III
6. Control Temp., 30' r.	Contact Higher Plane	Control Weather
7. Create Water	Control Winds	Create Spectres*
8. Cure Disease	Create Food	Creeping Doom
9. Demi-Monsters I	Demi-Monsters II	Death Spell*
10. Dimension Door	Dispel Evil	Disintegrate
11. Emotions	Extension II	Extension III
12. Extension I	Feeblemind	Find The Path
13. Growth of Plants	Growth of Animals	Fire Storm
14. Hold Plant	Heal	Geas
15. Ice Storm	Hold Monster	Invisible Stalker
16. Illusionary Forest	Hypnotic Suppression	Legend Lore
17. Monster Summon. IV	Improved Invisibility	Lower Water
18. Neutralize Poison	Insect Plague	Monster Summon. VI
19. Ocular Globe	Magic Jar	Move Earth
20. Pass Plant	Massmorph	Part Water
21. Phantasmal Killer	Monster Summon. V	Projected Image
22. Polymorph Others	Pass-Wall	Repulsion
23. Polymorph Self	Phantom Stalker	Restoration
24. Protection/Evil, 10' r.	Protection/Lightning	Speak w. Monsters
25. Remove Curse	Summon Shadows	Stone to Flesh
26. Speak With Plants	Telekinesis	Transmute Metal/Wood
27. Spectral Hound	Teleport	Transport via Plants
28. Turn Sticks/Snakes	Transmute Rock/Mud	True Sight
29. Wall of Fire	Wall of Iron	Turn Wood
30. Wall of Ice	Wall of Stone	Twinling
<u>7th Level</u>	<u>8th Level</u>	<u>9th Level</u>
1. Aerial Servant	Astral Spell	Create Breathable Water
2. Charm Plants	Clone*	Enchant Boats
3. Delayed Blast Fire Ball	Gate	Freeze Ray
4. Drain-Magic Ray	Lava Circle	Imprisonment
5. Earthquake	Mass Charm	Meteor Swarm
6. Full Restoration	Maze	Monster Summon. IX
7. Mass Invisibility	Mind Blank	Prismatic Wall
8. Monster Summon. VII	Monster Summon. VIII	Reverse Magic
9. Phase Door	Permanent Spell	Shape Change
10. Prismatic Spray	Polymorph Any Object	Time Stop
11. Reverse Gravity	Stun Ray	Time Travel
12. Simulacrum*	Symbol	White Puff Ball Spell

* Evil Magic-Users only.

FULL STATISTICS AND SPELLS FOR WITCHES:

<u>Level</u>	<u>Hit Dice</u>	<u>Attack</u>	<u>Spells</u>
Witch, 11th level	7	Man + 5	11
Witch, 12th level	8 + 1	Man + 5	12
Witch, 13th level	8 + 2	Man + 5	13
Witch, 14th level	8 + 3	Man + 5	14
Witch, 15th level	8 + 4	Man + 5	15
Witch, 16th level	9 + 1	Man + 7	16
Witch, 17th level	9 + 2	Man + 7	17
Witch, 18th level	9 + 3	Man + 7	18
Witch, 19th level	9 + 4	Man + 7	19
Witch, 20th level	10 + 1	Man + 7	20

Witches may use each spell once per day unless the spell description specifies otherwise. It is suggested that beyond a radius of 30-60 miles from her lair, a Witch should be sharply limited in her offensive capabilities and/or spell use. Of course this will not bar longer-range scrying. Witches will also usually possess a powerful assortment of magic items, including a Witch's Wand, and perhaps a Crystal Ball or Magic Broom. See Vol. 2 for more on this greatly feared class.

<u>100% Dice</u>	<u>Spell</u>	<u>100% Dice</u>	<u>Spell</u>
01-02	Blight	51-54	Mass/Enhanced Sleep
03-04	Calm	55-56	Misdirection
05-06	Cause Blindness	57-58	Pit Trap
07-08	Cause Deafness	59-60	Produce Flame
09-10	Cause Disease	61-62	Reave Spell
11-12	Cause Light Wounds	63-64	Recite
13-14	Change Self	65-68	Rejuvenation
15-16	Conjure Demon	69-70	Resist Magic
17-18	Contact Demon	71-72	Seek
19-20	Control Seasons	73-74	Send Dreams
21-22	Control Undead	75-76	Shrink
23-24	Create Weather	77-78	Slow Missiles
25-28	Cryptaesthesia	79-80	Solidify Air
29-32	Curse	81-82	Speak with Birds
33-34	Detect Enemy	83-84	Spell of Return
35-36	Dissipation	85-86	Spoil Food and Water
37-40	Enspell Major Item	87-90	Vanish/Appear
41-42	Extinguish	91-92	Wall of Thorns
43-44	Illusory Item	93-96	Witch's Charm
45-48	Illusory Youth	97-98	Witch's Cure
49-50	Imperceptibility	99-00	Word of Recall

The referee is advised to use discretion in the random determination of spells. Among other things, results that "double up" may be rerolled. A Witch need not possess both Vanish/Appear and Word of Recall, or both Illusory Youth and Rejuvenation, etc.

FULL STATISTICS AND POWERS FOR HIGH PRIESTS AND PRIESTESSES:

<u>Level</u>	<u>Hit Dice</u>	<u>Attack</u>	<u>Powers</u>
High Priest, 7th level	6	Man +2	1-3
High Priest, 8th level	7	Man +2	1-3
High Priest, 9th level	7 + 1	Man +5	2-4
High Priest, 10th level	7 + 2	Man +5	2-4
High Priest, 11th level	7 + 3	Man +5	2-4
High Priest, 12th level	8 + 1	Man + 5	2-4
High Priest, 13th level	8 + 2	Man + 7	3-5
High Priest, 14th level	8 + 3	Man + 7	3-5
High Priest, 15th level	9 + 1	Man + 7	3-5
High Priest, 16th level	9 + 2	Man + 7	3-5
High Priest, 17th level	9 + 3	Man + 9	4-6
High Priest, 18th level	10 + 1	Man + 9	4-6
High Priest, 19th level	10 + 2	Man + 9	4-6
High Priest, 20th level	10 + 3	Man + 9	4-6

High Priests do not use spells per se but will have a number of preternatural powers. See descriptions for number of uses permitted per day, etc.

<u>100% Dice</u>	<u>Power</u>	<u>100% Dice</u>	<u>Power</u>
01-02	Breathe Gas	65-66	Melt Metal
03-04	Cause Hallucinations	67	Mind Leech
05-07	Cause Serious Wounds	68	Phase Ray
08-09	Chameleon	69-70	Planar Travel
10-22	Commune	71-72	Poison Touch
23-24	Control Sound	73-74	Precognition
25-26	Density Alteration	75	Psychokinesis
27-39	Divine Aid	76-77	Quest
40-41	Divine Mutation	78-79	Redirect
42-43	Energy Drain	80-81	Reflect Magic
44-45	Finger of Death	82-83	Regenerate
46-47	Flash Blind	84	Replication
48	Flight	85	Reverse Time
49-50	Force-Field	86-87	Simulate Appearance
51-52	Heightened Sense	88-89	Skeleton
53-54	Laser Eyes	90-91	Sonic Attack
55-56	Lightning Spray	92	Suffocation Field
57-58	Liquid Fire	93-94	Volcanic Event
59-60	Magnetic Field	95-96	Weather Manipulation
61-62	Magnify Self	97-98	Wind Walk
63-64	Mass Hypnosis	99-00	Word of Power

Here and in the revised version of the Spells section of Vol. 3, "High Priest/High Priestess" (Henceforth "High Priest") will refer both to High Priests and Evil High Priests. While perhaps differing in their philosophical outlook (to put it politely), each now may draw from the same list of powers.

SPELL AND POWER DESCRIPTIONS:

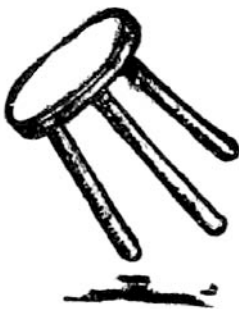
Aerial Servant: This spell summons an Aerial Servant. See Vol. 2 for characteristics and effects. Magic-Users. Level: 7.

Animate Dead: This evil spell creates Skeletons or Zombies from available remains. Maximum number created = 1-4 for each level of the caster above 6th. They will persist until slain or dispelled. Evil Magic-Users. Level: 4.

Animate Objects: This spell temporarily vivifies physical objects. It can be used for any purpose, though it will usually be invoked in combat situations. Up to one large, two man-sized or four small items can be made to come to life, with recommended attack, defense and movement capabilities as outlined below:

<u>Item</u>	<u>#</u>	<u>Hit Dice</u>	<u>Armor Class</u>	<u>Move</u>	<u>Attacks</u>
Chair	2	2	7	15	Batter (one die)
Rug	2	4	8	3/12	Trip, Smother
Statue, large	1	8	2	3	Batter (four dice/2 rounds)
Statue, man-sized	2	4	2	3	Batter (two dice/2 rounds)
Tapestry	1	4	6	3/6	Immobilize, Smother
Weapon	4	1	5	3/12	Slash, Stab (one die)

A rug will trip any creatures standing upon it (saving throw allowed), and may then make a flying attack, attempting to smother the target. A successful attack will do one die of damage on the first round, and one automatic die of smothering damage each additional round until either the rug or its victim expires. A tapestry will immobilize all of those covered or enfolded by its dimensions (saving throws allowed) for 2-5 rounds, or it may attempt to smother one or two targets as a rug. And so on. Duration: 10 rounds. Range: 60'. Magic-Users. Level: 6.



Anti-Animal Shell: This spell creates a magic shell around the caster that will prevent entry from all animals—including giant animals, but not monsters or fantastic creatures—as well as all attacks against the shell by animals, or from the shell against animals. Duration: 12 turns. Magic-Users. Level: 6.

Anti-Magic Shell: Prevents all spells or magical effects from penetrating in either direction. Duration: 12 turns. Magic-Users. Level: 6.

Anti-Plant Shell: Prevents all entry or attacks from or against plants or creatures made of vegetable matter. Duration: 12 turns. Magic-Users. Level: 5.

Arcane Lock: This spell will bar a door, gate or the like for an indefinite period. A Knock spell will only temporarily negate it. A Magic-User of at least three levels above the caster may ignore such a lock. Magic-Users. Level: 2.

Astral Spell: A spell that allows the caster to detach his spirit from his body and send it into the astral plane. There, it will be undetectable and invulnerable to all but other astral travellers or inhabitants. He may cast non-offensive spells in such a state, but there is a 5% chance per spell level of failure, and if there is a failure, a 2% chance per spell level that the caster must return to his body. If, while in astral form, the caster's body is destroyed or moved beyond the spell range, he will die upon attempting to return. Magic-Users. Level: 8.

	<u>Outdoors</u>	<u>Underground</u>
Duration	8 hours	12 turns
Range	2000 miles	240'
Movement Rate	100 miles/hour	12

Audible Glamer: This spell creates an auditory hallucination. The potential volume of sound will be additive according to the level of the caster: A 3rd level Magic-User may simulate 10 persons conversing at a normal volume, 5 persons fighting or shouting, the sound of 1 trumpet, etc. A 4th level Magic-User may simulate 20 persons conversing at a normal volume, 10 persons fighting or shouting, the roar of a lion, etc. A 5th level Magic-User may simulate 30 persons conversing at a normal volume. And so on. Duration: 10 rounds. Range: 240'. Magic-Users. Level: 2.

Blade Barrier: This spell will create a whirling barrier of knives and razors enclosing a spherical area with a diameter of 30'. Any creature attempting to pass through it will take 12-48 hits of damage. Duration: 3 turns. Range: 60'. Magic-Users. Level: 6.

Blight: The means by which a Witch creates blasted stretches of territory. All trees and other plant life will wither and die in the area under her control. Witches.

Blur: This spell will impart a -2 penalty to those attempting to hit the caster in melee or missile combat, and the caster will receive a +2 bonus on all saving throws against direct (not area of effect) magic attacks. Duration: 3-18 rounds (rolled secretly by the referee). Magic-Users. Level: 2.

Breathe Gas: The subject breathes gas in a manner identical to that of a Dragon (see Vol. 2). Randomly determine what kind of gas he is capable of breathing: die 1 = sleep gas, die 2 = fear gas, die 3 = repulsion gas, die 4 = slow gas, die 5 = chlorine cloud, die 6 = cone of cold. Uses: 3 times/day. High Priests.

Call Animals I: This spell will magically call or summon one or more animals. The caster rolls two dice for points available, and up to that many points of animals (one type only) may be chosen. The spell may only be cast outdoors, and only one Call Animals spell may be used at one time. Duration: 20 rounds. Magic-Users. Level: 4.

<u>Type</u>	<u>Points</u>	<u>Type</u>	<u>Points</u>	<u>Type</u>	<u>Points</u>
Lynx	1	Horses	5	Tigers	9
Wild Dogs	2	Lions	6	Hippos	10
Wolves	3	Apes	7	Rhinos	11
Crocodiles	4	Bears	8	Elephants	12

Call Animals II: Same as Call Animals I except that four dice are rolled. Magic-Users. Level: 5.

Call Animals III: Same as Call Animals II except that eight dice are rolled. Magic-Users. Level: 6.



Call Lightning: If there are storm conditions that include lightning, then this spell may be used to call a lightning bolt down to a precise location, inflicting hits equal to eight dice + the level of the caster (save for half damage). If the caster has memorized more than one use of the spell, then he must wait at least 10 rounds before calling down another bolt. Range: 360'. Magic-Users. Level: 3.

Calm: This spell will compel all warring creatures within a radius of 300' to immediately stop fighting (no saving throw). The caster will then be prohibited (on pain of being devoured by ravenous demons) from initiating any hostile actions against those targeted by the spell for a year and a day. The spell may not be used again during that period. Duration: 10 rounds. Witches.

Cause Blindness: This spell will cause the target to lose his sight (saving throw allowed). The caster may remove the condition at will, or it may be dispelled. Range: 120'. Witches.

Cause Deafness: As Cause Blindness but affects hearing. Witches.

Cause Disease: This spell will cause the victim to contract a serious or fatal disease (saving throw allowed). Range: touch. Witches.

Cause Hallucinations: Use of this power will cause the target to experience a completely realistic series of hallucinations (saving throw allowed). It will have no direct effect in and of itself, but may lead to negative results. For example, the target may believe that an Ogre is attacking him and may thus be induced to break off another attack to "fight" the Ogre, or he may "see" a bridge across a chasm and may therefore step onto it, etc. Duration: as long as the caster concentrates. Range: 120'. Uses: 6 times/day. High Priests.

Cause Light Wounds: The mere touch of the caster will inflict 2-7 hits over the course of one turn. A standard attack roll may be required to hit, unless the target is unaware, surprised, etc. Witches.

Cause Serious Wounds: As Cause Light Wounds but inflicts 4-14 hits. Uses: unlimited. High Priests.

Chameleon: Similar in practical effect to Invisibility, but the subject may only use the power on himself, and there is a 5% to 50% chance that he will be noticed depending on the situation and conditions, etc. Uses: unlimited. High Priests.

Change Self: This spell will enable the caster to appear to be any sort of human, demi-human or humanoid creature (in terms of age, sex, physical build, etc.) of roughly the same size (no more than 20% variance in height). It can even be used to impersonate someone. Duration: until midnight on the day it was cast. Witches.

Chaos: This spell causes Confusion for all who remain within or enter a designated 30' x 30' area (no saving throw). Lords and Evil Lords will be immune, as will Archimagi and Wizards who have the spell in their spell books. Duration: as long as the caster concentrates. Range: 120'. Magic-Users. Level: 5.

Charm Monster: If the target creature fails its saving throw, it will come under the influence of the caster in a manner similar to a Charm Person spell. Range: 120'. Magic-Users. Level: 4.

Charm Person: This spell will cause the recipient, if he fails his saving throw vs. magic, to regard the caster as a trusted mentor, friend or ally for an indefinite period. After a number of days equal to 19 minus the victim's intelligence or wisdom score, a saving throw may be attempted to break the charm. If it fails, then another may be tried in a like number of days, and so on. Alternatively, a Dispel Magic spell will always break the charm. It is important to note that the spell does not enable the caster to control the recipient as an automaton or to successfully order him to perform any actions which obviously contradict any of his previously and strongly held beliefs, loyalties, moral principles or the like. So, for example, if a witch charms a good prince, she cannot force him to embrace evil or perform what he would regard as evil acts, but she will cause him to believe that she herself is not evil, and thus he might be induced to defend her to the death even against his friends. The spell will work against, humans, demi-humans and humanoids shorter than Ogre-size. Undead are immune. Range: 120'. Magic-Users. Level: 1.

Charm Plants: This spell charms a number of plants equal to 1 large oak, 6 medium trees or many smaller growths. A saving throw at a penalty of -4 is allowed if the plants are otherwise intelligent or hostile. The spell will not endow the plants with any additional powers, but they may have the limited ability to move, communicate or even attack, in line with their physical attributes—for example, a large tree could attempt to use its branches to bar a path or make a limited attack. Duration: until dispelled. Range: 120'. Magic-Users. Level: 7.

Clairaudience: This spell allows hearing at a distance. It is blocked by more than two feet of stone or by a thin coating of lead. Note that it can be cast through a Crystal Ball. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 3.

Clairvoyance: As Clairaudience but allows seeing at a distance. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 3.

Clone: Using a portion of living flesh from a willing or unwilling donor, the caster may, over the space of a year and with the proper equipment, grow a fully formed biological twin. When it "awakes," the creature will understand that it is a clone but will have the full knowledge, memories and powers of the donor at the time the flesh was taken. If the donor is still alive, the clone will attempt to kill him and take his place, or go insane trying. Evil Magic-Users. Level: 8.

Cloudkill: This spell creates a 30' diameter cloud of poisonous vapors that will slay creatures of fewer than 5 hit dice (no saving throw). The cloud will float directly away from the caster at a movement rate of 6 unless its course is altered by the wind. It may be dispelled by strong winds or broken by thick tree growth or similar terrain. Duration: 10 rounds. Magic-Users. Level: 5.

Color Spray: The caster fires a spray or fan of colors in a 90° arc extending outward up to 240'. The colors may render one or more creatures within the fan potentially unconscious. 1-6 total hit dice or levels of creatures will be affected. First, roll one die to determine the number of hit dice affected. Second, randomly select one creature within the fan. If, after applying the total to the creature, there is a hit die leftover, randomly select another creature and apply the leftover to it. If there is a still a leftover, randomly select another creature. And so on. (For each creature

below 1 hit die, round up to 1 hit die. For each creature above 1 hit die that has an extra pip, round down to the nearest hit die). All creatures fully affected will go unconscious. If the final creature in the chain has one hit die/level unaffected, it may make a saving throw to avoid. If it has two hit dice/levels unaffected, it is entitled to a saving throw at +2. If it has three hit dice unaffected, it is entitled to a saving throw of +4. And so on. Example: a Kobold ($\frac{1}{2}$ hit die), an Orc (1 hit die), a Hobgoblin (1+1 hit dice), a Lizard Man (2+1 hit dice), an Ogre (4+1 hit dice) and a Magic-User (2nd level) find themselves caught in the spray. A six-sided die is rolled, and it is determined that 5 hit dice/levels will be affected. The first creature randomly selected is the Hobgoblin. It soaks up 1 hit die of the total—4 hit dice of the spray remain. The second creature randomly selected is the Magic-User. He soaks up 2 hit dice of the total—2 hit dice of the spray remain. The third creature randomly selected is the Kobold. It soaks up 1 hit die of the total—1 hit die of the spray remains. Finally, the fourth creature randomly selected is the Ogre. It soaks up the final hit die of the spray, leaving the Ogre with 3 hit dice unaffected. The Hobgoblin, Magic-User and Kobold go unconscious. The Ogre is entitled to a saving throw at +6. Magic-Users. Level: 1.

Commune: Once per month, the High Priest may ask up to three questions of his deity. (During rare celestial occurrences or similar occasions, seven questions may be asked.) The quality and veracity of the responses will usually be good, at least within the scope of the god's competence or knowledge. Afterwards the priest must rest for three days. High Priests.

Cone of Cold: The caster creates a cone of potentially deadly freezing air extending from a point in his hand to a 10' diameter base, 60' away. All in the path of the cone take two dice of damage (save for half). If a creature or other obstacle completely blocks the cone at any point, no further creatures will be affected. Magic-Users. Level: 2.

Cone of Fear: Within the area of effect—a cone projecting up to 240' from the user with a 30' diameter base—all who fail their saving throws vs. magic must flee in fear for 5 rounds. There is a 50% chance that fleeing creatures will drop any items they had in hand. Range: 240'. Magic-Users. Level: 4.

Confusion: This spell will affect up to 2-12 enemy creatures (rolled secretly by the referee and determined randomly) with a bonus of +1 additional creature for each level of the caster above the 8th. Creatures of 2 hit dice or fewer are affected immediately, while those of 3 or more hit dice are affected in a number of turns equal to the score on a twelve-sided die less the level of the caster. Only creatures with 4 or more hit dice are entitled to saving throws. These are made each round and determine only whether or not the creature will be affected in that round. Affected creatures roll two dice each turn to determine their actions: attack the caster's party (2-5), do nothing (6-8) or attack each other (9-12). Duration: 10 rounds. Range: 120'. Magic-Users. Level: 4.

Conjure Demon: This foul incantation is similar to Conjure Elemental. The Demon will have 13 hit dice, an armor class of 2, a movement rate of 18 and will inflict 4-24 hits of damage. Duration: 1 hour (the caster need not concentrate). Witches.

Conjure Elemental: This spell will conjure and control an Air, Earth, Fire or Water Elemental (see Vol. 2). The caster must maintain total concentration on the extremely dangerous and volatile creature (any successful attack will break that concentration) or the Elemental will almost certainly turn on him. Duration: until dispelled, the caster's concentration is broken or the Elemental is directed home. Range: 240'. Magic-Users. Level: 5.

Contact Demon: This is substantially similar to Contact Higher Plane. Witches.

Contact Higher Plane: This spell allows the caster to seek information concerning earthly affairs from strange beings inhabiting higher planes of existence. Questions will generally be answered by a simple "yes" or "no", with the occasional "perhaps", "unknown" or "irrelevant" thrown in—especially likely for those queries deemed excessively vague, subjective or philosophical. The higher the plane the greater the chance that the Magic-User will go temporarily insane—usually after only one question—for a number of weeks equal to the level of the plane contacted. In addition, the mind-bending weirdness of the process is such that there is almost always at least a small chance that the questioner will fall into a fatal coma (with no saving throw and no means of reversal except perhaps with a magical wish). Magic-Users. Level: 5.

<u>Plane</u>	<u># of Questions</u>	<u>Chance of Knowing</u>	<u>Veracity</u>	<u>Chance of Insanity</u>	<u>Chance of Death</u>
3rd	3	55%	70%	5%	—
4th	4	60%	75%	10%	1%
5th	5	65%	75%	15%	1%
6th	6	70%	80%	20%	2%
7th	7	75%	85%	25%	2%
8th	8	80%	85%	30%	3%
9th	9	85%	90%	35%	3%
10th	10	90%	90%	40%	4%
11th	11	95%	95%	45%	4%
12th	12	95%	99%	50%	5%

Continual Darkness: Similar to a Darkness 15' Radius spell, but it will have an area of effect of a 240' diameter sphere and will last permanently unless dispelled or countered with a Light spell or similar. Range: 120'. Evil Magic-Users. Level: 3.

Continual Light: Similar to a Light spell, but it will have an area of effect of a 240' diameter sphere and will last permanently unless dispelled or countered with a Darkness 15' Radius spell or similar. Note that it may not be cast on a mobile object. Range: 120'. Magic-Users. Level: 2.

Control Seasons: This evil enchantment allows a Witch to completely control the natural seasons within the geographical area under her authority. The power of the spell is bounded only by the possible range of seasons for that climate. Winter conditions may only be maintained in temperate or colder climes, while, say, per-

manent draught or continual days of rain might be effected in tropical conditions, etc. Duration: indefinite, subject to the fortunes of the caster. Witches.

Control Sound: This power allows the subject to manipulate the intensity of sound waves within an area 100' x 100' in a similar manner to how one adjusts the volume dial on a radio. At one end of the range it will be equivalent to a Silence spell. At the other, normal sounds will become intolerably loud, with variable effects depending on the situation and number of people involved, etc. A "loud" melee might cause all to suffer 1 hit per round, or one strike of metal on metal could stun everyone for 1-3 rounds (saving throw allowed), and so on. Duration: As long as the user concentrates. Range: 120'. Uses: 3 times/day. High Priests.

Control Temperature, 30' Radius: By means of this spell, the caster may raise or lower the temperature in the designated area by up to +/- 50° Fahrenheit. Duration: 12 turns. Magic-Users. Level: 4.

Control Undead: This spell allows a Witch to completely control a number of Skeletons, Zombies, Ghouls, Shadows, Wights or Wraiths, with a maximum number of total hit dice equaling her level. Control Undead may be cast through a Crystal Ball, though the Witch must have some way to find or identify her targets. Duration: 10 rounds. Range: 120'. Witches.

Control Weather: By use of this powerful spell, the caster may create or cancel rain, alter temperatures to extreme (though natural) levels, create or negate tornadoes, hurricanes or lightning storms, and so on. Magic-Users. Level: 6.

Control Winds: This spell allows the caster to increase a light wind to gale force, which will drive most flying creatures out of the sky, among other things. The spell may also be used to calm winds. Area of effect is a 240' radius sphere or half-sphere plus 80' for each level of the caster above 9th. Duration: 12 turns. Magic-Users. Level: 5.

Create Breathable Water: This spell renders a 20' cube or sphere of water permanently breathable for air-breathing creatures (it will also continue to be usable by water breathing creatures). Thus, an undersea castle or lair may gradually be built. A breathable area of any size will "leak" and eventually burst if the entire thing is not enclosed, though doors and the like are permitted. Magic-Users. Level: 9.

Create Fog: Under the appropriate outdoor conditions—high humidity and mild to cold temperatures near a body of water—the caster may create a bank of thick fog, one mile in diameter. Duration: 6 turns. Magic-Users. Level: 3.

Create Food: This spell creates food sufficient for two-dozen men and two-dozen horses for one day. It must be consumed on the day it is created. Magic-Users. Level: 5.

Create Spectres: Within 6 hours of the death of a non-player character aligned with Chaos, the caster may create from him a Spectre. The pitiable creature will not be under the control of the caster and, after a turn or two, may even attempt to kill him if possible. It will have twelve-sided hit dice equal to half of the deceased person's level, rounded up. Evil Magic-Users. Level: 6.

Create Water: Similar to Create Food. Magic-Users. Level: 4.

Create Weather: The Witch's version of Control Weather. It allows her to create dramatic and unnaturally swiftly occurring (1 round) weather conditions from small and mundane phenomena—a breeze may transform itself into a hurricane, a drop-let of rain may herald a raging torrent, one snowflake will quickly become a blizzard, etc. Witches.

Creeping Doom: This spell will summon hundreds of thousands of venomous crawling insects that will slay most creatures in their path (no saving throw). The insects will take 1-3 rounds to arrive, and will then advance at a movement rate of 3 in any direction desired up to 240' from the caster's location. Duration: 6 turns. Magic-Users. Level: 6.

Cryptaesthesia: Combines Clairaudience and Clairvoyance. It may be cast through a Crystal Ball. Duration: 10 rounds. Range: 60'. Witches.

Cure Disease: This spell will cure any form of disease. Magic-Users. Level: 4.

Cure Light Wounds: This spell will restore 2-7 hit points to the target character during the course of a turn. Alternatively, it may be cast during surgery, giving the patient a +10% bonus to his adversity check. A character may be the recipient of any Cure Wounds spell but once per day. Range: touch. Magic-Users. Level: 1.

Cure Serious Wounds: Same as Cure Light Wounds, but it restores 4-14 hit points and gives the patient a +20% bonus to his adversity check during surgery. Magic-Users. Level: 3.

Curse: The Witch may inflict an uncomfortable, annoying or harmful affliction on the target. The effect might be conditional and could even be deadly—"your daughter will die when she pricks her finger on a spinning wheel." It will last until a Remove Curse spell is successfully used, the Witch decides to lift the curse, or a condition specified by the caster is fulfilled. Curses are almost always cast as revenge for real or imagined slights. If used on a player-character, a saving throw is permitted. Witches.

Dancing Lights: The caster creates 1-6 lights that look in the darkness like bobbing torches or lanterns. These shapes may move as desired within the range of the spell. Duration: 10 rounds. Range: 120'. Magic-Users. Level: 1.

Darkness, 15' Radius: This spell causes complete and utter darkness—sufficient even to block the sight of monsters that may normally see in the dark—within an area 30' x 30' x 30'. A Light spell will counter it, and vice versa. Duration: 15 rounds. Range 120'. Magic-Users. Level: 2.

Death Spell: This horrible spell instantly slays 2-16 creatures of fewer than 7 hit dice within an area 60' x 60'. There is no saving throw. Range: 240'. Evil Magic-Users. Level: 6.

Delayed Blast Fire Ball: This acts like a Fire Ball spell (40' diameter spherical blast area, 240' range, hit die damage equal to the level of the caster) except that the caster can delay the blast for up to 10 rounds, determined at the time of casting. Magic-Users. Level: 7.

Demi-Monsters I: This spell acts as a Monster Summoning spell, with the caster summoning up to 1-3 monsters of his choice (their total apparent hit dice may not exceed his level). However, there is a catch—the monsters are not real, though they will outwardly appear to be real. In fact, they will have only 20% of the hit dice of their “originals” (rounded down, with a minimum of 1 hit point), will do only one die of damage, have no actual special combat abilities and will defend with an armor class of 9. It is up to the referee to make them seem real—a Dragon might breathe fire but will, strangely, always seem to miss, etc. Duration: 10 rounds. Magic-Users. Level: 4.

Demi-Monsters II: Same as Demi-Monsters I except that the caster may summon a total number with phantom hit dice equal to $1\frac{1}{2}$ x his level. These monsters will have actual hit dice of 40% of the originals, with an armor class of 8. Duration: 10 rounds. Magic-Users. Level: 5.

Density Alteration: This power allows the user to instantly alter the molecular density of the target (either himself or a friendly or hostile party)—increasing or decreasing it. Density may be altered by a factor of 1 to 10. Increasing the density will lower (improve) armor class by -1 per factor and decrease the movement rate by 10% per factor. If the target's molecular density is increased by 5 factors or more, the target will be unable to attack or cast spells. On the other hand, decreasing the density will have the opposite effect. In addition, decreasing molecular density by 5 factors will allow the target to attack twice per round, and decreasing it by 10 factors will allow 3 attacks per round. Spell use will be unaffected. Unwilling targets are entitled to a saving throw at a penalty of -4. Duration: 6 turns. Range: 120'. Uses: 6 times/day. High Priests.

Detect Enemy: Detects all hostile intruders, even if hidden, invisible or otherwise, within 1000'. Duration: 6 turns. Witches.

Detect Evil: This spell will detect evil intentions and thoughts or the presence of an object or entity aligned with Chaos. Any intelligent target of the spell will be aware of its use. Duration: 3 turns. Range: 60'. Magic-Users. Level: 2.

Detect Illusion: Detects any kind of illusion. Duration: 3 turns. Range: 60' (600' outdoors). Magic-Users. Level: 3.

Detect Invisible: This spell will reveal invisible (but not hidden) entities or items. Duration: 3 turns. Range: 60'. Magic-Users. Level: 2.

Detect Magic: This spell will determine whether an enchantment or charm has been placed on a place, thing or person. It may also be used to divine whether a discovered item is magical. Duration: 10 rounds. Range: 60'. Magic-Users. Level: 1.

Dimension Door: This spell allows the caster or a willing recipient to teleport up to 360' in any direction (including up or down). The recipient will appear exactly where the caster calls, e.g. “150' northeast and 20' up”. Materializing within, say, a solid wall or beneath the ground will result in death, but the existence of a smaller object or creature at the targeted spot will merely cause the recipient to conform himself around it—he might arrive sitting in a chair or hugging a Goblin, etc. Magic-Users. Level: 4.

Disintegrate: This spell will reduce any reasonably sized creature or non-magical non-living object such as a dragon, giant, tree, boulder, cottage, section of wall, etc. to dust. Living creatures are allowed a saving throw versus magic at a +2 bonus. Range: 60'. Magic-Users. Level: 6.

Dispel Evil: This spell allows the caster to dispel any evil sending—a summoned evil creature or any summoned creature impelled to perform evil deeds—or spell. Duration: 10 rounds. Range: 30'. Magic-Users. Level: 5.

Dispel Magic: This spell can permanently dispel most enchantments, though it will not affect magic items. If the dispeller is of a lower level than the original caster, then the chance of success is expressed as a percentage determined by dividing the level of the dispeller by the level of the original caster. Range: 120'. Magic-Users. Level: 3.

Dissipation: This spell will disperse any cloud or mist, or dissolve any magically created solid barrier or wall. It also vanquishes Elementals. Range: 120'. Witches.

Divine Aid: A Divine Aid spell may be cast at most one time per month, though in practice, its use will be far less frequent. Creatures will follow the rules of a Monster Summoning spell. High Priests.

<u>Gods and Goddesses</u>	<u>Effect, Spell or Monsters</u>
Anu	4-8 meteors, as <u>Meteor Swarm</u>
Apollo	10 Griffins
Artemis	12 Bears
Athena	9 Tigers or 20 Giant Eagles
Balder	(Priests of Balder have no <u>Divine Aid</u> Spell.)
Black Widow Goddess	11 Giant, 33 Huge or 111 Large Spiders
Girra	<u>Fire Storm</u> or <u>Delayed Blast Fire Ball</u>
Hanuman	30 Apes
Ishtar	3 Mummies, 30 Lions or 300 Zombies
Isis	7 Giant Scorpions or 1000 Snakes (10% poisonous)
Kali	Double strength <u>Earthquake</u> spell
Lakshmi	3 pure white Elephants
Lamashtu	<u>Cause Disease</u> in 100' x 100' area
Manannan	Sea Monster
Math	<u>Drain-Magic Ray</u> or <u>Reverse Magic</u>
Odin	The giant wolves Frek and Geri (treat as Banths)
Pan	Inebriation (<u>Confusion</u> that affects 8-96 creatures)
Parnopius	Locust Plague—all under 10 hit dice will flee
Ptah	<u>Reverse Gravity</u> lasting 6 seconds, 100' x 100'
Ran	Whirlpools—all failing their save will be lost
Set	7 Minions of Set
Silvanus	12 Dire Wolves
Skadi	Avalanche—all failing their save will be buried
Smintheus	20 Wererats and 200 Giant Rats
The Spider God	The god: HD: 20. Attacks: 5-30 + poison. AC: 2.
Thor	1-6 <u>Call Lightning</u> spells (may be cast every 3 rounds)
Thoth	30 Baboons (equivalent to Apes)
Tsathoggus	3 Formless Spawn (equivalent to Black Puddings)
Untamo	<u>Mass/Enhanced Sleep Spell</u>



Divine Mutation: The priest is endowed with a physical mutation appropriate to his deity. A devotee of Kali may have five sets of arms (and thus may attack five times per round). An adherent of Lakshmi may have two sets of arms. An evil priest of the Spider God might have eight furry limbs or an armored carapace. Wings or gills may also manifest themselves for clerics of the gods of the sea or air, etc. High Priests.

Drain-Magic Ray: This spell will completely prevent the use or functioning of magic (including magical items) by the target. Duration: 2-12 rounds against those of up to 25 hit points, or 1-6 rounds against those of 26-50 hit points (no saving throw in either case). Range: 120'. Magic-Users. Level: 7.

Earthquake: This will create a local earthquake in a “donut” beginning 5' away from the caster and extending out to a radius of 180'. Small buildings or dwellings will be toppled; walls, palisades and ramparts will be dislodged or weakened, and so on. Also, crevices will appear in the earth that will swallow 1 in 6 creatures within the area of effect. Duration: 1 round. Magic-Users. Level: 7.

Emotions: The caster may project an emotion of his choice onto everyone within a quarter circle extending outward from the caster up to 180'. Unwilling targets that fail a saving throw versus spells will be subject to its effects. Possibilities include:

<u>Emotion</u>	<u>Effect</u>
Battle Lust	+2 to attack and will fight to the death
Bravado	Immunity from Fear
Deprivation	Immediate morale check, -3 on morale
Fear	As the spell
Hate	Die 1-2 = attack enemy, die 3-4 = attack comrades, die 5-7 = attack nearest, die 8 = attack self (suicide), die 9-10 = attack caster

The spell will last for as long as the caster concentrates, but the effect will vanish for any target if they leave the area (if they re-enter, they are entitled to another saving throw). Magic-Users. Level: 4.

Enchant Boats: This spell will permanently enchant any boat, from a canoe to a merchant galley or war vessel. Boats may be endowed with the ability to carry heavier loads—a large ship of the sea may carry double its normal cargo, while a canoe will in effect become a Bag of Holding—or they may be granted the ability to move faster by a factor of 2 to 4 depending on the boat's weight and size. Vessels may be made effectively immune to storms or rendered permanently free of disease, and so on. The spell may be cast once per year. Magic-Users. Level: 9.



Energy Drain: Drains one level with no saving throw. Range: 120'. Uses: 12 times/day. High Priests.

Enlargement: This spell will increase the mass and volume of a non-living object by 100%, or increase the mass and volume of a living object by 50%, with concomitant physical effects. The size of the target initially is limited to 12 cubic feet (the mass of a normal man) per level of the caster, and a saving throw is allowed for unwilling subjects. Note that if the spell is cast on a living creature, it will not enlarge armor, weapons or objects carried, though this will not affect the subject negatively in any direct way—metal armor would simply loosen and fall off, etc. Duration: 6 turns. Range: 30'. Magic-Users. Level: 1.

Ensorcell Major item: This is what enables a Witch to disguise her rude hut as a cottage or transform a pumpkin into a carriage. Duration: indefinite or until midnight, etc., depending on the circumstance. Witches.

ESP: This spell allows the caster to read the thoughts of most creatures (at least those that have thoughts). It will be blocked by more than two feet of stone or by a thin coating of lead. If the caster does not understand the target's language, the emanations will be quite general. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 2.

Explosive Runes: These may be placed on a book, map or scroll. If anyone other than the caster reads them, they will explode, doing three dice of damage to the reader (no saving throw) and destroying the object they were placed upon. A Magic-User of at least two levels above the original caster will have a 50% chance of noticing the runes and a 75% chance of succeeding in removing them. The original caster may also remove the runes whenever he desires. Magic-Users. Level: 3.

Extension I: This useful spell increases the duration of any 1st through 3rd level spell by 50%. Magic-Users. Level: 4.

Extension II: This spell increases the duration of any 1st through 4th level spell by 50%. Magic-Users. Level: 5.

Extension III: This spell increases the duration of any 1st through 5th level spell by 100%. Magic-Users. Level: 6.

Extinguish: At the utterance of a word, all normal-size fires and light-sources within a 120' radius of the caster will be extinguished. Any Light or Continual Light spell will be negated, but objects endowed with permanent magical light, such as Magic Swords, will continue to function. As well, light from the sun, the moon, a far-off bonfire, etc. will not be affected. Witches.

Faerie Fire: This spell allows the caster to draw an outline of blue "faerie fire" around one or more objects or creatures, equivalent to 10 square feet plus 10 square feet per level of the caster. The Faerie Fire will be visible for 80' in the dark and 40' in bright light, and may even make invisible creatures visible. Being outlined in such a way is not in and of itself harmful, but it will give opponents a +2 bonus to hit. Duration: 20 rounds. Range: 60'. Magic-Users. Level: 1.

Fear Touch: If the recipient fails a saving throw vs. magic, he must flee in fear for 5 rounds. Range: touch. Magic-Users. Level: 1.

Feeblemind: This spell works only against Magic-Users. It will cause the target to become feeble-minded until the spell is countered with Dispel Magic. Saving throws against the spell are made at a -4 penalty. Range: 240'. Magic-Users. Level: 5.

Find the Path: This spell will enable the caster and his party to find the shortest or quickest way out of a trap, maze or dungeon, or will guide them out of being lost in the wilderness. Duration: 18 turns if underground or 1 day if outdoors. Magic-Users. Level: 6.

Find Traps: The spell allows the caster to detect any mechanical or magical trap within 30'. Duration: 3 turns. Magic-Users. Level: 2.

Finger of Death: This evil attack will instantly slay any creature unless a saving throw is made. Range: 120'. Uses: 6 times/day. Evil High Priests.

Fire Ball: A hurled fire ball will tend to explode in a 40' diameter sphere, doing as many dice of damage to those inside as the level of the caster (a successful saving throw indicates half damage). The caster should always be aware that the blast naturally shapes itself to the area concerned in order to affect a similar volume of space. Range: 240'. Magic-Users. Level: 3.

Fire Storm: This spell creates an intense fire in a large area. All will immediately take one die of damage (Undead will take two dice), and combustible material and items will ignite and continue to burn on subsequent rounds. The spell may be reversed to quench normal fires in up to twice the maximum area, and there is a 5% chance per level of the Magic-User that this will even work for magical fires. The area of effect is 10000 square feet (100' x 100') per level of the caster (the minimum area must be at least 10000 square feet). Range: 180'. Magic-Users. Level: 6.

Flash Blind: At the wave of a hand, all creatures up to 1000' away, or at least those who were looking in the general direction of the subject, will be temporarily blinded for 5 rounds. 50% to 100% in a crowd or group will be affected, depending on how closely attention was focused on the subject at the time, but there is no other saving throw. Uses: 1 time/day. High Priests.

Flight: The power to move and accelerate through space at potentially fantastic speed. In the first round the initial movement rate is 3. The subject may then choose to double it on the next round, and then double it on the next, etc.—a process that he may repeat for up to 30 rounds, by which time he will be travelling at half the speed of light. Deceleration occurs at the same rate unless the flyer encounters an intervening object. Those endowed with Flight are also granted the ability to survive the hostile forces present in the gulf between the worlds and may go without food or water indefinitely. The power may be used at slow speeds any time, but use at speeds greater than 12 will require 1 full day of rest, and use at speeds greater than 48 will require 1 week of rest. High Priests.

Floating Disc: This spell creates a magical disc that will bear 10000 coins or 100 encumbrance units (●) of weight. The disc will follow six feet behind the caster, floating at approximately waist height. Duration: 6 turns. Magic-Users. Level: 1.

Fly: This spell allows the caster to fly through the air at a movement rate of 12. Duration: 6 + 1-6 turns (determined secretly). Magic-Users. Level: 3.

Force-Field: The subject may create a force-field around himself or others. See Force-Field Wand under “Androids” in Vol. 2. Duration/Uses: 1 hour/day. High Priests.

Freeze Ray: This spell places the target (any creature of up to 40 hit points) in a state of frost-covered and freeze-dried suspended animation. Duration: until the caster decides to release him. Range: 120'. Magic-Users. Level: 9.

Full Restoration: Combines Heal and Restoration, but all life levels will be restored. Even missing organs, extremities or limbs will start to grow back. No survive adversity check is required. The recipient will be fully recovered within a few hours (except for any growing limbs), but the caster must rest for 10-100 days. A mage will not cast such a spell easily. Magic-Users. Level: 7.

Gate: This spell allows the caster to summon by name, a god, demi-god, demon or similar ultra-powerful creature. There is a 10% chance that the arriving entity will not be the one requested, and similarly a 10% chance that whoever or whatever comes through the Gate will decide to immediately return. Beyond that, the referee determines the disposition and actions of the summoned entity. All should be reminded that most such beings do not like being disturbed by mortals, at least without very good reason. And it's perfectly possible that, say, the Black Widow Goddess will simply choose to devour the summoner and his friends before returning to her business. Of course, it is expected that in most contexts, partisans of Law will never voluntarily summon an evil being. Magic-Users. Level: 8.



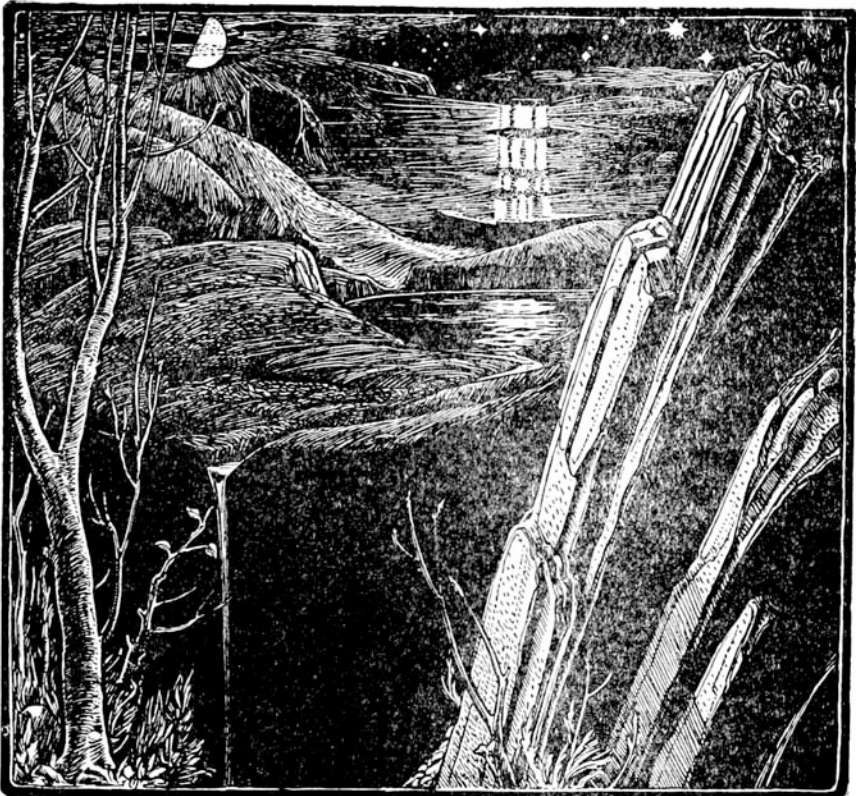
Gaze Reflection: This spell will perfectly reflect back the gaze of, say, a Basilisk or Medusa. Magic-Users. Level: 1.

Geas: The Magic-User may compel the target to perform some task or duty (saving throw allowed). Deviating from or simply ignoring a Geas will bring on increasing weakness eventually resulting in death. Duration: until the task is completed. Range: 30'. Magic-Users. Level: 6.

Growth of Animals: This spell causes 1-6 normal creatures such as insects, mammals, reptiles, etc. to grow to giant size. Combat capabilities will increase proportionately. Duration: 10 rounds. Range: 120'. Magic-Users. Level: 5.

Growth of Plants: This spell will cause an area of normal brush or woods in an area of up to 200' x 200' to become overgrown and virtually impassable. Duration: until dispelled. Range: 120'. Magic-Users. Level: 4.

Hallucinatory Terrain: By means of this spell a large item of terrain—a hill, swamp, forest, etc.—may be concealed or caused to appear as something else. The spell lasts until an enemy makes contact with the affected area. Range: 240'. Magic-Users. Level: 3.



Haste Spell: This spell will enable up to 24 creatures in a 60' x 120' rectangle to move at twice their usual rate and attack/defend at +2. A Haste spell may counter a Slow spell, and vice versa. Duration: 10 rounds. Range: 240'. Magic-Users. Level: 3.

Heal: This spell will save the recipient from death on the Zero Hit Points table, restore full hit points, cure disease and/or neutralize poison, as long as the recipient was still alive at the time the spell was cast. For purposes of the spell, someone could still be alive for at least a few minutes after being, say, run through with a sword or failing a saving throw versus poison, etc. However, someone decapitated, burnt to a crisp by a breath weapon, etc. would be beyond help. Heal is a wrenching and painful procedure, and therefore a survive adversity roll is required to survive the application of the spell. The subject will permanently lose 1 point of constitution, and full recovery will take at least two weeks. At the referee's discretion, anyone with Heal in their spell book may speak an incantation to halt the negative effects of zero hit points, disease or poison for a number of days equal to the level of the caster, even if the spell is not currently memorized. Magic-Users. Level: 5.

Heat Metal: This spell enables the caster to cause a volume of metal or a set of contiguous metal items or parts to become searingly hot over two rounds. The spell will affect 1 unit of encumbrance (●) per level of the caster. Of course, a living creature will usually be carrying or wearing the item or items in question. If the creature has any skin exposed to the item or items, he will take 1 hit of damage per ● of encumbrance on the first round (no saving throw), and 2 hits of damage per ● of encumbrance plus additional effects on the second round (saving throw versus poison allowed to halve damage and nullify the effects). Note that a weapon or hand-held item may be dropped, and a helmet may be taken off before the damage or effects of the 2nd round occur. Additional 2nd round effects:

<u>Item or Area</u>	<u>Encumbrance</u>	<u>Additional Effect</u>
Hand-Held Item (AC 9 to 6 only)	● to ●●●●	Hand blistering
Right Gauntlet (AC 5 to 2 only)	●	Hand blistering
Left Gauntlet (AC 5 to 2 only)	●	Hand blistering
Right Sabeton (AC 3 to 2 only)	●	Leg/foot blistering
Left Sabeton (AC 3 to 2 only)	●	Leg/foot blistering
Body (AC 5 to 2 only)	●●●●	Severe burns over body
Helmet	●	Severe burns on head

Hand blistering: Hand unusable. Duration: 1-3 weeks.

Leg/Foot blistering (each): Move: -2, Dexterity: -3, To Hit: -2. Duration: 1-3 weeks.

Severe burns over body: Additional 8 hits of damage. These cannot be prematurely healed (except by application of Full Restoration or Heal). Duration: 2-7 weeks.

Severe burns on head: Unconsciousness.

Examples of use: A 3rd level caster could target a metal weapon or hand-held item of up to ●●● encumbrance, or one gauntlet, sabeton or helmet. A 4th level caster could target a metal weapon or hand-held item of up to ●●●● encumbrance, or one gauntlet, sabeton or helmet, or the main body of a suit of armor. A 5th level character could target a metal weapon or hand-held item of up to ●●●●● encumbrance, or one gauntlet, sabeton or helmet, or the main body of a suit of armor plus one gauntlet, sabeton or helmet. And so on. Range: 30'. Magic-Users. Level: 2.

Heightened Sense: The subject is endowed with one preternaturally heightened sense: die 1-2 = vision, die 3-4 = hearing, die 5-6 = smell. Uses are effectively unlimited. High Priests.

<u>Sense</u>	<u>Effect</u>
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Vision:	The subject may accurately and inerrantly see any or all objects or creatures, no matter how far away or small, within his line of sight. Full comprehension may depend on what is being looked for. Often those with this power are effectively blind within a range of 60'.
Hearing:	Using intense concentration, the subject may pick out and hear any or all audible sounds within 1 mile. Inside, say, a city, it would enable the subject to overhear any conversation (or, at least, any conversation not completely blocked by soundproofed walls) pertaining to any topic designated or desired.
Smell:	Among other things, having a super-heightened sense of smell allows the subject to identify the existence of any previously encountered creature or monster within 1200' outdoors or 120' inside a dungeon.

Hold Animal: This spell completely immobilizes 10-200 small (bats, eels, etc.), 1-20 medium-sized (bears, crocodiles, horses, lions, wolves, etc.) or 1-4 large (elephants, whales, etc.) ordinary mammals, birds, reptiles or fish in the caster's area of vision (saving throw allowed). If the caster chooses to target but one animal, the saving throw against the spell will be made at a -2 penalty. Duration: 15 rounds. Range: 120'. Magic-Users. Level: 2.

Hold Monster: As Hold Animal but works on 1-4 monsters of any type. Magic-Users. Level: 5.

Hold Person: As Hold Animal but works on 1-4 humans or demi-humans. Magic-Users. Level: 3.

Hold Plant: As Hold Animal but works on any and all vegetable matter—from Yellow Mold to Treants. Magic-Users. Level: 4.

Hold Portal: This spell will bar a door, gate or similar. A Dispel Magic or Knock spell, or a creature with strong magical resistance, will negate it. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 1.

Hurrah!: This spell will give a bonus of +1 to the morale and attack rolls of all allied creatures within an area 50' x 50'. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 1.

Hypnotic Pattern: This spell creates a pattern of gently swirling colors that will cause creatures within the area of effect to fall into a motionless trance (no saving throw). It will affect 4-24 creatures of up to 1+1 hit dice, 3-18 creatures of up to 2+1 hit dice, 2-12 creatures of up to 4+1 hit dice and/or 1-6 creatures of up to 6+1 hit dice. Duration: as long as the caster concentrates + 4-9 rounds. Range: a quarter circle with a radius of 120'. Magic-Users. Level: 2.

Hypnotic Suppression: This spell temporarily suppresses feelings of pain or exhaustion. It will instantly “heal” all lost hit points, and may even be used to counter a failed adversity check on the Zero Hit Points table to keep fighting. However, after it wears off the recipient will be reduced to 1 hit point or revert to his previous state of health, whichever is lower. He must then sleep for 24 hours. Duration: 4 hours. Range: Touch. Magic-Users. Level: 5.

Ice Storm: Via this spell, a hailstorm of short duration but tremendous force is created within an area 30' x 30'. All those within take three dice of damage (no saving throw). The spell may only be cast outdoors. Range: 120'. Magic-Users. Level: 4.

Illusionary Forest: This spell creates an illusion of a copse or small forest. It will be perceived as absolutely real by most observers. Only magical or faerie-type forest creatures and Magic-Users of a higher level than the caster will realize that it is fake. The maximum area will equal 10000 square feet times the level of the caster. Duration: until the original caster wills it to vanish, or until dispelled. Range: 60'. Magic-Users. Level: 4.

Illusionary Script: The caster may inscribe a message that can be read only by the caster or those whom he specifies (see Magic Mouth). All others will suffer the effects of Confusion for 1-6 turns if they fail their saving throw. Magic-Users. Level: 3.

Illusory Item: This spell enables the caster to create physical items that will have only a temporary existence. Up to 30 lbs. worth of items may be created per day, and they will last for up to a month based on the hardness of the item or items (a diamond will last for only 1 day, while a pillow will last for 30 days, etc.). Witches.

Illusory Youth: This is one method by which a Witch may remain young and beautiful, or at least appear to be so. Her true age will be revealed by the reflection in any pool or mirror, and anyone closely interacting with her may be troubled by strange dreams. Duration: permanent until and unless dispelled or voluntarily broken. Witches.

Imperceptibility: By means of this spell a Witch may “blend in” with a group containing as few as three people. She will be seen by anyone who knows she is there, is actively looking for her, or who witnessed her entry into the group. But to all others she will be for all practical purposes invisible. Any hostile action on her part will negate the effect. Duration: indefinite. Witches.

Imprisonment: This spell will immediately imprison the target forty-five miles beneath the surface of the earth (no saving throw). There he will remain until the reverse of the spell is cast. If the caster fails his saving throw vs. magic, then the reverse will instead take effect, and 0-19 creatures will suddenly appear, dazed by their long captivity and sudden liberation. Range: 120'. Magic-Users. Level: 9.

Improved Invisibility: This spell acts like Invisibility except that the recipient may attack and cast spells while invisible. Attacks against him are made at a -4 penalty and he will receive a +4 bonus on most saving throws. Duration: 15 rounds. Range: 240'. Magic-Users. Level: 5.

Infravision: This will allow a willing recipient to see up to 60' in pitch darkness. Duration: 1 day. Magic-Users. Level: 3.

Insect Plague: By means of this spell the caster summons a cloud of insects that will swarm an area roughly the size of two football fields. The insects will not be directly harmful, but vision within the cloud will be limited to 30', and all creatures with fewer than 3 hit dice will immediately flee the area in panic. The caster may direct the plague where he desires up to the range of the spell. Note that Insect Plague may only be cast above ground. Duration: 1 day. Range: 480'. Magic-Users. Level: 5.

Invisibility: This spell may be cast on a willing recipient (potentially including the caster) and lasts until the recipient chooses to break it, or until he attacks or is attacked. Range: 240'. Magic-Users. Level: 2.

Invisibility, 10' Radius: This spell may be cast on a multiple group of persons who start and remain within 10' of the caster. It will last for each until he breaks the circle, or until he attacks or is attacked. Magic-Users. Level: 3.

Invisible Stalker: This spell summons an Invisible Stalker. See Vol. 2 for characteristics and effects. Magic-Users. Level: 6.

Itch: This spell inflicts a -1 penalty to the saving throws of all creatures within a 60' radius. If cast by an Archimagus or Wizard, the penalty will be -2. Duration: 10 rounds. Magic-Users. Level: 2.

Knock: This spell will open all doors, even if locked, secret, magically held, etc. Range: 60'. Magic-Users. Level: 2.

Know Alignment: Within the duration of the spell, the caster may come to know the alignment (though not the intentions or disposition) of anyone he concentrates on. Duration: 1 turn. Range: 10'. Magic-Users. Level: 2.

Laser Eyes: The subject may inflict a number of dice of damage equal to his level against any target within his field of vision. Range: 600'. Save for half-damage. Uses: 6 times/day. High Priests.

Lava Circle: This spell will create a closed circular river of lava with an initial diameter of 120' and a width of 10'. The width of the lava river will increase/move inward at a rate of 10' per round, contracting the inner diameter of the circle and slaying all inside it comes into contact with. Any creature with the ability to fly will probably be able to escape. Range: 240'. Magic-Users. Level: 8.

Legend Lore: The caster may gain knowledge—often expressed in a riddle, poem or similar—of any authentically legendary item, place or person that he specifies. Overall casting time will be 1-100 days. Magic-Users. Level: 6.

Levitate: This spell will lift the caster, at a movement rate of 6, up to a total height equal to his level x 20'. The spell does not enable lateral movement per se, but the caster may use his hands to pull himself along the ceiling, etc. Duration: 6 turns. Magic-Users. Level: 2.

Light: This spell will create a 30' diameter globe of light around the caster, a point in space or a mobile or immobile object. The light created will not equal full daylight and thus cannot be used, say, to destroy a Vampire. Duration: 6 turns. Range: 120'. Magic-Users. Level: 1.

Lightning Bolt: A lightning bolt will affect all creatures in a line 60' x 8', doing as many dice of damage as the caster's level (a successful saving throw indicates half damage). If there isn't space to allow a full 60' extension, the bolt will double back. Range: 240'. Magic-Users. Level: 3.

Lightning Spray: All creatures within a 60' radius quarter-circle, will take three dice of lightning damage. Those wearing mail or plate armor will take five dice of damage. (Save for half in both cases.) Uses: 3 times/day. High Priests.

Liquid Fire: The subject may spit liquid fire three times within the round at up to three separate targets (saving throw allowed to dodge). Any volume of the substance will inflict maximum hits of damage equal to half the target's armor class each round for 5 rounds. Liquid fire cannot be extinguished except by magical means. Range: 120'. Uses: 6 times/day. High Priests.

Locate Animals: Any one named type may be located (if there are any in the area) within a range of 60' per level of the caster. Magic-Users. Level: 1.

Locate Object: The caster will be informed of the direction of a known item or a specific sort of object—a sword, a stairway upward, a doorway, etc. The thing sought must be within the range of the spell (60' + 10' per level of the caster). Magic-Users. Level: 2.



Locate Plants: Any one named type may be located (if there are any in the area) within a range of 60' per level of the caster. Magic-Users. Level: 2.

Lower Water: This spell will cause the water in a section of river, an entire pond or similar to drop to one-half of its depth. Duration: 6 turns. Range: 240'. Magic-Users. Level: 6.



Magic Jar: The caster removes his soul to a hollow inanimate object—a box, vase, tree or even a rock containing some kind of cavity—within 30'. From there he may attempt to introduce his soul into the body of any other creature within 120' of the vessel. If successful (saving throw allowed), the Magic-User may stay in the creature's body for up to one day until another saving throw is made, and so on for each day. If initially unsuccessful or if he is forced to leave, he must remain in or return to the jar (if it is still within 120') from whence he may either return to his own body (if it still within 30') or attempt another possession. If the body of the caster is at any point destroyed, he must remain in the jar or in a possessed body, where he will then live out a dull and/or short existence. If a possessed body is destroyed, the Magic-User must return to the jar. If the jar is destroyed while the Magic-User is occupying it, or if forced to "move" while out of range of the jar, he will instantly die. Magic-Users. Level: 5.

Magic Missiles: This spell conjures three magic arrows that the caster may "fire" at one or more targets within the space of one round. Each will do 2-7 points of damage if it hits. Chance to hit, rolled separately for each one, is computed as for a +1 bow modified by dexterity. As with standard arrows, Magic Missiles fired into melee will hit random participants. Range: 150'. Magic-Users. Level: 1.

Magic Mouth: This spell will enchant an inanimate mouth, such as that of a statue, or will create a temporary magical mouth on a wall, pillar, etc. When triggered, the mouth will utter a one-time message of up to twenty-five words. The caster may designate a necessary condition or set of conditions for the mouth to be triggered, subject to the approval of the referee. For example: "Speak at exactly mid-

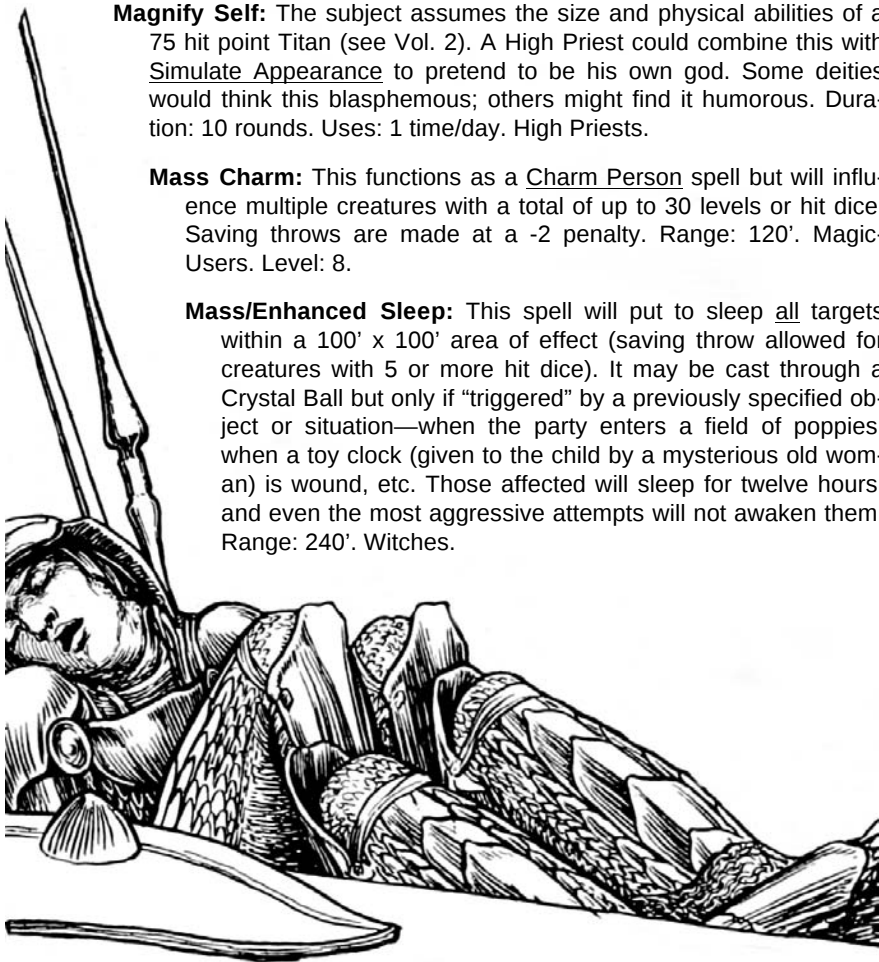
night during the next full moon/when a beautiful woman comes within five paces/when my friend Casimir returns,” etc. Magic-Users. Level: 2.

Magnetic Field: The subject generates a strong magnetic field with a radius of 240'. All loose or easily dislodged metal items will fly towards him at increasing speed: 240 to 180 feet away = movement rate 3, 180 to 120 feet away = movement rate 6, 120 to 60 feet away = movement rate 12, 60 to 0 feet away = movement rate 24. Anyone gripping or wearing more than • in metal weight will also be pulled towards the field source (if the attracted party rolls his strength ability or less on a twenty-sided die, halve the speed). For the duration of the effect, a force-field is also generated around the subject, helpfully protecting him from being crushed. Anyone crashing into the field (or crashing into the pileup of those who have already crashed into the field) from a starting point at least 30 feet away will take three dice of damage. Duration: 10 rounds. Uses: 3 times/day. High Priests.

Magnify Self: The subject assumes the size and physical abilities of a 75 hit point Titan (see Vol. 2). A High Priest could combine this with Simulate Appearance to pretend to be his own god. Some deities would think this blasphemous; others might find it humorous. Duration: 10 rounds. Uses: 1 time/day. High Priests.

Mass Charm: This functions as a Charm Person spell but will influence multiple creatures with a total of up to 30 levels or hit dice. Saving throws are made at a -2 penalty. Range: 120'. Magic-Users. Level: 8.

Mass/Enhanced Sleep: This spell will put to sleep all targets within a 100' x 100' area of effect (saving throw allowed for creatures with 5 or more hit dice). It may be cast through a Crystal Ball but only if “triggered” by a previously specified object or situation—when the party enters a field of poppies, when a toy clock (given to the child by a mysterious old woman) is wound, etc. Those affected will sleep for twelve hours, and even the most aggressive attempts will not awaken them. Range: 240'. Witches.





Mass Hypnosis: This works like a more powerful version of the Magic-User spell Suggestion. Up to 8 creatures may be affected, or the user may target only 1 creature, imposing a -4 penalty on its saving throw. Range: 30'. Uses: 3 times/day. High Priests.

Mass Invisibility: The effect of this spell is equivalent to Invisibility, but it may be cast simultaneously on a large number of creatures equivalent in mass to 300 men, 30 Giants or 6 Dragons. Range: 240'. Magic-Users. Level: 7.

Massmorph: Up to 100 man-sized creatures may be disguised as a grove of trees. Mere contact will not dispel this multi-sensory illusion. Range: 240'. Magic-Users. Level: 5.

Maze: This spell will confine the target in an extra-dimensional maze for a number of rounds. The duration will be determined by the target's intelligence (or wisdom if the target is a player-character). Range: 60'. Magic-Users. Level: 8.

<u>Intelligence</u>	<u>Duration</u>
0-2 (animal)	6-24 rounds
3-5	4-16 rounds
6-11	2-8 rounds
12-18	1-4 rounds

Melt Metal: All metal within 120', including any held or worn by the user, will rapidly heat and melt (magic items are entitled to a saving throw). Those wearing metal armor will take five dice of damage. Uses: 3 times/day. High Priests.

Meteor Swarm: The caster may simultaneously throw 4 standard Fire Balls, each inflicting 8-48 hits, or 8 standard Fire Balls, each inflicting 4-24 hits, in any assortment or pattern within the range of the spell. The bursts may overlap but will not "stack" in terms of damage. Range: 240'. Magic-Users. Level: 9.

Mind Blank: This spell may be cast on any person or group of persons in a 20' diameter circle, including of course the caster. It will completely block Clairaudience, Clairvoyance, ESP, Commune, Contact Higher Plane and the operation of Crystal Balls for 1 full day. Magic-Users. Level: 8.

Mind Leech: For each round that Mind Leech is in force, every creature, foe and friend, within 120' of the subject will be drained of 5 hit points. These are transferred to the user where they will remain for 24 hours—though he will "top out" at 100. The user must stand still and concentrate, doing nothing else, for the duration. Meanwhile, subject creatures may attempt to leave the area of effect. Duration: 10 rounds or until the user's concentration is broken. Uses: 1 time/day. High Priests.

Mirror Image: This spell will create 1-4 images that will look, move and act in a manner identical with the caster. Any attempted melee attack or successful missile attack against an image will dispel that image. Duration: 10 rounds. Magic-Users. Level: 2.

Misdetection: This spell, often cast discreetly, will cause any Detect Magic or Detect Evil spell to give a false result. Duration: 6 turns. Range: 30'. Witches.

Monster Summoning I: The caster summons one or more monsters to faithfully serve him—attacking his enemies or performing some other task. Randomly determine the type, using a twelve-sided die. 1-3 will appear. The monster or monsters take 1-3 rounds to arrive and will stay for 15 rounds. Magic-Users. Level: 1.

Bandit	Giant Dragonflies	Rat Swarm
Pirates	Goblin	Snakes
Giant Centipedes	Green Slime	Viper
Butterfly Rabble	Kobolds	Spiders

Monster Summoning II: Same as Monster Summoning I except that 1-3 of the following types will appear. Magic-Users. Level: 2.

Giant Ants	Nomads	Skeletons
Fire Beetles	Orcs	Soldiers
Brawlers	Stirges	Large Spider
Bat Cloud	Praecantors	Yellow Mold

Monster Summoning III: Same as Monster Summoning II except that 1-3 of the following types will appear. Magic-Users. Level: 3.

Berserkers	Giant Flies	Half-Elves
Brigands	Giant Locusts	Hobgoblins
Ruffians	Gelatinous Cube	Shriekers
Filchers	Giant Lizards	Troglodytes



Monster Summoning IV: Same as Monster Summoning III except that 1-2 of the following types will appear. Magic-Users. Level: 4.

Huge Bats	Fingerers	Huge Spiders
Bugbears	Ghouls	Giant Toads
Cave Creeper	Gnoses	Troglodytes
Demonurgists	Lizard Men	Zombies

Monster Summoning V: Same as Monster Summoning IV except that 1-2 of the following types will appear. Magic-Users. Level: 5.

Giant Beetles	Giant Hogs	Giant Snakes
Black Knights	Giant Hornets	Giant Spiders
Black Magicians	Minotaurs	Giant Weasels
Harpies	Ochre Jelly	Wights

Monster Summoning VI: Same as Monster Summoning V except that 1 of the following types will appear. Magic-Users. Level: 6.

Villain	Ogre	Giant Scorpion
Phansigar	Owl Bear	Shadow
Gargoyle	Phase Spider	Giant Tick
Lycanthrope	Rust Monster	Wraith

Monster Summoning VII: Same as Monster Summoning VI except that 1 of the following types will appear. Magic-Users. Level: 7.

Cockatrice	Mummy	Giant Slug
Druid, 7th Level	Ogre Magus	Spectre
Necromant	False Gnome	Troll
Manticore	Salamander	Wyvern

Monster Summoning VIII: Same as Monster Summoning VII except that 1 of the following types will appear. Magic-Users. Level: 8.

Basilisk	Evil Lord, 11th Level	Purple Worm
Chimera	Giant	Solian
Dragon	Gorgon	Titan
Evil H.P., 12th Level	Phaetonian	Vampire

Monster Summoning IX: Same as Monster Summoning VIII except that one or more of the following types will appear. Multiples will equal the maximum Number Encountered. Magic-Users. Level: 9.

Assassin, 14th Level	Hell Hounds	Shambling Mound
Black Pudding	F-B Hydra of 10 Heads	Shift Panther Pack
Ghost	Lich, 20th Level	Tentacle Men
Iron Golem	Medusae	Witch, 17th Level

Move Earth: By use of this spell, hills, ridges or other similar items of terrain may be moved at a rate of 60' per turn. This spell will take 1 turn to go into effect. Duration: 6 turns. Range: 240'. Magic-Users. Level: 6.

Neutralize Poison: This spell serves as an antidote to any kind of poison. However, it will not revive a character that has already been killed by poison. Magic-Users. Level: 4.

Non-Detection: The caster prevents all detection spells, as well as ESP, Crystal Balls, etc. from working on or against him. Duration: 6 turns. Magic-Users. Level: 3.

Ocular Globe: This spell creates an invisible "eye", linked so as to function as an eye of the caster, which he can direct at will. It may travel up to 240' away from the caster at a movement rate of 12. It may go under doors, through large keyholes, etc. but cannot penetrate solid material. Duration: 10 rounds. Magic-Users. Level: 4.

Paralyzation: The caster may attempt to paralyze a creature or creatures having hit dice of up to double that of the caster (saving throw allowed). The condition will be permanent unless or until the caster decides to lift it. Range: 180'. Magic-Users. Level: 3.

Part Water: This spell will part water up to 300' in depth. Duration: 12 turns. Range: 120'. Magic-Users. Level: 6.

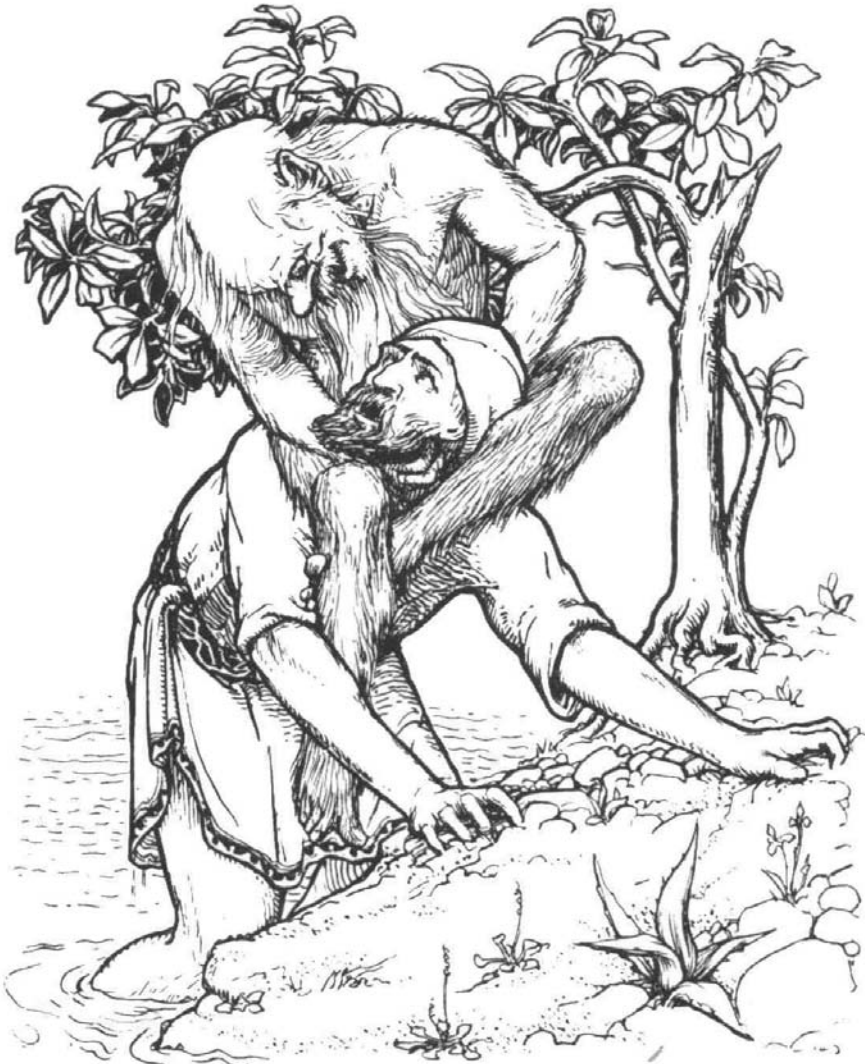
Pass Plant: By means of this spell the caster may travel up to a distance of 1500 feet via a chain of trees. The trees must be at least the girth of the caster and must all be of the same species. Movement will be virtually instantaneous. Magic-Users. Level: 4.

Pass-Wall: This spell opens up a man-sized hole or tunnel through up to 10' of solid rock, wood or other otherwise impassable material. Duration: 18 turns. Range: 30'. Magic-Users. Level: 5.

Permanent Spell: This spell makes certain other spells cast in an area, or on an object or non-hostile person, permanent. Only one spell may be made permanent in a space or on an object, and up to two spells may be made permanent on a person. For example, a treasure chest could be made subject to permanent Invisibility, while the caster might choose to endow himself with the permanent ability to Fly and the permanent ability to Detect Evil. Combat spells cannot be made permanent in this way (though the effects of many of them can). Other examples of spells that can be made permanent in an area include: Fear, Magic Mouth, Prismatic Wall, Wall of Fire, Wall of Ice and Web. Other examples of spells that can be made permanent on a person include: Detect Invisibility, Detect Magic, Haste, Levitate, Protection from Evil, 10' Radius, Protection from Normal Missiles, Read Magic, Water Breathing, etc. The Permanent Spell may be cast but twice per year. Its effects may be dispelled in any particular case by one or more Magic-Users of combined levels totaling at least twice those of the original caster. Magic-Users. Level: 8.

Phantasmal Forces: The caster may create the visual illusion (it will only be visual) of virtually anything he can imagine in a two-dimensional space with an area of up to 40' x 30'. The illusion may be maintained indefinitely by concentration but will vanish if touched. Range: 240'. Magic-Users. Level: 3.

Phantasmal Killer: This spell causes an imaginary horrible creature—the worst thing the target can imagine—to “attack” the target. It will be invulnerable to the target’s attacks, itself attacks as a 4 hit die monster and will kill the target on any successful “hit.” If the target rolls equal to or less than his intelligence score (or, for player-characters, his wisdom score) on three dice, then he has correctly identified the creature as imaginary, and it will break off the attack. The target score is modified by +5 if the target is familiar with the spell, +1 if he is a Magic-User, -1 if he is not expecting an attack and -3 if surprised. The catch on this powerful spell is that if the target successfully disbelieves, the phantom will be turned on the caster. Duration: 10 rounds or until the caster is incapacitated. Range: 60'. Magic-Users. Level: 4.



Phantom Stalker: This spell summons a Phantom Stalker. See Supplement 2: Book of Fiends [or the final page of this PDF] for characteristics and effects. Magic-Users. Level: 5.

Phase Door: This spell creates an invisible door or tunnel, usable only by the caster, through up to 10' of solid material. It lasts until it is used seven times. One or more Magic-Users of combined levels totaling at least twice those of the caster may dispel it. Range: 10'. Magic-Users. Level: 7.



Phase Ray: Successful use of this power will render the cycles of the minute spinning particles within the atoms of the target to be out of phase, seemingly causing the target to vanish out of existence. Any inanimate object or living creature with a mass of up to 500 lbs. may be targeted. It/he/she is entitled to a saving throw—the number or above for success is equal to the user's wisdom score (if the target is inanimate), or half the user's wisdom score (if the target is living). Magic items are entitled to an additional saving throw. The process may be reversed at any time by a subsequent use of the ray. However, depending on the circumstances and the time elapsed, etc., there is no guarantee that the objects or entities affected will return intact or in the same form. Range: 240'. Uses: 6 times/day. High Priests.

Pit Trap: This spell, cast through a Crystal Ball, will cause a series of covered and disguised pits to secretly appear 60' to 120' in front of the party. 3-18 pits may be created at a rate of no more than one per round and only when the party is within the specified range. The pits will be 8' wide and 10' deep. 1 in 6 of them will contain spikes, and 1 in 6 of the pits with spikes will contain poison spikes. (The referee may also choose to use a more detailed table for determining the properties of pits.) The pit traps are non-permanent—each of them vanishing within an hour. Duration: 3 hours. Witches.

Planar Travel: This power allows the user and up to five others to open a passage into another plane of existence—ethereal, astral, etc.—and travel therein. Astral travel will allow the subjects to emerge back into the material plane at a point up to 1200 miles away from where they started. Duration: 12 hours or one journey. Uses: 1 time/day. High Priests.

Plant Door: This spell allows the caster and any other allied Magic-User nearby to effortlessly pass through the densest brush or forest, including the solid trunks of trees. The caster may choose to remain inside any tree that will accommodate his girth in order to hide or perform undetected observation. Duration: 12 turns. Magic-Users. Level: 3.

Poison Touch: Use of this power slays the target outright with no saving throw. In a combat situation a successful “to hit” roll is required. Range: touch. Uses: 6 times/day. High Priests.

Polymorph Any Object: This spell allows the caster to transform virtually any creature or object into virtually any other creature or object. The duration will depend on the degree of similarity between the two entities. Thus, it might be anywhere from nearly permanent—an ape into a man—to having a duration of only a few turns—an ape into a pool of water. Unwilling targets are entitled to a saving throw at a -4 penalty. Polymorphed creatures and objects will radiate magic, and the enchantment may always be dispelled. Range: 240'. Magic-Users. Level: 8.

Polymorph Others: This spell will transform a willing or unwilling target into any creature the caster desires (saving throw allowed if unwilling), the effect being permanent unless or until dispelled. A friendly target will not be made more powerful in terms of attack capabilities, though he may lose some or all of them, and will always retain the same number of hit dice. But he will take on other characteristics of the new creature—e.g. armor or lack of it, flying, water breathing, small-size, etc.—not including magical or spell casting abilities. An unfriendly target may find his attack capabilities enhanced, and will always have defensive combat capabilities at least those of his old form, while also retaining his hit dice. Because of this, polymorphing, say, a Goblin into a Red Dragon would not be wise. On the other hand, polymorphing a Hill Giant into a mosquito would render the Hill Giant harmless, but the mosquito would be tough to kill (having 8 hit dice, an armor class of 4 and a base move of 12!). Range: 60'. Magic-Users. Level: 4.

Polymorph Self: The caster may change himself into any creature he desires. He acquires most abilities of the creature, though not those pertaining to magic or combat. Duration: 6 hours. Magic-Users. Level: 4.

Precognition: The user can see 1 round into the future. Among other things, this will allow him to “react” to a hostile action—by attacking, retreating, using the precisely appropriate power, etc.—seconds before it occurs. Uses: Unlimited. High Priests.

Predict Weather: This spell allows prediction of the weather ahead one half-day per level of the caster (95% accuracy). The Magician’s Code prohibits dissemination of this knowledge to anyone outside of close associates. Magic-Users. Level: 1.

Prismatic Spray: The caster causes a multi-colored spray to spring from his hand in the shape of a triangle 70' long and 15' wide at its terminating base. Each creature in the path of the spray will suffer the effects of one of the colors of a Prismatic Wall spell (see below). Roll an eight-sided die, with an 8 indicating the target is struck by two colors. Magic-Users. Level: 7.

Prismatic Wall: This spell creates a 20' diameter shimmering multicolored sphere around the caster. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1-6 turns. The sphere has seven colored "layers" that block various types of attacks and actions. Each layer will be harmful, potentially fatal or impossible for others to touch or pass through, though the caster may enter and exit the sphere at will. In turn, each layer may be negated by a particular spell. Duration: 3 hours. Magic-Users. Level: 9.

<u>Order</u>	<u>Color</u>	<u>To Negate</u>	<u>Property of Color/What it Blocks</u> <u>Effect if Touched/Passed Through</u>
1	Red	<u>Ice Storm</u>	Stops all non-magical missiles 10 hits (no saving throw)
2	Orange	<u>Lightning Bolt</u>	Stops all magical missiles 20 hits (no saving throw)
3	Yellow	<u>Magic Missile</u>	Stops breath weapons 40 hits (no saving throw)
4	Green	<u>Pass-Wall</u>	Prevents Location/Detection Save versus poison or die
5	Blue	<u>Disintegrate</u>	Stops Poisons, gasses and petrification Save versus stone or petrified
6	Indigo	<u>Lightning Bolt</u>	Stops all spells Save versus wands or reduced to ice crystals
7	Violet	<u>Continual Light</u>	Force-field against all living creatures Save versus spells or become insane

Produce Fire: This spell causes a normal fire to suddenly spring up in an area 10' x 10'. All within that area will take one die of damage, and combustible objects will burst into flame. The spell may be used in reverse to immediately extinguish a fire or fires within the same area. Duration: 1 round. Range: 30'. Magic-Users. Level: 3.

Produce Flame: This spell causes a flame or small fire ball to spring from the caster's hand, with a size and illumination equivalent to anywhere from a candle flame to a torch. If she chooses, she may hurl it up to 30' and it will ignite any flammable materials targeted ("to hit" roll required). Duration: 10 rounds. Wizards.

Projected Image: The caster projects an image of himself up to 240' away. All spells will appear to originate from that source. Missiles or spells directed at the image will seem to pass through it or have no effect. Duration: 10 rounds. Magic-Users. Level: 6.

Protection from Evil: This spell prevents attacks on the caster from enchanted, or conjured monsters. As well, it subtracts -1 from the attack rolls of all evil creatures and gives the caster +1 to his saving throws against the same. Duration: 10 rounds. Magic-Users. Level: 1.

Protection from Evil, 10' Radius: This spell gives full protection to those standing within a circle centered on the caster, against attacks from enchanted or conjured monsters. As well, it subtracts -1 from the attack rolls of all evil creatures and gives those protected +1 to their saving throws against the same. Duration: 12 turns. Magic-Users. Level: 4.

Protection from Fire: This spell will insulate a willing subject from the effects of normal heat, normal fires, boiling water, etc. In addition, it gives the beneficiary a +2 on all saving throws against fire effects, and will reduce the damage from a Fire Ball, Flaming Sword, Red Dragon's breath or the like by -1 per die of damage. If the caster places the spell on himself, he may choose to give himself complete protection against all magical fire or a fire attack of any degree of severity, but exposure to such a fire will then negate the spell after one use. Duration: 6 turns. Magic-Users. Level: 2.

Protection from Lightning: This spell will completely protect one person from all electrical strikes or attacks. Duration: 12 turns. Magic-Users. Level: 5.

Protection from Normal Missiles: This spell will completely protect the subject from normal-sized non-magical missiles, such as arrows or bolts. Duration: 6 turns. Range: 30'. Magic-Users. Level: 3.

Psychokinesis: This horrific High Priest power has three possible manifestations that can be used an unlimited number of times:

<u>Sense</u>	<u>Effect</u>
Telepathy:	The subject can read thoughts. Indeed, he cannot block them. This causes many with <u>Psychokinesis</u> to go insane.
Control Person:	The subject may completely control the target as a puppet (initial saving throw allowed). If the controller attempts to cause his victim to act in a manner directly equivalent to suicide, the victim will be entitled to another saving throw—with success breaking the effect.
Pyrokinesis:	The subject causes a spark in the nervous system of the target. This will smolder or burn at increasing intensity, potentially causing the target to eventually combust or explode. A sequentially increasing number of hits—first 1, then 2, then 3, then 4, etc.—are inflicted at the beginning, middle and end of each round. (At the beginning of the first round it's 1, in the middle it's 2, and at the end it's 3. Then at the beginning of the second round it's 4, in the middle it's 5, and at the end it's 6, and so on.) A saving throw is allowed each time, with success negating the damage and temporarily halting the increase (if the target successfully saves against 5 hits in the middle of the second round, hits inflicted at the end of the second round will be 5 not 6). At any point the subject may break off the attack on one target and start in on another with the sequence resetting to 1 hit. While using this power the subject must maintain concentration and thus not invoke any additional powers, but he may move slowly and/or defend himself.

Purify Food and Water: This spell makes spoiled or even poisoned quantities of food or water usable again. These will serve up to a dozen people. Magic-Users. Level: 1.



Pyrotechnics: This spell will produce a small-scale fireworks display from an already existing fire source—a torch, bonfire or the like—or a temporary 20' diameter cloud of smoke from the same. Depending on the context the effect might be delightful, frightening, obscuring, surprising, distracting, etc. but not directly harmful. Range: 240'. Magic-Users. Level: 2.

Quest: This is similar to the 6th level Magic-User spell Geas, except that failure to carry out the service will result in a curse bestowed by the user's god. Uses: 1 time/month. High Priests.

Ray of Enfeeblement: This spell will reduce the strength of the victim, and thus will lower the damage it/he/she inflicts in melee by 25% (saving throw allowed). The spell may be cast multiple times against the same target. Duration: 5 rounds. Range: 30'. Magic-Users. Level: 2.

Read Languages: This spell allows the caster to read an otherwise incomprehensible or indecipherable non-magical language or code. Duration: one or two maps, scrolls or sets of inscriptions, or perhaps 5% of a book. Magic-Users. Level: 1.

Read Magic: This spell allows the caster to initially read and understand the writings in a magic book or scroll. In the case of a book, this will enable him to attempt to know the spells contained therein, or in the case of a scroll, to use the scroll at a later time. Magic-Users. Level: 1.

Reave Spell: The victim, who may be any distance away, is instantly teleported to the caster's lair. For the spell to work, the victim must be holding, wearing or carrying a designated item freely accepted from the caster—a locket, article of clothing, fob, etc. Witches.

Recite!: This spell causes the target to stand still and immediately start reciting poetry, passages from religious texts, scientific or mathematical equations, etc. A special saving throw is allowed to resist the spell—the target must roll his intelligence score or above on a twenty-sided die. Duration: until the caster decides to release her victim or he passes out from exhaustion. Range: 120'. Witches.

Redirect: The user may instantly force the target to redirect any missile attack or spell to a randomly determined ally of the target. Range: 120'. Uses: unlimited. High Priests.

Reflect Magic: While this power is in effect all non-physical magic or mental attacks will be reflected back on the sender (re: “non-physical”. Ray of Enfeeblement, Magic Missiles or an emanation from a Staff of Withering will be reflected back, but a Fire Ball will not be). Duration: 10 rounds. Uses: 1 time/day. High Priests.

Regenerate: The subject may regenerate in the same manner as a Troll (see Vol. 2). High Priests.

Rejuvenation: Witches may stay young by making a pact with an evil god, demon or similar powerful entity. Sometimes the Witch's own soul is bartered (though this sort of bargain may be problematic for both parties). More often, other kinds of payment are arranged, such as requiring a steady supply of misbehaving children, etc. Witches.

Remove Curse: This spell will remove one curse from a creature or object. Chance of success is expressed as a ratio in the same manner as Dispel Magic. Magic-Users. Level: 4.

Remove Fear: This spell will allow another saving throw to remove the effects of a Fear spell or similar, with a bonus on the throw equal to the level of the caster. Range: touch. Magic-Users. Level: 1.

Replication: The High Priest secretly creates one or two replicas of himself, with full powers, hit dice, etc. The “replicas” will be identical to the original, and the resulting duo or trio will have a close telepathic bond—if one is killed, the others, wherever they may be, will be immediately reduced to 1 hit point. Uses: 1 time only. High Priests.

Repulsion: The target must move as fast as possible away from the caster for the duration of the spell. There is no saving throw. Duration: 5 rounds. Range: 120'. Magic-Users. Level: 6.

Resist Cold: This spell will insulate the caster or a willing subject from the effects of normal cold or freezing temperatures. In addition, it gives the user a +2 on all saving throws against cold, and will reduce the damage from all cold-based attacks by -1 per die of damage. Duration: 6 turns. Range: 30'. Magic-Users. Level: 1.

Resist Magic: All magic attacks will be reflected back. Duration: 3 rounds. Witches.

Restoration: Restores one lost life level. It may also function as an improved Heal spell—restoring hit points as well as reknitting organs and minor extremities (fingers, toes, ears, etc.). If used in the latter way, it will come with the concomitant disadvantages (an adversity check and constitution score loss). However it is used, the caster must rest for 2-20 days. Magic-Users. Level: 6.

Reverse Gravity: This spell reverses gravity in a square-sided column with sides 30' x 30' and an infinite depth and height. The duration is 3 seconds—long enough for all items and creatures not attached or holding on, to “fall” up 20' and then fall 20' back down again. Range: 90'. Magic-Users. Level: 7.

Reverse Magic: This rare and very powerful spell, which may be uttered virtually instantaneously even if a spell had not been prepared, sends any hostile spell back to he who cast it (saving throw allowed or not, depending on the spell). Range: may only be employed against spells directed at the caster himself. Magic-Users. Level: 9.

Reverse Time: With the approval of the relevant gods, this rare power will allow a High Priest to reverse time, or at least reverse it for a few days for a small group of characters. It could, for example, place an adventuring party back in a location and time previous to a recent calamitous event. Time may only be reversed in a small “bubble” encompassing the adventuring party and perhaps a few of those it interacted with; it will not reverse time for everyone. Consider the case of a party that escapes a deadly dungeon encounter where two of its members were killed. Later it discovers that its home city has fallen to an invading army. Reverse Time may be used to rewind the clock to a time before the death of the two characters, but it will not stop the fall of the city. Indeed, in the new time stream the fall may have already happened—it is only their deadly encounter that will have been shifted a bit in the overall time sequence. A High Priest using this power may reverse time 1 day + 4 days for every level of the High Priest above 7th. However, the High Priest must rest for that number of days afterwards. This power will not be used lightly, and substantial recompense will almost always be required. Any party member “brought back to life” in this manner will permanently lose 0-3 points (one die minus 3 pips) of constitution. High Priests.

Rope Trick: This odd but useful spell begins by enabling the caster to toss a length of magical rope 6' to 24' in the air where it will hang taught from an invisible point in space. The caster and up to three companions may then climb the rope and retreat into an extra-dimensional space where they may safely hide for up to 6 turns. The rope will remain in physical space unless or until it is tampered with or removed, etc. Characters emerging from hiding without the rope will of course fall the appropriate distance. Magic-Users. Level: 3.

Seek: This functions as an enhanced Locate Object spell with a potentially unlimited range. A Crystal Ball must be employed. Witches.

Send Dreams: The caster may send the target any dreams she chooses. Range: unlimited if the target possesses an item given to him by the caster—30-60 miles otherwise. Witches.

Shape Change: The caster may polymorph himself into any mortal creature or even inanimate object, and may make multiple such transformations over the period of the spell. For example, a Magic-User may transform himself into a boulder or a tree to hide from pursuing soldiers. He may then turn into a Red Dragon to chase them down from behind, or, less spectacularly, become a wasp to bite the captain's horse and send the rider flying into a ditch. The caster will acquire all the

characteristics and abilities of each creature or the properties of each object, with these exceptions: No extraordinary objects or weapons may be acquired—the Magic-User may transform himself into a Green Martian wielding a lance, but not a Green Martian wielding a radium rifle. While each creature will have most of the extraordinary abilities of its type—breath weapons, resistance to spells, etc.—it will not have any abilities based on intelligence—i.e. spell casting ability—nor may the caster cast spells while transformed or, indeed, at any time within the duration of the Shape Change spell. Finally, each new creature or object—from mouse to whale—will have the original hit points of the caster. Duration: up to 3 hours. Magic-Users. Level: 9.

Shield: This spell will form a magical barrier around the caster equivalent to armor class 2 vs. missile attacks and armor class 4 vs. melee attacks. Duration: 3 turns. Magic-Users. Level: 1.

Shrink: This spell shrinks the target to six inches in height (saving throw allowed at a penalty of -2). Shrink may be used multiple times per day. Duration: 24 hours. Range: 120'. Witches.

Silence, 15' Radius: This spell may be cast on a stationary point or object, or on the caster and his party to move with them. It will completely suppress all sounds, including the spoken words required to cast spells. The caster may cancel the spell at any time. Duration: 10 rounds. Range: 180'. Magic-Users. Level: 2.

Simulacrum: Using this spell, a Wizard may, over the course of a year, carefully fashion a duplicate of anyone he desires. The process begins by forming a body out of pure snow, and then gradually adding elements, finally bringing the creature to life with an Animate Dead spell. During this process, the caster must have access to a protected workspace, and will not be able to leave for any lengthy period of time. The resulting creature will have only 30% to 60% of the knowledge, abilities and powers of the original, and if it tries to pass, will eventually and inevitably be discovered by friends, family, close associates, etc. In addition, a Detect Magic spell will potentially reveal the ruse. If, however, the original is killed, the Simulacrum will slowly gain more of his characteristics at a rate of 1% a week up to a maximum of 90%. Whatever happens, the creature will always obey the one who created him. Evil Magic-Users. Level: 7.

Simulate Appearance: Similar to the Witch spell Change Self, but it may also be used on any allied creature, and it will only last for 20 rounds. Uses: 1 time/day. High Priests.

Skeleton: When this power is invoked, the user's bones will expand, glow and grotesquely show through his flesh. This transformation will provide him with armor coverage equivalent to magic Plate Armor +10, and all saving throws against hostile attacks will be made at +5. Duration: 10 rounds. Uses: 3 times/day. High Priests.

Sleep: This spell will put to sleep all of the following within a 10' x 10' area of effect (no saving throw): 2-16 creatures of up to 1+1 hit dice, 2-12 creatures of up to 2+1 hit dice, 1-6 creatures of up to 3+1 hit dice and/or 1 creature of up to 4+1 hit dice. Range: 240'. Magic-Users. Level: 1.

Slow Missiles: As Protection from Normal Missiles, but the spell will also apply to Magic Missiles or similar. All missiles will slow to a near stop and harmlessly bounce off. Duration: 6 turns. Witches.

Slow Spell: This spell will slow up to 24 creatures in a 60' x 120' rectangle such that they will move at only half their usual rate (saving throw allowed) and attack/defend at a -2 penalty. Duration: 10 rounds. Range: 240'. Magic-Users. Level: 3.

Snake Charm: The caster may hypnotically calm a number of snakes—normal or giant—with maximum collective hit dice equaling the level of the caster. For purposes of the spell, each snake with less than one hit die counts as having one hit die. Duration: 10 rounds if the snakes were attacking, 3 turns, otherwise. Range: 60'. Magic-Users. Level: 1.

Solidify Air: Over the course of 5 rounds, an area of empty air measuring up to 30' x 30' x 30' will gradually transform itself into solid rock. Creatures traveling through or caught in the area will move at $\frac{1}{2}$ speed during the first round, $\frac{1}{4}$ speed during the second round and will be stuck thereafter. Stuck creatures will soon find themselves entombed, though they will still be able to breathe through the slightly porous rock. Range: 60'. Witches.



Sonic Attack: Use of this power inflicts two dice of damage (save for half-damage) against all creatures within a radius of 1000'. In addition, it will act as a Confusion spell for animals in the area. Uses: 1 time/day. High Priests.

Speak with Animals: This spell allows conversation between the caster and one form of animal. The animal or animals will never attack the caster, and a positive reaction may mean that it or they may perform services for him. Duration: 10 rounds. Range: 30'. Magic-Users. Level: 1.

Speak with Birds: Similar to Speak with Animals. The spell may be used an unlimited number of times per day. Witches.

Speak with Dead: The caster may communicate with a dead person or creature, provided there is a body (or at least a skeleton) available. The spell generally only works on beings that have been dead 1-4 days, though an Archimagus or Wizard may communicate with those dead for 1-4 months. Up to three questions may be asked, and the responses will most likely be in riddles. Note that only evil or neutral beings may be conversed with. Good beings will have already passed on to another place where they will no doubt have better things to do than banter with inquisitive Magic-Users. Magic-Users. Level: 3.

Speak with Monsters: This spell will allow the caster to converse with any monster. Whether or not the monster will actually be interested in communicating is up to the monster. Duration: 10 rounds. Range: proximity. Magic-Users. Level: 6.

Speak with Plants: This spell allows the caster to converse with grasses, flowers, trees, etc., as well as enabling him to issue easily performed commands to them—inviting them to part in order to allow passage, etc. Duration: 10 rounds. Range: 30'. Magic-Users. Level: 4.

Spectral Hound: This spell summons a Spectral Hound to track opponents. See Supplement 2: Book of Fiends [or the final page of this PDF]. Magic-Users. Level: 4.

Spell of Return: This spell instantly teleports a hostile adventuring party back to its home base. One saving throw is allowed for the group, using the most advantageous (for the group) target number. Range: 60'. Witches.

Spoil Food & Water: The reverse of Purify Food & Water. The evil effect will only be noticed after the Witch has left the scene. Witches.

Stone to Flesh: This spell will free those who have been turned to stone. Evil Magic-Users may also have access to a Flesh to Stone spell (saving throw allowed). Range: 120'. Magic-Users. Level: 6.

Strength: This spell will increase the strength of a willing target by from 2-8 points if he is a Fighting-Man and from 1-4 points if he is a Thief. Magic-Users will obtain no benefit. For each additional 2 points increased over a score of 18, an additional +1 bonus (cumulative with that already granted at 18) will be added to melee damage rolls. After use, the recipient must sleep for a full day. Duration: 8 hours. Magic-Users. Level: 2.

Stun Ray: This spell will stun a target of up to 30 hit points for 2-8 days, and a target of 31-60 hit points for 1-4 days (no saving throw in either case). Range: 120'. Magic-Users. Level: 8.

Suffocation Field: This horrible power will completely drain all hit points save 1 from every creature, foe and friend, within a radius of 60'. There is no saving throw. Uses: 1 time/day. High Priests.

Suggestion: By use of this spell, a hypnotic suggestion is imparted to the target (saving throw allowed) that may be carried out at any point within a week's time according to the instructions of the caster. This may very well end up having a harmful effect, but the Suggestion itself may not be obviously or directly harmful. Range: 30'. Magic-Users. Level: 3.

Summon Shadows: This spell may summon 1 Shadow for every level above 5th that the caster has attained. Duration: 10 rounds. Magic-Users. Level: 5.

Surrender or Die! This spell will impose a penalty of -1 on the morale and attack rolls of all hostile creatures within an area 50' x 50'. Duration: 10 rounds. Range: 60'. Magic-Users. Level: 2.

Symbol: The caster may inscribe a rune on an object or surface. Those of opposite alignment or of hostile intent who read, touch or pass over or by it will be affected, with no saving throw. A symbol may be negated by a Magic-User at least one level higher than the caster. Magic-Users. Level: 8.

Possible runes include:

Death:	60 hit points worth of creatures will be affected.
Fear:	All will flee for 5 rounds with a 50% chance they will drop any items carried.
Discord:	All will fall to bickering and arguing.
Insanity:	80 hit points worth of creatures will be affected permanently, until or unless <u>Remove Curse</u> is cast.
Sleep:	As the 1st level Magic-User spell, but will affect double the number of creatures up to a maximum of 8+1 hit dice.
Stun:	100 hit points worth of creatures will be affected. Those with up to 25 hit points will be stunned for 2-12 rounds. Those with 26-50 hit points will be stunned for 1-6 rounds. Those with 51+ hit points will be unaffected.

Telekinesis: This spell allows the caster to move objects or creatures merely by exercising his will. The weight of the objects moved may be as much as 20 lbs. per level of the caster. A creature is entitled to a saving throw. Duration: 10 rounds. Range: 120'. Magic-Users. Level: 5.

Teleport: This spell instantly transports the caster to any location desired, even, say, somewhere thousands of miles away, as long as the destination features some kind of solid surface to greet his arrival. However, use of the spell can be extremely risky, due to the dangers generated by possibly arriving off target. Magic-Users. Level: 5.

Chance of Teleporting

<u>Destination Area Is</u>	<u>Low</u>	<u>Random</u>	<u>On Target</u>	<u>Similar</u>	<u>High</u>
Very Familiar	—	01	02-98	99	00
Studied Carefully	01	02-03	04-96	97-98	99-00
Seen Casually	01-02	03-06	07-92	93-96	97-00
Viewed Once	01-04	05-12	13-80	81-92	93-00
Never Seen	01-08	09-24	25-69	70-84	85-00

Low: The caster finds himself entombed within a solid, thus causing instant death.

Random: The caster appears safely at a location up to 10% of the total distance traveled away from the desired location. (If the caster were attempting to teleport to a location 1000 miles away, he would instead arrive at a random spot 1-100 miles away from the desired location.)

On Target: The caster arrives safely at his destination.

Similar: The caster arrives safely at some similar location. This may or may not be at a distance—perhaps even a great distance—from the desired location.

High: The caster appears 10-100 feet in the air above the desired location.

Time Stop: This spell freezes time in a 30' diameter sphere (or what will often appear to be a half-sphere) around the caster. Inside the sphere the caster may move and perform any other actions, but all others will be frozen and unaware. For those outside the affected area, the air will simply seem to shimmer for a moment, though creatures and objects inside the sphere may then suddenly have appeared to move, vanish, etc. based on the activities of the caster. Duration: 1-6 rounds (the caster shouldn't know how long the spell will last), or until the caster leaves the sphere. Magic-Users. Level: 9.

Time Travel: This spell will enable the caster and up to five others to journey through time into the past or future. Armor, weapons and all other items must be left behind, but time-travellers will retain any memorized spells. There is a significant risk that the caster and his party may not arrive at the precise time targeted. There is even a chance that those attempting to journey into the past may instead arrive in the future or vice versa. And the location arrived at also has a chance of being "off" in the same manner as an errant Teleport spell. In any such case, the travellers will not know for sure where or when they are, beyond educated guesses based on what they observe. The duration of their journey will also be variable and not under direct control, and at the end of the allotted period (determined secretly by the referee) the travellers will be instantly called back to the present. Note that in using this spell, events in the past CANNOT be changed, and thus attempts to do so may end badly for all concerned. (It's also possible that people in the present may not have an accurate understanding of what actually happened in the historical past—an apparent "change" might not actually be one.) This will also potentially affect how likely it is that the party will accurately reach their desired target. For example, if an attempt is made to go 1 day back in time—when the characters were sitting alone in the same room—it is virtually certain that they will arrive at a different point in time and/or space (since history indicates that no time-travellers suddenly popped into that room 1 day ago). In this sort of a situation, the referee may reroll until he obtains a satisfactory result. Magic-Users. Level: 9.

Chance of arriving at Random or Similar location (see Teleport): 10%

Chance of travelling in the opposite time direction: 20%.

Time arrived at is: die 1-3 = precisely accurate, die 4 = off by 1-20 hours, die 5 = off by 1-20 days, die 6 = off by 1-20 years, die 7 = is 1% to 100% of target, die 8 = is 10% to %1000 of target, die 9 = change target to 1-100 years and roll again, die 10 = change target to 10,000-1,000,000 years and roll again.

Duration: die 1 = 1-100 rounds, die 2 = 1-100 turns, die 3-8 = 1-100 hours, die 9 = 1-100 days, die 10 = 1-100 weeks. If a 90-00 result is obtained on any duration rolls, roll again and multiply the result by 10.



Transmute Metal to Wood: This spell will permanently transform one metal object or a quantity of metal into wood. The mass of the object or quantity may equal up to 1 unit of encumbrance (●) per level of the caster. Magic items will not be affected. Range: 60'. Magic-Users. Level: 6.

Transmute Rock to Mud: This spell will affect a volume of up to 100,000 cubic feet of rock—a cube 50' on a side, a 100' x 100' square with a height of 10', etc.—transforming it into mud. It may be negated if an identical spell is immediately cast (the rock will be instantly restored to its formal shape and integrity). The water comprising the mud will naturally evaporate or drain in 3-18 days, though the resulting volume of dirt will hardly be identical to the originally existing mountain face, stone plateau, castle wall, etc. Those suddenly caught in the gook—of normal human weight or higher and that have no extraordinary means of escape via levitation flight, teleportation or similar—will have a chance of drowning according to the following table:

<u>Encumbrance/Armor</u>	<u>Chance of Drowning</u>	<u>Must Remove Armor?</u>
Super-Heavy	90%	Yes
Heavy or Plate	50%	Yes
Medium or Mail	30%	Yes
Light	05%	
Unencumbered	Nil	

Those not drowned will still have their movement rate slowed by 90%. Range: 120'. Magic-Users. Level: 5.

Transport via Plants: The caster may enter a tree (of at least the caster's girth) and teleport himself to the inside of a tree of the same species at any location or distance specified. If there is no such living tree within a mile of the desired arrival point, the spell will fail in a manner equivalent to a Low, Random, Similar or High result of a Teleport spell. Before and/or after he teleports he may remain hidden inside the tree and observe everything around him for up to 24 hours. Magic-Users. Level: 6.

True Sight: This spell enables the caster to see invisible creatures, recognize illusions, know the original form of disguised, changed or polymorphed creatures, see into the astral or ethereal planes, etc. It will also reveal the alignment, level, class and general intentions of any human or demi-human. Duration: 15 rounds. Range: variable. Magic-Users. Level: 6.

Turn Sticks to Snakes: By means of this spell the caster may turn up to 2-16 sticks into normal-sized Snakes (see Vol. 2) with a 50% chance for each one that it will be poisonous. Duration: 20 rounds. Range: 120'. Magic-Users. Level: 4.

Turn Wood: This spell creates a wall of force 120' wide that will move outward at 40' per round. All loose wooden objects will be blown or pushed back, and all fixed wooden objects of 3" or less thickness will be splintered. Duration: 6 turns. Magic-Users. Level: 6.

Twinling: See Supplement 2: Book of Fiends [or the final page of this PDF]. Magic-Users. Level: 6.

Vanish/Appear: The caster may instantaneously travel through space to any location previously visited. One use of the spell entitles the caster to a "round-trip". All departures and arrivals will be accompanied by smoke and fire. Witches.

Vapor: This spell creates a volume of mist centered on the caster. The volume will be equal to a cube with each side measuring 10' x the caster's level. Duration: 3 turns. Magic-Users. Level: 1.

Ventriloquism: The caster may "throw" his voice such as to make it issue from an animal, statue, around a corner, etc. If centered on a creature or object, those paying close attention may notice that the "mouth" is not moving. Duration: 5 rounds. Range: 60'. Magic-Users. Level: 1.

Volcanic Event: Tremors will damage 10% of all buildings. Scalding steam will emerge from suddenly created vents (1 in 20 will perish) and molten rocks will fall from the sky (1 in 20 will perish). Uses: 1 time/day. High Priests.

Wall of Fire: This spell creates a wall of fire 90' long x 20' high x 10' thick (a "circular" version will have a diameter of 30'). The wall will be effectively opaque, and creatures of fewer than 4 hit dice will refuse to pass through it. More powerful creatures that attempt to penetrate the wall will take one die of damage (two dice if they are Undead). The spell lasts for as long as the caster concentrates on it. Range: 60'. Magic-Users. Level: 4.

Wall of Ice: As Wall of Fire, but the barrier will be made of solid ice. Creatures with four or more hit dice may attempt to break through it but will take one die of damage (two dice if they are fire-using monsters). Range: 120'. Magic-Users. Level: 4.

Wall of Iron: This spell creates an iron wall, three inches thick, with a maximum surface area of 500 square feet. The wall may hang in the air or even enclose a sphere around the caster (12' diameter, holds breathable air for one person for 2-12 turns). Duration: 12 turns. Range: 60'. Magic-Users. Level: 5.

Wall of Stone: This spell creates a 1000 square foot stretch of vertical wall, two feet thick. It must be grounded on a surface but will last until destroyed or dispelled. Range: 60'. Magic-Users. Level: 5.

Wall of Thorns: This spell creates a hedge wall, 90' x 10' x 10', containing unnaturally sharp thorns. Any human or demi-human foolish enough to try to climb or break through the wall via natural means will suffer one die of damage per round (save for half-damage). If they choose to persist in their attempt, they will break through in a number of rounds equal to 20 minus the higher of their strength or dexterity scores. Larger creatures or monsters may fair slightly better. Duration: 12 turns. Range: 120'. Witches.

Warp Wood: This spell will permanently warp a handle or shaft up to 2' long per level of the caster (saving throw allowed for magic weapons or objects). Warp Wood may also be used on, say, a shield, a wooden door, or the planks on a boat or ship. Range: 60'. Magic-Users. Level: 1.

Water Breathing: This spell allows the chosen recipient to breathe normally underwater. Duration: 6 hours. Range: 30'. Magic-Users. Level: 3.

Weather Manipulation: As the Magic-User spell, Control Weather. Uses: 1 time/day. High Priests.

Web: This spell produces great sticky webs sufficient to cover an area 10' x 10' x 20'. The strands are quite strong, requiring a determined creature a number of rounds equal to 22 minus his strength score to break through. The webs will last for 8 hours under normal conditions but are of course flammable. Range: 30'. Magic-Users. Level: 2.

White Puff Ball Spell: 30 smoke clouds, 60' in diameter, will float to the ground in a line or arrangement determined by the caster. They will then start to spread outward in a straight line (the initial direction again determined by the caster) at a movement rate of 15. Any living creature coming into contact with a cloud will cause it to detonate, killing all within 100'. Note that any Magic-User including the caster may attempt to subsequently change the direction or speed of a particular cloud in a manner similar to control of a Sphere of Annihilation (see Vol. 3). The movement of the clouds may also be subject to strong wind conditions. Duration: 10 rounds. Magic-Users. Level: 9.

Wind Walk: This power allows the user and, if desired, one companion to stride rapidly through the wind and clouds at a movement rate of 48. Duration: 1 day maximum. Uses: 1 time/day. High Priests.

Witch's Charm: As Charm Person, but it may be used on any creature, the target will be -2 on its saving throw and the effect will be permanent unless dispelled. Also, the target must look the caster in the eyes. Range: 30'. Witches.

Witch's Cure: This spell has an effect as potentially powerful as that of Full Restoration. However, the Witch will demand some sort of payment in return, perhaps asking the subject to perform a task or satisfy a condition that could well seem innocuous. By ancient law, breaking the bargain will impose doom on the recipient's home village or family. Witches.

Word of Power: This will affect all creatures within a 30' radius. Those of under 5th level will be killed. Those of 5th-8th levels will be stunned for 2-20 rounds, and those of 9th-12th levels will be deafened for 1-6 rounds. There is no saving throw. Uses: 1 time/day. High Priests.

Word of Recall: This will instantly remove the utterer to the safety of a previously visited and designated place (perhaps hundreds or even thousands of miles away). Only one such location may be chosen, and preparing it requires a ritual of no less than a day's duration. The location may be changed only if the ritual is again performed at both the old and the new location. Witches.



APPENDIX A: AGE AND AGING



Age Categories for Player-Character and Hireling Races:

<u>Age Category</u>	<u>Humans</u>	<u>Dwarves</u>	<u>Elves</u>	<u>Halfings</u>
Child	0-14	0-24	0-99	0-19
Young Adult	15-19	25-49	100-199	20-29
Mature	20-39	50-149	200-599	30-69
Middle Aged	40-59	150-249	600-899	70-99
Old	60-89	250-349	800-1199	100-149
Venerable	90-120	350-450	1200-1600	150-199

Effects of Age and Aging for Player-Characters and Hirelings:

	<u>ST</u>	<u>INT</u>	<u>WIS</u>	<u>CON</u>	<u>DX</u>	<u>HP</u>	<u>Att.</u>
Child	-1	0	-1	-1	0	100%	0
Young Adult	0	0	-1	+1	0	100%	0
Mature	+1	0	0	+1	0	100%	0
Middle Aged	0	+1	+1	0	0	90%	-1
Old	-2	+1	+2	-1	-2	60%	-4
Venerable	-3	+2	+3	-2	-3	30%	-7

These modifiers are not cumulative, but rather, modify the original or base abilities. The hit point and attack penalties modify whatever totals the player-character may have at the time. Magic-Users are not subject to the hit points or attack penalties.

Starting Age for Player Characters and Hirelings:

Option 1: The player rolls on the table below to obtain the starting age of his or her character.

Option 2: The player chooses the starting age of his or her character.

Option 3: The character's starting age is the same as the player's actual age.

<u>Die</u>	<u>Fighting-Men</u>	<u>Magic-Users</u>	<u>Thieves</u>	<u>Dwarves</u>	<u>Elves</u>	<u>Halflings</u>
1	14	23	14	40	150	30
2	15	24	15	41	151	31
3	15	25	15	42	152	32
4	16	26	16	43	153	33
5	16	27	17	44	154	34
6	16	28	18	45	155	35
7	17	29	19	46	156	36
8	17	30	19	47	157	37
9	17	31	20	48	158	38
10	17	32	20	49	159	39
11	18	33	20	50	160	40
12	18	34	21	51	161	41
13	18	35	21	52	162	42
14	18	36	21	53	163	43
15	19	37	22	54	164	44
16	19	38	22	55	165	45
17	19	39	22	56	166	46
18	20	40	23	57	167	47
19	20	41	23	58	168	48
20	21	42	24	59	169	49



Natural Lifespan for Player-Characters and Hirelings:

When a player-character or hireling attains the age of 61 (or 201, 801 or 101 for Dwarves, Elves or Halflings), the referee should use the table below to determine his natural "death date," keeping the result secret. When he attains that date, through natural or magical means, he will die of natural causes. The only thing that can "cure" someone about to die in this way is a potion of longevity or the like.

Die	<u>Humans</u>	<u>Dwarves</u>	<u>Elves</u>	<u>Halflings</u>
1	61-70	201-300	801-900	101-110
2	61-70	201-300	901-1000	101-110
3	71-80	251-350	1001-1100	111-120
4	71-80	251-350	1101-1200	111-120
5	81-90	251-350	1101-1200	121-130
6	81-90	251-350	1201-1300	121-130
7	81-90	251-350	1201-1300	131-140
8	81-90	251-350	1201-1300	131-140
9	81-90	301-400	1201-1300	141-150
10	91-100	301-400	1201-1300	141-150
11	91-100	301-400	1201-1300	151-160
12	91-100	301-400	1201-1300	151-160
13	91-100	301-400	1201-1300	161-170
14	101-110	301-400	1201-1300	161-170
15	101-110	301-400	1201-1300	171-180
16	101-110	351-450	1201-1300	171-180
17	101-110	351-450	1301-1400	181-190
18	111-120	351-450	1301-1400	181-190
19	111-120	351-450	1401-1500	191-200
20	111-120	351-450	1501-1600	191-200



APPENDIX B: ITEM SAVING THROWS

If a player-character or hireling survives a serious attack or trauma, it is assumed that worn or carried items survive with him. Of course, special circumstances might negate this. However, if he is killed, or a particular item is targeted or subject to special violence or handling—i.e. it is dropped—then a saving throw should be made for the item.

<u>Item</u>	<u>Acid</u>	<u>Blow</u> ¹	<u>Cold</u>	<u>Fall</u> ²	<u>Fire</u> ³	<u>Fouling</u>	<u>Lightning</u>
Bone	11	10	2	6	3	3	8
Book	12	2	3	1	7	10	13
Ceramic	4	12	4	11	2	3	2
Cloth	12	3	1	2	13	18	18
Food	20	4	10	2	15	20	18
Glass	5	15	6	14	4	1	17
Jewelry	13	9	1	4	5	1	16
Leather	10	1	3	0	7	15	10
Metal	7	2	1	2	1	0	11
Scroll	16	6	2	0	18	12	20
Wood	8	3	1	1	5	5	12

1. For a crushing blow, subtract -5 from the die roll to save.
2. This assumes a fall of 5' onto a stone floor. For Bone, Ceramic and Glass, subtract -1 from the die roll to save for each additional 5' of distance.
3. For a Fire Ball, subtract -7 from the die roll to save.

All magic items receive a +1 bonus plus an additional +1 bonus for each +1 of the item—for example, a Sword +2 would save at a +3 bonus. An additional +5 bonus may be added in appropriate circumstances—a Flaming Sword saving against fire, or Magical Armor saving against a blow.

REFEREE NOTES:

APPENDIX C: OPTIONAL EXTRA DAMAGE

Many monsters in SEVEN VOYAGES of ZYLARTHEN inflict hits in combat according to this pattern:

Monster Hit Dice	Damage Dice
Up to 4 + 4	1
5 to 8 + 3	2
9 to 12 + 2	3
13 to 16	4
17+	5

Yet for the most part, men—even high-level types—inflict only one die of damage per round. This may be increased if using the Extra Damage rule, but at a cost of suffering at least a -5 penalty in one's attack roll.

Some may believe that this imbalance skews things too much in the monsters' favor, especially at high levels of play. One way to redress this (if redress is thought necessary) is to use this chart:

Class & Level		Damage Dice
Fighting-Men	1-4	1
Magic-Users	1-8	1
Thieves	1-5	1
Fighting-Men	5-8	2
Magic-Users	9-15	2
Thieves	6-14	2
Fighting-Men	9-15	3
Magic-Users	16+	3
Thieves	15+	3
Fighting-Men	16+	4

Obviously, use of this option imposes a major change in the combat dynamic of the game (though only for mid- to high-level campaigns). And players salivating at the thought of it should be reminded that if this option is used, it also applies to non-player characters. An Evil Lord will be a formidable enemy, indeed!

APPENDIX D: SOURCES

White Puff Ball Spell from “The People of the Black Circle” by Robert E. Howard, in *Weird Tales*, September, October and November, 1934.

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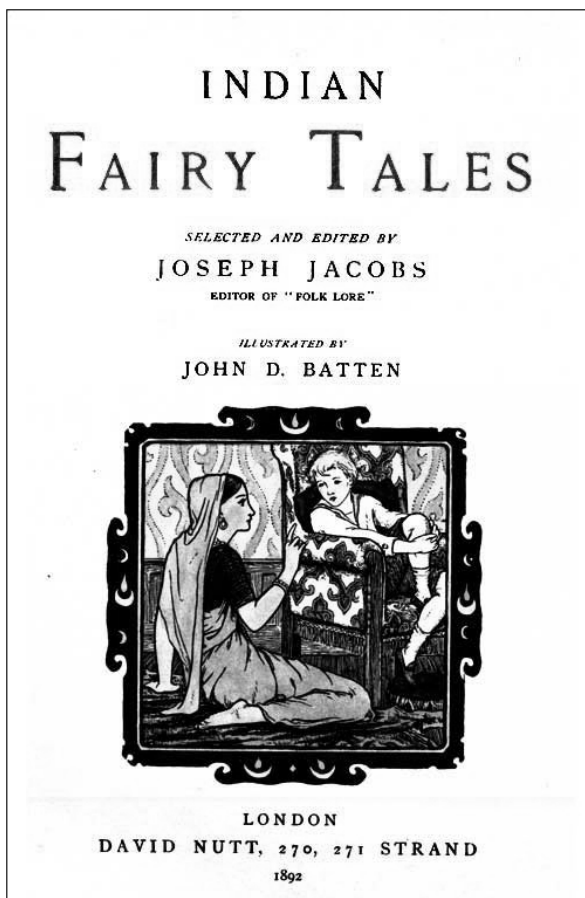
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PLAYER REFERENCE SHEETS

The following contains fifteen pages of somewhat reformatted rules and tables from the first four volumes, as well as four pages of additional material—a "Summary of the 'Pros' and 'Cons' of the Various Classes" and eighteen "Predetermined Starting Equipment" lists. It is designed to be printed out for quick reference by players and if desired, the referee. Print pages 315 to 334 of this PDF document. (Under, "Page Sizing & Handling", click "Booklet".) For binding, use a "long reach" stapler if available.

SEVEN VOYAGES OF ZYLARTHEN

PLAYER
REFERENCE
SHEETS

PUBLISHED BY
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SUMMARY OF THE “PROS” AND “CONS” OF THE VARIOUS CLASSES:

FIGHTING-MEN

Highest hit dice
Most rapid attack progression
May use all weapons
May wear any armor
May form barony at 9th level

No additional abilities
No spells
Limited use of magic items

MAGIC-USERS

May cast spells
May use all scrolls
Widest use of magic items
Greater potential to know extra languages
May manufacture magic items at 9th level

Lowest hit dice
Least rapid attack progression
Weapons: dagger and staff only
May not wear or use any armor

THIEVES

May hide in shadows if unencumbered
Luck: entitled to one reroll per encounter
Open locks: 4 in 6 chance
Enhanced attack bonus for surprise in melee
Extra abilities due to low encumbrance
Has “street knowledge” including “Cant”
May use magical scrolls at 10th level
May carry up to 500 coins “for free”

Moderate hit die progression
Moderate attack progression
May not use the bow or some magic weapons (may use magic swords and magic daggers)
Armor: may wear leather and a helmet and use a buckler only

DWARVES

As Fighting-Men
Improved saving throws
May use Dwarven Hammer (magical)
Defense bonus vs. Ogres, Trolls and Giants
May note new construction, etc.
Enhanced ability to listen at doors
Additional languages

As Fighting-Men
May not progress past 6th level
Decreased chance to open doors

ELVES

As Fighting-Men
As Magic-Users
May always use most advantageous tables
May split-move and fire with bow
May sense secret doors by proximity
Enhanced ability to listen at doors
Additional languages

Slow level progression
May not progress past 4th/8th levels
If operating as a Magic-User, may not wear armor
Decreased chance to open doors

HALFLINGS

As Thieves
Improved saving throws
Deadly accuracy with slings
Enhanced ability to listen at doors
Additional language

As Thieves
May not progress past 4th level
Decreased chance to open doors

CREATING A CHARACTER:

To create a character, one first determines the character's six ability scores—strength, intelligence, wisdom, constitution, dexterity and charisma—by throwing three dice, six times in order. It is preferable to have each player roll his abilities one by one in sight of the other players and the referee. Then one chooses a character class informed by these scores.

Charisma Substitution (Optional): Any player may trade points in strength, constitution or dexterity for points in charisma on a 2:1 basis. This cannot be used to raise the score for charisma above 11.

Strength for Female Characters (Optional): For a female character, throw two dice to determine her strength score (rounding up to 3 if a total of 2 is obtained). Add one point to each of the five other characteristics (rounding down to 18 if a score of 19 is obtained in any of them).

Prime Requisite:

<u>Character Class</u>	<u>Prime Requisite</u>	<u>Secondary Ability</u>	<u>Tertiary Ability</u>
Fighting-Man	Strength	Intelligence	Wisdom
Magic-User	Intelligence	Wisdom	--
Thief	Dexterity	Wisdom	Intelligence

<u>Prime Requisite Score</u>	<u>Experience Point Bonus/Penalty</u>
3-6	-20%
7-8	-10%
9-12	None
13-14	+5%
15-18	+10%

BONUS POINTS ADDED TO PRIME REQUISITE*

		<u>Secondary Ability</u>								
		<u>1-10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
Tertiary Ability	1-10 or none	0	+1	+1	+2	+2	+2	+3	+3	+4
	11	0	+1	+1	+2	+2	+2	+3	+3	+4
	12	+1	+2	+2	+3	+3	+3	+4	+4	+5
	13	+1	+2	+2	+3	+3	+3	+4	+4	+5
	14	+1	+2	+2	+3	+3	+3	+4	+4	+5
	15	+2	+3	+3	+4	+4	+4	+5	+5	+6
	16	+2	+3	+3	+4	+4	+4	+5	+5	+6
	17	+2	+3	+3	+4	+4	+4	+5	+5	+6
	18	+3	+4	+4	+5	+5	+5	+6	+6	+7

*For purposes of gaining experience only

EFFECTS OF ABILITIES:

Strength 18:	+1 on all melee damage
Strength 16 or more:	+1 to open heavy doors
Strength 6 or more:	May attempt feat of strength*
Intelligence 18 or more:	3 extra languages
Intelligence 16-17 or more:	2 extra languages
Intelligence 13-15 or more:	1 extra language
Intelligence 11+ (Magic-Users only):	1-8 (INT – 10) extra languages
Intelligence 6 or less:	Character is illiterate (though not in the language of Magic if the character is a Magic-User or Elf).
Wisdom 14 or more:	+2 to turn the Undead
Wisdom 7 or less:	-2 to turn the Undead
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or more:	Survive adversity 100%**
Constitution 12:	Survive adversity 90%
Constitution 11:	Survive adversity 80%
Constitution 10:	Survive adversity 70%
Constitution 9:	Survive adversity 60%
Constitution 8:	Survive adversity 50%
Constitution 7 or less:	Survive adversity 40%
Constitution 6 or less:	Subtract -1 from each hit die
Dexterity 15 or more:	+1 on initiative
Dexterity 13 or more:	+1 to fire any missile
Dexterity 8 or less:	-1 to fire any missile
Dexterity 6 or less:	-1 on initiative
Charisma Effects:	

Charisma Score	Maximum # Hirelings	Loyalty Base	Reaction Adjustment
3	0	-2	-2
4	0	-2	-1
5-6	1	-1	-1
7-8	1	None	-1
9-12	2	None	None
13-15	2	+1	+1
16-17	3	+2	+1
18	6	+4	+2

SUMMARY OF PLAYER CHARACTER STARTING LANGUAGES:

Fighting-Men

Common

Magic-Users

Common

Magic

Thieves

Common

Thieves' Cant

Dwarves

Common

Dwarvish

Gnomish

Kobold

Goblin

Elves

Common

Elvish

Orcish

Hobgoblin

Bugbear

Magic

Halflings

Common

Halfling

Thieves' Cant

Player characters of above average intelligence may know additional languages.

Roll on

100% Dice

01-35	Common
36-85	Uncommon
86-95	Rare
96-00	Very Rare

COMMON

01-20	Law
21-40	Goblin
41-60	Kobold
61-80	Ogre
81-00	Orcish

UNCOMMON

01-09	Neutrality	65-73	Hobgoblin
10-18	Bugbear	74-79	Lizard Man
19-27	Centaur	80-85	Merman
28-38	Dwarvish	86-88	Stone Giant
39-48	Elvish	89-94	Troll
49-54	Hill Giant	95-97	Wererat
55-64	Halfling	98-00	Werewolf

Extra Languages (Optional): Any character may begin play knowing additional languages (in addition to those granted by his class, race or a high intelligence) by permanently sacrificing 1 hit point per language. Under no circumstances may a character choose a number of languages such that his starting hit points have the chance to go below 1. The player may choose any common or uncommon language (the referee will provide a list), or may have the referee randomly roll for an uncommon, rare or very rare language. This option must be chosen before hit points are determined at first level.

LEVELS AND THE EXPERIENCE POINTS NECESSARY TO ATTAIN THEM

Fighting-Men		Magic-Users		Thieves	
Fighter	0	Famulus	0	Borrower	0
Paviser	2000	Chirosophist	2500	Mouser	1500
Thane	4000	Tregetour	5000	Gilter	3000
Knight	8000	Pellar	10000	Dodger	6000
Guardian	16000	Theurge	20000	Courser	12000
Defender	32000	Thaumaturge	40000	Rescuer	25000
Protector	64000	Talismanist	60000	Targeteer	50000
Vindicator	125000	Solonist	80000	Swordman	100000
Lord*	250000	Mirabilist	100000	Thief	200000
		Magus	200000	Master Thief*	300000
		Archimagus*	300000		

* 100000 per additional level

FURTHER STATISTICS REGARDING CLASSES:

<u>Fighting-Men</u>	<u>Hit Dice</u>	<u>Attack Capability**</u>	<u>Spells & Level</u>					
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Fighter	1 + 1	Man				NIL		
Paviser	2	Man				NIL		
Thane	3	Man				NIL		
Knight	4 + 1	Man + 2				NIL		
Guardian	5	Man + 2				NIL		
Defender	6	Man + 2				NIL		
Protector	7 + 1	Man + 5				NIL		
Vindicator	8 + 2	Man + 5				NIL		
Lord	9 + 3	Man + 5				NIL		
Lord, 10th Level	10 + 1	Man + 7				NIL		
Lord, 11th Level	10 + 3	Man + 7				NIL		
Lord, 12th Level	11 + 1	Man + 7				NIL		
Lord, 13th Level	11 + 3	Man + 9				NIL		
Lord, 14th Level	12 + 1	Man + 9				NIL		
Lord, 15th Level	12 + 3	Man + 9				NIL		
Lord, 16th Level	13 + 1	Man + 12				NIL		

** Bonuses are added to weapon attack rolls. Able-bodied, male non-player characters—hirelings, townsmen, etc.—are treated as 1st level Fighting Men.

<u>Magic-Users</u>	<u>Hit Dice</u>	<u>Attack Capability</u>	<u>Spells & Level</u>					
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Famulus	1	Man	1	—	—	—	—	—
Chirosophist	1 + 1	Man	2	—	—	—	—	—
Tregetour	2	Man	3	1	—	—	—	—
Pellar	2 + 1	Man	4	2	—	—	—	—
Theurge	3	Man	4	2	1	—	—	—
Thaumaturge	3 + 1	Man + 2	4	2	2	—	—	—
Talismanist	4	Man + 2	4	3	2	1	—	—
Solonist	4 + 1	Man + 2	4	3	3	2	—	—
Mirabilist	5	Man + 2	4	3	3	2	1	—
Magus	6 + 1	Man + 2	4	3	3	3	2	—
Archimagus	7	Man + 5	4	4	4	3	3	—
Archimagus, 12th Level	8 + 1	Man + 5	4	4	4	4	4	1
Archimagus, 13th Level	8 + 2	Man + 5	5	5	5	4	4	2
Archimagus, 14th Level	8 + 3	Man + 5	5	5	5	4	4	3
Archimagus, 15th Level	8 + 4	Man + 5	5	5	5	4	4	4
Archimagus, 16th Level	9 + 1	Man + 7	5	5	5	5	5	5

Thieves

Borrower	1	Man (+9)*					NIL
Mouser	2	Man (+9)					NIL
Gilter	3	Man (+9)					NIL
Dodger	4	Man (+9)					NIL
Courser	4 + 1	Man + 2 (+16)					NIL
Rescuer	5	Man + 2 (+16)					NIL
Targeteer	6	Man + 2 (+16)					NIL
Swordman	7	Man + 2 (+16)					NIL
Thief	7 + 1	Man + 5 (+24)					NIL
Master Thief	7 + 2	Man + 5 (+24)					NIL
Master Thief, 11th Level	7 + 3	Man + 5 (+24)					NIL
Master Thief, 12th Level	8 + 1	Man + 5 (+24)					NIL
Master Thief, 13th Level	8 + 2	Man + 7 (+31)					NIL
Master Thief, 14th Level	8 + 3	Man + 7 (+31)					NIL
Master Thief, 15th Level	9 + 1	Man + 7 (+31)					NIL
Master Thief, 16th Level	9 + 2	Man + 7 (+31)					NIL

* Bonuses in parenthesis apply during turns where the Thief has surprise for a melee attack.

BASIC EQUIPMENT COSTS (in Silver Pieces):

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	2	10' Pole	1
Axe	6	12 Iron Spikes	8
Mace	10	Sledge Hammer	7
Sword	7	Shovel	3
Hammer	15	Crowbar	2
Battle Axe	15	Hammer & Nails, 1 lb.	6
Long Sword	40	Glue, pint	1
Staff	1	Brushes & Paint, quart	6
Morning Star	5	Lantern	10
Spear	3	6 Flasks of Oil	6
Pole Arm	10	6 Torches	2
Lance	6	3 Uses of Deadly Nightshade	10
Sling	2	Silver Holy Symbol	25
Bow	7	Wolf Bane (blessed), bunch	10
Crossbow	10	Garlic (blessed), bud	5
3 Javelins	3	3 Wooden Stakes & Mallet	1
24 Arrows or Quarrels	6	Vial of Holy Water	25
12 Sling Bullets	2	Case, Quire of Paper, Reeds & Ink	8
Silver Dagger	200	Thieves' Pick & Tools	30
Silver Tipped Arrow or Quarrel	20	Surgical Tools & Supplies	500
Leather Armor	25	Chalk	1
Mail	200	Fine Clothing	100
Plate Armor	500	Steel Mirror	15
Buckler	4	Pair of Dice	1
Shield	7	Deck of Cards	2
Helmet	10	Whistle	1
Mule	100	Hourglass	10
Light Horse	200	Water/Wine Skin	1
Warhorse	500	Good Wine, quart	3
Barding (Horse Armor)	1000	Standard Rations, 1 person/1 week	7
Feed, 1 animal/1 day	1	Iron Rations, 1 person/1 week	15
Leather Back Pack	4		
Large Sack	2	<u>Free at Start:</u>	
Small Sack	1	Magic book (for Magic-Users)	
50' of Hemp Rope	3	Standard Clothing	
200' of Silk Rope	200	Whetstone, Olive Oil & Rag	
Iron Hook	5	Personal Effects (brush or comb, cup, spoon, string and tinderbox)	

BASIC EQUIPMENT ENCUMBRANCE:

<u>Item</u>	<u>Encumbrance</u>	<u>Item</u>	<u>Encumbrance</u>
Dagger	○	10' Pole	●●●
Axe	●	12 Iron Spikes	●
Mace	●	Sledge Hammer	●●●
Sword	●	Shovel	●●
Hammer	●●	Crowbar	●
Battle Axe **	●●●	Hammer & Nails, 1 lb.	●
Long Sword *	●●	Glue, pint	
Staff **	●●●	Brushes & Paint, quart	●
Morning Star **	●●	Lantern	●
Spear *	●●	6 Flasks of Oil	●
Pole Arm **	●●●	6 Torches	●
Lance	●●●●	3 Uses of Deadly Nightshade	
Sling **	●	Silver Holy Symbol	
Bow **	●●	Wolf Bane (blessed), bunch	
Crossbow **	●●●	Garlic (blessed), bud	
1-3 Javelins	●	3 Wooden Stakes & Mallet	●
24 Arrows or Quarrels	●	Vial of Holy Water	
12 Sling Bullets	●	Case, Quire of Paper, Reeds & Ink	●
Silver Dagger	○	Thieves' Pick & Tools	
Silver Tipped Arrow or Quarrel		Surgical Tools & Supplies	●●
Leather Armor	●	Chalk	
Mail	●●●●	Fine Clothing (carried)	●
Plate Armor	●●●● ●●●●	Steel Mirror	●
Shield	●●●	Pair of Dice	
Helmet	●	Deck of Cards	
Buckler	●	Whistle	
Mule	—	Hourglass	●
Light Horse	—	Empty Water/Wine Skin	
Warhorse	—	Full Water/Wine Skin, 1 person/1 day	●
Barding	●●●● ●●●● ●●●● ●●●●	Standard Rations, 1 person/1 week	●
Feed, 1 animal/1 day	●●●●	Iron Rations, 1 person/1 week	●
Leather Back Pack (holds 10 ●)			
Large Sack (holds 15 ●)			
Small Sack (holds 5 ●)			
50' of Hemp Rope	●		
200' of Silk Rope	●		
Iron Hook	●		
		<u>Free at Start:</u>	
		Magic book (for Magic-Users)	●
		Standard Clothing	
		Whetstone, Olive Oil & Rag	
		Personal Effects (brush or comb, cup, spoon, string and tinderbox)	

NOTES ON EQUIPMENT:

KEY:

- The first item has no encumbrance. Each additional item of the same type has an encumbrance of •.
- * Generally used one-handed but may be used two-handed at a +1 bonus to the attack roll.
- ** Used two-handed. Note that the sling only takes two hands to load.

Animal Transport: All animals come with complete tack and saddlebags. See Vol. 4 for further notes and rules on wilderness travel:

Type	Rider	Price	Hit Dice	Attacks	Armor Class	Move Rate
Light Horse	Man, Elf	200	2	Nil	7	24
Medium Warhorse	Man	500	4	Hooves or	7	18
Heavy Warhorse	Man	1000	4	bite (1 die)	7	15
Pony	Dwarf/Halfling	50	1	Nil	7	15
Camel	Any	N/A	2	Nil	7	15
Pack Horse	—	30	2	Nil	7	12
Mule	Man, Elf	100	2	Nil	7	12
Donkey	Dwarf/Halfling	10	1	Nil	7	12

Only mules may be taken into a dungeon, and even that may be problematic. Camels have been known to go for two weeks without water or food.

Helmets: These are included in the price and encumbrance of Mail and Plate Armor.

Illumination: Lanterns illuminate a 30' radius. One flask of oil burns for four hours. Torches illuminate a 40' radius and burn for one hour.

ARMOR CLASS TABLE:

Armor Class	Description
2	Plate Armor & Shield*
3	Plate Armor
4	Mail & Shield*
5	Mail (also Horse Barding)
6	Leather Armor & Shield*
7	Leather Armor
8	Shield Only*
9	No Armor or Shield

RATES OF EXCHANGE:

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

* Or Buckler

MEN-AT-ARMS AND OTHER HIRELINGS:

<u>Classification</u>	<u>Cost</u>	<u>Classification</u>	<u>Cost</u>
Non-Fighter*	1	Dwarf Guard	5
Barbarian	1	Elf Legionnaire	10
Irregular	1	Halfling Slinger	10
Peltast	2	Koursor	10
Hoplite	3	Horse Archer	10
Javelineer	3	Turcopole	15
Slinger	3	Cataphract	20
Crossbowman	4	Fighting-Man	Special
Varangian	5	Magic-User	Special
Archer	5	Thief	Special

*Includes Torchbearers, Bearers, Cooks, Scribes, etc.

Barbarian: Javelins, Spear, Sword or Axe • Shield • No Armor. **Irregular** (Morale -1): Spear, Morning Star, Sword or Axe • Leather Armor. **Peltast:** Spear • Sword or Axe • Shield • Leather Armor. **Hoplite:** Spear • Sword or Axe • Shield • Mail. **Javelineer:** Javelins • Sword or Axe • Shield • Leather Armor. **Slinger:** Sling • Sword or Axe • Leather Armor. **Crossbowman:** Crossbow • Sword or Axe • Leather Armor or Mail. **Varangian** (Morale +1): Spear • Battle Axe • Sword • Buckler • Plate Armor. **Archer:** Bow • Sword or Axe • Leather Armor. **Dwarf Guard** (Morale +1): Battle Axe or Hammer & Shield • Axe • Mail. **Elf Legionnaire** (1+1 hit dice, Morale +2): Bow (+1) • Long Sword (+1) • Buckler, • Mail. **Halfling Slinger:** Sling (+3) • Sword • Leather Armor. **Koursor:** Javelins or Lance • Sword or Axe • Shield • Leather Armor • Light Horse. **Horse Archer:** Bow • Sword or Axe • Buckler • Leather Armor • Light Horse. **Turcopole** (Morale +1): Crossbow • Sword or Axe • Buckler • Leather Armor • Medium Horse. **Cataphract** (Morale +2): Lance • Mace • Sword • Shield • Mail • Medium or Heavy Horse • Barding.

Each class must be advertised for separately at a cost of 10-60 Silver Pieces, though the referee may vary this based on local conditions, the size of the market, etc. An attempt will yield 1-10 applicants (exceptions: Fighting-Men, Magic-Users and Thieves). All hirelings come equipped with the standard arms and armor of their class (including horses in some cases) as well as basic traveling gear. However, rations, torches, cookware, mapping supplies, etc. must be purchased separately. Typical costs for long-term employment are equivalent to cost in Silver Pieces per month if one has a working stronghold or per week if one does not. However, for dungeon expeditions and other particularly dangerous short-term missions cost may be expressed in Silver Pieces per day.

Any of the fighting classes may be hired as Fighting-Men capable of gaining experience points, for an initial outlay of 10 x standard cost plus the promise of at least half shares in any treasure.

Experienced Fighting-Men, or Magic-Users and/or Thieves of any kind may be hired solely on the promise of at least half shares, but they will be difficult to find. For each attempt to locate an experienced Fighting-Man, there will be a 3 in 6 chance that 1-4 will arrive. For each attempt to locate a Magic-User, there will be a 1 in 6 chance that 1-2 will arrive, while for Thieves the odds are 2 in 6 that 1-3 will arrive. Explicitly describing the mission (and perhaps offering additional pay or rewards) will provide a greater chance of finding members of these classes but will also increase the odds of attracting particularly unsavory or unusual types—potentially including even supernatural or monstrous entities.

DWELLINGS:

<u>Item:</u>	<u>Features</u>	<u>Cost*</u>
Cottage	1 room (includes garden)	50
Cottage with Barn	As above, with space for 1-3 animals	100
House (1 story)	2 rooms plus 1 kitchen	200
House (2 story)	6 rooms	500
House (3 story)	10 rooms	1000
Fine Townhouse	10 rooms	3000+
Manor House	20+ rooms	10000+
Small Shop	Public area plus back room	200
Tavern	Includes guest rooms and stable	5000
Guildhall		10000
Wizard's Tower		100000+
Large Guildhall	Includes dormitories, defenses, etc.	100000+
Small Fort, Keep or Castle		100000+
Large Fort, Keep or Castle		200000+

* Smaller buildings may be rented at 15-20% per annum of the cost to buy. For larger buildings, construction time will be at least a year and sometimes much longer.

WATER TRANSPORT:

<u>Item</u>	<u>Crew</u>	<u>Capacity</u>	<u>Base Move</u>		<u>Cost</u>
			<u>Oared*</u>	<u>Sailed**</u>	
Raft	1-3	3	9	15/9	40
Boat	1-6	6	18	21/15	100
Sm. Galley	80	100	30	30/24	10000
Lg. Galley	180	300	24	24/21	30000
Longship	20-80	20-80	24	36/30	5000
Sm. Merchant Ship	15	50	—	36/24	5000
Lg. Merchant Ship	20	100	—	30/21	20000
Sailed Warship	15	50	—	36/24	10000

* Maximum effort. Direction of the current may impose a +5/-5 bonus or penalty.

** Numbers before and after the slash apply to running downwind under strong vs. light winds, respectively. Roll two dice each day: dice 2-3 = calm, dice 4-8 = light breeze, dice 9-11 = strong breeze, dice 12 = storm. No sailed movement is possible if becalmed. In storms, the movement rate will be 3 in whatever direction the wind is blowing. Roll one eight-sided die: die 1 = north, die 2 = northeast, die 3 = east, die 4 = southeast, die 5 = south, die 6 = southwest, die 7 = west, die 8 = northwest.

ENCUMBRANCE:

No more than three weapons or carried combat items (including bucklers, sets of javelins or units of missile ammunition) with an exact encumbrance of • may be carried without penalty. Additional such weapons will count as triple weight.

No more than two weapons or carried combat items with an exact encumbrance of •• may be carried without penalty. Additional such items will count as triple weight.

No more than one weapon or carried combat item (including a shield) with an exact encumbrance of ••• may be carried without penalty. Additional such items will count as triple weight.

Encumbrance has these effects:

<u>Encumbrance</u>	<u># Units</u>	<u>Base Move</u>
Unencumbered	0-5 *	13
Light	6-10 **	12
Medium	11-15	9
Heavy	16-20	6
Super-Heavy	21-25	3
	26+	Prohibited***

- * May only carry individual items with a maximum encumbrance of •. Otherwise, encumbrance will be light or medium. A character wishing to move quietly, climb a nearly vertical wall or engage in any other similar delicate task is usually advised to be unencumbered.
- ** May only carry individual items with a maximum encumbrance of ••. Otherwise, encumbrance will be medium.
- *** At the referee's discretion, up to 10 additional units may be carried, but both hands will be occupied and the character will be unable to attack or defend.

Thieves may carry up to 500 coins "for free" (generally, each set of 100 coins has an encumbrance of •). However, they may still not go above the overall maximum of 25 units, counting all carried coins.

1ST LEVEL SPELLS

<u>Die</u>		<u>Die</u>		<u>Die</u>	
1	Charm Person	8	Hold Portal	15	Read Magic
2	Color Spray	9	Hurrah!	16	Shield
3	Cure Lt. Wounds	10	Light	17	Sleep
4	Dancing Lights	11	Magic Missiles	18	Snake Charm
5	Detect Magic	12	Protection/Evil	19	Speak /Animals
6	Enlargement	13	Purify Food /Water	20	Ventriloquism
7	Floating Disc	14	Read Languages		

ATTACK MATRIX I.: MEN VERSUS MEN OR MONSTERS (MELEE)

Weapon Class	Type	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
0	Unarmed	10	11	12	13	14	15	16	17
1	Dagger	11	12	14	15	16	17	17	18
2	Axe	11	12	13	14	14	15	16	17
3	Sword	10	11	12	13	14	15	17	18
4	Mace*	11	12	13	14	14	15	15	16
5	Hammer	11	12	13	14	13	14	14	15
6	Battle Axe	10	11	11	12	12	13	14	15
7	Long Sword	9	10	11	12	14	15	17	18
8	Staff	10	11	13	14	16	17	18	19
9	Morning Star	10	11	11	12	13	14	15	16
10	Spear	9	10	11	12	15	16	18	19
11	Pole Arm	10	11	11	12	14	15	16	17
12	Lance	9	10	10	11	14	15	16	17

* Thieves only may use a club. It has a cost of 1, an encumbrance of ● and has a -1 penalty to hit against Armor Classes 5, 4, 3 and 2.

Successful unarmed attacks do 1 hit of damage. All weapon attacks do 1-6 points of damage unless otherwise noted.

ATTACK MATRIX II.: MEN VERSUS MEN OR MONSTERS (MISSILE)

Range (in feet)	Type	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
30	Dagger	10	12	14	16	18	20	21	23
30	Axe	10	12	13	14	15	17	19	21
30	Spear	9	10	11	12	17	18	21	22
60	Javelin	8	9	10	13	17	19	22	24
120*	Sling	7	9	10	13	14	16	18	19
120*	Bow	8	9	10	12	14	16	20	22
120*	Crossbow	6	7	8	10	12	14	16	18

* If in outdoor conditions or if there is a high arched ceiling, these missile weapons may be fired at up to triple range with a -10 penalty on the attack roll.

If missile fire into melee is attempted, it is generally resolved by making an attack roll against a randomly determined melee combatant—foe or friend.

Daggers and javelins may be thrown, and bows may be fired, twice per round. Slings and crossbows may be used twice in the first round of combat if previously loaded and in hand. However, if a character is surprised, there is a 3 in 6 chance that prepared slings will be dropped and tangled, and loaded crossbows will be accidentally fired.

Attacks Against Large Creatures: Some melee weapons may confer a penalty or bonus on their damage die rolls against large creatures, generally tracking the weapon length and/or size:

<u>Damage Penalty (-1)</u>	<u>Damage Bonus (+1)</u>
Dagger	Long Sword
Axe	Spear
Mace	Pole Arm
Hammer	Lance
Staff	
Morning Star	

Space Required for Effective Weapon Use: Most weapons require a certain amount of space to be used effectively, free of obstruction from walls, ceilings or fellow party members. The number below is the required frontage, expressed in feet:

Dagger	3	Long Sword	5
Axe	3	Staff	5
Sword	3	Morning Star	10
Mace	5	Spear	3
Hammer	5	Pole Arm	5
Battle Axe	10	Lance	*

* A lance may only be used effectively while mounted.

Weapon Breaks: Battlefields are littered with broken weapons as well as broken bodies. Weapons have a chance of breaking on an attack roll of 20. In addition, if a monster of 5 or more hit dice or with medium armor (Armor Class 5 or 4) or heavy armor (Armor Class 3 or 2) is slain with a melee blow, there is also a chance of a weapon break. When a weapon break roll is required, use the table below:

<u>Weapon Cost</u>	<u>Chance to Break on a Twenty-Sided Die</u>
20+	1
7-19	2
0-6	3

The chance to break is increased by 1 if making a melee attack against heavy armor.

ATTACK MATRIX III.: MONSTERS ATTACKING

Monster's Hit Dice	Sample Monster	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
Up to 1	Kobold	10	11	12	13	14	15	16	17
1 +	Hobgoblin	9	10	11	12	13	14	15	16
2 to 3	Gnole	8	9	10	11	12	13	14	15
3 + 1 to 4	Gargoyle	6	7	8	9	10	11	12	13
4 + 1 to 6	Minotaur	5	6	7	8	9	10	11	12
6 + 1 to 8	Troll	4	5	6	7	8	9	10	11
9 to 10	Chimera	2	3	4	5	6	7	8	9
11 +	Purple Worm	0	1	2	3	4	5	6	7

SAVING THROW MATRIX:

Class & Level		All Wands & Poly-morph or Paralysis					Dragon Breath	Staves & Spells
		Death Ray or Poison		Stone				
Fighting-Men	1-6	11	12	13	14	15		
Magic-Users	1-6	13	14	13	16	15		
Thieves	1-6	10	11	13	15	14		
Fighting-Men	7-12	7	8	9	9	11		
Magic-Users	7-12	10	11	10	13	11		
Thieves	7-12	7	8	10	12	10		
Fighting-Men	13+	4	5	5	5	8		
Magic-Users	13+	6	7	6	9	5		
Thieves	13+	3	5	7	8	7		

CHARACTERS TURNING UNDEAD:

Type of Undead	Character Level									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9-13</u>	<u>14+</u>
Skeleton	9	8	7	5	4	3	3	2	1	-1
Zombie	10	9	8	6	5	4	4	3	2	0
Ghoul	11	10	9	7	6	5	5	4	3	1
Shadow	13	11	10	8	7	6	6	5	4	2
Wight	14	13	11	9	8	7	7	6	5	3
Wraith	—	—	14	11	10	9	8	7	6	4
Mummy	—	—	—	14	11	10	9	8	7	5
Spectre	—	—	—	—	14	11	10	9	8	6
Vampire	—	—	—	—	—	14	11	10	9	7
Ghost	—	—	—	—	—	—	14	11	10	8
Lich	—	—	—	—	—	—	—	13	11	9

Any character may attempt to turn Undead creatures by presenting a proper holy symbol. Throwing the number or above on two dice turns 2-12 Undead creatures. Throwing +6 or more over the number destroys 2-12 Undead creatures. Turning may only be attempted by one character during any particular encounter.

PREDETERMINED STARTING EQUIPMENT: FIGHTING-MEN

Fighting-Man (Die: 1)

Battle Axe (3)
Sword (1)
Sling (1)
12 Bullets (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
50' of Hemp Rope (1)
Iron Hook (1)
Lantern (1)
12 Flasks of Oil (2)
Full Water Skin (1)
Iron Rations, 1 week (1)
7 Silver Pieces
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (15)

Fighting-Man (Die: 2)

Morning Star (2)
Mace (1)
Bow (2)
24 Arrows (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
1 Large Sack
50' of Hemp Rope (1)
6 Torches (1)
Paper, Reeds & Ink (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
15 Coppers
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (13)

Fighting-Man (Die: 3)

Long Sword (2)
Axe (1)
Crossbow (3)
24 Quarrels (1)
Dagger
Leather Armor (1)
Helmet (1)
Buckler (1)
Leather Back Pack
2 Small Sacks
6 Torches (1)
Silver Holy Symbol
Full Water Skin (1)
Iron Rations, 1 week (1)
9 Silver Pieces
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (13)

Fighting-Man (Die: 4)

Sword (1)
3 Javelins (1)
Dagger
Leather Armor (1)
Helmet (1)
Shield (3)
Leather Back Pack
1 Large Sack
Crowbar (1)
Lantern (1)
6 Flasks of Oil (1)
Whistle
Full Water Skin (1)
Iron Rations, 1 week (1)
5 Coppers
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (12)

Fighting-Man (Die: 5)

Spear (2)
Hammer (2)
Dagger
Leather Armor (1)
Helmet (1)
Buckler (1)
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Sledge Hammer (3)
6 Torches (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
4 Silver Pieces
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (14)

Fighting-Man (Die: 6)

Long Sword (2)
Axe (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
1 Small Sack
12 Iron Spikes (1)
Lantern (1)
12 Flasks of Oil (2)
Pair of Dice
Paper, Reeds & Ink (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
10 Silver Pieces
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (12)

PREDETERMINED STARTING EQUIPMENT: MAGIC-USERS

Magic-User (Die: 1)

Quarterstaff (3)
Dagger
Leather Back Pack
2 Small Sacks
50' of Hemp Rope (1)
Iron Hook (1)
Lantern (1)
12 Flasks of Oil (2)
3 Stakes & Mallet (1)
1 Garlic
3 Deadly Nightshade
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
28 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (12)

Magic-User (Die: 2)

Quarterstaff (3)
Dagger
Leather Back Pack
1 Large Sack
50' of Hemp Rope (1)
Shovel (2)
Glue
6 Torches (1)
Paper, Reeds & Ink (1)
Surgical Tools (2)
Whistle
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
17 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (13)

Magic-User (Die: 3)

3 Daggers (2)
Steel Mirror (1)
Leather Back Pack
1 Large Sack
2 Small Sacks
10' Pole (3)
6 Torches (1)
Silver Holy Symbol
Wolf Bane
3 Vials of Holy Water
Pair of Dice
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
5 Coppers
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: L (10)

Magic-User (Die: 4)

Quarterstaff (3)
Leather Back Pack
1 Large Sack
2 Small Sacks
Crowbar (1)
Hammer & Nails, 1 lb. (1)
Lantern (1)
12 Flasks of Oil (2)
3 Vials of Holy Water
Deck of Cards
3 Deadly Nightshade
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
10 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (11)

Magic-User (Die: 5)

Dagger
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Sledge Hammer (3)
Brushes & Paint (1)
6 Torches (1)
Chalk
Hourglass (1)
Deck of Cards
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
3 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (10)

Magic-User (Die: 6)

3 Daggers (2)
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Lantern (1)
12 Flasks of Oil (2)
Silver Holy Symbol
Paper, Reeds & Ink (1)
3 Deadly Nightshade
3 Stakes & Mallet (1)
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
Penniless
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (11)

PREDETERMINED STARTING EQUIPMENT: THIEVES

Thieves (Die: 1)

Sword (1)
Dagger
Helmet (1)
Buckler (1)
50' of Hemp Rope (1)
Iron Hook (1)
Glue
3 Deadly Nightshade
Garlic (blessed), bud
Thieves' Pick & Tools
Full Water Skin (1)
Iron Rations, 1 week (1)
8 Silver Pieces
ARMOR CLASS: 8
BASE MOVE: 12
ENCUMBRANCE: L (7)

Thieves (Die: 2)

Sword (1)
2 Daggers (1)
Leather Armor (1)
Buckler (1)
Leather Back Pack
1 Large Sack
Wolf Bane
Surgical Tools (2)
Pack of Cards
Whistle
Full Water Skin (1)
Iron Rations, 1 week (1)
4 Silver Pieces
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: L (8)

Thieves (Die: 3)

Sword (1)
Dagger
Leather Armor (1)
Helmet (1)
Buckler (1)
Leather Back Pack
2 Small Sacks
6 Torches (1)
Silver Holy Symbol
Thieves' Pick & Tools
Full Water Skin (1)
Iron Rations, 1 week (1)
1 Gold Piece
ARMOR CLASS: 6
BASE MOVE: 12
ENCUMBRANCE: L (7)

Thieves (Die: 4)

Axe (1)
Dagger
Buckler (1)
Leather Back Pack
2 Small Sacks
Crowbar (1)
Surgical Tools (2)
3 Deadly Nightshade
Pack of Cards
Pair of Dice
Full Water Skin (1)
Iron Rations, 1 week (1)
Penniless
ARMOR CLASS: 8
BASE MOVE: 12
ENCUMBRANCE: L (7)

Thieves (Die: 5)

Dagger
Leather Armor (1)
Leather Back Pack
1 Large Sack
1 Small Sack
6 Torches (1)
Silver Holy Symbol
Thieves' Pick & Tools
Chalk
1 Garlic
Full Water Skin (1)
Iron Rations, 1 week (1)
1 Gold Piece
ARMOR CLASS: 7
BASE MOVE: 13
ENCUMBRANCE: UE (4)

Thieves (Die: 6)

2 Daggers (1)
Sling (1)
12 Sling Bullets (1)
Leather Armor (1)
Leather Back Pack
1 Large Sack
1 Small Sack
Paper, Reeds & Ink (1)
Chalk
Whistle
Full Water Skin (1)
Iron Rations, 1 week (1)
4 Silver Pieces
ARMOR CLASS: 7
BASE MOVE: 12
ENCUMBRANCE: L (7)

Roll for each player-character, rerolling if the same roll is obtained until all six scores are met. Then, begin again. Elves use the Fighting-Men columns. Elves may exchange any one weapon for a Bow and 24 Arrows. Halflings may exchange any one weapon for a Sling and 12 Bullets.

NOTES

SEVEN VOYAGES OF ZYLARTHEN

CHARACTER RECORD

Name _____ Hit Dice _____ Notes/Spells: _____

Class _____ Attack Bonus _____

Level _____ Armor Class _____

Strength _____ Experience Mod. _____

Intelligence _____ Damage Bonus _____

Wisdom _____ Open Doors _____

Dexterity _____ Secret Doors _____

Constitution _____ Turning Mod. _____

Charisma _____ Hit Point Mod. _____

Adversity _____ Languages: _____

Starting Initiative Mod. _____

Hit Points _____ Missile Mod. _____

Max. Hirelings _____ Exp. Points: _____

Loyalty Base _____

React. Adjust. _____

	Weapon	Weapon Class	To	Hit	vs.	Armor	Class (inc. +)	vs.
			9	8	7	6	5 4 3 2	Lg.
1								
2								
3								
4								

	Unencumbered (13)	Medium (9)	Super-Heavy (3)
1	_____	11 _____	21 _____
2	_____	12 _____	22 _____
3	_____	13 _____	23 _____
4	_____	14 _____	24 _____
5	_____	15 _____	25 _____

	Light (12)	Heavy (6)	Coins & Treasure:
6	_____	16 _____	
7	_____	17 _____	
8	_____	18 _____	
9	_____	19 _____	
10	_____	20 _____	

Other Items:

SEVEN VOYAGES OF ZYLARTHEN

SAMPLE

Name	Campion	Hit Dice	4
Class	Fighting-Man	Attack Bonus	+2
Level	4th Level	Armor Class	2
Strength	9	Experience Mod.	+5%
Intelligence	17	Damage Bonus	0
Wisdom	15	Open Doors	1-2
Dexterity	5	Secret Doors	1-2
Constitution	6	Listen at Doors	1
Charisma	16	Turning Mod.	+2
Starting Hit Points	12	Hit Point Mod.	-1
		Adversity	-40%
		Initiative Mod.	-1
		Missile Mod.	-1
		Max. Hirelings	3
		Loyalty Base	+2
		React. Adjust.	+1

Notes/Spells:

Sword +1 with Detect Magic
Potion (Levitation?)

Are the Orcs to be trusted? (how far is it to the mountains if not?)

Languages:

Common, Góðlin, Orcish, Tröll

Exp. Points:

11,506, 12,540, 13,003

7 6 4

	Weapon	Weapon Class	To Hit	vs. Armor	Class	(inc. +)	vs. Lg.
1	Longsword +1 (1H)	7	9	8	7	6	5
2	Mace	4	9	10	11	12	12
3	Axe	2	9	10	11	12	12
4	Dagger	1	8	9	12	13	14

Unencumbered (13)	Medium (9)	Super-Heavy (3)
1 Plate Armor	11	21
2	12 Helmet	22
3	13 Sword +1	23
4	14	24
5	15 Mace	25
6 Light (12)	Heavy (6)	Coins & Treasure:
7	16 Axe	62 SP, 17 GP, 24 gems (diamonds? value?), 1 necklace (carried) 5,000 silvers (hidden in cottage). Brickabeck owes me 1,000
8	17 3 ± 1 Iron Rations	
9 Shield	18 Book (geometry & logic)	
10	19 62 Silvers, 17 gold	
	20 Full Water Skin (o)	

Other Items: Backpack, 2 small sacks, holy symbol, ivory statuette (non-magical, value?), chalk, pen & inks

ADDITIONAL MONSTER DESCRIPTIONS:

PHANTOM STALKERS: **Hit Dice:** 6. **Attacks:** 2-12. **Armor Class:** 3. **Move:** 12/24. **Alignment:** Neutrality. **Languages:** Type J plus Simple Common. **Number Appearing:** 1. **Description:** These are invoked in a manner similar to Invisible Stalkers but their purpose is to guard and avenge. Only one may be created at one time, and they will never leave the initial area—castle, tower, underground lair—they were initially called to, unless it is to avenge the death of their master. If their master is killed, the Stalker will be implacable in tracking his killer, wishing to fulfill the terms of the summoning and return to its abode as quickly as possible. It may Polymorph Self and Fly but will usually appear as an 8' tall, reddish humanoid with fiery eyes. A Phantom Stalker is immune to fire-based attacks but saves against cold attacks at a -2 penalty and takes an extra hit of damage per die. If slain, the creature will explode in a six-die Fire Ball. Of course, since the Stalker values its own life as much as any creature, he will attempt to make use of this as a threat, revealing it to his attackers if cornered.

SPECTRAL HOUNDS: **Hit Dice:** 5. **Attacks:** 2-12 plus possible extra-powerful bite. **Armor Class:** 7. **Move:** 24. **Number Appearing:** 1. **Description:** Via a powerful spell, a supernatural canine is created that will inexorably track and close in on its target, as long as something with the victim's scent is initially presented. The creature will take 3-18 days to reach its victim, and on the final 3-6 days the victim will hear a howling coming progressively nearer. If possible, the Hound will attack while the victim is alone, and it will usually surprise on a 1-4. If, during melee, the "to hit" roll succeeds by +4 or more, double damage will be inflicted due to the Hound sinking its teeth into the throat. In addition, after such a bite the victim will go comatose for 2-8 turns and then die at the end of that period unless surgery, a Cure Light Wounds spell or similar or more powerful magic is administered in the interim.

TWINLINGS: **Description:** A Twinling is created by the horrible spell of the same name, and thus the victim is allowed a saving throw to immediately dispel it. If this is failed, then a perfect double of the victim—with the same current hit points, spells, magic items, and so on—instantly attacks, though it will be invisible as well as invulnerable to all others, and it will look as if the victim is batting the air. The monster will continue to attack until either it or its victim is dead.