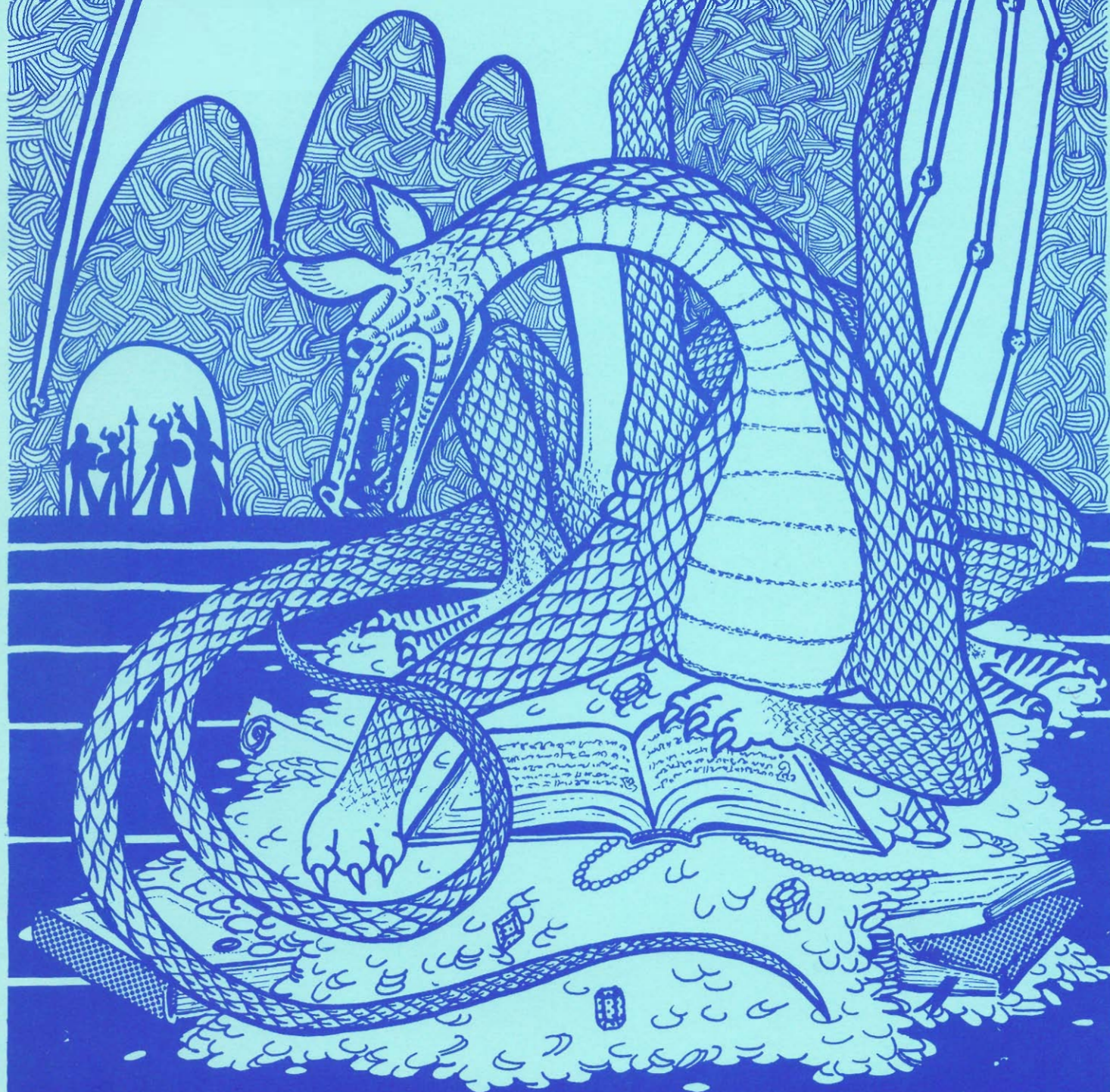


ADVENTURES IN FANTASY BOOK OF ADVENTURE

BY
DAVID L. ARNESON and RICHARD SNIDER



Dedicated to our friends and families
who put up with us while we designed
this work.

Special Thanks to Duane and Barb Jenkins, David, Colleen, John Snider,
Marty Noetzel and “Duke” for their help and encouragement
on this monumental project.

INTRODUCTION

Within the last few years the rise of **ROLE PLAYING GAMES** (often called RPG Games), has swept across the country. The very essence of the RPG game is the generation of a pseudo personality that is used by the game player in the game as "His" or "Her" character. The player then using the character generated by the chance tables, plays out various adventures that are made up by the gamemaster. These may run the gambit from merely seeking to deliver a wagon load of supplies to an adjacent town or exploring a **DRAGON'S LAIR** in search of fame and fortune.

Within this booklet lie the necessary tables and guidelines for generating a player-character, equipping them, educating them, fighting battles with them and going out to do battle in the open air or dank underground passageways. Future works will elaborate on the character, and especially the type of world that the gamemaster can create for that character to adventure in. And so without further ado buckle on your swords and prepare to sally forth on the road to high adventure!!!

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ADVENTURES IN FANTASY

April, 1978

By David L. Arneson
and
Richard Snider

FORWARD

Many years back *DUNGEONS & DRAGONS** by Gygax and Arneson first appeared on the gaming scene and a veritable revolution then took place. Soon dozens of supplements and imitations were also on the scene, vying for the ever growing attention of gamers throughout the world. Yet throughout this I have felt that the basic original spirit of the Role Playing Fantasy game has not been well looked after and that there have been few real improvements to that less than perfect original system. To this was added dozens of additional rules in a chaotic jumble that buried the original structure under a garbage heap of contradictions and confusion. Any person without the aid of an experienced player was hard pressed to even begin to gain an understanding of the rules and even with aid it sometimes still proved to be impossible.

It is the hope of the authors of this work (*Adventures in Fantasy*) will be as understandable to the novice as it is to the experienced player. In a logical and clean cut manner the players will progress from one stage of play to the next adding rules to an existing system where *it was planned* that rules be added.

COMING TITLES IN THE THIS SERIES:

... DRAGON LORE & LEGEND
... RITUAL MAGIC

... THE RACES OF THE FAERRY
... WORLD OF FANTASY

AND MORE...

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THE PLAYER CHARACTER

CHARACTER GENERATION

The very essence of the Role Playing Game is the fact that the players assume the role of someone or something other than what they are themselves. Since the character that you play within the game is not, therefore, yourself, it is required that a set of performance statistics be generated to see what this alternate person can actually do. Thus the player's character begins to assume a unique identity of his own with each roll of the die which represents the character's Strength, Intelligence, Charisma, Knowledge, Dexterity, Stamina, and even such areas as Social Status, pre-game history, interests and many others that can be added. It is the purpose of this section to give each player in the fantasy game an alter-ego that the player can then identify with. As the game progresses, the players will begin to add their own interpretations and characteristics to the generated character and so identify themselves with that character.

BASIC GAME PLAYER CHARACTERISTICS

STRENGTH—Indicates the character's ability to carry heavy objects, strike effective blows, and engage in hand-to-hand combat.

DEXTERITY—Indicates the character's ability to move swiftly and agilely, react to attacks from others, and engage in intricate work (such as picking locks).

INTELLIGENCE—Indicates the character's basic ability to learn, store and retain information via experience and/or education.

CHARISMA—Partially an assessment of how well a character looks to others, it also reflects the character's ability to make others around him follow his lead and do things his/her way.

STAMINA—(Optional) Reflects the character's ability to engage in strenuous activity for long periods of time (such as fighting, marching, engaging in heavy work, etc. . . .). **AKA CONSTITUTION**

HEALTH—Indicates the character's ability to recover from wounds, survive illness, ward off disease, recover from poison, etc.

To determine the character's ability in each of these areas, roll two 20 sided dice and, reading one die first, write down the generated number from 01 to 100 (double zeros are 100 on this scale). Do this for each of the five basic player characteristics and for the two optional characteristics if they are used.

STRENGTH

For each point of Strength, roughly 2 lbs. of weight can be carried without difficulty (the maximum being 200 lbs. for a character with a strength of 100. Without physical training the

character can only use 75% of his strength rating.

Within the price list, the players must watch what they carry in the way of weights and other burdens. If a player exceeds his normal lifting ability by as much as one pound or one weight point, the rate at which they become fatigued comes into play immediately. If he carries 25% or more over his normal burden, the fatigue rate is doubled, and at 50%, it is tripled. A character cannot carry more than 150% of his normal lifting ability. (See *Stamina* for fatigue rate.)

Dexterity

This characteristic comes into play for engaging in hand-to-hand combat and opening traps/locks. During the course of the game when the character's ability to perform some act quickly and accurately arises, the following guidelines should be used.

1. The referee should total the amount of burden that the character is carrying *while* performing the feat in question. For every two pounds of gear being carried, one Dexterity point should be subtracted (*in this situation only*) before determining the success or failure of the action.
2. When performing the actual feat, two, 20 sided dice are rolled and any score that matches or is lower than the character's Dexterity number (modified by #1 above) means that the character has *successfully accomplished* the feat.

If there are not any special modifications noted for Magic, combat, or trap opening/locks, the above rule should always be used. Without physical training the character can use only 75% of their dexterity rating.

Intelligence

In general situations, when a character's intelligence would come into play, two 20 sided dice are rolled and any score that matches or is lower than the character's Intelligence number means the character has successfully solved the problem, answered the question, etc., as posed by the referee. A dice roll higher than the character's Intelligence number means he has *failed* to solve the problem and the referee should act appropriately (**SEE: MAGIC SYSTEM** for further uses of Intelligence).

Charisma

In the course of the game, when the character interacts with other non-player characters or even other players, he may wish to influence these characters to do something (the limits of any desired action of the player are set by the referee). To determine if this influence is successful, the following rule should be used (**SEE: QUESTS**):

1. The player rolls two 20 sided dice and any score that matches or is lower than the character's Charisma number means that he may try to influence another character (a higher score means he may not attempt to influence).
2. If the character may influence, *add* the above roll to his Charisma number and *subtract* the Charisma number of the character that is being influenced from the total.
3. A number reached in #2 above, that is less than 01 means the character may not attempt to influence.
4. If the number reached is #2 above is greater than zero, roll two 20 sided dice and any score that matches or is less than this positive number means the player has successfully influenced the other character (a higher score means he has failed to influence the other character).
5. Optional *Add* the **SOCIAL STATUS** number of the character and *subtract* the **SOCIAL STATUS** number of the character being influenced from the number reached in #2 above.

6. **EXAMPLE**

Character A's Charisma	65
Character B's Charisma	58

Step #1	Character "A" rolls	32 + his Char. 65 = 97
	Character "B" rolls	48 + his Char. 58 = 106

Step #2 Char. "B" total is higher in Step 1 and so he has chance to influence "A". The base chance is:

$$106 \text{ (B step 1 total)} - 65 \text{ (A charisma)} = 41 \text{ (the base)}$$

Step #3 The base is modified by social status and reputation as follows:

"A" has a status of 8 and a reputation of 25 for a modifier total of 33.

"B" has a status of 12 and a reputation of 18 for a modifier total of 30.

Step #4 The player attempting to influence, in this case "B" subtracts the modifier total of the character he is attempting to influence from his own modifier total, in this case:

$$30 - 33 = -3$$

Step #5 The result of step #4 is added to the base chance determined in step #2 yielding chance to influence. In this case:

$$41 + -3 = 38$$

A 38% chance of "B" influencing "A".

Stamina (Constitution)

This number $\div 5$ equals the number of segments or melee rounds that the character can engage in without becoming fatigued. When this number is exceeded, the character will fight or undertake activity at 1/2 effectiveness for a number of turns equal to his Stamina number; when this number is exceeded, the character is exhausted and no longer can fight.

To recover Stamina, the character must rest one turn for every turn of activity in which he was engaged in the fatigue rate. A turn of rest consists of any turn in which the character is not engaged in *absolutely any other* activity, be it walking or counting gold. Characters are not forced to recover their Stamina; however, a record of such exertions must be kept. In this way, should the character engage in a melee or fatiguing again, that character only has those *remaining Stamina points with which to fight. It is assumed that the character recovers fully if the first number is not exceeded. Without Physical Training* the character will normally operate at only 75% of his rating.

Character (MEN) Hit Point Determination

STRENGTH = A, **Stamina** = B, **DEXTERITY** = C

$$\frac{A}{2} + \frac{B}{3} + \frac{C}{4} \div 5 = \text{HIT POINTS (Round Up.)}$$

Spells and artifacts that increase strength do not increase hits. Physical conditioning does effect number of hits.

Health

A character's ability to recover from wounds that he suffers on adventures is very important to his progress within the game. The recovery from wounds is handled as follow.

To recover from wounds due to combat, a character must have complete rest; that is, he may not engage in any other activity, be it work or recreation and most certainly not a new adventure. Each week the character has a chance to cure one hit point of damage that was suffered. The chance of this damage being cured in that week is the same as the character's Health number. Roll two 20 sided dice and any score that matches or is lower than the character's Health number means that one hit point of damage is cured; a higher roll means that the damage is not cured and the character must wait another week before he can try again. Thus, a character with a Health number of 65 will have a 65% chance of recovering one hit point of damage per week of recuperation. Increased rates of recovery may be obtained by Magical means (**SEE: MAGIC SYSTEM**).

In the case of poison and/or disease, a single roll if made for recovery. If successful, the character will spend a number of weeks equal to his Health number divided by 10 (all fractions

rounded down) recovering from the ordeal. Again, as with wounds, other special means are available that might make for a quicker cure and are described in their appropriate sections of these rules.

SOCIAL STRUCTURE WITHIN THE BASIC GAME

Throughout history, there has been a tendency to assign titles to individuals on the basis of their importance to the society in which they are living. Therefore, a simple social order has been provided in the game to allow player characters to receive recognition of their value to the society that exists within the framework of the fantasy campaign.

In any social order, there are those who are in charge and there are those who are below them (logical, **NO?**). In the course of any simple campaign such as this, the attainment of Social Status takes on a degree of importance as a simple measure of how well a player is doing. Within the course of the game, a player may undertake Quests and other missions that will enhance his or her status by a single level (or more if the referee sets special conditions) as granted by the character who sent them on the Quest. However, and this is stressed, that character may not grant the player's character a rank higher than or equal to the character's own rank. In a complex campaign, any such promotions would also have to be approved by so-called higher authorities (Royalty) to make them stick. Also, any increase in income, power, territory, etc. would have to involve the redistribution of existing estates, the granting of a presently empty position, or some other such redistribution of power. This is in line with a prime referee rule which states: "You never get something for nothing."

The status lists below are only approximate and can be changed by the referee. Those positions marked with an "*" call for the use of land, castles, etc.; the number of such available castles and lands are set up by the referee at the start of the game (**SEE: SETTING UP THE CAMPAIGN**).

SOCIAL STATUS TABLE 'A'

FIRST ROLL	SECOND ROLL	POSITION	RANK	YEARLY INCOME
01-20	NONE	SERF	1	0 GP (JUST ENOUGH FOR LIFE)
21-40	NONE	YEOMAN	2	10 GP
41-60	NONE	TOWNSMEN	3	20 GP
61-70	NONE	GUILDSMAN/FIGHTER	4	
76-85	01-20	APPRENTICE/ARCHER	5	
76-85	21-40	TRADESMAN/MAN-AT-ARMS	6	
76-85	41-85	SGT.-AT-ARMS	7	20 GP
76-85	86-100	MOUNTED SGT.	8	25 GP (DOES NOT OWN HORSE)
86-99	01-40	SQUIRE	9	15 GP
86-99	41-69	KNIGHT*	10	50 GP
86-99	70-79	BARON*	15	350 GP
86-99	80-85	EARL*	25	400 GP
86-99	86-90	COUNT*	30	800 GP
86-99	91-95	MARQUIS*	35	1,200 GP
86-99	96-100	DUKE*	45	
100	01-49	PRINCE, PRINCESS	25	
100	50-89	CROWN PRINCE	30	
100	90-99	QUEEN	35	
100	100	KING	60	

*See *Basic Castle Types*, p. 32.

STARTING AGE: In the basic game this figure will range from 17 to 35 years of age. The actual age is determined by rolling on the table.

STARTING AGE TABLE

ROLL	AGE	EFFECT ON START	ROLL	AGE	EFFECT ON START
01 + 02	17	NONE	71-75	26	+ 2 S and E
03-10	18	NONE	76-79	27	+ 2 S and E
11-20	19	NONE	80-83	28	+ 3 S and E
21-30	20	NONE	84-87	29	+ 3 S and E
31-40	21	NONE	88-90	30	+ 4 S and E/SW x 2
41-50	22	NONE	91-93	31	+ 4 S and E/SW x 2
51-60	23	NONE	94 + 95	32	+ 6 S and E/SW x 3
61-65	24	+ 1 S and E	96 + 97	33	+ 6 S and E/SW x 3
66-70	25	+ 1 S and E	98 + 99	34	+ 8 S and E/SW x 4
			100	35	+ 10 S and E/SW x 5

EXPLANATION OF CHART:

+ (x) S and E = The starting status rolled by the player is increased (x) amount. If character is 30 and rolled a starting status of 1 then his actual starting status would be 5. If this new status level gives the player a higher rank then he will be of that rank. **EXAMPLE:** Player rolled a Knight. He then rolls he is 32 years of age. This makes his status level 16 and his rank is increased to **BARON**.

SW x (X) = The multiplicative factor is multiplied times the normal starting wealth due for a player of the particular status rank. If age is 35, and rank is **KNIGHT**, then 5 times the normal starting wealth for a Knight.

NATURAL DEATH

Though the majority of us who develop a great character don't want to admit it there is such a thing as old age and natural death. For the basic game each player will be required to roll his death chance on the table below. If he rolls equal to or less than the number listed he has a chance of natural death. Players are allowed a saving throw against his **HEALTH** rating. If the roll equals or is less than that rating the player will have 1 to 6 weeks of illness but will live. If the roll is greater than the health rating the player dies of natural causes. You roll once per year for natural death.

THE TABLE OF DEATH

AGE	DEATH CHANCE	AGE	DEATH CHANCE
0 + 1	20%	*46-50	8%
2 to 10	10%	*51-55	10%
11-16	5%	*56-60	15%
17-25	1%	*61-UP	20%
26-35	2%	*At these ages old age commences to take its toll. To simulate this, when the player reaches these ages he will subtract 50% of his DEATH CHANCE from ALL physical characteristics. In the basic game this means a reduction in all player characteristics except intelligence and charisma. For the play of the basic game it is not necessary for the player to risk the effects of senility and so intelligence and charisma are considered immutable by age.	
36-45	4%		

SICKNESSES EFFECT ON HEALTH (Optional)

Per week that a player is sick he will lose **ONE** health point from his health rating. If the rating is 83 and the player is sick 3 weeks the rating will drop permanently to 80. If magic is successfully used to combat sickness this health effect will **NOT** apply.

STARTING FUNDS

Ten times the social rank in GP plus one year's income (0 to soldiers) for what craft and skills they might have (SEE EDUCATION SECTION).

EQUIPPING CHARACTERS

Before the start of any expedition, each character should acquire what goods he can afford based on his funds and wealth. Characters may obtain loans from other sources if allowed by the referee. Items may be purchased from the list below, but the items available are not limited to this list. Referees may add to this list after determining the cost, the weight, the preparation time, and availability, and the manufacturer/supplier for each new item requested by the character. Once enroute on the expedition, characters should be prevented from obtaining additional supplies unless specifically allowed by the referee.

All soldiers will start with a sword, helmet, small shield and small sack.



EDUCATION

HOW TO LEARN/VARIABLES TO BE CONSIDER:

P = Players Intelligence

C = Course Difficulty

T = Time in Months

A = Actual months spent studying the subject.

The times listed are the average amount of time it would take to complete the course. These times represent the normal amount of time required to be spent on the course. While engaged in a course of study no breaks of more than two consecutive weeks or a total of 2 months in a year may be spent on outside activities, such as adventuring, healing, etc. If more than the above amounts of time are lost the student will lose 50% of his accumulated time in training in the course and must pay a fine to his teacher equal to **ONE YEAR'S** salary for his course. **EXAMPLE:** If studying to be a jeweler and you lose three weeks to injury in the third year of his education the penalty is 1.5 years of his training and a fine equal to one year's income for a jeweler. The player may not recommence his study of the course until the fine levied has been paid.

BASIC LEARNING FORMULA (BLF)

The following formula is used to determine the players' chance of not mastering the course of study:

$$\left(\frac{T}{A} \times C\right) - P$$

The variables used in the formula above are those defined above. The result of the equation is the player's percentage chance of having not successfully completed the course. In using the formula first (divide *T* by *A* then multiply by *C* and then deduct *P*) to yield the percentage chance.

ATTEMPTS TO GAIN THE KNOWLEDGE

A player is allowed three attempts to complete the course. The first attempt may be made **BEFORE** Average Time in Months expired. The second attempt is made at the point where Average Time in Months is reached (see **BLF**). The final attempt may be made at any time after the average throw time. If all three throws fail the player may not attempt the course again for a number of months equal to the Average time of the course times **THREE**. If this result is greater than 10 years the player may **NEVER** attempt the course again with a normal chance of success. In this case the time he must wait is added to his percentage chance to gain the knowledge on each throw. **EXAMPLE:** If has to wait 12 years, 12 is added on throws to gain the knowledge on the second try. Players attempting the same course for the second time reduce the course duration 50% due to their previous exposure to it.

PRE-REQUISITES: Each course has a number. When a number appears in the description section it indicates that those additional courses must all have first been completed successfully before the new course may be begun. **EXAMPLE:** Before Horsemanship III can be taken the player must already have successfully learned How to Ride a Horse and Horsemanship II.

APPRENTICESHIP: *NO* outside activities may be undertaken without breaking the apprenticeship. You may **NEVER** complete the apprenticeship before the Average time listed in the course table. Once the course is successfully completed the player is considered to be a master of his craft and a member in good standing in the crafts guild.

STARTING EDUCATION: This is determined by the players' starting status level. Per **TWO** points of status the player is allowed **ONE** year of education. These years may be used to gain the player any skill on the course table that he has sufficient years to gain. If you use the education to gain knowledge as a magician the cost is **THREE YEARS** instead of the normal one. Any education not used in this setting up phase is forfeited. The player will receive no education for the first six years of life. In starting education a maximum amount of education is determined by the player's age minus six. The player, regardless of status, may never start with more years of education than this.

EXAMPLE: Count Horace has a status level of 30 which would yield him a maximum of 15 years of education. However Horace is only 18 years of age so the maximum education that he can have to start is 12 years, $18 - 6 = 12$. Using the game calendar these 12 years translate to 156 months, 12 years at 13 months per year. The education of young Horace is expended as follows:
Sailor 36 months/ Huntsman 36 months/ Bow 36 months/ Learn to speak two other languages 24 months/ Sword 12 months/ Horsemanship I 6 months. This gives a total of 150 months of education. The remaining four months were obviously dallied away in the pursuits preferred by youth.

APPRENTICESHIP RESTRICTIONS

While engaged in learning a course that demands an apprenticeship the player may not leave the area. He must be at the call of his master until his education is completed. If the player leaves before the apprenticeship is completed he has his chance of completing the course, as determined in the basic learning formula. Whether or not he successfully gains the knowledge he will suffer guild penalty for breaking apprenticeship prematurely.

The penalty for breaking apprenticeship is the reduction in **SOCIAL RANK** one full class. **EXAMPLE:** If the player was a **COUNT** before violating his oath his social rank is reduced to **MARQUIS**.

In addition to the social rank loss the player is blackballed in the guilds and may not undergo any other courses that require apprenticeship until the original apprenticeship problem is resolved.

In resolving this problem the player has two options:

- 1) He may restart his apprenticeship from day one. **EXAMPLE:** If guilty of violating a Huntsman apprenticeship after 20 months the player returning would, by the guilds' reckoning, start again as a total novice. In actual mastery of the subject he retains the knowledge learned previously if less than 50% of that time has elapsed since he violated the oath. If you have 13 months in study you can be gone 6 months before actually losing the knowledge.
Players who return to the apprenticeship receive 50% of the pay normal for the profession.

- 2) The player may terminate his apprenticeship by buying forgiveness from his master. If this is done there is a chance that the lost social rank is redeemed. This chance is equal to the player's status level times 3. If status is 9, 27% chance to redeem here. The Forgiveness of the master, and guild release, is purchased at a cost determined as follows:

$$\text{TIME REQUIRED} \times \frac{\text{MONTHLY INCOME FOR GUILD MEMBER} \times 2}{10} = \text{PENALTY}$$

EXAMPLES: Violation of a jeweler's apprenticeship would cost the player 120 times 2 gold pieces times 2 for a total penalty of 480 gold pieces.

In second example, violation of a sailor apprenticeship would cost 36 times 1.5 times 2 or 96 gold pieces.

Once this forgiveness is purchased you may **NEVER** undertake this course again. You may however enter into other apprenticeships in a different guild.

TABLE 'B'

COURSES OF INSTRUCTION

Description	Required	Complexity of Course	Requisites	Notes
1. How to read and write	72 Mos.	120		+30 GP/YR Income
2. How to figure (Arithmetic)	72 Mos.	135	#1	+10 GP/YR Income
3. Learn to speak another language	12 Mos.	30		+15 GP/YR Income (Interperter)
4. Learn to read and write another language	12 Mos.	75	#1, #3	+25 GP/YR Income
5. Physical Training I	6 Mos.	30		
6. Physical Training II	12 Mos.	45	#5	
7. How to ride a Horse I	6 Mos.	45		
8. Horsemanship II	6 Mos.	75	#7	
9. Horsemanship III	6 Mos.	105	#7, 8	
10. How to use a bow	36 Mos.	60	#5	
11. " " " " shield	6 Mos.	100		
12. " " " " sword	12 Mos.	45		
13. " " " " 2-HD				
SWD	6 Mos.	125	#12, #5	Cannot be used MTD
14. " " " " spear	8 Mos.	40		
15. " " " " club	3 Mos.	25		
16. " " " " ax	12 Mos.	75		
17. " " " " pike	6 Mos.	75	#5	Cannot use MTD
18. " " " " dagger	6 Mos.	50		

AREAS REQUIRING AN APPRENTICESHIP PERIOD

Description	Time Required	Complexity of Course	Pre-Requisites	Notes
19. Blacksmithing	36 Mos.	90	#5	+15 GP/YR
20. Engineer	60 Mos.	150	#1, #2	+35 GP/YR
21. Armorer	60 Mos.	105	#5	+25 GP/YR +1 Social Level
22. Sailor	36 Mos.	120		+15 GP/YR
23. Jeweler	120 Mos.	120	#1, #2	+20 GP/YR
24. Husbandry	24 Mos.	60		+15 GP/YR
25. Forester/Huntsmen	36 Mos.	90		+5 GP/YR +1 Social Level
26. Craftsmen	48 Mos.	135	See Notes	See Notes

COURSE DESCRIPTIONS

(1) HOW TO READ AND WRITE: Gives the player the rudiments of reading and writing his **NATIVE** tongue. The player with this skill will be able to read signs, scrolls, simple books and most other printed material. In addition he has the ability to send written messages and other simple written matter. This skill is a pre-requisite for a number of other courses in the game.

This skill does not gain the player the ability to read magical texts. Written magical material may only be read by a magician in the basic game. Magic is a language both arcane and foreign to the untrained.

(2) HOW TO FIGURE NUMBERS: Learning simple arithmetic reduces ripoffs by merchants to a 15% chance the merchant successfully short changes you. If attempted and failed the player who knows this skill will catch the dishonest tradesman in his deceit. The player with this skill is able to use all basic forms of mathematics and arithmetic. The skill is also a pre-requisite for many other educational skills.

(3) LEARN TO SPEAK NON-NATIVE LANGUAGE: Learning another language allows the player to understand the spoken version of that language and speak it himself with a minimal chance of error. This chance of error is equal to 15% — intelligence divided by three. Instructors can be found easily for all current **HUMAN** tongues. Magicians may learn 1 non human tongue in their apprenticeship. Other persons in the basic game may only learn non-human tongues if taught by a member of the race who speaks it. Only magicians may start with this type of knowledge.

(4) LEARN TO READ AND WRITE NON-NATIVE LANGUAGE: To learn to read and write the non-native language you must be able to speak it. Gaining this skill will allow you to do the same thing as gaining skill (1) except in this new language. The chance of error in reading or writing is the same as that specified for course (3) above.

(5) PHYSICAL TRAINING I: Completion allows the player to do the following:

- a) Operate at his full strength rating instead of 75% of his rating as is normal for the untrained.
- b) Operates at his full stamina rating instead of the normal 75% figure.
- c) Use full Dexterity rating instead of normal 75% value.

(6) PHYSICAL TRAINING II: On completion of this the player is capable of the following:

- a) Player is capable of swimming without armor or weapons. The only equipment with a weight value that the player may retain is a dagger.
- b) Increase in **STRENGTH**, **CONSTITUTION** and **DEXTERITY** by 2 to 20% added directly to each rating from the roll of two 20 sided dice.

(7) HOW TO RIDE A HORSE I: To gain the skills specified at these levels both the rider and the mount must be trained at the level. **EXAMPLE:** If the rider were trained to level II horsemanship but the horse was only trained to level I then the rider of that horse could only operate with level I Horsemanship on that mount.

The attributes of level I Horsemanship are as follows:

- a) Can ride the horse at normal movement rates. If do not have this skill maximum speed on horse is 50% of normal.
- b) Melee at 50% effectiveness. This 50% value effects only the base hit chance and not any modifiers added due to the rider's experience. Melee refers to **BOTH** the player's attack and defense base.
- c) Cannot use the following weapons on horseback:
1. BOW, 2. SHIELD, 3. LANCE, 4. DAGGER, 5. SPEAR.

(8) HORSEMANSHIP II: Mastery of this skill by both horse and rider yield the following attributes:

- a) Can melee at full value while mounted.
- b) Can use a **SHIELD** while mounted. Can use a **SPEAR** while mounted.
- c) Cannot use a **BOW, LANCE** or **DAGGER** while mounted.

(9) HORSEMANSHIP III: This skill allows the horse and rider team to:

- a) Fire a bow from horseback **IF** the rider knows how to fire a bow.
- b) Use a lance on horseback.
- c) Capable of guiding the mount in melee without the use of reins. This allows the rider to use both hands in fighting. If desired one hand may utilize a dagger while the other uses some other weapon.

WEAPON USE: (NUMBERS 10 to 18):

1. Prior to his having learned the use of a weapon the player will function at 1/3 the normal base in all attacks. **EXAMPLE:** The normal base for hitting another man is 40%. Harold the Devious is an experience level 12 fighter with a + 8 sword. Unfortunately for Harold, he is untrained in the use of the sword so his base hit chance is 40/3 or 13%. To this is added 12 for his level and 8 for his sword for a final chance to hit of 33% instead of the 60% chance he would have if he was trained in the use of the sword.
2. When 50% of the time required has been expended the player will be capable of utilizing the weapon at 2/3 melee value, unless he rolls and graduates the course before this in which case use at full value. In the above example, if Harold had completed 50% of his training he would have a base with a sword of 26% and a total 46% chance to hit.
3. Once the course is successfully completed the player must practice the use of the weapon, on the training field, three hours per week in order to maintain his basic skill with the weapon. Failure to practice at least 12 hours per month will result in a 10% deterioration of his skill. Example: If the base chance to hit were 40% a player with one month's deterioration would have a base of 36%. (40/10 equals loss of 4). A player with two months would have this 4 plus another 4. (36/10 equals 3.6 rounded up 4). All fractional values are rounded off to the closest whole number with .5 rounded **UP**.

Weapon Training Equivalents

Bow = crossbow, composite bow, long bow

2-HD Sword = Axe, 2 HD

Spear = Flail

(19) BLACKSMITHING: The blacksmith is trained in the use of the forge. By himself he is not capable of manufacturing weapons or armor correctly. He produces simple metal equipment such as horse shoes, nails, etc. This skill will allow the player the following advantages:

- a) Mastery of this skill is the equivalent of **PHYSICAL TRAINING I**.
- b) The Blacksmith is capable of judging the true worth of horses. He has no knowledge in judging the worth of other animals.
- c) Is capable of identifying forged metals and judging their value correctly. (Very important in the purchase of metal goods in the market place.)

(20) **ENGINEER:** In this basic scenario this category is divided into two classes, the civil engineer and the military engineer. Once the player has successfully gained one of these skills he may gain the other with time required reduced to 75% of the stated figure. The attributes of the two engineer classes is as follows:

CIVIL ENGINEER: The civil engineer is capable of designing and constructing civilian buildings of all types. In the main the engineer would concentrate on buildings such as villas, inns, warehouses, churches, etc. The civil engineer is also capable of constructing roads through the countryside. The engineer will never work on any building that requires less than 30 gold pieces to erect.

MILITARY ENGINEER: This engineer is capable of constructing any non-magical tower or any castle. This includes the construction of any walls, palisades, underground tunnel complexes or other military engineering commonly associated with the castle or tower. With the referee's discretion the military engineer may or may not be allowed to construct heavy and light catapults, he has the ability to do so.

(21) **ARMORER:** The armorer is capable of the skillful manufacture of metal weapons and armor. In the basic game this will allow him to manufacture any item on the price list at 50% of the price stated in the equipment list.

In addition the armorer will have the ability to tell the value of metal items he comes across. If the item is magic he will be capable of deciphering the fact that it is a magic weapon or suit of armor. He will not be capable of determining the magical properties of the piece.

(22) **SAILOR:** Training as a sailor allows the player to perform the following types of actions:

- a) The player is able to work on any large vessel as a sailor. He is also capable of navigating small craft himself.
- b) Has the ability to spot storms approaching at sea **ONE** day before they arrive where the vessel is.
- c) Gains an eye for seaworthiness. Player will never be cajoled into buying an unseaworthy craft. The player knows a stout craft from a scow.
- d) Has the ability to use the dagger.
- e) Can speak one foreign language.
- f) Is treated as having completed Physical Training I.

(23) **JEWELER:** The jeweler is capable of ascertaining the value and non-magical properties of any gemstone or jewel that he examines. In addition he is capable of working precious metals, determining their value, and producing jewelry of any kind.

(24) **HUSBANDRY:** The master of husbandry can judge the value of all field animals including the horse, cow, sheep, and other normal domesticated creatures. He is additionally capable of organizing and breeding his creatures selectively so that the value of his animals increases. To reflect this, the value of the herd, per species comprised of a minimum of 40 animals, will increase 2% yearly for 12 to 30 years until the husbandman is satisfied with the blood line. The maximum use of this skill will be covered in a later supplement. For the basic game this is used purely to provide the master with profit and the game with a logical source of domesticated "critters."

(25) **FORESTER/HUNTSMAN:** The master of this craft is expert in tracking animals and reading all the signs of the forest. In the forest only members of the Faery Race will ever ambush him. Others have no chance unless also a forester. In addition to this special forest attribute the forester is capable of the following:

- 1) The player is capable of foraging at three times the normal effectiveness listed in the foraging section.
- 2) When, subsequently, weapons training is undertaken he may learn the use of the **BOW, SPEAR** or **DAGGER** in 50% of the normal time required.
- 3) The player is capable of using an **AX**.
- 4) When searching or evading the player character who has completed the course will be twice as hard to find and/or can search twice as effectively when operating as an individual or as a member of a party with less than 10 members. See **EVASION** and **SEARCH**.

(26) CRAFTSMEN: (BASIC GAME):

<u>TYPE</u>	<u>INCOME</u>	<u>SPECIAL CHARACTERISTICS</u>
TAILOR	5GP/year	The tailor is capable of making clothes from fabric or leather. Tailor always makes own attire. Successfully mastering the art gains 1 social level.
CARPENTER	10GP/year	Carpenter forms items from wood. He can make any item from a piece of furniture to a small house. Mastery of skill increases status 1 social level.
COOK	5GP/year	Works in inns or castles. Cook, while employed, is given free food and lodging by his master.
SERVANT	5GP/year	Attributes as for the cook above. In addition, however, the servant's social level increases to level 2 if it is lower than that figure.
TANNER	5GP/year	Prepares leather for use in garments, armors, footwear and all types of harnesses and saddles. Can make any of these items except garments.
TINKER	5GP/year	Allowed to travel freely. Can gain free night's food and lodging for mending pots if he can successfully influence the innkeeper or householder.
MINER	10GP/year	Can identify minerals and gemstones as to type. Does not have the ability to determine their value. Capable of finding way in caves, mines and dungeons with 50% of the normal chance of getting lost.
TROUBADOUR JESTER	5GP/year plus Gift chance.	The troubadour can travel freely. Per performance there is a chance equal to 2x Charisma that he receives a gift from those entertained. This gift yields a number of copper pieces equal to the roll of two 20 sided dice multiplied times each other, in effect 1 to 100 coppers. To be allowed to perform you must influence an innkeeper or householder. If fail to get gift you must try to influence your host again. If you succeed you are kicked out of town. If you fail you will be imprisoned for 1 to 6 weeks. The 5 GP per year salary is gained only if you can influence someone to employ your services on a permanent basis.

TABLE 'C'

PRICE LIST					
DESCRIPTION	COST in G.P.	WEIGHT in lbs.	PREPARATION TIME in weeks	AVAILABILITY	MANUFACTURER/ SUPPLIER
Axe	2	10	1	Yes	Armorer
Bow	2	3	12	II	Armorer
Breastplate & Backplate	8	30	25	III	Armorer
Chainmail	6	45	25	II	Armorer
Composite Bow	4	4	130	IV	Armorer
Crossbow	4	4	16	III	Armorer
Crossbow Bolts (20)	2	5	3	Yes	Armorer
Dagger	1	1	1	Yes	Armorer
Flail	7	10	6	II	Armorer
Helm	5	5	12	III	Armorer
Helmet	2	10	2	Yes	Armorer
Lance	2	18	1	II	Armorer
Leather Armor	2	15	4	Yes	Stable
Long Bow	7	4	100	IV	Armorer
Pike	2	10	1	II	Armorer
Plate Armor	80	100	60	IV	Armorer
Quiver of Arrows (20)	1	4	2	Yes	Armorer
Saddle	10	10	2	Yes	Stable
Scabbard	25	3	1	Yes	Armorer
Shield (Heavy)	3	15	5	II	Armorer
Shield (Light)	2	8	3	Yes	Anyone
Spear	1½	7	1	Yes	Armorer
Sword	4	7	4	Yes	Armorer
Two-handed Axe	5	15	2	II	Armorer
Two-handed Sword	6	18	5	II	Armorer

COST — The cost of all items is in terms of Gold Pieces (**GP**) unless otherwise stated. There may be markups by the local merchants to any degree that is permitted by the referee.

WEIGHT — The closest approximation to the actual weight of the item in pounds.

PREPARATION TIME — The time is in terms of weeks and represents the amount of time it will take a *skilled* craftsman to make the item.

AVAILABILITY — Yes: This means that the item is available and there is not any difficulty in obtaining or making the item. Only the character who *intends* to buy *and* use the item can check to see if it's available.

II. This means that there is a 50% chance that the item is in stock (roll two 20 sided dice; any number less than 51 means the item is in stock). Characters may roll again once every month if the item is not available.

III: This means there is a 25% chance that the item is in stock. Characters may roll again once every month if the item is not available.

IV. This means that there is a 10% chance that the item is in stock. Characters may roll again once every month if the item is not available. You cannot try to obtain the item more than once a month.

MANUFACTURER/SUPPLIER — This indicates where the item may be purchased if it is available or which profession produces the item. The craftsman must be a fully trained master of the craft to utilize the numbers in the table. Otherwise the item will take longer to make (1 to 6 times as long) and/or a chance (0 to 50%) that the item made is defective, depending on the novice craftsman's ability as determined by the referee. If items are not in stock, characters may hire the craftsman to produce an item specifically for him. The cost for such service is the usual fee for the item plus a 50% markup. Referees should keep track of what projects craftsmen in his campaign are working on as they may only have two special requests for items in process at the same time. If the craftsman is busy, characters will just have to wait their turn. Payment for special requests is always in advance.

Listed below are general supplies that a character may wish to purchase. They are always available and can be obtained from merchants, inns, and town bazaars.

TABLE 'D'

GENERAL SUPPLIES			
DESCRIPTION	COST	WEIGHT	REMARKS
50 Feet of Rope	5 CP	3	
10 Foot Pole	Free	5	
Water/Wine Skin	1 CP	1	Holds 30 swallows of liquid
5 Torches	Free	5	Each burns 10 turns, illuminates 12 foot circle
Lantern	1	3	Burns 50 turns, illuminates 25 foot circle
Flask of Oil	5 CP	1	Refills lantern once
2 Small Sacks	1 CP	1/10	
Large Sack	1 CP	1/10	
Pack Mule	350 SP	—	
Horse	500 SP	—	
Horse Ration	1 SP	15	Needs one ration per day to stay healthy
Beef Ration	1 SP	3	Any one ration of food is needed by each character per day to stay healthy
Water Ration	1 CP	8	Man uses 1 per day Mule uses 3 per day Horse uses 5 per day
Fish Ration	1 SP	3	
Pork Ration	1 SP	3	
Tinned Ration	2 SP	5	
Waybread Ration	2 SP	1	
A Meal at The Inn	15 CP	—	
A Room at The Inn	10 SP/Day	—	
A Room in Town	10 SP/Month	—	

BASIC CASTLE TYPES

ROUND TOWER 25' Diameter	8' High	1,000 GP	30 days to build
	35' High	2,000 GP	60 days
	70' High	9,500 GP	240 days
	105' High	40,000 GP	30 months
	140' High	70,000 GP	60 months

GATE TOWERS (about 50' high) 6,000 GP 135 days

CURTAIN WALL (One section) (about 50-60') 3,000 GP 75 days

Tunnels 10' x 10' x 10' section takes 100 men 1 hour and costs 2 GP. The same with Wooden supports will cost 3 GP and take 2 Hours.

A regular Dungeon (Stone supports, walls, etc.) 5 GP and take 3 hours.

CREWS 100 man crews of unskilled (Peasant) labor cost 1 GP a day to hire

10 Supervisors (1 master, 2 journeymen, 7 apprentices) cost 2 GP a day.

When Building in Woods add 10% to Time and Cost.

When Building in Swamps add Triple the Cost and Time, including hiring.

In Mountains Double all Times and Costs, including Hiring.

Slave Labor will Halve the cost but Double the Time, plus wastage.

A TYPE I Castle is Considered to be a Round Tower 70' High with a Gate House.

A TYPE II Castle has a Round Tower (70'), Gatehouse, and 300' of Curtain Wall.

A TYPE III Castle has a **SQUARE KEEP**, (A Gatehouse), Gatehouse, Two Round Towers(70') and 400-800' of Curtain Wall.

A TYPE IV Castle has two Gatehouses, a square Keep (Cost as Gatehouse). Four Round Towers, 700-840' of Curtain Wall.

BASIC ENCUMBRANCE TABLE

Before each character starts out on an expedition, the player must tell the referee how much equipment the character is carrying on his person (this includes armor and weapons). The total weight carried is then cross-indexed with the character's Strength number to determine his movement rate, in inches, in a tactical situation.

ENCUMBRANCE, TABLE 'E'
(Speed in Inches)

	HORSE	MULE
25#	14	12
50#	12	10
100#	10	8
150#	8	7
200#	7	6
250#	6	5
300#	5	4
400#	4	*
500#	3	*
600#	2	*

STRENGTH NUMBER

	VERY WEAK 1-20	WEAK 21-40	AVERAGE 41-60	STRONG 61-80	VERY STRONG 81-100	SUPER STRONG 101+
20#	3	4	5	6	7	8
40#	2½	3½	4½	5½	6½	7½
60#	2	3	4	5	6	7
80#	1½	2½	3½	4½	5½	6½
100#	1	2	3	4	5	6
125#	½	1½	2½	3½	4½	5½
150#	*	1	2	3	4	5
175#	*	½	1½	2½	3½	4½
200#	*	*	½	2	3	4

*Cannot move.

Note: Dexterity Modifier--If the character's dexterity number is greater than 80, add 1/8" to his movement for every point of the difference (Dexterity Number - 80). If the character's dexterity number is less than 25, subtract 1/8" from his movement rate for every point of the difference (25 - Dexterity Number). These additions and subtractions are regardless of the encumbrance of the character.

The same procedure is used for determining the movement rate of horses and mules if they are to be used. The weight of the rider (with gear) and saddle must be included in the total weight if horses or mules are to be ridden.

SETTING UP THE CAMPAIGN



A referee, prior to the start of adventuring, must first set up a background and some explanation for the events which are about to take place. There must be a reason for the players to be undertaking the adventure upon which these same players are about to begin. At the start, this may be no more complicated than having a noble set of characters on a **QUEST** to seek out some highly valued artifact or magical item, hidden within some underground maze (**SEE: SETTING UP AN ADVENTURE**).

It will become desirable, however, to provide the players with a place of residence and a location where supplies may be purchased. There may also be a need to add additional players to the game, or provide replacements for lost characters or servants (who get to carry supplies and loot). All this will require a local population from which these needs can be met.

SAMPLE FANTASY CAMPAIGN SET-UP: "BLEAKWOOD"

To aid the starting player in his efforts to set up a game, a sample set-up is provided that will show the generation of the major player characters, their income, their education, and other available resources that are needed to set up such an operation.

TIME SCALE (OPTIONAL)

The game year has 365, 24-hour days, divided into 13 months, each 28 days long. Each year, month, week, and day has a name attached to it as follows:

MONTH	NAME	CORRESPONDING DATES ON JULIAN CALENDAR	GAME SEASON
1	BASILISK	2 JAN to 29 JAN	WINTER
2	HYDRA	30 JAN to 26 FEB	WINTER
3	PHOENIX	27 FEB to 26 MAR	SPRING
4	FAERRY	27 MAR to 23 APR	SPRING
5	HAFAZA	24 APR to 21 MAY	SPRING
6	CHALKYDRI	22 MAY to 18 JUN	SUMMER
7	HOLY AHURA	19 JUN to 16 JUL	SUMMER
8	ORMAZD	17 JUL to 13 AUG	SUMMER
9	METATRON	14 AUG to 10 SEP	SUMMER
10	VALKYRIE	11 SEP to 8 OCT	FALL
11	ANAKIM	9 OCT to 5 NOV	FALL
12	CHIMEARA	6 NOV to 3 DEC	WINTER
13	DEMON LORD	4 DEC to 31 DEC	WINTER
0	THE DAY OF TEHUTI	1 JANUARY	WINTER

Each month has four weeks:

- 1) WEEK OF FIRE
- 2) WEEK OF WATER
- 3) WEEK OF AIR
- 4) WEEK OF EARTH

Each week has seven days:

- 1) CHAODA
- 2) ANAKIDA
- 3) OD'DIDA
- 4) MANUDA
- 5) BEDA
- 6) THODA
- 7) LADA

The years are named in a thirteen year cycle as follows:

- | | |
|------------------------|-----------------------|
| 1) YEAR OF THE RAT | 7) YEAR OF THE HORSE |
| 2) YEAR OF THE BULL | 8) YEAR OF THE GOAT |
| 3) YEAR OF THE TIGER | 9) YEAR OF THE APE |
| 4) YEAR OF THE CAT | 10) YEAR OF THE COCK |
| 5) YEAR OF THE DRAGON | 11) YEAR OF THE WOLF |
| 6) YEAR OF THE SERPENT | 12) YEAR OF THE BOARD |
| | 3) YEAR OF THE JINN |

The game starts in **THE YEAR OF THE RAT, THE MONTH OF THE BASILISK, THE WEEK OF FIRE, ON THE DAY OF CHAODA**. The use of this naming system is optional; the only thing mandatory in this section is the use of thirteen, 28 day months with the one excessively holy day that starts the year.

SETTING UP AN ADVENTURE

The first project for a fantasy referee/gamemaster (the terms will be used interchangeably) is the establishment of a location where an adventure can take place. This may be an underground labyrinth or an above ground structure (usually ruins!) where the goodies and their guardians can be found. Such locations must then be populated with various creatures or men who have been set to guard the treasures within from adventurers and/or bandits. The treasure may be some powerful piece of magic or simply a huge store house of valuables.

An example of a simple adventure would see a hardy band of adventurers setting forth from a town, **BLEAKWOOD**, where they normally would reside; travel through the perilous countryside (**SEE: GETTING THERE IS HALF THE FUN!**); until they reach the lair of *The Great Dragon*, high in the Blakc Mountains.

Once within the Dragon's lair, the adventurers search for the hidden horde via small side passages (where the Dragon is too large to go) to finally reach the great treasure room where the mighty Dragon slumbers (or if they are really lucky, gone off somewhere to hunt and feed!). Yet even within these relatively safe side passages there may lurk small creatures and discarded bits of loot, the Dragon's castoffs!

This is a simple example of a basic maze wherein the smaller side passages are clearly indicated and which can be populated with monsters and treasure. As a further explanation, the following guidelines should be kept in mind for this example.

- 1) Since most creatures must eat (if they are non-magical in nature), they must have access to the outside via some small side entrance. Trying to enter and exit via the main entrance would constantly expose them to attack by the Dragon and would ultimately prevent this activity. Thus with two side entrances into this maze there would be two possible creature groups.
- 2) There cannot be too many of these creatures within the groups or else the Dragon would become so disturbed by their activity that he would dig them out (say no more than six to a group).
- 3) The creatures themselves cannot be very large in size or else the Dragon would also be able to enter the areas that the creatures can (and thus wipe them out) or spot them when they are hunting in the surrounding countryside. So, they should be man size or smaller.
- 4) The groups should have separate entrances for coming and going as interference with one group or another would result in a fight (leaving a single, smaller group surviving). Also, since this is a Dragon's lair and thus inhabited for some time, all such

conflicts between hunting groups probably would have been resolved quite some time ago. Then, again, a lot of fighting would bother the Dragon.

Each group (two) would have a lair in which that group's loot (if any) would be located. This lair, in starting games at least, should not be filled with tricks and traps since the beasts traveling in and out of the lair all the time would probably avoid the bother of setting and resetting such things. After all, there is a *Dragon* guarding the entire area and thus few threats.

The big dangers posed for adventurers in this sort of adventure are:

- 1) Taking a wrong turn into the Dragon's lair and finding it awake or waking it themselves.
- 2) Getting cutoff by returning beasts. After all, when they are not at home, it will generally mean that they are out hunting and will eventually return via their entrance. This may be the same entrance that the adventuring party used, so . . .
- 3) Finding a trick or trap at the end of a passage that dead ends (and thus one not used too often by the inhabitants) that would hurt members of the party. If the traps are delayed action, it might also result in the party being cut off from the way they came!!

The mere fact of entering or leaving the mountain where the Dragon's cave is located can be dangerous (since it might see them coming), plus the travel to and from lair, where bandits and other threats might loom.

LAYING OUT THE UNDERGROUND:

*Designates that there is a 15% chance that the temple guard will have a detachment of **MEN** stationed at that location. In this set-up the referee has determined that there will be 1 to 10 guards each armed with a sword, chainmail and a small shield.

LOCATION NUMBER: The number here corresponds to one found on the map of the underground. The number is used as a reference so that exact locations on the map may be spotted quickly and easily, at least in theory.

LOCATION TYPE: Allows the dungeonmaster to identify the general nature of the location for himself and the players. Additional labels, or alternate ones to those I have used in this example, are **TRICK, TRAP, PIT, ALCOVE, WALL, CHEST, STATUE**, etc. The labels are really a matter of what will suit you best as a referee.

DESCRIPTION:

- 1) Contents of room or location in general, if any.
TABLES, CHAIRS, BEDS, CABINETS, etc.
- 2) General function of the room or location.
LAUNDRY, CLOSET, THRONE ROOM, STOREROOM, etc.
- 3) Type of treasure, or "goodies," in the room.
AMOUNT (In **GP, SP, or CP**)
TYPE (Coins, **GEMS** [with these type and value], Artifacts, Special)
SPECIAL: Any details about a special article, like that found in room #12-B in the example, which contains a key to control the trapdoor at #10 as well as anything special about the location should be mentioned. In this example the fact that the key is located inside a chest in that room.
- 4) The **GUARD(S)**, or **CREATURES**, if any, at the location. Including their
TYPE
NUMBERS
WEAPONS (if any)
AVERAGE HIT POINTS
BODY TYPE
and any **SPECIAL NOTES**

NOTE: Take care that the position where the creature is located is large enough to contain it. An 80 foot long Dragon in a 10 by 10 foot room is just a little hard to explain. As a guide you should allow 5 feet by 5 feet for every 15 hit points that the creature(s) in the room are capable of taking. In example, if the room was supposed to contain six creatures who take 5 hit points each then the **MINIMUM** size for their room would be 10 feet by 10 feet. Creatures and people can, of course, inhabit rooms larger than this minimum size.

DESIGNING AN UNDERWORLD

Included is a simple sample maze with several of the more basic tricks and traps that might be found therein. Each trick or trap has its own characteristics within the framework of the game and a brief description of its employment and use. These are:

TRAPDOORS: Areas of floor that give way when stepped on, casting the player into some smelly dank hole.

The effect of such a fall is dependent upon the designer of such underground labyrinths.

Typical pits may contain poisoned stakes (2 **HD** + saving throw vs poison), snakes (melee + possible poison) or just a deep hole (1 **HD** damage). The variety is considerable.

The detection of such traps by the player is possible (30% normally) with pluses for being a Forester (+ 10%), Miner (+ 20%) or Engineer (+ 30%). Dwarves would have an 80% chance of detecting a trapdoor.

SLIDING WALLS: False walls that shut off a passage (including the infamous pivoting walls used so often in movies and on TV). Especially tricky are walls that slide into place after the players have passed or ones with creatures waiting behind them to pounce upon the unwary. The same basic % applies for detecting moving walls as for trapdoors.

SLOPING PASSAGES: These can either be used in place of stairway to go down a level (or up) or just to confuse things. Smeared with grease or some other lubricating substance (no, alcohol lubricates intelligence not stone!!) so that the player has a 10% (minus their dexterity) to slip and fall (1 Hit Point) and mayhap slide to their doom (or down the local drain).

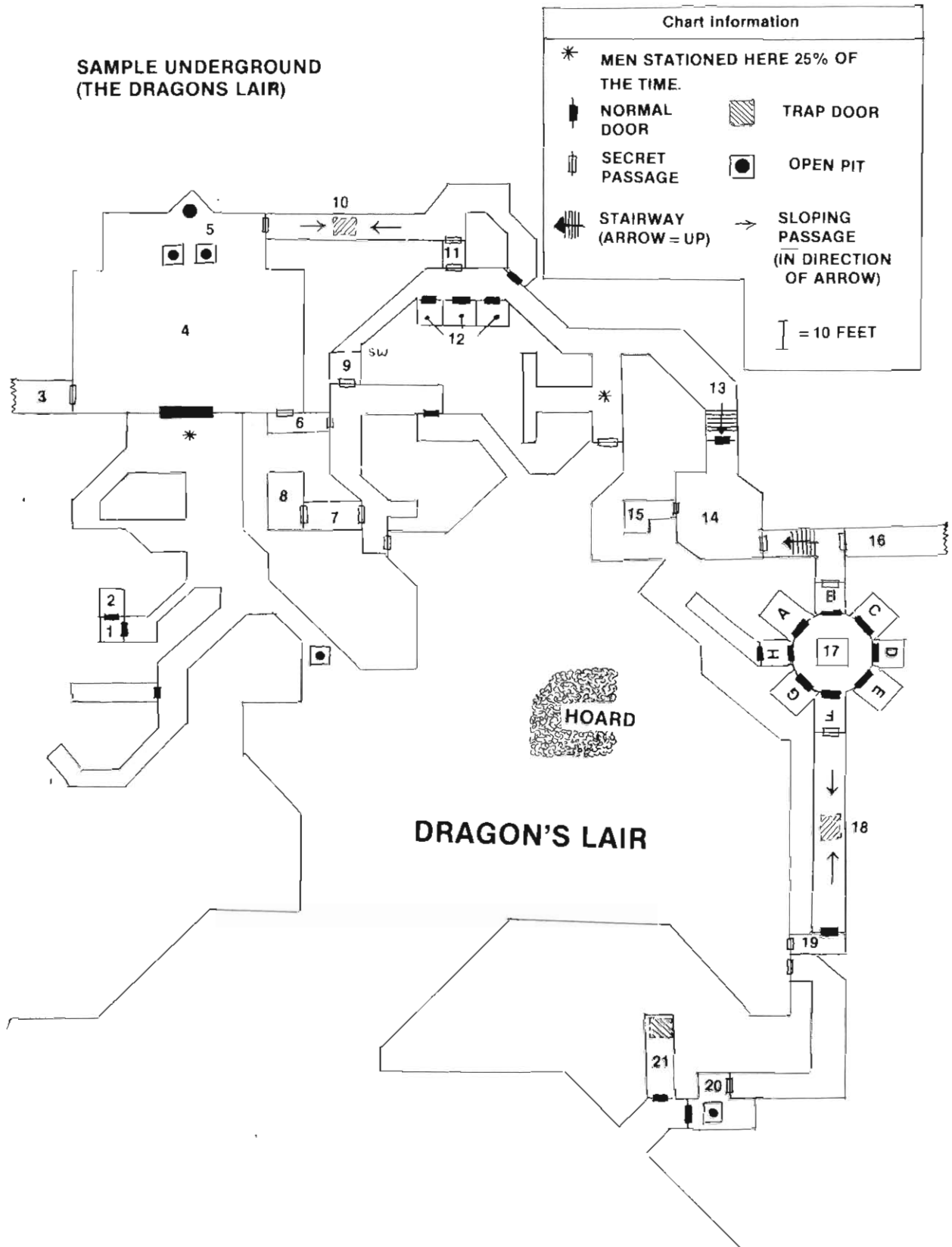
STAIRWAYS: The standard mode of getting from one level to another. These can either be either straight or circular (I prefer the latter since you do not have to also include landings every few feet).

Counting the steps is a good way to keep track of how far up or down you may have traveled. Now if some dungeon designer combines a stairway with an **UP** or **DOWN** slope only an **ENGINEER** could have a chance of detecting it and the average player would quickly become disoriented.

CHANCE OF GETTING DISORIENTED (LOST): Most underground complexes or large surface structures (meaning everything from Tae Taj to Hefner's place) do not lend themselves to keeping track of your location.

Therefore when you are in such a place and make a mistake in their mapping (that the referee spots) the referee need only tell him where they went wrong 50% of the time. There are, however, special skills that will help the player keep track of his location better (**SEE** the pertinent sections of the **EDUCATION** section for details).

**SAMPLE UNDERGROUND
(THE DRAGONS LAIR)**



SAMPLE

LOCATION NUMBER	TYPE	DESCRIPTION
1	Room	Store room 2 20 chests (1→10 CP in each)
2	Room	Store room 2 20 chests (1→10 CP in each)
3*	Passage	Passageway coming in from WEST side of MTN.
4*	Room	Main temple room
5	Idol	2 Diamond Eyes; Gold Leaf (100→1000 GP) temple GOD.
6*	Passage	Passageway and preparation room.
7	Passage	Heavily greased 10% chance of slipping doing 1 Point of damage.
8	Room	Small treasure room 1→10 chests 1→10 SP in each.
9	Passage	Wall slides closed behind intruders.
10	Trapdoor	Trapdoor (chain) 2 HD damage.
11	Room	Holding chamber for SACRIFICE. 30% chance one is here.
12-A	Room	Key to open wall (see #9) in chest.
"-B	Room	Key to trapdoor #10 located here in chest.
"-C	Room	Key in chest not to anything.
13	Stairs	Stairway to room #14.
14*	Room	High priests chambers. Several chests (2→20) with 10% chance of MISC. MAGIC ARTIFACT in each.
15	Room	Temple treasure room 10→100 GP, ONE MISC. MAGIC ARTIFACT.
16*	Passage	Corridor heading in from EAST SIDE OF MTN.
17*	Room	Room of doors.
"-A	"	EMPTY ROOM.
"-B	"	EMPTY ROOM with secret passage doing NORTH.
"-C	"	EMPTY ROOM.
"-D	"	EMPTY ROOM Entire floor is a TRAPDOOR (2 HD).
"-E	"	EMPTY ROOM one chest (10→100 CP)
"-F	"	EMPTY ROOM with secret passage going SOUTH.
"-G	"	EMPTY ROOM.
"-H	"	EMPTY ROOM with secret passage going NW a sliding wall will close behind intruders.
18	Trapdoor	TRAPDOOR (drain) 2 H.D. damage.
19*	Room	Door leading NORTH secret door leading WEST.
20*	Room	Outer Guard room <u>open</u> (GARBAGE) PIT 1 HD.
21	Room	EMPTY ROOM Entire floor is a TRAPDOOR (2 HD).

*15% chance of GUARDS (men) being present.

UNDERWORLD ENCOUNTERS 'BEYOND THE DRAGONS LAIR'

The referee will prepare an Underground maze that will contain various rooms and chambers that may or may not contain creatures with their attendant treasure. Now the referee can either set up the Dungeon as he desires to fit a particular adventure or Quest that has been arranged or the referee may decide to populate the maze in a random manner. To undertake the later is by far the easier for the beginner or novice.

The following steps are taken:

- 1) For each chamber determine it's depth beneath the surface, for that part of the maze (either one to six levels or even deeper!!). And roll two 20 sided dice on the part of the chart labeled **BASIC CHANCE OF ENCOUNTER**. If that % is rolled then the room or chamber is occupied.

EXAMPLE—On a 4th level room or chamber there is a basic chance that the room will be occupied 25% of the time.

- 2) If the room is occupied then the two twenty sided dice are rolled again and reading one dice first a number of 01 to 100 (100%) is generated. This will determine what sort of creature lurks there.

EXAMPLE—For an occupied 4th level room a 94 is rolled indicating that there are **CHANGELINGS** within the room. See the **CHANGELING** Section in the **CREATURE** portion of these rules for further details.

Within the deeper level of the **UNDERGROUND** some basic encounters have a small "X" followed by a number. This means that the basic number of the creatures encountered is multiplied by that number.

EXAMPLE—"X" would mean that instead of 10 creatures there are 20 creatures encountered.

Beyond the Dragon's Lair . . .

Included herein is a general chart that readers of these rules can make use of when designing and exploring additional Underground areas. Use of this table is limited to areas beneath the surface and is not affected by what the surface area is like. So even within a **MOUNTAIN**, **WATER** or **WOODS** area the same table is in effect.

To use the table determine the depth of the area being dealt with as expressed on the table by word **LEVEL**. So the deeper you go the higher the number of the level, thus **LEVEL 1** is very near the surface while **LEVEL 5** is quite far down.

It is a good idea not to overpopulate a level and to generally make the creatures on one level all of the same type. As a guideline there should be no more than 1-10 groups on one level of the Underground and probably no closer than 100' of Passages (**UNOBSTRUCTED**) each with some egress to the outside unless they are not alive or are carrion eaters. Intelligence will also allow overgroupings into an area for some logical reason, like guarding a temple. Also other creatures might be present within a group; leaders, Gods, prisoners, etc. Again the rationalizations are up to the designer.

UNDERWORLD ENCOUNTERS CHART 'F'

Creature	Highest Level	1 Level	2 Level	3 Level	4 Level	5 Level	6 Level
Troll	4	--	--	--	1-5	1-5	1-5
Goblin	3	--	--	1-5	6-10	6-10	6-15
Bugbear	4	--	--	--	11-15	11-14	16-20
Ogre	2	--	1-5	6-10	16-25	15-19	21-25 ²
Black Elves	3	--	--	11-15	26-30	20-26	26-30
AI	3	--	--	16-20	31-35	27-31	31-35
Tigbanua	3	--	--	21-25	36-40	32-36	36-40
Rakshasa	3	--	--	26-30	41-45	37-41	41-45
Minotaur	5	--	--	--	--	42-44	46-48
Sphinx	3	--	--	31-35	46-50	45-49	49-51
Vampire	5	--	--	--	--	50-55	52-60 ²
Men*	1	1-55	6-70	36-60	51-65 ²	56-75 ²	61-75 ³
Basilisk	3	--	--	61-65	66-70	76-80	76-80
Chimeara	1	56-65	71-80	66-70	71-75	--	--
Griffin	3	--	--	71-75	76-80	81-85	81-85 ²
Giant	2	--	81-85	76-80	81-85	86-88	86-88
Gorgon	3	--	--	81-85	86-90	89-90	89-90
Changelings	1	66-80	86-90	86-90	91-95	91-95	91-95 ²
Were Creatures	1	81-100	91-100	91-100	96-100 ²	96-100 ²	96-100 ³
Basic Chance of an Encounter and/or Treasure		1-10	1-15	1-20	1-25	1-30	1-35

OUTDOOR ENCOUNTERS



HOW TO USE THE TABLE:

The following procedure is used:

- 1) Roll two 20-sided dice on the **GENERAL TABLE** for the **BASIC CHANCE** of an encounter.

EXAMPLE: So in a **DESERT** area there is a 20% Chance that something will be found, or find, the adventuring party.

- 2) Roll two 20-sided dice for the type of encounter (**OUTLAW**, **SOLDIER**, **CIVILIAN** or **SPECIAL**).

EXAMPLE: On a roll of 65 in a **CLEAR** Terrain area **CIVILIANS** would be encountered.

- 3) In this step the referee will go to one of the four charts.

OUTLAW—Always of an alignment other than the one predominant in the area that they are found in. Thus in a **LAWFUL** area the **OUTLAWS** would be **CHAOTIC** or **EVIL**. In a **NEUTRAL** area the odds would be 50/50 whether they were **LAWFUL** or **EVIL**.

SOLDIERS—Always of the alignment that predominates the area that they are found in.

CIVILIAN—Roll for **MERCHANT**, **WAGON TRAIN** or **PEASANTS**. In each area roll a 20-sided dice reading it 1-10 for the size of the encounter.

EXAMPLE: Wagon Train; a 5 is rolled for the number of wagons, a 6 is rolled for the number of soldiers, (meaning that there are 60 Guards) and a 3 is rolled for the value of the cargo making it worth 300 GP.

THE OUTDOOR MATRIX: HOW TO USE IT

BASIC EVASION TABLE

The purpose of this table is to determine the chances of a group of adventurers being detected by another group of individuals moving through the same area. (The area is a 10 x 10 mile section.)

Basically the number of individuals in the adventuring party is compared with the number of individuals in the other group. The number within the box on the chart is the % chance that the group of adventurers will be discovered. This is the **BASIC** chance of discovery.

MODIFIERS

When desired by the referee/gamemaster the **BASIC CHANCE OF DISCOVERY** can be further modified by the use of the following divisors:

- | | |
|------|---|
| 1/5 | For Mountainous terrain, and/or terrain that is very broken with gullies, ravines, rock piles, etc. |
| 1/10 | For terrain which is heavily wooded with 50% or more of the area covered by trees. |

- 1/15 For Swampy land and/or marsh areas covering 60% or more of the area.
- 1/20 For any town or more than 500 population in residence, this is to represent the use of buildings as cover.
- I One airborne scout will count the same as 1,000 men on foot/horseback.
- II For every hit/dice that the creature adventure has it will be the same as counting each hit dice as a single man sized creature.
- III One horse (with or without rider) counts as three men for the purposes of being detected.
- IV One wagon (with team) will count the same as fifteen (15) men for the purpose of being detected. Also note that in the movement section wagons must also, generally, travel along roads too!
- V Bridges and fords will restrict movement thru an area. If search teams have been placed along all such fords, and bridges then any party attempting to cross such an obstacle will be detected. (Of course the referee/gamemaster may set up unknown fords and secret bridges or other means of crossing the river!)
- VI Passes, defiles, paths through swamps, etc. just as in V (above) the chances of detection will be almost certain if there are no other routes through the mountain or swamp.

OUTDOOR ENCOUNTERS

GENERAL TABLE 'H'

BASE CHANCE	DESERT	MOUNTAIN	FOREST	CLEAR	CITY	WATER	OTHER
	20%	30%	15%	10%	5%	15%	15%
OUTLAW	01- 12	01- 18	01- 15	01- 05	01- 09	01- 11	01- 12
SOLDIER	13- 74	19- 65	16- 52	06- 55	10- 54	12- 36	13- 56
CIVILIANS	75- 94	66- 90	53- 82	56- 95	55- 94	37- 93	57- 93
SPECIAL	95-100	91-100	83-100	96-100	95-100	94-100	94-100

SPECIAL TABLE 'I'

SOLDIER	01- 55	01- 60	01- 40	01- 30	01- 30	01- 30	01- 40
MAGICAL	56- 70	61- 70	41- 80	31- 90	31- 90	31- 80	41- 80
OTHER	71-100	71-100	81-100	91-100	91-100	81-100	81-100

CIVILIAN 'J'

30% Merchant (+ to 10 with 1 to 10 soldiers) 10 to 100 GP per Merchant.
 30% Wagon Train 1-10 wagons (100 to 1000 GP total convoy value).
 10-100 guards (see soldier chart).
 40% peasants 10 to 100 unarmed but for daggers.

CHART 'K'

TYPE OF TERRAIN	ALL MTD	ALL FOOT	MXD % MTD	% of MXD FORCE THAT ARE FOOT
CLEAR	01-60	61-90	91-100	5% → 20% foot
CITY	01-05	01-10	11-100	45% → 95% foot
MOUNTAIN	01-10	11-20	21-100	45% → 75% foot
WOODS	01-15	16-25	26-100	10% → 90% foot
SWAMP	01-05	06-10	11-100	65% → 95% foot; 25% chance all foot in boats
DESERT	01-90	91-95	96-100	5 → 10% foot
GENERAL	01-15	16-30	31-100	10 → 60% foot
WATER	NONE	100%	NONE	75% chance all are in boats (20 100 per boat)

OUTLAW: (Always unlawful)

SOLDIERS: Composition DF Force Encountered
 (Alignment is the same as area they are in.)

CHART 'L'

NUMBERS OF SOLDIERS ENCOUNTERED		
30%	1-10	(10 sided dice x 1)
60%	10-100	(" " " " 10)
10%	100-1000	(" " " " 100)

MAGICAL (SEE MAGIC SECTION)

ARMS AND EQUIPMENT OF SOLDIERS

There are two rolls for each general category and an additional roll to determine if the soldiers have a shield.

EXAMPLE—MOUNTED

First roll 40—the Mounted troops are armed with a sword.

Second Roll—A 75% means that they are protected by **CHAINMAIL**.

Third Roll—of 45% means that (Chainmail troops having a 60% chance of having a **SHIELD**) each of these men has a shield.

Note—Shield area always of the "Small" or "Normal variety. Also note that in the Note section it is impossible to have certain types of troops in certain areas. Thus for **DISMOUNTED TROOPS** armed with **MISSILES**, there could never (Absolutely not) find **Longbowmen** in **DESERT**, **SWAMP** or **WATER REGIONS**.

ARMS & EQUIPMENT OF SOLDIERS CHART 'M'

MOUNTED TROOPS				NOTES
01-20	BOW	- Leather	100%	60% in C or D
21-75	SWORD	- Leather	60%	
		Chainmail	20%	
		Plate	20%	
76-100	LANCE	- Leather	5%	Never in Desert, Swamp or Water
		Chainmail	25%	
		Plate	70%	
DISMOUNTED TROOPS				
01-35	MISSILE	- Bow	30%	Never in D, S, W
	(Leather)	Crossbow	55%	
		Longbow	15%	
36-75	SWORD	- Leather	45%	
		Chainmail	35%	
		Plate	20%	
76-90	SPEAR	- Leather	40%	
		Chainmail	50%	
		Plate	10%	No pike troops in D, S, W,
91-100	PIKE	- Leather	25%	
		Chainmail	60%	
		Plate	15%	
CHANCE OF SOLDIER HAVING A SHIELD (never with missile, pike troops)				
		Dismounted	Mounted	
	Leather	30%	20%	
	Chainmail	60%	40%	
	Plate	100%	75%	

D = Desert; S = Swamp; W = Water; C = Clear

OTHER CREATURES TABLE 'N'

Die Roll	Desert	Mountain	Forest	Clear	City (Ruins)	Water (Swamp)	Other
01	Elf	Elf	Elf	Elf	Elf	Elf	Elf
06	Troll	Troll	Elf	Elf	Troll	Troll	Troll
11	Anatim	Dwarf	Troll	Troll	Anakim	Færry	Nymph
16	Ghul	Goblin	Færry	Færry	Al	Goblin	Wolf
21	Ghul	Dwarf	Goblin	Goblin	Lyc	Al	Anakim
26	Anakim	Troll	Bugbear	Bugbear	Change	Trow	Lion
30	Jinn	Goblin	Ogre	Anakim	Jinn	Anakim	Lion
33	Nymph	Bugbear	Anakim	Nymph	Tigbanur	Bugbear	Tiger
36	Ifreet	Ogre	Tigbanua	Unicorn	Rakshasa	W'O'Wisp	Wolf
39	Ghul	Trow	Rakshasa	Oryx	Nymph	Nymph	Bear
42	Elf	Anakim	Centaurus	Griffin	Change	Lyc.	Tiger
45	Lyc.	Tigbanua	Satyrs	Hippogriff	Change	Change	Lyc.
48	Anakim	Nymph	Nymph	Lyc.	Vampire	Change	Bear
51	Troll	Griffin	Dryad	Auroch	Vampire	Cyclops	Change
54	Lyc	Hippogriff	Hamadryad	Elf	Vampire	Hind	Lyc.
57	Vampire	Lyc.	Oryx	Færry	Vampire	Aitvaras	Dragon
60	Lion	Roc	Griffin	Goblin	Aitvaras	Dragon	Al
63	Lion	Auroch	Hippogriff	Troll	Aitvaras	Sea Monster	Aitvaras
66	Lion	Ape	Lyc.	Special	Aitvaras	Sea Monster	Change
69	Lion	Lion	Tengu	Special	Dragon	Troll	Elf
72	Tiger	Wolf	Auroch	Special	Dragon	Færry	Dragon
75	Tiger	Bear	Ape	Special	Lyc.	Goblin	Troll
78	Tiger	Special	Wolf	Special	Goblin	Croc.	Anakim
81	Special	Special	Bear	Lion	Wolves	Viper	Nymph
86	Special	Special	Tiger	Wolf	Al	Python	Goblins
91	Special	Special	Lion	Special	Troll	Croc.	Special
95	Special	Special	Special	Special	Special	Special	Special

SPECIAL CREATURES TABLE 'M'

<u>Desert</u>			<u>Mountains</u>		
Changelings	01	20	Changelings	01	10
Hydra	21	40	Cyclops	11	20
Sphinx	41	48	Hydra	21	30
Basilisk	49	56	Chimera	31	40
Aitvaras	57	76	Sphinx	41	45
Dragon	77	00	Hind	46	55
			Nemean Lion	56	65
			Aitvaras	66	75
			Dragon	76	00

<u>Forest</u>			<u>Other</u>		
Naga	01	10	Changelings	01	25
Minotaur	11	20	Naga	26	35
Changelings	21	30	Chimera	36	40
Unicorn	31	40	Hind	41	45
Hydra	41	55	Pegasus	46	50
Chimera	56	65	Aitvaras	51	80
Nemean Lion	66	72	Dragon	81	85
Pegasus	73	82	Vampire	86	95
Aitvaras	83	89	Cyclops	96	100
Dragon	90+				

Example for Determining Hostility:

A Chaotic force of 1,000 men is searching for a lawful force of ten men that is hiding in an area. Rolling a 5% (**SEE: BASIC EVASION TABLE**), they detect the Lawful force. Since a look at the hostility table shows that the forces will be 100% hostile when Chaotic finds Lawful, a battle will ensue. The Chaotic player deploys 50 men in the playing area after the Lawful player shows the referee where his ten men are hiding. As it happens the Lawful player is able to escape off the north edge of the board before he is sighted or engaged by the Chaotic player. The Lawful force will then be forced on the next day to move north at least one area from where they were located last turn (day). In any event, when one of the two forces is shown to be hostile then there **will** be a conflict between all the forces involved. Thus it only takes the hostility of one force to bring on a conflict between **both** forces.

ASKING FOR ASSISTANCE/INFORMATION

Note: When an encountered force is eliminated by an adventuring party, the referee should note this fact so that a new series of rolls can be made to replace the old encounter with a new one. The old encounter might also have left loot or artifacts that were not picked up by their killers and so can be added to the next encounter's hoard.

When there is an encounter, the referee must do the following:

- 1) Set up a small area where the battle can be fought out; or he must draw it on paper to represent the area of the encounter (trees for woods, swamp for swamps, etc. . . .)
- 2) The referee must determine if the force encountered is trying to avoid detection (**SEE: THE EVASION TABLE**) since if neither is trying to hide from the other, both groups will find each other automatically.
- 3) The referee must determine if either party is actually searching the countryside as they pass through it. Searching will slow movement and leave the searching forces scattered throughout the entire area.

The referee will then go to the **EVASION TABLE** to determine the basic chance of the hiding party being found. This basic chance may be further modified using the **EVASION TABLE** optional modifiers.

If the two forces do find each other, there is a strong chance that some conflict will take place. Again, certain factors must be considered.

- 1) Is the force encountered marching, defending, searching, foraging, in ambush or hiding?
- 2) The hostility of the force must be determined, i.e., will they attack the party of adventurers or let them go. Although the two groups have found each other, it is still not a certainty that they will automatically fight each other. The following table is used to determine this chance.

BASIC HOSTILITY TABLE					
	LAW	NEUTRAL	CHAOS	MODIFIERS	
LAW	10%	50%	100%	AMBUSH	+ 50%
NEUTRAL	30%	30%	30%	HIDING	- 20%
CHAOS	80%	50%	20%	SEARCHING	+ 20%
				FORAGING	+ 10%
				DEPLOYED	+ 5%
				MARCHING	N/C

Note: Chaotic and Lawful **MAGIC USERS** will fight each other automatically. Lawful vs. Lawful Magic Users will never fight each other.

There are two factors to be considered when the likelihood of two forces being encountered will react hostilely to each other.

- 1) The basic alignment of the forces involved.
The basic alignment of the forces involved will be determined, in part, by which area they are encountered in. (SEE: **SETTING UP A CAMPAIGN** for a few hints of this). The forces encountered within the territory of a particular alignment will always be of that alignment (SEE: **OUTDOOR**, the example). This will, of course, only apply to the situation when soldiers are encountered. In the case of Bandits or special creatures and Magic Users, the basic description of the creature within the Monster Section of these rules will apply. Bandits are always chaotic; Wizards can be of any alignment (33% chance of being either Lawful, Neutral, or Chaotic).
- 2) The deployment of the forces involved.
The deployment of the forces encountered within an area will be determined ahead of time by the players themselves. For non-player forces, the referee should roll at random to determine the deployment of the forces encountered using a 20-sided die:

1 - 10 Forces are DEPLOYED	13 Forces are SEARCHING
11 Forces are in AMBUSH	14 - 16 Forces are FORAGING
12 Forces are HIDING	17 - 20 Forces are MARCHING

Deployed

100% of all available forces are concentrated in any town, pass, ford, bridge, etc. defending that point. The defender may elect to scatter his defending forces over several points. The detected force is then located within sight of the defending points with the defending forces between them and the point that they wish to reach. Defending forces may not leave the area that they are defending unless defeated or are captured.

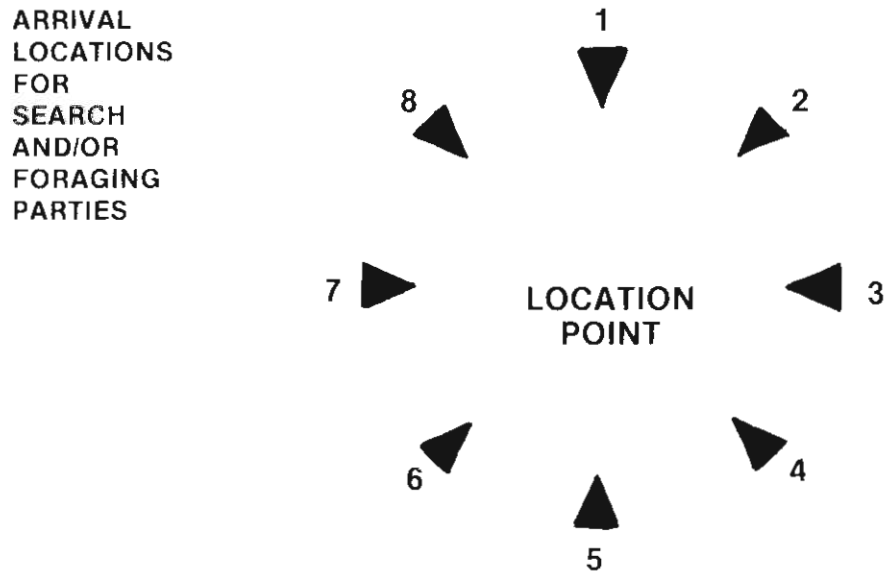
Ambush & Hiding

100% of all forces within the group are deployed within the concealing terrain (woods, rocks, town, swamp, rough terrain, etc.) opr behind such obstructions to observation (woods, hills, towns) as are within the tactical area. In the case of an ambush, the ambushing force is deployed *after* all other non-ambush forces have been deployed on the game board. In the case of a hiding force, the hiding force is deployed *in secret* before the force that detected it is plac-

ed on the game board. This may result in the hiding force escaping but that is allowed so long as they can evade detection. (The explanation for the latter is that the discovering forces only found some trail sign of the hiding force but could not find their hiding place.

Searching & Foraging

Five percent (5%) of the total force is immediately available at the contact point, 30% of the total force will arrive at the contact point on turn 20; this 30% will be divided into six groups which will arrive from random directions as follows:



(1 or 0, roll over)

On turn 40, the remaining forces will arrive in 13 groups which will also approach from random directions.

Optional: The approaching force may decide to concentrate before its arrival at the contact point. For every five (5) turn delay in their entry time, one force may join another force. If a 10 turn delay were used then already concentrated forces could join together. However, this option must be exercised and announced before the arrival points of any of the forces have been determined and then the random entry point is to be rolled for only the remaining forces.

EXAMPLE—The Searching player decides to concentrate his forces from six groups to three. This will delay their entry until turn 15. If he waits until turn 20, he may concentrate into two (2) groups. If he waits until turn 25, he can mass all six groups into one group.

In any case, the first force contacted must stay on the board playing area at the start of the contact. They may, however, leave the area. This will, however, allow the force contacted to escape. Should any force encountered be wiped out and more than five turns are left before reinforcements arrive, the force that is victorious may go into hiding within the area.

Marching

Initially up to 700 men, plus 350 men per turn after the first turn, are always deployed in column along any road or trail passing through the area or moving in a straight line through the countryside. The additional men will always enter at the edge of the playing area closest to the end of the marching column already on the board at the start. The marching player may elect to delay entry and concentrate his forces. In this case, 350 men are added each turn that he delays entry.

Note: When setting up the various forces within the playing area, allow at least 12" of playing area between any force and the edge of the board. Also, if forces are within sight of each other when one of them leaves the playing area, the playing area should be extended to allow pursuit until the forces lose sight of each other or battle ensues. There is no edge-of-the-world that forces can escape over!

GETTING THERE IS HALF THE FUN!!

First the referee determines how many days march it is from the point where the adventurers start out to the place where they are going to. For each day that the party would be marching, the referee will determine what type of terrain the party will be traveling through. This, in turn, will determine which charts will be used for finding the party's chances of encountering something enroute.

For every area traveled there should be one die cast (**SEE: OUTDOOR ENCOUNTER** for the exact procedure) to determine if anything is encountered by the party during that day. When something is encountered along the route, a note should be made by the referee for future reference. If, in the future, another party might travel through this same area (and assuming that the encounter has not been eliminated) the same creature or monsters will be found again.

TACTICAL & STRATEGIC MOVEMENT IN THE GAME

- 1) **STRATEGIC MOVEMENT** is conducted on a day-to-day basis with each party traveling (horse or foot) one Area per day. (Optionally, a completely mounted force could travel two Areas per day.) All water movement is three Areas per day (three chances for an encounter) with movement restricted to coastlines and rivers. In all cases of an encounter, there is a 30% chance that it will happen at night. It is assumed that all parties are alert to the chances of ambush and have sentries posted in the Basic Game. When there is an encounter, a tactical area is set up by the referee.
- 2) In a **TACTICAL** situation and when exploring cities, castles, and the **UNDERWORLD**, each turn is one (1) minute long with the players traveling 3" (Scale: 1" = 10') of allowed movement per turn. When not marking a trail or making a map of their progress, the players should have their movement double that of the slowest player in the party. When an encounter occurs and a melee fight (hand-to-hand combat) begins, the following guidelines should be used:

Each melee round is divided into three segments. All movements are considered to be at a "run," so each player may move up to 1/2 their normal movement in a melee segment. Each round consists of an exchange of blows with the players' weapons. All creatures may also attack once per melee segment (unless otherwise noted or restricted). Players can be attacked by more than once opponent at a time; the referee should be guided by the actual placement of the figures on a paper drawing or as set up using miniatures on a table top for deciding how many opponents can engage each figure as the hand-to-hand fighting starts. (The referee should keep in mind the actual dimensions of the area where the encounter is taking place, i.e., a 20' wide tunnel is only some 2" wide on the sketch or table top). After each hand-to-hand round, the players may move any characters that are not engaged in fighting hand-to-hand; those engaged may not move. Whenever the figures or players move within 1/2" of each other on the sketch or table top, they are considered to be engaged in hand-to-hand combat until someone wins. Any archery, missile fire, magic spells, etc. that are directed into a melee will have the chance of striking all characters and creatures in that fight. Thus both friend and foe can be laid low by an ill-directed cast or arrow shot.

TERRAIN GENERATION FOR TACTICAL BATTLES

At any time when two mutually opposed forces encounter each other in the outdoors, there is a good chance for having a battle. In many cases, the referee will set up the terrain himself based on his ideas of how the terrain appears. There may be times, however, when it is desirable to randomly generate what the area of the encounter will be like and the following guidelines can be used.

An area on the strategic map represents a 10 mile by 10 mile area. The area represented in the tactical situation measures one mile by one mile and the playing area (table top) should measure *at least* 36" by 36". Moving into an adjacent tactical area will cause the terrain in the new area to be rolled for; there is, in effect, no edge-of-the-world. If a force is not detected for six turns, it is considered to have escaped. Referees may modify this to suit any special game conditions.

For tactical battles, the playing area (table top) should be gridded off into 6" by 6" sections. For each section, a 10 sided die will be rolled to determine the types of terrain in the section.

TERRAIN IN STRATEGIC AREA

Open Terrain Areas

Forested Areas

Swamp Areas

Coastal or River Areas

Desert Areas

Hilly Terrain Areas

Mountainous Terrain Areas

TACTICAL AREA TERRAIN

1 or 2, there is a forest; reroll for each section, 1 or 2, there is a hill; otherwise the section is flat and clear.

1-6, the section is filled with trees; otherwise the section is flat and clear.

1-6, the section is filled with swamp; otherwise the section is flat and clear.

1 or 2, there is a forest; reroll for each section, 1 or 2, there is a swamp; reroll for each section, 1 or 2, there is a hill (unless the section already is a swamp); otherwise the section is flat and clear.

1 or 2, there is a dune in the section; otherwise the section is flat and clear.

1-6, there is a hill; reroll for each section, 1-3, there is a forest; otherwise the section is flat and clear.

1-3, the section is Open Terrain (reroll each Open section, 1-4, there is a forest); otherwise the section has mountain (as he feels is needed the referee may add additional levels to any mountains rolled.)

Where there are rivers, streams, towns, or roads within the area being rolled, these features are simply superimposed over the playing area.

BASIC GAME FORAGING

FORAGING FOR ANIMALS

OPEN FOREST

1 - 8 animals O.K.

MTN, SWAMP

1 - 4 animals O.K.

CITY

1 (You found a vacant lot) O.K.

DESERT

(As city, in oasis only)

HUNTING FOR RATIONS (Modify as per education)

OPEN

01 - 70 Food found

FOREST

01 - 80 Food found

If food found it

MTN

01 - 50 Food found

will be 1 - 5 rations

SWAMP

01 - 30 Food found

(% die ÷ 2)

DESERT

(Oasis, as city) or 10% in hunting at oasis

CITY

01 - 3 (in the garbage, roll vs *health*)

BASIC EVASION TABLE (OPEN COUNTRY)

CHART 'G'

THE NUMBER IN THE PARTY BEING LOOKED FOR

THE
NUMBER
IN
SEARCH
PARTY

		1→5	→15	→30	→50	→75	→100	→150	2 →0 0	3 →0 0	5 →0 0	7 →5 0	1 0 0	1 5 0	2 0 0
↓ 15	1	1	2	3	4	6	10	15	20	30	50	65	90	100	
↓ 30	2	3	4	4	6	10	15	20	30	50	65	90	100		
↓ 50	3	4	4	6	10	15	20	30	50	65	90	100			
↓ 75	4	6	10	10	15	20	30	50	65	90	100				
↓ 100	6	10	15	15	20	30	50	65	90	100					
↓ 150	10	15	20	20	30	50	65	90	100						
↓ 200	15	20	30	50	50	65	90	100							
↓ 300	20	30	50	65	65	90	100								
↓ 500	30	50	65	90	90	100									
↓ 750	50	65	90	100	100										
↓ 1000	65	90	100												
↓ 1500	90	100													
↓ 2000	100														

TERRAIN MODIFIERS

MTN 1/5
FOREST 1/10
SWAMP 1/15
CITY 1/20
ROAD x 20

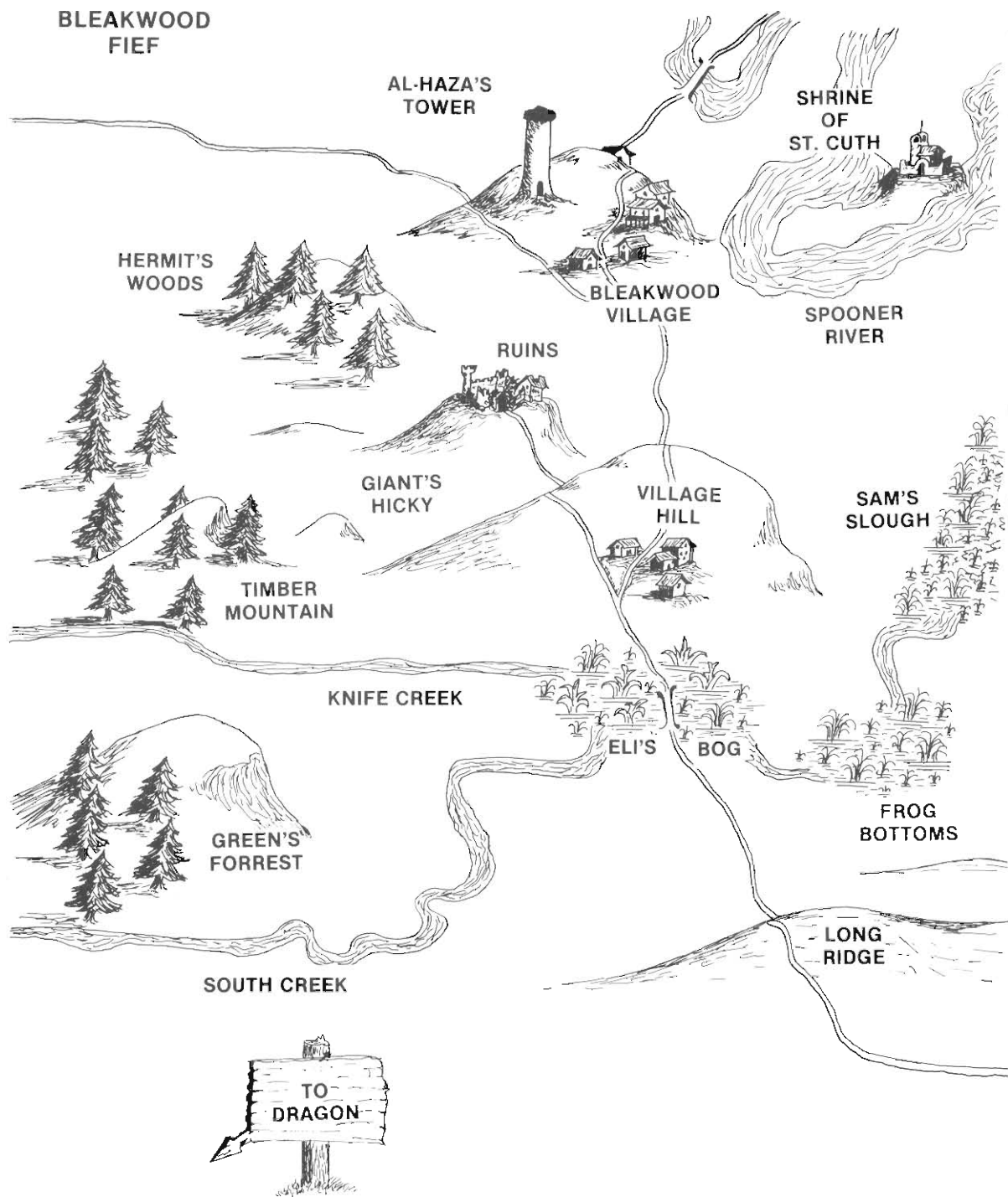
AIRBORNE x 1000
MOUNTED x 2

SIZE

1 (one) H.D. = 1 Man

HORSE = 3 Men

WAGON =15 Men



BLEAKWOOD

Notable in the area is the Sorcerer's tower. For the novice, who is about to populate the countryside it is convenient to name each area where an adventure might occur and to then populate these areas. To begin this process, then:

- 1) Label each area as to the type it is,

WOODS (any contiguous growth of trees)	x 2
SWAMP	x 3
BRIDGE	x 2
VILLAGE (Bleakwood, the wizard's town, and Southtown)	x 2
RUINS (Large or small)	x 1
RIVER(S)	x 1
STREAM(S)	x 2
PONDS	-
HILLS	(actually 5) x 6
LAKES	-
etc.	-
TOTAL	19

Now, each of these areas will probably **NOT** contain an adventure. That would represent quite a concentration of critters, many more than the area's food could possibly support for an extended period. (Especially since Humans, a primary food source for many of these creatures, do not multiply like rabbits.) Therefore in step 2 the actual creatures should be determined.

- 2) At this point the designer has the choice of determining if he will use the general table for determining the creatures present. (In this case the area around **BLEAKWOOD** would be considered to be **FOREST (WOOD)**.)

A) Since the general terrain chart is being used there will only be one type of creature encountered in the area. Because the general chart is in use there is certain to be some type of creature(s) in the area so all the player/designer need do is roll for the type of creature on the general terrain chart.

The actual location of the creature within the area can be determined from the general description of that creature's habits in the appropriate part of the creature section.

In cases where there is more than one possible location then the player should use some random method to determine which location they will be found in. The dice provided with the game come to mind in this regard.

EXAMPLE:

- | | |
|------------------|--|
| OUTLAWS | - in WOODS |
| SOLDIERS | - at SOUTHTOWN (do not desire to be too close to the sorcerer.) |
| CIVILIANS | - in TOWNS |
| HYDRA | - RUINS |

DRAGON	- RUINS
ELVES	- WOODS
FAERRY	- WOODS
GOBLIN	- SWAMPS
TROW	- WOODS
GORGON	- SWAMP
CHANGELING	- RUINS, SWAMP
DRYAD	- WOODS
WERE-CREATURE	- WOODS
SATYR	- CLEAR or WOODS
CENTAUR	- CLEAR or WOODS
OGRE	- WOODS or SWAMP
ANIMALS	- WOODS

THE AREA, AS USED IN EXAMPLES A and B:

- 1) The sample map shows the **AREA AROUND THE TOWN OF Bleakwood**. This **AREA** measures 10 miles by 10 miles. This is the "normal" **AREA** and the one used in example A of this set-up example.
- 2) The second type of **AREA**, that is used in example B, is determined by the vagaries of local geography **WITHIN** the larger area delineated in (1) above. This method of distinction is very important if the B method for determining encounter locations is used. In this method value judgments must be used to determine what constitutes an area and what type of area it is to be.

In this example it was decided that **HILLS** that were partially or fully wooded would be, a) Considered a part of the forest area, and b), that the whole area would be considered to be a **WOODS** area rather than a **MOUNTAIN** area.

Swamps were divided from the streams although still considered to be a water area.

Hills with towns, ruins or the tower on them would be considered to be a part of that town, ruin, etc. rather than a separate area.

And so it goes . . . each designer must, in the end, set his own guidelines and make his own decisions on such matters.

- 3) The smallest location, or area, is the individual hexagon on the grid map of **BLEAKWOOD**. These would measure about 600 feet across on this map. Usually a scale of 10 feet by 10 feet is best for town and underworld maps. In this case we can assume that the extreme suburban density was a result of our local magician's ideas and not at all normal.

After all this is a set of fantasy rules and normal may not be **NORMAL!**

B) The second method that could be used uses the following procedure to determine encounters possible.

- 1) For each particular area on the map of **BLEAKWOOD** assume that there is a chance that a creature might be found in the location. The total number of these possible places where an encounter **COULD** occur, minus any permanent encounters established in the hex, divide into 100 is the percentage chance of creatures being found in any one of these areas.
- 2) Break down the areas by terrain types corresponding to those found on the outdoor encounter chart.
- 3) Take each of these areas and roll to determine if in fact a creature is present and, secondly, what manner of creature it is that has been found.

EXAMPLE OF PROCEDURE: BLEAKWOOD

Bleakwood has sixteen possible areas that an encounter could be located in. Two, the Sorcerers Tower and Bleakwood town itself, are permanent established encounters. this reduces the total possible encounters for the area as a whole from 16 to 12. Thirteen divided into 111, rounded off, yields an 8% chance that an encounter will be located at any **ONE** of the thirteen possible locations.

With this determined the player/designer now divides the possible areas into their respective terrain types. The thirteen areas possible in the Bleakwood area divide into terrain areas as follows:

SIX "WATER" (Includes Bridges and Swamps)

TWO "WOODS"

TWO "CITIES" (SOUTHTOWN and RUINS) Actually scattered villages

TWO "HILLS" (other hills are treated as woods because of their forest cover)

With this initial data determined two 20 sided dice are now rolled for a result of 8 or less, a percentage throw, to determine what is found. If the roll is 8% or less then the appropriate outdoor encounter chart is consulted.

In this sample the result of the thirteen die throws yielded the following:

on Timber Mountain - Elves, x 3, 8 H.P. each, **HUMAN** Body

in Ruins - AL, x 3, 10 H.P. each, Human Body Type

in Frog Bottoms - Vipers, x 6, 3 H.P. each, Snake Body type

RATIONALE OF ENCOUNTERS: There must always be some reason that things are found where they are. In these cases the rationale is as follows:

- a) The high timber is a favorite hunting spot of the local elves. They will usually be found in the vicinity on the hunt.
- b) The AL use the ruins as a base. They forage in the old cemetery for corpses. In addition it possesses a central location for their raids on the cemeteries and people of Bleakwood and Southtown. Finally it provides them excellent cover against their enemies.
- c) A perfect environment for the viper to live, breed and feed in. Excellent protection found in its seclusion.

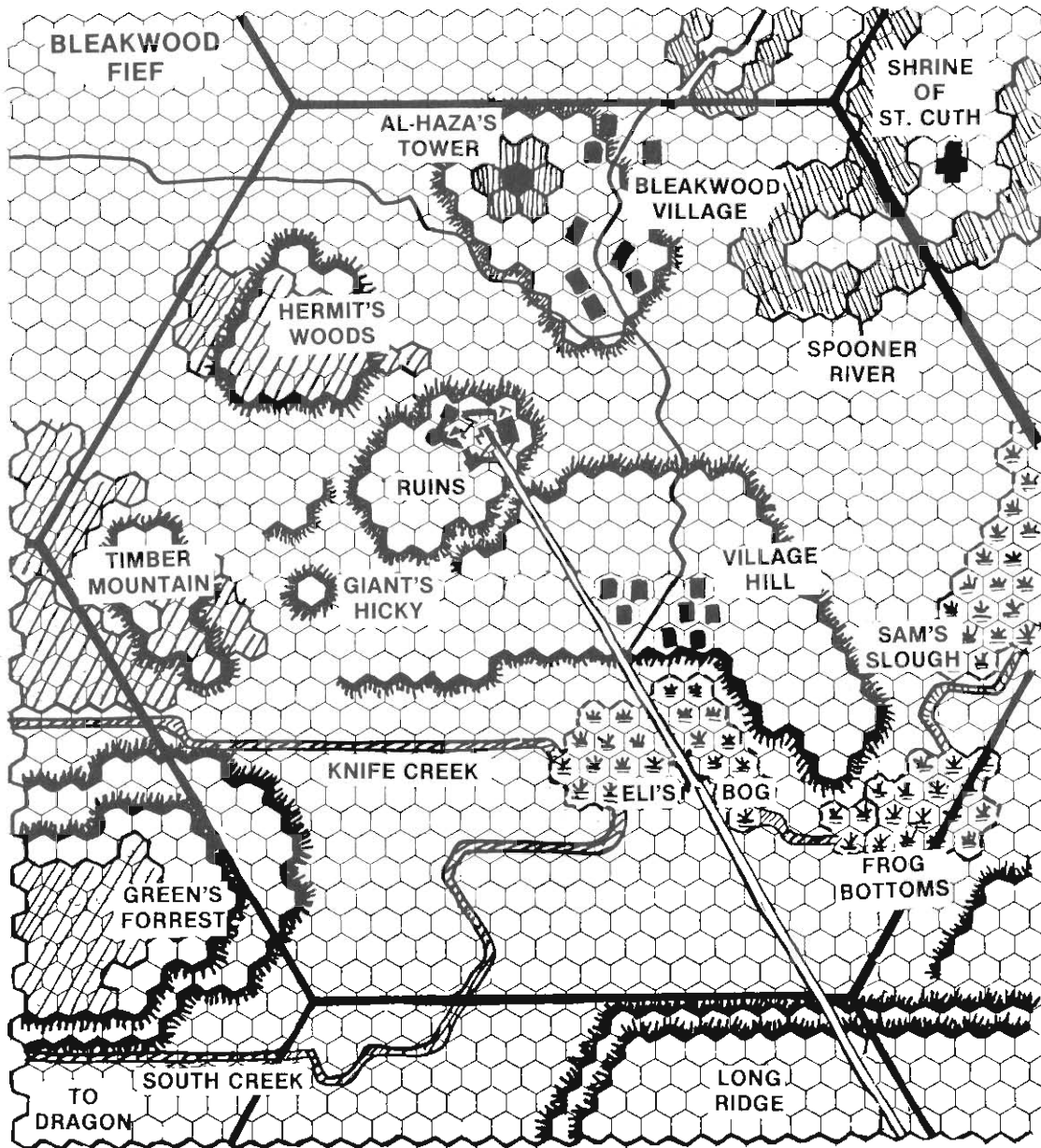
Finally, in our example, the following treasure was found with each encounter:

ELVES: Each is carrying a bow and a dagger both of which have a + 2% chance of hits. The party is on foot and each has 2 to 20 copper pieces in their possession.

AL: The creatures have scavenged 1 silver piece, 12 copper pieces and a dagger with a + 1% chance of hits.

VIPERS: The viper has no regard for treasure. It is a simple creature who lusts for a mouse or three a day, not gold.

Also lost in the swamps by Elis Bog is a coin purse with 5 silver pieces in it that was dropped by some poor traveller years ago.



GENERAL COMMENTS

Bear in mind that although you have been taken through a sample set-up, step by step, players would not know if there was anything in these places.

Each encounter only occupies one small point on the map (see the copy of the map that has a hexagonal grid laid over it) and can move about its habitat (area) as the referee desires. Thus players might spend a considerable amount of time scouring the countryside (area) without finding anything.

PHYSICAL AREA:

ONE CASTLE—One Type I.

BLEAKWOOD TOWN—200 population, giving 600 GP of revenue per year.

- One armorer
- One Scribe (Scholar) competent to teach any course aside from those involving physical conditioning. No Magic.

SOUTHTOWN—600 Population

- One Blacksmith

HOLDINGS—600 Yeomen

- 3,000 Serfs (in twenty villages)

BLEAKWOOD MILITIA

and **SOUTHTOWN** —No wall around the town; there is no moat.

- One Mercenary Sergeants
- Two Mercenary Men-at-Arms
- 128 Armed Militia
- One Knight
- One Squire
- One Sergeant (on foot)
- 12 Men (none mounted)
- 40 Serfs
- 10 Yeomen
- 5 Petit Sergeants (armed men)
- There are only two populated areas but several small holdings lie in the hills and wood northeast of Bleakwood.

SPECIAL—One Wizard

- One Dragon (in woods) to SW

When this basic make-up has been completed the individual characteristics of each player-Character and/or character that will be in the game is determined. In all cases, it can be assumed that the player/character has recently inherited his/her position and does not have any actual reputation/experience of his own. The Mercenary Leader would rate as a Knight for experience and reputation and would rate a -1 on Social Level to a Knight. The Sorcerer can be assigned a level, no higher than level 15, at the referee's discretion.

When laying out the town of Bleakwood, there are two inns, one shop that sells equipment, a mill, a cemetery, one barracks, as well as a number of unidentified buildings that can serve whatever purpose the referee might need.

Just outside the area lie Long Ridge, Green's Forest and the Shrine of St. Cuth. These have not been included because they lie outside the area but are included for reference as the player's certain to inquire about their character's neighborhood. And will probably have a bearing on their adventuring.

THE TOWER OF THE SORCEROR AL-HAZA:

A tower is a favored abode for the magician because it provides him the necessary solitude and environment for the practice of his art. The tower of Al-Haza is an example of an average wizard's dwelling once he has achieved sufficient wealth and importance to have such constructed.

The tower is set in the hills northwest of Bleakwood town. It is approximately 60 feet in height with a diameter at the base of 30 feet. It is divided into four floors and a basement.

The basement serves as a storage facility for foods and beverages. In addition it provides a secret egress to the outside world through a passage hidden behind a sliding wine rack.

The ground floor is the floor used for the mundane necessities of everyday life. It houses the six servants of Al-Haza who range in social level from 1 to 6. They each have 1 to 3 skills and all are members of the servant guild. This floor is the only floor in the tower in which the sorcerer receives guests. All others are restricted to himself, his apprentice and his warriors.

The second floor houses Al-Haza's three warrior guards and his female apprentice Shema. It serves solely as a repository for the possessions of these four persons and as a stairway guard point manned by the warriors. All warriors of Al-Haza have 1 to 3 weapon skills and Horsemanship III. Shema, beside her magical training, which is almost complete, is also a jeweler.

The third floor is the private work area and dwelling of Al-Haza. It is restricted to the sorcerer and his apprentice. No other is ever allowed access to this floor.

The fourth floor is Al-Haza's room of spells. In this room the sorcerer performs his most deadly rites of magic, his final evocations and other magical rites. This floor is restricted to the sorcerer. An apprentice is privileged to test his art in such a room only in the very last week of the apprenticeship.

The permanent magic that exists in the tower, by the effort of Al-Haza is as follows:

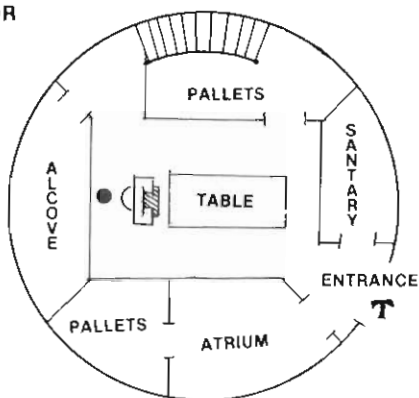
SPELL	PP	EFFECT
TELEPATHY	3	The focal point has been set on the door of the tower. The spell serves to deliver the message of Al-Haza to any who come within ten feet of the dwelling. The message varies depending on where Al-Haza is and whether he is occupied with his arts.
LIGHT	2	The focal point is placed directly behind the chair of Al-Haza. The effect of the spell, as cast by Al-Haza, serves to light the hall when activated.
WIND	6	The focal point of the spell is at the head of the stairway on the third floor. The effect of the spell when triggered causes a wind spell which blows from this point down the stairs. A light reminder that a sorcerer's rooms are sacred to him.
HEALING	3	The focal point of the spell is set in the head of Al-Haza's bed. It serves as a normal healing spell on the occupant of the bed.

OTHER PROPERTY OF AL-HAZA:

In addition to the tower Al-Haza has a small stable on the edge of Bleakwood that houses three horses. The horses were specially given to him by his former master, the wizard to whom he was an apprentice, and are trained to answer his telepathic summons. When not needed they are cared for by the people of the town in exchange for light service from the sorcerer and the sorcerer's good will.

Finally, Al-Haza possesses the Green Talisman, has an intelligence of 66 and is a level 11 Law sorcerer.

GROUND FLOOR

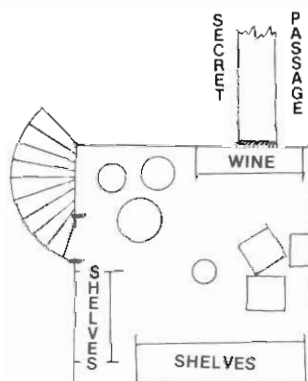
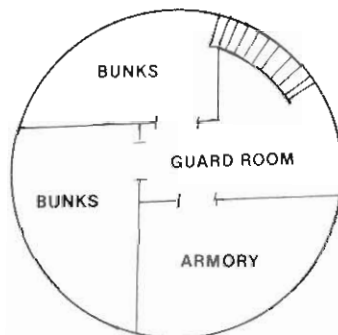


KEY

— = 5 FT

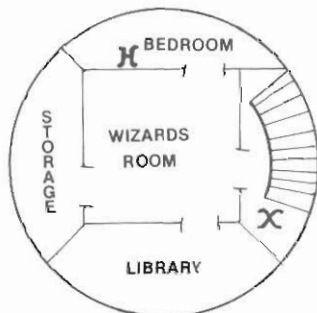
- FOCAL POINT FOR PERMANENT LIGHT SPELL
- PALLET AREAS ALSO USED FOR COOKING
- HUMAN STAFF 3 WARRIORS
6 SERVANTS
- T FOCAL POINT FOR PERMANENT TELEPATHY SPELL
- H FOCAL POINT FOR PERMANENT HEALING SPELL
- X FOCAL POINT FOR PERMANENT WIND SPELL

2ND FLOOR



BASEMENT
STORAGE
AREA

3RD FLOOR



TOP FLOOR



THE COMBAT MATRIX IN THE BASIC GAME:

HOW IT WORKS:

Within the framework of the basic game all combat is handled by a relatively simple combat matrix:

- 1) Determine all **BASIC BODY TYPES** (see also **CREATURE** section) of the combatants and compare them with the body types of their opponents. The number that this comparison yields on the **COMBAT MATRIX** is the basic percentage chance of hitting their opponent rolling two 20 sided dice.
- 2) This basic factor is modified by comparison of the following three factors:

DEXTERITY: Subtract the dexterity of the combatant with the lower dexterity from that of the combatant with the higher dexterity. The difference, **DIVIDED by FOUR**, rounded down, is added to the player with the higher dexterities chance to hit **AND** subtracted from the player with the lower dexterities chance to hit the combatant with the higher dexterity. Irregardless of the dexterity difference the highest modifier that will apply for this factor will be 10%. **EXAMPLE** A player with a dexterity of 89 engages in combat with a bandit whose dexterity is 23. The difference between 89 and 23 is 66, this divided by 4 is 16.5. The .5 is immediately dropped. Because the maximum is exceeded in the combat the player whose dexterity is 89 will only add 10 to his chance to hit the bandit. In addition the bandit will subtract 10 from his basic chance to hit the player. This maximum dexterity bonus will apply for all physical combat in the basic game.

Any creature type that does not have a dexterity explicitly listed for it in its description is assumed to have a dexterity rating of 50.

SIZE: In addition to dexterity the sizes of the opponents are compared. The size for this comparison is the actual hit points the opponent takes, in case of players and creatures whose individual hits are determined, or the **AVERAGE HIT POINTS** for the type of creature encountered, i.e., for humans ten h.p., for a Cyclops 60 h.p., etc.

To determine the effect of the size difference subtract the hit point size of the smaller creature from the hit point size of the larger creature. The difference yielded is then divided by 2. The result, up to a maximum bonus of 15%, is added to the **SMALLER** creature's chance to hit the larger creature. In addition, the result, up to a maximum minus of 10%, is subtracted from the **LARGER** creature's chance to hit the smaller creature. **EXAMPLE:** An Elf with an average hit point of 9 is fighting an Ogre whose average hit class is 30. The difference is 21, this divided by 2 yields a result of 11. Thus the elf's chance to hit the Ogre is increased 11% while the Ogre's chance to hit the Elf is reduced the **MAXIMUM** 10%.

EXPERIENCE: (See experience bonuses) Here the experience of the player is referenced against the experience of the creature, if it is of the types that have an experience rating in the basic game. If the creature does **NOT** have an experience rating then the creature's **HIT DICE** are used here disregarding any minus or plus factors

associated with that creature. Thus a faerry would use 1 here, disregarding the minus factor in parentheses. If the creature has more than 15 hit dice **OR** takes more than 150 hits, 15 is the maximum value that can be applied here. In figuring this value dragon's will use their **AGE GRADE** until they exceed 150 hits at which time they will use the maximum of 15.

In using this factor the experience, or hit dice value, that is lower is subtracted from the higher value. The result is added to the creature with the higher values chance to hit the higher. **EXAMPLE:** A warrior of experience level 12 is fighting a Chimeara which has 5 hit dice. The 12 - the 5 yields a difference of 7. This 7% is added to the warrior's chance to hit the Chimeara and subtracted from the Chimeara's chance to hit the warrior.

In later supplements further details will be implemented to further delineate this system. For now this will suffice.

COMBAT MATRIX 'N'

BASIC BODY TYPE	HUMAN	SNAKE	LION	BIRD	REPTILE	SCALES
HUMAN vs.	40	35	55	50	35	75
SNAKE vs.	75	40	55	75	40	55
LION vs.	70	60	40	50	55	40
BIRD vs.	60	25	50	40	75	80
REPTILE vs.	75	35	55	25	40	55
SCALED vs.	80	60	60	20	45	40

EXAMPLE: A Human body type has a basic 35% chance of hitting a Snake body type. The snake has a 75% chance of hitting the human. The basic body types reflect the **NORMAL** attributes (toughness, etc.) generally found in creatures of that type included in the basic game.

COMBAT SEGMENT SEQUENCE:

- | | |
|---|--|
| <ul style="list-style-type: none"> A) MAGIC POINT ALLOCATION B) ELF/SPLIT MOVE OPTION C) NORMAL MOVEMENT D) MISSILE FIRE E) MAGIC EFFECT F) NORMAL COMBAT | <p>A) The Magic Point allocation phase is the time that the Magic User allocates magic points to a spell he intends to cast. Consult the magic section to determine the time required for the spell to go into effect. The magic user may not move until the spell goes into effect.</p> |
|---|--|

Phases are done sequentially from A to F.

For split move & fire

- B) May fire and then . . . may move the playing piece as per!!!
- C) Move playing piece (see movement section)
- D) All normal missile fire takes place. Units that fired during step 'B' will *normally* not be allowed to fire during this phase of the turn.
- E) Magic spells may take effect (see also Phase 'A')
- F) Normal combat is resolved (see Combat Section).

HIT CHANCE LIMITS: (or THE LUCK OF THE IRISH RULE)

Irregardless of the bonuses or minuses which may accumulate for or against a player, creature or any other thing there will always be a minimum and a maximum chance to hit.

The maximum **NORMAL** chance to hit is equal to 98%. If a scaled creature had an 80 base plus 25% in advantageous multiplier the minor chance to miss is still retained, the chance to hit is 98% not 105%. Likewise, irregardless of the preponderance of disadvantageous modifiers that pile up against a creature or player the poor thing will always have a minimum 2% chance to hit. If the Ogre were sitting on your back with hammer descending you would still have your chance to bite him in the patella.

The only way that this rule ever fails to apply is in the application to the effects of magic or to special artifacts whose explanations explicitly state that the weapon or effect has a 100% probability of hitting its target, or causing the victim to miss his target.

OPTIONAL

HIT LOCATION:

If this section is not used the extent of any and all damage inflicted by a hit on an opponent is determined using one six sided die.

If this section is used, two 20 sided dice are to be rolled on the chart below to determine the **TYPE** of dice that are to be rolled to determine the amount of damage scored.

HIT LOCATION CHART 'O'

BODY TYPE HIT	TYPE OF DICE USED FOR DAMAGE						
	1 x 4	1 x 6	1 x 8	1 x 10	1 x 12	2 x 10	SPECIAL
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	-	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	-	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	-	91-100

At the top of each column is listed the type of dice that are to be rolled if the throw falls within the range listed below it, depending on the body type that has been hit. **EXAMPLE:** A hit has been scored on a **SNAKE** body type. The roll on the chart above was taken with a result of 35. Checking the chart we see that this means that a 6 sided die is to be rolled to determine the actual hit points of damage that the snake will suffer. If a four were rolled this would be **FOUR** hit points.

SPECIAL DAMAGE: This indicates a hit of the creature that will reduce its **DEXTERITY** and/or mobility. Roll one ten sided dice for the number of dexterity points lost. Roll one 6-sided dice for the number of damage points lost. Roll two twenty (20) sided dice again. If the roll would again inflict a "Special" damage hit then the creature will lose 1/2 of its basic movement. Any other results are ignored.

Note: If you lack 4, 6, 8, or 12 sided dice take the 20-sided one provided with the game. When you roll them use the following results:

- 4-sided 1,2 = 1 point of damage 3,4 = 2 points of damage
 5,6 = 3 points of damage 7,8 = 4 points of damage
 on rolls of 9 or 0 roll the dice over again.
- 6-sided rolls of 1,2,3,4,5,6, inflict that number of points of damage. On rolls of 7,8,9,0,
 roll the dice over again.
- 8-sided rolls of 1,2,3,4,5,6,7, and 8 inflict that number of points of damage. On rolls of 9
 or 0 roll the dice over again.
- 12-sided roll two dice as if they were 6 sided (See above).

MISSILE FIRE

To determine an attack on another creature with missile weapons the following factors should be considered.

- 1) Is the firing party trained in the use of the weapon that they are using. If they are not so trained in the use of the weapon then they may not fire that weapon.
- 2) The dexterity of the firing party will increase the chances of them hitting the target 1% for every point that the player has for dexterity over 12 and reduces his chances of hitting by 1% for every point of dexterity under 8.

CHART 'P' (Optional)

DEXTERITY	96-100	add	6%	DEXTERITY	0-5	deduct	6%
	91-96		5%		6-10		5%
	86-90		5%		11-15		4%
	81-85		3%		16-20		3%
	76-80		2%		26-25		2%
	71-75		1%		31-30		1%

- 3) The basic change of hitting a target is as follows:

LONG RANGE 10% Chance of hitting a man-sized target (2 H.D. creatures)

MEDIUM RANGE 20% Chance of hitting a max-sized target (")

SHORT RANGE 50% Chance of hitting a man-sized target (")

COMPOSITE OR LONG BOW Long range 200 yards, medium range 100 yards, short range 50 yards

CROSSBOW 170 yards, 100 yards, 50 yards

SHORT BOW 150 yards, 75 yards, 30 yards

Only the Crossbow and the Longbow can penetrate plate at Medium Ranges. The Crossbow takes about twice as long to load (or longer) than other bows.

The referee is free to work these factors into the basic game as he desires to do so.

- 4) **(OPTIONAL)** The size of the target will modify the chance of it being hit by missile fire as follows:

Faerry 1 H.D. Creatures 5%/10%/25% at Long, Medium and Short ranges

Man 2 H.D. Creature 10%/20%/50%

Griffin/Bear 15%/30%/70%

Ogre, Trow 20%/40%/80%

Dragon 30%/60%/90% (When more than 10 H.D. in size)

- 5) Additional Modifiers **(OPTIONAL)**

Archer is Mounted on a Horse (reduce chances of hitting 10) (Thus a short Bow shot at Medium range would hit a man 18% of the time.)

BASIC COMBAT SYSTEM (OPTIONAL)

TABLE Q

Hit probability modifiers according to type and area used in.

	Very long	Long	Medium	Short
Outdoors or large room (larger than 20 x 20)	+ 10	+ 5	0	- 10
Normal room (smaller than 20 x 20)	- 5	+ 5	+ 5	- 5
Corridor	- 5	+ 5	+ 5	- 5
Door	- 10	- 5	0	0

The weapon hit modifiers are *subtracted* from the base hit probability number, i.e., a + becomes a-, and a- becomes a +.

The first strike modifier is determined by comparing the weapon class of the combatant. The combatant with the larger modifier will have the first strike option.

TERRAIN EFFECT ON COMBAT

WOODS

All movement by mounted men is prohibited. Horses, etc. may be led at basic walking rates. All characters can **WALK** thru the woods. No fast movement is allowed. (This **SHOULD** average out to be 1/2 movement when encumbered.) No Flying allowed in woods.

No missile fire in woods.

Trees are spaced no more than three inches apart. No movement or fighting thru trees. Creatures with more than 10 Hit Dice can ignore trees for the purposes of movement and fighting (all intervening trees are then removed!!)

Hiding behind a tree (or up a tree!) reduces the basic odds of your being hit by 50%. The same goes for fallen trees.

It takes one turn to climb a tree 5'. (Trees are 25' tall.)

To see someone up a tree takes one turn of standing on the ground looking up. There is a basic 25% chance of detecting someone up a tree 25', at 20' it is 50%, 15' it is 75%, and at 10' 90%, 5' offers no cover. The referee can modify this as the situation warrants. Players can pass from adjacent tree to adjacent tree by rolling against their dexterity, which is reduced by the weight that they are carrying. If they miss, they will fall and suffer 1 Hit per 5' of height they dropped (at 5' no damage but a 1 or 2 will sprain a leg and reduce basic movement 50% with no fast moves).

Someone looking up either tree when the player leaps will automatically see the move. When not looking up there is a 50% chance that the move is heard by anyone within 10'' (no direction is known however!).

HILLS

Reduce all movement up hills by 25% and all movement down hills by 25% too (it's hard to stop and keep your balance). Downhill attacks get double the normal attacks on the first turn of contact **WHEN THE ATTACKER MOVED DOWN THE HILL TO MAKE THE ATTACK**. (Momentum) No missile fire **OVER** hills.

SWAMP

1/3 Normal movements, everyone fights at 1/2 effectiveness. All bows take three times as long to reload as normal. No **MOUNTED** movement in swamps. No wagons or wheeled vehicles movement in swamps allowed.

OPEN TERRAIN

All factors are normal.

ROCKS, BUSHES, TABLES, CHAIRS, etc.

Each of these items will stop normal movement through the area that they occupy. If the referee declares that the item is small enough to move, players will follow the procedures that the referee lays down for moving them. In the case of a chair a normal player with a strength of twelve could move a chair in one turn and even use it to attack an adjacent opponent! A table might require two normal players to move it 1'' in one tactical turn.

LOW WALLS (Also trees, etc.; any sort of low barricade that players can see over)

Reduces movement so that it will take one turn to climb over the barricade.

During that turn the character cannot defend itself against attack. If blocked from exiting the other side the character can either recross the barrier or fight at 1/2 normal odds of hitting his opponent. The attacking character will defend normally.

LADDERS

Like climbing over a barrier. Characters will normally climb 5'' a turn during which they cannot engage in any other kind of activity.

ARROW SLITS

So long as you can be seen, you are exposed to missile fire from the inside. Fire **INTO** the tower is minus 75%, and is only allowed if you are **ADJACENT** to the slit, and being fired by at the **TARGET**. The odds of you being hit are reduced 50%. No missile fire from ladders, only fire allowed from ground level or when on platforms (walkways, etc.).

Gates and other narrow approaches simply reduce the number of opponents that have been fought at one time. The gates, doors, etc. must first be removed or broken down before combat is allowed.

OPTIONAL/TWO HANDED COMBAT

The **DAGGER** can be used in conjunction with the **SWORD, HAND AX, CLUB** or **SHIELD** to allow the player an additional attack. This second attack is handled in the same manner as is the first except that the players **BASE HIT CHANCE** is reduced 50%. To utilize the two weapons the player must, of course, have completed the training in both weapons. If the shield is used by the player to gain the second attack bonus it may not be used on the defense to gain the players chance of deflecting damage. **EXAMPLE:** Count Horace, in the control of the Ax of Blood Sight, breaks through the sorceror's door and, as he charges up the stairs, draws his dagger. On reaching the second floor of the tower he is set upon by two of the wizard's guardsmen. Horace directs his attack against the elder, as when fighting with two weapons **BOTH ATTACKS MUST BE DIRECTED AGAINST THE SAME TARGET**. His base to hit with the ax is 40% plus 23% in modifiers for a 63% chance to hit. His base to hit with the dagger is 40% divided by 2 or 20%, plus 23% in modifiers, for a 43% chance to hit with the second chop. While thus engaged the second guard has sunk a sword into his back scoring 8 hits damage.

STAMINA: Each segment of melee requires a tremendous expenditure of energy. To reflect this each player can melee one turn for every 5 points of **STAMINA** that their character possesses. Each turn that the player does not move, does not attack, or is not attacked he recovers three points of expended stamina. If the player moves but does not attack or is not attacked he will regain **TWO** point of expended stamina. If the player moves and engages in combat no expended stamina will be recovered. Any other possible mode, other than those stated above, will result in the player regaining **ONE** point of expended stamina. (the 5 points mentioned above are expended in the melee segment.)

AN EXAMPLE OF THE USE OF STAMINA IN COMBAT:

Omar the swordsmen is meeting the charge of the maniacal Count Horace up the stairs of his Sorceror's tower. Omar has a stamina of 54, Horace a stamina of 32. In the first rush Omar and Horace expend 5 points each (Omar is now at 49, Horace at 27). After two more segments of melee Omar is relieved on the steps by Horal, whose stamina is 88. On the turn that Omar moves away he is not attacked and thus regains **TWO** of his fifteen expended stamina points, on the next turn he will not move and will regain three more. Horace on the other hand has no chance for respite and by the time that Omar has regained 5 of his 15 expended points Horace is left with a mere 7 remaining stamina, five turns at five points per turn. For the result of lowering stamina to zero or below in combat see the **STRENGTH SECTION** in the **CHARACTER SET-UP** section.

ARMOR SAVING THROW (OPTIONAL)

By wearing armor a player will minimize or even avoid damage from hits that would normally wound or even kill. In the basic game there are three types of armor and two types of shield with an optional helmet.

For each piece of armor being worn there is a chance that a blow that struck the player actually struck the armor and perhaps deflected or reduced the damage that would normally be received.

HELMET	10% Chance (Blow deflected)
SMALL SHIELD	25% Chance (Frontal only)
LARGE SHIELD	65% Chance (Frontal only)
LEATHER ARMOR	55% Chance (Damage reduced to 2/3)
CHAINMAIL	60% Chance (1/2 normal damage)
FULL PLATE ARMOR	90% Chance (1/3 normal damage)

Each time that an armored area is hit the damage normally taken is reduced as noted above. When a shield is hit, however, then **NO DAMAGE** is suffered, but they will only ward off frontal attacks (see tactical battles). Note also in the missile section that at certain ranges archery will penetrate the above armor. Crossbows and Longbows will penetrate **PLATE** at medium and short ranges and inflict full damage treating helmets as **PLATE** for this purpose. **LEATHER** ar-

mor is not proof against archery at any range when the target is hit. **CHAINMAIL** is proof against short bows at long range and will reduce damage (as noted above) against all archery except at short ranges!

Note: Never proof against magical damage except magical armor.

STRENGTH BONUS (OPTIONAL)

An extremely strong person, or creature, that is able to hit another creature will be more likely to inflict greater damage than a creature with normal strength. A simple modification of the normal damage inflicted based on that extra strength (or weakness) would be as follows:

WEAK:	(Strength roll of 0 to 30) and 1 Hit Dice creatures will inflict 1/2 normal damage (take all damage rolls, divided by 2 and round up). Thus a damage roll of 5 would inflict 3 points damage.
NORMAL:	(Strength is 31 to 70) and 3 Hit dice creatures. Inflict the normal damage of one six sided dice.
STRONG:	(Strength 71 and above) and creatures with more than 3 hit dice will inflict double the normal damage. Take the normal damage roll and multiply it by two (2).

HOW TO GAIN EXPERIENCE



Within the framework of the game the main objective of the players is to become a success. In a general way these "Victory Conditions" are reflected by the player grabbing wealth and power through the successful completion of various adventures. A player gains **EXPERIENCE** through the actual completion of various acts that will gain him further insights and practical knowledge into the way things are done. For a player whose vocation is to be a **WARRIOR** this will mean the experience gained by defeating enemies in personal combat. For a **MAGIC** user it would be the expertise gained by the use of spells and defeating other magicians.

FIGURING THE LEVEL: Within the **BASIC GAME** the normal (unmodified) values are taken from the **COMBAT MATRIX** for the % chance of killing the creature engaged. This is modified by multiplying the % chance by the number of hit dice the creature has. These two numbers are compared and the smaller divided into the larger and then divided by 2 to determine **EXP** increase.

HOW A WARRIOR GAINS EXPERIENCE

For warriors the following formula should be used.

$$\frac{\text{LOSERS HIT CHANCE}}{\text{VICTORS HIT CHANCE}} \times \frac{\text{LHD}}{\text{VHD}} \times \frac{\text{L EXP. LEVEL}}{\text{V EXP. LEVEL}} = \frac{\text{VICTORS EXPERIENCE}}{\text{LEVEL INCREASE}}$$

The terms are defined as follows:

LOSERS HIT CHANCE—The % chance of hitting the opponent as used in their melee. In this case the losers chances of striking the winner.

VICTORS HIT CHANCE—Same as above but reflecting the winner's basic chance of striking the loser.

LOSERS HIT DICE—The number of **HIT DICE** that the creature which was defeated, normally has.

VICTORS HIT DICE—Same as above but based on the number of **HIT DICE** the **VICTOR** normal-has.

LOSERS EXPERIENCE LEVEL—The actual level of **EXPERIENCE** that the defeated creature had. This is considered to be 0 unless otherwise known.

VICTORS EXPERIENCE LEVEL—As above but for the **VICTORIOUS** creature.

VICTORS EXPERIENCE LEVEL INCREASE—This number represents the **VICTORIOUS** creature's addition to it's **EXPERIENCE** level at the start of the combat just completed.

If more than one player engaged the creature on the turn that the creature was killed then all those that attacked it on that last turn will have their values added together when that number is compared to that of the defeated creature. This level increase is then awarded to each attacker.

Just as the creature's ability to be hit by the attacker is increased by attackers levels of experience, so too is its ability to hit these attackers is reduced 1% for each level of experience that they have. Thus if a warrior has a bonus of 2% in attacking the creature then that creature has its attack reduced by 2%.

For each level increase that a **WARRIOR** attains, add 1% to the chances of hitting the target based on the **COMBAT MATRIX** in the basic game.

A gain in level is based on the actual experience gained in combat and not in **REPUTATION**. An increase in level is awarded for each opponent of equivalent level that the player defeats. This equivalent level is figured as shown above.

HOW TO GAIN A REPUTATION

It is often said that a man's mouth is often quite a bit larger than his fists. So an attempt is made herein to reflect this aspect of life within the framework of a **FANTASY ROLE PLAYING GAME**.

In other areas a player's **REPUTATION** (as distinct from Experience) is what others (players and non-player characters) **THINK** or **BELIEVE** that the player has done. Thus an unfortunate player who kills his foes without witnesses or being able to prove his success, will gain little **REPUTATION** even though he may gain experience. Thus an unscrupulous player can brag about many accomplishments that may not be true to enhance his **REPUTATION** and gain power and followers. This is dangerous since if discovered his **REPUTATION** will be reduced to a level one half his actual **EXPERIENCE AND** in future he will have to verify all his success through neutral observers before his reputation will increase.

EXPERIENCE AND THE MAGIC-USER:

Magicians gain experience through the successful use of their magical abilities. Points are awarded for success in the following circumstances:

- 1) Gaining New Spells as follows:
 - a) Gain Non-Alignment spell or a spell of another alignment your experience gain is equal to the magic point value of the spell **DIVIDED** by **TEN**. **EXAMPLE:** If a 6 point spell is gained you receive .6 experience points.
 - b) Gain spell of your alignment is worth the Magic point value of the spell divided by **FIVE**. **EXAMPLE:** A Chaos wizard who gains a 4 point chaos spell gains .8 experience points.
 - c) From operations of **PERMANENT MAGIC** .1 experience point is gained per Permanent point expended.
- 2) Combat Use of Magic:
 - a) Points are awarded for the defeat of a Magic User of an opposing alignment as follows:

DIVIDE the experience level of the loser **BY** the experience level of the Winner to yield the number of experience points gained.

In the basic game only **LAW** and **CHAOS** are considered to be a **MAGICIAN** for this only if its interests is magic.
 - b) Defeat Magician of other than opposing alignment you receive points by dividing the losers level by the winners level and then dividing the result by 2.
 - c) Victory over magician in sorcerous combat garners .5 experience points for the victor.
 - d) Defeat any Non-Magician gains points as follows: **DIVIDE** the **CREATURE VALUE** (or experience level if warrior) by the **MAGICIAN'S EXPERIENCE LEVEL**. Then divide this result by **TEN**.
 - e) Break Permanent Magic cast by a magician of a **DIFFERENT** alignment. Per breakage points are awarded as follows: **DIVIDE** the **SPELL CASTERS** level by the level of the magician attempting to break the spell. The result of this division is then divided by **FIVE**. These points are only awarded for breaking permanent

magic on an edifice. Breaking the permanent magic on an artifact gains the caster .1 experience points regardless of the casters level.

SOCIAL RANK INCREASE:

Within the framework of the game players will, to a certain extent, measure their success by increasing their social status. This increase in status is granted by the hierarchy of the culture to which the player is associated.

Success is measured (**FOR WARRIORS**) by a gain of one social level for every level of experience. This means that a warrior with a status level of 10 (A Knight) would increase in social level to 11 if he gained one experience level. If he had gained 5 levels his status would rise from 10 to 15. Irregardless of the number of status levels gained in a particular adventure a player may never increase more than one social rank in any given year.

If castles are unavailable to be awarded the rank increases will be purely honorific and no increase in income will be awarded for the ranks of **KNIGHT** and higher. A player born to the title will automatically have the income and lands normal for his title rank.

If all available social positions are filled within the established framework of the campaign then the player cannot advance in rank until there is an opening in the social hierarchy at his rank level.

EXAMPLE: OMAR is a **SQUIRE**, a social status **NINE**. He has amassed sufficient experience to raise his status to that of a **BARON**, social status 15. Unfortunately for Omar, though there is an opening at the **BARON** level, there are no openings at the **KNIGHT** level which rank Omar must hold before he can become a Baron. As none of the Knights have sufficient status to gain the barony, and Omar cannot gain the Barony without first gaining Knighthood, the barony remains vacant and Omar remains a squire.

To determine if any given slot is open in a given year roll two 20 sided dice. There is a 2% chance in any given year that a given position will fall vacant.

SEE ALSO QUESTS

THE MAGIC-USER AND THE CAMPAIGN:

Though still "only Human," the magic-user has special attributes that must be spliced into the campaign carefully. To reflect this the following guidelines for handling magic-users in the campaign should be considered:

THE MAGIC-USER AND PLAYER CHARACTERISTICS: The characteristics of the magic-user are determined as is normal for his race. Their knowledge of magic does negate their essential characteristics common to all members of their species.

STATUS: The magicians starting status is determined in the same manner as all players. If the magic-user is Chaotic then status is not used any differently than for other players. If, however, the magic-user is Lawful or Neutral there is a major difference in the handling of status. The wizard is placed outside the normal rank advancement of the society. He retains his starting status rank irregardless of what his status level rises to. **EXAMPLE:** Al-Haza started play as a Knight. In subsequent adventuring his status **LEVEL** has increased from 10 to 20. In rank, though there were vacancies, he remains a Knight. The normal rank advancement process is restricted with the exclusion of magicians. To such as Al-Haza the title is in any case meaningless. Finally, irregardless of the magic-user's rank he receives **NO** rank salary.

WEALTH: Per month that the wizard allocates at least **ONE** week of his time to magical service the wizard will gain **1 SILVER PIECE** per experience level + (status level/**TWO**). **EXAMPLE:** Al-Haza has a status level of 20 and an experience level of 11. If he allocates his time to magical service he will receive 21 silver pieces per month in fees. The time cost to collect this sum is one week. If four weeks are thus spent he could garner 82 silver pieces.

A second source of possible income for the wizard is to influence a noble (see **CHARISMA**) in hiring the magician into his court. If this position is obtained the magicians will receive 10% of the noble's monthly income each month. In addition the magician will be provided with his upkeep and with private rooms in the noble's household. In this service the magician must allocate at least **TWO** weeks per month to the service of the noble who hired him.

Finally, the magic-user gains education, outside of using magic to obtain it, in the same way as normal for others. On finishing his magical apprenticeship the magician has skills 1 and 2 (see **EDUCATION**) some arcane language and his starting spell knowledge.

THE TOWER: The objective of most magic-users is to attain their own dwelling so they can more readily concentrate on their magic. The favored dwelling of the magic-user is a tower (see

the **SORCERORS** tower). The tower of Al-Haza presented earlier is an example of such a tower. Due to the special requirements mandated for such a tower, when the wizard constructs it it will cost 50% more money than is normal for a normal tower.

MAGIC-USER ENCOUNTERS:

Magic-User encountered randomly will be considered to have no physical or weapon skills. There is a 40% chance that they have mastered Horsemanship I.

The level of the magic-user encountered, in the basic game, is 1 to 10. Per level there is a 5% chance that the magic-user has an **AMULET** (1 + 2), **TALISMAN** (3 to 5) or **MISCELLANEOUS MAGIC ARTIFACT** (6).

The magic-user will be accompanied by 1 to 3 warriors. Their experience level will be 50% of the magic-user's level rounded up. Their chance of having a magical artifact will be 5% per level of the magic-user. (If level 7 **MU**, they are level 4 warriors with a 35% chance each of having a magical artifact.) The training possessed by the warriors is entirely at the referees discretion.

The spell knowledge of the wizard encountered will be the starting knowledge for a magic-user of his intelligence **PLUS** 2 spells per experience level. The spells beyond starting knowledge are divided as follows:

50% Spells of the Wizards alignment (1-2 **LAW**, 3-4 Neutral, 5-6 Chaos)

25%, rounded up, non-alignment spells. This does not count the magic-users starting knowledge.

THE REMAINDER, spells of another alignment. If a neutral wizard these will be spells of either **LAW** or **CHAOS**, not both.

NON-PLAYER CHARACTERS

In the course of the game player characters will find it expedient to recruit additional manpower to assist them in their operations. Since there is a limit to the number of real players that may be available some guidelines must be laid down for the operation of these non-player characters.

- 1) Non-player characters must always be paid, fed and sheltered (see the section covering costs) for one month prior the start of an expedition. Failure to do so will mean that the non-player characters all desert, carrying any gear that they were issued, with them. In the future any non-player characters that are recruited must be paid **DOUBLE** for the first month before they will serve with the player character.
- 2) In general a player character can recruit one man for every Social Status point he has, and one man for every three Charisma points he has. Thus a social Status 5 player-character with a Charisma of 13 can recruit 9 (nine) men.

The Advantage of this method is that **MEN SO RECRUITED DO NOT HAVE TO BE PAID UNTIL AFTER** the First expedition. There are two qualifications to this however:

A) All will share equally in any treasure and other goodies found. This will be based on the followers' Social Status (thus a level 5 Social status will get five shares, a level three, three shares, etc.)

B) For every man lost on the expedition one less can be recruited for the next year. In the above example if four of the nine were lost on the first expedition then only five can be recruited over the next year. After one year everyone will "Forget."

Additions in Social Status will allow additional recruits to be enlisted at that time regardless of previous losses. ("He's important now!")

- 3) In the course of an expedition non-player characters will only obey when their Charisma, etc. is compared to that of the player-characters' (See **CHARISMA** section). So that when doors are opened, traps spring, monsters engaged, etc. the non-player character will do so only when the player-characters charisma allows it. To save time these scores can be checked before the expedition begins, by the referee. Once the non-player character obeys, he will always do so. Thus his obedience need only be checked once per expedition.

LOYALTY AND RESPONSIBILITY

A Player Character with a Higher Social Rank may Grant to any other Player-Character of lesser Social Rank and boon that they deem fit to grant. In no case may the boon grant the player-character receiving it, more money or social rank, than the Granting player has to give.