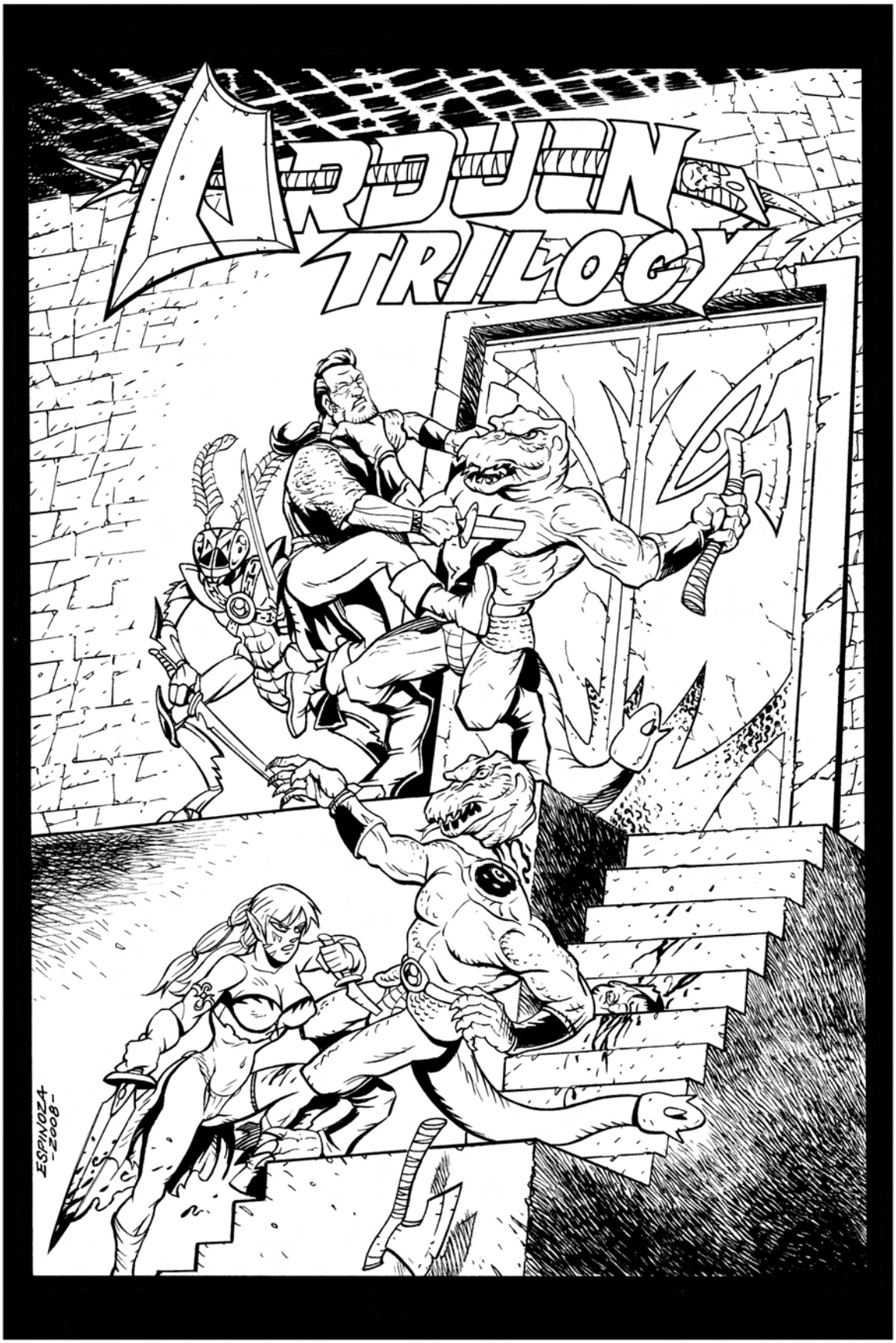
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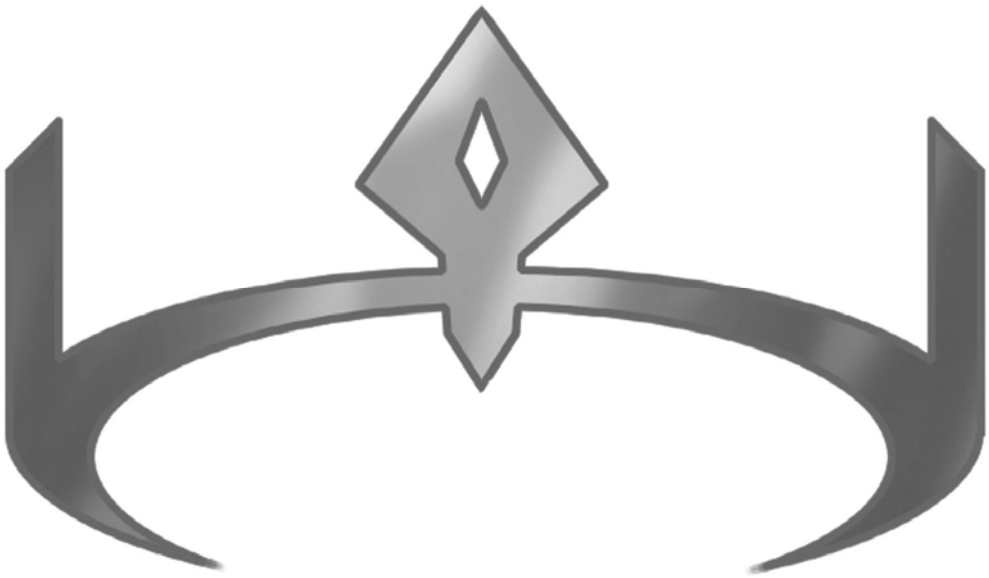

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Arduin® Trilogy

ARDUIN® GRIMOIRE VOLUME 1: THE ARDUIN GRIMOIRE

ARDUIN® GRIMOIRE VOLUME 2: WELCOME TO SKULL TOWER

ARDUIN® GRIMOIRE VOLUME 3: THE RUNES OF DOOM

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COMPANY NOTES ON THE ARDUIN TRILOGY

The Arduin Trilogy has been an underground fan favorite, has had a cult like following since I've known it from the era of the 80's, and I am quite sure it has been like that since its inception. I am pleased to bring the last redo installment of the original Arduin Grimoire material in a newer and cleaner format just beyond its original 30th year of coming into being. This book represents a lot of things for Arduin and Emperors Choice Games & Miniatures Corp. Mostly for Arduin, it marks a milestone in its existence and longevity; it has survived the test of time. For Emperors Choice Games & Miniatures Corp., this book mostly represents the end of the old era and the beginning of a new era with the Arduin Eternal (our 3rd edition set of rules) due out in less than a year from the publication of this book. We would like to state first and foremost that David Hargrave has brought us Arduin, and that Arduin and Dave has probably influenced everyone who is reading this in some way no matter how small. He will be deeply missed in the gaming community and for many their personal lives as well. Thanks Dave for giving us this gift called Arduin!

It is a fitting release to have this book in hardcover format with the cover being done by none other than the original cover artist of the now infamous first Arduin Grimoire – Greg Espinoza. We are extremely pleased to have commissioned Greg to do this cover; his talents have meshed the old styles with the new styles of art, and have also shown just what happened next with our adventurers from the first Arduin Grimoire from so long ago. I would also like to thank Greg Espinoza for stepping in at the very last moment to make this cover so special – thanks!

This book has been a bleeding ulcer for the company to put together, and hopefully all of the credits due were given in the credit section. If we missed anyone, I am very sorry, I can only say thanks, and that the road we have traveled to get to this book compilation to this stage has been very rough indeed. We have worked laboriously on the Trilogy since we acquired it so many years ago. The original files were basically useless, and the myriad of charts and mixed information on all of the pages were an enormous undertaking to type, it makes one more envious of the tasks that Mark Schynert had to deal with on the creation of the "Compleat Arduin", or Arduin II as we have come to call it.

While the original Trilogy isn't exactly where we had hoped it to be with organization, etc., we really did try our best to bring it to light in a better format. Quite simply, this book probably would not have happened if we didn't set our deadline for this year of 2008. It was a difficult decision to compile it more into sections rather than placing the books in the order they were published in, but maybe, just maybe, you the fans will see it for the better (at least I'd like to think so). Much of the layout originally did not make sense and some of it seemed off. If we missed the mark, then we are sorry. Either way, the information is there and at least readable (in a normal font size).

We are so happy that Becky stepped in at the eleventh hour earlier this year with minimal support from us, and made the Trilogy happen. She is quite an amazing talent who has made herself available on very odd times of the day and night to help bring this to you. If it were not for her, this book may well have passed to another age for release. We think she did a great job on a project that no one in years has been able to even put a dent into, and our hats are off to her! You did Arduin good! Thanks!

A couple of very honorable mentions must be made to include Rick Brown (a.k.a. Beardfoot), the little Hobbitt still has lot of kick left in him – thanks for always being there! To Scott Clark and Mark Burton, I am not sure what we would have done without you guys – thanks! You have always been available to help out also at the oddest moments of the day or night! To Monty St. John and Josie St. John, I am never sure how they accomplish the feats they do – utterly amazing; they must be superheroes – thanks you guys ROCK! To all of the Arduin fans, ourselves included, – it has always been about the fans always – thanks! Special thanks to everyone that has offered any type of help, it has been much appreciated not only for us, but for all of the other Arduin fans that wanted to help but couldn't – Dave Hargrave would have been proud! And Adam Skipper – he got some of the

extra interior art done in record time – and I think it fits – he is up and coming I am sure – thanks! Also I would like to give special thanks to Paul Mosher – a tried and true champion of David Hargrave and Arduin for his vast amounts of help on this and all projects Arduin. He has given us many words and tales told for Arduin, many of which lend inspiration even in this very tomb. It's been a bumpy road at times for all of us, but he has delivered the artillery strikes whenever asked to do so – he steps up and is always available for Arduin, always.

We hope you enjoy this new format of **THE ARDUIN TRILOGY,** and trip down one of the most legendary sets of Adventure Gaming books the world has ever set its eyes upon, I hope everyone will sally forth now, and ride to Hell and back with us once again. Into Arduin we go – for adventure, for glory, for Dave!

DAVID BUKATA

EMPERORS CHOICE GAMES & MINIATURES CORP.

IN MEMORIAM

DAVID ALLEN HARGRAVE

THE DREAM WEAVER

MAY 25, 1946 – AUGUST 29, 1988

On August 29, 1988, David A. Hargrave passed from this world to the next. He left behind many friends and thousands of gamers who sat at his table, either in his home or at the numerous conventions he attended as a GM and Entrepreneur.

He is not and simply cannot be forgotten. He touched lives with his presence, with his thoughts, with his games and with his being. He was not a perfect man; indeed none of us are. But he influenced people and taught a wide variety of life's lessons just as he had learned them.

It's our belief that the "next world" David passed to was his own creation of Arduin. He's there right now, beyond the Gates of the Plateau of Forever, living life to the hilt and scribing it all down in some great tome of knowledge that will one day be the source and cause of many an adventure and many a hoary legend of peril and woe.

He's walking the streets of Talismonde'; he's in Elric's Keep at the Tower of the Dragon giving advice to the Albino with the Black Sword; he's waving bon voyage, shouting "Bon Chance" to an expedition he's outfitted for a treasure hunt in Green Hell (Eh…No. He *wouldn't* be going there himself), or he's gazing again upon the Misty Mountains as the Spring sun reveals the snowy cloak that's settled upon the high, jagged peaks. He's living in Arduin just as Arduin lives in him.

Without you David, none of it would have ever been. But *with* you? OH! What Glories, What Wonders we've all lived!

We hoist a mug of Rumble Tummy's Ale in respectful salute to a man of extraordinary talent, a good friend and fond, fond memories of games Past, Present, and Future...

A Few Words from The Editor

I am glad I'm given this chance to say a few words as to why the Arduin Trilogy became the way it is from the three original Arduin Grimoires. As a player, I thought that the best way to do Dave Hargrave the homage due him was to combine his three separate works into a single masterpiece.

Each section of the original works had relations to other sections, and I thought that to bring them together would make the final book more flowing. Some were obvious: all new classes should go together. Many, however, were not: where should that section about space aliens go. After much deliberation, I came up with the master section as they now are.

I want to give a special thanks to my gaming group (John Adamus, Mike Varga, and Paul Osiecki) for their help in filling in some of the blanks and getting stuff in order (because I couldn't think anymore around then) and Gabby, my pup, for making me take breaks to eat, sleep, play, etc.

I hope you enjoy reading and using this book as much as I enjoyed working on it.

Becky Osiecki

Credits

Author: David A. Hargrave

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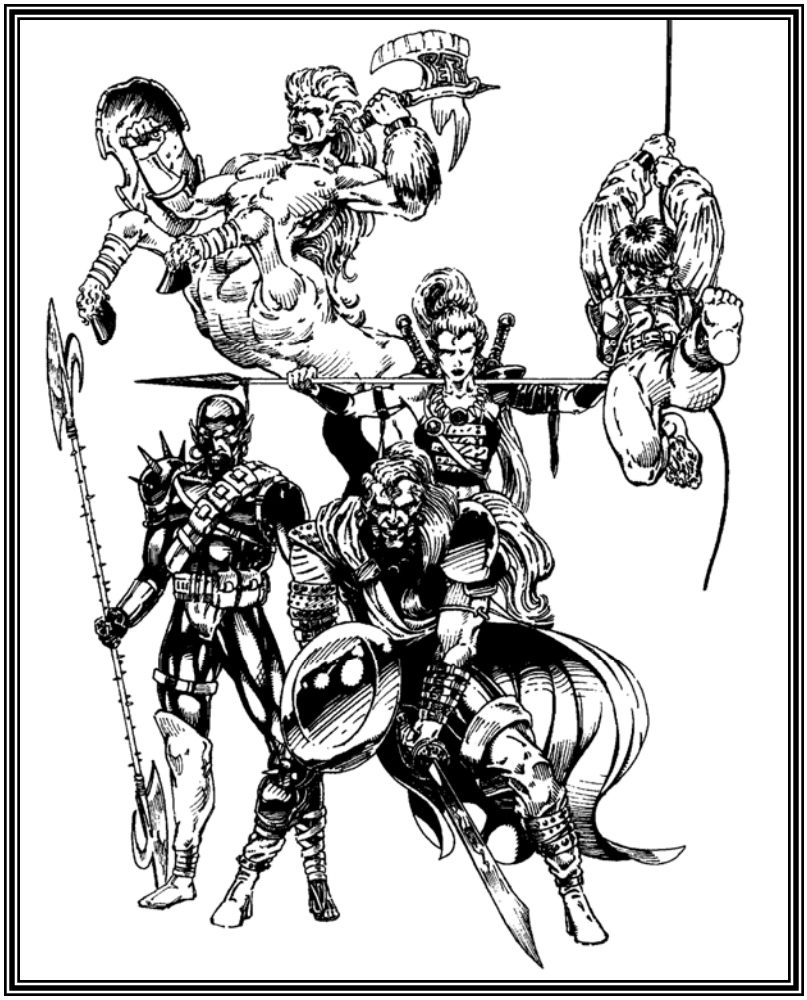
A Few Words from The Cover Artist

I met Dave Hargrave in the late 70s at his shop in Concord, CA, and he saw something in an 18 year old kid's work that compelled him to hire me to do the art for the Arduin Grimoire III: The Runes of Doom. It was a successful collaboration that led to me redoing the covers for the original Arduin book, later the game modules (Caliban and The Howling Tower), and the Arduin Adventure box set. Since that time, I've worked freelance for more than 20 years in the comics industry and animation, and I'm currently drawing a graphic novel for Image Comics. I'm grateful to David Bukata and George De Rosa for giving me the opportunity to reconnect with the world of Arduin more than 30 years later. A special thanks to Jimmie Robinson for his invaluable help, and to my lovely wife, Karen, and her endless patience and support.

Greg Espinoza

THE ADVENTURER



I have traveled through the Ebon Gates on the Plateau of Forever, seen the highest peaks of the Misty Mountains, and looked down into the dark swirling mists of The Devils Footprint.

I have delved deep within foul Skull Tower, wintered on the northern border of far Ghorfar where the Blue Barbarian Amazons wield their deadly skills and felt the oppressive heat rising from the jungles of Green Hell far to the south.

I have ridden the trails with brave men and craven, mad men and priests; I have known warriors, thieves, mages, treasure seekers, glory hounds, fools, and wise men. I call Deodanths my blood enemies, Dwarves stout hearted, Elves fools, and Centaurs gallant foes. I have seen true honor and nobility in the bug folk called Phraints and courage unheard of from Halfling bakers.

I know the terrors of the Night of the Black Solstice, the fear that grips men when Amazons close to battle screaming like Furies from legend and the sweet thrill of victory when the last foe dies or flees the field.

I've seen the deadly ballet of combat between TIE fighter and Dragon played out with lethal finality over the Mountains of Madness. I've fought in the blood games of Melnibone, traded skins with a Marmachandian merchant and walked the streets of Talismondé side by side with Vampyr and Paladin companions.

I've searched for the Yabander stone, and found the Blood of Sorkhar. And once...once...I saw Stormbringer unsheathed, and lived to tell the tale!

I welcome home those who've been there, and to those who've just begun the trip...Hang on folks; you're in for the ride of your lives!

THE ARDUIN GRIMOIRE VOL I
THE ARDUIN GRIMOIRE VOL II
ARDUIN TRILOGY
THE ARDUIN GRIMOIRE VOL III

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DEDICATIONS

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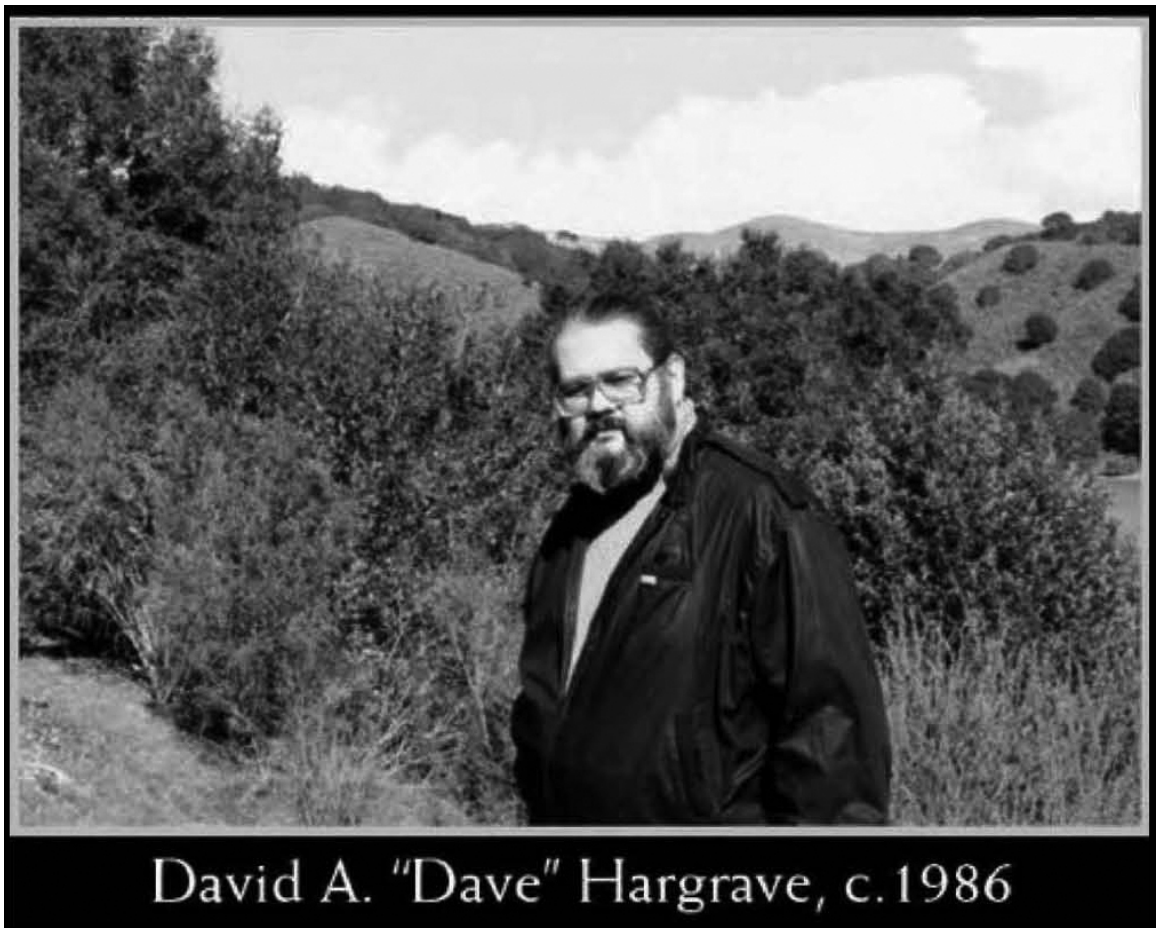


David A. "Dave" Hargrave, c.1986

DEDICATIONS

FEBRUARY 1977

I am deeply indebted to many people, without whom many of the ideas on these pages would have died stillborn. It has been a long, long year of trial and trouble, but made easier by friends both old and new. This supplement is dedicated to them certainly and with heartfelt gratitude, but it is also to those characters that lived, loved, and died in pursuit of loot and glory that my true dedication goes.

Koryu, leader of the forty-seven Ronin; Elric the Hell-Lost; Daniel the True Defender of the Dreaming Isles; Jothar, Champion of the House of the Rising Sun and Baron of the Realm; Kazamon, the Ring Bearer, Hobbitt and changeling; Benk the Benighted; Hamal Assad's Twelfth Lancers; Mithrom, bandit turned demon; Mogadore, the drunken Dwarf; Zorella, Amazon leader of the doomed Hell Raid; Lasuli, Elven and unafraid; Fredrick the Bold, slayer of Smaug and Sauron; Bolo Mark Nine, destroyer of a dungeon and near slayer of an entire world; the Seven Spartans and their never broken shield wall; Talso the grim Mage; all of you are forever graven in the iron legends that will forever follow your steps through Alternity. To you and the shades of near four hundred dead, I lift a tankard of Rumble Tummy's ale in respectful salute.

Without all of you I could never have dreamed my dreams of glory, nor beheld the beauty of the Misty Mountains of Arduin.

This volume of the Arduin Grimoire has undergone a long and involved evolution, brought about through many thousands of played man-hours by a couple of dozen truly dedicated fantasy role-playing gamers and myself. The Arduinian Multiverse has been rocked to its very cosmic core by revolutions, wars, assassinations, royal marriages, and the nearly complete and utter entropic destruction of the entirety of it all in one cataclysmic confrontation between utter evil and everyone/thing else that wanted to survive! It has been a year of trial and tribulation both for me personally, and for the Multiverse within which I and my friends live and dream. We have all undergone a truly amazing transformation, and have accepted the fact that constant change is constant survival in reality and in Arduinian reality. To all of those that have changed along with me, and to those who have journeyed that rainbow road to Arduin, I give my sincere and humble thanks. It was great knowing you, traveling with you, living and dying with you, and I am never going to forget you or this year of my life. May the Lady of the Silver Moon watch over you, and light your way throughout all possible future times, my friends.

The Baron in Exile, Lord of the House of the Tower of the Dragon, wishes to thank formally the brave and steadfast people who gave their years and their lives to return him and his from the very clutches of the Lord of the Undead. These true friends crossed three hells and seven and a half long, long years to fight their way to our succor. Our house is ever in the debt of the House of the Rising Sun, the House of the Ibathene, the House of Greylorn the Patriarch, and to all of those heroes that joined in that undertaking. You who slew even the Great Lord of the Undead himself know who you are, and you know that our House will give its all in your need, if ever that time should come. We who were hell lost and soul caged SALUTE YOU, our comrades and friends.

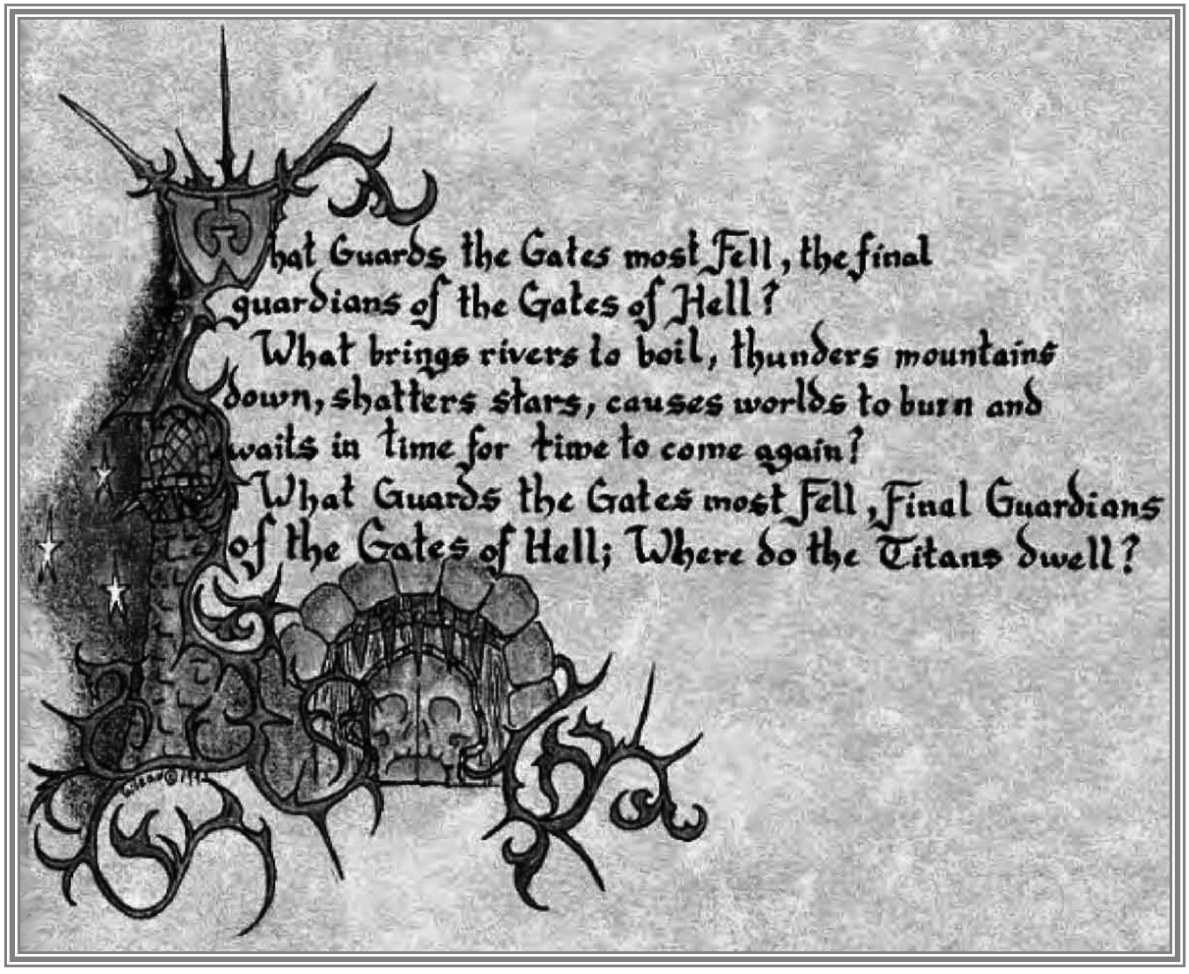
I'd like to thank Michelle McAvoy, the typist, for many long hours of hard and grueling work; Russell Roe for all his long and tedious "gopher" help; and Jim Mathis for having faith, funds, and friendship. To them and several others (yes Theresa, you too!) who also helped in various capacities, I give my heart-felt thanks.

DAVID A. HARGRAVE

A.K.A. ELRIC, BARON AND LORD OF THE HOUSE OF THE DRAGON TOWER

FORWARDS

FORWARD	From Arduin Grimoire I
FORWARD	From Arduin Grimoire II
OPENING COMMENTS	From Arduin Grimoire III
SPECIAL MESSAGE TO FANS OF ARDUIN	From Arduin Grimoire III



FORWARDS

About a year ago, this book first saw the light of day. Since then, a lot of water has passed under the bridge of time. During that time a lot of things both good and bad have happened in the fantasy gaming field. Throughout it all, I have endeavored to maintain the high standard of honesty, truthfulness, and friendliness that I laid down for myself and that you came to expect of me. The high acceptance that my book (and myself personally) have received has shown the wisdom of these standards. I promise to continue on in this way for so long as you, the readers, desire me to. Thank you for a good year, and I hope we will be sharing many more together as friends.

This book is offered in the spirit of sharing, and I hope you will share it with others. For in the sharing of fun and hobbies, the true meaning of friendship most often manifests itself.

This book is solely a product of my imagination, although many friends helped in its painful birthing. Therefore I would like to thank Greg Stafford of the Chaosium, Peter Savoy, and Bill Voorhees who believed enough to put up money when it was needed, and a really hardworking Francesca The Bemused for typing the entire thing in one truly fantastic week. To all of the others, players all, I too give a hearty round of applause, for it was in the play and the testing that the ideas became concrete and real.

Although we have upgraded each printing as best time and finances will allow, this book is still in semi-rough form. All questions regarding this book or any of the other products that I now produce will be answered personally by me, with no middleman or other barrier between myself and you the readers. I am a one-man operation, and I appreciate all constructive criticism as well as compliments.

If any person, organization, company or other entity either singularly or collectively is offended by any part of this book, I apologize for it now; SORRY!!!

The artwork contained within this book is the sole effort of a very talented young man named Erol Otus. Ten years hence, I'll be proud to say "I knew him when…"

This volume of the Grimoire is a mixed bag of magik and rules interpretations, fine art and mystic artifacts, and just a small bit of madness. It is the result of a year's hard labour, and a work that will complement Volume I very nicely. This volume was to be the last, and if it indeed is that, then you, the readers, will know that you have all of the information you'll ever need in this book and the first. If, however, public demand requires that a third volume be penned, well, you can rest assured that I will fill it with things undreamed of and most wondrous to behold. I can draw from over a thousand spell, over three hundred monsters, over a thousand magikal artifacts and weapons, and much, much more.

So whatever happens, rest assured that I will be around for years to come with, if not another volume of the Grimoire, then several new games I already have on the drawing board, more card sets, and perhaps a fantasy novel or two. You've been an appreciative public, and many of you have become pen pals and friends. Thanks for it all.

All of the beautiful art in this book is the work of Brad Schenk (a.k.a. Morno). This is one artist you'll be hearing from in the future for sure! Thanks Brad. (Except for a couple of late entries by our original artist Erol Otus.)

OPENING COMMENTS

This, the third and final volume of the Arduin Trilogy, is truly the most information packed of them all. The 100 new spells bring a variety unheard of previously to Mages, Clerics, and other magik using types. The 100 new monsters are all tough, viable in play, and add enormous scope to the DM's monster range. The Greater Demons are intended to provide players with opponents more

terrifying than other publications' "gods", yet does not force them into unplayable "god-killing" situations. Mere mortals simply could not slay Odin or Cthulhu or Set. That is just too unbelievable to play, yet that "style" of play is needed. Thus are Arduin's very own "Named Demons" of terrible and bloody reputation. Use them sparingly and only to guard the most valuable of treasures. Speaking of which, the 37 new treasures in this volume reflect the best (and funniest) Arduin has to offer in a random sampling way. Enjoy!

The 6 new character classes and 5 new character race sketches add more player choice and depth of play. The "bad guys", "good guys", and other such lists help in this respect also, by making "encounter" or "local color" type characters readily available to hard-pressed DMs.

The wild tribes and lists of "dungeon" type areas provide wider scope for DMs to expand their "wilderness" or "overland" areas into, and the "solo determination" series of charts effectively maps out the political and random fate "wilderness" that most DMs are forced to wander through.

The rules additions and changes have all been well thought out, massively researched, and painstakingly play tested over hundreds of hours.

In short, this volume has enough new information and ideas to please even the hardest nosed DMs, no matter how jaded they are!

This book is dedicated to them. The hard-working, maniac-minded souls who make fantasy role-playing games the best damn games in the entire world!

You deserve the best, and I humbly hope this book is just that: ***The Best***.

The imaginative and beautifully executed artwork in this volume is due to the efforts of the talented Greg Espinoza (again, except for two late entries by our original artist – Erol Otus).

SPECIAL MESSAGE TO FANS OF ARDUIN

OCTOBER 1978

These three volumes are in themselves a complete and playable game system. They represent four years of hard work, many tears, and hundreds of newfound friends.

The dreams and hopes of my life are poured into these pages, as well as the lifeblood of my soul. This trilogy represents, for me, my mountain, my insurmountable goal. Well I have climbed my mountain, and have seen the joyous vistas of new lands ahead!

So journey with me as I design new games (some of which I've been researching and play testing for nearly two years now), and go forward to new things, new times, and new worlds. Together, we will travel on.

I love all of you who have known me, either in person or through my work. I will never forget you or these years of my life. You have been ***The Best***.

I will continue to run the Arduinian Multiverse for all who wish to venture there, and I look forward to decades of death and glory therein! Up Arduin!

Due to financial considerations, I have sold the rights to these three books (and only to someone I trust as a true friend). I hope you will give the new publisher all of the support you gave me. Rest assured, he will maintain the high standards I've set.
Look for my first new game sometime after March of 1979, with at least one other following shortly thereafter.

My best to you all, and may Our Lady of the Silver Moon watch over your every footstep.

DAVE HARGRAVE

MULTIVERSAL TRADING COMPANY

David Hargrave's Words Of Wisdom

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HOW TO PLAY THE GAME

It seems that most new players are uncertain as to the sequence of play in a fantasy game so here is a rundown of most play situations.

OVERLAND TRAVEL

If the route is off marked primary or secondary roads, it goes like this:

Step 1. Move for one hour

Step 2. Roll to see if you encounter random monsters

Step 3. Move for an hour

Step 4. Repeat the roll (see ***Step 2***) for random monsters

During daylight, there should only be one chance in six (d6) of meeting monsters, unless you are in woods, marshes, or jungle, in which case it is two chances in six (2d3). At night, however, all chances are doubled.

At any rate, if a monster is encountered, then the sequence of events goes as follows. Please note that all these ranges are halved at night.

Step 1. Determine the distance between you and the monster

- from 20' – 240' (20d12) in open terrain
- from 10' – 120' (10d12) in semi-covered or hilly terrain
- from 10' – 60' (10d6) in thick forest or other vision restricted terrain

Step 2. Decide who can see it and who can't (simple line of sight)

Step 3. Determine the monster's reaction to seeing you (roll a twelve sided die (d12) using this scale of reactions

- roll of 1 – 3, the monster is frightened off
- roll of 4 – 6, the monster shies back a bit and appears hesitant and nervous
- roll of 7 – 9, the monster warily approaches the party
- roll of 10 – 12, the monster launches itself in a screaming attack upon your party without regard to its own safety.

Step 4. For intelligent foes, the table is as follows:

- roll of 1 – 4, they flee
- roll of 5 – 8, they indecisively stand around and debate on what to do
- roll of 9 – 12, there is an unhesitating attack upon the party

Once the distance to the monster and its initial reaction are determined, then it goes like this:

Step 1. If the monster is charging and he is less than 30' away, this constitutes a surprise attack, and your party may not react until the monster has completed his movement and attack.

Step 2. Thereafter it is a very simple matter of the fastest dexterity attacking first, and the next fastest next, and so on down the line.

This is covered more completely in the section on combat, but a short description would be all

attacks are made, all movement is made, and then the process repeats itself. Because it is dexterity that determines which attacks go first, it quite frequently happens that a warrior will strike his opponent just before he is struck in turn by a blast of magik, and his weapon is caught in the effects, or he himself is. Such is the stuff melees are made of.

After the battle is over, and all of the healing that is possible is done, then the movement process is repeated until the night camp is made. One point here: it is recommended that you have ten hours each of daylight and night, with two hours each of semi-light at dawn and dusk. This will be maintained year round unless you decide to do what I did and have a set of seasons and the like, at which point you're on your own brother!

So there you have it. Move an hour, roll for monsters, and move another hour and roll, ad infinitum. The only change you may wish to add into your game is a die roll once an hour to see if you are lost (one chance in six (d6) of this happening). However, I recommend that this rule only be used in extremely difficult or overgrown terrain, outside of the boundaries of the lands where all of your adventures take place, or in pursuit situations at night.

Expeditions inside dungeons are just the same, only it is always dark, so bring your own light.

It is also recommended that guards be posted at night and with the party's mounts while they are down in the dungeons. Always remember, a good umpire will always hit you when you least expect it.

If you are at a loss as to how you can decide just what type and how many monsters came up on the random monster roll, other similar role-playing games have a fair list, but you're better off compiling a list of your own, and then rolling percentile dice to see which kind pops up. Consider one to three people as a base unit for a dungeon run, and add more monsters for every three people on the run (if you have a party of three, then only one red dragon shows up, if you have 4 – 6, then it's two and so on). It's really very simple if you want it to be.

POINT SYSTEM

In the Arduin universe, the ability to advance to higher levels is based on earned merit and not on acquisition of treasure. Therefore, points are given for many reasons, but NOT for gold or other treasure. After all, it is the act of robbery, not the amount stolen, which gives the Thief his experience.

The following chart is a guideline, not a firm law, for each situation is different and merits individual adjudication.

POINTS GIVEN	REASON GIVEN
400	Death (with successful revival), reincarnation, changed into another type of entity via a curse, etc.
375	Being sole survivor of an expedition, acquiring the mightiest of artifacts (Satan's own pitchfork, nuclear weapons, phasers, etc.)
350	Defeating, in single combat, demi-gods or major Demons (above and beyond the normal points)
325	Defeating, in single combat, any creature that is four times your size or is 20 hit dice or larger (whichever is greater)
300	Acquiring a major artifact (machine guns, explosives, staves of Black Wizardry, wish rings with more than 5 wishes, etc.)
275	Casting spells of tremendous magikal import (the conjuring of a Major Demon, using a gate spell, raising the dead fully and the like)
250	Being cursed, acquiring a cursed item, dying but being regenerated back to life, using spells of major magikal import (astral body, teleporting, prismatic wall, etc.)
225	Acquiring most staves, major rods (lordly might) , using a single wish, acquiring +5 weapons or armor, and casting heavy magik spells (Wind Walk, Phase Door, Cure Disease, Raising The Dead, etc.), regenerate Mana points or limbs, etc.
200	Acquiring items that are +4, magikal items that are unusual (Wands Of Wizardry, Slaver's Lash, etc.), doing difficult spells (like Limited Wishes), all psychically draining ones (like ESP), and the like
175	Acquiring +3 items, wands, most rings and amulets, and doing spells such as Transmute Rock To Mud, Monster Summoning, and the like
150	Being point man *, acquiring +2 items, lesser rings, amulets, etc., doing spells like Dimension Door, Deactivate Traps, Polymorph Self, and the like.
125	Acquiring single or limited use items (single-shot, spell storing rings, etc.), +1 items, doing spells like Wizard Eye, or throwing a lightning bolt that kills the BEM just in time to save the party
100	Being expedition leader, coming within 1 point of dying, acquiring potions (100 points per dose,) scrolls (100 points per level per use), and for doing spells like Create Food And Water, Mass Invisibility, etc.
75	Being rear guard *, doing simple detection spells
50	Figuring out a trap, tripping one and taking damage, all lesser spell use (locks, knocks, winds), going over half damage, doing extra dangerous and uncalled-for acts (checking for secret places when you know there are traps, etc.)

* – Means up to 3rd level, 4th gets half the value, above 4th gets zero.

NOTES ON PLAYER CHARACTER TYPES

The classical fantasy game almost always uses a Tolkienian cast of characters to a greater or lesser extent. This is not in and of itself bad, but it does tend to limit the scope of a game if they are all that is available. The people who create other games put much more than that into the game, but it has been my experience that most players are highly reluctant to utilize unconventional characters. So to all of you who always seem to play Elven Mages or white Anglo-Saxon Paladins, this paragraph is dedicated to you. For you will never see your Phraint Warrior leap 15' over the heads of your more mundane comrades to get at the giant spider, nor will you ever thrill to the sight of your Centaur knight being followed through the passages of a dungeon by his Sancho Panza holding a whisk broom, dust pan, and large sack. Never will you hear the complaints of the Brownie infantry squad as they whine about that stupid Ogre's Cheshire Cat, who keeps looking at them and licking his chops. And 'never' is such a lonely word. Don't be lonely, take a Troll to lunch. The world is a smaller place, but is smaller still in relationship to the myriad worlds of the entire Alternity (alternate eternities). Do not be a small player from a small world. Embrace the whole Almanity, and give the different types a chance. I think you will find that the world your game is in will become a lot more fun if you do.

INDIVIDUALIZATION OF NEW PLAYER CHARACTERS

The following charts are used to bring individuality and reality to all new player characters. To utilize them, simply roll a d100 on the ***Character Legacy Chart***, cross-indexing the number rolled along the column appropriate to your racial type. This will be your social status. Then roll a d12 on the ***Character Wealth Table*** to determine how much money you have. Finally, roll a d20 on the ***Owned Equipment Chart*** to see how you were outfitted for your venture into life. Remember, you may purchase more gear using the money you have and from the charts found in this book.

These new charts and tables will expand the individualization of each new character into all the areas previously ignored or ad libbed. With these final touches, your character will be truly unique.

NOTES ON CHARACTER

A problem quite a few fantasy gamers seem to have is an inability to grasp the fact that they must play each individual character as just that, an individual. Further, the character must be played within the confines of the social, economic, and cultural realities of the world within which they play. To remedy this, I have a simple suggestion. Read a fictional story and pattern your character after one of the characters within it. For instance, if you are no sure how a Hobbitt is supposed to act, read ***Tolkien's The Hobbit***, and have your character act like one of the main characters in the story. Of course, you can add and subtract characteristics as you please, but it is a base from which to work.

In order to get the feel of how a character might react in certain situations, place yourself in a situation foreign to your normal range of experience (in your mind), and see how it affects you. For example, you are playing a "Barbarian" Warrior, and he has just entered a huge walled city for the first time, just chock full of thousands of people from many weird and foreign places. There are bright colors, tall buildings, strange smells, and much, much more. How would he react? To get an idea, imagine yourself at the White House for dinner with the President, and all around you are ambassadors from strange and faraway nations, all talking in languages you've never heard of. Then imagine that all of a sudden you are at Cape Canaveral, and have to make a Moon shot. Would you feel embarrassed and ill mannered at the White House? Would you be bewildered and overwhelmed at the space launching complex? You are now getting the idea. These little tricks can be used to help think out any situation where you are at a loss for proper reaction. I hope this will help.

NEW CHARACTER HIT POINT SYSTEM

Up till now, there has been absolutely no satisfactory system for designating the hit points for characters. In Arduin, we have devised a way that we think will work not only well as a game system, but fairly for the characters. It is outlined below.

Each character will get 1 point per Constitution point that they have, plus a base amount of points according to their own type (see the chart). In addition, each person will get 1 point for each of the initial 3 levels in experience that they acquire (according to the class of the character and not including first level).

1. All Warriors, Barbarians, Thieves, Assassins, Paladins, Outlaws, Forresters, Martial Artists, Slavers, and Normals get 1 hit point added to their total for each and every level of experience that they acquire.
2. All Clerics, Druids, Medicine Men, Rune Singers, Bards, Rune Weavers, or "split *" characters get 1 hit point added to their total for each 2 levels of experience they acquire.
3. All Mages, Illusionists, Saints, Psychics, Courtesans, and others will acquire 1 hit point for each 3 levels of experience.
4. Star Powered Mages never acquire additional hit points for experience levels. This is due to the nature of their symbiosis with their "star crystals".

* – Split characters are those with dual occupations (i.e. Wizard-Warrior Elves). Note also that dual types get the extra hit point for each class level they are.

BASE CHARACTER HIT POINTS

Race	Base HP	Race	Base HP	Race	Base HP
Amazons	16	Goblins	12	Kobolds	11
Cave Men	15	Haggorym	15	Mermaids	17
Centaurs	22	Half Elves (f)	15	Mermen	18
Deodanths	20	Half Elves (m)	16	Nixies	10
Dwarves (f)	18	Half Orcs	13	Ogres	24
Dwarves (m)	19	Hobbitts (f)	11	Orcs	16
Elves (f)	20	Hobbitts (m)	12	Phraints	12
Elves (m)	21	Hobgoblins	13	Pixies	10
Gnolls	15	Humans (f)	15	Saurigs	18
Gnomes	16	Humans (m)	14	Throon	23
Gnorcs	14	Kobbitts	13	Urukk Hai	18

Note: Warriors and the other types listed in point 1 above get +5 additional base points. This reflects their rigorous training and exercise. Elves and other "split" Warrior types get +3 base hit points. Clerics and the other types listed in point 2 above get +3 additional base points, and Mages and the like get none.

NEW CONSTITUTION NOTES

The Constitution bonus has been changed to better fit into the new hit point system. Characters now receive +1 extra hit point per Constitution point they have over 12. Thus, a character with a Constitution 18 would get +6 additional hit points one time only. That would increase or decrease according to the character's Constitution, and never because of increased experience or for any other reason!

COMMENTS ON THE NEW HIT POINT SYSTEM

A few of the players (most notably those of the "Monty Hall" variety) with 150th level Paladins that carry blaster swords (after 2 weeks of play!) and have +100 armor have screamed "my high level characters will all die! They'll go from 500 hit points to 55! Your system stinks!"

Well you can't please everyone, nor do I try to do so any longer. The new hit point system makes physiological, as well as intellectual sense, but above all, it plays so very, very well (and the overall game is much better because of it).

People now have a chance to run a character or characters on any expedition they choose without regard to difference in levels of experience. They can have their 1st level Warrior stand shoulder to should with a 10th level Lord and hold the gate together! Just as in real life, young and inexperienced Warriors accompanied older, more experienced fighters. They fought and died together.

Yet the higher levels have their own rewards, more (but not grossly so) hit points, better fighting ability, and the like.

Each now has a more secure place in game play, because each can now play each and every game. No more will there be "high level" and "low level" expeditions. A player can recruit from all available characters, not just a few! No one is left out. The danger of death is equalized for all, no matter how high level a character becomes.

No more will there be characters practically unkillable because of their hundreds of hit points (in some cases Warriors had triple the hit points of the Dragons they faced!!), who were virtually demi-gods! Those days are over if you use the new hit point system. Game test it, I'm sure you'll appreciate its fairness and playability. After all, it was over 3 years in the making!

NOTES ON NATURAL CHARACTER AC

Many racial types, due to their magikal or near magikal nature, have skins with an AC other than 9. Sometimes this reflects its toughness, and sometimes it shows how hard to hit they axe (as for Elves). Whatever the reason, they have AC's better than "normal".

NATURAL AC CHART

TYPE	AC
Elf	5
Half Elf	7
Great Orc	4
Orc	5
Half Orc	6
Kobold	7
Goblin	6
Hobgoblin	5
Dwarf / Gnome	4
Hobbitt	8

If you don't see your character type listed, check the "monster" listings in herein.

Remember! If an Elf (with a natural AC of 5) wears chainmail, his AC is 3. That's due to the adding of 2 to his own natural AC.

NOTES ON CHARACTER FUNCTIONS, CAPABILITIES, AND CHARACTERISTICS

Constitution plays an important part in determining the hit point value of a character. Essentially, the higher the Constitution, the higher the bonus possibility for players. The hit point bonus starts at 15. At that point, it is one extra hit point per level of the character. At a constitution of 16, the bonus is two per level; at 17, it is three per level; and at 18 it is four per level. Remember, however, at no time can the total Constitution point bonus exceed the actual rolled up hit dice according to level. All bonus points in excess of that normally rolled for by level is simply lost. So, if a Mage of the fourth level rolled his 4d4, and got 9 hit points, and if he had a Constitution of 18 which entitled him to 4 extra hit points per level, he could only take up to what he rolled on his hit dice (i.e. an additional 9 hit points, losing the other 7 he was entitled to), for a total hit dice of 18. Simple, and to the point.

Constitution has another function in the game that directly relates to a character's ability to survive. It works thus: for every Constitution point over 14, that person can travel, on foot, an additional mile each day, but only if he/she has a matching Strength point! Thus, a character with a Constitution of 17 and a Strength to match can go an additional 3 miles on foot each day. Additionally, for each Constitution point over 14 that a character is, a resuscitation try may be made (everyone gets one chance at least). This is for drowning victims and the like. The percent chance of success is based on multiplying the character's Constitution by 3% and then trying to match the results with a d100 roll. For instance, a character has a Constitution of 17, and he has just drowned. You would multiply his constitution (17) by 3%, and get a base chance of success of 51%. Because his Constitution was 3 points over 14, there would be 4 chances to revive him (the basic chance plus 1 for each point over 14). All that has to be done to succeed is to roll that 51% or less on the first try. For every try after the first, the base percentile chance is halved (to the nearest lower percentile)!

There still seems to be quite a bit of concern over just what role alignment plays in fantasy games and in fact much confusion on just what alignment is. Well folks, I have the one true answer! Alignment is WHATEVER THE RULING GOD(S) OF ANY PARTICULAR UNIVERSE/WORLD SYSTEM DEEM IT TO BE! Simple, short, concise, and to the point! It is what each DM sees it to be. End of debate, end of problem.

Ego is really misunderstood by many players, even though it is a simple and functional part of every character (or should be). Here is what it does: for every point of Ego over 14 that a character has, add +1 to his save versus Fear or other psychic probes or attacks. Why is this so, you ask? Well, simply put, Ego is the measure of "self" that a character has. It is his manifestation of his "strength of existence", much like Intelligence is his manifestation of his knowledge and ability to learn and retain it. It is the power of his "persona". Remember, this shows his resistance to all forms of psychic probes or attacks, including, hypnosis, mesmerism, "charm magik", telepathy, and the like. It is his ability to deny outside influence and to assert "Himself".

NOTES ON LANGUAGES

As far as my Multiverse is concerned, Common Tongues are simply that, language that is spoken by each culture or country. The only exceptions are the polyglot or pidgin tongues of Chaotic, Neutral, and Law. These are Esperanto like languages put together from languages that usually are spoken by those of the said alignments. Thus Orcs, Goblins, Kobolds, and other assorted uglies can converse with one another as the need arises (as can Elves, Dwarves, Kobolds, etc.). There is no single Common Tongue.

EXPERIENCE LEVEL CHART

These are the experience points needed to improve the character level. See the section on points to see some of the ways they're earned. Please note that Traders, Psychics, and Witch Hunters are covered on the sections pertaining to them.

LEVEL	WARRIOR	CLERIC	MONK	MAGE	ILLUSIONIST	DRUID	SINGER / BARD	RANGER	NORMAL	BARBARIAN
1st	0	0	0	0	0	0	0	0	0	0
2nd	2,000	1,500	3,100	2,500	2,250	2,100	2,250	2,400	1,000	1,850
3rd	4,000	3,000	6,000	5,000	4,500	4,200	4,500	4,800	2,000	3,700
4th	8,000	6,000	9,000	10,000	9,000	6,300	9,000	7,200	3,000	7,400
5th	12,000	9,000	12,000	15,000	13,500	8,400	13,500	9,600	4,000	9,250
6th	16,000	12,000	15,000	20,000	18,000	10,500	18,000	14,400	5,000	12,950
7th	20,000	15,000	18,000	25,000	22,500	12,600	22,500	19,200	7,000	16,650
8th	24,000	18,000	24,000	30,000	27,000	16,800	27,000	24,000	9,000	24,050
9th	28,000	21,000	30,000	35,000	31,500	21,000	31,500	28,800	11,000	31,450
10th	32,000	24,000	36,000	40,000	35,000	25,200	36,000	33,600	13,000	38,850
11th	40,000	30,000	42,000	45,000	44,000	33,600	40,500	43,600	15,000	46,250
12th	48,000	36,000	48,000	50,000	53,000	42,000	45,000	53,600	20,000	53,650
13th	56,000	42,000	54,000	55,000	62,000	50,400	49,500	63,600	25,000	61,050
14th	64,000	48,000	66,000	60,000	71,000	67,200	54,000	73,600	30,000	68,450
15th	72,000	54,000	78,000	65,000	80,000	84,000	59,500	83,600	35,000	75,850

EXPERIENCE LEVEL CHART (CONTINUED)

LEVEL	WARRIOR	CLERIC	MONK	MAGE	ILLUSIONIST	DRUID	SINGER / BARD	RANGER	NORMAL	BARBARIAN
16th	80,000	66,000	90,000	70,000	89,000	100,000	68,500	93,600	40,000	83,250
17th	88,000	78,000	102,000	80,000	98,000	117,600	77,500	103,600	45,000	90,650
18th	96,000	90,000	114,000	90,000	107,000	134,400	86,500	113,600	50,000	98,050
19th	104,000	102,000	126,000	100,000	116,000	151,200	95,500	123,600	60,000	105,450
20th	120,000	114,000	144,000	120,000	125,000	168,000	123,500	133,600	70,000	120,250
25th	200,000	204,000	234,000	220,000	180,000	252,000	213,500	233,600	120,000	194,250
30th	280,000	294,000	324,000	320,000	255,000	336,000	303,500	333,600	170,000	268,250
35th	360,000	384,000	414,000	420,000	385,000	420,000	393,500	433,600	245,000	342,250
45th	440,000	474,000	504,000	520,000	510,000	504,000	483,500	533,600	320,000	416,250
55th	520,000	564,000	594,000	620,000	635,000	588,000	573,500	633,600	395,000	490,250
65th	840,000	804,000	834,000	1,202,000	1,135,000	756,000	753,500	833,600	545,000	638,250
75th	1,160,000	1,044,000	1,074,000	1,420,000	1,635,000	944,000	1,113,500	10,336	695,000	786,250
85th	1,480,000	1,284,000	1,314,000	1,820,000	2,135,000	1,280,000	1,473,500	1,233,600	845,000	1,082,250
95th	1,800,000	1,644,000	1,554,000	2,220,000	2,635,000	1,616,000	1,883,500	1,633,600	995,000	1,378,250
105th	2,120,000	2,004,000	2,034,000	2,620,000	3,135,000	1,952,000	2,193,500	2,033,600	1,145,000	1,970,000
thereafter per level	64,000	72,000	100,000	100,000	65,000	67,200	72,000	60,000	25,000	60,000

Experience Level Chart (continued)

Level	Thief	Slaver	Techno	Courtesan	Assassin	Alchemist	Rune Weaver	Saint	All Outlaws
1st	0	0	0	0	0	0	0	0	0
2nd	1,750	2,400	5,000	3,500	7,500	6,500	3,500	1,750	2,200
3rd	3,500	4,800	10,000	7,000	15,000	13,000	7,000	3,500	4,400
4th	7,000	7,200	15,000	10,500	22,500	19,500	10,500	7,000	6,600
5th	10,500	9,600	20,000	14,000	30,000	26,000	17,500	14,000	8,800
6th	14,000	12,000	25,000	17,500	37,500	32,500	24,500	21,000	11,000
7th	17,500	15,600	30,000	21,000	45,000	39,000	31,500	28,000	15,000
8th	21,000	19,200	35,000	28,000	52,500	45,500	38,500	35,000	19,000
9th	24,500	22,800	40,000	35,000	60,000	52,000	45,500	42,000	27,000
10th	28,000	26,400	45,000	42,000	67,500	58,500	52,500	49,000	35,000
11th	35,000	33,600	50,000	49,000	75,000	65,000	59,500	56,000	43,000
12th	42,000	40,800	55,000	56,000	82,500	71,500	66,500	63,000	51,000
13th	49,000	48,000	60,000	63,000	90,000	78,000	73,500	70,000	59,000
14th	56,000	55,200	65,000	70,000	97,500	84,500	80,000	77,000	75,000
15th	63,000	62,400	70,000	84,000	105,000	91,000	87,000	84,000	91,000
16th	77,000	69,600	75,000	98,000	122,500	104,000	94,000	91,000	107,000
17th	91,000	94,000	80,000	112,000	120,000	117,000	101,000	98,000	123,000

EXPERIENCE LEVEL CHART (CONTINUED)

LEVEL	THIEF	SLAVER	TECHNO	COURTESAN	ASSASSIN	ALCHEMIST	RUNE WEAVER	SAINT	ALL OUTLAWS
18th	105,000	108,400	85,000	126,000	127,500	130,000	108,000	105,000	139,000
19th	119,000	122,800	90,000	140,000	135,000	143,000	115,000	112,000	155,000
20th	133,000	137,200	100,000	154,000	150,000	156,000	122,000	126,000	171,000
25th	203,000	208,200	150,000	224,000	225,000	286,000	192,000	196,000	261,000
30th	273,000	279,200	200,000	294,000	300,000	416,000	262,000	266,000	351,000
35th	343,000	350,200	250,000	364,000	375,000	546,000	332,000	336,000	441,000
45th	413,000	421,200	350,000	504,000	525,000	806,000	402,000	476,000	621,000
55th	483,000	492,200	450,000	644,000	675,000	1,066,000	472,000	616,000	801,000
65th	763,000	634,000	550,000	784,000	825,000	1,326,000	612,000	756,000	981,000
75th	1,043,000	776,200	750,000	924,000	975,000	1,586,000	752,000	896,000	1,161,000
85th	1,323,000	1,060,200	950,000	1,064,000	1,275,000	1,846,000	892,000	1,036,000	1,341,000
95th	1,603,000	1,334,200	1,150,000	1,204,000	1,575,000	2,106,000	1,032,000	1,176,000	1,521,000
105th	1,883,000	1,618,200	1,350,000	1,344,000	1,875,000	2,366,000	1,172,000	1,456,000	1,701,000
thereafter per level	56,000	57,600	40,000	28,000	60,000	52,000	56,000	56,000	36,000

Notes On Treasure

A lot of people want charts for the distribution of random treasure and the like, but I won't bore you with my version (I seldom use it anyway, preferring to hand set my stuff). However, I will tell you that in Arduin if a NPC is permanently killed, I rolled percentile dice, and for 25%, or less I sweeten the pot, for I feel a permanent deader merits a little extra consideration. For those that die but regenerate or are assured of foolproof Raise Dead, I lower the percentage to 10% or 15%, depending on the circumstances. I don't seem to hit those percents very often, but when I do, it seems to help. The Extra Goodies are simply put in a secret compartment of the treasure chest or the like and included in the normal find when the players get around to checking the treasure area.

It seems a lot of people like Power Swords, Energy Sabers, Monomolecular Filament Edged Swords, and the like. Well, I guess that I am as guilty as anyone else on this account, because a couple of years ago I gave out a sword that had an edge of Mu Mesons which cut across the magnetic lines of force that bind atoms together. George, the character that received the damn thing, then went on his nonchalant way, wreaking utter havoc wherever he went, on friends as well as foes. One DM after another saw his most cherished ugly blown away without even a "fare thee well"! In addition, more than one friend was sliced neatly in two as George's sword lopped off the attacking uglies' arm, and his arm, still holding the sword, continued around its arc right through anyone standing near him! It got to be so that nearly no DM or other player in the area wanted to see George headed his way. It was obviously not a good situation, but as it turned out, one of my fellow DMs had the answer. George was sent on a terrible quest by his patron god: he must fight his way down thirteen levels to the very bottom of a dread and feared dungeon. If he survived, he would be enlisted into the ranks of demigods that surround all of the more mighty of the gods, and if he failed, well, that would be that. To everyone's surprise, George succeeded, and is now among the ranks of the demigods. There are also a couple of scrolls that summon George, and the possessors of them are rightly feared by all! George is happy, the DMs are happy, and I think I learned my lesson. Now where did I put my light saber…?

Notes On Potions And The Like

Another sore point with some players and umpires is the use of potions and other things that make the body perform unnaturally. The answer is simple, for if a person is hasted and moving at double his normal speed, then his body is working twice as hard, aging twice as fast, tiring twice as fast, and, well, you get the point. If a person has swallowed a giant strength potion, that's fine, but that same person's bone structure has not changed to compensate for the increased muscular power, and broken bones, weapons, and the like will result unless the user is damn careful.

Guild Fees

Class	Initiation Cost
Thieves	10/level, .5 GS/month
Mages / Alchemists	100/level, 1.5 GS/month
Clerics / Sages	20/level, .5 GS/month

Class	Initiation Cost
Traders	50/level, 1 GS/month
Assassins	100/level, .25 GS/month
Technos	25/level, .5 GS/month

These fees are paid whenever adventurers come into Arduin from "elsewhere". The monthly cost is paid by all guild members. The monthly dues entitles the payee to Guild hall hospitality (room and board), legal counsel, library privileges, and the like.

Failure to pay results in legal inability to practice one's own profession. Practicing said profession without paying results in being outlawed by the Guild, with all attendant penalties.

DM's Versus Angry Players

(Or What Do You Do When The Players Refuse To Follow The Rules)

There comes a time when every DM must handle players that are disrupting the game and ruining the play for all concerned. They may feel they have a grievance that is legitimate, or they may just be egocentric megalomaniacs exercising their own brand of stupidity. Whatever the reason, the DM MUST BE PREPARED TO EVICT THE OFFENDING PLAYER FROM THE GAME, either temporarily or permanently. Once the people who play in your world realize you mean business, they will be much more ready to act in a proper manner, and refrain from disruptive and childish temper tantrums.

Harsh language, you say? Not really, because in my several years of play, I have seen actions that have really appalled me by supposed adult and intelligent people. It seems this type of game makes people truly identify with their characters, which is as it should be, but it also seems to make some people think that their character being killed is a personal attack on themselves. A DM must clearly state his "House Rules" of personal conduct, as well as having his own variation of the rules of the game, as he plays it, all written up nice and neat for all of his players to read and understand. The DM should make every player aware of his rules and of the fact that he, and he alone, is "The God" of his world, and that only his Rules are what count. The DM should also let every player know, in no uncertain terms, what the penalties are for giving him a hard time. It's OK to air a gripe in a calm and logical manner, but temper tantrums only earn their doer a quick and very permanent exit from play. Once a DM rules on a gripe or rules question, THAT IS THE END OF IT!! If anyone can't handle this PRIME LAW OF A DM, then that player should not play games in which said law is in effect. A DM must be as heartless as one of his monsters if order is to be maintained, and fun is to be had for all. For a game with clear and permanently consistent rules is a game where everyone knows the way, so to speak, and the way always leads to fun and adventure!

The Good, The Bad, And The Ugly

(or thoughts on character classes)

Many people question the value of having many new and different (even esoteric) character classes to play.

For instance, in Arduin, we have not only the common Warrior, Cleric, Mage, and Thief, but some two dozen other types including such classes as Slavers, Witch Hunters, Barbarians, and Saints just to name a few.

The reason is quite simple: variety and game playability. Game playability you ask? Yes! The fact is that most players want individuality in their characters, so they do things like making them 'Conan' type Barbarians, Traders, Runic Bards, or the like. Until I play tested and codified (in the various Grimoires) the many varied classes, the DM or player could only ad lib the character's differences from the other more normal ones. With guidelines and basic rules ideas outlined in print, the individualization of characters was now easy and playable within the entire scope of the game rules. No one had to fake it, so the game became better, faster, easier, and definitely much more enjoyable!

The new character classes, all of which I've seen in play, add color, life, real variety, and depth to a game. Play test a couple of the new classes, and I think you'll appreciate their challenge and the way they add more scope to your play.

RANDOM CHANCE CHART FOR MAGIK WEAPONS

(ROLL FOR EACH COLUMN AS REQUIRED)

DIE ROLL	TYPE OF WEAPON	ATTACK PLUS	DAMAGE PLUS	INT	EGO	NORMAL POWERS *	SPECIAL ATTRIBUTES **
01 – 03	Dagger	1	1	1	1	Detect Magik	100% cold proof
04 – 06	Shortsword	1	1	2	2	Detect Life	100% fire proof
07 – 10	Broadsword	1	1	3	3	Detect Alignment	100% lightning proof
11 – 13	Rapier	1	1	4	4	Detect Poison	100% disintegrate proof
14 – 16	Saber	1	1	5	5	Detect Distance	100% acid proof
17 – 20	Cutlass	2	1	6	6	Detect Mechanical Traps	Anti-cleric magik shell
21 – 23	Falchion	2	1	7	7	Detect Magikal Traps	9 Step life draining
24 – 26	Hand and a Half Broadsword	2	1	8	8	Detect Undead	Ability to function under water as in air
27 – 30	Two Handed Broadsword	2	2	9	9	+1 to Dexterity	100% stoning proof
31 – 33	Javelin (light or heavy)	2	2	9	10	+2 to Dexterity	100% dragon breath proof
34 – 36	Spear	3	2	9	11	+3 to Dexterity	Flaming weapon ***
37 – 39	Lance	3	2	10	12	+1 versus X	Cold weapon (as Flame)
40 – 42	Mace	3	2	10	13	+2 versus X	Paralyze all hit
43 – 46	Maul	3	2	10	14	+3 versus X	Treat all armor classes hit as AC 9
47 – 49	Morningstar	3	2	11	15	+4 versus X	Weapon becomes invisible (+5 to attack)
50	Bolo	4	2	12	15	Detect all Traps	Weapon can polymorph to any type
51 – 55	Halberd	3	3	13	16	Haste (20% its cursed)	Cursed Weapon
56 – 60	Battleaxe	3	3	14	16	Speed	Elemental conjuring power (roll/type)
61 – 65	Two Handed Battleaxe	2	3	15	16	Flight	Spell turning ability
66 – 70	Throwing Axe (light or heavy)	2	3	16	17	Levitation	Spell storing ability (d6 spells, any level, roll)

RANDOM CHANCE CHART FOR MAGIK WEAPONS (CONTINUED)

DIE ROLL	TYPE OF WEAPON	ATTACK PLUS	DAMAGE PLUS	INT	EGO	NORMAL POWERS *	SPECIAL ATTRIBUTES **
71 – 75	Longbow	1	3	17	17	ESP	Ogre strength
76 – 80	Shortbow	1	3	18	17	Mindblank	Stone Giant Strength
81 – 85	Composite Bow	1	3	18	18	Detect Enemies	Hill Giant Strength
86 – 90	Heavy Crossbow	4	3	18	18	Clairvoyance	Fire Giant Strength
91 – 92	Light Crossbow	3	4	18	18	Clairaudience	Frost Giant Strength
93 – 94	Sling	2	4	18	19	Invisibility	Storm Giant Strength
95 – 96	Staff Sling	1	4	19	20	Pass Wall	Drain 1 life level per hit
97	War Pick	2	4	20	21	Dimension Door	Anti-magik shell
98	War Hammer	3	5	21	22	Teleport	Etherealness
99	Bullwhip (12' – 24')	4	5	21	23	Dancing Weapon	All Djinn powers
100	Special Oddities (nun chunks and like exotic weaponry)	5	5	22	24	Vorpal Weapon	All Efreet powers

Roll another d100 to determine character and alignment of weapon.

01 – 10 = Amoral 11 – 25 = Chaotic 26 – 50 = Neutral 51 – 100 = Lawful

01 – 25 = Good 26 – 76 = Average 76 – 100 = Evil

* – roll one per each two INT levels over 12

** – roll one per each three levels over 12 when both INT and EGO are 12 or more

*** – doll d4 to determine die for damage (1 = d6, 2 = d8, 3 = d10, 4 = d12)

X – Undead, Paralysis, and Life Drain attacks

Note – If the same value is rolled twice, that will result in the ability listed under ***Normal Powers*** being at double strength.

NOTES ON ALIGNMENT AND PLAYABILITY

For whatever reason, many people are afraid to use Chaotic characters in a game. This was almost too silly to think about, or so I thought until I saw so many people who never used anything but Lawful types.

Investigating, I found that the most frequently given reason was this: the old rule about what percent of the treasures was what alignment. Well, the simplest way to fix that was to make the treasures 30% Lawful, 30% Neutral, 30% Chaotic, and 10% Amoral and/or Unaligned. Still, I saw people literally afraid to venture on an expedition with a Chaotic party. So, for all of those people, here is a little "reality" concerning alignments:

- Law does not mean good, and Chaos does not mean bad, and Neutral certainly does not mean deliberately in between.

Law is a state of mind that has many meanings to many people, the only sure definition being that it is order. That is to say that Lawful beings adhere to a set of rules and regulations that are generally (but not always) laid down by a seat of power, either political or religious. As it is to the benefit of that power for there to be peace, order, and servitude among those whom they oversee, those rules generally prohibit murder, mayhem, rape, arson, muggings, and the like. In fact, those laws usually try to maintain equanimity among the people, either by strict equality for all as in socialist Sweden here on Earth, or by strict class distinction as in feudal England. One must also remember that in Nazi Germany there were strict laws, and that the German people as a whole were what you would have to call Lawful. So, too, were the Inquisitors of the holy Roman church during the reign of terror in Europe in the 16th century. So when you use a Lawful character in future, think about just what that means and in what context as far as the game is concerned.

By simple reversal, we then see that Chaos is merely a lack of order, and, as such, is not inherently bad. Imagine a truly democratic society, and you have the archetypical chaotics. As for Neutrals, well they have some rules but not a lot, and are open to suggestion and amenable to change. They adapt to all situations.

If, however, you insist on a hard and fast rule, go by this little story:

> *A party of three went into a dungeon. One was Chaotic, one was Neutral, and one was Lawful. During the course of the expedition, they caught a Troll, and were discussing what to do with him. The Lawful adventurer said, "Tie him up, and let's move on". The Neutral said, "No, let's put a rope around his neck, let him be our point man and open all the doors and test for all the traps". The Chaotic said, "Phooey! Let's torture him, and see if he knows where there's some treasure". At this point, an Amoral spider came around the corner, and ate all of them.*

Just remember, though, that things are never so cut and dried, as each character will have limiting factors which will probably change with dismaying rapidity during the course of a few expeditions.

Evil is a measurement not of how bad a person is, but of what the prevailing society says is bad. Societies change with time and geographical distances. If your government says that pornography is evil and you believe in what your government says, then to you, pornography is evil. Remember, too, that at one time it was evil for a person to be a Christian; at least, that's what the Romans believed.

Besides, wouldn't you really like to go on a run where, if you really get tired of that turkey cleric bad mouthing you for goosing the Amazon, you could step up behind him and pop his lights out with your family heirloom, a genuine nickel plated war hammer? Try it! Who knows? You may like it. The use of characters that are Chaotic or exotic is just another way to put life back into a game that could get boring if played too cautiously and similarly all the time. So be a little adventurous, and take a Troll to lunch today!

HARGRAVE'S DETECT ABILITY CHART

TYPE	MAGE	CLERIC	PSYCHIC	MEDICINE MAN	AMULET	RING	WAND	ROD	STAVE	OTHER ARTIFACTS
Poison	25	45	33	60	50	52	60	70	80	55
Evil	33	70	33	50	50	50	50	50	50	50
Magik	70 **	35 *	33	45	45	45	45	45	45	45
Masked Magik	50	15	15	25	25	25	25	25	25	25
Curses	40	65	10	66	66	66	66	66	66	66
Disease	20	66	45	70	70	70	70	70	70	70
Hidden Injury	20	66	55	60	60	60	60	60	60	60
Alignment	45	66	70	35	35	35	35	35	35	35
Weather	55	50	45	66	66	66	66	66	66	66
Enemies	50	33	70	66	66	66	66	66	66	66
Undead	66	70	33	60	60	60	60	60	60	60
Treasure	65	45	25	45	45	45	45	45	45	45
Mechanical Traps	45	60	50	55	55	55	55	55	55	55
Magikal Traps	66 **	33 *	35	45	45	45	45	45	45	45
Secret Doors	66	33	45	45	45	45	45	45	45	45
Invisible Objects	66	50	45	33	33	33	33	33	33	33
"Gates"	45	25	80	25	25	25	25	25	25	25
Actuality (True Sight)	70	70	33	33	33	33	33	33	33	33
All Other	33	25	25	30	30	30	30	30	30	30

* – Indicates that the percentage refers to clerical magik only.

** – Indicates that the percentage refers to non-clerical magik only.

These are base figures only, and in the case of spoken spells, the percentages increase each level of experience gained in these amounts: Mages = 3%, Clerics = 4%, Psychics = 4%, Medicine Men = 4%, and Druids = 5%. A person can combine a spoken detect spell with the detect ability of an amulet or any other item to get the combined percentage, but in all cases where the totals exceed 100%, there is still a 10% chance for failure.

RANDOM TRAP MATRIX

DIE ROLL	FLOOR TRAPS	CEILING TRAPS
01	10' fall onto 7' steel spears	Sex Change Ray (no saves!)
02	10' drop to emerald ooze slime	Disintegrate Ray
03	3' fall into 7' deep acid	Magik Negation Ray (all magik must save!)
04	20' fall onto 10' steel spears	Teleport Ray to **?**
05	10' long teleport shaft to ?	hydraulic roof smashes to floor
06	1,000' drop to underground river	buzz saw snaps down to 4' off floor
07	d20' deep unfinished shaft	10 cubic feet of dragon crap pours down
08	10' fall to mechanical grinder	stoning liquid pours down
09	10' fall to molten lava (100% fatal)	hot oatmeal drops down
10	10' fall to 5' deep grey ooze	red slime drops down
11	10' fall to boiling mud 20' deep	random monster drops down
12	30' greased chute to 30' deep water	black Slime drops down
13	20' drop to Moutharm	Polymorph Ray flashes down
14	3' drop into 17' deep quicklime	Heat Ray (2 dice damage per level)
15	magik floor over Ibathene's mouth	Cold Ray (2 dice damage per level)
16	hydraulic lift smashes floor to ceiling	Paralysis Ray (lasts d20 days)
17	20' drop to purple mold	10 cubic feet of plain mud pours down
18	10' drop into 20' room with monster	Life Draining Ray (-1 level / dungeon level)
19	5' drop into 5' deep dragon crap!	random monster teleports to spot
20	Umpire special! Anything goes!	Whimsy Ray! Anything goes!

NOTES

1. There is a 10% chance per level of dungeon that there is poison on the spear points. That means 10% chance on the 1st level or 50% on the 5th.
2. All poison or acid does d8 points of damage per level (i.e. 3 dice on the 3rd level, 7 dice on the 7th, etc.). For acid, that is per melee turn.
3. For every 10' of fall, there is a 33.3% chance of impalement (for double damage) and +2 on the spear "attack", as well as d6 points of damage just from said fall.
4. Roll a d6 to see if a trap has sprung. The number starts at one on the 1st level and increases 1 each two levels thereafter. So that on the 9th level only a roll of 5 or 6 fails to spring the trap.
5. All monster rooms have monster(s) commensurate with the level of dungeon it's on. Spider webs with tenants are real fun attention grabbers!
6. All magik floors disappear from d10 seconds after the first person steps on them. That way half the party can pass over it before it springs!
7. All rays, beams, etc. cover the exact size of the ceiling trap on the floor.

NOTES ON THE RANDOM EVENT CHARTS AND CAMPAIGN WORLD

The following charts are generally used for non-player characters in campaign style play, although all players (especially those in positions of power) may use them.

Practically speaking, a DM that runs a campaign type world, in which several different players run their own countries, etc., must have a chronological system that is common to all of those nations, as well as common rules. The easiest way is to use real (our earth) time on a 3 to 1 ratio. That is, for every real month that passes, 3 months pass in the game (or vice versa). That way characters who've been out of play for a while will still know the exact game time elapsed (and current date). This is important especially for religious holidays, politics, and other such "color" or "depth" for a world. It also puts players in the position of having to get off their chubby buns and do whatever is necessary, when it is necessary. No more procrastination and "Gee do I havta's"!

The urgency of time will add a new feel of reality to play, and will become, I think, very enjoyable to all as a part of their gaming.

ROPE BREAKAGE CHART

WEIGHT	1' – 10' DROP	11' – 20' DROP	21' – 30' DROP	31' – 40' DROP	41' – 50' DROP	51'+ DROP
500 pounds	50%	60%	70%	80%	90%	100%
450 pounds	40%	50%	60%	70%	80%	90%
400 pounds	30%	40%	50%	60%	70%	80%
350 pounds	25%	35%	45%	55%	65%	75%
300 pounds	20%	30%	40%	50%	60%	70%
250 pounds	15%	25%	35%	45%	55%	65%
200 pounds	10%	20%	30%	40%	50%	60%
150 pounds	7%	15%	25%	35%	45%	55%
100 pounds	4%	10%	20%	30%	40%	50%
50 pounds	1%	5%	15%	25%	35%	45%

Remember, this is for a common rope tied to a person/weight. There is a weight penalty for the various armor classes worn; see below:

- AC 2 or 3 is 75 pounds.
- AC 4 or 5 is 50 pounds.
- AC 6 or 7 is 30 pounds.

Other equipment, such as full back packs and the like, should also be considered on the breakage chart.

This chart is for use in instances like when a roped-off point man falls through a trap door in a corridor, or when a party is roped off and climbing a cliff, etc. Common sense should be exercised in the DM's adjudication at all times.

RESURRECTION AND OTHER NOTES

Resurrection may be attempted upon a character only up to and including 30 days after death. For each day's delay, there is a reduction of 3% in the probability of success. There may only be a maximum of three attempts (except for Elves who get only one try) during that time period. The first attempt has all listed percentages for success, but the second attempt has a 20% additional failure chance, and the third attempt has a 50% additional chance of not working. For example, a character (using the ***Resurrection Tables***), with a base of 75% chance for success in being raised, has been slain. The party has no surviving Cleric, so they trek overland to a city where a patriarch is located. It took 18 days to arrive, so the character's base chance of resurrection has been reduced to 24% (on the first day of death, there is no penalty, thus 17 days times 3% is 51% subtracted from the 75% base). The patriarch tries and fails on the first attempt, but tries again. However, with the second attempt penalty of 20%, the hapless character's chances are now only 4%!

Remember also that each death subtracts -1 from the character's Constitution permanently. Thus, a character with a Constitution of 15 will have his Constitution lowered by -1 (to 14) if raised on the first attempt. Each and every attempt (to the maximum allowed) will also reduce the character's Constitution by -1 permanently. This is due to the tremendous shock and stress put upon a body by death and resurrection.

Every character that has been brought back to life (usually regardless as to how it was done) must take 20 days of full and complete rest afterwards. This is reduced by -1 day per Constitution point the character has, but multiplied by the number of resurrection attempts it took to revive him. Thus, the character with a Constitution of 15 is raised on the first attempt, so now has a Constitution of 14, and has a 6 day recuperation period (20 - 14 = 6).

A "raise the dead fully", limited wish, regeneration, or other similar operation reduces the resting time to 20 hours, less 1 hour per Constitution point. A full wish or godly grant will reduce that time to 20 minutes, less 1 minute per Constitution point.

Any death listed as "irrevocable", "permanent", or some other similar way (as in the ***Critical Hit Tables***) can only be negated with a limited wish powered "raise dead fully", a full wish, or by a godly grant.

Any character that is disintegrated, or 100% destroyed (a character is 100% destroyed whenever he takes 200% damage from a tissue destroying means such as acid, fire, or the like), may be resurrected only by using a full wish to reunite the mind with the body, a second full wish to reunite the body with the soul, and a third full wish to gather the component atoms of the body, and then rebuild them into its old pattern. Thus three full wishes are required (or only one godly grant). However, the wishes must all be used within one hour of each other, and the DM must make sure that the way the wishes are worded is correct.

If the incorrect wording is used, then the gods (which grant those wishes), will be free to interpret the request as they see fit. That can be disastrous for a character.

Note also that any person that has been chewed up, chopped up, or similarly mangled is required to take a random roll on the ***Spinal Hits Chart*** in ***Real Medicine And Fantasy Gaming*** to see how much recuperation time is required. The quadriplegic penalties and such like do not apply, just the time required to get well. Thus, once again the massive effects upon a body's nervous system are taken into proper account (unlike other role playing names and rules).

Whenever an eye is destroyed, it takes a full 25 hours to restore the sight completely. How much vision each hour healing time brings may easily be prorated. Ditto for hearing, smelling, and tasting. However, speech (as in voice box ruined) takes twice as long.

NOTES ON TRAVEL

When reading the list for distances that various steeds may travel per day, remember the listed distances are for travel on good roads. On poor or secondary roads, the rate is reduced by 25%, and across open terrain, it is reduced by 33%. Travel through a forest cuts the distance by 50%, and travel through mountains cuts it by 75%. Travel on a regular road through a civilized country or area should have very little chance of danger. The DM should roll percentile, and a result of 10% or less in an encounter. Then to determine the nature of the encounter, the DM should roll a d12 with the following results: a roll of 9 – 12 means that some of the country's own troops or sheriff, etc., has been encountered; a roll of 5 – 8 means that some of the area's own population may have been met (a farmer on his way to the market or fellow travelers…); and a roll of 1 – 4 means the encounter is of an inimical nature. If this is rolled, the DM should roll one final time to determine what has been encountered, using any encounter chart or table desired.

Travel on foot is a slow and difficult process, even on the best of roads, and the following chart is an indicator on how far individual types can travel each day. Remember, however, that this is for unencumbered people only, and camping gear and the like reduce the distance that can be traveled by a rate of one mile daily for each amount of weight carried that is equal to 20% of the listed maximum weight you may carry (see the ***True Strength Chart***).

FOOT TRAVEL CHART

TYPE	DAILY DISTANCE	MAXIMUM DAY'S TRAVEL ABILITY	DAILY RESTS
Male Humans	18 miles	three	three
Female Humans	16 miles	three	three
All Elves	25 miles	five	two
All Half Elves	20 miles	four	three
Dwarves, Etc.	24 miles	seven	one
All Orcs	25 miles	ten	one
Hobbitts, Etc.	15 miles	two	four
Phraints	28 miles	eight	none
Saurigs	15 miles	six	one
Goblins	20 miles	six	two
Hobgoblins	22 miles	seven	one
Trolls	28 miles	ten	none
Kobolds	16 miles	two	three
Ogres	33 miles	five	one
Lesser Giants	40 miles	seven	one
Greater Giants	55 miles	ten	one
Deodanths	30 miles	six	one
Amazons	20 miles	four	two

Notes – This chart must be used in all overland situations. However, the DM must make all allowances for terrain (see ***Overland Escape And Evasion Chart*** for details) and season (is snow on the ground? is it a hot desert? etc.) for each day traveled. After the listed maximum, reduce further travel by 20% and all attacks and defenses by two each. This is a guide; find the type closest to your character, and use those statistics. Remember, for every combined Strength and Constitution point over 30, add 1 mile per day to your travel, but adjudicate for terrain as steeds do above.

There is a way to travel in most civilized areas that most DM's and players overlook with great regularity. That is by regular coach service. Like most medieval areas, Arduin has an efficient and fairly inexpensive daily coach service between all major cities and less regular service to lesser populated areas. To a major city, coaches leave, in pairs, three times each morning. To lesser areas, it is usually but one coach each morning. To areas really small, they leave perhaps once or twice a week depending upon passenger demands. Each coach has room for six passengers inside and two on the top outside, but luggage is limited to whatever they can wear, carry, or put into a 2' square (each) travel box (which has a 50 pound load limit for each person). Coaches can travel up to 40 miles per day on good roads or up to 25 miles per day on lesser roads. Coaches never travel cross country if it can be helped, as they are not constructed for it. The cost of travelling via coach is usually one silver penny per each five miles travelled, plus any ferry, bridge, or other charges that may be necessary due to the route. Coaches usually travel in pairs five minutes apart, in order to thwart robbery attempts by outlaws and other bad guys.

NOTES ON STEEDS

Riding steeds have a variety of dependability and daily travel range. This is expressed in the ***Multiversal Trading Company's Price List***. You pay for what you get.

STEED CHART

ANIMAL	BASE DAILY TRAVEL RANGE	EXCELLENT	VERY GOOD	GOOD	BELOW AVERAGE	POOR
Light Horse	40 miles	+10 miles	+8 miles	+6 miles	-10 miles	-20 miles
Medium Horse	30 miles	+8 miles	+6 miles	+4 miles	-7 miles	-15 miles
Heavy Horse	25 miles	+6 miles	+3 miles	+1 miles	-5 miles	-10 miles
Destrier	20 miles	+4 miles	+2 miles	+1 miles	-4 miles	-8 miles
Draft Horse	20 miles	+4 miles	+2 miles	+1 miles	-3 miles	-10 miles
Pony	20 miles	+6 miles	+4 miles	+2 miles	-4 miles	-8 miles
Mule	20 miles	+5 miles	+3 miles	+1 miles	-3 miles	-5 miles
Pack Horse	25 miles	+10 miles	+6 miles	+3 miles	-3 miles	-6 miles
Camel	25 miles	+15 miles	+10 miles	+5 miles	-5 miles	-10 miles
Ox	10 miles	+4 miles	+3 miles	+2 miles	-3 miles	-5 miles

MOVEMENT OF MEN AND MONSTERS

One of the big drawbacks of the most often used system of movement is its inaccuracy. If you take the listed movements as true speeds, you will find that dragons flying at 24" per turn are flying at about 0.56 mph! This figure is arrived at as follows: if your dungeon is drawn on ten squares to the inch graph paper, with each square representing 10', then you have a movement rate of 240' per turn as listed in their books. The first problem is that they never tell you if they mean one of their 10 minute or one of their 5 minute turns, both of which are used in the game. Taking the 5 minute turn as a base (which makes that 24" per turn twice as fast as if we used the 10 minute turn), we simply divide 240' by 5 and come up with 49' moved every minute. Therefore, multiplying that figure by 60 means we come up with 2,940' every hour! Now that's .56 miles by any arithmetic. So how fast is that poor man moving at 6" per turn? At 0.14 mph, that's how fast! It is obvious that a new system is needed to compute realistic movement in our fantasy game.

The simple way is to make each movement turn only one minute long. Thus, that dragon now moves at 240' per minute or (60 times 240') at 14,400' per hour. Now, that only comes out to 2.74 mph which is really not that fast. So once again we will have to upgrade the speed and say that as a rule movement rates are actually five times those listed. That will give our friendly dragon a speed of 13.70 mph in steady level flight, and taking the listed speed of 6" per turn for men, that works out to 3.43 mph – almost exactly the speed at which a man walks. So, using all of the preceding information, we find out that a man will move 300' per minute if he walks at a fast steady pace. This will be reduced if he is wearing armor at the following rate: AC 8 reduces movement by 15%, AC 7 a further 10%, AC 6 another 5%, AC 5 another 10%, AC 4 another 5%, AC 3 a full 20%, and AC 2 another 5%. So a man wearing full plate armor with a shield (AC 2) could only move at 30% of normal speed, or 90' per turn. These speeds are further reduced if you are tapping on the floor, mapping, and checking for traps as you move along, so that fully armored man would only cover 60' a minute if he did that. You can adjudicate your own party depending on the heaviest armor class in the group using this system.

Another factor is that in combat a person's (or monster's) body is running pumped full of adrenaline or its equivalent. To take that into account, just assume that all men or humanoid types can operate at five times full combat speed for ten full melee turns, at two-thirds that for another ten full melee turns, and then at normal full speed for an additional ten full melee turns, thereafter losing 10% efficiency each and every melee turn until he or she has to sit down and rest from exhaustion.

Monsters will fight at the same fast pace, but based on a full, three-quarter, half, quarter, then full normal pace, and then losing 15% each round thereafter.

Now this means that a man in full armor can travel the full 120' each and every full melee turn, as long as he is operating at his peak adrenaline induced efficiency.

So how long is a melee turn, you ask? Melee turns are six seconds long, ten to every one minute melee turn. That's very fast, but melees are just that rapid. Don't worry about people zipping out of sight during melees in dungeons, because I guarantee you that people neither think that fast during the game, nor can they get turned around and past their slower comrades fast enough to get away. They'll have to fight in most cases, or get gobbled up from the rear as they try to turn and run. Even if they do manage to get a running start, just remember that all of the monsters are just as proportionately fast as they are now, and can still run them down!

There will be further restrictions that will be illustrated on the ***Melee Chart*** (see ***Fighting Tools***) showing the hex grid system of movement and the facing costs.

HARGRAVE'S MAGIKAL EQUIPMENT SAVING THROW MATRIX

ITEM	HEAT	COLD	ENERGY	DISINTEGRATE	NEGATION	TRIGGERS	ELECTRICITY	ACID	CRUSH	ALL OTHER
Swords [a]	10	11	12	13	14	N/E	9	9	7	10
Other Weapons [a]	11	12	13	12	13	N/E	9	8	8	11
Shields [a]	8	9	10	11	12	N/E	10	10	9	10
Other Armour [a]	9	10	11	12	13	N/E	8	10	12	9
Amulets [b]	13	14	15	16	17	17	17	16	15	14
Rings [b]	12	13	14	15	16	17	16	15	14	13
Wands [b]	12	13	16	16	15	15	17	17	15	14
Rods [c]	11	12	15	15	14	14	16	16	14	13
Staffs [c]	10	11	14	14	13	13	15	15	13	12
Robes [a]	18	12	18	17	16	N/E	15	14	4	12
Scrolls	20	16	19	18	17	17	16	19	6	12
Books	18	14	17	16	15	15	14	17	9	11
Potions [b]	16	20	17	18	16	N/E	18	20	20	12
Elemental Gear [b]	15	15	15	15	10	10	15	14	13	12
Mirrors/Balls [c]	15	15	5	16	6	N/E	20	15	20	15
Musical Gear [b]	14	14	15	15	16	N/E	17	18	19	12
Statues, etc.	7	12	11	12	N/E	N/E	16	10	9	10
All Other [d]	12	13	14	15	16	17	17	16	15	14

HARGRAVE'S MAGIKAL EQUIPMENT SAVING THROW MATRIX KEY

[a] – reduce necessary saving throw by one for each "plus" the weapon has.

[b] – like attributes give reduced saves (as each indicates, +2 versus fire, etc) as above. If it saves 100% versus fire, then fire can never destroy it.

[c] – for each power related to an attack, it receives one point of the save necessary (if it can shoot thunder bolts and fire balls, then it gets one point of each of them, etc.)

[d] – this simply means that the umpire must use discretion and the above for a base

N/E – No Effect

The item must make its saving roll whenever the host body is killed, or takes enough damage to put him down and out of the fight. However this last part holds true only for highly vulnerable items such as books, scrolls, and glass potion bottles.

Special Note: All frangible (breakable) items made of a very brittle or easily resonating substance (like glass mirrors or crystal balls), must roll a 20 to save versus all sonic or vibratory attacks. ALSO remember that even though the mage was totally carbonized by the fire ball, an item that he may have carried in his pack (which was under him when he fell) may have been protected enough to rate a lower saving roll than would ordinarily be the case.

SPACE CREATURES AND OTHER ALIENS IN FANTASY ROLE PLAYING GAMES

Some purists do not like to introduce any character types or monsters into their game world unless they have a medieval or "Tolkienian" flavor or base. This really limits their play possibilities as far as I am concerned, for what better worlds to accept aliens than ones that already have a myriad of other strange and weird creatures as residents? Sure, it would be hard for a town like Peoria or Indianapolis to accept strange alien creatures, but would it be so hard for people that probably have Elves, Dwarves, Hobbitts, and the like living down the street from them? I think not, for what is stranger, the alien with the blaster or the multi-tinted dragon that breathes fire? Think about it, and I think you'll find that logic supports the use of aliens in fantasy games, and that playability supports their inclusion as well. They are fun, challenging, and very novel as characters and as monsters. I can still visualize the pair of Vegan space travelers trying to figure out how a wand of fireballs worked after they had traded their stunner for it. They ran every test imaginable, and their computer kept telling them "this item does not compute"! Still, it worked when that funny looking guy in the purple robes sold it to them…

You get the point, I think, but let me just say one final thing on the subject, and we'll go on to other things. The very essence of fantasy gaming is its total lack of limitation on the scope of play, both in its content and in its appeal to people of all ages, races, occupations, or whatever. So don't limit the game by excluding aliens for any other type of character or monster. If they don't fit what you feel is what the game is all about, don't just say NO, whittle on them a bit until they do fit.

ENERGY WEAPONS IN FANTASY GAMES

For those of you who do use technology end technological weapons in your game, here is a simple chart to use.

WEAPON TYPE		POINTS DAMAGE *	RANGE (IN METERS)	AC PENETRATION **	NOTES
Laser	Hand	12	500	2+2	Will reflect off highly polished metallic or glass surfaces.
	Rifle	20	1,500	2+4	
	Semi-Portable	30	4,500	2+6	
Sonic	Stunner	Special ***	50	N/A	Regardless of any Armor.
Sonic Disrupter	Hand	16	75	2	Metal Type armor takes very heavy damage due to vibration, etc.
	Rifle	24	375	2+2	
	Semi-Portable	36	975	2+2	
Blaster	Hand	18	575	2+3	All damage is as "disintegrate", and heals at 1 point per week only. All critical hits is per ***Character Type Saving Throw List*** rules (***Character Saving Rolls***) apply for the disintegrate.
	Rifle	30	1,575	2+5	
	Semi-Portable	48	4,750	2+7	
Needler	Hand	15	375	2+5	
	Rifle	25	1,250	2+7	
	Semi-Portable	35	3,750	2+7	
Lightning Gun	Hand	20	85	N/A	Does electrical shock damage. Metal Armor just helps!
	Rifle	31	275	N/A	
	Semi-Portable	45	500	N/A	
Icer	Hand	10	55	N/A	Freezes the target. All who take 100% damage are frozen solid.
	Rifle	18	300	N/A	
	Semi-Portable	30	900	N/A	
Anti-Matter Projector (5,000 pound mount)		100	5,000	ALL	Anything that hits it causes it to detonate

Note: All energy weapons that "fail to penetrate", only do a third of their damage. However, all armor, shields, etc. is heavily damaged.

* – Decreases 10% in value per 10% in range (100% value at 10%, 90% at 20%, etc.)

** – Decreases by 1 per each 15% in range.

*** – A Mark I Stuns all up to 4d8+1, a Mark II all up to 6d8+1, and so on (rising 2d8 per "Mark" each time).

MISCELLANEOUS NOTES ON COMBAT

1. All "vorpal" weapons have a base 20% chance of causing a random critical hit each and every time that they hit. However, all hits on a roll of 20 are automatically "head severed".
2. Weapons of "sharpness" also cause random critical hits each and every time that they hit, but only on a 10% base. A hit on a roll of 20 is random rolled normally.
3. Any armor (leather, chain mail, plate mail, etc.) that a player wears will take damage as the player does. Thus, for every 20 points in damage a player takes (unless the damage is taken on an area not covered by the armor), then it loses one of its magikal plusses until such time as it can be repaired (usually about 1,500 GS and one week time per "plus", but only if a Dwarven (or other qualified) smith is available). There should be about a 5% chance of finding a smith capable of doing the job for every 100,000 population of the area the character's in.
4. If a character is trying to hold a corridor or other area in a rearguard or other action requiring him to stand fast, and he is facing a creature more massive than he is, then he will have to give ground or be run over, trampled, crushed, or otherwise knocked flat! A man in full plate armor with a battle axe and shield just cannot stop a charging dragon, Manticore, bull, lion, bear, or other similarly larger opponent. He may get first strike in, but he'll go down under the onslaught nonetheless. Players should try to exercise common sense when adjudicating knock downs and such in situations such as these, but adjudicate you must: the good old days of one lone thief holding the door for ten melee turns against the charging wyvern are over, and reality has reared its ugly (but so much more playable) head.
5. An alternate rule that may be used in melee concerns firing or striking when a character has not moved the preceding movement phase and his opponent has. It is short and simple. If your target moved and you didn't, you get first strike. If he is slower, but has reach, or is faster with or without superior reach, then the melee is simultaneous. This reflects the fact that the non-mover has time to get set and line up his/her best shot.
6. Prior to any melee, all characters must state for the DM each and every magikal booster or item that they have prepared or activated (i.e. "haste", "strength", "I took my wand of cold, and put it in my left hand, and have drawn my magik sword with my right"). This is to insure that players cannot hindsight a situation, or DMs can't disallow something that will eat their favorite ugly because he didn't hear the player "declare it".

SPECIAL NOTE ON COMBAT

All weaponry that leaves the hand of the firer (such as arrows, bullets, rays beams, etc.), and have a listed maximum AC penetration and range, will attack at +5 against all ACs it can penetrate.

Thus, a laser that can penetrate AC 2+5 at 100 meters is +5 to hit AC 2+5 at that range, If the range was more or the AC penetration less, then it would attack the AC at zero on. This holds true even for variable ranges and AC penetration devices.

SPECIAL NOTE ON MELEE MOVEMENT

To determine who moves first during a melee movement, simply add the character's Agility and Dexterity to come up with an "impetus number". The highest number moves first, the next highest moves second, and so on down the line.

Although in Arduin, I simply declare "melee phase one (three or whatever) is over, you have 40 seconds to move!" The above system is used to determine who got through the door first (after adjudicating for individual speed and distance to cover) and such like. It's simple, handy, and realistically playable.

REAL MEDICINE AND FANTASY GAMING

The following section was researched and written by my close friend Doctor William Voorhees. As a specialist in internal medicine, he has a remarkable insight into rationalizing game magik and medical facts.

This is reflected in his ***True Critical Hit Effects Chart (Supplemental)***, which may be used in conjunction with the ***Critical Hit Table*** under ***Criticals And Fumbles***. It accurately reflects the devastating effects of certain types of hits, and the attendant difficulty in healing such wounds. It has been officially adopted into the Arduin Multiverse, and I can only hope it will be as useful to all of you. Just substitute the new chart where applicable.

SPINAL CRITICAL HITS

DIE ROLL	ACTUAL AREA OF IMPACT	SPECIAL EFFECTS	HEALING PROBLEMS
1	High Neck	Instant death.	After being "raised", the victim is quadriplegic for d6 months. With regeneration, it's d6 weeks.
2	Mid Neck	50/50 chance of instant death or stunned for d6 hours and quadriplegic thereafter.	Only a "full raise" or regeneration will heal this hit, and the victim is quadriplegic for d6 months.
3	Low Neck	As above, but only a 25% chance of instant death.	As above.
4	High Back	Stunned for d10 minutes and quadriplegic thereafter.	As above, but arm functions will return in half the time if regeneration is in effect.
5	Mid Back	Stunned for d6 melee turns, and paralyzed from the waist down.	As above, but regeneration cuts the time down to d6 weeks.
6	Low Back	Stunned for d3 melee turns, and paralyzed as above.	As above, but regeneration cuts the recuperation time to d3 weeks.

GENERAL CRITICAL HITS

CRITICAL HIT	HEALING PROBLEMS
Severed hand or wrist	A "Heal Critical Wounds" will reattach the dismembered appendage, but it will take d6 months to regain full functioning. Regeneration will cut the time to d6 weeks.
Cut artery in leg or arm	There is a 25% chance of a nerve being cut with the above problems and healing time; otherwise as stated in the ***Critical Hit Table***.
Severed toes or fingers	A "Heal Critical Wounds" heals with full function, but they will be permanently numb (only for d6 weeks with regeneration).
Eyes torn out	Healable only by regeneration or full raise dead, but regeneration takes d6 months, and full raises take d2 months to regain full functioning.
Ear torn off	A 25% hearing loss in that ear regardless of healing efforts.
Loss of buttock(s)	Regardless of healing effort, a -6 loss in Agility, halving of speed and endurance for d6 months.
Punctured lung	25% chance of death in d6 melee turns, and -4 off all attack or defense until healed with regeneration (d6 weeks) or by a full raise dead (recuperation time is d3 months), but in any circumstance a permanent halving of Constitution.
Head severed or pulped or body split in twain	Regeneration takes d6+1 months, and with a raise dead fully, the recuperation is d4 years.

GENERAL CRITICAL HITS (CONTINUED)

CRITICAL HIT	HEALING PROBLEMS
All other head injuries	As in the ***Critical Hit Table***, except there is a 25% chance of the victim developing epilepsy in d6 months (a "Cure Disease" will not heal this).
"No Result" head injury	There is a 50% chance of hemorrhage and death in d12 hours, a 40% chance for gradual mental and physical enfeeblement over a d6 month period that permanently halves all abilities, and a 10% chance of permanent memory damage where the victim can't remember more than his own name, or his friends, for more than 10 minutes.

VARIOUS RULES CHANGES

CLONING

1. No person may have more than one clone at any given time. If more than one is in existence, they both will gradually go insane and attempt to slay the real person, as well as each other. This process takes 1 month per each level of the clone (e.g., a 10th level clone would take 10 months to go 100% insane). However, the insanity would have been steadily manifesting itself right along. If the clones are magikally "slept" or otherwise incapacitated, the process will still happen, but at half the normal rate.
2. Clones take 1 month per each year's growth wanted to complete; thus a 30 year old man's clone would take 30 months to grow to fruition. However, in the meantime, the man would have aged a further two years; thus the clone would be two years behind the owner. If the clone is "triggered" by the owner's death before the full desired growth, the clone will activate at the age it is currently at, but because it was not as it was keyed for, a resurrection roll will be necessary. The unfortunate who died too soon is stuck with the body and mind of a much younger person. This is because the clone ages and matures as it is grown, and will not reach the full cloned potential until it has grown to the proper age. Absolutely no experience transfers to the clone from the original owner's body upon transferral.
3. Clones will cost 20,000 GS for the initial investment and 1,000 GS per month thereafter until completion.

TIME STOPS

1. Time stops affect the time around a victim, thus allowing no normal saving roll.
2. Any being that has an innate resistance to magik (e.g., Balrogs, Demons, etc.) will get their normal magik resistance roll for all non-technological time stops.
3. Any ethereal, phased, astral, or non-corporeal being or item is 100% immune to all forms of time stops.
4. Major demons caught in time stops (as well as gods and the like) have a 25% chance of "gating" away automatically.

REGENERATION

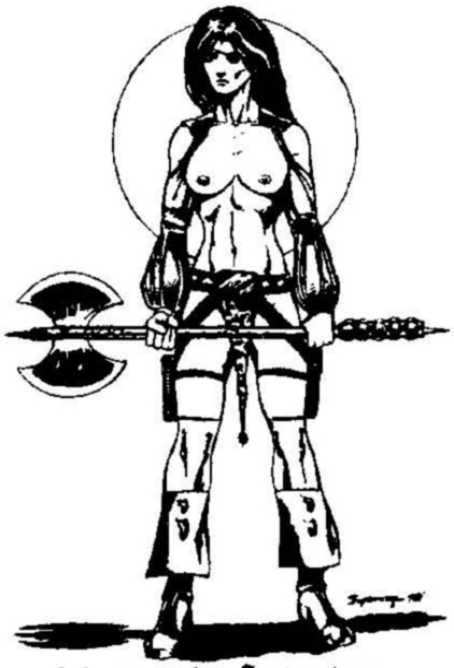
1. All who regenerate and are killed for any reason must make a normal resurrection roll to see if they survived the trauma of death. Failure to make it by regeneration is not considered to be the normal resurrection try which can follow a failed regeneration try.
2. Acid, fire, and other cell destroying damage is only regenerated at half the listed rate, and technological damage (like lasers and the like) regenerate at only one point per hour.

RULE QUESTIONS

Please try some of the rules that you have doubts about in game situations and game play. Only through actual play testing can a rule or situation be fully explored. We have been doing that for years now. Anyone can pontificate on rules and worlds that they have never tried, and can never be proved wrong because the proof is only in the play.

PHYSICAL CHARACTER APPEARANCE

CHARACTER HEIGHT DETERMINATION CHART	From Arduin Grimoire I (Page 8)
CHARACTER WEIGHT DETERMINATION CHART	From Arduin Grimoire I (Page 9)
OPTIONAL CHARACTER APPEARANCE CHART	From Arduin Grimoire II (Page 7)
BODY TYPE DETERMINATION TABLE	From Arduin Grimoire I (Page 10)
FEMALE ATTRIBUTES CHART	From Arduin Grimoire II (Page 4)
TRUE STRENGTH FUNCTION CHART	From Arduin Grimoire II (Pages 2 – 3)
GIANT STRENGTH EQUIVALENCY CHART	From Arduin Grimoire II (Page 4)
TRUE CHARISMA AND ITS MEANING IN GAME PLAY	From Arduin Grimoire II (Page 5)
SPECIAL PHYSICAL ADDITIONAL BONUSES	From Arduin Grimoire II (Page 17)



CHARACTER HEIGHT DETERMINATION CHART

HEIGHT	HUMAN (MALE)	HUMAN (FEMALE)	AMAZON	ELF (MALE)	ELF (FEMALE)	HALF ELF (MALE)	HALF ELF (FEMALE)	DWARF	HOBBIT	ORC	HALF ORC	URUK HAI
2' 2"	–	–	–	–	–	–	–	–	–	–	–	–
2' 4"	–	–	–	–	–	–	–	–	–	–	–	–
2' 6"	–	–	–	–	–	–	–	–	–	–	–	–
2' 8"	–	–	–	–	–	–	–	–	–	–	–	–
2' 10"	–	–	–	–	–	–	–	–	01 – 10	–	–	–
3'	–	–	–	–	–	–	–	–	11 – 25	–	–	–
3' 2"	–	–	–	–	–	–	–	–	26 – 45	–	–	–
3' 4"	–	–	–	–	–	–	–	01 – 10	46 – 55	–	–	–
3' 6"	–	–	–	–	–	–	–	11 – 25	56 – 65	–	–	–
3' 8"	–	–	–	–	–	–	–	26 – 35	66 – 75	–	–	–
3' 10"	–	–	–	–	–	–	–	36 – 50	76 – 90	–	–	–
4'	–	–	–	–	–	–	–	51 – 60	91 – 98	01 – 20	–	–
4' 2"	–	–	–	–	–	–	–	61 – 70	99	21 – 30	–	–
4' 4"	–	–	–	–	–	–	–	71 – 80	100	31 – 40	–	–
4' 6"	–	–	–	–	–	–	–	81 – 85	–	41 – 50	01 – 20	–
4' 8"	–	01 – 03	–	–	–	–	–	86 – 90	–	51 – 60	21 – 30	–
4' 10"	–	04 – 06	–	–	–	–	–	91 – 95	–	61 – 70	31 – 40	–

CHARACTER HEIGHT DETERMINATION CHART (CONTINUED)

HEIGHT	HUMAN (MALE)	HUMAN (FEMALE)	AMAZON	ELF (MALE)	ELF (FEMALE)	HALF ELF (MALE)	HALF ELF (FEMALE)	DWARF	HOBBIT	ORC	HALF ORC	URUK HAI
5’	01 – 05	07 – 15	–	–	–	–	01 – 10	96 – 97	–	71 – 80	41 – 50	–
5’ 2”	06 – 10	16 – 25	–	–	01 – 20	–	11 – 20	98 – 99	–	81 – 85	51 – 60	–
5’ 4”	11 – 15	26 – 35	–	–	21 – 40	01 – 10	21 – 30	100	–	86 – 90	61 – 70	–
5’ 6”	16 – 25	36 – 50	01 – 30	01 – 25	41 – 60	11 – 30	31 – 40	–	–	91 – 92	71 – 80	01 – 25
5’ 8”	26 – 35	51 – 65	31 – 40	26 – 40	61 – 80	31 – 50	41 – 50	–	–	93 – 94	81 – 90	26 – 35
5’ 10”	36 – 50	61 – 85	41 – 60	41 – 60	81 – 90	51 – 70	51 – 70	–	–	95 – 96	91 – 95	36 – 50
6’	51 – 65	86 – 90	61 – 70	61 – 90	91 – 95	71 – 90	71 – 90	–	–	97 – 98	96 – 98	51 – 75
6’ 2”	66 – 70	91 – 92	71 – 80	91 – 98	96 – 98	91 – 92	91 – 95	–	–	99 – 100	99	76 – 90
6’ 4”	71 – 88	93 – 94	81 – 90	99	99	93 – 94	96 – 98	–	–	–	100	91 – 95
6’ 6”	89 – 96	95 – 96	91 – 94	100	100	95 – 96	99	–	–	–	–	96 – 97
6’ 8”	97	97 – 98	95 – 96	–	–	97 – 98	100	–	–	–	–	98 – 99
6’ 10”	98	99	97	–	–	99	–	–	–	–	–	100
7’	99	100	98	–	–	100	–	–	–	–	–	–
over 7’ (special)	100	–	100	–	–	–	–	–	–	–	–	–

On double zero rolls, roll again. A roll of 01 – 10 means less than minimum size.

CHARACTER WEIGHT DETERMINATION CHART

TYPE	20 – 30	31 – 50	51 – 70	71 – 90	91 – 100	101 – 110	111 – 120	121 – 130	131 – 150	151 – 175	176 – 200	201 – 220
Human (male) *	–	–	–	01 – 05	06 – 10	11 – 15	16 – 25	26 – 35	36 – 50	51 – 75	76 – 98	99
Human (female)	–	–	–	01 – 10	11 – 30	31 – 50	51 – 70	71 – 90	91 – 97	98	99	100
Elf (male)	–	–	–	01 – 10	11 – 25	26 – 50	51 – 75	76 – 90	91 – 95	96 – 99	100	–
Elf (female)	–	–	–	01 – 15	16 – 35	36 – 60	61 – 90	91 – 98	99	100	–	–
Half Elf (male)	–	–	–	01 – 10	11 – 20	21 – 40	41 – 60	61 – 80	81 – 90	91 – 98	99	100
Half Elf (female)	–	–	–	01 – 15	16 – 30	31 – 50	51 – 75	76 – 90	91 – 98	99	100	–
Dwarves	–	–	01 – 05	06 – 25	26 – 40	41 – 50	51 – 60	61 – 70	71 – 98	99 – 100	–	–
Gnomes	–	–	01 – 05	06 – 25	26 – 35	36 – 45	46 – 55	56 – 80	81 – 98	99 – 100	–	–
Hobbitts	01 – 05	06 – 35	36 – 75	76 – 99	100	–	–	–	–	–	–	–
Amazons	–	–	–	01 – 05	06 – 15	16 – 25	26 – 35	36 – 50	51 – 75	76 – 98	99 – 100	–
Kobolds	01 – 40	41 – 80	81 – 99	100	–	–	–	–	–	–	–	–
Kobbitts	01 – 05	06 – 35	36 – 60	61 – 80	81 – 99	100	–	–	–	–	–	–
Goblins	01 – 05	06 – 25	26 – 50	51 – 75	76 – 90	91 – 99	100	–	–	–	–	–
Hobgoblins	–	01 – 10	11 – 25	26 – 50	51 – 75	76 – 90	91 – 99	100	–	–	–	–
Gnoll *	–	–	–	01 – 10	11 – 30	31 – 50	51 – 70	71 – 90	91 – 97	98	99	100
Orcs *	–	–	–	01 – 10	11 – 25	26 – 50	51 – 75	76 – 90	91 – 95	96 – 97	98	99
Ogres *	X	X	X	X	X	X	X	X	X	X	X	01 – 05
Lesser Giants *	X	X	X	X	X	X	X	X	X	X	X	01 – 02
Greater Giants *	X	X	X	X	X	X	X	X	X	X	X	01
Titans *	–	–	–	–	–	–	–	–	–	–	–	01 – 05
Phraints *	–	–	–	01 – 10	11 – 25	26 – 50	51 – 75	76 – 80	81 – 85	86 – 90	91 – 98	99
Saurigs *	–	–	–	–	–	01 – 10	11 – 20	21 – 40	41 – 60	61 – 80	81 – 98	99
Trolls *	–	–	–	–	–	01 – 05	06 – 25	26 – 50	51 – 75	76 – 90	91 – 95	96 – 99

* – A double zero roll means roll d100 and add 1 pound per % rolled; this is doubled for Giants.

X – multiply % rolled x 10 pounds (ie, a roll of 75 = 750 pounds)

OPTIONAL CHARACTER APPEARANCE CHART

REGULAR CHART

DIE ROLL	HAIR	EYES	SCARS	BIRTHMARKS	PIGMENTATION	EXOTIC THINGS
1	Light Brown	Hazel	None	Crescent	Light Tan	None
2	Brown	Light Brown	1"	Star (5 point)	Medium Tan	Cyclopic Eye
3	Dark Brown	Brown	1 1/2"	Star (6 point)	Dark Tan	Six Fingered, Etc.
4	Auburn	Dark Brown	None	Star (8 point)	Milky White	Double Thumbed
5	Red	Grey	1/2"	Triangle	Caucasian	Pointed Ears
6	Black	Light Blue	1/4"	"X"	Amber	Fang Mouthed
7	Blonde	Blue	None	"Z"	Pale Grey	All Double Joints
8	Light Blonde	Black	2"	Snake	Pale Blue	Gills And Lungs
9	Dark Blonde	Yellow	3"	Bird	Yellow White	Webbed Toes, Etc.
10	Grey	Light Green	None	Spider	Pale Orange	Two Hearts
11	Silver	Green	4"	Sword	Pale Green	Very Hairy
12	Golden	Amber	5"	Horns	Pale Silver	No Body Hair
13	Bald	Aqua	None	Pentagram	Pale Gold	No Belly Button
14	Roan	Violet	6"	Circle	Light Brown	Hermaphrodite
15	Yellow	Tan	7"	Square	Medium Brown	Transparent Skin
16	Orange	Gold	None	None	Dark Brown	Scaly Skin
17	White	Silver	8"	None	Black	Double Pupiled
18	2 Mixed **	Bronze	10"	None	Ochre	Reptile Tongued
19	Grey / Mix **	Copper	1'	None	Grey-Green	Cat Clawed
20 *	Special	Special	Special	Special	Special	Tailed (d6')

* – Re-roll on the ***Special Chart*** below for really different looks and surprises. Roll once for each characteristic on each table desired; none are mandatory.

OPTIONAL CHARACTER APPEARANCE CHART (CONTINUED)

SPECIAL CHART

DIE ROLL	HAIR	EYES	BIRTHMARKS	PIGMENTATION
1	Purple	Purple	Wolf's Head	Metallic **
2	Green	Orange	Leaping Panther	Half And Half **
3	Blue	Pink	Dragon	Chequered **
4	Pink	Scarlet	Sun Disk	Striped**
5	Scarlet	Pupilless **	Ankh	Fluorescent **
6	Saffron	2 Mixed **	Thunderbolt (d3)	Chameleon Like
7	Maroon	3 Mixed **	Comet	Pearlescent
8	Cyan	Maroon	Crown	Purple
9	Magenta	Cyan	Heart	Maroon
10	Lavender	Magenta	Griffon	Cyan
11	Transparent	Red	Unicorn	Scarlet
12	Tentacles	White	Pegasus	Red
13	Quills	Clear	Lion	Shiny Ebon
14	Feathers	Metallic **	Raven	Deep Blue
15	Crested	Glowing **	Scythe	Emerald Green
16	Horned	No Eyes ***	Hammer	Gem Sparkled **
17	2 Mixed **	All Pupil **	Infinity Sigil	Shifting Always **
18	3 Mixed **	Invisible ****	Tree	Lavender
19	Vipers	Prismatic	Flower (choice)	Violet
20	Changeable **	Flaming **	Eye	Prismatic

** – Means roll for the color(s).

*** – Means that although there are no eyes, sockets or lids (being born without them), you have a "Radar Sense" that is accurate up to 50' in any light or weather condition.

**** – Means that the eyes are there, but it looks like empty sockets.

Remember, the birthmarks are stylized, and not really exact. This chart is nothing more than a player aid, and a generalized fun – adding ingredient for fantasy gaming. Go ahead, and make up your own charts, and really get into things!

Body Type Determination Table

Die Roll	01 – 20	21 – 40	41 – 60	61 – 80	81 – 90	91 – 100
Type	Skinny, Boney	Wiry, Tough	Average	Muscular	Very muscular	Obese
Notes	-1 STR	+1 DEX	None	+1 STR	+1 CON +2 STR	-1 CON -1 DEX

Female Attributes Chart

Die Roll	Bust	Waist	Hips
01 – 05	30	16	30
06 – 10	31	17	31
11 – 20	32	18	32
21 – 30	33	19	33
31 – 35	34	20	34
36 – 40	35	21	35
41 – 45	36	22	36
46 – 50	37	23	37
51 – 60	38	24	38
61 – 70	39	24	39
71 – 75	40	25	40
76 – 80	41	26	41
81 – 85	42	27	42
86 – 90	43	28	43
91 – 95	44	29	44
96 – 97	45	30	45
97 – 98	46	31	46
99	46 + d4	31 + d2	46 + d4
100	50 + d10	34 + d2	50 + d10

Remember that these rolls CAN have an effect on the Charisma of the lady in question. For instance, if the lady's waist is a 34 or so, and she only has a 36 bust, it's obvious that she's fat, thus reducing her looks.

TRUE STRENGTH FUNCTION CHART

STRENGTH	DOOR OPENING BY HAND	ABILITY WITH CROWBAR	ATTACK (+ OR -)	DAMAGE (+ OR -)	GRAPPLE CHANCE	CARRY WEIGHT (POUNDS)	BREAK WALL ABILITY	ONE HAND WEAPON USE
1	1%	21%	-5	-4	1%	2	*	**
2	2%	22%	-4	-3	3%	5	*	**
3	3%	23%	-3	-3	5%	10	*	**
4	4%	24%	-2	-2	6%	15	*	**
5	5%	25%	-2	-2	7%	20	*	**
6	6%	26%	-1	-1	8%	30	1/4" wood	Dagger
7	7%	27%	-1	-1	9%	40	1/2" wood	Dagger
8	8%	28%	Even	Even	10%	50	1" wood	Shortsword
9	10%	30%	Even	Even	15%	65	2" wood	Broadsword
10	20%	20%	Even	Even	20%	80	3" wood	Bastard Sword
11	25%	45%	Even	Even	25%	95	4" wood	Bastard Sword
12	30%	50%	Even	Even	30%	110	5" wood	Bastard Sword
13	35%	55%	Even	Even	35%	125	6" wood	Bastard Sword
14	40%	60%	+1	+1	40%	150	1" stone	Bastard Sword
15	45%	65%	+1	+1	45%	175	2" stone	Bastard Sword
16	50%	70%	+2	+1 – 2	50%	200	3" stone	Bastard Sword
17	55%	75%	+2	+1 – 3	55%	225	4" stone	Bastard Sword
18 ***	60%	80%	Special	Special	Special	Special	Special	Special
19	90%	100%	+4	+1 – 10	95%	400	1' stone	2 Hand Types
20	99%	100%	+4	+2 – 12	99%	450	2' stone	2 Hand Types

TRUE STRENGTH FUNCTION CHART (CONTINUED)

STRENGTH	DOOR OPENING BY HAND	ABILITY WITH CROWBAR	ATTACK (+ OR -)	DAMAGE (+ OR -)	GRAPPLE CHANCE	CARRY WEIGHT (POUNDS)	BREAK WALL ABILITY	ONE HAND WEAPON USE
21	100%	100%	+4	+2 – 16	100%	550	3' stone	Large Items
22	100%	100%	+4	+3 – 18	100%	650	4' stone	Large Items
23	100%	100%	+4	+2 – 20	100%	750	5' stone	Large Items
24	100%	100%	+4	+4 – 24	100%	900	6' stone	****
25	100%	100%	+4	+3 – 30	100%	1,150	7' stone	****
26	100%	100%	+4	+4 – 32	100%	1,400	8' stone	****
27	100%	100%	+4	+6 – 36	100%	1,800	9' stone	****
28	100%	100%	+4	+4 – 40	100%	2,200	1" steel	****
29	100%	100%	+4	+4 – 48	100%	3,000	2" steel	****
30	100%	100%	+4	+5 – 50+	100%	3,800	3" steel	****
More	100%	100%	+4	Special	100%	More	Special	****

* – None.

** – Small items.

*** – The percentile "18s" are only rolled for on a 20% chance after the "18" is originally rolled (see ***Eighteen Strength Special Chart*** for details).

**** – Only sheer size of weapon matters.

NOTES

1. Grapple Chance refers to the percent chance of holding onto an opponent a person has grabbed after he has made a normal attack chance roll.
2. Carry Weight refers to the total weight a person may carry or have on his body (including armor, shield, weaponry, and the like). Dead lift capability is approximately 75% of the base weight allowed.
3. Break Wall Ability refers to the thickness or type of wall that a person may batter through in one minute.

EIGHTEEN STRENGTH SPECIAL CHART

STRENGTH	DOOR OPENING BY HAND	ABILITY WITH CROWBAR	ATTACK (+ OR -)	DAMAGE (+ OR -)	GRAPPLE CHANCE	CARRY WEIGHT (POUNDS)	BREAK WALL ABILITY	ONE HAND WEAPON USE
Base 18	60%	80%	+3	+1 – 4	60%	250	5" stone	As for 17
18/01 – 25%	70%	100%	+4	+1 – 5	70%	275	6" stone	As for 17
18/26 – 50%	80%	100%	+4	+1 – 6	80%	300	7" stone	As for 17
18/51 – 75%	85%	100%	+4	+1 – 7	85%	325	8" stone	As for 19
18/76 – 100%	88%	100%	+4	+1 – 8	90%	350	9" stone	As for 19

SPECIAL NOTES

1. For game purposes, 1' of wood equals 1" of stone; 1' of stone equals 1" of steel, 6" of steel equals 1' of iron.
2. There is a percent chance of losing one's balance and having to make an Agility roll while opening doors (see ***Door Opening Fall Chance Chart*** for details).

DOOR OPENING FALL CHANCE CHART

ATTEMPT	UNASSISTED	WITH CROWBAR
1st	5%	15%
2nd	25%	45%
3rd	45%	75%

Note: Only three attempts are allowed per door per game. Failure means it's stuck.

GIANT STRENGTH EQUIVALENCY CHART

NUMBER	EQUIVALENT GIANT(S)
19	Ogre, Deodanth, etc.
20	Hill Giant
21	Stone Giant
22	Titan
23	Cyclops
24	Tri-Clops
25	Frost Giant
26	Fire Giant
27	Cloud Giant
28	Storm Giant
29	Hell Giant
30	Star Giant

NOTE

To determine where any other monster fits, simply compare each of the listed types' hit damage capability, and when you have found one that matches the monster in question, then you have found a rough equivalency. With a little adjudication for any special attributes such as claws and the like, a more precise determination may be made.

True Charisma And Its Meaning In Game Play

Charisma is the one facet of a character's personality that always seems to be not really understood. There is no reason for this, as Charisma as applicable to game play is really quite simple. The following chart lays it all out for you, so read on!

Charisma Chart

Character's Charisma	Lie Bonus	Morale Bonus	Love Factor	Actual Looks, Notes, and Other Comments
1	-40%	-30%	-90%	Too hideous to look at. Would scare a troll!
2	-35%	-25%	-85%	Extremely ugly; yuck! Poop is prettier!
3	-30%	-20%	-80%	So ugly most people flinch when they see him!
4	-25%	-15%	-70%	Very ugly, or badly scarred. Sickening to see.
5	-20%	-10%	-60%	Ugly as Quasimodo! Not at all nice.
6	-15%	-5%	-50%	Pretty ugly, kind of like a goblin or Troll.
7	-10%	Even	-40%	Ugly, but probably acceptable by most people.
8	-5%	Even	-20%	Just not good looking. Ok, not too bad.
9	Even	Even	-5%	Low average looks. Rough around the edges.
10	Even	Even	Even	Average to fair looks. Everyman, as it were.
11	Even	Even	+5%	Fair looking. OK in an average way.
12	Even	Even	+15%	Better than average. OK, but no Romeo.
13	Even	+5%	+25%	Nice looking. Bring home to Mom.
14	+10%	+10%	+40%	Very nice looking. Good catch.
15	+20%	+15%	+55%	Exceptionally good looks. Definitely a winner.
16	+30%	+20%	+70%	Stunning good looks. Movie Star material.
17	+40%	+25%	+80%	So good looking, jealousy is felt by all around.
18	+50%	+30%	+90%	A dream, a vision. One in a million.
19	+60%	+35%	+95%	A God or Goddess. Not humanly real.
20	+70%	+40%	+98%	You put the beautiful gods to shame.
21+	Variable	Varies	Varies	Indescribable, a mirage. Not even believable.

Notes

1. The Lie Bonus refers to any bonuses or penalties you may have in a lying or other untruthful situation.
2. The Morale Bonus refers to how much you affect your hirelings and other friends in any situation calling for leadership or loyalty (e.g., combat, voting).
3. The Love Factor is how much you affect the opposite sex while trying to woo them. This does not apply in every day type situations, only when a conscious and sustained effort is being made to engender love in someone.
4. The actual looks and other comments speak for themselves.

SPECIAL PHYSICAL ADDITIONAL BONUSES

FOR THIEVES AND MARTIAL ARTIST TYPES

All get +5% for each point over 14 of any of the physical attributes that govern the special ability in question. Those physical attributes are:

THIEF ABILITY	PHYSICAL ATTRIBUTES
Climb	Agility
Hide	Intelligence, Agility, and Dexterity (combined, then averaged)
Steal	Dexterity
Lockpick	Dexterity and Intelligence (combined, then averaged)
Deactivate	Dexterity and Intelligence (combined, then averaged)
Con	Intelligence and Wisdom (combined, then averaged)
Pickpocket	Dexterity and Agility (combined, then averaged)
Lie	Charisma and Intelligence (combined, then averaged)

Special Note – Luck inducing items add +20% to the above base percents.

PLAYER CHARACTER RESOURCES

CHARACTER AND ALIGNMENT CHART	From Arduin Grimoire I (Page 13)
SPECIAL ABILITY CHARTS	From Arduin Grimoire I (Pages 14 – 18)
CHARACTER AGING	From Arduin Grimoire III (Page 5)
CHARACTER SOCIAL STATUS	From Arduin Grimoire III (Page 2)
CHARACTER WEALTH TABLE	From Arduin Grimoire III (Page 3)
CHARACTER LEGACY CHART	From Arduin Grimoire III (Page 2)
OWNED EQUIPMENT CHART	From Arduin Grimoire III (Page 4)

CHARACTER AND ALIGNMENT CHART

DIE ROLL	ALIGNMENT	KILL FACTOR	LIE FACTOR	TOLERANCE FACTOR	LOYALTY FACTOR	CRUELTY FACTOR	GENERAL NOTES
01 – 15	Lawful Good	1%	Never	100%	100%	none	Good two shoes type, always smiles.
16 – 40	Moderately Lawful	25%	5%	75%	85%	5%	The "true" lawful type, a little rough around the edges.
41 – 45	Marginally Lawful	50%	25%	50%	75%	20%	Those losing faith in the system.
46 – 50	Lawful Evil	100%	50%	5%	50%	90%	Fanatical, bigoted, arrogant, nasty.
51 – 60	Neutral Good	25%	35%	65%	75%	5%	Ready to accept almost any decent idea.
61 – 70	True Neutral	50%	50%	50%	50%	25%	The true coin flipper, anything once!
71 – 75	Marginally Neutral	75%	65%	35%	25%	50%	Fairly erratic, sometimes evil or cruel.
76 – 80	Neutral Evil	100%	95%	10%	5%	75%	Crafty, refuses to commit to anything.
81 – 85	Chaotic Good	25%	35%	65%	65%	25%	Most Elves fit into this category. Unpredictable.
86 – 95	True Chaotic	50%	50%	50%	35%	50%	So unpredictable even he doesn't know what he's going to do next.
96 – 97	Chaotic Evil	100%	99%	1%	1%	100%	You may never know what he'll do, but you can be sure it'll be nasty!
98 – 99	Amoral	*	100%	*	none	*	Only does what is best for him or herself.
100	Amoral Evil	100%	100%	none	none	**	As above, but likes it better if he or she screws others in the process.
++	Insane	*	100%	*	none	***	Cuckoo, plain and simple.

* – Varies depending on the situation.

** – As above, but usually 100%.

*** – Variable up to 100%.

++ – A 10% chance on each type. Roll for it.

SPECIAL ABILITY CHARTS

Special Note: These characteristics are only guidelines, but if you accept the responsibility and roll for them, then you must accept the results as a permanent part of your character thereafter.

FOR ALL WARRIOR TYPES, BARBARIANS, OR THOSE OF A SIMILAR NATURE

DIE ROLL	RESULTS
01 – 02	-1 with longswords; -2 versus cold and disease
03 – 04	+1 with longswords; -1 versus all magikal attacks (even clerical)
05 – 06	+1 with all axes; -3 versus all dragon breath
07 – 08	+1 with spears and all pole arms; -2 versus all missile attacks
09 – 10	+1 with sabers, cutlasses, etc.; -3 versus paralysis and petrification
11 – 12	+1 with maces and flails; +2 Constitution; -3 versus sleep and charm spells
13 – 14	+1 with morning stars, whips, bolos, and slings; -2 with all swords
15 – 16	+1 with all non-mechanical bows; -2 versus all Djinn and Efreet attacks
17 – 18	+1 with all crossbows, javelins, and throwing darts; -1 versus cold
19 – 20	+1 with all knives and daggers; -1 with all other weapons
21 – 25	Mountain man – +3 to Strength and Constitution; climbs like a thief
26 – 30	Woodsman – +3 with all bows; +2 to hide in trees; +2 Agility and Dexterity
31 – 32	Bad Liar – -5 Charisma when so doing; +4 Charisma to opposite sex
33 – 34	Natural Locksmith – Pick locks like a thief; -2 versus poison
35 – 36	+2 versus all undead attacks; -2 to all missile attacks
37 – 38	Ex-seafarer – Can shed even full armor before drowning
39 – 40	Flesh tastes bad to monsters – 75% chance they'll spit you out
41 – 42	50% better hearing and vision; ability to see in the dark as an Elf
43 – 44	Desert Born – +3 Constitution; able to locate water 50% of the time
45 – 49	Good Horseman – Able to buy horses for 20% less; camels hate you
50	+2 versus all magikal spells; -3 versus all breath weapons
51 – 55	Religious Fanatic – -4 Charisma; inability to work with "pagans"
56 – 60	+3 with rapiers; -2 with all other weapons
61 – 65	Coward – +8 to saves versus fear; 50% chance of fleeing danger
66 – 70	Stupidly Brave – Even greater demons don't scare you; -5 Wisdom
71 – 72	Dragon Friend – +2 to saves versus all dragon attacks; 65% chance of talking
73 – 74	Elf Friend – Elves will never attack you without provocation.; speak their languages
75 – 76	Undead Friend – Undead will leave you alone 50% of the time; -4 Charisma
77 – 78	Roll d6 – Add this number as a bonus with any one weapon type
79 – 80	-4 chance of figuring out anything mechanical; -3 Intelligence
81 – 82	Your one desire is to form a secret society; +5 Charisma
83 – 84	You easily fall in love; The opposite sex gets a +8 Charisma versus you
85 – 86	Taught by a true weapons master; +2 with all western weapons
87 – 88	Bump of direction (75% accurate); weather prediction (65% accurate)

FOR ALL WARRIOR TYPES, BARBARIANS, OR THOSE OF A SIMILAR NATURE (CONTINUED)

DIE ROLL	RESULTS
89 – 90	Born To Kill – you truly savor bloodshed; -2 Charisma; 25% chance of berserking
91 – 92	Born of a normal mother and an Efreet father; you are 100% fireproof
93 – 94	Dragonslayer –hate dragons (90% chance to attack on sight); +4 when attacking them
95 **	Secret Werecreature – Roll to see what kind
96 **	You were sired by an unknown demon; +2 to all characteristics and saves
97	You have the natural ability of true sight
98	Natural Warrior – Add +1 to all of your physical attacks
99	Mage Hater – +3 to all magikal saves; You kill Mages whenever you can
100	You are a young giant (roll to see what kind). You are 7' 10" tall, weigh 498 pounds, and have maximum normal strength. You have 3+2 hit dice at first level, and will go up a level every 25,000 experience points earned as a warrior (that means going up one hit die also). This will continue until you reach the maximum size for the type of giant you are. Thereafter you will add one hit point per 25,000 points earned. As giants are not particularly handsome, you suffer a -3 to your Charisma.

** – This indicates that there is a 98% chance you will be chaotic, and a further 50% chance that you will be terribly evil, though you will most likely keep this secret.

FOR MAGES, ILLUSIONISTS, DRUIDS, ALCHEMISTS, MEDICINE MEN, PSYCHICS, AND THOSE OF MAGIKAL NATURES

DIE ROLL	RESULTS
01 – 02	+1 with daggers; dodges well (+1 to AC versus missiles and large monsters)
03 – 04	Chronic Insomnia – +5 versus sleep spells; -5 Charisma
05 – 06	movement competent; -2 to saves versus petrification
07 – 08	+50% vision and night sight; +1 ability to find secret doors
09 – 10	fire and light competent; +3 versus blindness; -3 versus insanity
11 – 12	animation and disanimation competent
13 – 14	+2 Constitution; +1 Strength; +5 Ego; -5 Wisdom
15 – 19	time and gate competent; totally unable to use all cold spells
20	Your flesh tastes so bad that monsters will spit you out 95% of the time.
21 – 25	bump of direction (50% accurate); weather predictor (also 50% accurate)
26 – 30	undead competent; +3 versus undead life drains and paralysis
31 – 32	sleep and charm competent; -3 versus dragon breath
33 – 34	cold and poison competent; -3 versus magikal disintegration
35 – 36	fear and confusion competent; -3 versus Efreet and Djinn attacks
37 – 38	elemental competent; +2 versus elemental attacks; -5 versus cold
39 – 40	+2 with daggers; -2 versus poisons
41 – 45	ability to smell poison (50% accurate); -3 versus its effects
46 – 50	+1 to all character abilities; -1 on all magikal works
51 – 55	dragon friend; speak High and Low Draconic
56 – 60	+1 versus fire; -1 versus poison gasses; +2 to Intelligence
61 – 66	+2 versus cursed scrolls; -2 versus all other cursed items
67 – 68	polymorph competent; -3 versus polymorph attacks
69 – 70	excellent liar (+5 Charisma when doing so); -3 versus undead attacks
71 – 75	undead friend (50% chance that they will not attack); -5 Charisma
76 – 80	liquid competent; -2 versus disease and acid
81 – 82	Teleport, phase, and dimension door competent; -2 with all weapons
83 – 84	+1 with edged weapons; -1 with all magik
85 – 86	+1 to all spells cast against true men; -1 versus all undead
87 – 88	Natural Linguist – read all languages; speak 10 additional
89 – 90	Natural Magikal Linguist – read all magikal writings without trouble
91 – 92	able to estimate the value of treasure to within 10% by handling it
93 – 94	Totally Fearless – Fear spells do not work; -5 Wisdom
95	make two rolls on this table, ignoring this number
96	natural ability to memorize one spell per level more than normal
97	roll again on this table and once on the clerical table
98	Elf Friend – always welcome to Elves, and you speak their languages; +3 Agility
99	-1 on all character abilities; -3 versus all spells or magik
100	Magik Competent (all magik) – You have the ability to pick locks, disarm traps, and climb as a Thief two levels below your own. Your major drawback is a -8 to Charisma.

FOR CLERICS, BARDS, SINGERS, WITCH HUNTERS, PALADINS, AND ALL OF A MORE RELIGIOUS THAN MAGIKAL NATURE

DIE ROLL	RESULTS
01 – 02	Mountain Man – +2 to Strength, Agility, and Dexterity; climb like a Thief.
03 – 04	Good Horseman – pay 20% less for horses; ride 20% further per day
05 – 06	Natural Linguist – read all languages; speak an additional 10
07 – 08	Sickly And Anemic – -2 to all attributes; cannot be hasted
09 – 10	Cure competent, +2 versus undead life drains and paralysis
11 – 12	+2 to Wisdom; +1 to Strength; -3 versus dragon breath
13 – 14	+3 to save versus cursed scrolls; -3 versus all elementals
15 – 19	golem competent; +4 to Constitution; -3 versus all non-clerical magik
20	bump of direction (75% accurate); clumsy (-5 to Dexterity and Agility)
21 – 25	+3 with all non-edged weapons; -2 AC versus those types
26 – 30	good with animals (50% chance to befriend); -2 versus cold
31 – 32	50% better eyesight and night vision; 50% worse hearing
33 – 34	flesh tastes bad to monsters (65% chance that they will spit you out)
35 – 36	Chronic Insomnia – -5 Charisma; 100% resistance to sleep spells
37 – 38	dragon Friend; speak High and Low Draconic
39 – 40	Clerical Magik Incompetent – -2 to all clerical spells
41 – 45	Healing Competent – +2 to each die of healing
46 – 50	+2 versus petrification; -2 versus poison and venoms
51 – 55	Natural Locksmith – pick locks as a Thief
56 – 60	Desert Born – +3 to Constitution; able to find water 50% of the time
61 – 66	natural ability to sense evil (95% accurate) and possession (75% accurate)
67 – 68	ability to smell poison (100% accurate); -5 versus petrification
69 – 70	Dodge Well – +2 to Agility and Dexterity; +1 AC versus missiles
71 – 75	-3 versus all undead life drains and paralysis; +2 versus fire
76 – 80	natural ability to memorize one spell per level more than normal
81 – 82	+3 with quarterstaff and cudgel; -2 with all other weapons
83 – 84	dispel and negation competent; -1 versus all missile attacks
85 – 86	+3 versus fear and confusion; -2 to Intelligence
87 – 88	animals hate you and will attack 85% of the time
89 – 90	+2 to saves versus all clerical spells; -2 versus all dragon spells
91 – 92	Keen Sense Of Smell – 75% chance of identifying any spoor
93 – 94	Unbreakable Vows Of Poverty – Can never have over 20 GS
95	Extremely Pious – +4 to Wisdom; +4 versus all undead attacks
96	clerical spell competent; Elf friend (see Mages list)
97	Clerical Paladin Status – start at second level (you get all that they get)
98	You have just been defrocked for murder, so you are now an anti-cleric.
99	Blessed By Your God – +2 to all saves
100	Singing Evangelist – +3 to Intelligence, Wisdom, and Charisma; have all the abilities of a singer or Bard; disdain the use of all armor and weapons, with the exception of staves and the like; n ever aspire to riches (give away everything beyond 500 GS in value)

FOR THIEVES, MONKS, NINJA, HIGHWAYMEN, CORSAIRS, ASSASSINS, TRADERS, SLAVERS, RANGERS, AND ALL THOSE WITH A MORE OR LESS "SECRET" NATURE

DIE ROLL	RESULTS
01	Natural Locksmith – pick locks as a Thief of two levels higher than your own
02 – 03	+3 with daggers and knives; -1 with all non-edged weapons
04 – 05	+2 Agility and Dexterity; +3 versus all attacks by oozes and slimes
06 – 07	+2 with sabers and cutlasses; -1 with spears
08 – 09	good liar (+5 Charisma when doing so); -3 versus cold
10	+2 with rapiers and foils; -3 with all other weapons
11 – 12	flesh tastes bad to monsters (50% chance of being spit out)
13 – 14	Woodsman – +1 Dexterity; +3 with all missile weapons
15 – 16	Circus Trained – +3 Agility and Dexterity; +25% to climbing ability
17 – 18	arrogant (-4 Charisma); +3 to save versus magikal spells
19 – 20	+4 with throwing knives and garrotes; -3 to save versus poisons and venoms
21 – 25	conceited (-2 Charisma); +2 to saves versus clerical magik
26 – 30	+2 ability to hide in shadows and darkness over and above normal
31 – 32	50% better vision (and night sight); +2 to hearing; -2 Dexterity
33 – 34	dragon friend (can naturally speak high and low Draconic)
35 – 36	+1 to all character attributes; -2 to all saves versus magik (even clerical)
37 – 38	roll twice on this table, ignoring this number; -1 to save versus fire
39 – 40	-1 to all character attributes; +2 versus all missiles
41 – 45	Quick Learner – +20% to all points earned after an expedition
46 – 50	+1 with longswords and spears; -1 versus all missile weapons
51 – 55	heal at +1 point per die healed; -3 versus all diseases
56 – 60	poor liar (-4 Charisma when so doing); +3 to hit with slings
61 – 65	+2 with shortswords; +1 with knives; -1 with all axes
66 – 70	bump of direction (95% accurate); weather predictor (50% accurate)
71 – 75	Master Herbalist – always able to detect poison and make it (1 die per level)
76 – 80	Can naturally sense the value of all goods and treasure with 98% accuracy.
81 – 82	+3 Strength; +2 Constitution; +1 Agility; -4 versus poisons and venoms
83 – 84	Sexually Aggressive – +1 Charisma generally; +4 to the opposite sex
85 – 86	+2 to detect traps and secret doors; -3 versus all missiles
87 – 88	Natural ability to use magik at two levels below your own.
89 – 90	Roll twice on any tables of your choice ignoring this result.
91	You're A Natural – start at second level and advance 20% faster than normal
92	+2 with all swords; -2 with all other weapons; -3 versus fear
93	Religious Fanatic – like the Thugee; will work only for members of your own faith
94	Natural Linguist – read all languages; speak 10 additional
95	-5 versus cursed scrolls or items; -2 versus poisons
96	extremely greedy (there is a 75% chance you will try to steal any item of value)
97	Can naturally sense all illusions and magik 75% of the time.

FOR THIEVES, MONKS, NINJA, HIGHWAYMEN, CORSAIRS, ASSASSINS, TRADERS, SLAVERS, RANGERS, AND ALL THOSE WITH A MORE OR LESS "SECRET" NATURE (CONTINUED)

DIE ROLL	RESULTS
98	Musical Nature – Progress as a singer or Bard 3 levels below your actual level
99	Illiterate – can only speak your alignment and type languages
100	Sired by a vampire father and a normal female. You have the ability to withstand all undead life drains and paralysis. In fact, undead will normally take you for one of them and leave you alone. Your Charisma may never be higher than 9, and you have an aversion to religion and to fire, retreating 50% of the time when confronted with such. You are a loner and shun all but one or two close friends. You venture forth only at night, but possess the natural ability to see in the dark. Poisons and venoms only inflict half damage upon you, and you naturally regenerate one hit point per minute (subject to all the same limitations as a troll).

FOR TECHNOS, NORMALS, SAGES, COURTESANS, AND ALL OTHERS NOT COVERED

DIE ROLL	RESULTS
01 – 05	good liar (+5 Charisma when lying, +2 otherwise); -2 versus cold
06 – 10	stunningly good looking, but hugely arrogant (Charisma is 25; +8 to Ego)
11 – 15	Natural Mechanic – able to figure out mechanical devices 90% of the time
16 – 20	Highly disciplined study habits – +3 Intelligence
21 – 25	Naturalist – can always find edible plants, check for pure water, and so forth **
26 – 30	Pacifist – will not fight under any circumstances
31 – 35	Latent Warrior – able to fight as a first level warrior if pressed
36 – 40	Total Unbeliever In Magik – -5 to all saves versus magik
41 – 45	Elf Friend – speak all Elven languages; Elves will always be willing to help you
46 – 50	Natural Linguist – read all languages; speak an additional 10
51 – 52	happy-go-lucky drinker and carouser (always spend your money on high living)
53 – 54	Sexual Athlete – +5 Charisma versus the opposite sex (You're insatiable!)
55 – 56	Natural Knife Fighter – +5 with all knives and daggers
57 – 58	Total Coward – -8 versus fear; 90% chance of fleeing in the face of danger
59 – 60	Secret Werecreature – Roll to see which type; 95% chance of being chaotic
61 – 62	member of a secret society of evil and ancient ways (+3 Ego and Charisma)
63 – 64	Natural ability to detect magik of all types.
65 – 66	Natural ability to detect traps of all types.
67 – 68	Fanatic racist and bigot, you hate all who are not of your kind (-3 Charisma).
69 – 70	Sadistic, Arrogant Atheist – +8 Ego; +3 Strength; -4 versus all magik
71 – 75	very pious and humble, you help all in need – +8 Ego; +3 Strength; +4 versus all magik
76 – 80	obese glutton of unsanitary and foul habits.(-6 Charisma, +6 versus poison) **
81 – 85	natural ability to sense when food and drink is poisoned (100% accurate)
86 – 90	Good Horseman – able to buy horses for 45% less money; ride 40% farther per day
91 – 95	Animal Friend (not monsters) – 65% chance that animals will be well disposed towards you
96 – 97	Dragon Friend – 75% chance that they'll talk, not eat you
98 – 99	flesh tastes bad to monsters (98% chance that they'll spit you out)
100	Roll once on any three tables of your choice ignoring this result. If you can't use what you roll, tough – you're stuck with it.

** – If you obviously cannot have this characteristic and still be the type of character you are supposed to be, roll again.

CHARACTER AGING

No thought is usually given to player characters aging during prolonged or campaign game play. In Arduin, however, we believe in reality, and so have devised an aging system that is simple, fair, and playable; here it is.

For each 10% of maximum life span left a character has after he reaches his majority, that character will lose 1 point off of his Strength, Dexterity, Agility, and Constitution. Fighters and others who lead an active and hard life (such as Shao Lin Monks, Ninja, etc.) loose those points only after 15%, and those who lead soft, weak lives (Psychics, Courtesans, Alchemists, Sages, etc.) loose them after only 5%. Please see the example below.

> *A Half Elf Mage has a life span of 1,000 years, and reaches his majority after 40 years. Thus every 10% of 960 years (those remaining), he would lose 1 point each off his Constitution, Strength, Dexterity, and Agility.*

However, no character may ever lose more than half of his/her points through natural aging. Elves and other immortals age 1 year in appearance and loose those points after only each 1,500 years.

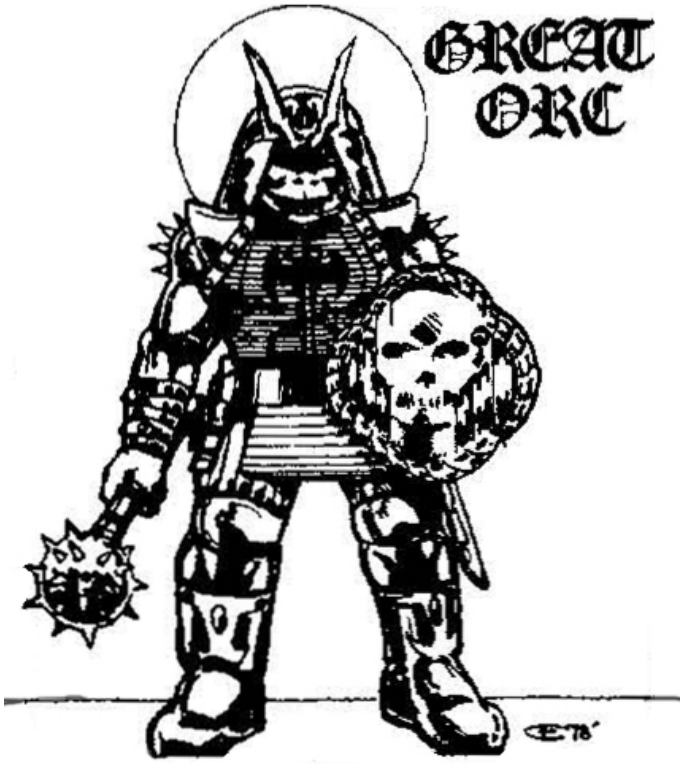
Characters may, of course, use magikal or other artificial means to restore (or keep from losing) those points.

CHARACTER SOCIAL STATUS

SOCIAL STATUS	DESCRIPTION
Freeholder	The family owns their own land, usually moderately poor.
Commoner	The family is city dwellers; these are the "average citizens".
Tenant	The family works for landowners as tenant farmers, etc.
Man at Arms	The family lives on other's property and provides warriors for them.
Orphan	As it says. It could be country or city, chosen at random.
Craftsman	Freemen and guild members, these are the workers in metals, cloth, pottery, etc.
Merchant	As above, but owners and traders.
Gentleman	Retired adventurers, merchants, etc.; all people of some means.
Lesser Noble	From a noble family of less than Baronial rank.
Noble	From a Baronial or higher ranked family.
Distant Royalty	Related distantly to royalty far away in tine and/or distance.
Close Royalty	Related to royalty nearby in time and/or distance.

Character Wealth Table

Social Status	1	2	3	4	5	6	7	8	9	10	11	12
	Poor			Average			Well To Do			Wealthy		
Freeholder	1	3	5	8	11	15	19	24	29	35	41	50
Commoner	2	4	6	9	12	16	20	25	30	36	42	52
Tenant	1	2	3	4	5	6	8	10	12	15	18	22
Man at Arms	3	6	9	12	16	20	24	30	36	42	50	60
Orphan	1	2	3	4	5	6	7	8	9	10	12	15
Craftsman	4	6	8	12	16	20	26	32	38	46	54	62
Merchant	5	10	15	20	25	30	35	40	45	50	60	75
Gentleman	5	10	15	20	30	40	50	60	70	80	90	100
Lesser Noble	10	15	20	30	40	50	60	75	90	105	120	140
Noble	15	20	25	35	45	55	65	80	95	110	130	150
Distant Royalty	25	35	45	60	75	90	105	120	150	180	220	260
Close Royalty	35	50	65	80	95	120	145	170	195	220	260	300



Character Legacy Chart

Racial Type	Free Holder	Commoner	Tenant	Man at Arms	Orphan	Craftsman	Merchant	Gentleman	Lesser Noble	Noble	Distant Royalty	Close Royalty
Human	01 – 10	11 – 60	61 – 75	76 – 80	81 – 83	84 – 87	88 – 90	91 – 93	94 – 96	97– 98	99	100
Elf	01 – 80	81 – 82	83	84	85	86 – 87	88 – 90	91 – 95	96 – 97	98	99	100
Half Elf	01 – 60	61 – 70	71 – 75	76 – 80	81 – 82	83 – 90	91 – 95	96 – 97	98	99	100	–
Dwarf	01 – 78	79 – 83	84	85 – 87	88	89 – 95	96	97	98	99	100	–
Hobbitt	01 – 88	89 – 91	92 – 93	94	95	96 – 97	98	99	100	–	–	–
Kobold	01 – 20	21 – 75	76 – 80	81 – 83	84 – 98	99	100	–	–	–	–	–
Kobbitt	01 – 33	34 – 53	54 – 65	66 – 70	71 – 95	96 – 99	100	–	–	–	–	–
Goblins (all)	01 – 25	26 – 88	89 – 93	94 – 98	99	100	–	–	–	–	–	–
Lesser Orcs	01 – 75	76 – 80	81 – 85	86 – 90	91 – 98	99	100	–	–	–	–	–
Greater Orcs	01 – 60	61 – 75	76 – 80	81 – 90	91 – 95	96 – 98	99	100	–	–	–	–
Half Orcs	01 – 30	31 – 65	66 – 85	86 – 90	91 – 95	96 – 98	99	100	–	–	–	–
Saurig	01	02	03	04 – 90	91 – 99	–	–	–	100	–	–	–
Phraint	–	01 – 05	–	06 – 95	96 – 97	98	99	100		–	–	–
Deodanth	–	01 – 70	–	71 – 85	86 – 94	95	96	97 – 99	100	–	–	–
Knoblin	01 – 05	06 – 08	09	10 – 12	13 – 97	98 – 100	–	–	–	–	–	–
Ogre	01 – 40	41 – 44	45	46 – 50	51 – 99	–	–	100	–	–	–	–
Giants (all)	01 – 95	–	96	97	98 – 99	–	–	100	–	–	–	–
Amazon	01 – 20	21 – 40	41 – 45	46 – 86	87 – 90	91 – 92	93 – 95	96	97	98	99	100
All Others	01 – 25	26 – 75	76 – 80	81 – 90	90 – 95	96	97	98	99	99	100	–

Owned Equipment Chart

Equipment	Freeholder	Commoner	Tenant	Man at Arms	Orphan	Craftsman	Merchant	Gentleman	Lesser Noble	Noble	Distant Royalty	Close Royalty
1 Arm/Armor	1 – 10	1 – 6	1 – 10	–	1	1	1	1	1	–	–	–
2 Arms/Armor	11 – 14	7 – 10	11 – 14	–	2 – 3	2	2	2	2	1	–	–
3 Arms/Armor	15 – 16	11	15 – 18	–	4 – 5	3 – 6	3	3	3	2	–	–
4 Arms/Armor	17 – 18	12	19	1	6 – 7	7	4 – 6	4	4	3	1	–
5 Arms/Armor	19	13	20	2	8 – 9	8	7	5 – 6	5	4	2	–
6 Arms/Armor	–	14 – 18	–	3	10 – 14	9	8	7	6	5	3	1
8 Arms/Armor	–	19	–	4	15 – 17	10	9	8	7	6	4	2
10 Arms/Armor	–	20	–	5 – 10	18 – 19	11	10	9	8	7	5	3
1 Item	20	–	–	11 – 14	20	12	11	10	9	8	6	4
2 Items	–	–	–	15 – 18	–	13	12	11	10	9	7	5
3 Items	–	–	–	19	–	14	13	12	11	10	8	6
4 Items	–	–	–	20	–	15	14	13	12	11	9	7
5 Items	–	–	–		–	16	15	14	13	12	10	8
6 Items	–	–	–		–	17	16	15	14	13	11	9
7 Items	–	–	–		–	18	17	16	15	14	12	10
8 Items	–	–	–		–	19	18	17	16	15	13	11
9 Items	–	–	–		–	20	19	18	17	16	14	12
10 Items	–	–	–	–	–	–	20	19	18	17	15	13
12 Items	–	–	–	–	–	–	–	20	19	18	16	14
Full Gear	–	–	–	–	–	–	–	–	20	19+	17+	15+

OWNED EQUIPMENT CHART (CONTINUED)

One ***Arm/Armor*** means one of either not both. Thus one shield or set of chain mail may be chosen or one broadsword or axe, and so forth. The term "Items" means anything other than arms or armor. A die roll in the "Item" columns means that the roller already has six pieces of arms or armor. Remember, a helmet is one piece of armor, a shield another, and so on. Full gear means anything desired.

CLOSING NOTES

Remember, these charts are optional, but when used, they lend a feeling of depth and reality to newly rolled-up characters.

To further individualize your character, you may ad lib d3 "skills" he/she would have acquired according to their social and economic status. Common sense must prevail here, but, for example, a poor commoner may have been an apprentice shoemaker. Had he been fully trained, he would have been under the Craftsman classification, although he would not be a guild member. Thus he has the skill of a Shoemaker I. This would be fairly handy, but not spectacular. Skills are rated on a scale of one to ten (rising one per three levels of experience, in that skill, acquired).

NEW PLAYER CHARACTER RACES

DEODANTHS	From Arduin Grimoire III (Page 20)
PHRAINTS	From Arduin Grimoire III (Page 21)
SAURIGS	From Arduin Grimoire III (Page 22)

DEODANTHS

Deodanths are surrounded in mystery and legend, so much so, that even they themselves no longer know the whole truth!

Thaumaturgical research confirmed the fact that they are an evolutionary hybrid of "undead" Elven kind and some other dark and unknown thing. This supports the legend that they are lost time travellers from eons in the future, when the universe is old and the suns are dying. Deodanths have a vampire like ability to mesmerize, or charm, opponents. However, this requires concentration, something seldom found in combat.

They are known for their fierce and fearless nature, as well as their shrewd and cunning battle tactics, both as sole Warriors in sword to sword melees, and as Star Corsairs par excellence in spaceship to spaceship battles.

They seldom take prisoners, and those they do capture, they have a tendency to eat (probably due to their totally omnivorous eating habits)!

A gypsy breed, they travel alone or in small groups (as Space Pirates, they seldom travel in groups of more than three ships), and are solitary in their habits.

They do, however, enjoy inflicting pain and torture, and are Sadists of the cruelest kind. Some of their victims have been known to live ten years or more, each second in excruciating pain! In fact, some beings will commit suicide before allowing themselves to fail into Deodanth hands!

Deodanths have the natural ability to "time slip" forward in time d3 melee rounds (their space ships can jump 3 minutes into future time). This ability may be used once per day per experience level, but costs -1 point off the Deodanths Strength, Dexterity, Agility, and Constitution each time. This loss takes 5 hours per point to replace (i.e. 5 hours for each point or 20 hours to pay for one "time slip").

They favor rapiers and martiobarbuli (throwing darts) as weapons, and are the only beings able to consistently match Phraints in combat (due to their leaping ability of 20' – 30' horizontally and 10' – 15' vertically). They hate Elves for historical reasons (and vice versa).

PHRAINTS

These insectoid peoples are the decivilized remnants of an interstellar combat unit of the dread Hurakkuu Empire, a race of star Warriors unbeaten in 3,000 years of warfare between the myriad suns of space.

Each Phraint is born into his lifetime job classification, which is identifiable by his chitin color. Blues are manual laborers; Greens are management and middle level technical operatives. Golds are the nobility, high level technicians, and Royal Consorts, and Silver is the Queen alone. With the spacefaring branch of the race, there have been genetically engineered another class of Phraints: the dread Black Warriors. In the dim and distant past (now pure myth to the Phraints of today), there was the only kind of their race to show emotion or to even understand it: the Red Mages. These Phraints were psychic, and practiced limited forms of magik. However, in Arduin, the Blues and Greens have become, of necessity Warriors as well as workers.

The Black Phraints, with minor modifications such as eye coverings and breathing cylinders attached to their sphericules, can operate in a hard vacuum with no discomfort, and are adept at free fall melees and deep space boarding actions. They have several razor sharp shuriken like rings attached to the spurs of each arm, and can fire them off, in groups or singly, with great accuracy. They also favor laser weaponry and needle grenades.

Each Phraint is part of a "Stick", and will always work with his "Stick Brothers" (remember, the only female in a Phraint "Hive Home" is the Queen) in every assigned task. On a stick is exactly how a Phraint is born; that is to say, all eggs are attached to a pole or stick which runs from floor to ceiling of the egg chamber, and each pole will have 12d10 eggs on it, according to the chamber's size (each

chamber having 10d100 or more poles) and the manpower needs of the colony.

On Khaas, the Black Phraint has ceased to exist, as each was a specially engineered creation which requires very sophisticated technology now lost to them. However, in space, the dread black Warriors still strike terror into the hearts of hundreds of races.

Phraints, having no emotional capacity of their own, cannot understand races that do, so they feel that, logically, they are superior, and should be the dominant species of the cosmos. That is the root of all their aspirations and mental processes, which also invariably leads to their war like ways.

The Phraints are best known in combat for their leaping charges which have them throwing their light javelins at the apogee of their leaps, flipping over in midflight, drawing (and swinging) their two-handed swords, and landing behind their startled opponents ready for further action. They are perhaps best countered in combat by Deodanths who can also leap great distances, and who love nothing more than precipitous wild charges and whirling melees.

Phraints can stand immobile for up to three or more days, never moving, so that an ambush (or a hunt) will go as planned, and think nothing of loping along for days at a mile eating pace.

Due to their peculiar throats, they can only swallow liquids or pureed meats, and will choke on the smallest bits of food. Their favorite meal is a concoction of honey, pureed horse meat, eucalyptus sap, and grain alcohol. Phraints are not bothered with drunkenness, except from the juice of the red lotus, which blitzes them immediately, and is, for that reason, forbidden to them by hive law.

Phraints always do exactly what they say they will, and never break a contract. However, how they interpret a contract can sometimes make a lawyer's head spin. They are totally fearless, and dedicated to their hive home, leaving it only to earn money to buy needed things for said home.

As a player character, they are challenging in the extreme, as most of us illogical Humans find it nearly impossible to outlogic Mr. Spock on a continuing basis, which is what is required to play a Phraint. Still, knowing this, I and several of my friends have had much fun trying to play such characters, reasonably and fairly. I can only hope that you have as much fun as I've had.

SAURIGS

The reptilian race called Saurigs trace their long history back some 600,000 years and more, back to the dread elder race (the reptilian giants called "Kthoi") that first ruled the world in the dim beginning of time.

They were the servants and drone soldiers of the Kthoi, and were bred for ferocity, tenacity, endurance, and fighting ability. Thus, they were never known for their intelligence or ability to think logically. They just fought, and fought, and fought.

They split into two main types after the fall of their masters (and reverted to near non-intelligent savagery): the aquatic and tailed ones who inhabited dank swamps and wet jungles; and the lighter, faster, tailless ones that lived in the hot dry deserts and plains.

As the eons passed, they rose out of their long night of mindless savagery to their present cultural level as tribal groups (semi-nomadic in the desert area).

The Saurigs of the dry places are noted and sought after mercenaries due to their military prowess, near total lack of fear, and for their fierce charges (which have been known to break pike hedgehogs!).

Their slower, less quick-witted, aquatic cousins, although stronger and larger, are not sought as soldiers because of their blind (berserk) rages and almost total lack of discipline and order.

The Desert Saurigs not only use weapons (favoring heavy javelins and Jhangs *), but also bite, and are partial to leaping at an opponent feet forward and giving their victim a terrific clawed kick, or two, that's capable of smashing shields.

The Swamp Saurigs also bite, use weapons (favoring tridents, nets, and two-handed axes), and use their tail in a whirling and smashing attack that can bowl over even larger opponents.

Both hate Phraints with an all-consuming passion; the Desert Saurigs because they have clashed as mercenaries for over a thousand years (the Phraints usually winning), and the Swamp Saurigs because the Phraints hunt their eggs to use as food for their newly hatched young!

Saurigs are mostly carnivorous, but will eat most anything they can catch and hold down long enough to swallow!

They frequently team up with Deodanths or Orcs (preferring Urukk Hai), and are about as loyal as those they team with!

Saurigs make interesting and exceedingly different characters to play. Try one on for size, you're sure to like it!

* – A "Jhang" is usually carved of iron wood, and has about two dozen obsidian or metal serrated "teeth" inset into it (much like the ancient Aztec or later Polynesian weapons). There are even ones made entirely of metal (usually bronze), and occasionally one made of petrified wood is found. Jhangs attack on the scimitar table (+1) and do scimitar damage plus d3 points.

NEW CLASSES

ALCHEMIST CLASS	From Arduin Grimoire III (Page 12)
ASSASSIN CLASS	From Arduin Grimoire III (Pages 13 – 14)
BARBARIAN CLASS	From Arduin Grimoire I (Page 21)
BARD CLASS	From Arduin Grimoire II (Page 11)
COURTESAN CLASS	From Arduin Grimoire II (Pages 20 – 21)
DRUID CLASS	From Arduin Grimoire III (Page 15)
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TECHNO CLASS	From Arduin Grimoire I (Page 23)
TRADER (MERCHANT) CLASS	From Arduin Grimoire I (Page 19)
TRUE PALADIN CLASS	From Arduin Grimoire III (Pages 17 – 18)
WITCH HUNTER CLASS	From Arduin Grimoire I (Pages 25 – 26)

ALCHEMIST CLASS

Alchemists are a specialized version of the Sage class (a subcategory of the "Esoteric knowledge" branch). They are well versed in chemical, herbal, and metallurgical lore. They use their knowledge to manufacture poisons, antidotes, acids, flammables, physical boosting agents, and many other items, as well as identifying items.

They never wear armor, and never carry a weapon (although they may use their chemicals, etc., defensively or in a limited offensive manner).

They seldom venture on "dungeon expeditions", unless there is some relic or alchemical item involved. They do, however, manufacture smoke bombs, lock eating acids, door jamming glues, and many other items of high value to treasure expeditions. They are more easily induced to accompany an expedition "overland" in order to "custom manufacture" alchemical items as each day requires. Alchemists believe in both magik and technology.

LEVEL	DESIGNATION
1st	Student Chemist
2nd	Graduate Chemist
3rd	Journeyman Chemist
4th	Low Chemist
5th	Assistant Chemist
6th	Chemist
8th	High Chemist
10th	Alchemist
15th	High Alchemist
20th	Black Alchemist
25th	Grey Alchemist
30th	White Alchemist
40th	Silver Alchemist
50th	Gold Alchemist
75th	High Alchemist
100th	Eldest Alchemist

SPECIAL ACQUIRED ATTRIBUTES

These are open to each individual Dungeon Master's adjudication. They cover smoke bombs, glues (low, medium, and high), stink bombs, medicinal poultices, water purification, poison manufacturing, antidotes, flash powder, gun powder, nausea gas, tear gas, poison gas, various physical attribute boosters, food preservatives, slippery liquids, chemical welding agents, pyrotechnics, Thermite, fire retardants (for clothes, wood, etc.), various aromatic oils, pastes, powders, and assorted chemicals and devices.

Alchemists acquire experience by selling their goods (1 point per 10 GS in value), for using their devices (as in combat), and through acquiring alchemical artifacts. They gain experience points per level as per the chart in AG I.

ASSASSIN CLASS

The Assassin is a type (or subclass of) the Martial Artist class, and has much of those rules and statistics. However, they also have their own unique abilities and idiosyncrasies.

The Assassin chooses 3 weapons types (not whole classes), and is +3 with his/her primary weapon, +2 with the secondary, and +1 with the tertiary. He/she is even on (no plus or minus) with any other three weapons (not classes), and is -2 with all others.

At his/her option, the Assassin may acquire skills in non-weaponed or striking means of killing (i.e. poisons, traps, or "natural" causes, such as diseases, heart failure, etc.) However, for each of those abilities learned, he loses one of his three primary weaponed attacks. Thus he may choose to be +3 with throwing knives, +2 with garrotes, and know how to make poisons. He will still retain his ability to use 3 other weapons even on. Another option is to have only one primary weapon at +5 attack, foregoing his +2 and +1 weapons and retaining the other abilities listed above, or dropping his three "even on" weapons for a non-weaponed skill (thus he could conceivably be +5 with daggers, know poisons, and nothing else)! For each 2 levels an Assassin is, he may concoct d8 of poison (if he has chosen that skill), or acquired d8 of natural venom (spores, snakes, insects, etc.). Finally, the Assassin may forego all but 1 weapon (at +2), and have a weaponless (hand and foot, etc.) form of attack identical to the Martial Artist (see the chart in ***Martial Artist Class***).

The Assassin usually has a second, or "cover", identity, and is thus a "dual" character type. However, he will gain experience as an Assassin only by "making hits" at a rate of 1,000 experience points per level of victim over his own or 250 points per level less. He also gets 1 point per 1,000 GS earned per "hit", and usually charges 1,000 GS per level of the victim (up to his own level, but 2,000 GS per level over his own). Remember, the Assassin kills only by contract, guarantees his work, and will thoroughly check to be sure that there are legal grounds for a hit (murder, rape, base familial insults, grand theft, etc.). If fooled into a non-legal hit, the Assassin will pay wergild, and then wreak vengeance on those who fooled him!

BENEFITS BY LEVEL

LEVEL	WEAPONED ATTACK *	CLIMB ABILITY	HIDE ABILITY	ATTACKS PER TURN	SPECIAL ABILITIES
1st	–	10%	15%	1	cat walk
2nd	–	12%	25%	1	–
3rd	+1	15%	30%	1	–
4th		18%	33%	2	cat's sense
5th	–	21%	36%	2	–
6th	+1	25%	39%	2	simple deflecting
7th	–	30%	42%	2	–
8th	+1	35%	45%	3	cat's nose
10th	–	40%	50%	3	target sensing
12th	–	45%	55%	3	–
15th	+1	50%	60%	3	advanced deflecting
20th	–	65%	65%	4	pain control
25th	+1	70%	70%	–	–
30th	–	75%	72%	4	absolute deflecting
35th	+1	80%	75*	5	–
40th	+2	85%	77%	5	–
50th	1	90%	80%	6	weapon mastering
75th	+1	95%	82%	6	metabolic control
100th	+2	98%	85%	7	defy death

* – This plus may be added to any of the weapons already in use by the Assassin or a new "even on" (no plus!) weapon may be added (see ***Martial Artists Acquired Abilities*** chart).

NINJA NOTES

The "Ninja" falls properly into the Assassin subclass of Martial Artists, and can now be played properly using the preceding guidelines. Have fun!

BARBARIAN CLASS

Barbarians are uncivilized, unlettered Warrior types that intensely dislike all technological ideas and items more complicated than a crossbow. They are extremely vulnerable to magik, believing in it too much for their own good. They dearly love to fight, and get a +3 save versus fear. In any combat situation, they have a 50% chance of discarding their missile weapons and charging in glee! The only exception is against undead, which they hold in superstitious awe. Against undead, Barbarians will retreat in an orderly fashion 60% of the time, stand fast and fight at -1 due to awe 30% of the time, and retreat in complete disarray 10% of the time.

Barbarians can choose at any time during combat to go berserk, adding +4 to their attack, but subtracting -3 from their defense. Once berserk, they will fight blindly for (20 level) melee turns, even if all enemies are dead. There is also a 60% chance for a first level Barbarian to berserk uncontrollably, rolled for every melee turn. This decreases by 5% per level attained, until at 13th level, a Barbarian will go berserk only by choice.

They move 55% more silently and have 35% better hearing than civilized types. Their sense of smell is 50% better, and they climb 40% better also. They can never have a Dexterity or Agility of less than 11, Strength less than 12, Constitution less than 12, Wisdom more than 12, Intelligence more than 14, or Charisma more than 16. Their Egos are always at least 13. Finally, after you have rolled your character up, add +1 to each hit die, up to 12th level.

Humans, Amazons, Dwarves, Orcs of all types, as well as all Goblin types, and Hobbits may be Barbarians. Elves are always civilized, and other types are either civilized or pre-barbaric in nature.

Barbarians prefer axes, two-handed weapons, and spears, and usually wear leather armor or none at all (a few are rich enough to own chain mail). Never start a Barbarian with more than 60 GS, and never allow them to know more than three languages, regardless of Intelligence.

BARD CLASS

Bards, in the true sense of the word, are people that use song and story to make their living. They travel from place to place, telling all of the gossip and true events that they know about in song and rhyme. Thus, they are usually accepted wherever they travel, although most parents tend to keep one eye on the silver, and the other on their daughters when a Bard is around! Bards have many good and bad points, and are usually also Thieves or other less "savory" occupations on the side. They never wear armor, and usually use rapiers or other light weapons, as they prefer speed over ironmongery. To be a Bard, one must have a Charisma of at least 14, and a Dexterity of at least 13. See the ***Experience Level Chart***, but remember, if they have a dual nature, then their experience points must be shared between the two.

Bards are able to understand Rune Singer magik to a certain extent, and can usually function as a Rune Singer a fifth their own level. However, there is an ever present chance of a "Magik Fumble" with a 65% base chance, less 2% per level over 1st. So most Bards stick to singing non-magik songs, and like it just fine, thank you! However, they do get a few special abilities, as shown below:

BARDIC ACQUIRED ABILITIES PER LEVEL CHART

LEVEL	ACQUIRED ABILITY BY LEVEL
1st	Have a 5% chance per level of earning money by singing and playing *
3rd	Have a 5% chance per level hereafter of "wooing" the opposite sex by song.
5th	Have a 1% chance per level hereafter of "calming" wild animals and the like.
8th	Always get silver or better coins for performing hereafter, if liked.
10th	"Sing Call" like a 1st level Rune Singer.
15th	Can boost morale like a 6th level Rune Singer by singing battle songs, etc.
20th	"Sing Call" like a 3rd level Rune Singer.
25th	Always get gold coins or better for performing hereafter, if liked.
30th	Can "deaden" all sonic attacks like an 8th level Rune Singer, but on a two for one basis, their level versus its power.
50th	Can "Sing Call" like a 10th level Rune Singer.
100th	Can "Heal Sing" light wounds for himself like a 20th level Rune Singer.

* – This percent is increased by 5% per Charisma point over 14 (to a 20% maximum "plus"). The Bard earns coppers, silvers, or gold (d10 per person) on a d3 die roll if they like him, based on a "reaction roll".

COURTESAN CLASS

Courtesans are a truly unique and fascinating character to play. They have a curious way of eliciting bizarre and strange actions from other players in a game. To begin with, they are not "combative" in the usual sense, nor are they likely to go on a "run" with the normal group of characters. Yet, they can be played during a game by being at roadside inns or in cities or towns that the travelers pass through.

Courtesans use a d4 for their hit die, and their experience point levels are shown in the ***Experience Level Chart***. They must have a Charisma of at least 15, Intelligence of at least 14, and Wisdom of at least 12. They are the gatherers of much information and rumor, as well as the singers of songs and tales that tell of treasure and love, adventure, and folly. They gain experience by earning money and gaining information. They earn 1 experience point for every 10 GS earned through the "Female Arts", and 1 point for each piece of information they gain, multiplied by 10 for each level of the person they gained it from. Carrying that information a little further, they also earn 1 point for each 10 GS the selling of that information brings.

The Courtesan is essentially a Geisha type character, with a dash each of Bard and Spy thrown in. They also have some small knowledge of potions and herbs, and are adept at making love philtres and other such things as their profession requires. However, do not get the wrong impression, for these are not common "streetwalkers" or their like, but a group of powerful and protected (by their own Guild) females that wield a lot of behind-the-scenes power in a world. They have a close-knit and very secret network of intelligence gathering and information sales, and are highly respected by knowledgeable people in the highest of circles. They are also always very suspect as to their motives whenever they approach people in sensitive or high positions. Finally, one must remember that a Courtesan is never required to do anything for anyone she does not wish to! They always attack two columns back on the attack chart.

COURTESAN LEVEL BENEFITS

LEVEL	DESIGNATION	ACQUIRED ABILITIES BY LEVEL
1st	One Silk Girl	Concoct 1st through 3rd level love potions.
2nd	Two Silk Woman	Concoct 1st level "Eros" perfume.
3rd	Three Silk Woman	Concoct 4th through 6th level love potions.
4th	Four Silk Woman	Concoct 2nd level "Eros" perfume.
5th	Five Silk Woman	Concoct 1st level aphrodisiac
6th	Six Silk Woman	Add +2 to Charisma through dress and manner, and concoct 1st through 3rd level "Truth Potion".
7th	Seven Silk Lady	Concoct 7th through 9th level love potions.
8th	Lady of the Red Veil	Add one chart to all dagger, knife, etc. attacks, and concoct 3rd level "Eros" perfume.
9th	Lady of the Two Veils	Concoct 2nd level aphrodisiac.
10th	Lady of the Three Veils	Concoct 4th through 6th level "Truth Potion".
12th	Lady of the Four Veils	Concoct 10th through 12th level love potions.
15th	Lady of the Five Veils	Concoct 3rd level aphrodisiac.

COURTESAN LEVEL BENEFITS (CONTINUED)

LEVEL	DESIGNATION	ACQUIRED ABILITIES BY LEVEL
20th	Lady of the Six Veils	Add another +2 to Charisma for dress, etc., and concoct 7th through 10th level "Truth Potion".
25th	Lady of the Silver Veils	Concoct 4th level "Eros" perfume.
30th	Lady of the Lavender Veils	Concoct 13th through 20th level love potions.
40th	Lady of the Golden Veils	Concoct 11th through 20th level "Truth Potions".
50th	Mistress of the Veil of Night	Concoct 5th level "Eros" perfume.
75th	Mistress of the Veil of Dreams	Concoct 4th level aphrodisiac.
100th	Veil Mother	Begin "Psychic" like abilities (as a first level increasing 1 level per 2 experience levels.)

SPECIAL NOTES

1. Courtesans can only use dagger and knife type weapons, or potions and poisons, etc.
2. Love potions cause the drinker to fall immediately in love (save versus poison at -3) with the first person they see after drinking it. The effects last for 25 hours for each level it is in power.
3. Aphrodisiacs cause those affected (save versus poison at -3) to immediately want to make love to the first person they see. The effects last 4 hours per level in power.
4. "Eros" perfume is an olfactory aphrodisiac effecting 5 levels of characters for each level in power it is. Thus, 5th level "Eros" will affect one 25th level or 25 1st level types. Its range is a 10' radius per level of power.
5. "Truth Potions" cause those affected (save versus poison at -5) to feel euphoric and be totally unable to lie, yet never realize this fact. It affects the level character equivalent to its creating character; the exception is 20th level "Truth Potion", which affects ALL levels. However, for every level less a victim is than the level of the potion, there is a 10% chance of brain burnout and irrevocable death. The effects last 2 hours per level of power.

DRUID CLASS

Druids are the second eldest of the magik using kind. They are the Priest-Wizards who used the first (elemental) nature magik. For many centuries, theirs was the only Human healing magik. The Druids were an offshoot of the Rune Weavers who specialized in only the most powerful and intricate kinds of purest magik. The Druids felt that a more healing kind of magik was needed, one more like the Medicine Man, and are considered "plant competent" as Medicine Men are "animal competent". Instead of drum magik, a Druid uses "pipe magik" (as in musical panpipes), which functions as does drum magik. Druids can regain their Mana at double the usual rate if they sleep in an oak grove or are bedded down on mistle toe. Druids have animal companions that act as their eyes and ears just as do Medicine Men (i.e. foxes, wolves, ravens, etc.), which are loyal to them unto death. Druids, like Medicine Men, operate by splitting their Mana three ways, and can use all three classes of magik (see ***Medicine Men***).

LEVEL	DESIGNATION	SPECIAL POWERS (NO MANA COST)
1st	Initiate	none
2nd	Seeker	speak to plants
3rd	Green Druid	speak to animals
4th	Red Druid	heal light wounds (animals) by herbal means
5th	Grey Druid	heal light wounds (Humans) by herbal means *
6th	White Druid	heal light wounds (all) by herbal means*
8th	True Druid	speak to the dead; pipe magik
10th	High Druid	determine poison type by sight and smell; cure disease herbally **
12th	Bronze Druid	heal heavy wounds (all) herbally *
15th	Silver Druid	detect hidden injury herbally ***
20th	Gold Druid	create weather (as per spell)
30th	Grand Druid	cause earthquakes (as per spell); wind walk at will
50th	Lord of the Forest	shape change to any plant at will
100th	Old One	shape change to any animal at will

* – It takes 1 hour per hit point in damage to heal.

** – Hastens normal healing by a factor of 1 for every 2 levels hereafter.

*** – It takes 10 minutes per level of the hurt characters less 1 minute per level of the Druid per every 2 levels hereafter.

SPECIAL NOTES

Druids can and do use certain types of weapons (including sickles or even magikal swords), and are the arch foes of all Elven kind! They are thus because each feels that the great forests are their own special domains, and that the others are usurpers! This enmity is aeons old, and is totally without quarter or mercy.

FORRESTER CLASS

Also known as Woods Ranger, this type of character is akin to the Elves and the Outlaws in their abilities. They are solitary and nomadic by nature, but do join expeditions as wilderness guides (though they seldom venture into dungeons). Forresters only have a 5% chance of getting lost in known areas, and 20% chance in unknown ones.

They are used as border patrols, scouts, and spies by military types, and are occasionally hired to tend the Royal Game Preserves (bagging poachers and the like).

Due to their lifestyle, they are usually respected by, and are friends with, most Elves and Half Elves, but Hobbitts hold them in some awe. Dwarves, however, detest them as "Damn Woods Runners" and trust them not at all.

They always get d3 additional points to their Constitution and Strength, but cannot have more than 18 maximum in either category because of this (see the ***Experience Chart*** for their level point experience cost). All Rangers can travel 33.33% farther on foot each day for twice the normal number of days, and can "hear" on a roll of 1 to 3 on a d6.

LEVEL	DESIGNATION	SPECIAL ABILITIES
1st	Woodsman	+1 with all non-mechanical bows
2nd	Woods Runner	
3rd	Woods Ranger	
4th	Forrester	"sense enemies" (30' radius) at 15% base plus 3% per level hereafter; +1 hearing
5th	Forrester	
6th	Forrester	
8th	Forrester	additional +1 with all non-mechanical bows and +1 hearing
10th	Forrester	"weather sense" (50% accurate plus 2% per level hereafter)
12th	Grey Forrester	speak with animals (4 kinds plus 1 additional per level hereafter)
15th	Grey Forrester	
20th	Grey Forrester	speak with plants (as for speak with animals)
30th	Grey Forrester	
40th	Grey Forrester	
50th	High Forrester	first level Druidical equivalency for healing type magiks
75th	High Forrester	
100th	Old Man of the Forest	+1 with any weapon

Note: The Forrester replaces the "Ranger" in all previous charts.

MARTIAL ARTIST CLASS

Most of the various classes of Martial Artists (such as Monks, Ninjas, Shaolin Priests, and the like) have proved to be unplayable as characters in fantasy role-playing games. The main reason seems to be simply too much power and no compensating limiting factors. However, the Martial Artist is such a fascinating and unusual type of character class that it should not be ignored. Therefore, the following chart is designed to give players a viable Martial Artist:

LEVEL OF CHARACTER	WEAPONLESS ATTACK	WEAPONED ATTACK	CLIMB ABILITY	HIDE ABILITY	# OF ATTACKS PER TURN	SPECIAL ABILITIES
1st	+1	even	5%	5%	1 hand, 1 foot	1
2nd	–	+1	8%	10%	1 hand, 1 foot	2
3rd	+2	–	11%	15%	2 hand, 1 foot	–
4th	–	+2	15%	20%	2 hand, 1 foot	3
5th	+3	–	18%	25%	2 hand, 1 foot	–
6th	–	+3	21%	30%	2 hand, 1 foot	–
7th	+4	–	24%	35%	2 hand, 1 foot	–
8th	–	+4	27%	38%	3 hand, 1 foot	4
9th	+5	–	30%	41%	3 hand, 1 foot	–
10th	–	+5	35%	44%	3 hand, 1 foot	5
11th	+6	–	40%	47%	3 hand, 1 foot	–
12th	+7	–	45%	50%	4 hand, 2 foot	6
15th	+8	+6	50%	52%	4 hand, 2 foot	7
18th	–	–	52%	54%	4 hand, 2 foot	8
20th	+9	–	54%	55%	4 hand, 2 foot	9
25th	+10	+7	56%	56%	5 hand, 2 foot	10
30th	+11	–	60%	57%	5 hand, 2 foot	11
35th	+12	–	64%	58%	5 hand, 2 foot	12
40th	+13	–	68%	59%	5 hand, 2 foot	13
50th	+14	+8	72%	60%	6 hand, 3 foot	14
75th	+15	–	75%	66%	7 hand, 3 foot	15
100th	+16	+9	80%	72%	8 hand, 4 foot	–

CLIMB ABILITY and HIDE ABILITY mean exactly the same as for CLIMB and HIDE in the section on ***Thieving and Related Abilities***.

WEAPONLESS ATTACK means the plus or minus inherent in attacking an opponent as shown on the ***Weapon Attack Chart*** and ***Main Combat Table***. The bare Human hand or foot usually has a tremendous drawback towards attacking armored targets, which the aforementioned charts so illustrate. Martial Artists, as shown above, however, get bonuses which reduce these penalties greatly.

WEAPONED ATTACK refers to any weapon(s) that each specific type of Martial Artist would be prone to use. For instance, Ninjas would use shuriken, katanas, and the like, while other less militaristic types might use Bo sticks, quarterstaffs, nun chucks, or even a spear, short pole arm, sword, or some other weapon (or no weapons at all). Just remember that the plusses are for weapons those particular types are known for, and for no others.

OF ATTACKS PER TURN means just exactly that, how many times a turn a Martial Artist may attack each melee round or turn. The attacks are subject to all of the limitations outlined in the following section.

SPECIAL NOTES ON UNARMED COMBAT

1. Each "Foot" attack is the equivalent of two "Hand" attacks. Thus a third level Martial Artist may attack twice with his hands or once with his foot and so forth.
2. Martial Artists, unlike Clerics, attack on the column that designates their level, and not one column back.
3. For every class of armor above "9" an opponent has, there is a 5% chance that the Martial Artist will injure himself when he strikes his target, doing quarter of the damage he has done to his victim to himself as well.
4. For every level a Martial Artist is, he reduces his percent chance of injuring himself (see ***point 3*** above) by 2%.
5. "Foot" attacks do 50% more damage than "Hand" attacks. They also have 50% more reach for attack purposes.

Note: The ***Brawl Chart*** may be used in combat by Martial Artists.

ACQUIRED ABILITIES CHART FOR MARTIAL ARTISTS, ETC.

#	ABILITY	EXPLANATION OF ABILITY
1	Pain Control	The ability to become disconnected from pain within one's own body (33% base chance, +4% per level thereafter).
2	Cat Walk	75% base chance to move silently (+1% per level thereafter).
3	Simple Deflection	May deflect or parry all non-edged weapons, or weapons with hafts, instead of striking.
4	Cat's Sense	33% base chance of not being surprised in any situation (+5% per level thereafter).
5	Advanced Deflection	As for ***Simple Deflection***, but for edged weapons also.
6	Regulate Temperature	The ability to control one's own bodily temperature in hot or cold situations, starting with a 30° base (+5° per level thereafter).
7	Cat's Nose	The ability to smell and identify herbs, poisons, spoor, etc. with a 33% base (+3% per level thereafter).
8	Absolute Deflection	As for the other two deflections, but pertaining to all slow missiles, up to and including arrows and the like.

ACQUIRED ABILITIES CHART FOR MARTIAL ARTISTS, ETC. (CONTINUED)

#	ABILITY	EXPLANATION OF ABILITY
9	Metabolic Control	The ability to control one's bodily functions up to and including the stopping and restarting of one's heart for 1 minute (+1 minute per 2 levels thereafter).
10	Metabolic Healing	The ability to heal oneself up to 1 damage point per each Constitution point (+1 point per level thereafter), each and every day at the rate of 1 per each minute in quiet meditation (light wounds only).
11	Target Sensing	The ability to identify and home in on targets in complete darkness with a 65% base (+5% per 2 levels thereafter). The base range is 15' (+3' per level).
12	Self Hasting	Advances Metabolic Control, self explanatory; however, for each minute hasted, 3 minutes of rest is required.
13	Weapon Mastering	Allows the Martial Artist to use one new weapon per Intelligence point over 10, as if it were one of his regular types. Each takes a week to learn.
14	Defy Death	The person can "postpone" his death for 1 melee round per Constitution point over 10 he has (+1 extra round per level thereafter).
15	Ribbon Dance, Doom Dance, Dance of the Death Angel	The Martial Artist can "Final Strike" himself and operate with twice his normal attacks and self-hasted speed for 3 melee rounds and 1 per 3 levels of experience hereafter. However, at its end, he will literally self-destruct (heart bursts, brain boils, etc.), and irrevocable death ensues. In this state, he is totally unkillable, even by critical hits and the like, subject only to being able to see or sense his target(s) and being able to reach them.

Martial Artists, of whatever type, have their own sets of values and way of looking at and living life. If a person is to play such a character, he or she should research the history and habits of the kind to be played. Authenticity moderated by playability (as set down in the guidelines) should be the name of the game. Play the character as it was lived historically, and not as portrayed in the Hollywood schlocks! If done properly, the character will be an asset to any campaign or world. So enjoy!

MEDICINE MAN CLASS

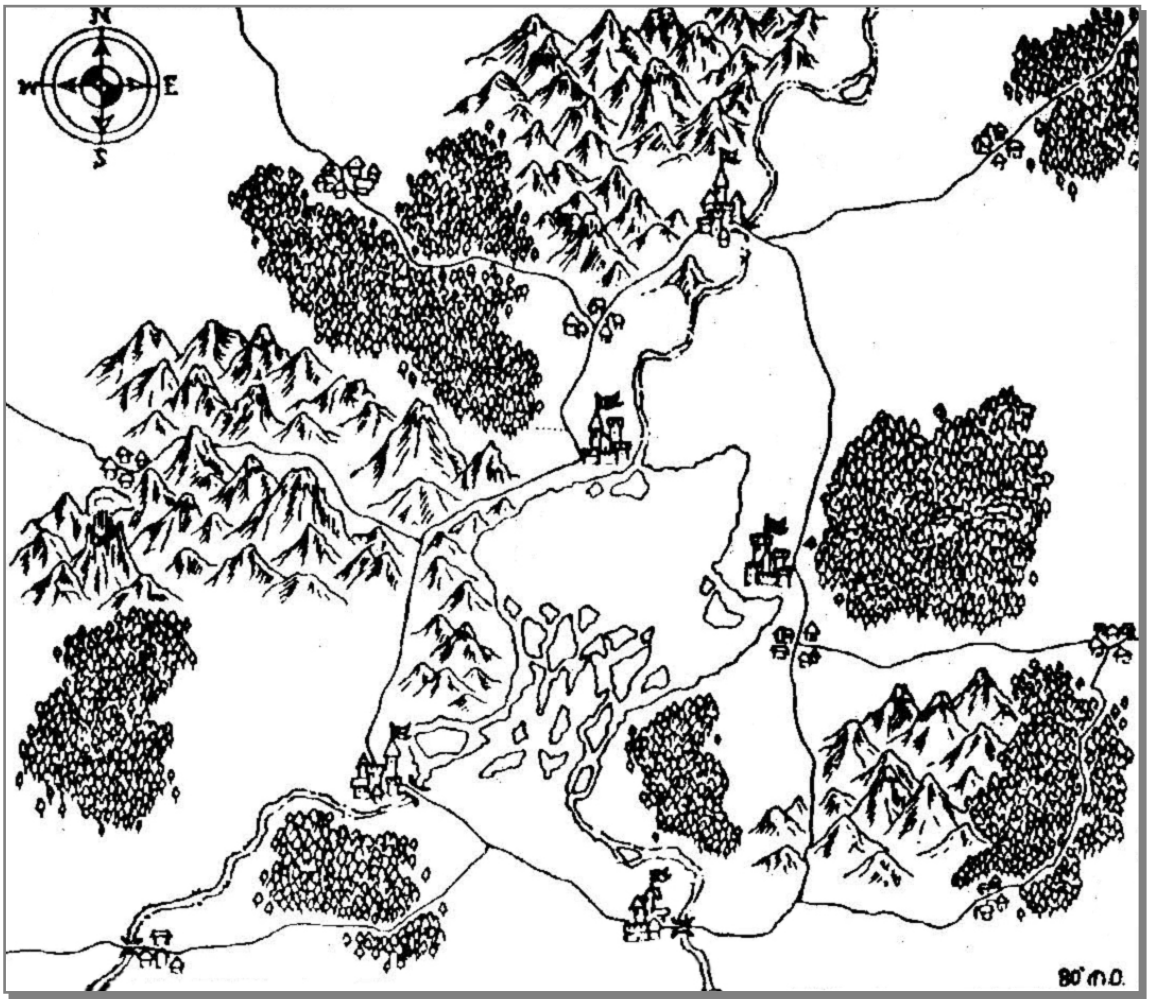
Medicine Men are Barbarian Priest/Mages, somewhat akin to Druids. They can perform magik from all three categories. They never wear armor or use weapons other than their mystic war clubs and ceremonial daggers. Medicine Men acquire animal "guides", usually pumas or wolves, which do all that is asked of them, even unto the death. The Medicine Man acquires one such guide for every three levels of experience. They are also well versed in herbal lore, and can brew poison or poison antidotes of d8 potency for every two levels of experience attained.

They must divide their Mana three ways, using one third each for clerical, arcane, and druidical magik. They cannot use any of the "true" direct damage offensive spells, such as fireballs, Thunderbolts, Magik Missiles, and so forth. Medicine Men can, however, use Thunderclap, Wind, or other "natural" offensive spells. They can, of course, use all forms of defensive magik. They can also do "drum magik", which essentially "drums a spell", taking two melee turns per level of the spell to be cast. Drum magik costs only 20% of the normal Mana cost for that spell. Medicine Men do not turn undead like Clerics. Instead, they can "drum away" undead, turning one level of undead for every 2 levels of the Medicine Man beyond 6th.

LEVEL	DESIGNATION	SPECIAL POWERS ACQUIRED (NO MANA COST TO USE)
1st	One Who Learns	none
2nd	One Who Helps	speak with animals
3rd	Medicine Dancer	speak with plants
4th	Medicine Drummer	speak to the dead
5th	Healer	Cure Light Wounds for all once per day per level
6th	Ghost Drummer	Drum Magik
7th	Low Shaman	conjure animals, one hit die per level hereafter
8th	High Healer	Cure Heavy Wounds for all twice per day per level
9th	High Shaman	determine poison type and potency by sight and smell
10th	Medicine Man	Cure Disease once per week per three levels hereafter
15th	High Medicine Man	detect hidden injury once per day per level hereafter
20th	Thunder Talker	create earthquakes once per day per three levels hereafter
30th	Wind Walker	Wind Walk at will, two hours duration per level hereafter
50th	Spirit Man	become ethereal, one hour duration per level hereafter

NORMALS CLASS

Normals are simply every character type that you might find everywhere in a game, but with no stats or player to handle them. They are the innkeepers, shopkeepers, ferryboat pilots, street sweepers, etc., that teem around characters in a complete world. In the ***Experience Level Chart***, their experience level points are given so that each may advance in their profession. What constitutes earning experience points will depend on their profession. Gem cutters, for instance, would get points for successfully cutting gems, and the rarer or harder to cut a gem is, the more experience would be gained. A boot maker would earn experience for making and selling a fine pair of boots. The higher level the customer and the better the price, the more experience points. These are just examples to give you an idea of stats for the hundreds of professions that abound in a world. However, with the experience point chart at hand, and a little common sense, each DM can work out his own stats for whatever he needs, and in very short order. So go do it!



OUTLAW CLASS

The classification "Outlaw" covers all types of brigands, highwaymen, bandits, and the like. Like the Martial Artist class, this class is also a generalization within which a player can construct a character to suit his own world's cultural situation.

To begin with, all Outlaws utilize a d8 (minus one point per die) for experience points. They also generally wear only the lighter types of armor, such as studded leather or light chain or scale. This is to facilitate fast getaways after their nefarious deeds are done. Whether they use shields depends on their cultural orientation. The same can be said for their choice of weaponry; however, under no circumstances will they use encumbering or unwieldy weapons, such as halberds or other pole arms. They will also usually favor some form of missile weapon, preferably one that can be used while mounted and on the move. Because of their constant need to move around and survive in the open, no Outlaw can have a Constitution of less than 15, nor can they have a Wisdom greater than 9 (really, it's not wise to flout the laws of the land!).

They must be able to do many of the things that Thieves can do, and that is reflected in the following chart. They must also have connections with both the Slavers' Guild and the Thieves' Guild. In both cases, this is so that they can sell their spoils, as well as earning experience points for fighting. Outlaws earn points for selling what they take. They receive 10 points for each 100 GS they get in "ransom" for a prisoner, and they get 1 point for each 100 GS value of goods that they "fence". Their relations with both the Thieves and the Slavers are somewhat strained, because the Outlaw encroaches on their territory; however, the expedience of their position requires getting along. Still, there is always ample room for death and fighting at the slightest provocation among themselves.

LEVEL	DESIGNATION	ACQUIRED ABILITIES BY LEVEL OF EXPERIENCE
1	Highwayman	+ 15% to escape and evasion rolls while outdoors.
2	–	Add +1 with any one type of missile weapon.
4	Bandit	Begin normal "Thief" abilities, but at double the experience "cost".
8	Brigand	Add +1 to any single type of weapon for parry purposes only. Add + 15% for mounted agility dice rolls.
10	Outlaw	Add the ability to "track" any trail with a 33% base success chance, upping 2% per level hereafter.
12	–	Add +1 to any single weapon type's attack.
15	Master Outlaw	Add +25% to the base Swimming ability of the character.
20	Black Rider	Add +20% to their ability to give morale to their men.
25	Black Raider	Add +2 save versus all poisons (not venoms).
35	Raid Leader	Add the ability to disguise oneself with a 33% base success chance, upping 2% per level hereafter.
45	Raid Master	The ability to disguise others with a 45% base success chance, upping 3% per level hereafter.
50	Riever	Add +1 to parry ability with any weapon.
75	Black Riever	Add +1 to attack ability with any weapon.
100	Star Riever	Add +1 to use any missile weapon.

Remember, Outlaws are characters that kill only when necessary, much preferring to ransom their captives. In fact, most Outlaws will do battle with other Outlaws that kill rather than capture. They do this because the local law types (Militia, King's Guard, etc.) will move very quickly to root out a murderer, but will usually tell a kidnap victim's family to pay the ransom, as their son, daughter, etc., is perfectly safe, and they can rely on a safe return if prompt payment is made. That is, of course, unless the victim is a highborn noble, in which case the law will usually move very rapidly indeed! At any rate, most Outlaws will not let a murdering few ruin all of their business! So play accordingly, and have fun telling all and sundry to "Stand and Deliver!"

PSYCHIC CLASS

General Notes: This character is a naturally psychic person. He can never have any characteristic higher than 12 except Intelligence (prime characteristic) which is unlimited. Psychics are not very physically inclined, and tend to be dreamy and "out of it" most of the time. They can never use magik spells of any kind. Magik items may be used (if they remember!), but no more than 3 can be carried at any time without breaking their "psychic concentration". They never wear armor. Only Humans, Hobbits, Amazons, and Half Elves may be Psychics. All of the psychic "intuits" start at 75%, and increase at 5% per level.

Special Note: Hit dice are always d6. Because Psychics differ in their beliefs about what they do, there are no separate titles for each level. Use what you like for each personality, use Mana points, but use Wisdom, Intelligence, and Constitution also.

LEVEL	POINTS	HD	LEVEL	POINTS	HD	LEVEL	POINTS	HD	LEVEL	POINTS	HD
1st	0	1	6th	10,000	5	11th	31,000	7+3	20th	85,000	7+5
2nd	1,750	1+2	7th	13,000	6	12th	37,000	7+3	25th	130,000	7+6
3rd	3,500	2	8th	16,000	6+2	13th	43,000	7+4	30th	175,000	7+6
4th	5,250	3	9th	19,000	7	14th	49,000	7+4	40th	250,000	7+7
5th	7,000	4	10th	25,000	7+2	15th	55,000	7+5	50th	325,000	7+7

LEVEL	ABILITY
1st	intuit traps
2nd	intuit secret doors, intuit poison
3rd	Clairaudience, intuit enemies (25% base, increases 10% per level)
4th	intuit evil, speak to plants and animals
5th	Clairvoyance, unlock chests, etc.
6th	Levitate, speak in tongues (1 language per day, per level hereafter)
7th	mental confusion, mental fear (the singer of fear)
8th	man tracking, invisibility (from 1 person/monster for each level hereafter)
9th	intuit magik, unlock doors, etc.; psychic "chains" (hold up to 3+1 hit dice immobile, plus 1 die per level)
10th	locate objects, monster tracking, ESP, mind blank
11th	True Sight, nightmare (phantasmal forces)
12th	intuit objects (magik value-curses, etc).
13th	Mental "Scream" – stun up to 20 hit dice total for d6 melee turns; Add 1 die every 2 levels hereafter)
14th	Mental Fist Of Striking – 2 dice, add +1 per level hereafter; range is 60' plus 5' per level hereafter)
15th	Telepathy, mental hand of grasping (as above, but with the strength of a giant)
20th	Telekinesis, animate objects, mental suggestion
25th	Yogi, self healing (1 point per turn, up to full hit value)
30th	Teleportation, psychic force field
35th	mental (astral) projection
40th	project insanity
45th	project mass insanity
50th	death projection (explode heart)

RUNE SINGER CLASS

This character class is a magik user that uses sound and music much in the same way an Illusionist uses light, shadow, and the like. The magik thus performed for each is temporary and of a less substantial nature than that of the "True Mages".

However, like the Rune Weaver, the Rune Singer can "weave" power and durability into their magik. One by continuing incantation and ritual; the other by a continuous singing of the words of power and tunes of magikal might, interweaving and strengthening it as it goes along, or even building up power on power until it is released in one climactic stanza of sheer thaumaturgical song spell.

As a generality, these Mages can use or do any magik or spell that any other Mage can do; however, for every level a spell is, it takes one minute to sing to completion. This is reduced by one melee round (six seconds) for each level the Rune Singer is in experience over the third. Thus a twelfth level Rune Singer singing a sixth level magik song takes 51 melee rounds, or 5.1 minutes, to complete it. That is, 6th level = 6 minutes = 60 melee rounds -1 melee round per level over the 3rd, or 9 melee rounds. As we all know, 9 from 60 is definitely 51 as shown above. Now I realize that that's quite a long time for any Mage to be trying to cast, weave, or sing any spell, especially in a combat situation. However, Rune Singers have one thing that seems to make up for any bad point they may have. That is the ability to "Song Weave" any magikal songs and words of power together that they choose to learn to do. Thus they could, for instance, sing a song spell that is not only a "charm" type magik, but is a "sleep" type magik as well! Whenever two or more spell songs are sung or woven together, simply add them up and then average them to determine how long it takes to complete. The only drawback to this type of operation is that for each separate magikal function there is a 10% chance of a "magik fumble". This is reduced by -1% per level of experience over the first. For each combination type song spell the Rune Singer wishes to learn, consider that it takes one week per each level of the two or more spells together. Thus, two fifth level spell songs that are to be sung as a "duality" would take ten weeks to learn. The cost would depend on the cost of acquiring each spell in question, and nothing more.

Remember, Rune Singers are not "Bards" that sing for their supper and the amusement of others. They do use musical instruments though, usually specializing in only one type. Note also that they are +1 with the musical instrument type that they choose to specialize in, are "even on" with all others of the same class (e.g., horns, drums, etc.) and -1 with all other instruments. This is much like Warriors and their "weapon classifications".

Rune Singers are an offshoot of Rune Weavers, and are the second oldest type of magik using class around. Due to the long time necessary for the completion of their musical magik, they are a rare breed indeed, although much respected, and even revered, in some parts of the Multiverse.

One final note: there are Rune Singers of a priestly, or clerical, nature. They are, however, even rarer than Rune Weavers (which are almost never seen), and a near legend to most.

Remember that Rune Singers carry no weapons and never wear armor of any kind. A magik dagger or knife might be carried, but nothing larger, and even then this is so seldom as to be nearly unheard of. They prefer to rely upon their magikal music for their protection, and think that any other way is silly and barbaric (yes, they do tend to be a bit smug and conceited). This is why to be a Rune Singer a person must have an Ego of 14 or more. All else that they are depends entirely on each person's own cultural and social factors within their own individually designed universes. I hope that this difficult to play, but uniquely rewarding, character class will bring you many hours of enjoyment. They are FUN!

RUNE SINGER EXPERIENCE AND SPECIALTY CHART

LEVEL	DESIGNATION / NAME	EXPERIENCE POINTS	SPECIAL ABILITIES ACQUIRED WITH EXPERIENCE
1st	Initiate	NONE	none
2nd	Novice	3,300	can "Sing Call" birds (one HD per level over the 2nd they will scout, etc.)
3rd	Tunesmith	6,600	can "Sing Call" birds (one HD per level over the 2nd they will scout, etc.)
4th	Tune Weaver	9,900	as above, but for small animals (mice, etc.)
5th	Tune Master	13,200	none
6th	Small Singer	16,500	can boost morale by 1 point per level hereafter
7th	Singer	21,500	none
8th	Song Weaver	26,500	can "Deaden" all sonic attacks on a one for one basis, their level versus its power
9th	Master Singer	31,500	can "Deaden" all sonic attacks on a one for one basis, their level versus its power
10th	Rune Singer	41,500	can "Sing Call" larger animals like weasels, foxes, dogs, and the like
12th	Song Master	61,500	can "Sing Call" larger animals like weasels, foxes, dogs, and the like
14th	Glue Singer	81,500	as above, but for puma or wolf sized animals
16th	Red Singer	101,500	as above, but for larger type of animal or even
18th	Silver Singer	121,500	lesser mythic types (1/2 animal HD)
20th	Golden Song Master	141,500	can self heal himself by "heal singing"
25th	Black Singer	191,500	as above, but for heavy wounds
30th	Moon Singer	291,500	can "Passong" through rock at 1' per level hereafter
40th	True Singer	491,500	none
50th	Doom Singer	691,500	can "Song Cure" disease and insanity
75th	Hell Singer	1,191,500	can "Sing Call" greater mythic creatures
100th	Star Singer	1,691,500	can "Gate Song" open any known "gate"

Experience needed goes up by 40,000 per level after the 100th. Note that all of the above special abilities cost absolutely no "song points". To determine a Rune Singer's "song points" (which are like a regular Mage's Mana points), simply add the character's Charisma, Intelligence, and Dexterity, divide by two, and then multiply by his/her experience level. You'll note that this means that Rune Singers will usually have more song/Mana points to work with than other Mages. This is just another of this class' advantages.

RUNE WEAVER CLASS

Rune Weavers were the original Human magik users, learning their craft from the reptilian races of old. Their magik is stronger than that generally practiced now. It is, however, slower acting, and lengthy in its conjuration. They never wear armor, but do carry staves and daggers. Rune Weavers use a d6 for hit dice, and have a prime requisite based on the average of their Dexterity and Intelligence. Multiply this prime requisite by the Rune Weaver's level to determine Mana points. Do not divide as for other Mages. Their spells take one melee turn per level in power of continuous rune weaving to work, with a one turn delay after completion. Modify this by subtracting one melee turn required per four levels of experience. Rune Weavers may safely weave spells one level above that normally available to their level. They can weave spells two levels above with a 30% failure rate and three levels above with a 90% failure rate. Any rune interrupted when 50% or less completed simply fails to work. Runes that are 51% to 85% completed misfire in a random direction at partial strength. Runes that are 86% to 99% completed boomerang back on the caster. For every level a Rune Weaver is above the level needed to use that rune, add 10% to the spell's attributes.

Rune Weavers do not dispel, they "unravel". Thus, if a Rune Weaver wished to dispel a 20th level spell, all he or she would have to do is to "unravel" it for 20 melee turns (1 turn per level), using the full dispel magik Mana cost each turn – but the unravel would work 100% of the time, with no chance for failure. Detects work similarly, but the Rune Weaver "follows the weave" to gain insight. For every melee turn (and full Detect Magik Mana cost each turn), he gets a 20% chance of success and 5% of the information. Thus, after 5 turns, he'd be 100% sure it was magikal, and knows 25% of the information about it. If the Rune Weaver wanted to know more, he'd "follow some more weave", and get all the information he wanted, right up to 100% knowledge after 20 melee turns.

LEVEL DESIGNATIONS

LEVEL	DESIGNATION
1st	Initiate
2nd	Novice
3rd	Spell Spinner
4th	Spell Weaver
5th	Runeling
10th	Rune Weaver
15th	Master Rune Weaver
20th	High Rune Weaver
25th	Red Weaver
30th	White Weaver
40th	Grey Weaver
50th	Black Weaver
60th	Silver Weaver
70th	Gold Weaver
80th	Death Weaver
90th	Moon Weaver
100th	Star Weaver

SAGE CLASS

A Sage is a character who devotes his/her life to the acquiring of knowledge. This knowledge can be in any one of seven categories:

1. Artifices of Civilization
2. Geological (of the earth, rock, etc.)
3. Meteorological (of the air, clouds, etc.)
4. Aqualogical (of the sea, rivers, etc.)
5. Floralogical (of the plants)
6. Zoological (of the animals)
7. Esoteric Knowledge (all not covered, anomalies, etc.)

In each category, the Sage will have a base chance of 30% (rising 2% per level thereafter) of "having knowledge" concerning any item in question in his or her category. If the item is not known by the Sage, the Sage then has a 10% base chance (rising 2% per level thereafter) of figuring it out each month. However, each month of such "study" costs 100 GS to pursue.

As a Sage, the knowledge that he/she has can be used to construct or concoct items, or otherwise be utilized in a real fashion. However, like Alchemists, they never wear armor or carry weapons (except specialized items of their own manufacture such as poison dust, spore bombs, etc.), and abhor physical combat. They seldom go "dungeoning", except to acquire the specific knowledge they are seeking, but do, however, sell their expertise to expeditions (even accompanying them overland if paid enough).

Sages believe that anything is possible, thus everything does exist, and that knowledge is what they pursue.

They acquire experience points by acquiring and selling knowledge (and by using their constructs in their rare combats) at 1 point per 10 GS in value.

They use the same experience chart as do Alchemists, but with slightly different level classifications:

LEVEL	DESIGNATION
1st	Journeyman
2nd	Low Seeker
3rd	Seeker
4th	High Seeker
5th	Black Belt
6th	Grey Belt
8th	Golden Belt
10th	Sage

LEVEL	DESIGNATION
15th	High Sage
20th	Black Sage
25th	Grey Sage
30th	White Sage
40th	Golden Sage
50th	Grey Beard
75th	Philosopher
100th	Eldest Philosopher

SPECIAL ACQUIRED ATTRIBUTES

These are open to each individual Dungeon Master's adjudication. They cover smoke bombs, glues (low, medium, and high), stink bombs, medicinal poultices, water purification, poison manufacturing, antidotes, flash powder, gun powder, nausea gas, tear gas, poison gas, various physical attribute boosters, food preservatives, slippery liquids, chemical welding agents, pyrotechnics, Thermite, fire retardants (for clothes, wood, etc.), various aromatic oils, pastes, powders, and assorted chemicals and devices.

SAINT CLASS

Basically, a Saint is a Cleric that NEVER uses arms or armor because of his or her complete and total belief in their god(s). In return for that unshaken and unswerving dedication, said god(s) give their pious follower extra powers and benefits. The chart below lays it all out in a simple and easy to follow way. I hope you enjoy this new class.

LEVEL	AC	HD	SAINTLY AND SPECIAL ABILITIES ACQUIRED THROUGH DEVOTION AND PRAYER
1st	9	1	Add 15% to "reasoning" ability.
2nd	8	1+2	Read all clerical magik naturally.
3rd	8	2	"Speak in Tongues" (add 1 new language per each 3 levels).
4th	7	2+2	Detect undead naturally at 25% base (+1% per level hereafter).
5th	7	3	Add 25% to "reasoning" ability.
6th	6	3+2	Naturally detect poison at 25% base (+1% per 2 levels hereafter).
7th	6	4	Once daily, create water for 1 person, upping by one person per 2 levels.
8th	6	4+2	As above, but for food (for person or animal, his choice).
9th	6	5	Add 35% to "reasoning" ability.
10th	5	6	Thrice daily, he himself can "glow" with clerical light (1 minute per level).
11th	5	7	Naturally "calm" non-magik animals at 25% base (+ 1% per level hereafter).
12th	5	8	"Bless" hereafter at double value.
13th	5	8+3	50% accurate weather prediction plus 1% per 2 levels hereafter.
14th	4	9	Acquire natural infra-vision and detect evil, by touch, 75% accurate.
15th	4	9+3	100% protection versus undead paralysis, and +5 save versus undead "charms".
16th	4	10	Detect alignment (75%) by touch. Add 15% to "reasoning" ability.
17th	4	10+3	50% accurate bump of direction, up 1% per 2 levels hereafter.
18th	4	11	Naturally "deflect" hostile magik, 10% base up 1% per 2 levels hereafter.
19th	4	11+3	Naturally "knock" all non-magically locked enclosures.
20th	3	12	Speak to all animals (non-magik), and literally walk on water.
25th	3	*	Speak to plants. Add +3 versus undead charms. +1 save versus all life drains.
30th	2	*	Naturally heal light wounds. Exorcise lesser demons (as per the spell).
35th	2	*	Walk on any real surface. Heal light wounds for "monsters".
40th	2+1	*	100% undead charm proof. Naturally "wind walk". Now +3 versus life drain.
45th	2+2	*	Exorcise greater demons (as per the spell). Heal heavy wounds for all.
50th	2+3	*	Astral projection. Cure disease (as per the spell) for all.
60th	2+4	*	Cure blindness (permanent) for all. +5 save versus all "Death" spells.
70th	2+5	*	Walk on phantasmal surfaces. 100% undead life drain proof.
80th	2+6	*	Now +8 versus all death spells. Raise dead men naturally (as per the spell).
90th	2+6	*	Raise dead men fully. Raise dead monsters (as spell).
100th	2+7	*	Remove all curses 100th level or less, including up to triple wish type curses. Call for the help of the "Heavenly Host" of his/her god. Banish all undead to limbo forever, no save, by gesture.

* – One point per level always.

NOTES

Remember, Saints will never fight, no matter what the provocation, and they will always attempt to "reason" with intelligent types. If they succeed, that means there will be absolutely no fighting by either side. Saints will, however, try their utmost to send all undead to their "proper rest", and banish all greater and lesser demons back to their respective hells. Speaking of which, Saints never flee in terror from undead or demons (although strategic retreats are common). When a "hostile" spell is "deflected", roll for the direction it will go (up, down, left, right, or straight back). Saints will always try to convert their traveling companions to their religion, in a friendly but persistent manner. Saints may never keep more than 100 GS, nor may they ever use more than one each of the following magik items: ring, robes, amulet, and one other item. However, they will expect a full share of treasure so that they may endow their church or favorite charities. They detest evil in all of its forms, and will do their utmost to see it rid from the Multiverse. That is, of course, unless they are "Black Anti-Saints" of the fell and evil gods! Brother, if you think plain old anti-Clerics are mean, you should see these little wonders in action! Of course, Saints can do anything a normal Cleric can do, within the restrictions above.

SLAVER CLASS

Slavers are a combination of Outlaw, Thief, and Warrior, and, as such, they have many of the advantages and disadvantages inherent in those classes. They use a d6 for hit points, and never have a cruelty factor of less than 75%. Their Ego must always be at least 15, and they must have Strength of at least 12. All other statistics are as normal for their racial type. Elves are never slavers, nor are Dwarves. They never wear plate or highly encumbering armor, favoring studded leather and light chain, with nearly never the use of a shield. They love whips, nets (weighted), and scimitars or falchions. They almost never use their weapons, though, preferring to whip or net their victims into submission. Strangely enough, Hobbitts are occasionally slavers, and when they are, they are some of the cruelest!

Slavers acquire points just as any Warrior does, but he also earns them for the capture and sale of slaves. He earns 150 points for every level of slave he captures, and 10 points for every 100 GS they bring on the market. Slavers always fight one column back on the attack chart when using any weapon except nets or whips. With those two weapons, however, a slaver is +2 and +4 respectively. Slavers tend to be loners as they usually trust no one except close blood kin. However, they usually always have a band of hired cutthroats and mercenaries around them to do their dirty work.

LEVEL	DESIGNATION	ACQUIRED ABILITIES BY LEVEL OF EXPERIENCE
1	Small Whip	Ability to construct level one or two locks.
2	Long Whip	Lockpick as a Thief, but advance at half percentile rate.
3	Black Whip	Con as a Thief, but with a 3% base start chance.
4	Red Whip	Lie as a Thief, but with a 15% base start chance.
5	Whip Master	Add an additional +1 to all whip attacks.
6	Silver Net Man	Hide as a Thief, but with a 5% base start chance.
7	Gold Net Man	None.
8	Net Master	Add an additional +1 to all net attacks.
9	Whip/Net Master	None.
10	Slaver	Become able to use normal attack charts with scimitars.
12	Master of Chains	Become able to construct level three locks.
15	Slave Master	Become able to concoct knockout potions.
20	Cage Master	Become able to concoct knockout gas.
25	Hell Whip	Add an additional +2 to all whip attacks.
30	Netter of Stars	Add an additional +2 to all net attacks.
35	Master of the Chains of Hell	Become able to construct level four or five locks.
40	Hell Cager	As above, but for levels six through eight.
50	Doom Master	Add +1 to all non-net/whip attacks.
75	Great Slave Master	Become able to construct +1 chains and cages.
100	Grand Master of Chains	Become able to construct up to +3 chains and cages.

SLAVER SPECIAL NOTES

Slavers are a generally legal profession in most "fantasy" worlds, and were so even in our own "real" one for quite a long time (and still are in some remote areas of the world), so be sure to treat them so. They will have strong and rich Guilds to protect them as long as they operate within the "laws" governing their activities. This new character type will be sure to add a truly new dimension to your gaming; enjoy!

STAR POWERED MAGE CLASS

Star Powered Mages are essentially nothing more than normal Mages with a built-in receiver for "Cosmic Mana Power". What they can do is severely limited because of the nature of that receiver and its potency. Here's how it works:

- At birth, a child has a special matrix gem surgically implanted into its forehead, leaving a small star shaped device protruding. These crystal devices are very rare, as their means of manufacture has long since been forgotten, and each device can "tune" itself to only one living being. When that being's soul is destroyed, or passes on to a higher plane, the crystal destroys itself in a blaze of energy.
- The crystal always mirrors the "soul" of its wearer, and changes color according to its Karma. Thus those of evil have stars of glowing, deepest black, and those of a good and kind nature have stars of blazing pure white light. Those souls not committed to their good or evil have stars of brilliant blue, being darker or lighter according to their leaning.
- This matrix gem allows the symbiotic user to funnel cosmic power through it and themselves and into spells. However, this only works at night and under direct starlight. Indoors or on cloudy nights, the receiver does not work. The crystal also stores Mana power equal to the normal Mana of its owner, so that effectively a Star Powered Mage always has at least double the power of other Mages of comparable level, Intelligence, and so on.
- The crystal also allows the Star Powered Mage to funnel extra power (at night only while under direct starlight) into any spoken spell and in any amount desired. However, for every 10 Mana points pumped into a spell through himself, there is a 5% chance of the flow becoming self-perpetuating and running wild. When this happens, there is a 90% chance (less 2% per level of the Star Powered Mage) of the Star Powered Mage himself being literally sucked into the spell's power, and being irrevocably destroyed. The 5% chance per 10 Mana points is reduced in risk by 3% per level of the user. Also, when the runaway begins, the Star Powered Mage has one chance to stop it, with a 3% chance per point of Intelligence. However, the flow will still run for d20 melee rounds, and causing unconsciousness for 5 minutes for every melee round of the runaway.
- The crystal star imprints upon itself, from microsecond to microsecond, the totality of the being it is tuned to. Thus, under direct starlight, it will (like that fantastic machine of the Krell in that magnificent film "Forbidden Planet"), repair, restore, and regenerate its host from microsecond to microsecond. Instant and total regeneration! The drawback to this is that once damage equal to twice the normal total of the host has been regenerated, the runaway problem rears its ugly head again. Now remember, this is twice the damage all within a maximum of 3 melee rounds. The Star Powered Mage has a base of 25% of stopping the runaway and burnout, plus 3% per each point of Constitution he/she has. It is an either/or situation in this case however; either stopped or burnout. During the daytime or in a situation where direct starlight is not available, the crystal will trap the soul, keeping it safe until it does have access to direct starlight, at which time it will totally reconstitute and rebuild the person, taking one hour per level and ten minutes per hit point of said person.
- The crystal is 10% impervious to fire and lightning, and can withstand blows of up to 75 points in Strength. Acid dissolves it at a rate of one point per minute, and it has points equal to its owner. However, cold makes it brittle and susceptible to blows of only 25 points in power, and 35 points of sonics will cause it to explode, irrevocably destroying itself and its wearer. The star makes the wearer highly susceptible (-4 saving roll) to all forms of psychic probes and attacks, but compensates by giving the wearer natural ESP at start, changing to natural Telepathy at the 12th level of experience that the Star Powered Mage reaches. As there are no known "Names" or other designations for different levels of

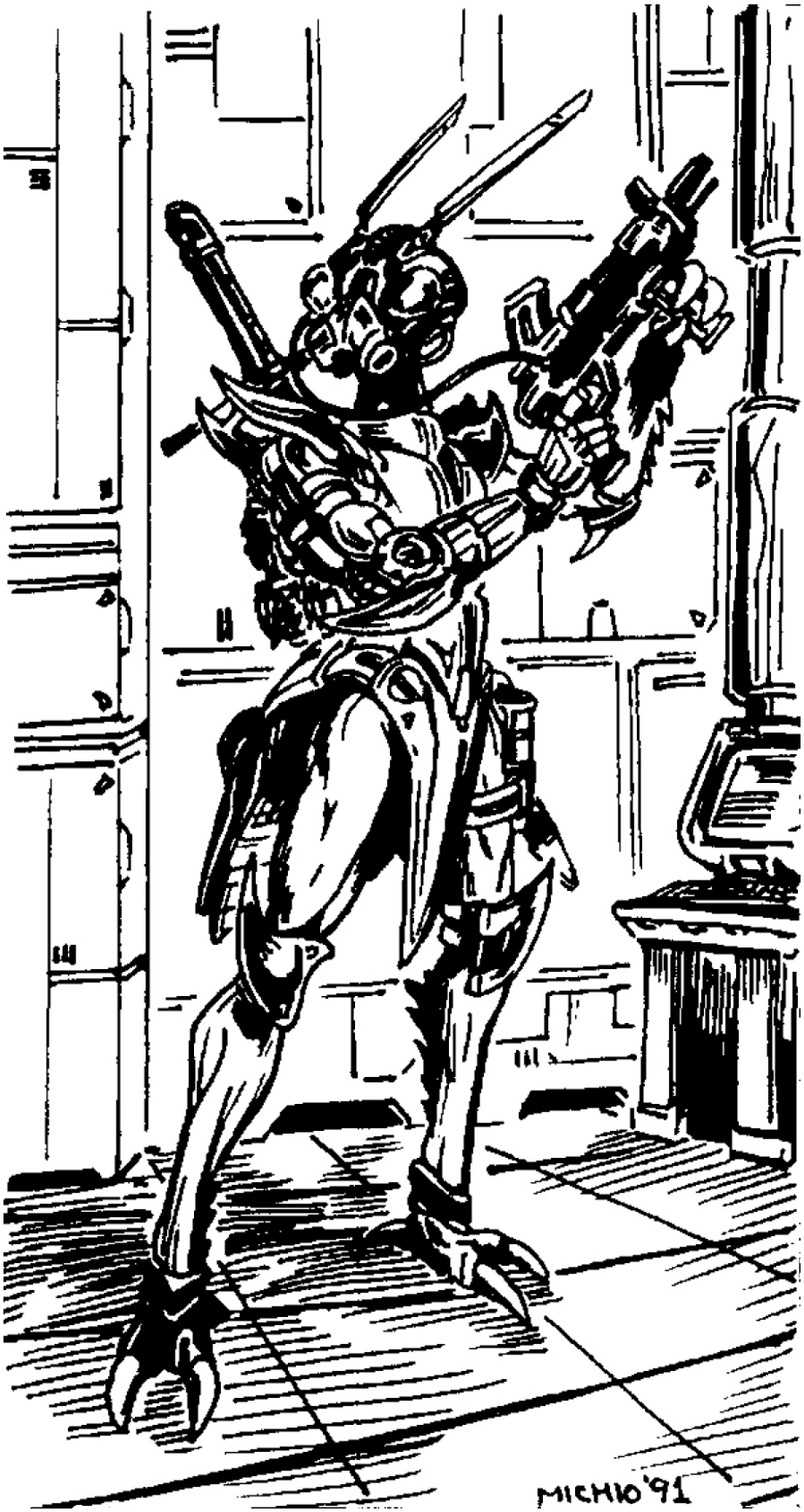
attainment for Star Powered Mages as there are for other more "normal" Mages, feel free to make up your own.

Just remember that the Star Powered Ones sided with the Titans against civilization many thousands of years ago in a war to the death for supremacy of the Multiverse. They lost, and have now almost been forgotten. Remember, I said almost, because the memory of Humans, Elves, Dwarves, and the like run long, and they still hate with a cold fury those that almost destroyed all! So tread with care when you play one of the Star Powered kind, lest bloody vengeance creep up on you!

TECHNO CLASS

Technos are specialists who disbelieve totally in magik, and work from a strictly scientific point of view. They can figure out nearly any mechanical or technological item, given sufficient time and resources. They are constantly dismembering dragons to see where the flamethrower was hidden – or getting eaten while trying! Technos intensely dislike all forms of Mages, but tend to grudgingly tolerate Clerics. They never wear armor unless it's something like a flak jacket. They also never carry anything except technological weapons to fight with. Technos look down on Warriors, considering them "a bunch of Neanderthals". They have a 50% base chance, improving at 1% per level, of figuring out mechanical devices, and a 10% base chance, improving at 2% per level, of figuring out electronic devices. This means learning how the device works, not why. If a Techno chooses one of the above as a specialty, add 15% to the base chance – but he or she can ONLY figure out devices from that category.

LEVEL	DESIGNATION	ABILITIES ACQUIRED WITH EXPERIENCE
1st	Probationer	no special ability
2nd	Student	ability to automatically figure out rudimentary mechanisms
3rd	Student Tinkerer	ability to figure out simple mechanisms (clocks, timers, etc)
4th	Tinkerer's Assistant	ability to figure out mechanical traps in d20 minutes
5th	Tinkerer	1st level Thief pick locks ability, increasing at 3% per level hereafter
6th	Master Tinkerer	ability to detect mechanical traps (25% base, plus 5% per level hereafter)
7th	Techno Apprentice	ability to detect electronic emanations (35% base, plus 5% per level hereafter)
8th	Techno 3rd Class	ability to detect mechanical weak points (25% base, plus 5% per level hereafter)
9th	Techno 2nd Class	ability to detect radioactivity (10% base, plus 1% per level hereafter)
10th	Techno 1st Class	begin chemical and explosive "figuring" (20% base, plus 2% per level hereafter)
15th	Techno	begin simple construction (flintlocks, clocks, deadbolt locks, etc)
20th	Master Techno	begin early medical technology, percussion firearms, etc.
25th	Laboratory Assistant	begin moderate construction (revolvers, bolt action rifles, etc)
30th	Assistant Scientist	begin elementary computer construction, build automatic weapons
40th	Scientist	begin nuclear "figuring" (10% base, plus 2% per level hereafter)
50th	Research Scientist	begin elementary robotic construction and early transport technology
60th	Inventor	begin intermediate robotic construction and early flight technology
80th	Master Inventor	begin advanced robotics, early bionics, and laser technology
100th	Master Manufacturer	advanced sciences, early space flight technology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TRADER (MERCHANT) CLASS

To be a Trader, one must have an Intelligence of at least 12, and a Constitution of at least 15. Traders progress by earning experience in "commerce". For every 1,000 GS value they gain through business ventures, they earn 10 experience points (100,000 GS = 1,000 experience points). Of course, they get kill points and the like also. However, if a Trader never caravans or sails out of his city, he can never exceed 10th level.

The Trader class combines many facets of Warriors, Slavers, Technos, and Normals, as well as possessing their own special talents. Traders can bargain for reduced prices on items, and can find buyers for hard to sell items (for a commission, of course). They have access to all sorts of useful information (through the guild), as to the location of oases, mountain passes, caravan routes, and so forth. They can be interesting and formidable characters, if properly and intelligently played.

Note: Bargaining starts at a 5% discount and improves as follows: 2% per level up to 40%, then 1% per 3 levels up to 50% (the maximum). So bargain and enjoy! Traders also gain the ability to 'equivocate' – that is, talk so fast and so convincingly that intelligent creatures will either help them, be so confused as to not hinder them, or flee in bewildered agitation. This ability starts at 5%, and increases at 2% per level up to 40%, then a further 1% per 4 levels up to 50% (the maximum). Traders use d6 for hit dice up to 10th level, and gain 1 hit point per level after that.

Traders may wear leather armor only (with shield) or chain mail (no shield), and may use any non-missile weapon with the exception of polearms. Shortswords, scimitars, and the occasional rapier are favored. Traders have a base 35% chance (increasing at 1% per level) of knowing proper directions overland even without maps. They can also pick locks and disarm traps like a Thief of a third their own level. They also have the ability to "appraise" the value of any object with a 75% base accuracy. This ability increases at 2% per three levels. Traders can also read, but not use, magik scrolls.

POINTS NEEDED	LEVEL	FIGHTING ABILITY	SPECIAL ABILITY GAINED
0	1st	1	start "Bargaining" ability
2,250	2nd	1	start "Sense Direction" ability
4,500	3rd	1	start "Pick Locks, etc." ability
6,750	4th	2	start "Read Magik" ability
9,000	5th	2	start "Equivocate" ability
13,500	6th	3	may use crossbows at half level
18,000	7th	3	3rd mate equivalent seafarer
22,500	8th	4	learn 5 additional languages
27,000	9th	5	equivalent 1st level Monk ability
31,500	10th	5	2nd mate equivalent seafarer may use crossbows at full level
54,000	15th	7	equivalent 2nd level Monk ability equivalent first mate seafarer
99,000	20th	9	equivalent 3rd level Monk ability learn 10 additional languages
144,000	30th	13	sea captain equivalent seafarer
504,000	50th	21	1st level Illusionist ability
1,044,000	100th	31	automatic guild master in home country get double Thief and Illusionist abilities

TRUE PALADIN CLASS

In the past, Paladins as a class have always seemed to be nothing more than fighting Clerics. This is because their true nature as Warriors, with a near mystical religious fervor, has never been properly dealt with. Here, then, are the Paladins of Arduin.

These characters are akin to berserk Warriors with overtones of the Witch Hunter. In combat, they are always +1 due to their fervor, but against clearly recognized "pagan enemies" of their own religion, they are +1 the first melee round, +2 the second, +3 the third, and +4 the fourth. At that point, they have a 50% chance of going berserk, increasing by 5% per melee round thereafter. When they do go berserk, they become +8 in their attacks (due to their fanatical ferocity), but are -6 in their own defense. They also do d4 extra damage while berserk, and roll on the next worse weapon breakage percentage (see chart in ***Weapon's Breakage Chart***).

Paladins have no compunctions about killing "enemies" of their religion, but usually try to convert all others. They adhere strictly to the basic tenets of their religion, and detest others who do not (and are quick to say so). They preach their religion's own brand of wisdom constantly, and never give up in trying to "convert the heathens". Paladins always get a +2 save versus all Clerical magik not of their religion.

They are the pride of their local place of worship (having lived and trained there since birth), and start out life very well accoutered (see the chart below).

TRUE PALADIN INITIAL ACCOUTREMENT

DIE ROLL	WEALTH (GS)	MOUNT	ARMOR	WEAPONRY
1	100	L	Leather	one main, one dagger
2	250	M	Leather / Shield	as above plus one missile
3	500	M B	Chain	any four
4	750	H	Chain / Shield	any five
5	1,000	H B	Plate	any six
6	1,500	D	Plate / Shield	any seven
7	2,000	D B	Choice	any eight
8	2,500	Choice	Choice	any ten

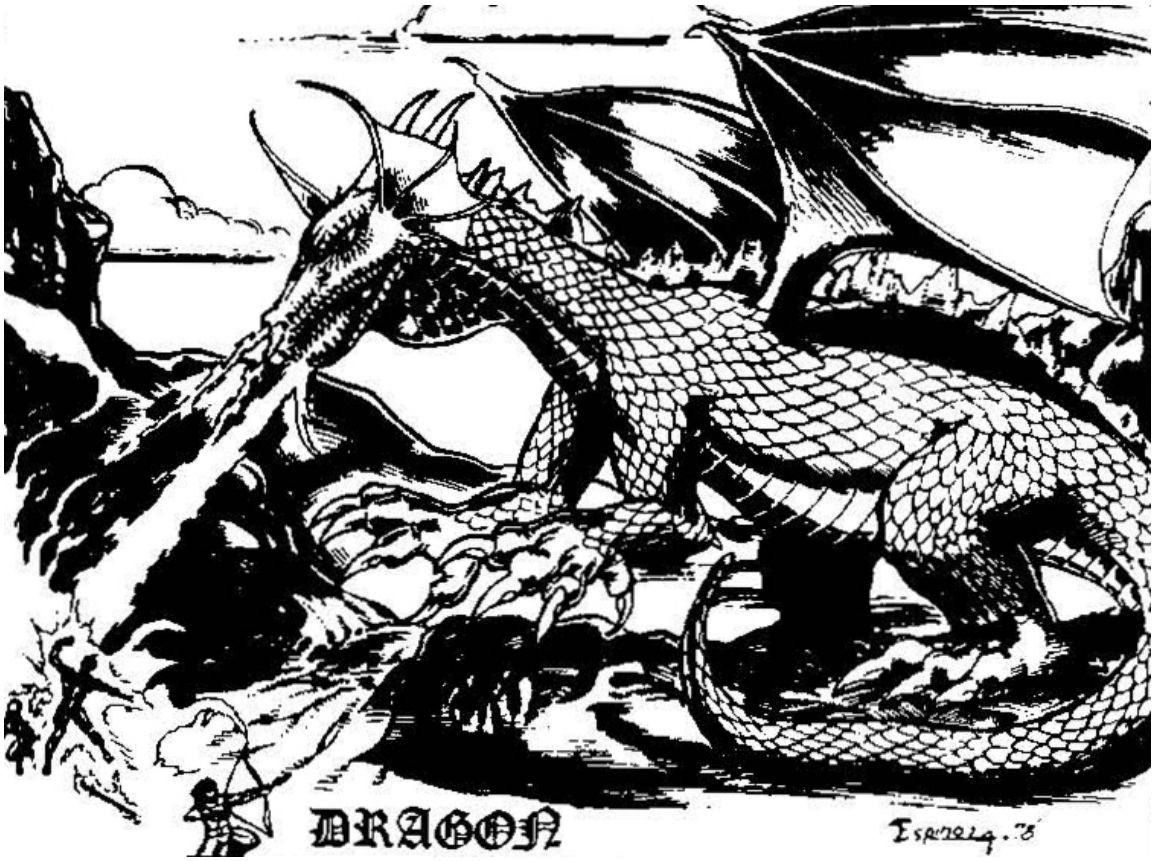
L = Light Warhorse M = Medium Warhorse H = Heavy Warhorse D = Destrier B = Barding

Remember, Paladins take pride in themselves and their religion, and will always comport themselves accordingly. They will run with characters not of their religion if their religions are compatible. For instance, a Paladin of Saren the Sun God would ride with followers of Ra, Zeus, and the like, but would not ride with followers of The Moon Lady, Skirin, Might Lord, or their types. It's common sense when adjudicating for this.

Paladins do acquire some Clerical abilities, as listed below:

LEVEL	ABILITIES
1st	Heal Light Wounds (all of his religion only)
3rd	Aura of Clerical Light (around self) / first level Clerical Undead Turn Away
5th	Cure Temporary Blindness (his religion only)
8th	Speak to Those Newly Slain / third level Clerical Undead Turn Away
10th	Cure Disease (his religion only)
15th	Cure Permanent Blindness / fifth level Clerical Undead Turn Away
20th	Cure Temporary Insanity / Create Food and Water (basic)
25th	eighth level Clerical Undead Turn Away / do all first level Clerical magik
50th	ninth level Clerical Undead Turn Away / "convert" heathens
100th	tenth level Clerical Undead Turn Away / "walk the winds"

All heals and cures are done by a "laying on of hands". For each strength point the Paladin has, he has three "mana" points. For each heal or curs it takes the number of mana points equivalent to the level he acquired his ability, to perform (i.e. a Cure Disease takes ten of his Mana points). When all of his mana is used he may "burn" his strength points (gone for 25 hours) to acquire more mana per heals, etc, on a one for one ratio.



WITCH HUNTER CLASS

These characters are religious fanatics (99% Christian) who are obnoxiously "holier than thou" in their attitude towards just about everyone and everything. They will work only with Lawful types, and will nearly always attack Neutral (75%) or Chaotic (100%) types. They are the only non-arcane or clerical type that can use certain of these spells.

This class has the following advantages.

a) They can use the following spells, but only as the appropriate level is reached.

1. Detect Magik
2. Detect Evil
3. Protection from Evil
4. Bless (self only)
5. Remove Curse
6. Prayer
7. Dispel Evil
8. Detect Lycanthropes
9. Dispel Magik
10. Heavenly Strength

Witch Hunters are the only character type that can handle cursed objects safely. They can memorize these spells regardless of Intelligence. **Note**: Divide their Mana points by four, rather than three.

b) They can sense the undead (30' indoors or 90' outdoors). The base chance of success is 20%, increasing 5% per level. Nothing blocks this sense.

c) Due to their righteous self-esteem and beliefs, they never have to roll versus fear or for morale except against Greater Demons.

d) They get +3 to saving rolls versus undead and +1 versus magik. Their attacks against undead receive a bonus of +1 (at 1st – 5th level), +2 (at 6th – 10th level), or +3 (at 11th level and above).

e) Witch Hunters can charge in "Righteous Fury", entering a frenzy not unlike that of the Berserker or Barbarian. In this state, they add +3 to their attacks. However, like Barbarians, they must run it completely out. They can only use this Righteous Fury when in combat with undead or evil Clerics.

As such, Witch Hunters also suffer the following disadvantages.

a) They will never retreat from the undead or from evil Clerics, but will stay and fight to the end (with a 25% chance they'll charge in Righteous Fury).

b) They can never have more than Intelligence 12 or Wisdom 15. Their Charisma can never exceed 9; however, to Lawful creatures, their Charisma is considered 5 points higher.

c) They will use only maces (except in dire emergencies, when they'll use anything at hand, but they'll do penance afterwards). They will never own or use anything but strongly Lawful magik (the limit is one shield, one armor, one mace, and one other item). Anything they cannot use, they will either give to Clerics (65% chance), destroy (30% chance), or leave

behind (5% chance). Non-Lawful magik items are always destroyed.

d) They cannot detect traps, and are highly susceptible to disease (-3 to saving rolls) and poison gas (-2 to saving rolls).

e) They hate technology, and refuse to use anything more complex than a crossbow.

Special Note: Barbarians and Witch Hunters detest each other, and usually fight on sight. Usually only Humans are of this type, although Amazons and Dwarves are occasionally Witch Hunters as well. There are no Elven or Hobbitt Witch Hunters.

POINTS REQUIRED	LEVEL	NAME	MAXIMUM SPELL ABILITY	HIT DICE	FIGHTING CAPABILITY
0	1st	Chosen One	None	1	Man
1,800	2nd	Apprentice Seeker	1	1+2	Man
3,600	3rd	Seeker	2	2	Man +1
5,400	4th	Soldier of God	3	3	Man +2
7,200	5th	Soldier of God	4	4	2 Men
10,800	6th	Soldier of God	4	4+2	2 Men +1
14,400	7th	Soldier of God	4	5	3 Men
18,000	8th	Witch Hunter	5	6	3 Men +1
21,600	9th	Witch Hunter	6	7	Hero
28,800	10th	Witch Finder	7	7+2	Myrmidon
36,000	11th	Witch Finder	8	8	Myrmidon +1
43,200	12th	Witch Finder	8	8+2	Champion
50,400	13th	Witch Finder	8	9	Champion +1
57,600	14th	Witch Finder	8	9+2	Super Hero
64,800	15th	Witch Finder General	9	**	Super Hero +1
72,000	16th	Witch Finder General	9	**	Super Hero +1
79,200	17th	Witch Finder General	9	**	Super Hero +1
86,400	18th	Witch Finder General	9	**	Super Hero +1
93,600	19th	Witch Finder General	9	**	Super Hero +1
100,800	20th	Witch Finder General	10	**	Super Hero +1
108,000	21st	Witch Finder General	10	**	Super Hero +1
122,400	22nd	Witch Finder General	10	**	Super Hero +1
136,800	23rd	Witch Finder General	10	**	Super Hero +1
151,200	24th	Witch Finder General	10	**	Super Hero +1
165,600	25th	Marshall of the Lord	10	**	Super Hero +1
180,000	26th	Marshall of the Lord	10	**	Super Hero +1
194,400	27th	Marshall of the Lord	10	**	Super Hero +1
208,800	28th	Marshall of the Lord	10	**	Super Hero +1
223,200	29th	Marshall of the Lord	10	**	Super Hero +1
237,600	30th	High Marshall	10	**	Super Hero +1
+30,000 per level	35th	Judge of Heaven	10	**	Super Hero +1
	40th	High Judge of Heaven	10	**	Super Hero +1

** – Thereafter +1 point per two levels

CHARACTER LIMITATIONS

CHARACTER LIMITATION CHART	From Arduin Grimoire I (Page 5)
CONDENSED CHARACTER LIMITATION CHART	From Arduin Grimoire I (Pages 6 – 7)
CONDENSED CHARACTER LIMITATION CHART	From Arduin Grimoire II (Page 21)

CHARACTER LIMITATION CHART

CHARACTER TYPE	CLERIC	MAGE	THIEF	WARRIOR	PSYCHIC	MONK	PALADIN	ALL OTHERS
Human	**	**	**	**	**	**	**	**
Elf	8	8	8	10	**	*	*	**
Half Elf	10	6	12	8	**	6	6	**
Orc	6	4	**	12	*	*	*	**
Half Orc	8	5	**	10	4	4	*	**
Uruk Hai	8	6	**	**	*	*	*	**
Gnome	6	3	10	10	*	*	*	**
Dwarf	4	3	12	12	*	*	*	**
Amazon	8	10	**	**	5	*	*	**
Hobbitt	6	6	**	6	3	*	*	**
Gnoll	4	4	10	**	*	*	*	**
Kobold	2	4	**	4	*	*	*	**
Goblin	3	4	10	5	*	*	*	**
Hobgoblin	4	5	12	6	*	*	*	**
Troll	*	*	*	**	*	*	*	*
Kobbitt	4	4	**	7	*	*	*	**
Centaur	4	4	*	12	3	*	*	**
Saurig	*	5	*	10	3	*	*	*
Phraint	*	*	**	**	*	*	*	*
Merman	10	10	*	10	3	*	*	**
Mermaid	6	15	*	*	12	*	*	*
Triton	12	12	9	**	*	*	*	**
Ogre	4	4	5	**	2	6	*	**

CHARACTER LIMITATION CHART (CONTINUED)

CHARACTER TYPE	CLERIC	MAGE	THIEF	WARRIOR	PSYCHIC	MONK	PALADIN	ALL OTHERS
Giant	6	4	*	**	*	*	*	*
Titan	*	**	*	**	15	*	*	**
Gnorc	6	5	12	15	*	*	*	**
Haggorym	*	6	3	6	2	*	*	*
Caveman	*	4	2	8	2	*	*	**
Gargoyles	*	*	10	10	*	*	*	**
Furies	*	2	8	8	*	*	*	**
Pixies	*	4	**	4	2	*	*	**
Nixies	*	5	*	3	10	*	*	**
Felines	*	10	**	**	10	*	*	*
Canines	10	2	4	**	4	*	*	*
Mammals	12	4	6	**	4	*	*	**
Avians	*	3	10	**	3	*	*	*
Piscoids	*	*	*	**	**	*	*	*
Spiders	*	5	**	**	8	*	*	**
Insects	*	*	15	**	*	*	*	**
Exotics	varies	varies	varies	varies	varies	*	*	varies
All Others	varies	varies	varies	varies	varies	*	*	varies

* – Means that this category is closed to that character type.

** – Means that there is no limit to the experience levels attainable in this area.

varies – Variable according to character type.

Obviously, normal insects and animals are not smart enough to do much of anything, but there are werecreatures and other types that will fit the bill, so these guidelines are meant for them.

CONDENSED CHARACTER LIMITATION CHART

TYPE	INTELLIGENCE	WISDOM	CHARISMA	EGO	AGILITY	STRENGTH
Human (male)	07 – 16	07 – 16	07 – 16	07 – 18	08 – 15	07 – 18
Human (female)	08 – 17	06 – 15	09 – 18	09 – 18	09 – 16	05 – 14
Elf (male)	09 – 18	03 – 12	08 – 17	09 – 18	09 – 16	10 – 17
Elf (female)	09 – 18	03 – 10	09 – 18	09 – 18	10 – 17	08 – 15
Half Elf (male)	09 – 16	07 – 14	08 – 17	13 – 18	07 – 16	07 – 18
Half Elf (female)	10 – 17	05 – 12	09 – 18	09 – 18	09 – 16	05 – 16
Gnomes	05 – 14	05 – 11	06 – 13	10 – 16	08 – 13	08 – 14
Dwarf	06 – 15	05 – 12	07 – 14	11 – 18	09 – 14	09 – 16
Hobbitt	06 – 13	06 – 13	08 – 15	06 – 13	12 – 17	07 – 12
Amazon	08 – 17	08 – 15	07 – 18	09 – 18	11 – 16	06 – 17
Orc	04 – 11	04 – 11	04 – 09	09 – 18	07 – 14	09 – 16
Half Orc	06 – 13	05 – 10	05 – 10	08 – 17	08 – 15	08 – 17
Uruk Hai	05 – 13	05 – 13	05 – 11	11 – 22	08 – 17	11 – 19
Kobold	04 – 11	04 – 07	04 – 07	07 – 12	09 – 16	06 – 11
Goblin	05 – 12	05 – 10	05 – 08	09 – 14	08 – 15	07 – 12
Hobgoblin	06 – 13	05 – 12	06 – 09	11 – 16	07 – 14	07 – 14
Gnoll	07 – 14	05 – 14	07 – 10	12 – 17	10 – 15	10 – 17
All Trolls	04 – 09	04 – 07	04 – 09	13 – 18	05 – 12	13 – 18
Lesser Giants (up to Hill)	06 – 11	05 – 10	05 – 14	14 – 18	06 – 13	special
Greater Giants (up to Storm)	07 – 14	05 – 12	07 – 16	16 – 18	07 – 14	special
All Dragons	09 – 18	09 – 18	09 – 18	15 – 18	07 – 12	special
Balrogs and Lesser Demons	09 – 18	05 – 10	03 – 12	16 – 18	09 – 14	special

CONDENSED CHARACTER LIMITATION CHART (CONTINUED)

TYPE	INTELLIGENCE	WISDOM	CHARISMA	EGO	AGILITY	STRENGTH
Greater Demons and Demi-Gods	09 – 20	05 – 24	05 – 24	18 – 27	12 – 21	special
Lesser Undead (Ghouls To Wraiths)	X	X	X -7	X +3	09 – 18	11 – 16
Other Undead (Specters To Liches)	X	X	X -4	X +6	09 – 20	13 – 18
Insects	01 – 06	01 – 03	01 – 12	01 – 04	09 – 20	01 – ?
Mammals	02 – 07	02 – 07	03 – 14	08 – 15	07 – 18	01 – ?
Reptiles	02 – 05	02 – 05	02 – 13	08 – 17	05 – 12	01 – ?
Piscine	01 – 04	01 – 04	01 – 12	01 – 06	08 – 15	01 – ?
Avian	01 – 05	01 – 06	04 – 15	07 – 18	07 – 14	01 – ?
Energy Beings	?	?	09 – 18	?	?	?
Silicate Life	?	?	01 – 12	?	?	?

TYPE	CONSTITUTION	DEXTERITY	MECHANICAL ABILITY	SWIMMING ABILITY	STAMINA	MAGIC RESISTANCE
Human (male)	07 – 16	07 – 16	05 – 16	05 – 16	08 – 15	even
Human (female)	06 – 15	08 – 17	04 – 15	04 – 15	06 – 15	even
Elf (male)	10 – 17	13 – 18	03 – 08	06 – 11	10 – 17	+2
Elf (female)	09 – 16	13 – 18	03 – 06	07 – 12	09 – 16	+2
Half Elf (male)	07 – 18	08 – 17	06 – 15	05 – 14	09 – 16	+1
Half Elf (female)	07 – 16	09 – 18	05 – 14	04 – 13	07 – 16	+1
Gnomes	10 – 16	07 – 14	12 – 16	01 – 07	11 – 15	+4
Dwarf	11 – 18	08 – 15	13 – 18	01 – 08	12 – 17	+4
Hobbitt	07 – 14	12 – 17	04 – 09	01 – 04	07 – 12	+3

CONDENSED CHARACTER LIMITATION CHART (CONTINUED)

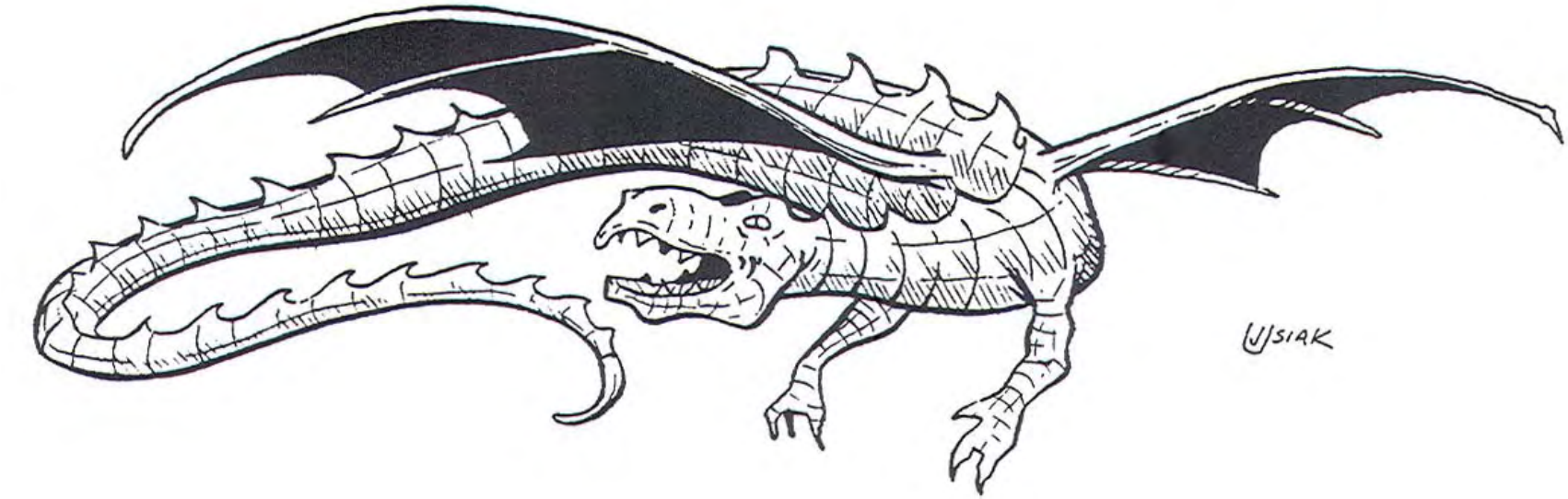
TYPE	CONSTITUTION	DEXTERITY	MECHANICAL ABILITY	SWIMMING ABILITY	STAMINA	MAGIC RESISTANCE
Amazon	07 – 16	09 – 16	05 – 10	09 – 16	09 – 16	even
Orc	08 – 17	06 – 14	01 – 06	01 – 06	13 – 18	+1
Half Orc	09 – 16	07 – 15	01 – 08	01 – 08	11 – 16	even
Uruk Hai	10 – 20	07 – 17	01 – 07	01 – 07	16 – 22	+1
Kobold	09 – 14	07 – 15	01 – 06	01 – 04	07 – 12	-2
Goblin	10 – 15	06 – 14	02 – 07	01 – 05	08 – 13	-1
Hobgoblin	11 – 16	05 – 13	03 – 08	01 – 06	09 – 14	even
Gnoll	12 – 17	07 – 15	04 – 09	01 – 08	11 – 16	even
All Trolls	13 – 18	03 – 13	01 – 04	01 – 04	13 – 18	+1
Lesser Giants (up to Hill)	16 – 18	05 – 13	03 – 08	03 – 10	12 – 18+	even
Greater Giants (up to Storm)	16 – 18+	07 – 15	04 – 09	05 – 12	16 – 18+	+1
All Dragons	18+	09 – 18	01 – 03	01 – 06	18+	special
Balrogs and Lesser Demons	18+	09 – 20	01 – 03	01 – 04	18+	special
Greater Demons and Demi-Gods	18+	09 – 36 (special)	01 – 20	varies	18+	special
Lesser Undead (Ghouls To Wraiths)	N/A	13 – 18	X	none	N/A	even
Other Undead (Specters To Liches)	N/A	13 – 24	X	none	N/A	+1
Insects	01 – ?	15 – 24	01 – ?	01 – 06	01 – 18+ (special)	+1
Mammals	02 – ?	07 – 18	01 – ?	06 – 17	01 – 18+ (special)	even
Reptiles	02 – ?	03 – 14	01 – ?	07 – 18	01 – 18+ (special)	-1
Piscine	01 – ?	05 – 16	none	18+	01 – 18+ (special)	even

CONDENSED CHARACTER LIMITATION CHART (CONTINUED)

TYPE	CONSTITUTION	DEXTERITY	MECHANICAL ABILITY	SWIMMING ABILITY	STAMINA	MAGIC RESISTANCE
Avian	01 – ?	05 – 16	01 – ?	01 – 12	01 – 18+ (special)	even
Energy Beings	16 – 48 (special)	?	N/A	?	?	+4
Silicate Life	01 – 10	?	?	?	?	+3

X – refer to living equivalent race for statistics N/A – Not Applicable

Note – Dragons, Balrogs, and Demons are 50% Magic resistant (saving throw is rolled only if resistance roll fails).



CONDENSED CHARACTER LIMITATION CHART

TYPE	INTELLIGENCE	WISDOM	CHARISMA	EGO	AGILITY	STRENGTH	CONSTITUTION	MAGIK RESISTANCE	DEXTERITY
Phraint	9 – 14	9 – 12	6 – 9	10 – 17	15 – 22	9 – 16	10 – 15	+1	17 – 24
Saurig	7 – 12	6 – 9	6 – 9	14 – 18	6 – 10	15 – 18	13 – 18	even	6 – 13
Deodanth *1	9 – 18	6 – 11	12 – 17	16 – 18	14 – 19	special	14 – 18	+3	17 – 20
Kobbitt	8 – 15	5 – 12	5 – 10	9 – 16	10 – 17	7 – 12	8 – 15	+1	12 – 17
Thaelastra	11 – 18	5 – 10	9 – 14	15 – 18	9 – 16	9 – 16	9 – 16	– 2	13 – 18
Centaur *2	6 – 13	9 – 16	9 – 18	15 – 18	9 – 14	12 – 17	16 – 18	+2	9 – 14
Merman *3	9 – 14	4 – 9	8 – 13	15 – 18	13 – 18	14 – 17	14 – 17	+1	9 – 16
Mermaid *3	10 – 15	5 – 10	9 – 16	12 – 17	12 – 17	12 – 15	13 – 16	+1	10 – 15
Hawkman *4	8 – 15	7 – 14	9 – 14	15 – 18	14 – 18	8 – 13	9 – 14	even	14 – 15
Haggorym	6 – 11	4 – 7	4 – 7	16 – 18	9 – 14	12 – 17	16 – 18	– 1	10 – 15
Cave Man	7 – 12	5 – 10	6 – 11	14 – 18	9 – 16	14 – 17	15 – 18	– 2	9 – 16
Brownie	9 – 14	3 – 10	12 – 17	10 – 15	11 – 16	7 – 12	16 – 18	+4	15 – 20
Khorb *1	5 – 8	3 – 6	4 – 7	16 – 18	8 – 13	special	16 – 18	even	9 – 14
Argalanthi *1	12 – 18	7 – 10	4 – 9	10 – 15	9 – 14	special	16 – 18	even	15 – 20
Octorilla *1	4 – 7	3 – 6	3 – 6	16 – 18	9 – 12	special	16 – 18	+1	12 – 15
Gargoyle *1	6 – 9	4 – 7	4 – 7	16 – 18	14 – 17	special	14 – 17	+2	9 – 14
Throon *1	8 – 13	7 – 12	8 – 11	15 – 18	10 – 15	special	15 – 17	even	10 – 17
Knoblin *4	8 – 15	6 – 11	8 – 13	9 – 14	14 – 18	8 – 13	8 – 13	– 1	14 – 18
Wolf	4 – 7	6 – 9	5 – 10	10 – 15	12 – 15	6 – 9	9 – 14	even	12 – 15
Warg	6 – 9	5 – 8	6 – 11	14 – 18	10 – 13	7 – 10	10 – 15	even	11 – 14
Lion/Tiger *1	5 – 8	4 – 7	6 – 9	14 – 18	11 – 16	special	12 – 17	even	12 – 17
Gnorc	8 – 13	6 – 11	7 – 10	12 – 17	9 – 14	12 – 18	14 – 17	even	10 – 15
Nixie *3	8 – 15	3 – 8	15 – 18	14 – 18	14 – 18	4 – 7	9 – 12	+4	15 – 18
Pixie	8 – 15	3 – 8	15 – 18	14 – 18	15 – 18	3 – 6	8 – 11	+4	15 – 18

NOTES

*1 – The Strength is explained in the New Monsters section of this book.

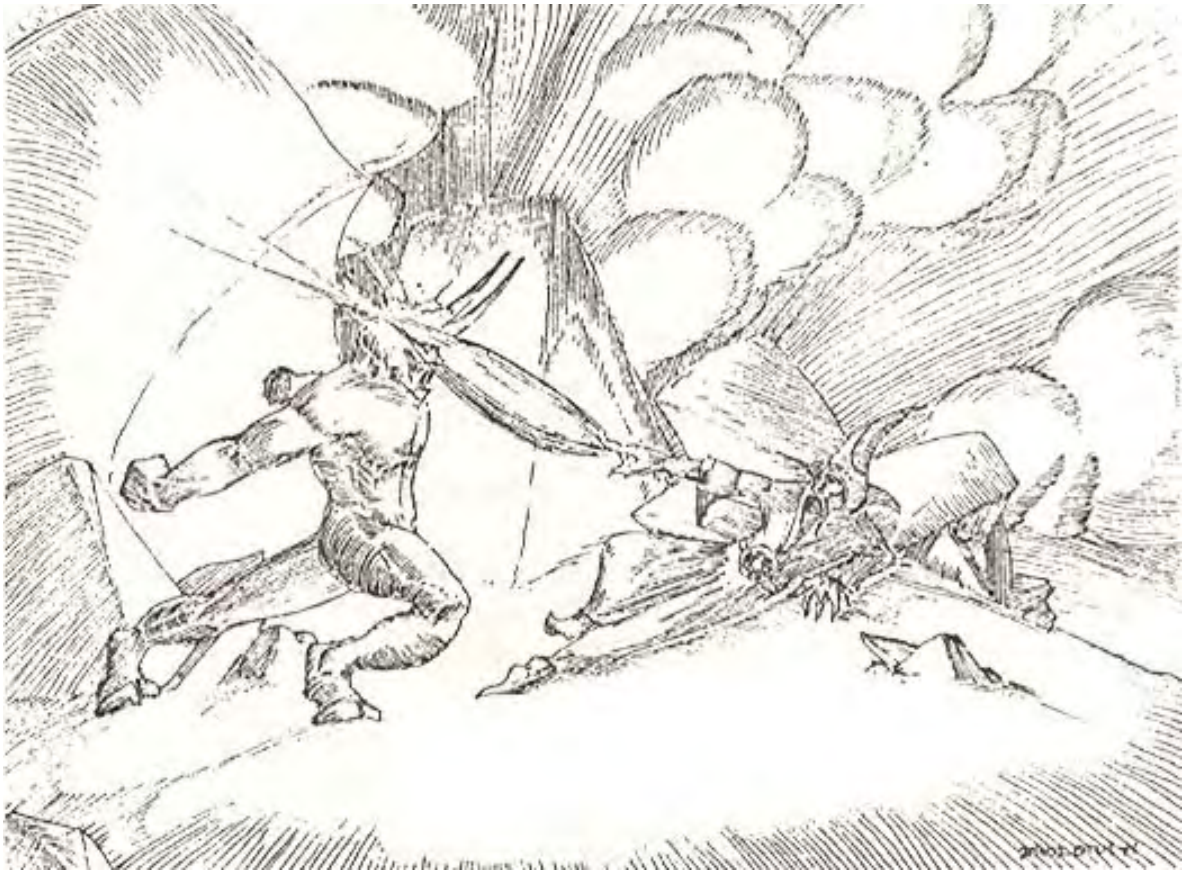
*2 – The "horse" part of the body is always d3 points stronger than the "human" part.

*3 – The Agility refers to "in water" ability; on land it is halved.

*4 – The Agility refers to "in air" ability; landed it is halved.

CHARACTER SAVING ROLLS

CHARACTER SAVING ROLL CHART BY RACE	From Arduin Grimoire I (Page 35)
CHARACTER SAVING ROLL CHART BY CLASS	From Arduin Grimoire I (Page 34)
CHARACTER TYPE SAVING THROW LIST	From Arduin Grimoire II (Page 23)
SAVING ROLL CHART FOR ALL STONING OF THE GLANCE OR GAZE VARIETY	From Arduin Grimoire II (Page 78)



Character Saving Roll Chart By Race

Character Type	Dragon Breath	Psychic Attack	Polymorph	Disintegrate	Stoning	Paralysis	Poison, Venom, Or Acid	Spoken Spells	Rods Or Wands	Staffs	All Else
Elf (male)	11	14	14	16	10	15	10	13	11	12	14
Elf (female)	12	13	15	16	10	16	11	13	11	12	15
Half Elf (male)	13	14	16	16	12	16	12	14	12	13	16
Half Elf (female)	15	13	16	15	14	15	14	15	13	14	15
Amazon	15	18	15	17	12	13	14	16	14	15	14
Dwarf	18	15	13	13	12	12	11	15	13	14	12
Gnome	17	14	14	14	13	13	12	15	13	14	13
Hobbit	17	12	16	15	15	15	14	17	15	16	14
Centaur	15	16	13	15	14	15	13	15	13	14	13
Phraint	14	13	15	17	16	15	10	19	17	18	15
Saurig	13	18	17	16	15	14	15	16	14	15	15
Half Orc	18	15	17	17	14	15	12	16	15	14	14
Orc	17	19	15	16	13	14	10	18	17	16	13
Uruk Hai	16	17	14	15	12	13	9	17	16	15	13
Ogres and Lesser Giants	15	18	13	17	13	18	12	16	14	15	12
Greater Giants	14	17	12	16	12	17	11	15	13	14	11
Titans	13	13	14	15	11	14	13	14	12	13	12

CHARACTER SAVING ROLL CHART BY RACE (CONTINUED)

CHARACTER TYPE	DRAGON BREATH	PSYCHIC ATTACK	POLYMORPH	DISINTEGRATE	STONING	PARALYSIS	POISON, VENOM, OR ACID	SPOKEN SPELLS	RODS OR WANDS	STAFFS	ALL ELSE
Lesser Undead	13	17	N/E	18	X *	X *	N/E	17	15	16	14
Greater Undead	12	16	N/E	16	X *	X *	N/E	15	13	14	12
Dragons	9	16	10	11	9	10	10	13	11	12	9
Dragon Kind	10	17	12	12	10	11	11	14	12	13	10
Balrogs	10	18	13	10	12	12	12	16	14	15	12
Lesser Demons	9	13	11	11	9	9	9	16	14	15	12
Greater Demons	8	12	10	10	8	8	8	15	13	14	7
Demi-Gods	7	11	9	9	7	7	7	14	13	12	6
Lesser Slimes and Oozes	20	N/E	15	18	X	X	10	19	17	18	15
Greater Slimes and Oozes	18	N/E	13	16	X	X	8	17	16	17	14
Avians	18	18	15	16	15	16	19	18	16	17	16
Mammals	17	17	16	17	16	15	15	17	15	14	14
Insects	16	19	14	18	15	14	10	19	17	18	15
Piscoids	12	17	17	15	13	13	18	16	14	15	14

X – These attacks automatically slow them with 75% success

* – except skeletons, zombies, and ghouls, which need 18 versus Acid

N/E – means No Effect

Character Saving Roll Chart By Class

Character Type	Dragon Breath	Psychic Attack	Polymorph	Disintegrate	Stoning	Paralysis	Poison, Venom, Or Acid	Spoken Spells	Rods Or Wands	Staffs	All Else
Mage	16	17	10	16	16	15	15	13	11	12	18
Illusionist	17	14	12	16	15	16	15	15	13	14	18
Rune Weaver	15	15	11	15	14	14	15	14	12	13	16
Singer/Bard	16	16	15	14	16	15	14	14	15	16	14
Druid	14	14	13	15	13	12	11	15	13	14	15
Medicine Man	14	14	15	15	12	13	11	15	14	15	14
Psychic	17	12	16	16	18	16	16	17	15	16	18
Trader	15	14	14	18	16	14	13	16	15	16	14
Modern Soldier	16	14	14	16	15	14	12	17	15	16	15
Barbarian	14	19	14	16	13	12	12	18	16	17	13
Warrior	15	15	13	16	14	13	12	16	14	15	14
Slaver	15	17	15	17	15	14	13	17	15	16	15
Paladin	15	14	14	16	13	13	16	15	13	14	14
Ranger	13	16	13	16	12	13	11	17	15	16	14

CHARACTER SAVING ROLL CHART BY CLASS (CONTINUED)

CHARACTER TYPE	DRAGON BREATH	PSYCHIC ATTACK	POLYMORPH	DISINTEGRATE	STONING	PARALYSIS	POISON, VENOM, OR ACID	SPOKEN SPELLS	RODS OR WANDS	STAFFS	ALL ELSE
Cleric	13	18	16	14	14	14	14	15	13	14	16
Saint	12	19	15	13	13	13	18	14	12	13	17
Witch Hunter	15	14	14	14	14	12	13	16	14	15	14
Monk	16	16	13	14	15	12	12	16	15	16	13
Martial Artists	15	15	14	15	16	11	14	17	15	16	12
Techno	15	14	17	16	15	16	17	20	18	19	18
All Outlaws	14	16	13	16	15	13	11	17	15	16	13
Assassin	17	13	16	17	13	15	10	16	14	15	15
Thief	17	15	14	16	16	14	13	15	13	14	15
Alchemist	18	16	13	17	13	13	9	18	16	17	18
Courtesan	20	15	17	18	17	16	17	20	18	19	18
Normal	16	18	16	17	16	15	16	18	17	18	17

Special Note: The numbers shown are the base numbers for 1st level types. For every 3 experience levels gained, deduct -1 from the base number (3rd level is -1, 9th level is -3, etc.). Die rolls are made on 2d10. Race, as opposed to Class, always takes precedence; an Elven Mage rolls under the Elf row (see ***Character Saving Roll Chart By Race*** for specific Race data).

Character Type Saving Throw List

Character Type	Dragon Breath	Psychic Attack	Polymorph	Disintegrate	Stoning	Paralyze	Poison, Venom, or Acid	Spoken Spells	Rods, Wands	Staffs	All Not Covered
Phraint	10	11	13	18	11	17	9	15	13	14	12
Saurig	9	16	12	12	10	14	10	16	14	15	11
Deodanth	10	10	11	15	16	13	13	13	11	12	12
Kobbitt	15	141	14	14	13	15	12	18	16	17	14
Thaelastra	17	12	16	15	16	10	16	17	15	16	15
Centaur	12	14	12	13	13	15	17	12	10	11	13
Merman	15	15	11	141	14	12	12	14	12	13	14
Mermaid	16	14	11	14	14	12	13	14	12	13	14
Hawkman	17	15	13	14	15	15	14	13	11	12	13
Haggorym	16	18	14	14	12	12	11	16	14	15	12
Cave Man	17	181	15	15	13	13	12	15	13	14	13
Brownie	18	18	9	12	9	9	15	11	9	10	10
Khorb	15	151	13	14	12	12	12	14	12	13	13
Argalanthi	12	12	12	16	13	16	10	15	13	14	12
Octorilla	15	18	12	15	14	14	14	16	14	15	13
Gargoyle	12	18	13	14	10	12	13	17	15	16	12
Throon	17	16	15	14	12	13	15	15	13	14	13
Knoblin	18	17	10	16	15	14	13	16	14	13	14
Wolf	18	18	17	17	16	16	15	16	14	15	14
Warg	17	17	18	16	17	15	14	15	13	14	13
Lion/Tiger	17	17	17	16	15	15	15	15	13	14	13
Gnorc	16	15	15	16	15	12	13	14	12	13	13
Nixie	17	18	12	15	12	11	15	11	9	10	15
Pixie	18	17	12	15	12	10	16	11	9	10	15

Remember, this is just a base from which to work. For every 3 levels of experience a character is, subtract -1 from the necessary saving throw. This list supplements the preceding lists (***Character Saving Roll Chart By Class*** and ***Character Saving Roll Chart By Race***) and vice versa.

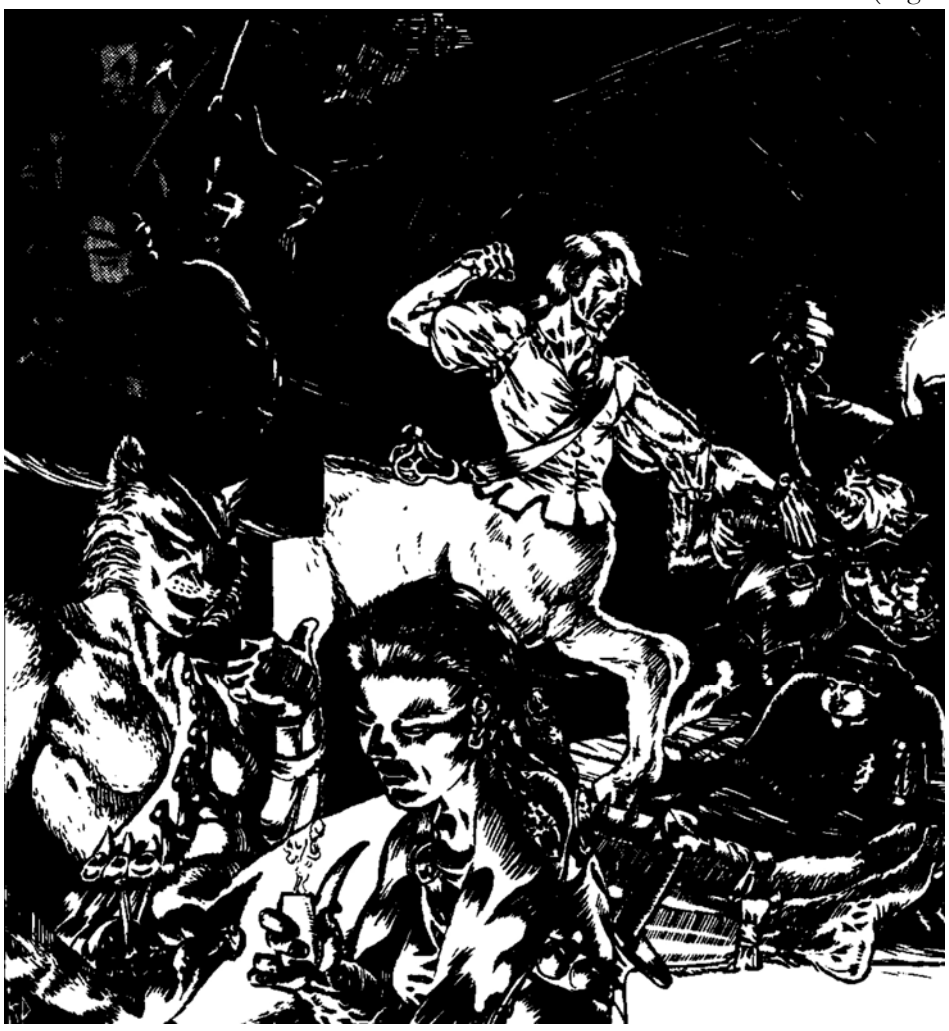
SAVING ROLL CHART FOR ALL STONING OF THE GLANCE OR GAZE VARIETY

LEVEL	1' – 10'	11' – 20'	21' – 30'	31' – 40'	41' – 50'	51' – 60'	61' – 80'	81' – 100'	101'+
1 – 3	20	19	18	17	16	15	14	13	12
4 – 6	19	18	17	16	15	14	13	12	11
7 – 9	18	17	16	15	14	13	12	11	10
10 – 12	16	15	14	13	12	11	10	9	8
13 – 15	14	13	12	11	10	9	8	7	6
16 – 18	12	11	10	9	8	7	6	6	4
19 – 21	10	9	8	7	6	5	4	3	2
22 – 24	9	8	7	6	5	4	3	2	–
25 – 27	8	7	6	5	4	3	2	–	–
28 – 30	7	6	5	4	3	2	–	–	–
31+	6	5	4	3	2	–	–	–	–

This chart is to determine if a person has been "looked upon" by a creature that turns flesh to stone with a glance or gaze. The d20 is rolled, and a failure to match or exceed the number indicated by the character's level versus the distance from the monster means that he/she MUST make the saving roll versus being "stoned" as it were. If it is a surprise situation, with the monster jumping out at the party, then add +2 to the indicated die roll. On the other hand, if the party is aware of the creature before attempting to confront it, then subtract -2 from the indicated die roll.

Class Errata And Resources

Special Errata Notice	From Arduin Grimoire II (Page 73)
Clerical Spells, Healing, Regenerating, And Such Like	From Arduin Grimoire II (Pages 53 – 54)
Black Clerics	From Arduin Grimoire II (Page 68)
Special Note On Thieves And Thievery	From Arduin Grimoire II (Pages 12 – 13)
Reworking The Clerical Curing And Healing System	From Arduin Grimoire III (Page 24)
Techno Magik	From Arduin Grimoire III (Page 47)



SPECIAL ERRATA NOTICE

The ***Experience Level Chart*** in the ***David Hargrave's Words Of Wisdom*** master section shows a "Monk" column. This should be changed to read: Martial Artist. By using the generalized information available herein, and plugging in any extra special items you yourself desire, any kind of Martial Artist can be fairly and accurately run.

CLERICAL SPELLS, HEALING, REGENERATING, AND SUCH LIKE

1. All spells that heal take 1 minute per 1 point of damage to fully heal.
2. Devices and other outside agencies that cause regeneration heal at a rate of 3 points per minute (troll like), 6 points per minute (vampire like), or 1 point per minute for all others not specifically stated otherwise.
3. "Natural" healing carries on regardless of the situation; however, spell or device healing requires that the person being healed be resting and motionless during the entire healing process. However, with worn devices (i.e., rings, bracers, etc.), a wearer will heal at half the listed rate if he does not rest and stay still, as it is the device working and not himself.
4. Clerics and the like do have to memorize specific spells just as Mages do!!
5. A person may heal only the number of points equivalent to his Constitution multiplied by his level each day. That means he himself is repairing damage to his own body by whatever means.
6. Anything that requires a "ritual" takes 1 minute per level to complete, less 1 minute per 3 levels of experience the Cleric has.
7. Clerics may wield any weapon consistent with their religion (i.e., a priest of Athena would probably use spear and shield, or a priest of Dagon would use a trident and net, etc.).
8. Clerics may also wear any armor consistent with their religion (i.e., a priest of Thor would probably wear chainmail and carry a shield, but a priest of Bacchus would probably only be wearing leaves and homespun wool)! You must be what your religion dictates.
9. Clerics will heal those of their own religion 100% of the time (see the below chart for other circumstances).

CLERICAL REACTION CHART FOR HEALING AND RAISING DEAD

CONDITION	REACTION
Cleric's Level	+1 chance per each 3 levels of Cleric
Same Faith	+3 for the same, +2 for the same Pantheon, +1 for something similar in type
(Close To) Own Type	+3 for other Clerics, +2 for all religious types, +1 for all that are given slightly related to
Same Race	+3 for all of the same race, +2 for similar or related races, +1 for any even remotely related
Same Nationality	+3 for all from the same country, +2 for allies of one's country, +1 for all those not at war with one's country
Money Paid (for raise dead only)	+1 per each 1,000 GS over 1,000 GS per level of the Cleric (e.g., a 6th level Cleric would need a minimum of 7,000 GS to get a +1)

NOTES AND VARIANCES

1. Add +1 if alignments are the same, but take -1 away for each alignment differential (e.g., +1 for a True Lawful vis-à-vis a True Lawful, but -1 for a True Lawful vis-à-vis a Marginally Lawful type).
2. If the Cleric is Good and the wounded person is Evil (or vice versa), subtract -3. If the wounded person is Neutral and the Cleric is Good, subtract -2. If both are Good (or Evil), add +1.
3. An Evil or Amoral Cleric will require 50% more money paid for the "plusses".
4. Add +6 if the wounded person is willing to convert to the healing Cleric's religion. However, if the healed person then reneges, all further heals will be at a -10 chance!
5. Add +2 if the hurt person has ever, himself, saved the Cleric's life.
6. Minimum "pay" is 50 GS for light wounds, 100 for heavy wounds, 500 for cures, etc.

CHANCE ROLL CHART FOR CLERICAL HEALING AND RAISING DEAD

DIE ROLL (D20)	RESULTS
1 – 3	Absolutely refuses, with no chance of changing his mind.
4 – 6	Refuses, but may be persuaded with double pay (one re-roll try).
7 – 9	Will do it if paid (one re-roll try), but reluctantly this once.
10 – 12	Will do it if paid (two re-roll tries), maybe once more.
13 – 15	Will do it if paid, every time.
16 – 19	Will do it free, of course!
20	Will only do it if person swears to convert!

Simply figure all plusses and minuses, then roll, adding or subtracting as indicated, for the results.

BLACK CLERICS

A "Black Cleric", or "Anti Cleric", can heal, raise the dead, and do all the other things that the other, less evil, clerical types can do. They simply are able to pervert (in a good Cleric's eyes) those same powers to hurtful and bad ends, if they desire. After all, who do you think it is that heals and repairs all those wounded Orcs that managed to get away from your last expedition anyway? You can bet it wasn't the good fairy!

SPECIAL NOTE ON THIEVES AND THIEVERY

Thieves in fantasy role-playing games are a unique and challenging character type to play, especially successfully. Here are a few helpful hints that may make it easier.

To begin with, a Thief should NEVER be put into a strictly combat only situation unless there is absolutely no help for it. Thieves are NOT fighters, and cannot hold their own in combat situations. A Thief's job is to open locked doors, treasure chests, and other locked enclosures, and to deactivate any and all mechanical traps that may be defending them. They are occasionally used to sneak into various areas to try to steal some very portable treasure, magik or otherwise, if it is felt that direct assault is unfeasible.

Most of all, they are a character type that allows the game player to have a full range of abilities and possibilities not confined to the more traditional Mage, Cleric, or Fighter type. Just remember to play them as Thieves and nothing else, and all will be well.

CHART FOR TRAP ACTIVATION

LEVEL OF TRAP	% CHANCE OF		
	ACTIVATION	DELAYED ACTIVATION	RESET
1st	25%	5%	1%
2nd	30%	10%	4%
3rd	35%	15%	7%
4th	40%	20%	10%
5th	455	25%	15%
6th	50%	28%	20%
7th	55%	31%	25%
8th	60%	34%	28%
9th	65%	37%	31%
10th	70%	40%	34%
11th	72%	42%	37%
12th	74%	44%	40%
13th	76%	46%	43%
14th	78%	48%	46%
15th	80%	50%	49%
16th	82%	52%	52%
17th	85%	56%	55%
18th	90%	58%	58%
19th	95%	60%	61%
20th	99%	65%	65%

The level of the trap indicates its sophistication, deadliness, and difficulty in being disarmed. A simple 1st level trap may be a spring loaded sword blade that zips out to stab the lock opener. A simple 3rd level trap would probably be a spring loaded poison coated steel needle that pops out to prick the finger of the Thief. A good 7th or 8th level trap might be a fragile glass vial of deadly poison gas inside the lock that a carelessly used lock pick could shatter, thus slaying the holder. The level of the trap is determined by the DM, but a good general idea would be a 5th level trap on the 5th level of a dungeon, and so on.

The ***% Activation Chance*** refers to the chance a Thief has of tripping the trap when he is trying to deactivate it. A trap always goes off when the lock, etc., that it guards is opened. Also remember that if the Thief successfully deactivates the trap, this table is ignored.

The ***% Delayed Activation Chance*** is rolled for by the DM, when the trap fails to go off on the percentile chance while someone is trying to deactivate it. The delay is d20 seconds.

The ***% Reset Chance*** is always rolled for by the DM after a trap goes off, to determine if it has rearmed itself automatically. If it does rearm itself, then it must be deactivated or fired all over again. This step is repeated as often as necessary or until the trap has been deactivated.

SPECIAL NOTE

For every level that a Thief is over the level of the trap that he is trying to deactivate, or over the lock he is trying to open, he gets a bonus of +5%. There is no penalty for the trap or lock being of a level over the Thief.

THIEVING AND RELATED ABILITIES CHART

This chart shows the base percent chance for success that Thieves and other related types have of doing what they do best: STEAL!

LEVEL	CLIMB	HIDE	STEAL	LOCKPICK	DEACTIVATE	CON	PICKPOCKET	LIE
1st	5%	10%	5%	5%	3%	7%	7%	10%
2nd	8%	15%	7%	8%	5%	9%	9%	15%
3rd	11%	20%	9%	11%	7%	11%	11%	20%
4th	15%	25%	12%	15%	10%	15%	15%	25%
5th	20%	30%	15%	20%	15%	20%	20%	30%
6th	25%	33%	20%	45%	20%	25%	25%	33%
7th	30%	36%	25%	30%	25%	30%	30%	36%
8th	33%	39%	30%	33%	30%	33%	33%	39%
9th	36%	42%	33%	36%	33%	36%	36%	42%
10th	39%	45%	36%	39%	36%	39%	39%	45%
12th	42%	50%	39%	42%	39%	42%	42%	50%
14th	45%	52%	42%	45%	42%	45%	45%	52%
16th	50%	54%	45%	50%	45%	50%	50%	54%
18th	52%	56%	50%	52%	50%	52%	52%	56%
20th	54%	58%	52%	54%	52%	54%	54%	58%
25th	56%	60%	54%	56%	54%	56%	56%	60%
30th	58%	64%	56%	58%	56%	58%	58%	64%
40th	60%	68%	58%	60%	58%	60%	60%	68%
50th	64%	75%	60%	64%	60%	64%	64%	75%
75th	68%	80%	64%	68%	64%	68%	68%	80%
100th	75%	85%	68%	75%	68%	75%	75%	85%

These are the maximums allowed for each category subject to the modifiers listed below.

- CLIMB means the percent chance of not falling while in a non-supported situation.
- HIDE means the percent chance of not being seen in shadow, night, or similar situations.
- STEAL means the percent chance of not getting caught while taking a visible object.
- LOCKPICK means the percent chance of opening locked enclosures, etc., successfully.
- DEACTIVATE means the percent chance of disarming successfully any lock associated trap.
- CON is the percent chance of successfully bilking intelligent beings out of their own possessions through conversation and fakery.
- PICKPOCKET means the percent chance of stealing successfully objects directly off people.
- LIE is the percent chance of successfully talking your way out of any situation in which you have been caught stealing, etc.

SPECIAL CHARACTER TYPE ADDITIONAL ABILITIES

1. Elves get +20% to HIDE, +10% to LIE, and +5% to CON over the normal base.
2. Hobbitts get +20% to STEAL, +10% to CON, and +5% to PICKPOCKET over the normal base.
3. Kobbitts get +20% to LOCKPICK, +10% to PICKPOCKET, and +5% to CLIMB over the normal base.
4. Dwarves get +20% to DEACTIVATE, +10% to LOCKPICK, and +5% to CLIMB over the normal base.
5. Half Elves get +10% to HIDE and +5% to CON over the normal base.
6. Humans get +10% to LIE and +5% to CON over the normal base.

REWORKING THE CLERICAL CURING AND HEALING SYSTEM

The way clerical healing and curing has been done in the past has left much to be desired. For example: why is it that a tenth level character requires several Heal Lesser Wounds rituals to fix up the same proportional damage that a first level character needs only one lesser heal to fix? The disparity gets greater the higher in experience that a character gets.

Therefore, in Arduin, the healing works as outlined below:

- Heal Lesser Wounds will heal up to 25% of a character's own hit points.
- Heal Wounds of the More Serious Sort will heal up to 50%, as above.
- Heal Grievous Wounds will heal up to 75%, as above.
- Heal Critical Wounds will heal up to 100%, as above.

Remember that the quoted percentages are for each individual character's own hit points. This is to insure a fair proportional healing of different characters regardless of level or hit point size.

TECHNO MAGIK

Technology truly has its place within the confines of fantasy game play, so long as it is always subservient to the basic concept of play: fantasy.

In Arduin, most people think of Technos as just another branch of magik user, like Rune Weavers or Illusionists. Their frequent comment about some machine or artifact they can't fathom is: "oh, don't worry, it's just Techno magik!"

A laser pistol is so totally un-understandable to a medieval type personality, that it is as close to real magik as to be the same for all practical purposes as far as he's concerned. To him, it would simply be a strangely shaped fire lance wand.

Also, the Technos themselves so jealously guard their knowledge, that even if their books and blueprints were discovered, they would simply appear as magikal runes to the uneducated (in technology).

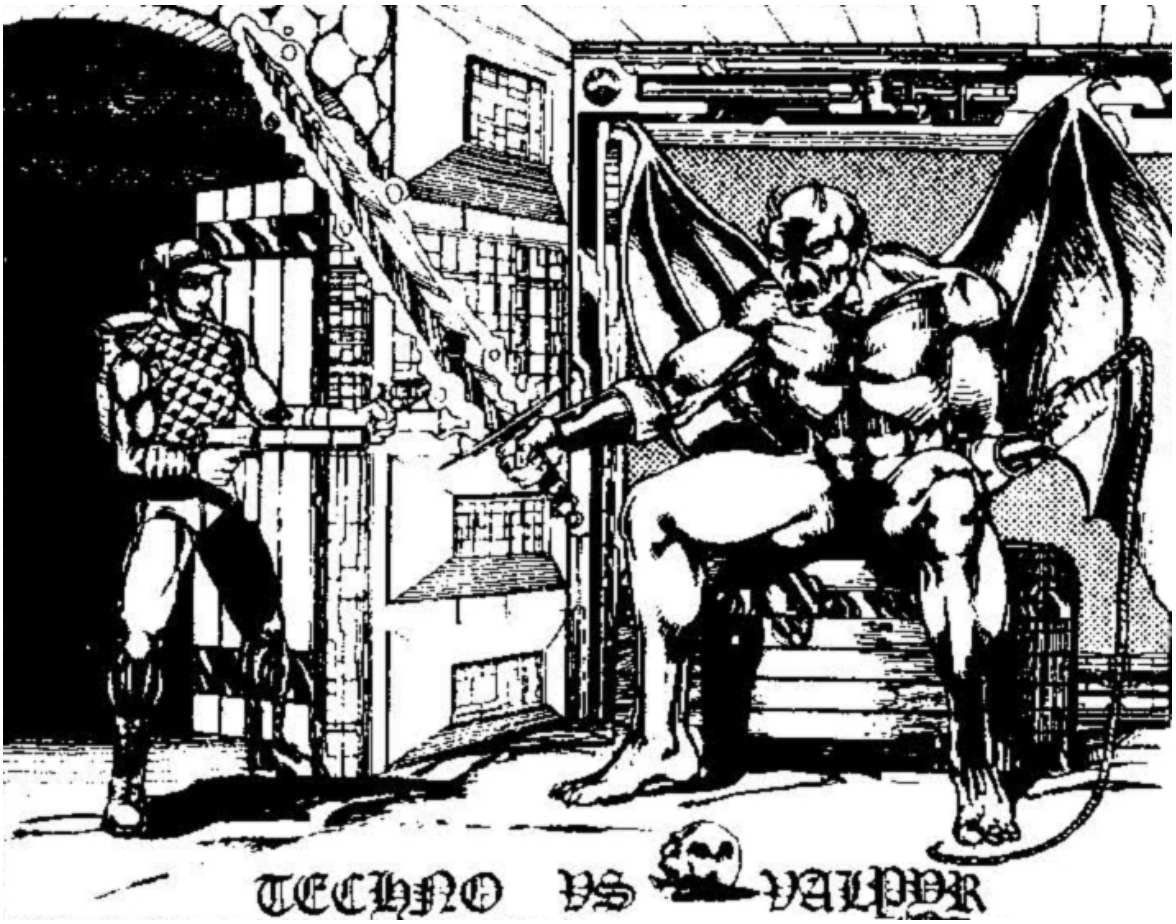
Technological items can play wonderfully scary and/or funny roles in adventures. I'll never forget the Barbarian caught in a revolving glass door screaming "it's trying to eat me" as he smashed his way out of it with his battle axe! Another is the Dwarf with a flashlight who, having once observed a laser in action, always attacked with that first (usually getting pretty badly mauled in return), and continuing to believe that "there's gotta be sumthin' it'll kill, I just gotta find out what". He never did though, and eventually the batteries died.

I could tell you the story about the high level Mage, the flush toilet, and his lightning bolt wand, but I think you get the idea.

Technology is only as playable as the DM lets it be, but if common sense is used, it is a useful adjunct to fantasy gaming, and should be utilized. Try it!

THE MULTIVERSE

THE MULTIVERSE	From Arduin Grimoire II (Page 92)
GUILDS AND SOCIETIES OF THE ARDUINIAN CYCLE	From Arduin Grimoire II (Page 84)
RANK AND ROYALTY CHART	From Arduin Grimoire II (Page 87)
PRINCIPLE WILD TRIBES OF THE ARDUINIAN NEXUS	From Arduin Grimoire III (Pages 91 – 92)

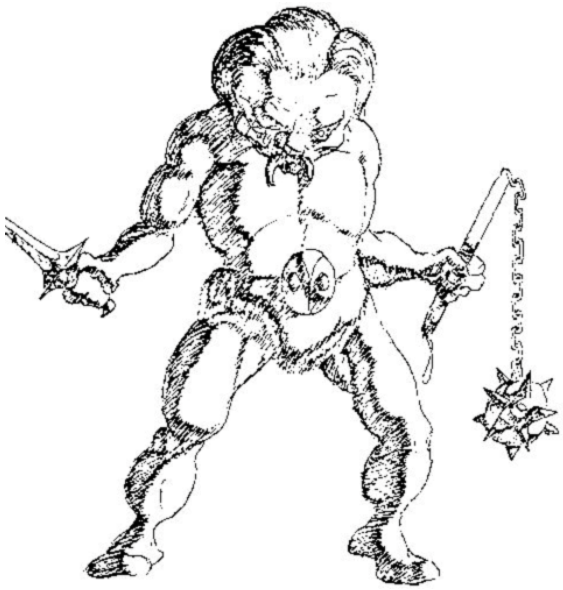


THE MULTIVERSE

Now there's a word full of meaning. In this case, it refers to the 4,000 or so paralleled universes discovered in those 1,211 years. Universes that are all variants of one another, but reflecting nearly infinite diversity. Dead worlds, jungle worlds, worlds of monsters, and worlds of light and reason – all impinging on the nexus. What with the crossovers and intermixing, Arduin is a wild and wooly place to live.

Although Arduin is only 200 by 170 miles, it contains five major walled cities and a myriad of small towns and hamlets, as well as a series of semi-fortified inns on the main roads. There are 13 dungeons or caverns, seven of which have so far been discovered with five visited regularly. I have averaged close to three runs a week for several years now. Several players have also opted to accept the responsibility of running a country on my world, with all the attendant mapping, dungeons, etc. Bill Voorhees' Tharkhala, with its nasty Durfang caverns high in the mountains and reachable only by traversing Breakheart Pass, is one. The Rainbow Isles, Rothan (which has since disappeared off the world), the Kozangi Dales, and Ozrhaen, run by Brad Thom, Andy Rodriguez, Charley Parker, and Peter Savoy respectively, are others. So we have not only Arduin and the continent, but other full nations that are in play in a campaign that nearly defies description. The politics are fantastically overlapping and great fun! It is a true campaign game of worldwide proportions.

Our world is highly structured, with Guilds, Societies, and the like having great say in the day-to-day affairs of specialized types (Thieves, Assassins, Traders, etc.), and we have an entire set of written and historically researched laws that keep utter chaos at arm's length. This doesn't mean that players can't act as they please. Quite the contrary seems to be the rule, and the consequences are usually most interesting and exciting. Our players brave overland expeditions for the right to explore each other's countries (or long sea voyages). Having a half dozen wildly varying DM's in control of their own mini-worlds within the rather loose confines of my larger world makes for very interesting variations on my basic rules, keeping us all guessing as to how a particular spell will work from one country to the next. The people who gate into my world onto the Plateau of Forever from their other universes all have the right to run their people, magik, etc., according to the rules of their own particular worlds (the exception being how a few of their spells or devices work). However, if they stay more than a few days, they begin to be affected by the laws of my world, and slowly become working parts of our laws and rules. This allows them to "feel" out my world and acclimate to it. If they leave before the changeover is complete, they will slowly reverse the process in their own world until they are as they were before they left it.



GUILDS AND SOCIETIES OF THE ARDUINIAN CYCLE

GENERAL ALIGNMENT	NAME OF DESIGNATION	BASIC GUIDELINE OR TENET
Neutral	Thieves' Guild	Honor Among Thieves
Neutral	Assassin's Guild	Impartial Death
Lawful	Merchant's Guild *	Profits And Fairness
Neutral	Slaver's Guild	The Strong Prevail
Lawful	Seafarers' Guild	Ever Seeking
Neutral	College of Mages	The Pentagram And The Power
Lawful	College of Sages	Knowledge Above All
Lawful	College of Clerics	Know Thy Gods
Lawful	Techno's League	Science Is Truth
Chaotic	Black Lotus Society	To Rule Alternity
Neutral	Brotherhood of the Hammer (Dwarven)	To Build, To Forge, To Be Free
Chaotic	Society of the Silmarilli (Elven)	Time Ago, Time Again
Neutral	The 13 Cycles of the Monastic Mysteries	Each To His Own Self
Chaotic	The Red Shiva Society	Red Death To All
Chaotic	The Society of the Hands of Hell	To Grip The Universe
Chaotic	Society of the Red Lily	Take It, Hold It
Neutral	Society of the Singing Star (Half Elven)	Ever Improving
Neutral	The Black Legion	Honor, Unity, Supremacy
Neutral	Brotherhood of the Iron Spider	Terror, Fear, Death
Neutral	The Foxfire Confederacy	Infinity, Power, Life
Lawful	The Starfire Conspiracy	Star Power And Truth
Chaotic	The Serpents of Set	The Dark Circle
Chaotic	Children of the Dark	Chaos! Chaos! Chaos!
Chaotic	Orcas (Orcs)	Shield Mates, Sword Brothers
Neutral	Warriors of the Web	One Web, One Rule
Neutral	The Chosen Ones	To Rule Alternity
Neutral	Sons of the Scorpion	Born To Rule
Lawful	The Silver Circle	The Bright Circle
Chaotic	The Taroteers	Puppeteers, Taroteers, Infinity
Neutral	The Mobius Conspiracy	Alternity Now

* – This includes all of the separate "Trade Guilds" (e.g., Coppersmiths' Guild, Drayage Guild, and so on).

RANK AND ROYALTY CHART

(Remember, these are general guidelines.)

RANK		TITLE	MONTHLY PAY Δ	LAND HOLDINGS	SPECIAL COLOR	SIGIL OR EMBLEM
True Royalty	1st	Emperor	1,500 GS	150,000+ acres	Purple	Rayed Sun
	2nd	King	750 GS	100,000+ acres	Royal Blue	Dragon
	3rd	Archduke	500 GS	72,500+ acres	Scarlet	Wyvern
	4th	Duke	350 GS	50,000 acres	Kelly Green	Griffon
	5th	Baron	275 GS	37,000 acres	Grey-Blue	Hippogryf
	6th	Baronet *	225 GS	25,000 acres	Light Green	Manticore
	7th	Marquis	175 GS	17,500 acres	Yellow	Chimera
	8th	Viscount	135 GS	12,500 acres	Pale Orange-Tan	Gorgon
	9th	Count	100 GS	7,500 acres	Aquamarine	Roc
	10th	Siege Lord *	75 GS	5,000 acres	Cyan	Winged Serpent
Noble but not Royalty	1st	Lord	100 GS	3,750 acres	none	varies
	2nd	Governor	80 GS	3,000 acres	none	varies
	3rd	Mayor (city)	72.5 GS	2,500 acres	none	varies
	4th	Burgher (town)	60 GS	1,500 acres	none	varies
	5th	Esquire (village)	45 GS	1,000 acres	none	varies
	6th	Squire (large landholder)	37.5 GS	varies	none	varies
	7th	Guild Master	32.5 GS	varies	none	varies
	8th	High Sage	25 GS	varies	Saffron	varies
	9th	Knight Errant **	18 GS	usually none	Black	varies
	10th	Knight **	15 GS	usually none	Black And White	varies
Military Ranks	1st	General	80 GS †	1,500 acres ♦	Orichalcum	Rose
	2nd	Commander	30 GS	1,000 acres ♦	Adamantine	Solid Diamond
	3rd	Captain	18 GS	500 acres♦	Mithril	Circle Trigon
	4th	Lieutenant	12 GS	250 acres ♦	Platinum	Triangle
	5th	Sergeant	9 GS	100 acres ♦	Gold	Square
	6th	Corporal	7.5 GS	35 acres ♦	Electrum	Cross In Circle
	7th	Lance Corporal	6 GS	10 acres ♦	Silver	Circle
	8th	Soldier	5 GS	1.5 acres ♦	Bronze	X
	9th	Militiaman (Town Watch)	3 GS	1 acres ♦	Copper	none
	10th	Recruit	1.5 GS	none	Iron	none

* – Indicate ranks bestowed for service to those not of royal or "high" blood.

** – These two are of ambiguous level (usually landless sons of lesser noble birth).

† – Plus 1 sovereign per each 5 years of service.

♦ – These are end-of-service payoffs (30 years).

Δ – Plus percentage of the booty, depending on rank.

PRINCIPLE WILD TRIBES OF THE ARDUINIAN NEXUS

RACIAL STOCK	TRIBAL NAME	FANTASTIC OR "TRUE EARTH" EQUIVALENCY (APPROXIMATE)	PRIMARY LOCATION	APPROXIMATE MAXIMUM FIGHTING FORCE AVAILABLE TO FIGHT
mixed Caucasian	The Blue Barbarians	The Franks	N of Ghorfar to coast	50,000
Asiatic	The Tuchukk Horde	The Huns	NE of Azelkha but W of "Orn Country"	65,000
Aryan	The Saka's	The Parthians	N of Saast, W of Azelkha, S of The Picts	30,000
Eurasian	The Mingol	The Mongols	N of Bossalia, W of Rherekk	50, 000
Caucasian Celtic	The Picts	R.E. Howard's Picts	N between Bossalia and Azelkha	80,000
Mixed Caucasian	Men of Rhun	Tolkien's "Rhuai"	N of the Great Grass of Forever, E of the Tuchukks	15,000
Hawkmen	The Hawkmen	none – Medieval	N of the Great Green Wall, S of Vingalon	10,000
Hobbitts	The Dart People (Wild Hobbitts)	live like Bantu Pygmies	E of Azelkha (close)	10,000
Insect	The Phraints	as on "Gor"	N edge of the Great Sand Sea into the Great Grass Sea	12,500
Half (and Third) Elves	The Exiles	none – Neolithic	The Contested Lands	13,500
Nordic Caucasian	The Talar Men	Vikings	isles of the Silver Sea and its coast	15,000
Throon	The Roo-Anai Tribes	none – Bronze Age	the Mountains of Madness	8,000
mixed Lycanthropes	The Changelings	none – Bronze Age	the Gibbering Mountain	5,650
large, otter like beings	The Snow Fiends	none – Neolithic	the White Wilderness	28,000
Haggorym	The Eaters Of Men	like insane Neanderthals	the Haggorym Lands	49,750
Orcs	each tribe has its own "name"	Tolkien's Orc Tribes	the Orc Wilds	56,500

PRINCIPLE WILD TRIBES OF THE ARDUINIAN NEXUS (CONTINUED)

RACIAL STOCK	TRIBAL NAME	FANTASTIC OR "TRUE EARTH" EQUIVALENCY (APPROXIMATE)	PRIMARY LOCATION	APPROXIMATE MAXIMUM FIGHTING FORCE AVAILABLE TO FIGHT
Caucasian Latin	The Panthex Corsairs	Latin (Italian) Pirates	small islands in the Dragon Sea	9,500
mixed, but usually Semitic	The Taragalan Freebooters	Illyrian Pirates	small isles in the Cerulean Sea	9,800
as above, but usually Aryan or Aryan/Asian	The Shing Privateers	Malay Pirates	small isles in the Rainbow Sea	10,500
Dwarves	The Stone Makers	Neolithic Tolkien Dwarves	the Agorian Mountains	11,650
Asiatic	The Ralabar Tribes	though Asiatic – culturally they are the Gauls	the Margaat Mountains	39,500
mixed Caucasian	The Borangé Tribes	The Iberians	the Chaladoth Mountains	27,650
mixed Caucasian	The Dragon Masters	none – medieval and technological	Dragon Valley	9,500
Caucasian Germanic	The Agamman Horde	The Germanians	The Pylomere Mountains	36,500
mixed Semitic and Negroid	The Styrii	Nubians/Berbers	the southern unexplored areas (W and S)	58,000
Negroid	The Champa's	Zulu's	as above but centrally located	25,000
Saurigs	The Ssithiri	None - Neolithic	as above but centrally located	25,000
mixed Caucasian	The Brachae Peoples	The Dacians	as above but in The Interior Mounts (central)	40,000
mixed Amerindian	The Windri Tribes	Amerindians	as above but on the south coastal areas	35,000

N = North S = South E = East W = West NE = Northeast

MONEY AND VALUABLES

VALUE CHART FOR COINAGE	From Arduin Grimoire II (Page 43)
PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES	From Arduin Grimoire II (Pages 44 – 46)
PRICE EXAMPLES FOR THE ARDUINIAN UNIVERSE	From Arduin Grimoire II (Page 41)
WERGILD	From Arduin Grimoire II (Page 75)

VALUE CHART FOR COINAGE

COMPOSITION	SHAPE	NAME	VALUE	NOTES AND PURCHASE POWER
copper	round	Minum	1% Silver Penny	The price of a small bread loaf.
copper	round	Ha'penny	10% Silver Penny	The common man's daily coin.
copper	round	Penny	20% / Silver Penny	Will buy enough food for one meal.
silver	round	Silver Penny	10% / Gold Sovereign	A night's food and lodging.
silver	round	Buckler	12.5% Gold Sovereign	Called "the sailor's coin".
silver	triangle	Heater	33.3% Gold Sovereign	Palmist's or seer's cost for advice.
silver	round	Round	50% Gold Sovereign	The average bribe or "squeeze".
silver	rod	Rod	2 Gold Sovereigns	Average temple offering.
Silveel	branch	Huorn	150% Gold Sovereigns	Usual Elven medium of exchange.
Silveel	tree	Ent	3 Gold Sovereigns	Usual Elven hoard coinage.
Silveel	heart	Heart	1 Royal Sovereign	Used between elves only.
electrum	oval	Oval/Hand	5 Silver Pennies	Normal Bard's pay for performance.
electrum	square	Fist	3 Gold Crowns	The average soldier's "squeeze".
gold	pentagon	Half Crown	25% Gold Sovereign	Most ferry rides cost this much.
gold	6 sided	Crown	50% Gold Sovereign	The price of a woman's "favors".
gold	7 sided	Sovereign	10 Silver Pennies	A month's "common" wages.
gold	octagon	Royal Sovereign	5 Gold Sovereigns	A month's wages for a common soldier.
gold	bar	Bar	5 Royal Sovereigns	A month's wages for an officer.
platinum	star	Star	1 Royal Sovereign	Mainly a Dwarven medium of exchange.
platinum	cube	Niner	3 Stars	A common Dwarf hoard item.
Mithril	9 sided	Manor	9 Gold Sovereigns	Used commonly by gnomes.

VALUE CHART FOR COINAGE (CONTINUED)

COMPOSITION	SHAPE	NAME	VALUE	NOTES AND PURCHASE POWER
Mithril	12 sided	Niner	12 Gold Sovereigns	Commonly used by Titans.
Mithril	round	Pard	5 Royal Sovereigns	Used by Elves in trade with Dwarves.
Mithril	diamond	Planet	2 Planets	Used by Elves in trade with Dwarves.
adamantine	round	Lunar	5 Planets	Commonly seen in royal treasuries.
adamantine	sphere	Orb	3 Lunars	Commonly seen in royal treasuries.
Orichalcum	round	Solar	5 Lunars	Known by legend only to common folk.
Orichalcum	"x"	Constellation	4 Solars	Known by legend only to common folk.
Orichalcum	"s"	Snake	5 Solars	Used in legend by the dread Kthoi.
blue jade	triangle	Gat	50% Gold Crown	From legendary Khra and the east.
green jade	square	Agat	1 Gold Crown	From legendary Khra and the east.
red jade	round	Shagat	1 Gold Sovereign	From legendary Khra and the east.
black jade	octagon	Gort	1 Royal Sovereign	From legendary Khra and the east.
ivory	cube	Ti	1 Royal Sovereign	From the jungles of Namorand.
brass	round	Bluker	50% Ha'penny	From the lost city of Khoraz.
brass	square	Telk	1 Ha'penny	From the lost city of Khoraz.
nickel	round	Staad	1 Penny	From the lost city of Khoraz.
tin	square	Volk	25% Silver Penny	From the lost city of Khoraz.
iron	round	Rilk	50% Copper Minum	From dread Marmachand.
osmium	sphere	Twaal	7 Gold Sovereigns	From far Tasalla.
hafnium	cube	Bann	4 Gold Sovereigns	From the Dreaming Isles.

These are just a few of the coins and other mediums of exchange extant in the Arduin universe. They are here to act as an example, so use your own imaginations, and see what you can come up with yourself.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES

ITEM	VALUE	NOTES AND COMMENTS
White Diamond	375 GS per carat	Most common diamond.
Orange Diamond	395 GS per carat	Fairly common type.
Yellow Diamond	400 GS per carat	Usually found in or near Mithril mines.
Pink Diamond	450 GS per carat	Usually associated with new volcanoes.
Green Diamond	475 GS per carat	Called Sea Diamonds.
Blue Diamond	500 GS per carat	Usually found in or near tin and silver mines.
Red Diamond	650 GS per carat	Associated with Balrogs and lesser demons.
Lavender Diamond	725 GS per carat	Usually seen only in Elf hoards.
Black Diamond	775 GS per carat	Associated with greater demons.
Rainbow Diamond	1,000 GS per carat	The rarest of rare, associated with the dread Elder Gods and their fell rites.
Emerald	750 GS per carat	The gem of royalty, highly prized.
Blue Topaz	125 GS per carat	Fairly common stone.
Yellow Topaz	140 GS per carat	Fairly common stone.
Smoky Topaz	175 GS per carat	The rarest Topaz, still fairly common.
Moonstone	175 GS per carat	Prized by Hobbits.
Amethyst Of All Colors	150 GS per carat	Nearly the most common gem in Arduin.
Star Tears	1,125 GS per carat	One of the rarest stones in existence.
Sun Drops	975 GS per carat	Holds the warmth of the sun and glows!
Orc Eyes	33 GS per carat	A form of agate, hated by true Orcs!
All Other Agate	20 GS per carat	The most common stone in Arduin.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Tourmaline	105 GS per carat	Fairly rare, and prized by Centaurs.
Aquamarine	135 GS per carat	Prized by Dryads and other forest folk.
Common Opals	250 GS per carat	Prized by most humans and Saurigs.
Fire Opals	335 GS per carat	Prized by goblins above all other gems.
Sea Opals	350 GS per carat	A common Sea Elf trade item.
Black Opals	440 GS per carat	Usually associated with graveyards, etc.
Demon Eyes	995 GS per carat	Alchemists use them in their work.
Thunderstorms	800 GS per carat	A shocking gem to say the least!
Fire Stars	885 GS per carat	Very rare, as they originate off-planet.
Common Rubies	500 GS per carat	Prized as a standard Trader's item.
Black Rubies	630 GS per carat	Associated usually with Amazon royalty.
Star Rubies	660 GS per carat	Fairly rare, prized by Phraints.
Common Sapphires	320 GS per carat	One of the most common of all gems.
Star Sapphires	395 GS per carat	Prized by seafarers as trade items.
Garnets	40 GS per carat	Very common semi-precious gem.
Dunestars	615 GS per carat	Found in mirage oases only.
Dragon Tears	675 GS per carat	Usually associated with dragon hoards.
Chrysoprase	35 GS per carat	Common semiprecious gem of jungle areas.
Heliotrope	25 GS per carat	Common in desert areas.
Peridot	14 GS per carat	So common in some area. Unknown in other areas.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Carbuncle	10 GS per carat	So common in some area. Unknown in other areas.
Snow Tears	888 GS each	So cold, they'll freeze water!
Heart Stones	320 GS each	Associated with Star Powered Mages.
Elf Stones	375 GS each	As the name implies.
Dwarf Nodes	325 GS each	As the name implies.
Lodestones	200 GS each	Prized by travelers worldwide.
Bloodstone	70 GS per ounce	Used to carve perfume bottles.
Amber	50 GS per ounce	Prized by Druids and Barbarians.
Carnelian	25 GS per ounce	Prized by mages for magikal usage.
Sardonyx	22 GS per ounce	Used as a substitute for carnelian.
Chalcedony	24 GS per ounce	Used like bloodstone.
Ebony	50 GS per ounce	Use worldwide for religious icons, etc.
Turquoise	110 GS per ounce	Used as inlay, etc., worldwide; it's rare.
Lapis Lazuli	145 GS per ounce	As above, but much rarer.
White Pearl	35 GS per 1/4" diameter	The most common type of pearl.
Orange Pearl	30 GS per 1/4" diameter	Found in tropic seas only.
Pink Pearl	60 GS per 1/4" diameter	Found in mermaid hoards mostly.
Yellow Pearl	75 GS per 1/4" diameter	Highly prized by amazons.
Green Pearl	95 GS per 1/4" diameter	Also called "Sea Pearls".
Red Pearl	115 GS per 1/4" diameter	Prized highly by nixies and pixies.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Blue Pearl	135 GS per 1/4" diameter	Found only in polar seas.
Black Pearl	150 GS per 1/4" diameter	Prized by Alchemists for potion making.
Silver Pearl	152 GS per 1/4" diameter	Prized by witch doctors for healing potions.
Gold Pearl	155 GS per 1/4" diameter	Found in dragon turtle hoards only.
Lavender Pearl	175 GS per 1/4" diameter	Extremely rare; originate off world.
Rainbow Pearl	185 GS per 1/4" diameter	So rare, only three are known to exist.
Triton Eyes (Petrified)	225 GS each	Used by mages in necromantic arts.
Dragon Eyes (Petrified)	1,500 GS each	Prized by rich merchants as a sign of great wealth and power.
Ambergris	1,000 GS per ounce	The main essence for perfume, thus highly prized by perfume makers and also very rare in a fresh state.
Raw Spider Silk	50 GS per 1' square	That's for 1/4" twisted rope form.
Green Jade	100 GS per ounce	The most common jade.
Yellow Jade	105 GS per ounce	Highly prized by amazons.
Pink Jade	110 GS per ounce	Usually found in pixie hoards.
Blue Jade	125 GS per ounce	Found only in the Thunder Mountains.
White Jade	135 GS per ounce	Highly prized by gnomes.
Red Jade	150 GS per ounce	Revered by Priests of Set.
Purple Jade	175 GS per ounce	Found only in dread Marmachand.
Black Jade	185 GS per ounce	The rarest of all jades.
Clear Crystal	10 GS per pound	The most common "fine" crystal.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Pink Crystal	15 GS per pound	Common in the Mickleback Mountains.
Yellow Crystal	20 GS per pound	Found in the Scorpion Mountains.
Green Crystal	25 GS per pound	Also called "Sea Glass".
Blue Crystal	30 GS per pound	Prized by mages for potion holders.
Red Crystal	35 GS per pound	Prized by clerics for amulets.
Orange Crystal	35 GS per pound	Found only in Tharkhala.
Purple Crystal	45 GS per pound	Prized by elves for wall facings.
Maroon Crystal	60 GS per pound	Very rare, seldom seen by men.
Black Crystal	90 GS per pound	Found only in dread Marmachand.
White Marble	6 GS per pound	The most common "fine" marble.
Pink Marble	8 GS per pound	Abounds in Arduin.
Yellow Marble	10 GS per pound	Highly prized by amazons.
Green Marble	12 GS per pound	Found mostly in the Dreaming Isles.
Blue Marble	15 GS per pound	Used universally for palace walls.
Black Marble	16 GS per pound	Found only in Morvaen.
Lavender Marble	18 GS per pound	Prized by elves in home building.
Red Marble	20 GS per pound	Used in Temples of Set.
Orange Marble	22 GS per pound	Rare now, used to come from Akkon.
Any Silver Veined Marble	25 GS per pound	Fairly rare, used in palaces.
Any Gold Veined Marble	28 GS per pound	Very rare, used in palaces also.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Rainbow Marble	33 GS per pound	From off world, EXTREMELY rare.
White Coral (Polished)	10 GS per pound	Most common "gem quality" coral.
Pink Coral (Polished)	12 GS per pound	Common in all but arctic seas.
Yellow Coral (Polished)	15 GS per pound	Highly prized by amazons.
Orange Coral (Polished)	18 GS per pound	Found only in tropic seas.
Green Coral(Polished)	20 GS per pound	Most common Sea Elf trade coral.
Blue Coral (Polished)	22 GS per pound	Used by Alchemists in potions.
Red Coral (Polished)	24 GS per pound	Worn only by Courtesans.
Black Coral (Polished)	25 GS per pound	Found off the coast of Marmachand.
Purple Coral (Polished)	28 GS per pound	Prized by Dryads and Nixies.
Rainbow Coral (Polished)	30 GS per pound	Prized by Dragons.
Silver Coral (Polished)	50 GS per pound	The sign of lesser royalty; rare.
Gold Coral (Polished	77 GS per pound	The sign of kings, very rare.
Sard	16 GS per pound	Fairly abundant in desert areas.
Jasper	24 GS per pound	Usually found in mountain areas.
Petrified Wood (Polished)	10 GS per pound	Fairly rare in the lands of men.
Nacre	8 GS per pound	Used in alchemical experiments.
Meteoritic Metal	250 GS per pound	Prized by mages and dwarves.
Meteoritic Stone	100 GS per pound	Prized by clerics and alchemists.
Dragon Hide (Uncured)	100 GS per 1' square (average)	Used to make magik leather armor.

PRECIOUS GEMS, SEMIPRECIOUS GEMS, AND OTHER VALUABLES (CONTINUED)

ITEM	VALUE	NOTES AND COMMENTS
Demon Hide (Uncured)	500 GS per 1' square (average)	Used by Mages and Alchemists.
Hydra's Teeth (Whole)	50 GS each	Used as amulets and in potions.
Unicorn's Horn (Whole)	1,000 GS per ounce	The most potent aphrodisiac known.
Mummy Dust	300 GS per pound	Used in potions and poultices.
Kraken's Ink	50 GS per ounce	Used in writing magik scrolls.
Hemp	50 GS per ounce	It's smoked in magik rites.
Opium	100 GS per ounce	It's smoked in magik rites.
Psychedelic Mushrooms, Etc.	up to 250 GS per ounce	It's smoked in magik rites.
Marijuana	35 GS per ounce	Used medicinally by the populace.
Quinine	45 GS per pint	Used medicinally by the populace.
Black Powder (Boom Dust Or Bang Dirt)	500 GS per ounce	Used in esoteric rites and rituals.
Common Black Obsidian	10 GS per 100 pounds	Used in some temples as flooring.
Green Obsidian	18 GS per 100 pounds	Used in some temples as flooring.
Red Obsidian	25 GS per 100 pounds	Used in some temples as flooring.
Hands Of Glory	1,500 GS each	Must be authenticated, used in magikal rituals of the highest order.

This list is by no means complete, so use it as a base from which to work.

PRICE EXAMPLES FOR THE ARDUINIAN UNIVERSE

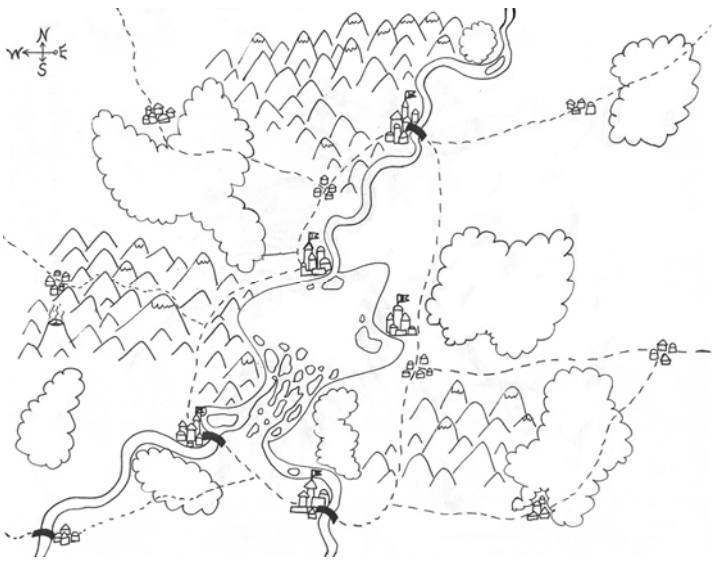
Pint of ale	1 Ha'penny and up	Depends on the locale.
1 pound Bag of salt	1 silver penny	A very important staple.
Bale of Hay	3 – 5 copper minums	Depends on the season
Large wooden chest with lock	1 – 7 silver pennies and up	Depends on the workmanship.
Having a horseshoe put on	1 – 5 pennies	Depends on the location.
Mailing a letter (Pony Mail)	1 penny	More for foreign destinations.
Bottle of wine	1 penny and up	Varies widely by country. *
Bottle of horse liniment	1 Ha'penny and up	Seldom more than 1 penny.
Having a weapon silver coated	20% – 50% the cost of the weapon	Varies by locations. **
Leather map	1 gold sovereign and up	The larger the area the map shows, the more it costs.

* – A 1 penny bottle of wine is pretty bad, and is usually called (derogatorily) by names like "Old Oliphant Puke", "Panther Piss", and the like.

** – The silver coating on a weapon is worn off in combat at the rate of 10% per hit, thus if in a single battle a person lands ten hits, when the wraiths appear five minutes later, you haven't got a silver weapon with which to fight! Sure, you still have a perfectly good iron or steel blade, but that hasn't cut an undead monster lately! So it pays to have a reserve weapon, and to recoat weapons regularly.

WERGILD

Wergild is money paid to a family or relative that has suffered injury or death because of your actions. The payment is made to keep from instigating a blood feud and more death and destruction, probably your own! It is usually 1,000 GS per level of the person that was killed, or 100 GS per level of the person that was permanently injured.



MULTIVERSAL TRADING COMPANY

MULTIVERSAL TRADING COMPANY PRICE LIST	From Arduin Grimoire I (Page 27)
LOAN RATES AND OTHER INFORMATION	From Arduin Grimoire II (Page 35)
PRICE LIST FOR GOODS	From Arduin Grimoire II (Page 42)
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MAGIK WEAPONRY VALUE CHART	From Arduin Grimoire II (Page 36)

MULTIVERSAL TRADING COMPANY PRICE LIST

ALL PRICES IN GOLD SOVEREIGNS (GS)

WEAPONS, OFFENSIVE	
dagger or stiletto	3 – 15
throwing knife	4 – 10
hand axe	3 – 7
light throwing axe	4 – 8
heavy throwing axe	5 – 12
battle axe	6 – 15
two-handed battle axe	10 – 25
war pick	6 – 10
war hammer	5 – 10
mace	5 – 12
morning star	7 – 18
short flail	7 – 15
two-handed flail	9 – 18
two-handed sword	9 – 18
studded cudgel	1 – 3
broadsword	8 – 20
shortsword	8 – 15
rapier	9 – 18
scimitar, cutlass	8 – 12
spear (7')	2 – 5
lance (12')	4 – 10
short bow	20 – 40
long bow	30 – 60
composite bow	40 – 80
light crossbow	15 – 35
heavy crossbow	25 – 75
arrows or bolts (30)	5 – 7
sling	5 – 8
lead shot (50)	5
trident	10 – 15
gladiator net (10'x10', weighted)	30

WEAPONS, DEFENSIVE	
leather armor	15 – 40
scale armor	30 – 65
chain armor	30 – 85
plate armor	50 – 250
helmet	10 – 20
small shield	10 – 18
large or kite shield	15 – 25

POISON ANTIDOTE (PER DOSE)	
1st – 3rd level	375
4th – 7th level	575
8th – 12th level	875
13th – 20th level	1,500

VENOM ANTIDOTE (PER DOSE)	
1st – 3rd level	300
4th – 7th level	500
8th – 12th level	1,000
13th – 20th level	1,500
Doctor John's Salve	1,000

COMMON WARDS	
holy water (2 ounce vial)	25
holy water (64 ounces)	650
garlic (bunch)	5
wolfsbane (sprig)	10
belladonna (sprig)	10

MULTIVERSAL TRADING COMPANY PRICE LIST (CONTINUED)

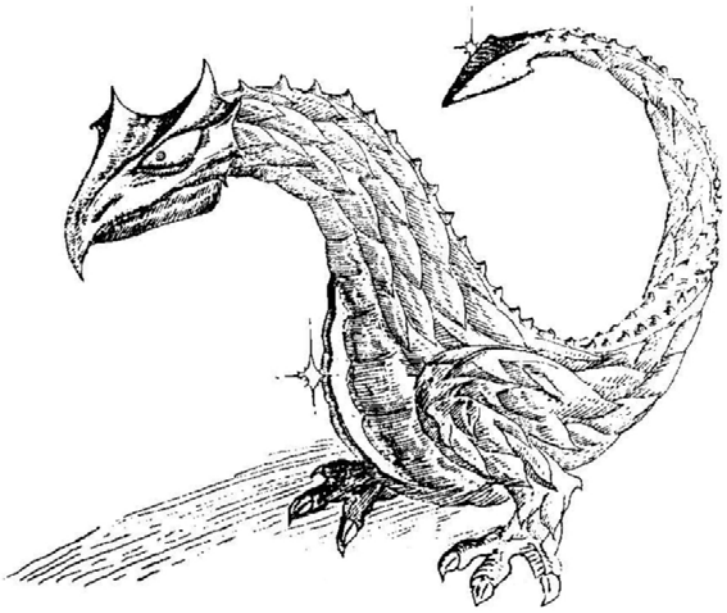
TOOLS	
leather-tipped pole (10')	1
oak plank (15')	2
brass shod quarterstaff (7'6")	1 – 3
pick, shovel	3
rope (50')	1
rope ladder (30')	10
large bag	2
small bag	1
wineskin (half gallon)	3
torches (6, 2 hour duration each)	8 – 15
lantern	8 – 15
oil (1 pint flask)	2
mallet and stakes	3
trail rations (5 days)	2
iron rations (5 days)	10
stretcher	6
medical kit	35 – 50
boots	5 – 25
boots (fur lined)	10 – 50
cloak	5 – 25
cloak (fur lined)	10 – 50
pants and shirt	1 – 5
leather whip (15')	8
climbing pitons, steel (20)	9
iron doorstop	3
aerial saddle	40 – 125
artificial limb	5 – 500
spider-silk rope (per foot)	200

TOOLS (BY MATERIAL)		
backpack		
	leather	5 – 15
	cloth	3 – 7
hand hook		
	iron	9
	steel	18
grappling hooks		
	bronze	10
	iron	15
	steel	25
	Mithril alloy	95
	adamantine alloy	200
spikes (6", set of 12)		
	bronze	1
	iron	2
	steel	3
crowbar (4')		
	bronze	5
	iron	7
	steel	10
	Mithril	35
	adamantine	75
mirror		
	steel	5
	silver	15
	glass	75

MULTIVERSAL TRADING COMPANY PRICE LIST (CONTINUED)

STEEDS AND EQUIPMENT	
pony cart	65 – 80
small wagon	100 – 145
medium wagon	150 – 200
large wagon	365 – 500
pony	30 – 40
mule	20 – 30
medium draft horse	30 – 50
large draft horse	60 – 95
pack horse	25 – 35
heavy pack horse	40 – 75
light warhorse	40 – 75
medium warhorse	100 – 150
heavy warhorse	200 – 335
saddle	25 – 75
saddlebag	10 – 30
leather barding	95 – 135
chain or scale barding	150 – 200
plate barding	250 – 500

BOATS	
rowboat	95
canoe	80
small sailboat	375 – 1,750
small caravel	5,750 – 8,750
medium caravel	10,000 – 18,750
large caravel	21,575 – 67,500
liburnium	10,000 – 20,000
bireme	21,500 – 39,750
trireme	33,750 – 69,500
galisse or dhowrigged	40,000 – 75,000
oars (per pair)	9



MULTIVERSAL TRADING COMPANY

LOAN RATES AND OTHER INFORMATION

Multiversal Trading Company, or MTC, will store goods, bank valuables, loan money, underwrite research, treasure hunts, and caravans, build to order anything from toothpicks to warships, sell or buy magik items, spells, or other thing, contract out guards, guard beasts (both ordinary and unusual), and demons, sell and buy information (either at hand or to order), and in general perform every act or service that could be required by anyone or anything. Below is the basic information. Prices are usually at cost plus 20% – 40%.

LOAN RATES

LEVEL	1	2	3	4	5	6	7 – 10	11 – 15	16 – 20	21 – 25
RATE	50%	45%	40%	35%	30%	25%	20%	10%	7.50%	5%

Credit Union Loans cost 50% of the above rates; however, the borrow may acquire 50% more than he has deposited in the union (up to 5th level); 65% (up to 10th level); 75% (up to 15th level); 100% (up to 25th level); 250% (up to 50th level); and negotiable thereafter accordingly.

LOAN LIMITS

LEVEL	1	2	3	4	5	6	7 – 10	11 – 15	16 – 20	21 – 25	26 – 50	51+
LIMIT (GS)	500	750	1,500	3,500	7,500	10,000	15,000	25,000	50,000	10,000 / level over 20th (100,000 maximum)	20,000 / level over 25th	50,000 / level over 50th

Interest Rates – All money banked (in the credit union only) earns 5% interest per Arduinian year. Any money withdrawn before the year's end causes the entire account to lose all accrued interest. Interest is paid on Tai Taowyn.

Magikal Favors – The "House Mages" will perform magik incantations for you at 1,000 GS per level of magik required (through 5th level); 7,500 GS (6th level); 10,000 GS (7th level); 24,000 GS (8th level); 50,000 GS (9th level); 100,000 GS (10th level). Wishes cannot be bought! "Permanent" spells cost 100,000 GS. All of the above is based, of course, on availability (100% for 1st level, decreasing 20% per level to 4th, then 10% per level through 7th, then 2% per level thereafter).

Offices – Every settlement of 5,000 or more has a small store through which all items not carried may be ordered. All settlements of 10,000 or more have a medium sized store that carries about half of our inventory on hand, and of course orders may be placed through them. All settlements of 50,000 or more have a major store which carries a complete line of wares. The main store is in Arduin, at Talismondé.

Rules – If any contractual agreement is broken deliberately or knowingly by the customer, that customer will not only have legal action (pursuant to Arduin law) brought against him, but will also be forever barred from doing any kind of business with Multiversal Trading Company in the future. In some cases, a contract with the Assassin's Guild may be taken out against the defrauding customer.

Remember, just because there is a price list does not mean they are for sale! The MTC cannot sell any item that has not been bought by it.

PRICE LIST FOR GOODS

ARMOR	COST
leather, studded	20 – 50
leather, banded	22 – 55
chain, light	33 – 88
half plate	40 – 200
full helm	12 – 24

WEAPONRY	COST
two-handed sword	8 – 20
martiobarbuli (each)	3 – 7.50
chakra	3 – 7.50
blow gun	3.50 – 12.50
darts for above	.75 – 2.50
shuriken	1 – 3
double dagger	5 – 25
triple dagger	7.50 – 35
bullwhip (12')	5 – 25
javelin, light	2.50 – 7.50
javelin, heavy	3 – 9
spear, throwing (5')	3 – 9

MEDICINES (PER DOSE)	COST
golden centaur salve	1,500
elf tea	250
pixie wine	10,000

CAMPING GEAR	COST
tent, 1 man	10 – 20
tent, 2 man	12 – 25
tent, 4 man	15 – 35
tent, 8 man	20 – 60
tent, 12 man	35 – 125
tent, 20 man	50 – 500
pot, large	3
pot, small	1.50
pan, large	2.50
pan, small	1
knife/fork/spoon	.50

STEEDS / EQUIPMENT	COST
war pony	45 – 95
destrier	275 – 550
war ass	33 – 66
small buggy	75 – 250
large buggy	100 – 500
1 man chariot	75 – 100
2 man chariot	85 – 135
4 man chariot	95 – 175
2 horse coach	125 – 375
4 horse coach	150 – 450
6 horse coach	175 – 525
8 horse coach	225 – 675
12 horse coach	300 – 3,000

BOATS, ETC.	COST
kayak	100
felucca	5,000 – 9,750
dhow	5,500 – 10,000
junk	6,000 – 12,500
quadreme, light	40,000 – 80,000
quadreme, heavy	47,500 – 100,000

TOOLS	COST
sledgehammer (2 pound)	2
sledgehammer (5 pound)	3
sledgehammer (10 pound)	5
ice pick, iron	1
ice axe, steel	35
bilge pump (4 man)	250
bilge pump (hand)	45
steel fish hooks (each)	
very small	.10
small	.25
medium	.50
large	.75
very large	1.25
giant	2.50
chalk (per stick)	.05

PRICE LIST FOR GOODS (CONTINUED)

MISCELLANEOUS EQUIPMENT

ITEM	COST
snowshoes	1.50 – 15
climbing spikes (pair)	
copper	1
bronze	1.50
iron	2.50
jar, pottery, small	.25
jar, pottery, medium	.50
jar, pottery, large	1
sponge, small	2.50
sponge, medium	3.50
sponge, large	5
chest, wood, small	1.50 – 25
chest, wood, medium	2.50 – 50
chest, wood, large	5
vial, glass	1.50
flask, tin	1.50
bottle, pottery, small	.35
bottle, pottery, large	.75
keg, wood	.95
hogshead, wood	1.50
barrel, wood	3.25
cask, wood	5
royal cask, wood	15
tacks, brass (per 50)	.75
caltrops, iron (each)	1.25

ITEM	COST
matches (per 100)	.25
matches, waterproof (per 10)	1.50
bugle, brass	2.50 – 25
lyre, common	7.50 – 125
mandolin, common	3.50 – 100
bagpipes, common	5 – 500
heliograph	125
papyrus (per 36"x12")	1.50
paper (per 8"x11")	2.50
vellum (per 12" square)	1.25
snuff (per 1 ounce tin)	.25 – 25
tobacco (per 6 ounce pouch)	.75 – 75
string (per 500')	.75
pins/needles (dozen + thimble)	1.25
flint/steel	.50
quills (per dozen)	.75
ink (per 8 ounce jar)	1.50
ink, waterproof (per ounce)	2.50
rubber, raw (per ounce)	2.50
plaster (per 16 ounce jar)	.50
glue (per 8 ounce jar)	.75
paint, water based (per quart)	1.25
paint, oil based (per tube)	.75
cage, iron (1' cube)	2.5
cage, iron (3' cube)	7.50

CORRECTIONS TO THE MULTIVERSAL TRADING COMPANY PRICE LIST

The listed prices for garlic, wolf bane, belladonna, and oil were in SILVER PENNIES, not GS. The price of large and small bags was in COPPER PENNIES. Torches were in SILVER PENNIES. All "Mithril", "Adamantine", and the like items were alloys, NOT PURE METALS.

NOTES

Remember, these are prices for the Arduin Multiverse, so feel free to use what you like, modify what you need, and throw out what you can't use. The game is based on how each separate DM sees it, so let your prices reflect your world's culture, and your ideas.

PRICE LISTS FOR SPECIALTY MAGIK ITEMS

EQUIPMENT

BASIC ITEM	EACH CHARGE	EACH OFFENSIVE	EACH DEFENSIVE	EACH DETECT	EACH COMMAND	FLIGHT ABILITY	TELEPORT ABILITY	ALL OTHER ABILITIES
Rings	100	1,500	1,500	1,500	2,500	3,500	5,000	1,000
Amulets	150	1,250	1,250	1,750	2,000	2,500	5,000	1,250
Jewelry	250	1,500	1,500	1,500	1,500	3,000	7,500	1,500
Helms	1,000	1,000	1,500	2,500	3,500	5,000	10,000	2,500
Cloaks	750	1,500	1,750	1,750	2,750	3,500	7,500	2,000
Clothing	875	1,875	1,875	1,875	3,875	2,875	7,750	1,000
Robes	975	1,375	1,575	1,750	2,250	3,375	9,750	1,375
Wands	50	1,000	1,000	1,000	1,500	2,500	4,500	1,000
Rods	100	1,500	1,500	1,500	2,500	3,500	7,500	1,500
Staffs	250	1,875	1,875	1,875	3,500	4,750	10,000	1,875

GOLEM VALUE CHART

TYPE OF GOLEM (BASE)	SPEAK	MAGIK ATTACK	MAGIK DEFENSE	HASTE	FLIGHT	MAGIK SPECIALTIES	INDEPENDENT OPERATION	ALL OTHER
Flesh (10,000)	500	1,500	1,500	2,000	3,000	5,000	5,000	1,500
Clay (15,000)	650	1,875	1,875	2,500	3,750	5,775	5,975	1,750
Stone (20,000)	750	2,500	2,500	3,250	4,500	6,500	7,250	2,000
Iron (35,000)	975	3,250	3,250	4,000	5,250	7,250	8,000	2,750
Bronze (45,000)	1,000	4,000	4,000	5,000	6,000	8,000	9,000	3,500
Copper (40,000)	1,000	3,750	3,750	4,500	5,825	7,925	8,875	3,000
Silver (50,000)	1,500	5,000	5,000	6,000	7,000	9,000	10,000	4,000
Gold (75,000)	2,500	10,000	10,000	10,000	10,000	10,000	12,500	5,000
Orichalcum (100,000)	3,000	15,000	15,000	15,000	15,000	15,000	15,000	7,500
Adamantine (88,500)	2,875	12,500	12,500	12,500	12,500	12,500	12,500	6,500
Tar (12,500)	575	1,625	1,625	2,000	3,000	5,375	5,585	1,665
Green Slime (80,000)	1,000	1,450	1,450	1,450	2,450	3,450	3,750	1,450
Snow (12,500)	1,000	1,000	1,000	1,000	1,500	1,500	10,000	2,500
Diamond (500,000)	15,000	15,000	15,000	15,000	15,000	15,000	25,000	20,000
Shadow (250,000)	12,500	12,500	12,500	12,500	12,500	12,500	17,500	15,000
Light (250,000)	12,500	12,500	12,500	12,500	12,500	12,500	15,000	12,500
Any Robot (25,000)	1,000	100,000	100,000	100,000	100,000	10,000	100,000	50,000

MAGIK SCROLL VALUE CHART

SCROLL TYPE	PER LEVEL	PER USE	PERMANENT	FIRE PROOF	ACID PROOF	SELF PROTECTING	OTHER
Attack	100	100	1,500	250	250	1,500	250
Defense	100	100	1,500	250	250	750	225
Conjuration	250	250	1,875	300	300	1,250	275
Gate	500	1,000	10,000	1,000	1,000	2,500	750
Teleport	375	375	2,250	500	500	1,500	335
Pass Matter	325	325	2,375	400	400	1,375	325
Flight	300	300	2,000	375	375	1,325	300
Capture	400	325	2,000	445	445	1,445	345
Mesmerize	285	250	1,475	225	225	975	200
Control	450	400	3,500	500	500	1,750	335
Annihilate	500	750	7,500	750	750	2,000	675
Polymorph	750	750	5,000	750	750	2,375	725
Change Shape	975	975	10,000	1,000	1,000	2,500	500
Telekinesis	225	225	1,250	300	300	975	175
Other Psychic	335	250	1,675	325	325	875	200
Cures/Heals	500	500	1-10,000	500	500	750	500

NOTES

These charts are here simply to give you an idea of the relative value of certain type magik scrolls, gadgets, and golems. Please remember that your world can be any way you want it to be. So don't use everything that you read simply because "it's in the book". That is a dead end. Be creative, and make your own charts. Here is a handy way to figure out wet measures (I know it's not exactly right, but it's how it is done in my Multiverse): a vial is 1 ounce; a flask is 1/2 pint; a small bottle is a pint; a large bottle is a quart; a wineskin is 2 quarts; a keg is a gallon; a hogshead in 3 gallons; a barrel is 5 gallons; a cask is 20 gallons; and a "Royal Cask" is 55 gallons. Screwy, but it serves the purpose quite well. By the way, the most common measure of ale or beer bought is a one pint flagon, although two pint flagons are fairly common also.

MAGIK ITEM PRICE LIST

ITEM	BASE PRICE	ADDED COST FACTORS
Flying Broom	6,500	None
Flying Carpet	10,000	Weave, material, fireproofing, etc.
Skyhook	2,500	Attached line material.
Magik Spade of Digging	2,500	None
Magik Mattock of Digging	2,500	None
Magik Lyre of Construction	50,000	Actual materials it is made of.
Chimes of Knocking	12,500	As above, usually gem encrusted.
Ropes of Magik Types	250 – 500 per foot	None.
Horns of Nordic Magik	25,000 – 75,000	Actual construction materials.
Bag of Enormous Holding	3,500	As above.
Stasis Bag of Enormous Holding	5,000	As above.
Pouch of Extra Holding	1,500	As above.
Pouch of Magik Beans	5,000	The more beans, the higher value (+1000).
Pouch of Magik Tricks	7,500	The greater the called beasts, added cost.
Cards of Many Magik Things	100,000	None
Efreet Calling Items	8,500	Actual construction materials add cost.
Djinn Calling Items	10,000	As above, usually gem studded.
Elemental Summoning Devices	25,000	As above.
Magik Powder of Appearing	175 per pinch	None
Magik Powder of Disappearing	200 per pinch	None
One Use Magik "Walls"	25 per square foot	None
Magik Transportable Hole	4,500	None
Portable Magik Door	7,500	Size, the larger the door, the more the cost.
Candles of Power	10,000	Varies by its magik usage and potency.
Magik Chalk	1,000 – 10,000 per stick	Varies by potency and size of stick.
Magik Make Up	10,000 per ounce	As above.
"Gate" Devices	100,000	The larger and more distant the gate, the more it costs. Also portability helps.
Athames	5,000	Most are gem encrusted, precious metal, so that adds cost as does its magik potency.
Magik String	1,000 per foot	None
Magik Umbrellas	10,000	Actual construction material may add cost.
Gauntlets of Super Strength	up to 100,000	The more strength, the more cost.
Aphrodisiacs	100 – 10,000 per dose	Varies by potency and number of doses.
Bracers of Magikal Defending	1,000 per "Plus"	Varies according to material it's made of.
Compasses	1,500	Considered "Techno Magik".
Lighters/light fire devices	25 – 2,500	Considered "Minor, but useful magik".
Flashlights/light casters	100 – 10,000	Considered "Minor, but useful magik", Techno or otherwise.

MAGIK ITEM PRICE LIST (CONTINUED)

ITEM	BASE PRICE	ADDED COST FACTORS
Wineskin of Capacious Holding	100 per 25 gallon capacity	As above.
Automatic Lookouts, etc.	250 – 10,000	As above.
Automatic Scouts, etc.	500 – 25,000	As above.
Jug of Infinite Waters	3,750	Depends on composition.
Alembic of Alchemy	10,000	As above.
Vial of Infinite Potions	10,000	Depends on the potion it spews forth.
Crystal Balls	5,000	1,500 for each additional power. Fairly rare.
Magik Mirrors	5,000	2,500 for each additional power. Rarer still.
Boots of Flight	5,000	Variable depending on speed of flight.
Boots of Great Speed	2,500	As above but for ground speed.
Boots of Mighty Leaping	2,500	As above but for distance per jump.
Boots of Walking on Anything	5,000	Super rare.
Shields	1,250 per "Plus"	Can vary according to extra powers.
Leather Armour (All types)	1,500 per "Plus"	As above.
Chain / Scale Armour	1,750 per "Plus"	As above.
Half Plate Armour	2,000 per "Plus"	As above.
Full Plate Armour	2,500 per "Plus"	As above.
Helms / Helmets	Use the "broadsword" listings under magik weaponry.	

This is just a base list from which to work, use what you like, and add all you want!

MAGIK WEAPONRY VALUE CHART

WEAPON TYPE	EACH LANGUAGE	EACH PSI ABILITY	EACH DETECT	FIRE/COLD	LIFE DRAIN	DISRUPTION	ANY FLY	LEVITATE	POLYMORPH	EACH INT POINT	EACH PLUS	ALL OTHER ABILITIES
Broadsword	100	1,000	500	1,000	2,500	2,000	1,500	750	2,500	100	1,000	1,000
2 Hand Sword	150	1,250	550	1,750	1,750	3,500	2,000	1,000	3,500	125	1,500	1,500
Bastard Sword	125	1,150	525	1,500	3,250	3,000	1,750	975	3,000	110	1,250	1,250
Short Sword	100	1,375	750	1,875	4,500	3,500	2,500	1,250	3,375	150	1,750	2,000
Scimitar	100	1,500	1,000	2,500	5,000	1,250	1,000	1,250	1,775	100	1,000	1,000
Saber, etc.	100	1,000	675	1,175	4,000	3,500	1,875	1,000	2,400	200	750	1,000
Rapier	175	1,750	1,750	2,500	7,500	3,750	1,000	750	2,250	135	1,000	1,250
Samurai Sword	250	2,500	500	1,375	5,000	1,000	1,575	1,150	3,775	150	575	1,225
Mace	250	2,000	1,000	3,000	5,000	500	2,275	1,275	1,500	135	750	1,000
Maul	300	2,400	1,200	3,300	4,000	775	2,500	1,375	1,875	150	675	1,250
Morningstar	440	3,000	2,000	1,475	3,975	975	2,750	1,750	2,000	150	650	750
War Pick	475	3,000	1,875	3,500	4,000	2,500	2,500	1,500	2,250	150	875	975
War Hammer	125	1,550	500	2,000	2,000	675	500	375	2,000	125	500	575
2 Hand Hammer	175	2,000	575	1,875	750	750	750	500	2,500	175	850	975
Short Flail	175	2,475	550	2,350	2,000	550	1,250	1,000	2,340	150	500	550
Long Flail	200	4,575	575	2,500	2,200	500	1,500	1,250	1,950	185	575	650
Battleaxe	100	1,000	525	1,225	3,000	1,000	2,000	995	2,350	105	995	875
2 Hand Axe	225	1,750	750	850	2,500	1,500	2,500	1,125	2,000	125	1,025	1,000
Francisca	275	2,750	1,250	1,675	3,350	1,350	375	750	3,000	135	675	650
Tomahawk	500	3,500	2,000	3,000	5,000	7,500	250	1,250	4,500	225	250	400
Hand Axe	100	1,450	1,350	2,375	3,000	3,000	1,275	985	4,500	100	325	475

MAGIK WEAPONRY VALUE CHART (CONTINUED)

WEAPON TYPE	EACH LANGUAGE	EACH PSI ABILITY	EACH DETECT	FIRE/COLD	LIFE DRAIN	DISRUPTION	ANY FLY	LEVITATE	POLYMORPH	EACH INT POINT	EACH PLUS	ALL OTHER ABILITIES
Short Spear (7')	240	1,500	1,185	1,535	1,000	750	2,000	1,575	5,000	105	300	500
Long Spear (9')	275	1,750	1,250	1,750	1,500	1,000	2,325	1,675	6,000	110	350	555
Pike (12")	500	5,000	2,500	4,000	8,775	7,775	5,000	5,000	7,500	240	1,875	2,250
Long Pike (22')	750	6,000	3,250	5,000	10,000	9,250	6,000	5,000	10,000	250	2,000	2,500
Halberd	450	3,200	2,000	3,750	4,500	2,875	3,000	2,000	3,000	200	850	1,750
Pole Axe	600	5,000	4,000	4,000	8,800	6,600	4,500	3,500	7,500	180	950	1,000
Long Pole Arm	650	5,500	4,800	4,500	8,000	6,000	5,000	4,000	8,000	175	800	925
Short Pole Arm	625	5,250	4,400	4,250	8,250	6,500	4,825	3,825	7,775	160	725	985
Lance	1,000	10,000	7,500	7,500	12,500	15,000	25,000	10,000	12,500	275	500	1,500
Heavy Javelin	750	7,500	6,000	4,500	5,000	2,500	550	1,000	5,000	200	400	880
Light Javelin	825	8,000	7,250	5,000	6,000	3,000	500	1,250	10,000	225	345	925
Throwing Spear	500	4,000	4,000	4,000	5,000	2,000	400	1,000	9,500	165	300	600
Dagger/Dirk	145	2,500	500	3,300	10,000	9,750	1,500	875	9,975	100	750	975
Stiletto, etc.	200	3,000	675	3,600	8,800	7,500	1,725	725	9,995	130	775	1,000
Knife	225	3,125	725	3,725	9,000	8,000	1,850	1,000	11,575	145	655	825
Longbow	2,500	7,500	3,500	2,500	2,000	1,750	250	1,250	15,000	500	750	2,500
Shortbow	2,500	7,875	3,395	2,675	2,225	1,825	225	1,300	16,000	475	725	2,225
Composite Bow	2,500	7,275	3,450	2,250	2,425	2,000	200	1,500	17,500	495	650	2,000
Heavy Crossbow	3,000	10,000	5,000	4,500	2,000	1,000	175	2,000	11,750	485	725	1,250
Light Crossbow	3,500	12,500	5,500	5,000	3,000	1,500	150	2,250	12,500	500	650	1,000
Sling	5,000	14,000	6,000	5,000	10,000	9,500	100	2,500	15,000	575	500	1,375
Staff Sling	5,500	15,000	7,500	6,000	12,500	11,500	125	3,000	20,000	650	1,000	1,500

WEAPONS

GENERAL NOTES ON WEAPONS	From Arduin Grimoire I (Page 49)
WEAPON CLASSIFICATION TABLES	From Arduin Grimoire II (Page 72)
WEAPON ATTACK CHART	From Arduin Grimoire I (Page 55)
WEAPON DAMAGE TABLE	From Arduin Grimoire I (Page 56)
MISSILE WEAPON ATTACK CHART	From Arduin Grimoire I (Page 57)
MISSILE DAMAGE TABLE	From Arduin Grimoire I (Page 58)
GENERAL GUNNERY CHARTS	From Arduin Grimoire II (Pages 31 – 32)
NON-WEAPON ATTACK MATRIX (CLAWS AND THINGS)	From Arduin Grimoire II (Page 27)
WEAPON'S BREAKAGE CHART	From Arduin Grimoire II (Page 71)

General Notes On Weapons

The question has often been raised as to what can hit a mythological or magikal monster and what cannot. Herewith is how it is done in Arduin. Magikal weapons can hit anything, as can technological energy weapons. Pistols and so forth cannot hit undead types, and silver weapons can hit all undead. Normal swords and the like will have virtually no effect on animated metal or stone monsters due to the fact that they're usually magikally animated anyway, and because it is simply too hard for swords to do more than chip stone or scratch metal. Also, fireballs and the like won't do more than warm a stone golem up, even though it is magik fire. If the Mage is smart enough to hit that golem with a fireball one turn and a cold blast the next though, the expansion and contraction will be equal to the damage of both blasts, and the damned thing will probably shatter! I would also suggest that the Mage duck, because the fragmentation effect in a confined space would do an eight inch artillery shell justice!

Weapon Classification Tables

Class	Weapon Examples Included In The Class
Impact Pole Arm	Halberds, Pole Axes, Glaives, and the like.
Pointed Pole Arm	Spears, Pikes, and the like.
Missile Pole Arm	Javelins (heavy and light), Throwing Spears, and the like.
Two Handed Impact Arms	Mauls, Flails (2 handed), Hammers (2 handed), and the like.
Impact Arms	Maces, War hammers, War Picks, Short Flails, and the like.
Bladed Impact Arms	Battleaxes, Hand Axes, and the like.
Two Hand Blade Arms	Swords (2 handed), Battleaxes (2 handed), and the like.
Blade Arms (long)	Broadswords, Bastard swords, Sabers, Cutlasses, and the like.
Blade Arms (short)	Shortswords, Machetes, Tulwars, Kukris, Daggers, and the like.
Blade Arms (Special)	Rapiers, Foils, and the like.
Thrown Blade Arms	Tomahawks, Franciscas, Knives, Chakras, Shuriken, and the like.
Flexible Arms	Morning stars, Chain & Sickles, Bullwhips, and the like.
Missile Arms (Bows)	Longbows, Shortbows, Composite Bows, Horse Bows, and the like.
Missile Arms (Crossbows)	Heavy, Medium and Light Crossbows, Pellet Bows, and the like.
Missile Arms (Slings)	Simple Slings, Staff Slings, and the like.

These classes are of a general and widely oversimplified nature, because it helps to cut down confusion and helps playability. Bear with them, and they will serve you well.

WEAPONS ATTACK CHART

WEAPON	ARMOUR CLASS											
	9	8	7	6	5	4	3	2	2+1 +2	2+3 +4	2+5 +6	2+7 UP
two-handed sword	-2	-1	0	0	+1	+2	+3	+2	+1	0	-1	-2
hand and a half sword	+2	+2	+1	+1	0	0	0	-1	-2	-3	-4	-5
broadsword	+2	+1	0	0	0	0	-1	-2	-2	-3	-3	-4
shortsword	+3	+3	+2	+2	+1	0	-2	-3	-5	-7	-9	-10
rapier	+5	+4	+3	+2	+1	0	-2	-4	-6	-8	-10	-12
scimitar/cutlass/sabre	+4	+3	+2	+1	0	-1	-2	-4	-6	-6	-8	-10
knife/dagger	+3	+2	+1	+1	0	-1	-2	-3	-5	-7	-9	-11
two-handed tattle axe	-2	-1	0	0	+1	+2	+3	+2	+1	0	-1	-2
battle axe	-1	0	+1	+2	+3	+2	+1	0	-1	-2	-3	-4
tomahawk/hand axe	+1	+1	+2	+2	+1	0	-1	-2	-3	-4	-5	-6
maul	-3	-2	-1	0	+1	+2	+3	+2	+1	0	-1	-2
mace	-4	-3	-2	0	+2	+3	+2	+1	0	-2	-4	-6
short flail	-3	-1	+1	+2	+3	+2	+1	0	-1	-2	-5	-8
two-headed flail	-4	-3	-2	-1	+1	+2	+3	+3	+2	+1	0	-1
two-handed war hammer	-3	-2	-1	0	+1	+2	+2	+1	0	-1	-2	-3
war hammer	-2	-1	-1	0	0	+1	+2	+2	+1	0	-2	-4
cavalry or war pick	-3	-2	-1	0	+1	+2	+3	+2	+1	0	-3	-5
cudgel/club	+3	+2	+1	0	-1	-3	-5	-7	-9	-11	-12	-12
quarterstaff/stave	+6	+5	+4	+2	0	-2	-4	-4	-6	-8	-10	-12
mounted lance	0	+1	+3	+5	+6	+5	+4	+3	+2	+1	0	-1
spear *	+4	+5	+4	+3	+1	0	-1	-2	-3	-5	-7	-8
long spear/short pike *	+3	+4	+3	+2	+2	+1	0	-1	-2	-4	-6	-8
pike *	+2	+2	+3	+3	+2	+2	+1	0	-1	-3	-5	-7
halberd	0	+1	+2	+3	+4	+5	+4	+3	+2	+1	-1	-3
crowbar, shovel, etc.	+2	+1	0	-1	-2	-3	-4	-5	-6	-8	-10	-12
bullwhip	+8	+6	+3	+1	-1	-3	-5	-7	-9	-11	-12	-12
trident	+3	+4	+3	+2	0	0	0	-1	-2	-4	-6	-8
scythe	+6	+5	+4	+3	+1	-1	-3	-5	-5	-7	-7	-9
morning star	-2	-1	+1	+2	+3	+3	+2	+1	0	-1	-3	-5
samurai sword	+8	+7	+6	+5	+3	+1	-1	-3	-5	-7	-9	-11
bare hand	+4	+2	0	-1	-3	-5	-8	-8	-12	-16	-20	-24

* – +2 for charging weapon, no bonus for standing weapon

WEAPON DAMAGE TABLE

WEAPON	SIZE OF ENEMY (IN HIT DICE)											
	≤ 1/2	≤ 1+1	2 – 3	3+1 – 4	4+1 – 6	6+1 – 8	8+1 – 12	12+1 – 16	16+1 – 20	20+1 – 24	24+1 – 30	≥ 30+1
two-handed sword	1 – 8	1 – 10	1 – 12	2 – 16	3 – 18	2 – 20	18	2 – 16	1 – 12	1 – 10	1 – 8	1 – 6
hand & a half	1 – 10	1 – 12	2 – 16	1 – 12	1 – 10	1 – 10	1 – 10	1 – 8	1 – 6	1 – 6	1 – 4	1 – 4
broadsword	1 – 6	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 8	1 – 6	1 – 6	1 – 4	1 – 4	1 – 2
shortsword	1 – 6	1 – 6	1 – 8	1 – 8	1 – 6	1 – 6	1 – 4	1 – 4	1 – 2	1 – 2	1	1
rapier *	1 – 6	1 – 8	1 – 10	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1
scimitar/cutlass/sabre	1 – 6	1 – 6	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 4	1 – 2	1	1
knife/dagger	1 – 3	1 – 4	1 – 5	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1	1
two-handed battle axe	1 – 8	1 – 10	1 – 12	2 – 16	18	2 – 20	4 – 24	2 – 16	1 – 12	1 – 10	1 – 8	1 – 6
battleaxe	1 – 6	1 – 8	1 – 10	1 – 12	1 – 12	1 – 10	1 – 8	1 – 8	1 – 6	1 – 6	1 – 4	1 – 3
tomahawk/hand axe	1 – 8	1 – 6	1 – 6	1 – 5	1 – 5	1 – 4	1 – 4	1 – 3	1 – 3	1 – 2	1 – 2	1
maul	1 – 6	1 – 8	l – 10	1 – 12	2 – 16	3 – 18	2 – 20	3 – 18	2 – 16	1 – 12	1 – 10	1 – 8
mace	1 – 8	1 – 8	1 – 10	1 – 10	1 – 8	1 – 8	1 – 6	1 – 6	1 – 4	1 – 3	1 – 2	1 – 2
short flail	1 – 10	1 – 10	1 – 12	1 – 12	1 – 10	1 – 10	1 – 8	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3
two-handed flail	1 – 8	1 – 10	1 – 12	2 – 16	3 – 18	2 – 20	4 – 24	2 – 20	3 – 18	2 – 16	1 – 12	1 – 10
two-handed war hammer	1 – 4	1 – 6	1 – 8	1 – 12	1 – 12	2 – 16	3 – 18	2 – 20	3 – 18	2 – 16	1 – 12	1 – 10
war hammer	1 – 6	1 – 8	1 – 8	1 – 8	1 – 6	1 – 6	1 – 6	1 – 4	1 – 4	1 – 4	1 – 3	1 – 2

WEAPON DAMAGE TABLE (CONTINUED)

WEAPON	SIZE OF ENEMY (IN HIT DICE)											
	≤ 1/2	≤ 1+1	2 – 3	3+1 – 4	4+1 – 6	6+1 – 8	8+1 – 12	12+1 – 16	16+1 – 20	20+1 – 24	24+1 – 30	≥ 30+1
cavalry or war pick	1 – 2	1 – 3	1 – 4	1 – 5	1 – 6	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1
cudgel/club	1 – 3	1 – 4	1 – 5	1 – 6	1 – 4	1 – 2	1 – 2	1	1	1	1	1
quarterstaff/stave	1 – 4	1 – 5	1 – 6	1 – 8	1 – 6	1 – 4	1 – 3	1 – 2	1	1	1	1
mounted lance *	1 – 4	1 – 5	1 – 6	1 – 8	1 – 10	1 – 12	2 – 16	3 – 18	2 – 20	4 – 24	3 – 30	4 – 24
spear*	1 – 6	1 – 6	1 – 8	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3
long spear/short pike *	1 – 5	1 – 6	1 – 6	1 – 8	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 5	1 – 4
pike *	1 – 4	1 – 5	1 – 6	1 – 8	1 – 10	1 – 12	2 – 16	2 – 16	2 – 16	1 – 12	1 – 12	1 – 12
halberd	1 – 6	1 – 8	1 – 10	1 – 12	2 – 16	18	2 – 20	4 – 24	2 – 20	3 – 18	2 – 16	1 – 12
crowbar, shovel, etc.	1 – 4	1 – 5	1 – 6	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1
bullwhip	1 – 8	1 – 10	1 – 12	2 – 16	18	2 – 16	1 – 12	1 – 10	1 – 8	1 – 6	1 – 4	1 – 2
trident *	1 – 6	1 – 8	1 – 10	1 – 12	2 – 16	1 – 12	1 – 12	l – 10	1 – 10	1 – 8	1 – 6	1 – 4
long scythe	1 – 8	1 – 10	1 – 12	2 – 16	3 – 18	2 – 16	1 – 12	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3
morning star	1 – 8	1 – 10	1 – 12	1 – 12	2 – 16	1 – 12	1 – 12	l – 10	1 – 8	1 – 6	1 – 5	1 – 4
samurai sword	1 – 5	1 – 6	1 – 8	1 – 10	1 – 12	1 – 12	1 – 10	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3
bare hand	1 – 2	1 – 3	1 – 4	1 – 4	1 – 3	1 – 2	1	1	1/2	0	0	0

* – impalement doubles damage

MISSILE WEAPON ATTACK CHART

WEAPON	ARMOUR CLASS											
	9	8	7	6	5	4	3	2	2+1 +2	2+3 +4	2+5 +6	2+7 UP
heavy crossbow	-1	0	+ 1	+2	+3	+3	+2	+1	0	-1	-2	-3
light crossbow	0	+1	+2	+3	+2	+1	0	-1	-2	-3	-3	-4
composite bow	+2	+2	+3	+3	+2	+2	+1	0	-1	-2	-3	-4
short bow	+1	+2	+2	+1	0	0	-1	-2	-3	-4	-5	-5
long bow	0	+1	+2	+3	+2	+2	+1	+1	0	-1	-2	-3
sling	+3	+2	+1	+1	0	0	-1	-2	-3	-4	-5	-6
staff sling	+4	+2	+3	+4	+3	+2	+ 1	0	-1	-2	-3	-4
thrown dart	0	+1	+2	+1	0	0	-1	-2	-3	-4	-5	-6
light javelin	+2	+1	0	0	0	-1	-2	-3	-4	-5	-6	-7
heavy javelin	-1	0	+1	+2	+3	+2	+2	+1	0	-1	-2	-3
light dart engine	-1	0	0	+1	+1	+2	+3	+2	+1	0	-1	-2
medium dart engine	-2	-1	0	0	+1	+2	+2	+3	+3	+2	+1	0
heavy dart engine	-1	0	+1	+2	+3	+4	+5	+5	+4	+3	+2	+1
light stone thrower	0	+1	+2	+2	+1	+1	0	0	0	-1	-1	-2
medium stone thrower	-3	-2	-1	0	0	0	+1	+1	+1	+1	+2	+2
heavy stone thrower	-2	-1	0	+1	+1	+2	+2	+2	+2	+2	+2	+3
thrown spear	-2	-1	0	+1	+2	+1	0	-1	-2	-3	-4	-5
tomahawk	+3	+2	+1	+1	0	-1	-2	-3	-4	-5	-6	-7
heavy throwing axe	-2	-1	0	0	+1	+2	+2	+1	0	-1	-2	-3
proper throwing knife	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
thrown knife or dagger	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
bolo	-1	0	+1	+2	+3	+4	+3	+2	+1	0	-1	-2
hand-thrown rock	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
thrown club	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
shuriken	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
blow gun dart	+6	+5	+3	+1	-1	-3	-5	-7	-9	-10	-11	-12
chakra	+5	+4	+3	+3	+2	+1	-1	-3	-5	-7	-9	-10

Note: Missile weapons get a 3% per level of hitting specific areas aimed at.

Missile Damage Table

Weapon	Hit Dice of Target											
	≤ 1/2	≤ 1+1	2 – 3	3+1 – 4	4+1 – 6	6+1 – 8	8+1 – 12	12+1 – 16	16+1 – 20	20+1 – 24	24+1 – 30	≥ 30+1
heavy crossbow	1 – 8	1 – 10	1 – 10	1 – 12	2 – 16	1 – 12	1 – 12	1 – 10	1 – 10	1 – 8	1 – 8	1 – 6
light crossbow	1 – 8	1 – 10	1 – 10	1 – 12	1 – 12	1 – 10	1 – 8	1 – 8	1 – 6	1 – 6	1 – 6	1 – 5
composite bow	1 – 6	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 5	1 – 5	1 – 4	1 – 3	1 – 3
short bow	1 – 4	1 – 5	1 – 6	1 – 6	1 – 8	1 – 6	1 – 5	1 – 4	1 – 4	1 – 3	1 – 2	1 – 2
long bow	1 – 6	1 – 8	1 – 10	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 6	1 – 5	1 – 4	1 – 4
sling	1 – 4	1 – 6	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 3	1 – 2	1 – 2	1	1
staff sling	1 – 6	1 – 8	1 – 8	1 – 10	1 – 10	1 – 6	1 – 5	1 – 5	1 – 4	1 – 3	1 – 3	1 – 2
thrown dart	1 – 6	1 – 8	1 – 8	1 – 10	1 – 8	1 – 6	1 – 4	1 – 3	1 – 2	1 – 2	1	1
light javelin	1 – 4	1 – 6	1 – 6	1 – 8	1 – 8	1 – 6	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1
heavy javelin	1 – 8	1 – 8	1 – 10	1 – 10	1 – 12	1 – 12	1 – 8	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3
light dart engine	2 – 16	3 – 18	2 – 20	4 – 24	2 – 20	3 – 18	2 – 16	1 – 12	1 – 10	1 – 8	1 – 6	1 – 4
medium dart engine	1 – 10	1 – 12	2 – 16	3 – 18	2 – 20	4 – 24	2 – 20	2 – 16	1 – 12	1 – 10	1 – 8	1 – 6
heavy dart engine	1 – 12	2 – 16	4 – 24	3 – 30	6 – 36	3 – 30	4 – 24	2 – 20	2 – 16	1 – 12	1 – 10	1 – 8
light stone thrower	1 – 12	2 – 16	1 – 16	3 – 18	3 – 18	2 – 20	4 – 24	3 – 18	2 – 16	1 – 12	1 – 10	1 – 8

MISSILE DAMAGE TABLE (CONTINUED)

WEAPON	HIT DICE OF TARGET											
	≤ 1/2	≤ 1+1	2 – 3	3+1 – 4	4+1 – 6	6+1 – 8	8+1 – 12	12+1 – 16	16+1 – 20	20+1 – 24	24+1 – 30	≥ 30+1
medium stone thrower	1 – 10	1 – 12	1 – 12	2 – 16	3 – 18	2 – 20	4 – 24	3 – 30	4 – 32	3 – 30	4 – 24	3 – 18
heavy stone thrower	1 – 8	1 – 10	1 – 10	1 – 12	2 – 16	1 – 20	4 – 24	4 – 32	3 – 36	4 – 48	3 – 36	4 – 24
thrown spear	1 – 6	1 – 6	1 – 8	1 – 8	1 – 10	1 – 8	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2
tomahawk	1 – 8	1 – 8	1 – 6	1 – 6	1 – 5	1 – 5	1 – 4	1 – 4	1 – 3	1 – 2	1	1
heavy throwing axe	1 – 8	1 – 10	1 – 12	1 – 12	1 – 10	1 – 10	1 – 8	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2
proper throwing knife	1 – 4	1 – 5	1 – 6	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1	1
thrown knife or dagger	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1 – 2	1	1	1	1	1	1
bolo	1 – 6	1 – 8	1 – 10	1 – 12	1 – 10	1 – 8	1 – 6	1 – 4	1 – 3	1 – 2	1	1
hand-thrown rock	1 – 2	1 – 3	1 – 4	1 – 3	1 – 2	1 – 2	1 – 2	1	1	1	1	1
thrown club	1 – 3	1 – 4	1 – 5	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1	1
shuriken	1 – 6	1 – 5	1 – 4	1 – 3	1 – 2	1	1	1	1	1	1	1
blow gun dart	1 – 1	1	1	1	1	1	1	1	1	1	1	1
chakra	1 – 4	1 – 6	1 – 8	1 – 10	1 – 8	1 – 6	1 – 4	1 – 2	1 – 2	1 – 2	1	1

Note: Use +2 for close range, +1 for medium range, no bonus for long range, and -2 for maximum range.

General Gunnery Charts

Large Caliber Weapons Chart

Size	MBD	Core ACP	1/3 ACP	2/3 ACP	3/3 ACP	DH ACP	DH Damage (from penetration)	Core damage	1/3 damage	2/3 damage	3/3 damage
20 mm	30'	3	5	6	7	2+7	6d10	36	32	20	10
25 mm	33'	3	5	6	7	2+7	6d12	40	36	24	12
30 mm	36'	3	5	6	7	2+7	8d10	44	40	27	14
37 mm	42'	2	4	5	6	2+7	9d10	48	44	30	17
40 mm	45'	2	4	5	6	2+7	10d10	50	48	32	16
57 mm	48'	2+1	2	3	4	2+7	12d12	60	56	38	20
75 mm	60'	2+3	2+1	2	3	2+7	15d12	80	72	48	24
88 mm	72'	2+4	2+2	2+1	2	2+7	16d12	100	88	60	30
105 mm	90'	2+5	2+3	2+2	2+1	2+7	18d12	150	132	88	44
5 in.	105'	2+6	2+4	2+3	2+2	2+7	12d20	180	175	118	60
5.5 in.	120'	2+7	2+5	2+4	2+3	2+7	14d20	200	185	124	64
6 in.	150'	2+7	2+6	2+5	2+4	2+7	15d20	240	225	150	75
8 in.	180'	2+7	2+7	2+6	2+5	2+7	18d20	300	280	187	94
11 in.	210'	2+7	2+7	2+7	2+6	2+7	20d20	400	375	250	125
14 in.	240'	2+7	2+7	2+7	2+7	2+7	25d20	600	560	374	188
16 in.	300'	2+7	2+7	2+7	2+7	2+7	30d20	880	820	547	274

Notes And Explanation

MBD = maximum blast diameter ACP = armor class penetration DH = direct hit

The "core" is the impact area itself. The "thirds" are self-explanatory; the shrapnel only penetrates as indicated on the diameter chart. Simply ascertain where the target is in the blast zone for the proper penetration. The damage is always 2/3 concussive and 1/3 fragmentation caused. Remember, concussion causes hearing loss, internal hemorrhaging, and even stunning or unconsciousness. Victims in the "core" area can be blinded and/or set afire, the frequency being up to the individual DM. Blast effects travel great distances in semi-confined or channeled areas such as dungeon corridors. Damage is always shared. A "core" hit is like a shell going off on the ground between your legs, not direct but as close as possible otherwise.

General Gunnery Charts (continued)

Small Caliber Weapons Chart

Caliber	Point Blank		To 100 Yards		To 250 Yards		To 500 Yards		Greater	
	ACP	Damage	ACP	Damage	ACP	Damage	ACP	Damage	ACP	Damage
.22	6	d4	7	d2	8	8	9	1	9	1
.25	7	d4	9	d2	No appreciable effect beyond this range.					
.30 (C)	2+1	2d8	3	d12	5	d8	7	d6	9	d4
.30 (R)	2+7	3d6	2+5	2d8	2+3	d12	2+1	d10	3	d8
.32	3	d12	6	2d8	No appreciable effect beyond this range.					
9 mm	2+2	2d8	3	d10	7	d4	As above beyond this range.			
.38	2+1	2d8	5	d8	No appreciable effect beyond this range.					
.357 (M)	2+5	3d6	2	d12	7	d4	As above beyond this range.			
.41 (M)	2+6	2d10	2	d12	7	d4	As above beyond this range.			
.44 (M)	2+7	4d6	2+2	2d8	5	d6	As above beyond this range.			
.50	2+7	4d12	2+6	4d10	2+3	3d12	2	3d10	Decreases to 1,500 yards.	
.505 (E)	2+7	3d10	2+2	2d10	2	d10	7	d6	9	d2
.600 (E)	2+7	3d12	2+3	4d12	2+1	d12	6	d8	8	d4
.58 (MK)	3	2d10	6	d10	9	d4	Not effective beyond this range.			
.69 (MK)	2	4d6	5	d12	8	d6	As above beyond this range.			
12 gauge (S)	3	4d8	Not effective beyond 30 yards.							
16 gauge (S)	4	3d10	As above beyond 25 yards.							
20 gauge (S)	5	3d6	As above beyond 20 yards.							
410 gauge (S)	6	d12	As above in all respects.							

Notes And Explanation

(C) = Carbine Round
(E) = Elephant or Big Game Round
(M) = Machine Pistol
(MK) = Musket Ball
(R) = Rifle Round
(S) = Shotgun Round

NON-WEAPON ATTACK MATRIX (CLAWS AND THINGS)

D20 ATTACK DIE ROLL NEEDED TO HIT BY LEVEL

ARMOUR CLASS	1 – 2	3 – 4	5 – 6	7 – 8	9 – 10	11 – 12	13 – 14	15 – 16	17 – 18	19 – 20	21 – 30	31+
2+7	–	–	–	20	19	18	17	16	15	14	13	12
2+6	–	–	20	19	18	17	16	15	14	13	12	11
2+5	–	20	19	18	17	16	15	14	13	12	11	10
2+4	20	19	18	17	16	15	14	13	12	11	10	9
2+3	19	18	17	16	15	14	13	12	11	10	9	8
2+2	18	17	16	15	14	13	12	11	10	9	8	7
2+1	17	16	15	14	13	12	11	10	9	8	7	6
2	16	15	14	13	12	11	10	9	8	7	6	5
3	15	14	13	12	11	10	9	8	7	6	5	4
4	14	13	12	11	10	9	8	7	6	5	4	3
5	13	12	11	10	9	8	7	6	5	4	3	2
6	12	11	10	9	8	7	6	5	4	3	2	1
7	11	10	9	8	7	6	5	4	3	2	1	–
8	10	9	8	7	6	5	4	3	2	1	–	–
9	9	8	7	6	5	4	3	2	1	–	–	–

SPECIAL NOTE

Those strikes that show as automatic hits have a 5% chance of missing, rolled on percentile dice (d100). All attacks that happen during grappling, rolling on the ground, etc., are +4 in their hit probability.

Weapon Breakage Chart

User's Strength	Magik Weapons By "Plusses", Etc.								Non-Magik Weaponry			
	+0	+1	+2	+3	+4	+5	+6	+7	Copper	Bronze	Iron	Steel
8 – 9	*	*	*	*	*	*	*	*	5%	3%	1%	None
10	1%	–	–	–	–	–	–	–	8%	5%	2%	1%
11	2%	1%	–	–	–	–	–	–	11%	7%	3%	2%
12	3%	2%	1%	–	–	–	–	–	14%	9%	4%	3%
13	4%	3%	2%	1%	–	–	–	–	17%	11%	5%	4%
14	5%	4%	3%	2%	1%	–	–	–	20%	13%	6%	5%
15	6%	5%	4%	3%	2%	1%	–	–	23%	15%	7%	6%
16	7%	6%	5%	4%	3%	2%	1%	–	26%	17%	8%	7%
17	8%	7%	6%	5%	4%	3%	2%	1%	29%	19%	9%	8%
18	9%	8%	7%	6%	5%	4%	3%	2%	32%	21%	10%	9%
18/25%	10%	9%	8%	7%	6%	5%	4%	3%	35%	23%	12%	10%
18/50%	11%	10%	9%	8%	7%	6%	5%	4%	38%	25%	14%	12%
18/75%	12%	12%	11%	10%	9%	8%	7%	6%	41%	30%	16%	14%
18/100%	13%	14%	13%	12%	11%	10%	9%	8%	44%	35%	18%	16%
19	15%	15%	14%	13%	12%	11%	10%	9%	47%	40%	20%	18%
20	20%	17%	16%	15%	14%	13%	12%	11%	50%	45%	25%	20%
21	25%	19%	18%	17%	16%	15%	14%	13%	60%	50%	30%	25%
22	30%	22%	21%	20%	19%	18%	17%	16%	70%	60%	35%	30%
23	35%	25%	24%	23%	22%	21%	20%	19%	80%	70%	40%	35%

WEAPON BREAKAGE CHART (CONTINUED)

USER'S STRENGTH	MAGIK WEAPONS BY "PLUSSES", ETC.								NON-MAGIK WEAPONRY			
	+0	+1	+2	+3	+4	+5	+6	+7	COPPER	BRONZE	IRON	STEEL
24	40%	28%	27%	26%	25%	24%	23%	22%	90%	80%	45%	40%
25	45%	30%	29%	28%	27%	26%	25%	24%	100%	90%	50%	45%
26	50%	32%	31%	30%	29%	28%	27%	26%	**	100%	60%	50%
27	60%	34%	33%	32%	31%	30%	29%	28%	**	**	70%	55%
28	70%	36%	35%	34%	33%	32%	31%	30%	**	**	80%	68%
29	80%	38%	37%	36%	35%	34%	33%	32%	**	**	90%	78%
30	95%	40%	39%	38%	37%	35%	34%	33%	**	**	99%	88%
31+	–	–	–	–	–	–	–	–	**	**	**	–

* – No chance of breakage at all.

** – Always.

NOTES

Bashing weapons, such as maces, flails, and the like, add 5% to their base save percent, and all two-handed weapons add 3%. Remember also, if the weapon does break, then a percent roll must be made to determine how many pieces the weapon has broken into. Also remember that for every "plus" a defender's armor class is over the armor class of two, 3% is added to the base chance of breakage. To take the whole chart, here is an example: an Ogre of STR 20 is using a two-handed maul (one handed) to strike a knight wearing full plate armor and shield (which is magik and +1) for an armor class of 2+1. That means the base chance for breakage would be ZERO! Surprised you didn't I? Well, the breakage chart would not be consulted because the knight, who is the Ogre's target, is not dense enough to cause breakage. However, using a Large Red Dragon with the same AC as that knight (2+1), the breakage chance would be based on whether the maul was magik or not, and if not, on whether it was iron, bronze, etc. So let's say the Ogre's maul was iron, then the base would be 25%. However, because it is a "bashing weapon", it is reduced by 5% down to 20%. Again, because it is a massive two-handed weapon, the base chance is further reduced by 3% down to 17%. Finally, because the target's armor class is +1 over AC 2, it is increased by 3% back up to 20%. So there you have it, a base chance of 20% with every pertinent factor accounted and adjudicated for towards combat. It is fair, concise, complete, and, most of all, accurate in its depiction of weapon sturdiness vis-à-vis impact.

FIGHTING TOOLS

COMBAT	From Arduin Grimoire I (Pages 50 – 52)
MAIN COMBAT TABLE	From Arduin Grimoire I (Page 59)
BRAWL CHART	From Arduin Grimoire I (Pages 62 – 63)
MELEE CHART	From Arduin Grimoire I (Page 54)
MISCELLANEOUS NOTES	From Arduin Grimoire II (Page 1)
COMBAT RULES	From Arduin Grimoire II (Page 70)
NOTES ON FIGHTING MEN AND THE USE OF WEAPONS	From Arduin Grimoire II (Pages 72 – 73)

COMBAT

Fantasy gaming has a tendency to bog down during the combat phase of play. The following notes and tables have been produced after much play testing and observation of "real" combat as practiced by the ***Society for Creative Anachronism, Inc.*** (which, I might add, is as close as one will ever come to the real thing, this side of a time machine.)

Generally speaking, combat takes place in a series of "melee turns", these turns being six seconds in duration. Ten melee turns constitute one regular movement turn. However, rather than dividing movement by 10 in order to determine the movement rate during combat, characters are considered to move their full movement rate each melee turn. This is because all normal movement turns are predicated on the characters moving at a very slow walk, searching diligently for traps and secret doors, whereas a melee turn is at full speed. So remember: a character covers the same distance in a melee turn as in a normal movement turn – he or she is just moving faster.

Having play tested and watched "real" combat, I came to the conclusion that certain things should be incorporated into fantasy combat. Here they are:

- Only two warriors may fight side by side in a 10' space at full efficiency, or only one man with a two handed weapon. If two two-handed weapons or three regular weapons are wielded within that space, then the warriors involved suffer a -2 penalty on their attack rolls. Although it is nearly impossible to get three two-handed weapons into use in such a small space, four normal weapons may be wielded, but at -4 on the attack – unless the weapons used (all of them) are spears, which may be wielded phalanx fashion. Carrying this one step further, if there are three spearmen with shields fighting together in that 10' wide corridor, add 2 to all of their defenses, and if there are four of them, add 4 to their defenses.
- Speaking of spears and other long weapons, the longest weapon in any melee will always strike first regardless of opposing dexterities. On the other hand, because of the unwieldiness of spears and pole arms in close combat, after the initial round of combat, the spearman will suffer a -2 penalty on attacks if his opponent steps into him and forces him to shorten up on his shaft. The best way to counter this, of course, is to be in one of the aforementioned phalanxes.

Shields play a real role in combat, one which most fantasy rules fail to explore fully. So here are my ideas on shield use in close combat:

- On any melee turn, a Warrior with a shield may elect to strike with it instead of with his weapon. Because the striking area of the shield is so large, +4 is added to the attack. The shield will do one point of damage, plus one additional point for every point over 15 of the Warrior's strength. In any case, the shield will "push back" a similar-sized opponent, and has a 2% chance per experience level of knocking him down.
- A shield covers the front of the Warrior and the side on which it is carried, but the side with the weapon is uncovered, and does not get the shield's bonus to armor class, unless a facing movement is made by the Warrior to cover that side before he is engaged in combat. Also, when attacking diagonally across one's shielded side, subtract -1 from the attack, as the arm has to travel in an armor restricted direction, and over an obstruction (the shield).
- Based on the difference in level between the attacker and defender, there is a 15% chance per level of difference (assuming that the attacker's level is higher) that the attack will slip past the shield, so that it cannot be counted in the defender's armor class. Those of equal level always have a 5% chance of getting past an opponent's shield, and, of course, those of a lower level than those they attack have no chance to do so.

Enough on shields. Here are a few more ideas on combat in general.

- In movement and combat, the more armor one wears, the more restricted one is. Armor

class 2 or 3 subtracts -3 from Dexterity and Agility. Armor class 4 and 5 subtract -2, and armor class 6 and 7 subtract -1. These penalties are always subtracted before combat.

- In combat, the person with the highest Dexterity attacks first, assuming relatively equal armaments. It is also possible to get more than one attack in a melee turn, but that also depends on superior speed or dexterity. For example, an Orc has a DEX 7, and he faces an Elf with a DEX 17. The Elf attacks first at 17, and ordinarily the Orc would attack next at 7, but since the Elf is more than twice as fast, his second attack comes in at 8 ½ (half of his dexterity of 17), so in effect he attacks twice before the poor Orc can even attack once. Another example: an Amazon with DEX 18 and carrying a rapier engages a pirate with DEX 9 carrying a spear. The pirate, by virtue of having the longer weapon, will attack first, but the Amazon, by virtue of a faster Dexterity, can elect to parry rather than using her first attack, and then counter-attack with her second. You will note the pattern of these combats. If a person has at least twice the Dexterity of his opponent, then he will get two or more attacks, depending on the actual Dexterity. It is even possible to get three or more attacks in a turn if you are that much faster than your opponent. The timing of these attacks is ascertained by dividing your Dexterity by the number of attacks. (You have a dexterity of 18; your opponent has a dexterity of 6. You will get three attacks, one each on 18, 12, and 6, at which point the enemy will get an attack in return.)
- You will also note that a superior Dexterity can always elect to parry instead of attacking. To determine whether a parry is successful, just roll your normal attack roll. If a hit is indicated, you have successfully parried the attack. In the case of fangs and claws instead of weapons, here is how it works. A dragon normally gets two claws and a bite (or breath) each melee turn, so his attack is already broken up into three phases by the simple virtue of having two separate claws and a head. So if his Dexterity is 10 and yours is 15, you attack first, and there is no worry – but if his is 16 and yours is only 8, then his first claw strikes on 16, his second at around 11, then you attack on 8, and finally his bite follows at 5 or so. The pattern will hold for all monsters regardless of the number of appendages they use in combat. Just divide that number into their dexterity, and you have the pattern of their attack.
- A shield can be used to block a specific attack in much the same way you parry against a weapon. If you have the higher dexterity, and you do not want to risk getting hit by the cockatrice, you roll your normal attack, at +4 because of the size of the shield, and if you hit, you block the attack. Remember, though, that this is in lieu of your normal attack.

One further note: full Elves only have the option each and every melee turn of moving and then attacking, of attacking twice (regardless of relative dexterities), or of moving double the normal movement rate. So as you see, an Elf could move his normal movement allowance, then decide that his opponent might just eat him, and elect to "keep on trucking" and move again, thus covering twice the distance a non-Elf could have covered.

One of the real problems of melees is that there is always one idiot who hollers "I'm firing my crossbow at such and such", totally ignoring the fact that nine of his friends are in the way. Here is how you discourage such stupidity: for every person in a given 10' area that the dummy fires into, there is a 25% chance of hitting the wrong target. Roll the percentage chance first, then determine (by random roll, excluding the intended target), who he actually hit. After he has killed off a few of his friends, the turkey will normally get the message.

A factor in any melee is the combatant's ability to force his opponent back so that he may trip over some obstruction (his dead friend, for example), or fall down some stairs, or what have you. Therefore, consider any attack that is one less than the number needed to hit to push the opponent back a distance of 3'.

MAIN COMBAT TABLE

(D20 ROLL REQUIRED TO HIT BY LEVEL)

ARMOR CLASS	1 – 2	3 – 4	5 – 6	7 – 8	9 – 10	11 – 12	13 – 14	15 – 16	17 – 18	19 – 20	21 – 30	31+
2+7	–	–	–	–	20	19	18	17	16	15	14	13
2+6	–	–	–	20	19	18	17	16	15	14	13	12
2+5	–	–	20	19	18	17	16	15	14	13	12	11
2+4	–	20	19	18	17	16	15	14	13	12	11	10
2+3	20	19	18	17	16	15	14	13	12	11	10	9
2+2	19	18	17	16	15	14	13	12	11	10	9	8
2+1	18	17	16	15	14	13	12	11	10	9	8	7
2	17	16	15	14	13	12	11	10	9	8	7	6
3	16	15	14	13	12	11	10	9	8	7	6	5
4	15	14	13	12	11	10	9	8	7	6	5	4
5	14	13	12	11	10	9	8	7	6	5	4	3
6	13	12	11	10	9	8	7	6	5	4	3	*
7	12	11	10	9	8	7	6	5	4	3	*	*
8	11	10	9	8	7	6	5	4	3	*	*	*
9	10	9	8	7	6	5	4	3	*	*	*	*

* – ALL these can only miss on a 5% chance (roll d100).

ARMOUR DESCRIPTION

ARMOR CLASS	DESCRIPTION
2	Full plate armor with shield
3	Unshielded full plate armor or fully armed Greek Hoplites or late Roman Legionnaires with shields
4	Chain or scale mail with shield or early Roman Legionnaires with shield
5	Unshielded chain or scale mail or metal studded or strapped leather armor with shield
6	Leather armor with shield or metal strapped or studded leather armor unshielded
7	Unshielded leather armor or quilted/padded cloth armor with shield
8	Shield only or padded/quilted armor without shield
9	Unarmored person

Notes: If a person has chain mail and a magikal +3 shield, his armor class would be 4+3, not adjusted up to 2+1. Also, for practical purposes, no armor class greater than 2+7 is allowed. Whenever a 20 is required to hit, it is not a critical hit. A second roll can then try for one. Clerics and the like always use the column to the left of their real level, and Mages and magikal types use the column two columns to the left. They're just not as good.

BRAWL CHART

ATTACK	DUCK (R)	DUCK (L)	GO TO ONE KNEE	FOREARM BLOCK (R)	FOREARM BLOCK (L)	SIDE STEP (R)	SIDE STEP (L)	JUMP BACK (1' – 3')	STEP INTO FOE	DROP FLAT TO GROUND	FRONT ARM BLOCK	TURN SIDEWAYS (L OR R)
right cross	0	1	0	1/2	0	1/2	1	1/2	1/4	0	1/2	1
right straight (short)	1/4	1/2	1/2	1	0	1/2	1	0	1	0	1/2	1
right straight (long)	1/2	1	1/4	1/2	1/2	1	1/2	1/4	1/4	0	1/4	1/2
right uppercut	1/4	1	2	1	0	1/2	1	0	2	2	1	1/2
right haymaker *	0	2	1/2	1/2	1/4	1/4	0	1	1/2	0	1/2	1
left cross	1	0	0	1	1/2	1	1/2	1/2	1/4	0	1/2	1
left straight (short)	1/4	0	1/2	0	1	1	1/2	0	1	0	1/2	1
left straight (long)	1/2	0	1/4	1/2	1/2	1/2	1	1/4	1/4	0	1/4	1/2
left uppercut	1	1/4	2	0	1	1	1/2	0	2	2	1	1/2
left haymaker *	2	0	1/2	1/4	1/2	1	1/4	0	1/2	0	1/2	1
left low kick	1	1	2	1	1	1	0	0	1/2	2	1	1/2
left medium kick	1	1	1	1	1	1	0	0	1/4	0	1	1/4
left high kick	2		0	1/2	1	1	0	0	0	0	1/4	0
right low kick	1	1	2	1	1	0	1	0	1/2	2	1	1/2
right medium kick	1	1	1	1	1	0	1	0	1/4	0	1	1/4
right high kick	0	2	0	1	1/2	0	1	0	0	0	1/4	0
flying drop kick (low)	1	1	2	1	1	0	0	1/4	1/2	0	1	0
flying drop kick (medium)	1	1	1	1/2	1/2	0	0	1/2	1	0	1	0
flying drop kick (high)	1/2	1/2	0	1	1	0	0	1	2	0	1/2	0
dual overhand smash	1/2	1/2	1	1/4	1/4	1/4	1/4	0	2	0	1/4	1
forked fingers to eyes	0	0	0	0	0	0	0	0	(a)	0	0	0
double-ear clap	0	0	0	0	0	0	0	0	(b)	0	0	0
hand chop to nose bridge	1/4	1/4	0	0	0	1/4	1/4	0	(c)	0	0	0
grab	1	1	0	1/2	1/2	1/2	1/2	0	1	0	1	1/2

KEY TO BRAWL CHART

SYMBOL	NAME	DESCRIPTION
2	Double Hit	2d4 points (kick = 2d6 points) Temporary (Brawl Period) damage, plus 1 point per Strength over 14; 20% chance permanent
1	Full Hit	d4 points (kick = d6 points) Temporary (Brawl Period) damage, plus 1 point per Strength over 14; 10% chance permanent
1/2	Half Hit	d2 points (kick = d3 pts) as above, but 5% chance of permanence
1/4	Quarter Hit	1 point (kick = d2 points) as above, with 1% chance of permanence
0	Miss	No Damage
(a)	Blinded	d10 melee turns
(b)	Stunned	d10 melee turns
(c)	Double Full Hit	20% chance Kill

SEQUENCE OF PLAY FOR BRAWLING

Each person secretly writes his move (faster Dexterity attacks first), then Umpire calls for "brawl" and the orders are shown. There are at least two parts to each melee as the fastest attacks & slower defends, then slower attacks and faster defends. Remember, hits are cumulative and those who lose all points are unconscious.

NOTE: Use double normal Hit Points for Brawl Points

Remember, for every Strength point over 12, add +1 attack, and for every Dexterity point over 12, add +1 to defense; also, for every Agility point over 12, add 5% chance of not falling when hit. Finally, double Dexterity means double attack!

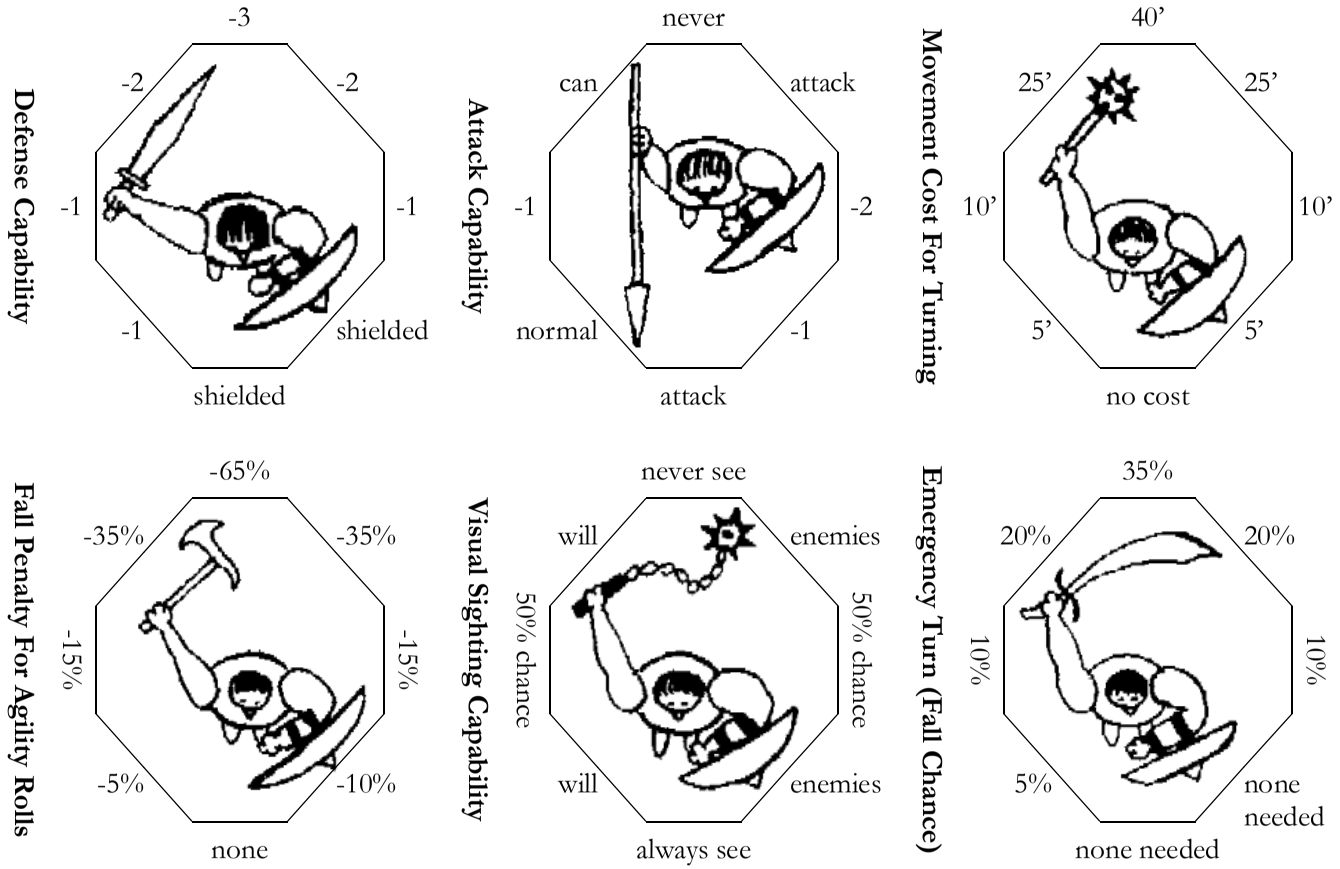
All those who fall down are down d3 melee rounds.

***** – Haymakers turn the body one full facing for the return blow, and facing cannot be changed until move turn.

Missed kicks are -30% on Agility fall rolls, and all kickers are -10% when receiving return hit.

MELEE CHART

To compute falls, add the character's Agility and Dexterity, multiply by 3%, and then subtract the % shown below on the hex side of the direction of impact. To determine if weapons, items, etc. are dropped, simply multiply the character's Dexterity by 5%, and that total is subtracted from 100% to give the percent chance on a d100 roll of not dropping said object. In both cases, if the percentage of difference is not rolled, then the character falls or drops whatever he is carrying (roll for each item carried). In both bases, a d6 is rolled to ascertain the number of melee turns it then takes for the character to get up or retrieve the dropped item.



MISCELLANEOUS NOTES

All monster attacks that hit for more than d6 in damage get the bonuses for Strength just as a player character does. Monsters should have just as many breaks as the player, so that game balance does not suffer.

In combat, one tends to find oneself haggling over who can do what. Therefore, this DM insists that all who play in this world read and heed all that is in this Trilogy and the other Arduin Grimoires.

COMBAT RULES

1. Along with the fact that all people get a 3% chance per level of experience of placing any missile or other aimed type shot into an exact target, be aware of the fact that Hobbitts and Kobbitts have an additional base percentage of 25%, and that Elves have a base of 10%.
2. All persons being knocked over or accidentally falling in combat will stay down for d6 melee turns, based on the DM's die roll. However, if the fallen party is assisted by one person to rise, then one turn is subtracted from the required down time. If two help (which is the maximum number allowed to help), then two turns are subtracted. Also, if the downed party wishes to try to do something while he is down, he must wait until the next to the last turn of the time he is to be down. However, that action means that he has ceased trying to rise, so that at any time when he wishes to do so, must take an additional two melee turns to complete the actions. Finally, if the downed person dropped his weapon or any other object when he fell, it will require an additional one melee turn to retrieve it. Remember also that if a person is down for five melee turns, for example, it is only on the end, after all combat has been decided, of the 5th melee round when the person will stand up. In the immediately following movement cycle, that person may not do more than make facing movements in place.
3. If a party is surprised at night when members of the party are sleeping, then a d6 will be rolled for each member that is asleep, and the resultant die rolls will determine how long it takes each member to rise. Just as for the knock down roll noted above, the person will stand in place the first turn he is up. The only exceptions to this rule are Elves, Deodanths, and the like, who will roll the die and then divide by two to obtain their number.
4. Weapons have been known to break in combat when struck against objects made of very dense material (such as stone golems, dragons, and the like). This is further exacerbated when the wilder is one with strength equivalent to any Giant. Therefore, the ***Weapon's Breakage Chart*** will be used (NO EXCEPTIONS). Add 3% breakage chance for each "+" over the defender's true AC.
5. Everyone involved in a combat has the option of declaring "Targets of Opportunity" and holding his fire until such time as he sees fit. However, as the target finally selected may be at a different facing than the one he had at the beginning of the melee round, than a roll to see if the delayed fire is completed is required. This is done using the ***Melee Chart***. The ***Emergency Turn Chart*** will be used, the percent of failure being based on the degree of turn as illustrated therein. For example: an archer with a Dexterity of 17 has no real uncovered targets when his Dexterity comes up; so he declares at that time, "Targets of Opportunity", and proceeds to watch the melee progress down the Dexterity range. At Dexterity 13, an enemy knocks down one of his allies, thus exposing himself. The archer then declares "Target Found", and the very next Dexterity countdown (i.e., at 12) he will fire, if his failure percent roll was successfully accomplished (i.e., missed). Of course, he must roll a normal attack and then hit.
6. During a melee, it is possible to put a missile on an exact target; however, the critical hit corresponding to the specific area aimed for will only be given if it is actually rolled on the critical hit table. If any other body area comes up on the roll, then only normal damage is done, although to the exact area hit.

NOTES ON FIGHTING MEN AND THE USE OF WEAPONS

All fighting men (especially Warriors) are trained in as many weapon types as possible, but cultural, social, and economic factors severely limit the possibilities. Therefore, any type of fighting or Warrior class played will choose one of the above classes for his specialty, and he will be +1 when using any weapon from that class. Further, he may select any single weapon type from that class and make it his PRIMARY WEAPON. With this weapon, he will be +2 in his attacks. He may also choose a second class of weapons as his SECONDARY WEAPONS, with which his attacks will always be even on. Every other class of weapon will be out of the area of expertise of the fighting man, and his attacks will be at -1 value on the attack chart. This shows the selective, but very strenuous training that the Warriors of old practiced, and what it availed them. Remember to always keep the two choices of weapon classes within the bounds of historical fact whenever necessary. That means that a Roman Legionary, for instance, would have as his Primary Weapons: Blade Arms(short), and as his Secondary Weapons: Missile Pole Arms. On the other hand, a character from one of the fictional worlds that abound in literature could very well have Flexible Arms as a Primary Weapons Group and Two Hand Blade Arms as his Secondary. What this all means is simple: be as correct as history requires, real or otherwise.

Clerics choose only one weapon class. With every weapon in that class, they are even on. They can choose a PRIMARY WEAPON from that class, and be +1 with it only.

Mages and the like are always -1 with ALL weapon types.

Culturally different weapons may reduce hit probability (e.g. the Western knight trying to use a katana). Thus, primaries become +1 and even on, and secondaries become -1.

SPECIAL NOTES ON WARRIORS AND WEAPON CLASSES

Any Warrior type may attempt to learn to use any weapon he chooses, of other "Classes". He may do this by notifying his DM that his character is attempting to learn to use such and such a weapon. The DM will then tell the player that his character must use only that weapon until such time as he has earned experience points equal to his net jump in level in value. Thus, to go from 6th to 7th level while learning a new weapon type would cost twice the experience points it usually does. At the completion of gaining the necessary points, the character may use the weapon in question as if it were one of his normal SECONDARY WEAPON CLASSES or weapons (i.e., at no loss of attack value); in fact he would be even on with it henceforth. The extra experience gained during this time does not count towards the character's experience level. A good way to keep track of this during this time is simply to HALVE all experience earned. He could, at this time, opt to "do it all over again" to make it one of his PRIMARY WEAPONS.

Now why in the world would a character do such a silly thing, you might ask? Well, what would you do if your primary weapons types were pole arms and your secondary ones were flexible weapons, and you just managed to acquire the wondrous magik sword Anduril? Here you are, a seasoned Warrior trained to use anything but a magik sword, and you now own one of the most wondrous swords ever conceived! My bet is you would want to learn how to use it, right? Well, now you know how to do that in a game context. I rest my case.

All other than "Warrior" type classifications may choose one single weapon as a Primary Weapon and be "even on" with that sole weapon. Thus, most mages choose a dagger, while an alchemist might take a quarterstaff. You get the idea.

Escape And Evasion

Escape Tables

Overland Escape And Evasion Chase Chart

From Arduin Grimoire I (Page 68)

From Arduin Grimoire II (Page 78)

Escape Tables

Monster Level	Fighter +10% per level	Barbarian +7.5% per level	Ranger +9% per level	Assassin +5% per level	Thief +10% per level	Cleric +10% per level
1+1	75%	80%	80%	50%	90%	60%
2+1	60%	70%	65%	48%	85%	55%
3+1	45%	60%	50%	46%	80%	50%
4+1	30%	50%	35%	44%	75%	45%
5+1	15%	40%	20%	42%	65%	40%
6+1	10%	30%	8%	40%	55%	35%
7+1	5%	20%	7%	35%	40%	30%
8+1	4%	10%	6%	30%	25%	25%
9+1	3%	1%	5%	25%	10%	20%
10+1	2%	-5%	4%	20%	1%	10%
11+1	1%	-10%	3%	10%	-5%	5%
12+1	-5%	-15%	2%	5%	-10%	1%
13+1	-10%	-20%	1%	1%	-15%	-5%
14+1	-15%	-30%	-5%	-10%	-25%	-10%
15+1	-20%	-40%	-10%	-20%	-35%	-15%
16+1	-30%	-50%	-15%	-30%	-45%	-25%

ESCAPE TABLES (CONTINUED)

MONSTER LEVEL	FIGHTER +10% PER LEVEL	BARBARIAN +7.5% PER LEVEL	RANGER +9% PER LEVEL	ASSASSIN +5% PER LEVEL	THIEF +10% PER LEVEL	CLERIC +10% PER LEVEL
17+1	-40%	-60%	-25%	-40%	-60%	-40%
18+1	-50%	-70%	-35%	-50%	-75%	-55%
19+1	-60%	-80%	-45%	-60%	-90%	-70%
20+1	-70%	-90%	-60%	-70%	-105%	-85%
21+1 to 25+1	-85%	-100%	-75%	-80%	-120%	-100%
26+1 to 30+1	-100%	-125%	-90%	-90%	-130%	-115%
31+1 to 35+1	-120%	-150%	-105%	-100%	-145%	-130%
36+1 to 40+1	-140%	-175%	-120%	-125%	-175%	-160%
41+1 to 45+1	-160%	-200%	-130%	-150%	-205%	-190%
46+1 to 50+1	-180%	-225%	-145%	-175%	-235%	-220%
51+1 to 60+1	-200%	-250%	-160%	-200%	-265%	-250%
61+1 to 70+1	-220%	-275%	-175%	-225%	-295%	-280%
71+1 to 80+1	-240%	-300%	-200%	-250%	-325%	-310%
81+1 to 90+1	-260%	-325%	-225%	-275%	-355%	-340%
90+1 to 100	-300%	-350%	-250%	-300%	-385%	-370%

ESCAPE TABLES (CONTINUED)

MONSTER LEVEL	MONK +20% PER LEVEL	MEDICINE MAN +2.5% PER LEVEL	MAGE +2% PER LEVEL	PSYCHIC +1% PER LEVEL	WITCH HUNTER +4% PER LEVEL	SINGER +0.5% PER LEVEL
1+1	100%	65%	35%	20%	45%	25%
2+1	95%	55%	25%	15%	40%	20%
3+1	90%	45%	15%	10%	30%	15%
4+1	85%	35%	50%	5%	15%	10%
5+1	80%	25%	1%	1%	5%	5%
6+1	70%	15%	-5%	-10%	1%	1%
7+1	60%	5%	-10%	-20%	-10%	-15%
8+1	50%	1%	-20%	-30%	-20%	-30%
9+1	40%	-5%	-30%	-40%	-30%	-45%
10+1	30%	-10%	-40%	-50%	-40%	-60%
11+1	20%	-15%	-50%	-60%	-50%	-75%
12+1	10%	-25%	-60%	-70%	-60%	-90%
13+1	5%	-35%	-70%	-80%	-70%	-120%
14+1	1%	-45%	-80%	-90%	-80%	-150%
15+1	-5%	-55%	-90%	-100%	-90%	-180%
16+1	-10%	-65%	-100%	-120%	-100%	-210%

ESCAPE TABLES (CONTINUED)

MONSTER LEVEL	MONK +20% PER LEVEL	MEDICINE MAN +2.5% PER LEVEL	MAGE +2% PER LEVEL	PSYCHIC +1% PER LEVEL	WITCH HUNTER +4% PER LEVEL	SINGER +0.5% PER LEVEL
17+1	-15%	-75%	-120%	-140%	-120%	-240%
18+1	-20%	-100%	-140%	-160%	-140%	-270%
19+1	-25%	-125%	-160%	-180%	-160%	-300%
20+1	-30%	-150%	-180%	-200%	-180%	-330%
21+1 to 25+1	-40%	-175%	-200%	-225%	-200%	-360%
26+1 to 30+1	-60%	-200%	-225%	-250%	-220%	-390%
31+1 to 35+1	-80%	-225%	-250%	-275%	-240%	-420%
36+1 to 40+1	-100%	-250%	-275%	-300%	-260%	-450%
41+1 to 45+1	-120%	-275%	-300%	-325%	-280%	-480%
46+1 to 50+1	-140%	-300%	-325%	-350%	-300%	-510%
51+1 to 60+1	-160%	-325%	-350%	-375%	-320%	-540%
61+1 to 70+1	-180%	-350%	-375%	-400%	-340%	-570%
71+1 to 80+1	-200%	-375%	-400%	-425%	-360%	-600%
81+1 to 90+1	-220%	-400%	-450%	-450%	-380%	-630%
90+1 to 100	-240%	-425%	-500%	-500%	-400%	-660%

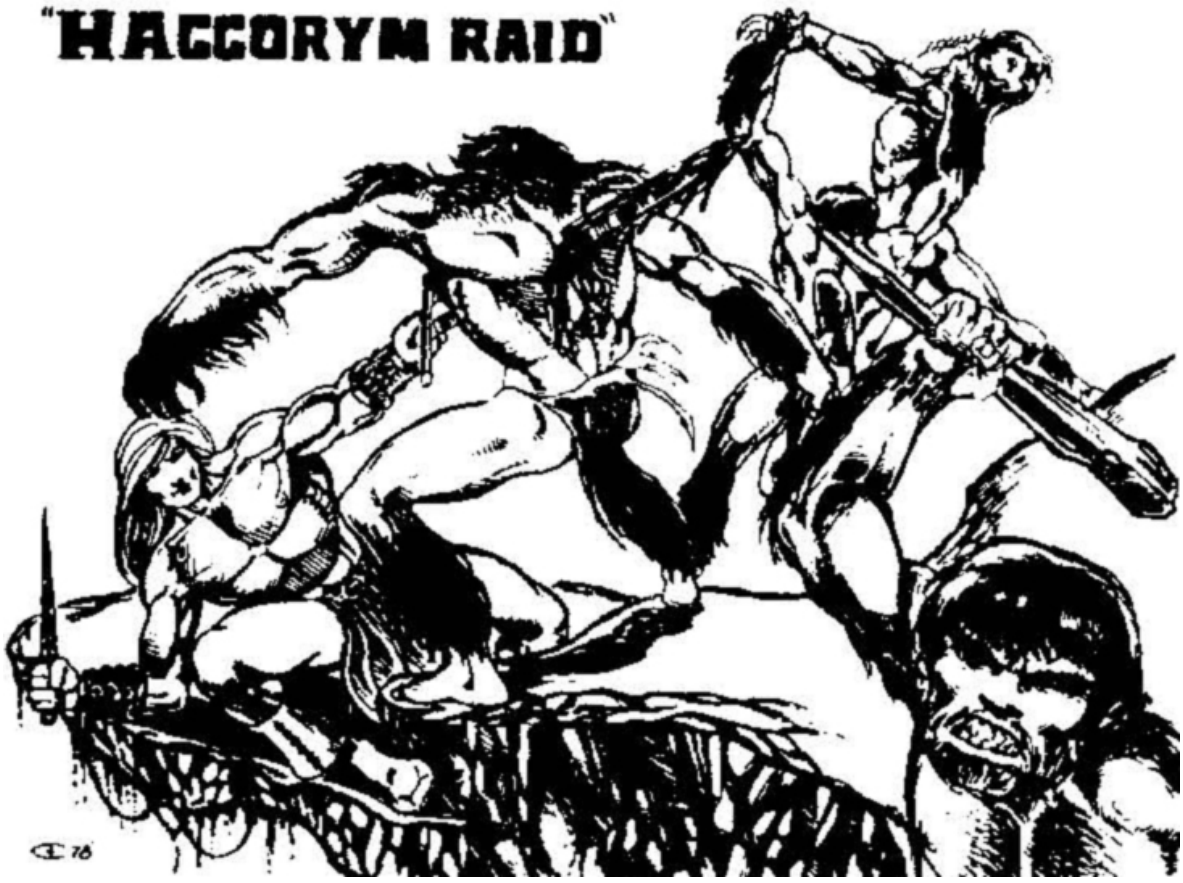
OVERLAND ESCAPE AND EVASION CHASE CHART

LEVEL	CAVE	DUNGEON	PLAIN	SCRUB	TREES	HEAVY FOREST	JUNGLE	SWAMP	DESERT	MOUNTAINS	ALL OTHER
1	5%	1%	10%	15%	20%	30%	40%	25%	20%	35%	25%
2	10%	5%	15%	20%	25%	35%	45%	30%	25%	40%	30%
3	15%	10%	20%	25%	30%	40%	50%	35%	30%	45%	35%
4	20%	15%	25%	30%	35%	45%	55%	40%	35%	50%	40%
5	25%	20%	30%	35%	40%	50%	60%	45%	40%	55%	45%
6	30%	25%	35%	40%	45%	55%	65%	50%	45%	60%	50%
7	35%	30%	40%	45%	50%	60%	70%	55%	50%	65%	55%
8	40%	35%	45%	50%	55%	65%	75%	60%	55%	70%	60%
9	45%	40%	50%	55%	60%	70%	80%	65%	60%	75%	65%
10	50%	45%	55%	60%	65%	75%	82%	70%	65%	80%	70%
11 – 15	55%	50%	60%	65%	70%	80%	84%	75%	70%	82%	75%
16 – 20	60%	55%	65%	70%	75%	82%	86%	80%	75%	84%	80%
21 – 30	65%	60%	70%	75%	80%	84%	88%	82%	80%	86%	82%
31 – 50	70%	65%	75%	80%	82%	86%	90%	84%	82%	88%	84%
51 – 100	80%	75%	85%	90%	92%	96%	99%	94%	92%	98%	94%

Note – This is a base percent from which to start; add 5% per level difference of chaser to chasee of getting away, or caught as the case may be. Also take into account such things as Elven cloaks, boots of speed or silence, and other similar items that could have a bearing on the chase. Remember, this is a chase chart, and is not like the preceding ***Escape Tables*** that show the percentages for escaping the actual clutches of an enemy.

Criticals And Fumbles

Hargrave's Fumble Table	From Arduin Grimoire I (Page 61)
Hargrave's Critical Hit Table	From Arduin Grimoire I (Page 60)
Critical Hit Table For Non-Weapon Wounds	From Arduin Grimoire II (Page 28)



HARGRAVE'S FUMBLE TABLE

DIE ROLL	IMMEDIATE EFFECTS	DAMAGE, IF ANY
01 – 05	Glancing blow	One-half normal.
06 – 10	Weapon twists in hand(s)	One-quarter normal and lose next attack.
11 – 15	Weapon(s) entangled	Both parties lose next attack; 25% chance to drop weapon.
16 – 20	Weapon slips out of grip	Lose attack, spend d3 melee turns retrieving weapon.
21 – 25	Weapon knocked from grasp	As above, but time is d6 melee turns.
26 – 30	Opponent grabs weapon/hand	Attack cancelled. Opponent may decline acting on this result.
31 – 35	Flexible weapon hits wrong target	Normal damage to wrong target.
36 – 40	Flexible weapon entangles self	Attack lost for d3 melee turns.
41 – 49	Hit yourself	One-half normal damage.
50	Normal weapon shatters	One-eighth normal damage.
51 – 55	Foot slips	Make an Agility roll or fall; d6 melee turns to regain feet.
56 – 60	Bump ally	Both must make an Agility roll or fall as above.
66 – 70	Full stumble	Those in fall direction make an Agility roll or fall.
71 – 75	Off balance	Make one-half dexterity roll or lose attack.
76 – 80	Take blow not meant for you	Take three-quarters normal damage.
81 – 85	Twist ankle	Lose first attack, Agility halved for 5 minutes.
86 – 90	Hit wrong target	Three-quarters normal damage.
91 – 92	Hit yourself	Lose next attack and take one-half normal damage.
93 – 94	Magik weapon breaks	100% for +1, decreasing 25% per "plus".
95	Magik weapon breaks	As above, but 100% for +3 and below.
96 – 97	Hit and stun nearest ally	One-half normal damage, stunned for d10 melee turns.
98	Critical hit nearest ally	Just as it says.
99	Critical hit yourself	Yep, you did it.
100	Roll 3 times on above table	Accept all 3 roll results.

These rolls are made when the attacking player rolls a 00 on an attack, and all results are final and irrevocable.

This chart will put realism into the game like nothing you have ever seen, unless you have ever been to a society tourney and seen the novices clobbering everyone but those they're supposed to hit!

One suggestion, though: as "god", you can adjudicate according to the level of the character by giving the players with characters over, say, eighth level a lower percent of damage given or taken, and melee time lost. This, however, is up to the individual game master.

HARGRAVE'S CRITICAL HIT TABLE

DIE ROLL	HIT LOCATION	RESULTS	DAMAGE
01 – 02	Head, frontal	Brain penetrated, immediate death.	4d8
03 – 04 **	Neck, frontal	Voice box ruined, total voice loss.	d8
05 – 06	Wrist	Hand severed, die in d8 minutes.	3d6
07 – 08	Chest or Back	Impalement, weapon is stuck there.	3d10
09 – 10	Side (roll)	1 – 5 ribs broken.	d3 per rib
11 – 15	Leg (roll side)	Artery cut, die in d10 minutes.	d8
16 – 20	Arm (roll side)	As above, but die in d12 minutes.	d6
21 – 25 **	Foot, rear	Achilles' tendon cut, fall immediately.	d3
26 – 30	Fingers	1 – 5 severed. (Roll side)	1 each
31 – 32	Toes	As above.	3 per 2 toes
33 – 34 *1	Face	Eye ruined or torn out.	d6
35 – 36 *2	Forehead	Gashed, blood in eyes, can't see.	d3
37 – 38 *3	Crotch / Chest	Genitals/breasts torn off, shock.	3d6
39 – 40 *4	Head, side	Ear taken off, hearing loss.	d3
41 – 42 *5	Buttocks	Buttock torn off, fall, shock	4d4
43 – 44	Head, general	Stunned for d10 melee turns. No fighting.	d2
45 – 46	As above	Stunned for d6 minutes. No fighting.	d4
47 – 48	As above	Minor concussion, d10 minutes as above.	d6
49 – 50 *6	As above	Moderate concussion, unconscious.	d8
51 – 55 *7	As above	Major skull fracture, unconscious.	d10
56 – 60	Neck, frontal	Throat cut, die in d3 melee turns.	d8
61 – 65	Arm, variable	Torn off (roll % loss,) die in d3 melee turns.	4d6
66 – 70	Leg, variable	As above, fall, die in d3 melee turns.	4d12
71 – 75	Chest	Heart pierced, die immediately.	d10
76 – 80 *8	Back, lower	Spine ruined, variable results.	2d10
81 – 85	Face	As for 33 – 34 above, but both eyes destroyed.	2d6
86 – 90 *9	Face	Nose ruined, -6 Charisma, stunned.	d8
91 – 94 *A	Head, general	Nothing apparent. Later problems.	d2
95	Guts ripped out	20% chance of tangling feet, die in d10 painful minutes.	2d8
96 *B	Head, top	Skull caved in, major brain damage.	2d6
97 *C	Chest	Lung punctured, internal damage.	d12
98	Neck	Head torn off, immediate death.	5d10
99	See results	Body split in twain, immediate death.	10d10
100	Head	Entire head pulped. Irrevocable death results.	Total

HARGRAVE'S CRITICAL HIT TABLE KEY

** Indicates permanent damage as listed.

*1 Unable to fight for d10 melee turns. Loss is irrevocable.

*2 Blood in eyes, can't fight for d10 melee turns.

*3 Immediate shock induced coma, death in d4 minutes.

*4 Permanent 50% hearing loss and -2 Charisma.

*5 Shock induced coma for 3d10 minutes, permanent -3 Agility, and speed reduced to half normal.

*6 Actually unconscious for d6 melee turns; after revival, confused and groggy for 6d10 minutes.

*7 Out for 2d10 minutes, has amnesia for 2d12 hours afterward, with a 40% chance the amnesia is permanent.

*8 Roll a d6 with the following results:

1. Totally paralyzed
2. Left side paralyzed
3. Right side paralyzed
4. Paralyzed from the waist up
5. Paralyzed from the waist down
6. Vital organs paralyzed, death in 1 minute.

*9 Breathing problems. -2 Constitution when dealing with long-term endurance and severe speech problems.

*A Brain will hemorrhage in d10 days, resulting in either death or permanent insanity (50% chance for each.)

*B All mental faculties permanently halved. Roll d100 to determine how much memory is destroyed (minimum of 50%). Charisma is reduced by 8.

*C Strength, Constitution, and Endurance permanently halved.

CRITICAL HIT TABLE FOR NON-WEAPON WOUNDS

DIE ROLL	HIT LOCATION	RESULTS	POINT DAMAGE
01 – 02	forehead	brain penetrated, instant death	4d8
03 – 04	throat	esophagus ruined, death in d12 turns *1	d10
05 – 06	wrist or ankle	appendage severed, death in d10 minutes	3d6
07 – 08	chest or back	internal organs ruptured, die in d10 minutes	2d10
09 – 10	side	ribs broken (1 – 5), 10% chance of lung damage	2d8
11 – 15	upper leg	artery severed, death in d12 minutes	d8
16 – 20	upper arm	artery severed, death in d12 minutes	d8
21 – 25	rear of foot	Achilles tendon severed, immediate fall *2	d4
26 – 30	fingers	1 – 5 fingers severed (d2 points damage per each lost)	d4
31 – 32	face	one eye torn out *3	d6
33 – 34	genitals	genitals torn off, immediate shock *4	2d10
35 – 36	stomach	guts torn out, die in d12 minutes *5	3d6
37 – 38	side of head	ear torn off, 50% permanent hearing loss	d6
39 – 40	buttocks/thighs	completely torn off. instant shock *6	2d12
41 – 42	head, general	stunned for d10 melee turns	d2
43 – 44	head, general	stunned for d6 minutes	d4
45 – 46	head, general	concussion, stunned for d12 minutes *7	d6
47 – 48	head, general	as above, except for 10d10 minutes *8	d8
49 – 50	head, general	fractured skull, out for 2d12 hours *9	d10
51 – 55	throat	ripped out, death in d3 melee turns	d12
56 – 60	arm (variable %)	torn off (roll % lost), instant shock, death in d6 melee turns	4d6
61 – 65	leg (as above)	as above, and with instant fall	4d12
66 – 70	chest, frontal	heart torn out, instant death	2d10
71 – 75	lower back	spine shattered, varied results *10	4d8
76 – 80	face	both eyes torn out, permanent blindness	2d6

CRITICAL HIT TABLE FOR NON-WEAPON CAUSED WOUNDS (CONTINUED)

DIE ROLL	HIT LOCATION	RESULTS	POINT DAMAGE
81 – 85	mouth	tongue torn out, 10% chance of drowning in one's own blood, permanent coherent voice loss	d6
86 – 90	stomach	internal bleeding, die in d20 days	d10
91 – 94	top of head	skull crushed, instant death *11	2d8
95 – 98	neck	head torn off, instant death *12	5d10
99	body	body torn in twain, instant death	10d10
100	head	entire head pulped and splatter about, instant and irrevocable death	10d8

*1 – Permanent voice loss.

*2 – Agility and speed permanently halved.

*3 – Attack and defense permanently at -3.

*4 – Death may ensue in d20 minutes with a 50% chance, less 2% per Constitution, certainty.

*5 – 20% chance of tripping and falling if movement is attempted.

*6 – Agility permanently only 1/3 of previous normal, and speed is only 1/4.

*7 – 5% chance of percentile roll memory loss.

*8 – As for ***7***, but a 10% chance.

*9 – As for ***7***, but with a 20% chance.

*10 – Use ***Weapon Damage Chart*** for the d6 roll of results.

*11 – 75% chance for memory loss (d100), and 50/50 chance of a loss of d6 Intelligence points.

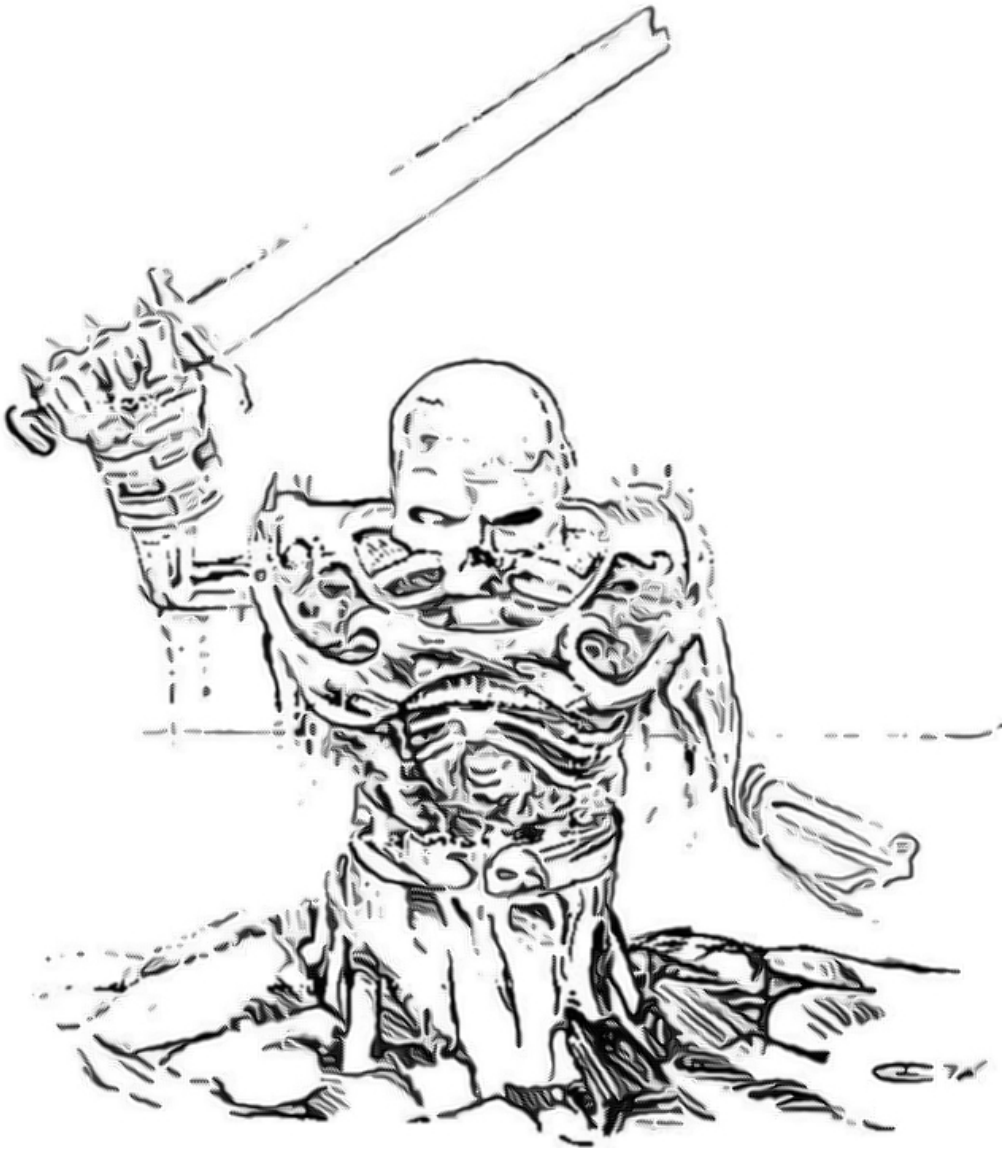
*12 – As above, but due to lack of blood to the brain.

This chart is a base from which to work, and DM's should ad lib wherever necessary.

UNDEAD

NOTES ON UNDEAD From Arduin Grimoire II (Page 98)

CLERICAL TURN AWAY CHART From Arduin Grimoire I (Page 31)



NOTES ON UNDEAD

Quite frequently, a question arises concerning just when does a victim of an attack by an undead creature become one himself, after he is slain? The answer is quite simple really, in that the time required for such a transformation is based upon the attacking monster's hit dice level. Each level that the monster is means a one hour time for the slain victim to become like his slayer (or as otherwise stated). Thus, a man slain by an 8 dice vampire would require 8 hours to transform into another vampire. Simple.

UNDEAD ATTACK CHART

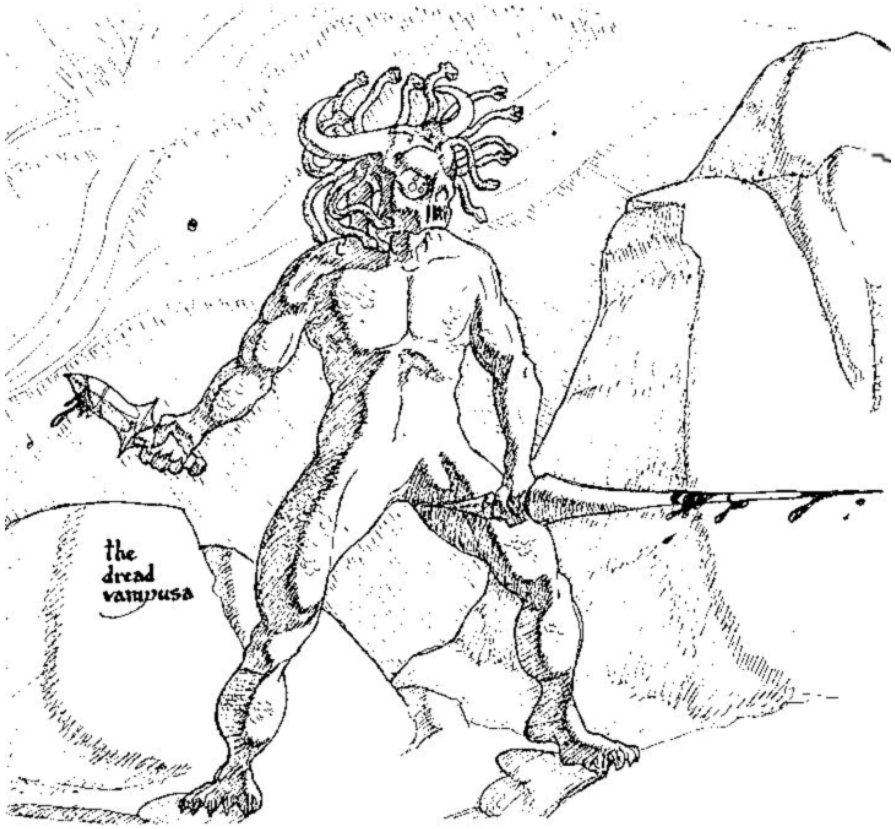
Ghoul	Its hit paralyzes for d10 round only, plus d6 damage each.
Wight	Its hit paralyzes for d10 minutes only, plus d4 damage each.
Wraith	Its hit drains one life level, plus d8 damage each.
Ghost	Its hit causes fear for d10 rounds and drains one level, plus d4 each.
Spectre	Its hit drains two levels, plus d10 damage each.
Banshee	Its hit paralyzes d10 minutes, plus d10 each: its wail causes fear.
Vampire	Its hit drains two life levels, plus d10 to d12 damage each.
Morghoul	Its hit paralyzes for d6 rounds and causes rot damage (see ***New Monster*** section).
Boogie Man	Its hits drain d4 STR points (see ***New Monster*** section).
Ghost Crab	Its hits drain one life level (see ***New Monster*** section).

I also give a saving throw versus life drains, so that if a save is made, only half the normal drain is taken (half of one = no drain). However, there are items that BLAST life levels away (like the Javelins of Devastation), and no save is possible against them. Also, for every life level blasted away, the victim is totally stunned for one melee round. They really smart!

CLERICAL TURN AWAY CHART

UNDEAD TYPE	BY LEVEL											
	1-2	3-4	5-6	7-8	9-10	11-15	16-20	21-25	26-30	31-40	41-50	51+
Skeleton	16	15	14	13	12	11	10	9	8	7	6	5
Zombie	17	16	15	14	13	12	11	10	9	8	7	6
Ghoul	18	17	16	15	14	13	12	11	10	9	8	7
Wight	19	18	17	16	15	14	13	12	11	10	9	8
Wraith	20	19	18	17	16	15	14	13	12	11	10	9
Ghost	-	20	19	18	17	16	15	14	13	12	11	10
Banshee	-	-	20	19	18	17	16	15	14	13	12	11
Mummy	-	-	-	20	19	18	17	16	15	14	13	12
Spectre	-	-	-	-	20	19	18	17	16	15	14	13
Vampire	-	-	-	-	-	20	19	18	17	16	15	14
Morghoul	-	-	-	-	-	-	20	19	18	17	16	15
All Others	-	-	-	-	-	-	-	20	19	18	17	16
Lich	-	-	-	-	-	-	-	-	20	19	18	17

Notes: A d20 roll is required for all Turn Away. Subtract 2 from the number required if the undead is of the same faith as the cleric. Subtract 1 if the cleric is trying his final try. If a roll is made, the undead types will flee in the straightest line possible away from the cleric. The turn away takes place in visual sight of the cleric up to 10' from him (plus 5' for every 2 levels of experience). A die roll double or more than that required for turn away causes the undead type to discorporate, causing 100% destruction.



MONSTER DATA

NOTES ON MONSTERS	From Arduin Grimoire I (Pages 49 – 50)
DINOSAUR CHART	From Arduin Grimoire I (Pages 65 – 66)
SEA CREATURE LIST	From Arduin Grimoire I (Pages 66 – 67)
WERECREATURES COMBAT CHART	From Arduin Grimoire I (Page 64)
OVERLAND (WATER) MONSTER ENCOUNTER CHART	From Arduin Grimoire I (Pages 71 – 72)
MONSTERS	From Arduin Grimoire II (Page 75)
DRAGON DETERMINATION CHART	From Arduin Grimoire II (Page 25)
TRUE ELEMENTALS	From Arduin Grimoire III (Pages 61 – 63)
EXPERIENCE CHART FOR MONSTER SLAYING	From Arduin Grimoire II (Page 33)

NOTES ON MONSTERS

All mythological or magikal creatures can always hit all other creatures, regardless of the fact that the intended target can go gaseous, ethereal, or whatever (and they can always see such creatures, too). Normal creatures, on the other hand, cannot even scratch anything other than other normal types. Yes, that does mean that a 20 hit die giant spider (of normal mutational birth) cannot scratch the 3 hit die ghoul that is slowly picking it apart with his Junior Woodchuck pocket knife. However, that little ghoul can be shoved aside by superior strength or web by that big spider, or better yet outrun.

Also, undead (not including zombies or skeletons) can always see invisible objects simply because they live partly on this plane and partly on the ethereal. Don't figure on hiding from that vampire by turning invisible, or you may find yourself an unwilling blood donor!

There has also been some debate about what constitutes a "kill" in battle for the purpose of giving out experience points. Here is how we do it: if the monster has been killed or damaged to within 10% of its full hit value whereupon it flees or teleports away, the defenders earn full point value. If the monster takes up to 80% damage before fleeing, then give out 75% of the normal award. A monster which has taken up to 50% of its hit points is worth 40% of the normal award, and less than that earns only 10%.

Here are a few odds and ends which are of interest:

1. If a cleric fails to turn away an undead creature, he can try once more by channeling all of his Strength into his Wisdom. This will leave him weak and unable to fight for a number of melee turns equal to his Strength, so it had better succeed the second time around, or it's curtains for him!
2. Undead will be repelled only by the signs and symbols of their own religion, so don't try to turn away a Jewish vampire with a cross of gold or the like. By the same token, Moslem vampires need to see the actual name of Allah in order to be turned away, and so on and so forth.
3. Remember that vampires in classical myth do not like full sunlight, but can generally survive short exposures to it, do not need to sleep during the day, and can wander far and wide if they use a closed coach or some such contrivance to keep the direct light away from themselves.
4. Beasts that stone people can themselves only be stoned by those of their own kind.
5. Symbols that are of magikal importance must either be seen or, if invisible, touched to be effective. This holds true for pentagrams of power, magik circles, and the like.
6. All fireballs and other offensive area effect weapons have their damage points divided among all of those caught inside the area of effect. That means that if there are four people caught in a 6 die fireball that does 20 points of damage, then each of the four takes 5 points of damage if they fail their saving throw, and 3 points (2.5 rounded up) if they make the save – not 20 points each.
7. All melees are fought as outlined in other sections, but remember that monsters move after the players have moved their pieces, so that unless the character that the monster moves behind was in actual combat with that monster the turn before, he or she must make an emergency turn to try to face the new opponent (and must make an Agility roll to do so). Those that were already in combat have the ability to maintain a proper facing.
8. All monsters have the option of choosing their opponent, and may break off combat at will. If they are unintelligent, then roll a d12 at the end of each melee turn with the following results: a roll of 1 indicates retreat; a roll of 2 – 4 means that the creature will pull out of melee for one turn to get its bearings; a roll of 5 – 8 means the creature changes targets; and a roll of 9 – 12 means that the creature will maintain its current target, even if that target is deceased.

DINOSAUR CHART

TYPE	HIT DICE	AC	SPEED (CHARGE)	TYPES OF ATTACKS PER TURN	TEMPERAMENT	USUALLY FOUND	NUMBERS FOUND IN
Tyrannosaur	12 – 20	5	12 (18)	1 bite for 4d12 to 6d12 1 stomp for d10 to 2d10	aggressive	plains near rivers	1
Allosaur	8 – 12	5	12 (20)	1 bite for 2d12 to 4d12 1 stomp for 1-5 to d10	aggressive	plains near rivers	d3
Camptosaur	9 – 13	5	10 (15)	1 bite for 2d12 to 5d10 1 stomp for d4 to d12	aggressive	plains near rivers	1
Gorgosaur	9 – 15	5	10 (15)	1 bite for 2d12 to 6d10 1 stomp for 1-5 to 2d8	aggressive	plains near rivers	1
Dimetridon	4 – 7	6	5 (8)	1 bite for 3d10	sluggish unless aroused	swamps, slow rivers	d4
Plesiosaur	3 – 12	6	9 (12)	1 bite for d12 to 4d12	aggressive	lakes, seas, rivers	d6
Elamasaurus	4 – 16	6	8 (10)	1 bite for 2d8 to 6d10	aggressive	lakes, seas	d4
Kronosaurus	4 – 14	6	9 (12)	1 bite for 3d6 to 7d10	aggressive	lakes, seas	d3
Moasaur	5 – 18	6	10 (15)	1 bite for 4d12 to 8d10	aggressive	lakes, seas	d3
Ichthyosaur	3 – 12	7	12 (20)	1 bite for d8 to 3d10	playful unless hungry or aroused	lakes, seas	d8
Pteronodon	3 – 7	8	12 (15)	2 claws for d4 to d12 each 1 bite for d6 to 2d8	usually not aggressive	cliffs, seashores	3d6

DINOSAUR CHART (CONTINUED)

TYPE	HIT DICE	AC	SPEED (CHARGE)	TYPES OF ATTACKS PER TURN	TEMPERAMENT	USUALLY FOUND	NUMBERS FOUND IN
Pterodactyl	1 – 5	8	12 (15)	2 claws for d2 to d10 each 1 bite for d3 to 2d6	usually not aggressive	cliffs, seashores	3d8
Anklysaurus	4 – 8	2	6 (9)	1 tail smash for 2d8 to 3d10	aggressive defensively	plains	d4
Stegosaurus	6 – 12	3	6 (9)	1 tail smash for 4d12 to 5d10	aggressive defensively	plains, forests	d4
Trachadon	6 – 10	7	6 (9)	step on for d6 to d12 *	timid, usually flees in a straight line	rivers, swamps	d12
Diplodocus	12 – 30	7	6 (9)	step on for 2d6 to 3d10 *	timid, usually flees in a straight line	rivers, swamps	d4
Giant Crocodile	6 – 15	4	8 (12)	1 bite for 3d6 to 5d10	sluggish unless hungry or aroused	rivers, swamps	d10
Brontosaurus	15 – 36	7	6 (9)	step on for 3d6 to 4d12 *	timid, usually flees in a straight line	rivers, swamps	d4
Strycasaurus	5 – 16	5	9 (12)	1 trample for d8 to 3d12 1 horn for d12 to 4d12	belligerent, but not aggressively so usually	plains, forests	d8
Triceratops	6 – 18	5	9 (12)	3 horns for d12 to 5d10 each 1 trample for d10 to 6d10	belligerent, but not aggressively so usually	plains, forests	d8

* – indicates usually accidental actions

** – skin scrape damage can range up to d12 points

*** – can "eat" a non-moving victim also for damage

Remember, all of the above is a general base. Different species can have widely variant statistics.

SEA CREATURE LIST

TYPE	HIT DICE	AC	SPEED (CHARGE)	TYPE OF ATTACKS PER TURN	TEMPERAMENT	USUALLY FOUND	NUMBERS FOUND IN
Giant Squid	4+1 to 18+1	5 to 7	12 (24)	d10 arms hit for d4 to 3d6 constrict for d8 to 6d6 1 bite for 150% of constrict	aggressive	deep water	1
Giant Octopus	4+1 to 36+1	6 or 7	8 (15)	d10 arms hit for d4 to 6d6 constrict for d8 to 6d12 1 bite for 150% of constrict	placid	deep water	1
Giant Eel	3+1 to 18+1	6 to 8	9 (12)	1 bite for 1-5 to 4d8 1 constriction for d8 to 4d12 can also be electric	defensively aggressive	in the kelp beds near beaches	1-3
Small Sharks	1+1 to 3+1	4 or 5	9 (15)	1 bite for d8 to d12 **	as for sharks: ok, unless in a feeding frenzy	varys; usually shallows	d100
Medium Sharks	4+1 to 8+1	3 or 4	12 (18)	1 bite for d12 to 4d6 **	as above	as above	4d12
Large Sharks	9+1 to 14+1	2 or 3	12 (18)	1 bite for 4d6 to 4d12 **	as above	varys; usually deeps	2d12
Giant Sharks	15+1 to 24+1	2 or 3	15 (24)	1 bite for 4d12 to 6d12 **	as previously for sharks	varys; usually deeps	d12
Giant Lobster	4+1 to 12+1	2 or 3	6 (9)	2 claws for d12 to 3d12 ***	aggressively defensive	medium depths	d3
Giant Crab	4+1 to 16+1	2 or 3	6 (9)	2 claws for d12 to 4d12 ***	aggressively defensive	medium depths	2d6
Killer whale	4+1 to 10+1	6	10 (18)	1 bite for 2d8 to 3d12	mild to very aggressive	varys, usually near land	d20

SEA CREATURE LIST (CONTINUED)

TYPE	HIT DICE	AC	SPEED (CHARGE)	TYPE OF ATTACKS PER TURN	TEMPERAMENT	USUALLY FOUND	NUMBERS FOUND IN
Sperm Whale	12+1 to 24+1	5	12 (18)	1 bite for 4d10 to 8d10 or one tail slap for 4d12 to 10d10	mild to very aggressive	deeps	d4
Non-toothed Whale	6+1 to 40+1	4 to 6	9 – 12 (12 – 18)	1 butt for 2d10 to 10d12 1 tail slap for 2d12 to 12d12	usually very timid	deeps	d20
Giant Sea Slugs	4+1 to 40+1	7	6 (8)	1 acid spit for damage equal to HD 1 swallow like Purple Worm	usually very timid	shallows, likes coral	d10
Giant Clam	4+1 to 12+1	2 or 3	no move	1 crush for d12 to 4d12	not applicable	shallows	1
Giant Manta Rays	6+1 to 16+1	4 to 6	9 (12)	1 sting for d3 plus poison for ? (few have stingers) 1 swallow as in Purple Worm	timid	deeps	1
Giant Sting Rays	4+1 to 12+1	5 to 7	6 (15)	1 sting for d2 poison for d6 dice	aggressively defensive	shallows	d12

* – indicates usually accidental actions

** – skin scrape damage can range up to d12 points

*** – can "eat" a non-moving victim also for damage

Remember, all of the above is a general base. Different species can have widely variant statistics.

WERECREATURES COMBAT CHART

ANIMAL TYPE	HIT DICE RANGE	AC	NUMBER, TYPE, & DAMAGE OF ATTACKS
Wolf	1+1 to 5+1	4	1 bite for d6 to d12 points
Bear	2+1 to 8+1	4	1 bite for d8 to 3d6, 1 claw for d4 to d6, 1 hug for 2d12
Lion	2+1 to 7+1	3	1 bite for d8 to 3d6, 2 claws for d4 to d10 each
Tiger	2+1 to 7+1	2	1 bite for d8 to 3d6, 2 claws for d4 to d10 each
Leopard	1+1 to 4+1	4	1 bite for d6 to d12, 2 claws for d3 to d8 each
Panther	1+1 to 4+1	3	1 bite for d6 to d12, 2 claws for d3 to d8 each
Jaguar	1+1 to 5+1	4	1 bite for d6 to d12, 2 claws for d3 to d8 each
Boar	1+1 to 5+1	5	1 slashing butt for d6 to d12, 1 trample for d3 to d8
Fox	1/2 to 3+1	7	1 bite for d2 to d6
Badger	1+1 to 5+1	6	1 bite for d2 to d10, 1 claw for d3 to d8
Weasel	1/2 to 4+1	5	1 bite for d2 to d8
Otter	1+1 to 5+1	5	1 bite for d4 to d10
Toad	1/2 to 5+1	6 to 4	1 bite for d2 to d10 (some are poisonous)
Serpent	1+1 to 5+1	5	little damage but poison can be of any strength
Falcon	1/2 to 1+1	7	1 bite for d2 to d3, 2 claws for d3 to d4 each
Hawk	1/2 to 2+1	7	1 bite for d2 to d4, 2 claws for d3 to d6 each
Eagle	1+1 to 3+1	7	1 bite for d3 to d8, 2 claws for d3 to d8 each, wing buffets for 1 point each
Condor	2+1 to 4+1	7	1 bite for d4 to d10, 2 claws for d4 to 10 each, wing buffets for 2 points each
Owl	1+1 to 5+1	7	1 bite for d3 to d12, 2 claws for d3 to d12 each, wing buffets for 3 points each
Spider	1/2 to 8+1	7 to 6	1 bite (usually highly poisonous), hunting spiders get 2 leg attacks
Wasp	1/2 to 5+1	5	1 bite for 1 to d3, 1 sting usually highly poisonous
Dragon Fly	1/2 to 7+1	4	1 bite for 1 to d8
Centipede	1+1 to 5+1	4	1 bite for d2 to d8, usually moderately poisonous
Scorpion	2+1 to 8+1	3	2 claws for d4 to 2d4 each, 1 highly poisonous sting, 1 bite for d4 to 2d8
Beetle	3+1 to 10+1	2	1 jaws crush (bite) for d10 to 2d12

WERECREATURES COMBAT CHART (CONTINUED)

ANIMAL TYPE	HIT DICE RANGE	AC	NUMBER, TYPE, & DAMAGE OF ATTACKS
Mantis	2+1 to 7+1	3 to 2	1 bite for d10 to 2d12, 1 tail slap for d6 to 2d8
Dragonet	always 3+1	varies	2 claws for d6 to 3d6 each plus 1 bite for d3 to d12
Crocodile	3+1 to 7+1	3 to 2	equivalent to a young to adult dragon (of appropriate color)
Ape (baboon)	1+1 to 4+1	7	1 bite for d4 to d8, 1 claw for d2 to d4
Ape (gorilla)	3+1 to 6+1	6	1 bite for d6 to d12, 1 hug for 2d8 to 3d12 or 1 hit for d4 to 2d8
Rat	1/2 to 3+1	6	1 bite for 1 to d4

Notes: Werecreatures gain experience levels per whatever their class (Thief, Warrior, etc.). They increase as a werebeast, however, by adding 1 beast level per 3 class levels gained until maximum size. Thereafter, they gain 1 hit point per each 25,000 experience points and 1 hit dice per 8 hit points until they reach double their maximum normal size. Thereafter they gain 1 hit point every 100,000 experience points gained.

OVERLAND (WATER) MONSTER ENCOUNTER CHART

DIE ROLL	GENERAL	MOUNTAINS	DESERT	AT SEA
01	1 slime, ooze, etc.	4d6 storm birds	1 gworm	1 sea demon
02	6d6 ghouls	8d6 furies	d6 fire snakes	d4 pirate ships
03	10d10 bandits	10d10 brigands	10d10 nomads	2d12 grey skimmers
04	1 air elemental	1 lightning elemental	1 fire elemental	1 water elemental
05	d4 dragons (random)	d4 blue dragons	4d12 desert apes	d12 ghost crabs
06	8d8 ores	d12 wind devils	6d6 Sand Saurigs	1 kraken
07	d12 ogres	2d8 Vords	d12 giant scorpions	1 dragon (random)
08	d8 Cyclops	8d8 ores	d12 red runners	2d12 pteranodons
09	1 hydra	d4 hill giants	d4 dragons (random)	1 roc
10	6d10 Kobbitts	d4 stone giants	d4 rocs	10d6 Sea Sprites
11	d12 trolls	1 storm giant	d12 sundevils	4d10 sea elves
12	d20 Deodanths	1 cloud giant	2d10 Thorgs	6d10 mermen
13	d8 Wyvergons	d8 yeti	d12 ogres	4d12 tritons
14	4d8 orgoyles	1 hydra	1 fire giant	d20 sea spiders
15	d10*100 thunder-bunnies	8d8 Knoblins	1 hydra	d4 plesiosaur
16	4d6 mansters	4d6 gargoyles	1 black wind	d4 elasmasaur
17	6d8 Little Fuzzies	1 windego	1 Djinn	d4 kronosaur
18	12d4 Gnorcs	d12 lightning spiders	d4 salamanders	d4 moasaur
19	2d8 chimera	2d8 gryfylisks	1 Efreet	1 sea hydra
20	1 Ibathene	d8 rocs	1 Ibathene	d12 Dragon snails

OVERLAND (WATER) MONSTER ENCOUNTER CHART (CONTINUED)

DIE ROLL	FOREST	JUNGLE	SWAMP	CITIES/RUINS
01	4d6 swordbirds	2d8 gronds	d4 giant ground octopus	d4 slimes, oozes, etc.
02	4d8 whisper wasps	6d6 skorpoons	d4 swamp slime	d4 vampires
03	8d10 Trelves	1 ooze/slime (random)	2d10 Swamplings	d6 spectres
04	10d10 bandits	1 earth elemental	1 water elemental	d8 wraiths
05	d8 black fishermen	1 hydra	6d6 Swamp Saurigs	d10 wights
06	d4 green dragons	1 red death cloud	d12 yellow legs	d12 ghouls
07	2d8 golden owls	2-8 lash lizards	d4 black dragons	2d8 zombies
08	2d10 lammasu	2d8 Octorillas	1 hydra	4d6 skeletons
09	8d8 Orcs	2d10 tigers	1 allosaurus	1 hydra
10	1 hydra	d4 triceratops	1 tyrannosaurus	d8 Throon
11	2d10 pixies/nixies	d4 Shiva	2d10 Pybras	1 for 1 opposite aligned party
12	2d12 brownies	1 tri-dragon	d10 will-o-wisps	4d6 shadows
13	d6 Kill Kittys	1 Ibathene	d8 blue moons	d4 assorted slimes
14	d6 Medusae	Teng swarm (d10*100)	4d6 Vroats	d4 dragons (random)
15	d4 basilisks	6d10 stingwings	1 Shydra	2d12 harpies
16	d8 gorgons	d4 Spigas	d4 Maggoths	2d10 Deodanths
17	d8 cockatrice	10-50 Phraints	d20 Sluggoths	d12 Minotaurs
18	6d10 moondogs	4d8 nite hounds	d4 boogie men	20d6 devil dogs
19	d8 Spigas	d12 furcots	1 silverslyth	4d12 carrion crows
20	1 Ibathene	d4 floaters	1 Ibathene	4d6 Wobras

OVERLAND (WATER) MONSTER ENCOUNTER CHART (CONTINUED)

DIE ROLL	ARCTIC/SNOW	PLAINS/OPEN	CAVERNS	ALL OTHER AREAS
01	1 air elemental	1 anklysaurus	d8 vampires	4d6 trogs
02	1 deathlight	blood grass	d12 spectres	2d10 skyrays
03	1 blastarr	d10*100 Kill-Kills	2d8 wraiths	6d10 goblins
04	1 wind demon	akadi column d100*100	2d12 wights	4d12 wargs
05	4d8 skaith hounds	d10*100 thunder bunnies	6d10 Aigarthorns	d20 air sharks
06	d4 white dragons	d4 dragons (random)	d4 rock dragons	d4 dragons (random)
07	1 frost giant	2d10 lions (black)	1 hydra	d4 hydras
08	1 snow golem	4d12 Boruu	d4 rock worms	d8 Gootchy Goops
09	2d10 snow spiders	2d10 Orns	10d10 kobolds	4d12 hobgoblins
10	d10 snow snakes	10d10 brigands	d12 trolls	4d8 trorcs
11	d10 great white owls	4d10 hell maidens	8d8 ores	d4 triclops
12	2d10 great snow apes	4d12 Skaith Hounds	1 stone golem	1 aii-loraii
13	d4 black & white dragons	2d8 Sun Devils	1 crystaloid	1 Ibathene
14	d4 black & white hydras	4d6 red fangs	1 earth demon	1 magnetic monster
15	1 windego	6d8 nungs	10d10 vampire bats	10d10 haggorym
16	1 black wind	d4 rocs	d4 Liches	4d6 hyenadons
17	1 silver & blue dragon	2d100 tumble tangles	d4 driches	d8 Cyclops
18	6d8 dire wolves	d4 Spigas	d8 Molemen	4d10 Phraints
19	d12 ice (white) tigers	2d10 Deodanths	4d6 Firebats	6d10 Little Fuzzies
20	1 snow Maggoth	4d12 waboons	1 night demon	6d8 Trelves

Note: The hydras can be of the "weapon breather" type if need be.

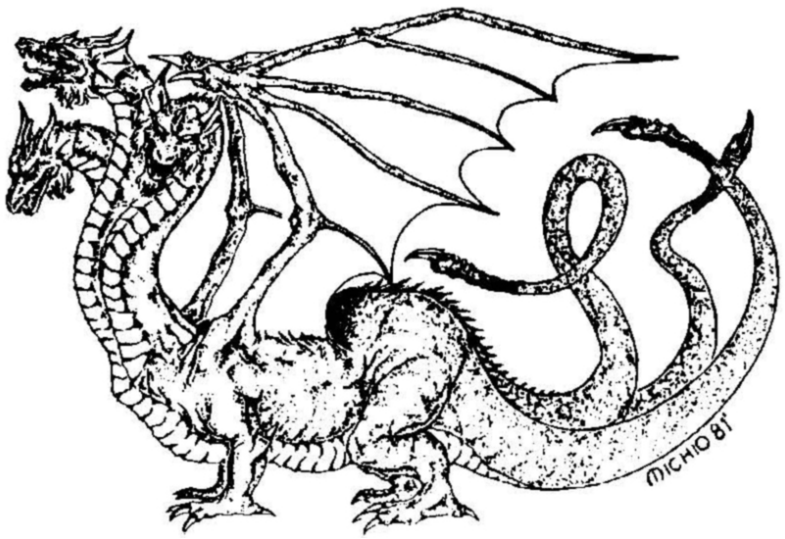
MONSTERS

The DM should NEVER tell the players exactly what kind of monster it is that they are seeing. If at all possible, they should be shown the beastie's picture (I manufacture and sell monster card sets for just that purpose), but if that is not possible, then only a very general description should be given. NEVER tell the players how many hit dice the monster has, or which of the onrushing Orcs has the magik weapon. NO! They are supposed to find these things out for themselves, and remember, just because the player was on an expedition last week and saw the very same thing; his characters today may not have ever met one. Half of the fun of any melee is trying to figure out what will be the most effective way of killing a beast, before he eats you! Try it that way, and I guarantee you that after the initial panic wears off, the players will love you for it.

DRAGON DETERMINATION CHART

DIE ROLL	DESCRIPTION	YEARS AGE	% ATTACK VALUE	HIT POINT VALUE	EXPERIENCE POINTS	GENERAL TEMPERAMENT
01 – 10	Hatchling	0 – 10	20%	2	01 – 25,000	Sleepy
11 – 25	Youngling	11 – 20	50%	4	50,000	Curious
26 – 45	Dragonet	21 – 50	75%	6	75,000	Aggressive
46 – 85	Dragonet	51 – 400	100%	8	100,000	Arrogant
86 – 95	Old Dragon	401 – 800	110%	10	150,000	Wily
96 – 97	Very Old Dragon	801 – 1,200	115%	10+1	250,000	Very Careful
98 – 99	Ancient Dragon	1,201 – 2,000	120%	10+2	500,000	Contemplative
100	Dragon of Eld	2,000+	125%	10+3	1,000,000	Reclusive

Remember also that the percent chances for a Dragon talking vary from 1% for a Hatchling to 95% for a Dragon of Eld. The chance for sleeping is 75% for a Hatchling, decreasing to 5% for an Adult Dragon, and then increasing again to 95% for a Dragon of Eld. The "Greed Factor" tends to rise from 20% for a Hatchling, through 98% for an Old Dragon, and then decrease to around 50% for a Dragon of Eld. These factors also vary by dragon color, their location, number, relations with men, and the like.



TRUE ELEMENTALS

TYPE	AC	HD RANGE	DEX RANGE	MOVEMENT (PER TURN)	ATTACKS	DESCRIPTION/NOTES	LOOKS
Fire	2+2	9 – 11	20 – 23	240'	2 per turn for 2d6 to 2d12 each each hit has a 10% chance of causing flammables to burst into flames	can form itself into walls, cylinders, pinwheels, lines, and the like d12 damage to pass through and up to 10' in size per HD	usually a 30' tall, 10' diameter pillar of roaring flame
Water	2	8 – 10	17 – 20	90'	"slams" its opponents for 2d8 to 2d12 then smothers and drowns him (takes 1 melee round per victim's Constitution point to do so)	can "flow" into nearly any shape and hold so still it looks like a stone wall, etc.	usually a 30' square 15' high Tsunami type wave.
Air *	2+3	6 – 8	21 – 24	280'	3 per turn for 2d6 to 2d10	can cause a wind strong enough to bowl over 1 HD per each HD of its own size, completely over	barely visible whirling cyclonic column of air (30' tall, 10' wide at its base, and 30' wide at its top)
Earth	2+5	10 – 12	15 – 18	60'	1 per turn for 3d6 to 5d6. All hit must save versus stoning.	moves through the earth at 90' per turn and can cause an "earthquake" once every 10 melee rounds (3 per day maximum)	vaguely humanoid, blocky, boulder like, 10' – 12' tall and 7' – 10' wide.
Wood	3	5 – 7	16 – 19	120'	can strike once per turn for d10 to 2d8 or fire a "splinter" as a heavy catapult but with only a 120' range (once per day per its own HD)	susceptible to magik fire or normal fire of 10d6 or greater strength (takes double damage)	vaguely tree shaped thing about 15' tall
Fog/Mist *	2+1	7 – 9	18 – 21	180'	1 envelopment per turn which blinds and suffocates those inside itself at a rate of 1 melee round per Constitution point of the victims or 1 strike for d6 to d10	can resist being blown away by winds up to half its own HD in power (size) and retreats 10' per turn per HD over that	60' globular mass of thick, cold, wet, whitish-grey fog

TRUE ELEMENTALS (CONTINUED)

TYPE	AC	HD RANGE	DEX RANGE	MOVEMENT (PER TURN)	ATTACKS	DESCRIPTION/NOTES	LOOKS
Storm *	2+4	10 – 12	19 – 22	250'	1 per turn of any one of three types: 1. Wind (as per wind or cyclone spells) 2. Ball lightning (d6 in power per 3 HD in size) 3. Impact for d8 to d12.	lightning regenerates it point for point instantaneously (as fire does for the fire elemental)	30' diameter, roiling, flashing, rumbling thundercloud of dark and ominous aspect

* – Only one of any of these may be conjured each MONTH by any single magik user.

SPECIAL NOTE

All elementals are 25% magik resistant, and only magik weaponry can hit them. They are capricious, and will fight the conjurer's will constantly and forcibly. All elementals use a d10 for size (and always get full dice value). Thus, a d8 elemental would be 80 HP. Poisons and venoms have no effect on them. Fear, paralysis, and confusion don't faze them in the least. A Mage may conjure one of each type each month. However, three different Mages could conjure up three fire elementals (if enough flame was available) and fight one another simultaneously!

Fog/mist, air, fire, water, and storm elementals are virtually impervious to chops, cuts, and bashes from magikal weaponry, taking the "plus" value in damage only (and not the normal weapon damage). Elementals are controlled only with the utmost concentration by the conjurer. For every Intelligence point the conjurer has, he has a 3% chance of control (plus 1% for each Ego point). This control must be rolled for each melee round. If control is lost, it may not be regained by that person, and the elemental immediately attacks (the controller first)! Note, most amorphous type elementals can cover an area 10' cubed per each HD in size. The one exceptions being the fog/mist elemental (covers twice that), the earth elemental (only 10 cubic feet in size or mass), and the wood elemental (10' – 15' tall and vaguely tree shaped).

All elementals can "control" all things of their own type: a wood elemental can "control plants" or cause "growth in plants"; or a storm elemental can "control weather" causing rainstorms, hail, etc.

Elementals may "concentrate" their "self", or power, into single items or happenings. For example, a fire elemental could cover a magik weapon and "concentrate" itself causing all of his heat into trying to melt the weapon. The weapon makes a saving roll. If it fails, it melts. A save means it's still too hot to hold! As another example, an air elemental could flow into a person's lungs and either let him/her breathe normally under water or in a poison gas cloud, or simply expand and burst the hapless victim's lungs (and probably body) apart! You get the idea.

EXPERIENCE CHART FOR MONSTER SLAYING

SIZE OF MONSTER	BASE	POISON/VENOMS	BREATH/STONING	MAGIK	ALL OTHER EXTRAS
1/2 HD or less	10	5	10	10	5
up to 1+1 HD	15	10	15	15	10
up to 2+1 HD	20	15	20	20	15
up to 3+1 HD	30	25	30	30	25
up to 4+1 HD	50	40	45	45	40
up to 5+1 HD	80	70	75	75	70
up to 6+1 HD	130	120	125	125	120
up to 7+1 HD	205	195	200	200	195
up to 8+1 HD	330	320	325	325	320
up to 9+1 HD	480	470	475	475	470
up to 10+1 HD	655	645	650	650	645
up to 12+1 HD	880	870	875	875	870
up to 14+1 HD	1,130	1,120	1,125	1,125	1,120
up to 16+1 HD	1,430	1,420	1,425	1,425	1,420
up to 18+1 HD	1,780	1,770	1,665	1,775	1,770
up to 20+1 HD	2,180	2,170	2,175	2,175	2,170
up to 22+1 HD	2,680	2,670	2,675	2,675	2,670
up to 24+1 HD	3,180	3,170	3,175	3,175	3,170
up to 28+1 HD	3,680	3,670	3,675	3,675	3,670
up to 32+1 HD	4,000	4,000	4,000	4,000	4,000
All larger HD	5,000	5,000	5,000	5,000	5,000

This chart is intended to give a simple base from which to work for computing the value of monsters slain in combat either physically or magikally. Below is an example of how the chart works:

> *A seventh level Mage, a third level Warrior, and two fourth level Thieves have slain a 4+1 HD medusa wearing +2 plate armor and +3 shield, and was carrying a vorpal scimitar (+3). She is worth a base 50 points plus 45 for her stoning ability, plus 45 each for her magik shield and magik armor, and gets another 45 because of her vorpal scimitar for a total point value of 225 points. That is divided among her slayers (225 divided by 4 = 56.25 or 56 points per slayer, as the point is always rounded to nearest whole number). As the two fourth level Thieves and the third level Warrior were, at best, only equal to the slain medusa's HD, they get the full base point value of their share of points for killing her. However, as the seventh level Mage was three levels higher than his opponent, he only gets 70% of the base points or 46 points (56 x .70 = 45.5 rounded up) for the Mage. This is because for every level in size per level difference, 10% of the base points are subtracted. Thus, a tenth level Warrior that slays a simple first level animal worth 15 points, would only get 15 points less 90% (the nine level difference, remember?), or 1.5 points rounded up to 2 points! Not really a suitable opponent for a really experienced Warrior.*

As you can see, the points get a lot higher as the HD increases, so that even though it takes more experience to progress in the higher levels, the opponents are commensurate point wise and toughness wise.

NEW MONSTERS

NEW MONSTERS	From Arduin Grimoire I (Pages 80 – 84)
NEW MONSTERS	From Arduin Grimoire II (Pages 59 – 64)
NEW MONSTERS	From Arduin Grimoire III (Pages 49 – 60)

NEW MONSTERS

AIR SHARK

HD: 3+1 to 24+1 **Number**: d20 (more in special "frenzy" situations) **DEX**: 14 to 18

Speed: 18" to 36" (air only) **AC**: 5+2 **% Liar**: too stupid

Attacks: 1 bite for d8 to 8d10 (the skin can do d2 to d12 points of "scrape" damage on brush bys)

Looks: As varied as each type of shark on Earth.

Notes: They swim through the air like Earth's sharks do through water. Due to the hydrogen gas bladders in their bodies, they are highly susceptible to fire, sometimes exploding in a fireball equal to its HD in damage and 5' per HD in diameter. They are 100% fear proof. Their rushing attacks bowl over all they hit of their own size or less.

BLUE BELLOWER

HD: 4+1 to 18+1 **Number**: d12 **DEX**: 9 to 14

Speed: 6" to 10" **AC**: 3 to 2+1 **% Liar**: too stupid

Attacks: 1 stabbing ram for d12 to 4d12, or 1 crush of 2d12 to 10d10. When sorely wounded, it can exude a 30' diameter cloud of nauseating gas that causes all of 2nd level and below to pass out and all others up to 6th level to flee, retching, and dizzy.

Looks: This bright metallic blue giant rhinoceros beetle bellows so loudly most unprotected ears are deafened for d6 melee turns (35% chance).

Notes: While 100% fear proof but so single minded, it is easily fooled. Lightning has a 50% chance of ricocheting harmlessly off its chitin.

BOOGIE MAN

HD: 8+1 to 12+1 **Number**: 1 (always alone) **DEX**: 20

Speed: 9" (fly at 27") **AC**: 2+4 **% Liar**: 100%

Attacks: 2 kicks for d12 to 2d8 each, 2 horns for d8 to d12 each, and 1 bite for 1-16 to 2d12. All hits drain d4 strength points. Those who lose all strength die and become Shadows under the monster's control.

Looks: The Boogie Man is a shadowy, semi-winged, horned, and fanged nightmare.

Notes: This monster is 100% fear, paralysis, confusion, and acid resistant. Only magik or Techno energy weapons hit it. Clerical light "burns" it at a rate of 1 die per 2 clerical levels. It can regenerate all but that kind of light at 6 points per turn. It can pass through solid objects, and uses up to 3rd level magik. Though a class of undead, it cannot be "turned away".

DEODANTH

HD: 4+1 to 9+1 **Number**: d20 **DEX**: 17 to 20

Speed: 18" **AC**: 2 + Dex **% Liar**: 90%

Attacks: 2 claws for d8 to 3d6 and 1 bite for d4 to d12 (with a 20% chance of 1 life level drain)

Looks: Deodanths are 6' to 7' tall ebon humanoids with flaming red eyes and silver claws and fangs. They wear military trappings, but no clothes.

Notes: They can leap 20' to 40' in any direction, and hate Elves so much they always attack them on sight. They are 50% magik resistant, and cannot be life drained.

DOOMGUARD

HD: 1+1 to 24+1 **Number**: d100 **DEX**: always equal to its fastest opponent

Speed: 6" **AC**: 2+4 **% Liar**: no intelligence

Attacks: by weapon type plus d10 strength points

Looks: Like a set of dull black plate armor.

Notes: A Doomguard is a magikally animated armor. It can teleport at will. While 100% fire, lightning, fear, paralysis, confusion, and charm proof, cold does half damage, and slows them. They must literally be dismembered to stop.

EMERALD OOZE

HD: 8+1 to 16+1 **Number**: d4 **DEX**: 10 to 12

Speed: 12" **AC**: 2+4 **% Liar**: not intelligent

Attacks: d8 pseudopods. All who are hit have 4d10 points of themselves turned to Emerald Ooze. The following turn that part also adds its own attacks to its victim.

Looks: Like a huge, pulsing liquid emerald 3' across per HD.

Notes: It is 100% impervious to chops, cuts, lightning, fear, confusion, or paralysis, is 50% magik resistant, and takes only half damage from all technological weapons.

GHOST CRAB

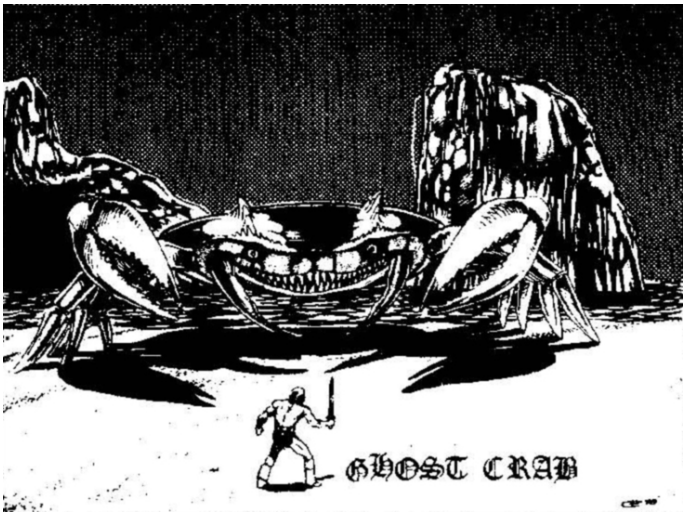
HD: 5+1 to 9+1 **Number**: d4 **DEX**: 18 to 20

Speed: 10" (15" in water) **AC**: 2+2 **% Liar**: not sentient

Attacks: 2 claws for 4d6 to 4d10 each and 1 life level drain. If the victim fails to escape, it "eats" 3d6 to 4d8 points per turn plus 1 life level drain.

Looks: A giant, translucent crab with huge serrated claws and a grinning befanged mouth.

Notes: It is a class of undead that inhabits sunken cities, dried up sea beds, salton seas, etc. They get a +5 save on clerical "turn aways", and are 100% fear, confusion, and paralysis proof. Non-magikal weapons do not hit them.



GREY HORROR

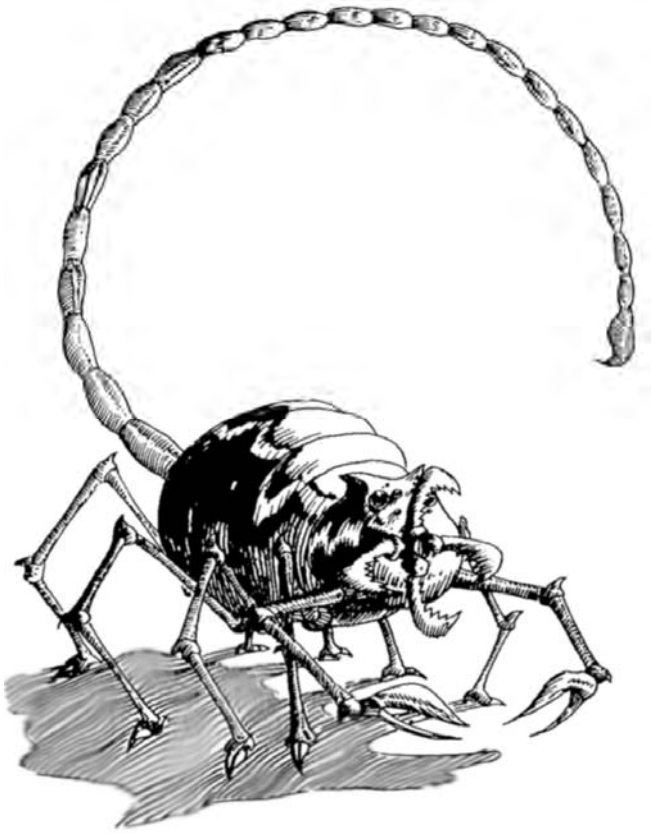
HD: 3+1 to 8+1 **Number**: 1 to 24 **DEX**: 16 to 21

Speed: 12" to 24" **AC**: 5 to 3 **% Liar**: 98%

Attacks: 2 claws for d8 to 3d6, 1 bite for d4 to d12 (all bitten off is immediately eaten), and 1 sting for d3 to d8+1 of venom per HD of the monster. Hobbitts and smaller creatures thus stung dissolve at 3d6 per turn (no save), all others are paralyzed.

Looks: A cross between a scorpion and a Spiga, usually 9' to 24' long and gunmetal grey.

Notes: Grey Horrors are 100% venom or poison proof, and only take half damage from acid, fire, and cold.



HELL HORSE

HD: 6+1 to 10+1 **AC**: 3

Speed: 18" (fly at 24") **DEX**: 12 to 16

Number: as needed **% Liar**: 95%

Attacks: 2 hooves for d10 to 3d6 each and 1 bite for d6 to d12

Looks: A huge skeleton horse with cat like fangs and green flames for eyes.

Notes: Although undead, they get +4 save versus clerical "turn aways". Only silver and magik weapons hit them, and they are 100% immune to paralysis, fear, sleep, or life drains. They hate Dwarves, always attacking them.

HELL MAIDEN

HD: 5+1 to 8+1 **AC**: 4

Speed: 9" **DEX**: 14 to 18

Number: 1 to 120 **% Liar**: 90%

Attacks: 1 per turn by weapon type plus d6 for strength

Looks: Hell Maidens are Valkyrie like warrior women with bare skull heads and voluptuous bodies. They wear chain mail, and use shields, lances, and either a swords or axes.

Notes: Only silver or magik weapons can hit them (or Techno energy weapons). They are 100% immune to paralysis, fear, confusion, sleep, charm, or life drains. They ride "Hell Horses", are cannibalistic, and screech and gibber in combat. They are not undead.

HELL STAR

HD: 12+1 **AC**: 2+5

Speed: up to 24" **DEX**: not applicable

Number: d4 **% Liar**: never lies

Attacks: It envelops its target draining 3 life levels initially and 1 per turn thereafter that it stays. Those enveloped go blind for as long as the envelopment lasts and for d4 turns afterwards

Looks: The Hell Star is a 10' diameter blue white star like apparition. It is a steady light nearly too bright to look at. It is a highly intelligent alien life form.

Notes: Hell Stars consider all living things as nothing more than food. Being creatures of pure energy, anything that affects solid flesh will not harm them.

IBATHENE

HD: 30 to 50 **AC**: 2+1 overall, 2 on belly, 3 on eyestalks

Speed: 24" (32" at charge), halve both in water **DEX**: 9 to 12

Number: d6 **% Liar**: too stupid to

Attacks: The tongue can reach as many feet as it has HD. It wraps stickily around the victim doing d12 to 2d12 crushing damage, and then hauls those hit into its maw on the next turn for a 6d10 to 8d10 bite. 2 claws for 3d12 to 5d10 each or, instead, 1 tail smash for 4d12 to 6d12.

Looks: Ibathenes are 60'-120' long reptiles with one eye on a long snaky eyestalk. It is bright green overall, with a red belly and yellow eyestalk.

Notes: The tongue can lift a fully armored man and warhorse with no trouble. The claws can snatch up to 6 men simultaneously. They are so stupid they sometimes fight on even after killed (d20 turns), because they don't know they're dead!

KNOBLINS

HD: 1+2 **AC**: 6 (wings 8)

Speed: 4" (20" flying) **DEX**: 14 to 18

Number: 4d12 **% Liar**: 50%

Attacks: 1 hit for d3 or by weapon type (usually 4 dice poisoned darts)

Looks: Knoblins are a weird combination of a little Goblin, a bit of Kobold, and a smidgen of bat. Usually, they are dusty grey to black in color and fairly small.

Notes: Not very brave, they prefer ambushes.

KOBBITTS

HD: 1+1 to 3+4 **AC**: 6

Speed: 8" **DEX**: 12 to 17

Number: 4d12 % Liar 60%

Attacks: 1 as per weapon type (they prefer slings with little thorn studded clay balls dipped in 4 dice poison)

Looks: A cross between a Kobold and a Hobbitt, they are very hairy, usually with nut brown colored skin and blue eyes.

Notes: They like Hobbitts, dislike Kobolds, are extremely accurate (+5 attack) with their slings, and love scones.

MAGGOTH

HD: 12+1 to 36+1 **AC**: 7 to 5

Speed: 9" to 18" **DEX**: 9 to 12

Number: d6 **% Liar**: too stupid to

Attacks: 1 acid spit (up to 90' in range and covering a 10' area) of a potency equal to half their own HD, or 1 swallowing bite for 2d12 to 6d12. A roll two better than score needed to hit "swallows" where stomach acid dissolves the victim at d12 to 3d12 per turn.

Looks: Huge, grey white and yellow mottled slugs with quivering black tipped eyestalks. They stink like a cesspool.

Notes: Normal weaponry does only 1/4 damage. Acid, venoms, and poison harm it not at all. They are highly susceptible to fire, but are so dumb they continue fighting d20 melee turns after death!

MORGHOUL

HD: 3+1 to 5+1 **AC**: 3

Speed: 9" (12" fly) **DEX**: 18 to 21

Number: 2d12 **% Liar**: 85%

Attacks: 2 claws for d8 to d12 each and 1 bite for d6 to d10. All hit are paralyzed and rot 1 point per turn thereafter. Those bitten rot d20 immediately and 1 point per turn thereafter.

Looks: Morghouls are shadowy green yellow man like shapes that smell like rotted flesh.

Notes: A cross between ghouls and shadows, they get +3 save versus clerical "turn aways". They are 100% fear and paralysis proof, and take half damage from acid, poison, or venoms. Holy water "burns" them at d10 points per vial.

PHRAINT

HD: 1+1 to 12+1 **AC**: 3 to 2

Speed: 9" to 15" **DEX**: 17 to 24

Number: 1 to 40 **% Liar**: they never lie

Attacks: by weapon type or 1 claw for d4 to d10, 1 bite for d4 to d8 and 1 sting of d2 to d4 plus never more than 1+1 dice venom.

Looks: A 9' to 9' tall bright metallic blue, green, or silver grey insect warriors standing erect. The Phraint resembles a cross between a mantis and an ant, but with only 2 legs and 2 arms. They usually carry javelins and two-handed swords.

Notes: They can leap 15' to 30', and do so in battle throwing their javelins at the top of their arc and landing with sword in hand to strike. They are cold, emotionless, and logical, a veritable bug "Mr. Spock".

RED FANGS

HD: 3+1 to 7+l **AC**: 7 to 6

Speed: 15" to 18" **DEX**: 18 to 23

Number: d10 **% Liar**: 65%

Attacks: 2 leg hits for d4 to d10 each, 1 bite for d3 to d8 plus poison double their HD

Looks: A Red Fang is a red, velvet furred tarantula with 6 star sapphire like eyes and yellow fangs.

Notes: They can leap 20' to 40', and move on any surface. Their venom only paralyses Elves (-4 save), and their favorite food is Hobbitts, which they always attack first.

SAURIG

HD: 1+1 to 8+1 **AC**: 7 to 4

Speed: 6" (9" in water for Swamp Saurigs) **DEX**: 8 to 13

Number: 1 to 30 % Liars 40%

Attacks: 2 claws for d4 to d12 each or by weapon type plus d2 to d10 for strength or only 1 tail for d8 to 2d8

Looks: Saurigs are a 5' to 7' tall reptile warrior race of two types: green bodied, yellow belly, tailed swamp ones; and tan bodied, grey belly, tailless desert ones.

Notes: They use a weapon called "Jhang" which is akin to Aztec or pacific islander swords of ironwood with jagged obsidian edges all around. They are 100% unslowable, but are highly susceptible to sleep spells.

SKYRAY

HD: 4+1 to 8+1 **AC**: 5 to 4

Speed: 24" (air only) **DEX**: 16 to 19

Number: d20 **% Liar**: 20%

Attacks: 1 tail slash for d8 to 3d6 plus a paralyzing poison equal to their HD

Looks: Skyrays have a Grey blue manta ray like shape with wickedly barbed tails and one golden, pupilless eye.

Notes: Their "eye" is more akin to radar (all attacks are +41). They are actually fungoid, not animal, in nature, and due to such are 100% impervious to charm, sleep, paralysis, confusion, and fear. Upon death, they send out a spore cloud 30' in diameter. All breathing it become "host" to its "seed" with predictable results in about 3 months.

SPIGA

HD: 5+1 to 24+1 **AC**: 2 to 2+5

Speed: 16" to 36" **DEX**: 18 to 24

Number: d4 **% Liar**: 95%

Attacks: 2 leg hits for d4 to 3d12, 1 bite for d6 to 4d12, a paralyzing venom that is half of the Spiga's HD, or 1 web (a 25' to 90' long by 15' to 45' wide cone). The web will hold anything caught in it equal to its own HD plus 50%.

Looks: Spigas are metallic silver, gold, or blue giant armored spiders.

Notes: They are 50% magik resistant and 100% lightning, fire, poison, venom, and paralysis proof. Cold does 50% more damage. They are cruel and intelligent and hate humans.

TENG

HD: 1 point **AC**: 2+5

Speed: 48" **DEX**: 20

Number: Swarms of 10d100 **% Liar**: Too stupid to

Attacks: They fling themselves toward any warm or moving target, attacking like living crossbow bolts (heavy) and destroying themselves on impact.

Looks: 4" to 7" long black arrowhead shaped winged beetles.

Notes: They always attack, and are 100% fear proof. Smoke confuses them, and makes them torpid.

THE HELLTIDE

HD: 1 point **AC**: 8

Speed: 6" **DEX**: 15 to 18

Number: A veritable living wave, always in the thousands **% Liar**: Too stupid to

Attack: They swarm over their victims, going for eyes, ears, mouth, etc., first. Each can bite and sting for 1 point each every turn. They can devour 10 pounds of a dead being per each 1,000 there.

Looks: bright green 3" to 9" long army ants

Notes: Absolutely 100% fear, sleep, and charm proof. The sound of the "tide" is like a gentle whispering.

THERMITE

HD: 5+1 to 9+1 **AC**: 3 to 2

Speed: 9" (1" per minute through rock) **DEX**: 12 to 16

Number: 1 to 36 **% Liar**: 50%

Attacks: 1 bite for 3d6 to 3d12 plus d12 fire damage

Looks: Glowing, reddish yellow, red hot, giant warrior termites

Notes: Their mere touch does d8 points of heat damage. They are 100% lightning and fire proof. Cold does double damage.

THUNDER BUNNIES

HD: 1/2 to 1+1 **AC**: 6

Speed: 28" **DEX**: 14 to 18

Number: 100d100 **% Liar**: 100%

Attacks: 2 kicks for 1 each, 1 bite for d3 (which is diseased: d3 turns after bite, the victim gets dizzy, has blurred vision, and -3 off all attributes)

Looks: Crazed, foam mouthed jack rabbits.

Notes: Travelling in vast herds, their sound is like distant thunder. They roar in combat, and are 100% fear and confusion proof. They are very much like land piranhas.

TRYVERN

HD: 9 to 12 **AC**: 2

Speed: 10" (12" at charge) **DEX**: 10 to 15

Number: d6 **% Liar**: 75%

Attacks: 3 bites for 4d6 each, 1 kick for 3d6 (every other turn), and 3 stings for d4 plus 8 dice venom each

Looks: Bright blue three headed and tailed wyverns.

Notes: Non-edged weapons do half damage.

VROAT

HD: 4+1 to 7+1 **AC**: 6 to 4

Speed: 12" **DEX**: 9 to 14

Number: 3d8 **% Liar**: 60%

Attacks: 1 bite for 3d6 to 3d12

Looks: Vroats are a mutational cross between giant toads and crocodiles, thus earning the nickname "Jumping Jaws"!

Notes: They can leap 10' for every HD in size. They are 100% fear proof, and take half damage from acid, venom, or poison.

WYVERGON

HD: 7+1 to 9+1

AC: 2+2

Speed: 9" (12" at charge)

DEX: 9 to 12

Number: d8

% Liar: 85%

Attacks: 1 bite for 3d6 or 1 breath (45' by 15' cone) that stones all hit and 1 kick for 2d8 every other turn

Looks: Chunky, silver and brass colored, wingless wyvern.

Notes: They cannot be stoned, slowed, or paralyzed.

YELLOW PERIL

HD: 3+1 to 7+1

AC: 6 to 4

Speed: 15" to 18"

DEX: 17 to 22

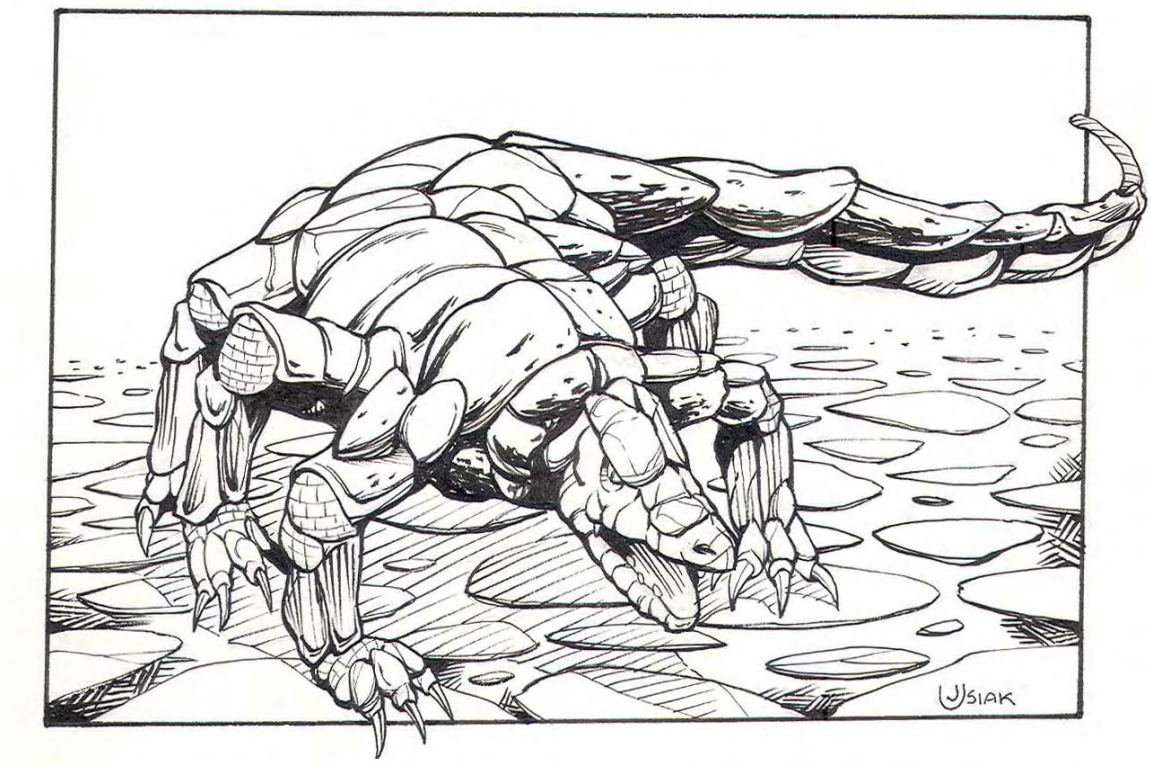
Number: d20

% Liar: 90%

Attacks: 1 bite for d4 to d8 or 1 acid spray (15' x 15' to 30' x 10' cone) and 1 snake like constriction for d10 to 2d10. The bite venom is always double their own HD.

Looks: Bright yellow, green eyed, and black fanged giant centipedes. They smell like burnt almonds.

Notes: They can move on any surface, and are 100% acid resistant. They take half damage from venoms and poisons.



NEW MONSTERS

AII-LORAII

HD: 12 **AC**: 2+4 **Speed**: 48" (air only)

DEX: 20 **Number**: always alone **Size**: varies from that of a soccer ball to a beach ball

Attacks: It has 1 "projection" for 2d10 or 1 "envelopment" for 4d10.

Looks: A cloud of silver streaked golden motes of light that sounds like wind chimes, and smells like honey and almonds.

Notes: It is an alien intelligence, and the damage it does is on the ethereal or astral planes, as well as normal planes. Aii-Loraii has a type of energy attack, and the "projection" resembles a golden laser beam, with a range of 240'. It is 100% immune to all forms of psychic attack or probe, cold, fire, or paralysis. Energy attacks regenerate it at one for one, but stoning (all types) does 8d6 damage and sonic attacks do double damage to it.

BIGGLIES

(WITH APOLOGIES TO CLINT BIGGLESTONE)

HD: 4d8 – 8d8 **AC**: 5 **Speed**: 18"

DEX: d12 **Number**: 2 (mated pairs) **Size**: equal to a hippopotamus, but looks twice that size due to their very long shaggy coat

Attacks: It has a bite of 2d8 – 2d10 damage.

Looks: These creatures are nothing so much as simply a huge wooly, giant, mutated Saint Bernard dog dirty white in color.

Notes: They are about as smart as a Saint Bernard, but about a hundred times as loving and slavish. They can be fierce foes due to their bite. However, it is their fearless and nearly irresistible bounding charge that is most effective, for it will completely bowl over any opponent up to and including their own HD + 50% in size. These beasties are strictly one owner animals; when their owner dies, it is 98% certain that they will lie down and will themselves to death in d20 rounds. However, there is that 2% chance they will go completely and irrevocable berserk, and attack all around them. There is a bond of true love between them and their masters that is so strong it will override even charms, geases, and suggestions. They have an AC of 5 due to their thick coats and their Dexterity range is d12; their Agility d10; and their Strength about equal to a Hill Giant. A factor in their genetic makeup, due to their mutation, makes them 100% immune to undead type life drains, and because their blood has a silver base, as opposed to copper for most other mammalian types (most mammals in this universe have iron-based blood), their bite does hit undead types. In fact, not only do they see up to 85' in the dark, but they have a 90% chance of smelling all undead within 60'. Naturally, undead hate them.

BLACK SLIME

HD: 9+1 to 12+1 **AC**: 5 **Speed**: 12" (on any real surface)

DEX: 12 – 17 **Number**: d4 **Size**: 1' across per HD

Attacks: With a single touch or envelopment, it can dissolve flesh at 4d6 per melee round, wood at 3d6 per round, and metal at 2d6 per round.

Looks: A Black Slime is a thick puddle of shiny black tar like slime about 1' across per HD.

Notes: It smells like licorice, and homes in on its target by detecting the magnetic fields around it

and checking for movement that disturbs them. Its detection range is 60', and is 100% accurate. It is 100% impervious to all except lightning, disintegrating, or stoning (which does 8d6 damage and slows it).

BLACK WIND

HD: 10 **AC**: 2+2 **Speed**: 24" (air only)

DEX: 24 **Number**: always alone **Size**: 20' diameter

Attacks: The Black Wind has 1 envelopment per melee turn. However, it can envelope any amount that will fit within itself. Those thus enveloped suffer two attacks. The 1st, at Dexterity 24, is psychic, and if the victim's body is invaded and taken over, it is forever made alien (with a mind link to its "parent"). The 2nd attack comes at Dexterity 29, and only if the psychic attack fails. This one is numbing cold, of 4d8 in intensity, for all inside it (the cold damage is not divided up, but is that strong to each person)!

Looks: A 20' diameter fog of shifting shadows, it is lit by constant small blue crackling lightning bolts, kind of like a small thunderhead.

Notes: This alien being is 100% impervious to all except technological energy weapons, sonic attacks, or paralysis, which does 4d6 damage to it and slows it by one-third (one time only).

BUBBLE MEN

HD: 1+2 **AC**: 7 **Speed**: 12"

DEX: 12 – 18 **Number**: d20 **Size**: average humanoid

Attacks: They have 1 self-destruct burst, of which the form of the attack depends on the gas it is filled with.

- Pale blue is a flammable explosive that does 8d6 damage in a 45' diameter area.
- Pale yellow is an intensely poisonous gas doing 8d6 damage in a 45' diameter area.
- Pale red is a powerful sleep agent that causes all within a 60' diameter area to fall into a deep sleep for d100 minutes. It affects all up to 12 HD, and if a save versus poison is made, the person will still be woozy and groggy for d4 melee turns, with a -2 off all attacks or defense.

Looks: Bubble Men are transparent humanoid shaped beings filled with one of three types of gas.

Notes: These creatures can usually be found in areas that naturally produce at least one of the three gas types noted above: deep swamps, volcanic caves, undersea caverns, etc.

CHAERONYX

HD: 3d8 – 5d8 **AC**: 3 **Speed**: 24"/turn

DEX: 14 **Number**: 2 (mated pair) or 3 (mated pair and foal) **Size**: same size range as Centaurs

Attacks: Chaeronyx have 2 attacks with their hooves at d4 – d8 each, 1 by weapon type, and finally the medusa's stoning gaze.

Looks: They are usually pale blue-grey, and are a cross between a Centaur and a medusa in appearance.

Notes: Both males and females have the stoning ability. They are found normally only as mated pairs in deeply forested areas, and are generally Chaotic Evil. They never have more than 1 child per birth. Their stats are identical to normal Centaurs except as follows:

- Agility: d12 +6
- Intelligence: d8 +6
- Ego d20 +6

CHAERONYX

FIRE FROGS

HD: ½ **AC**: 5 **Speed**: 9" (can hop 15')

DEX: 10 – 15 **Number**: 4d12 **Size**: 3" long

Attacks: Once per melee turn, they can, with a simple touch, cause d4 points of fire damage, but then have a 50% chance of causing the touched person to burn at d5 points per turn for d4 turns thereafter.

Looks: These small frogs glow a bright red, and smell like sulfur. They are wrapped in pale violet flames, and look like little fiery meteors at night as they hop about.

Notes: They are, of course, fire proof, but cold does double damage to them, as do all sonic attacks. If struck hard enough to kill them with one blow, they splatter a flaming liquid over a 4' diameter area causing a total of 3d8 damage in that area, with the percentage chance of causing those hit to burn an increased 75%.

GREY SKIMMERS

HD: 3+1 to 5+1 **AC**: 3 top/ 6 belly **Speed**: 6" land/9" underwater/ 12" on water

DEX: 15 – 18 **Number**: d20 **Size**: 6' – 10' long

Attacks: Grey Skimmers attack with their 2 legs at d3 to d6 each, and 1 bite for d6 to d8. Their bite also drains one life level beginning on the second turn if the victim fails to get away.

Looks: Long-legged water beetles, they are grey-green on top and yellow-white underneath.

Notes: These beetles can swim, run across the water's surface, or move about on land if need be. They usually inhabit swamps, river fords, and even warm water bays and coves.

GRYFYLISK

HD: 3+1 to 5+2 **AC**: 4 **Speed**: 10" ground / 18" air

DEX: 13 – 18 **Number**: d20 **Size**: Griffon sized

Attacks: These beasts have 1 stoning gaze, 2 claws for d8 to 2d6 each, and 1 bite for d10 to 2d8 each melee turn.

Looks: A Gryfylisk is a cross between a Basilisk and a Griffon.

Notes: This creature is immune to all stoning, paralysis, and "slow" spells.

HAGGORYM

HD: 1+1 to 4+1 **AC**: 4 **Speed**: 9"

DEX: 9 – 14 **Number**: d100 **Size**: same as average Goblin

Attacks: Haggoryms have 1 attack for d6 or by weapon type (they favor bashing weapons). They are always berserk during combat, and thus are +4 in their attack, but also -4 on their defense.

Looks: Very blocky and muscular, this Goblin like creature has nearly no forehead and stubby little ears. They are an apparent crossbreed of Goblins and Neanderthal cave peoples.

Notes: Cannibalistic and foul-tempered, these stupid creatures will attack anything their own size and even larger game if they feel they have sufficient numbers. They stink, and are 100% immune to all poisons and venoms. However, they are easily fooled by illusions, and greatly fear dragons.

KILL KITTENS

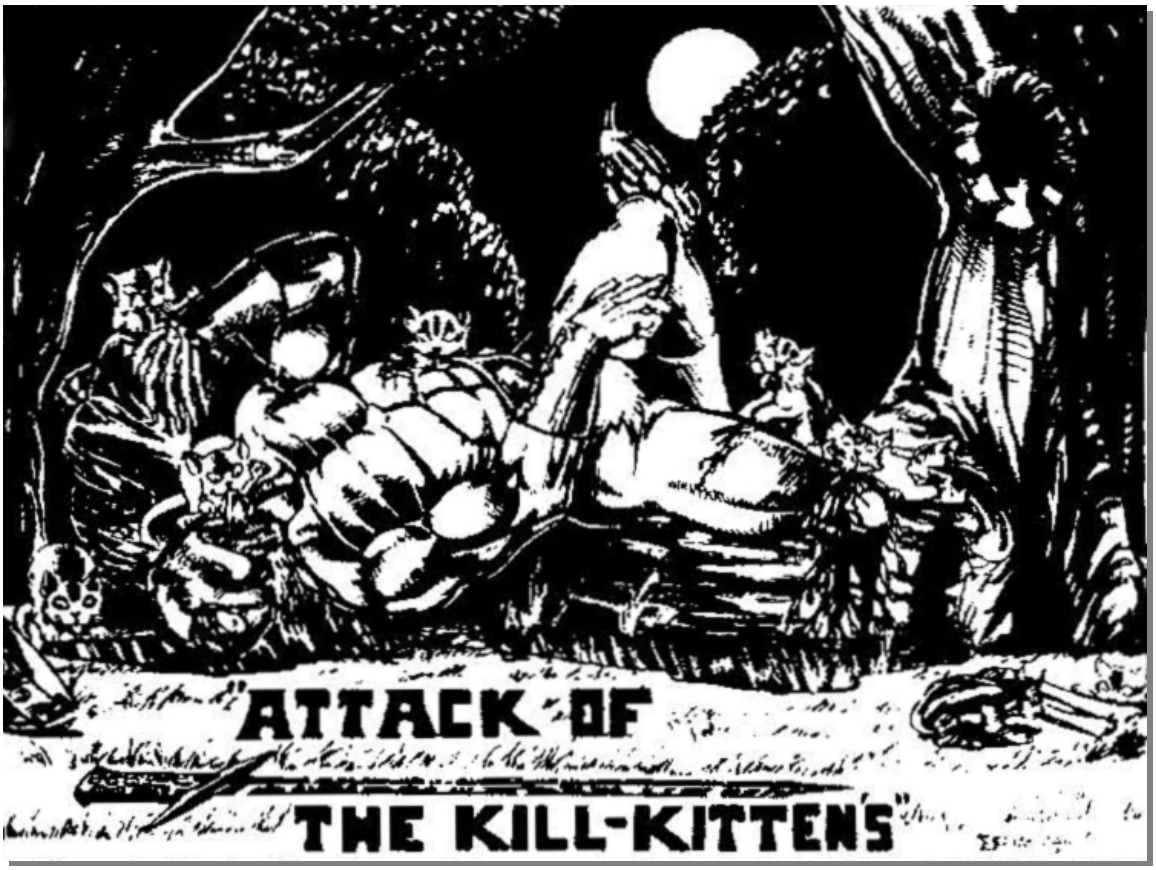
HD: 3 **AC**: 8 **Speed**: 240' ground (300' charge)

DEX: 13 – 20 **Number**: 12d4 (1 in open, rest hidden) **Size**: 1/2 HD

Attacks: Their claws do only d2 points damage (excludes the poison damage listed in notes), and their bite does d3. The saliva has a 20% chance (no save) of driving those bitten 100% insane and berserk for d6 days.

Looks: These lovable, cuddly, purring, fuzzy little cats are sure to melt even the hardest heart.

Notes: They pretend to have a broken leg or some other hurt, and limp whimpering toward a victim, with their big soulful eyes pleading for aid and succor. When the tenderhearted soul picks them up to comfort and help them, they dig their steel hard and needle sharp little claws into him, pumping in a fatal poison (save versus poison still results in paralysis for d6 days). They usually travel in packs of 12d4, although all of the others are usually hidden until their decoy has bagged a meal. Although only 1/2 HD in size, their attack is as a 3 HD monster. They are about as intelligent as lions or tigers, and their favorite meal is a nice plump Hobbitt.



KRAG SPYDERS

HD: 1 – 6d8 **AC**: 3 (small ones) to 2 (biggies) **Speed**: 10' – 100'

DEX: 5 – 17 **Number**: d100 **Size**: pebbles (1 HD) to boulders (6d8 HD)

Attacks: They bite for d4 per HD in size but their poison is all the same, from pebble to boulder size; it stones those who fail to save versus poison (at a -3 save).

Looks: They look like rocks or boulders until they move. They really resemble the great Alaskan king crab minus the pincers when they move, but are a branch of the arachnid family as their name implies.

Notes: Krag Spyders are very patient, and will wait hours, while a party beds down amongst them and goes to sleep, before pouncing. They have such a low metabolic rate that most Detect Life spells fail (15% chance), but Detect Magik shows them up quite clearly as they are a magikally mobile form of rock. They eat their stoned victims by secreting saliva that unstones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock!

LIGHTNING BUGS

HD: 1 point **AC**: 7 **Speed**: 12" (air only)

DEX: 11 – 15 **Number**: 10d10 **Size**: Earth's lightning bug

Attacks: see Notes

Looks: Khaas' Lightning Bugs are identical to the earthly lightning bug that flickers with a pale light on warm autumn nights.

Notes: They flock to body heat, settling by the dozens to get warm. Their touch causes acute itching that can be really painful after a while. However, when swatted or stuck, they die by discharging d20 electricity. As it is natural and not magikal power, no save is allowed.

MANSTER

HD: varies | **AC**: varies | **Speed**: varies

DEX: varies | **Number**: varies | **Size**: 8d8

Attacks: varies

Looks: This ugly little Troll looks like a normal Human being, and can be of either sex.

Notes: A Manster regenerates as a Troll, though twice as rapidly. They're essentially free willed flesh golems, but must imbibe at least four quarts of human blood each day in order to continue functioning with free will. They have all the attributes of flesh golems, but are 100% immune to all forms of life level draining or blasting, and cannot be Feared or Confused. Paralysis only slows them if they fail their save; no effect otherwise. The masculine types favor halberds and other pole arms in combat, while the feminine types usually rely on deception and a loving embrace to do the trick! Both types have a Charisma of d6+12.

MOONDOGS

HD: 1+1 to 5+1 | **AC**: 5 | **Speed**: 12"

DEX: 12 – 17 | **Number**: 6d10 | **Size**: same as average Earth lion

Attacks: Moondogs attack with 1 wailing howl (causes up to 4 HD beings to save versus fear within 90') and 1 venomous bite for d4 to d12 (see notes).

Looks: These dog like animals palely glow with a sickly yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black, and steam in the air.

Notes: They travel in packs, bounding and howling, driving their prey before them until it drops from exhaustion. Their bite is venomous, causing insanity with a 5% chance of it happening per each Intelligence point of the victim. These beasts frequently accompany vampires on their nightly "hunts", herding the victims to the vampire, and eating the body that it leaves. A true symbiosis born in evil and horror!

PERRINITES

(WITH APOLOGIES TO STEVE PERRIN)

HD: d8 – 4d8 | **AC**: 4 | **Speed**: 18"

DEX: 9 – 17 | **Number**: 1 (24d10 in a grove) | **Size**: same as Elves

Attacks: Perrinites never use weapons. They can use all Druidical magik and all Illusionist spells. If really pressed, they can hit for d4 – d8 with a paralyzing sap exuded from their thorn "fingernails" that will stay effective for d10 days!

Looks: These creatures are a crossbreed of Elves and dryads; they appear as humanoids but with flowers or plants growing where hair would normally be. They are pale green and have pupil-less eyes of the deepest brown.

Notes: They can speak and control all plants that have no will of their own within a 120' radius. They can also call up a swarm of bees (100 to 1,000 of them) to do their bidding, and are the friends of all the animals in the forest. They seldom stray from the deepest of forests, and shun Human and Elf alike. They sing like birds, and, in fact, they use the birds of the forest much as a Mage uses a Wizard Eye (they can see and hear through their friends, the birds). Perrinites hate fire, and take double damage from it. However, they are naturally 50% magik resistant, and are 100% immune to poison/venom. They regenerate at 12 HD per day, and are 100% unafraid at all times. They are beloved of the Ents, and there will usually be an Ent or two around every Perrinite grove. These groves are the typical tribal unit of Perrinites; there will be 24d10 of

them in each grove (10% chance for an Ent per each dozen Perrinites present). They have fabulous treasures of rare wood, perfume, bone carving, gems (usually emeralds), and fine wines or liquors. They hate Orcs, and endeavor to lead such deep into the forest where they will get lost and be devoured by their friends the bears and other such large carnivores. They are Chaotic Good by nature, and have all the attributes of Elves. They cannot be seen by anyone with less than an Elf's ability unless they desire it or as long as they are in their beloved woods.

PYBRA

HD: 1+1 to 9+1 **AC**: 7 to 4 **Speed**: 6" to 12"

DEX: 12 – 15 **Number**: d20 **Size**: large serpent

Attacks: Pybra have 1 bite for d3 to 2d6 with venom equal to their HD in potency, and 1 sting for d2 to d6 with identical venom. However, they can elect (25% chance) to spit their venom at an opponent's eyes at +4 to hit, which will cause immediate and permanent blindness if it hits (as well as terrible pain). It can also wrap about its victim on any turn where any of its other attacks connect and the victim fails to escape. Starting the very next turn it can constrict at d8 damage per melee turn for each 2 HD it is.

Looks: A large python like serpent with a scorpion tail stinger, they are usually a beautiful bronze color with silver and gold crosshatching. Their eyes are a pair of real star rubies worth 500 GS each per each HD of the snake.

Notes: Their favorite food is Hobbitts and Kobbitts. As such, anyone of either of these races are targeted first.

SCREAMING SCARLET ITCHIES

HD: varies by cloud **AC**: varies by cloud **Speed**: varies by cloud

DEX: varies by cloud **Number**: varies by cloud **Size**: 20' – 120' cloud worth

Attacks: see Notes

Looks: Appearing as a cloud of bright scarlet, it is actually a mass of gnat sized, little winged bugs.

Notes: They are attracted to anything warm (like body heat), and will settle all over a person just to feel that warmth. They secrete a liquid that causes all living things to break out immediately in a flame-red rash and commence to scratch. Those so afflicted will be -3 to hit or defend until the liquid is neutralized. Neutralization takes a pint of holy water and a Neutralize Poison per each square foot of skin that is affected. Note also, it will seep through chainmail and the like in d6 rounds, and, once on, will be effective for d10 days before wearing off. There is a 10% chance for each person that they will have a nervous reaction to the liquid, and it will become fatal poison that causes blindness in d10 minutes and death in 10d10 minutes.

SHOCK BONES

HD: 3 **AC**: 5 **Speed**: 15"

DEX: 16+ **Number**: varies **Size**: d8

Attacks: They attack twice a turn for d6 each. If they get two consecutive hits, they will grapple and then self-destruct in a 5' diameter ball of lightning of d20 power.

Looks: They are the skeletons of those slain, wired together (chalk covers the wire so it isn't noticeable) and electrically animated.

Notes: These are the practical joke of the mad Techno "Dirty Harry", and have fooled several very smug Clerics. When Detect Life or Detect Undead is used, they come up zero! Detect Magik and the like also draws a blank, since these things are technological constructs. Man, you should see those Clerics trying to figure out why their "turn aways" don't work!

SILVER SLIME

HD: 5+1 to 20+1 **AC**: 2+2 **Speed**: 10"

DEX: 17 – 20 **Number**: d4 **Size**: 2' in diameter and 1" thickness per each HD

Attacks: It only needs 1 touch or envelopment to cause 3d12 points of damage per melee turn.

Looks: Silver Slime appears to be like a pool of liquid mercury or quicksilver.

Notes: It affects flesh only, and lightning or electricity add to its HD on a 1 for 1 basis! It senses its victims by body heat, and can thus be fooled by a wall of ice or its like. It is 100% immune to fire and cold, and chops and cuts just splash through it harmlessly. However, paralysis and stoning do 6d6 damage to it, and sonics scatter, but do not hurt it.

SLUGGOTHS

HD: 3+1 to 8+1 **AC**: 7 body / 4 head **Speed**: 12"

DEX: 9 – 12 **Number**: d12 **Size**: 3' long per HD

Attacks: They have 1 vampire like charm or hypnosis type attack (save versus psychic attack) or 1 spit of fuming green acid like venom (it is a thin stream up to 5' long and d6 potency per HD). Finally, if they are close enough, they can bite for d3 to d6, and will immediately drain d3 life levels per melee round (depending on size), much like a vampire, although they are most definitely not undead type creatures.

Looks: Sluggoths have pasty white slug or maggot like bodies, Human heads that are extremely beautiful or handsome, long flowing hair, and voices like songbirds that are so melodious.

Notes: These things are the result of demon and Human crossbreeding in the distant past, and, as such, get to save on lesser demon saving roll charts. They smell like rotten fish, and can command up to as many HD insects (unintelligent types only) as they themselves have HD. They are frequently accompanied by a writhing mass of large bloodsucking leeches or some other similar abomination.

SNOW SNAKE

HD: 1+1 to 8+1 **AC**: 3 **Speed**: 3" to 24" depending on size

DEX: 9 – 16 **Number**: d8 **Size**: 5' long per HD

Attacks: Snow Snakes use 1 head butt (60%) for d4 to 2d10 or 1 bite for the same damage plus its venom which will freeze solid all up to triple its own HD if a save versus poison is failed. A save still does d4 poison damage per HD of the snake. It can also wrap about a target if it successfully bites and the victim fails to escape. It will do d4 crush damage and cold damage per its own HD each melee turn thereafter.

Looks: They resemble translucent icicles.

Notes: They are 100% paralysis and cold proof, but fire does double damage.

SNOW SPIDER

HD: 1+1 to 8+1 **AC**: 4 **Speed**: 9" to 18" per turn depending on size

DEX: 15 – 20 **Number**: d20 **Size**: dog to horse sized

Attacks: They use 2 legs for d4 to d10 each and 1 bite for identical damage plus a venom that does

damage equal to twice their own HD and causes permanent blindness. If a save versus poison is made, then the blindness lasts only d10 minutes.

Looks: Furry white and tarantula like, Snow Spiders have real blue star sapphires for eyes (8) worth 100 GS per each HD in size each.

Notes: These spiders are nearly invisible on the snow, and tend to dig burrows in the snow and leap out at passers-by. They are 100% cold resistant, and cannot be stoned by any means. Fire does double damage.

SWORD BIRDS

HD: 1+1 to 4+1 **AC**: 7 **Speed**: 24" air/3" ground

DEX: 16 – 19 **Number**: d20 **Size**: giant hummingbird

Attacks: Sword Birds attack with 1 beak slash (75% chance) for d4 to d10 or 1 beak stab (25% chance) for d6 to d12 (see notes).

Looks: They resemble nothing so much as brightly plumaged giant hummingbirds with silver beaks and a single purple eye.

Notes: These birds live on blood, so each time a stab goes home, it will drain either 1 or 2 like levels (depending on its size). These little nasties are 100% immune to all sonic attacks, and cannot be paralyzed or "slowed" by any means. However, they can be friendly if offered fresh blood and treated with respect. After all, they have an Intelligence range of 9 – 14. Pixies and even Brownies have been known to ride these birds (up to 30 pound carry capacity) occasionally.

TARAKK

HD: 3+1 to 9+1 **AC**: 3 **Speed**: 9" (12" charge)

DEX: 7 – 14 **Number**: d6 **Size**: same as giant horned lizard

Attacks: Tarakk attack with 2 claws for d4 to d12 each, 1 bite for d12 to 3d12, or 1 breath of fire (a cone 30' to 90' long and 5' to 15' wide) that is equal in damage to its own hit dice. Once per day, it can "shoot" its 6d10 spearhead sized/shaped spiny scales in all directions, each hitting like a light catapult shot.

Looks: A cross between a dragon and a giant horned toad (lizard), it is wingless, and can change color like a chameleon.

Notes: They are 100% fireproof, and not very Intelligent (3 to 8). Their favorite food is horseflesh. Its fiery breath is usable 4 times daily, but only every 3rd melee turn. They are known to lie 50% of the time.

VALPYR

HD: 1 to 10+1 **AC**: 2+5 **Speed**: 10" ground/30" air

DEX: 18 – 23 **Number**: d4 **Size**: 1' tall per HD

Attacks: They attack by weapons or 2 claws for d12 to 4d6 (1 life drain each) and 1 bite for d8 to 2d16 (2 life drains). Remember, their mere touch does 2d6 fire damage. They can use magik up to the sixth level at the rate of two spells per level per day. They favor double-headed spears (12' – 20' long) and triple lashes (18' – 30' long), both used single-handed.

Looks: Valpyr are silver-grey Balrogs with pale violet flames and eyes as black as space.

Notes: They are occasionally accompanied by 4d6 Moondogs. Since they burn in the ethereal and astral planes as along with the normal, they will burn even things that are normally fireproofed!

VAMPUSA

HD: 7+1 to 12+1 **AC**: 2 **Speed**: 9" ground / 18" air

DEX: 16 – 21 **Number**: d8 **Size**: average humanoid

Attacks: Vampusa have 1 stoning gaze, 2 claws for d8 to d12 with 1 life drain each, and 1 bite for d4 to d8 with 2 life drains.

Looks: This creature can have any aspect of normal vampires with the exception of having snakes for hair.

Notes: These are nothing more than vampire medusas (usually male). They occasionally have 2d6 Moondogs with them (35% chance), and will almost always have one or two magik items.

WHISPER WASP

HD: 1+1 to 3+1 **AC**: 3 **Speed**: 36" air/3" ground

DEX: 17 – 22 **Number**: d100 **Size**: 1' long per HD

Attacks: A Whisper Wasp has 1 bite for d3 to d6 points and 1 sting for d4 to d8 plus a venom that causes its victim to fall immediately asleep for 8d12 days. The venom will affect all up to four times its own HD, and if a save versus poison is made, the victim will still feel drowsy and woozy for d12 melee turns with an attendant -2 on all attacks and defenses for that period.

Looks: They are metallic yellow with metallic green body stripes and rainbow-hued wings.

Notes: These wasps are so silent that even Elves only have 15% chance of hearing them in flight. They will lay eggs in their victims, which will hatch in 20d6 days, devouring their host body. Kind of like the Tarantula Wasp in our own world.

WINDEGO

HD: 6+1 to 18+1 **AC**: 2+3 **Speed**: 32" to 48" depending on size

DEX: 17 – 20 **Number**: 1 **Size**: 15' tall, 3' wide at its base, and 9' wide at its top per each HD

Attacks: It literally envelops its prey, doing 3d6 cold damage, d8 ripping damage, and draining 1 life level per each 6 HD in size.

Looks: A black, whirling, twisting mini-tornado, the Windego has two dull red glowing eyes two-thirds of the way up its column.

Notes: It is 100% immune to cold, life blasting or draining, or cuts and chops with weapons of less than +3 power. Any form of cold regenerates it on a 1 for 1 basis, and it is 50% magik resistant. The Windego is also 100% immune to any form of psychic attack or probe. It is a form of lesser demon that is seldom seen and even more seldom survived.

WRAITH WYVERN

HD: 7+1 to 9+1 **AC**: 2+4 **Speed**: 12" ground/24" air

DEX: 17 – 22 **Number**: d8 **Size**: same as other Wyverns

Attacks: Wraith Wyverns use 2 wing buffets for d6 to d10 each, 1 kick for d10 to 2d8, 1 bite for 2d8 to 2d12 with 1 life level blasting, and 1 sting if at least two of the other attacks have hit home. The sting does d8 to d12, as well as blasts 2d3 life levels depending on size.

Looks: These are translucent, silvery-grey wyverns have stingers that glow like laser rubies.

Notes: This creature is the usual mount for some of the more terrible of the greater demons, and even an occasional Valpyr has been encountered astride one. It is far more terrible than the Wyver Wraith in ***All The Worlds' Monsters Volume II***.

YAANTH

HD: 4+1 to 8+1 **AC**: 5 **Speed**: 9" land(12" charge)/6" water

DEX: 9 – 14 **Number**: d10 **Size**: 7' – 10' long

Attacks: The Yaanth utilizes 2 claws for d10 to 2d10 each and 1 bite for 2d6 to 4D6 plus a special saliva that causes paralysis in anything up to twice its own HD.

Looks: A golden furred cross between a grizzly bear and a giant otter, it has three emerald green eyes and silver claws and fangs.

Notes: Its fur is worth about 1,000 GS per each HD in size of the pelt. It is about as intelligent as a 6 year old Human child and just as temperamental.

ZOOMER

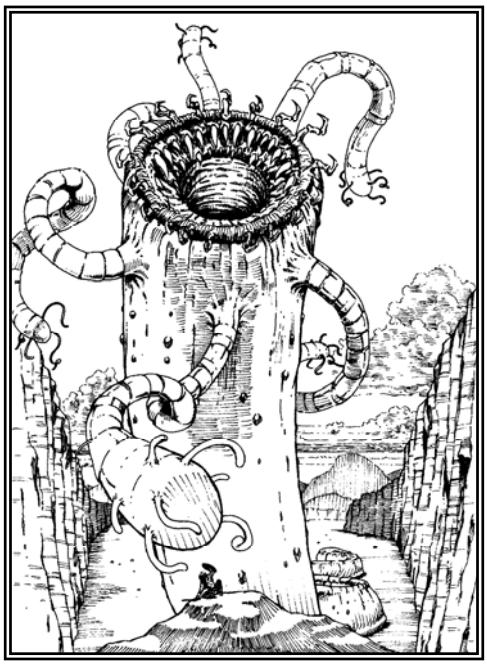
HD: ½ to 1+2 **AC**: 6 **Speed**: 30"

DEX: 24 – 35 **Number**: 4d12 **Size**: 1' long

Attacks: A bite for d4 HP in damage.

Looks: They look like little brown and white spotted puppies with ears like jack rabbits, only more floppy, and eyes like green star sapphires (they're not).

Notes: These little beasties are extremely friendly, and will follow nearly anyone around, constantly getting underfoot, wanting to be scratched and petted, licking their "friends", whining for attention, and, above all, moving constantly around while uttering a sound exactly like their name: ZOOM! ZOOM! They are so fast that it's hard to see them clearly unless they are sitting still (thus they get a +4 defense against physical attacks while they are moving). They are loud and quite the pest, but they can sniff out silver and gold up to 120' away, and will tremble violently when within 30' of any kind of undead.



New Monsters

Argalanthi

HD: 5+1 to 7+1

AC: 2 or 3

Speed: 12"/turn

DEX: 15 – 20

% Liar: 15%

Number: d12

Immunities: 100% sonics

Attacks: 1 technological weapon or 2 claws for d3 to d6 each and 1 bite for d10 to 2d8

Looks/Dress: Argalanthi are 12' to 18' long, heavily armored, metallic blue insects. They have red mandibles and eyes. Their small tentacles near the jaws hold weapons. They often wear chest packs and pouches only.

Notes: An intelligent, formerly starfaring race, it was widely used as police force types by a now defunct stellar federation. They use "flamers" (100' range) and "sonic disrupter" (120' range), each doing 48 points damage. Argalanthi detest the Thaelastra and admire Phraints.

Big Foot

HD: 4+1 to 8+1

AC: 5

Speed: 12"/turn (18"/turn for charge)

DEX: 5 – 12

% Liar: 0%

Number: 1 (occasionally in family groups)

Immunities: 100% fear proof; cold only does half damage; paralysis of all forms has no affect

Attacks: 2 claws for d8 to 2d8 each and a 20% chance of a bite for d6 to 2d6

Looks/Dress: Big Foot are shaggy, 8' – 12' tall, black or brown, humanoids with red eyes and yellowish claws.

Notes: This creature is very much like Earth's Big Foot and Yeti, secluded and secretive. They are ferocious if provoked: taunted, hunted, stolen from, etc.

BLACK FISHERMAN

HD: 4+1 to 7+1 **AC**: 7

Speed: 12" (in trees), 6" (on ground) **DEX**: 13 – 19

% Liar: N/A **Number**: 1

Immunities: half damage from venoms and poisons

Attacks: 1 bite for d4 to d8; venom equal to their own HD (but d10)

Looks/Dress: A Black Fisherman looks like a giant black widow.

Notes: It attacks its prey by dangling a thread of web from above onto its victim's lips. It then drips venom down the string until the victim is paralyzed or dead, then it reels him up. It just loves sleeping groups of characters!

BLACK LION

HD: 4+1 to 8+1 **AC**: 3

Speed: 12" (15") **DEX**: 7 – 14

% Liar: N/A **Number**: d12

Immunities: 100% to all forms of stoning

Attacks: 1 bite for d10 to 2d10, 2 claws for d6 to 2d6 each

Looks/Dress: It looks like a giant lion that is black.

Notes: It can charge at double speed for 5 melee turns.

BLACK LOTUS DUST

HD: N/A **AC**: N/A

Speed: N/A **DEX**: N/A

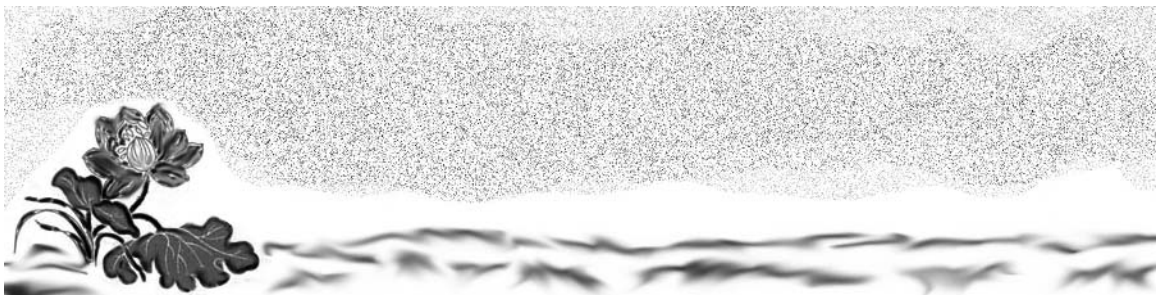
% Liar: N/A **Number**: N/A

Immunities: N/A

Attacks: see Notes

Looks/Dress: It looks like a fine black powder.

Notes: This is the pollen of the black lotus flower. Upon contact, a save versus venom at -4 must be made. If failed, instant death. If made, the poison does d8 per ounce. The victim is groggy and confused (-4 to attack and defense for d4 melee rounds per ounce). The blood and nervous system are affected. The poison is both odorless and tasteless, because of which it is a favorite with Assassins. It is both rare and expensive (10,000 GS per ounce).



BLACK SCORPIONS (GREAT BLACK SCORPIONS)

HD: 15 + 1 to 30+1

AC: 2 to 2+2

Speed: 24" – 48" per turn

DEX: 11 – 26

% Liar: N/A

Number: 1 (always alone)

Immunities: 100% acid; venom and poison do half damage; thunderbolts ricochet off its chitin

Attacks: 3 attacks – 2 claws (2d20 – 3d30 each) and 1 sting (d10 – d20)

Looks/Dress: Great Black Scorpions are coal black, and have breathing holes on top of tail sting which allow it to stay submerged in water.

Notes: Their venom paralyzes as well as does d8 points of venom damage for every 2 HD in size. Anyone in its claws for 2 turns, begin the 2nd turn being chewed up and eaten at 2d4 points per melee.

BLASTARR

HD: 7+1

AC: 2+5

Speed: 18" (air only)

DEX: 17 – 28

% Liar: unknown

Number: 1

Immunities: 100% to all except stoning and spell based cold

Attacks: 1 blast (5d10 points) of variable energy (90' by 5' by 3') per melee turn

Looks/Dress: A Blastarr is a blinding blue-white star about 2" across.

Notes: An alien energy life form, the only spell that hits it is stoning which does 1 dice per level of user or Swords of Cold which does half damage. All creatures 4 dice and below roll versus blindness (2d10 points). Fail the roll; victim is permanently blind. Make it; victim is blind for d10 melee turns. Its treasure is only composed of gems (10d10).

BLUE GUNKY

HD: 5+1

AC: 2+4

Speed: 24"

DEX: 21 – 30

% Liar: N/A

Number: 1

Immunities: 100% versus poison/venom, fear, confusion, stoning, etc.; 50% magik resistant; cold does 50% more damage

Attacks: 1 energy bolt per 100 points (18 points each) plus envelopment

Looks/Dress: A Blue Gunky is a glowing blue sphere of semi-intelligent energy. For every 50 points it has, it is 1' in diameter, and has 1 level. Its point value is between 200 and 1,000.

Notes: It feeds on energy (techno, magikal, or life force). All enveloped by it have their life energy

sucked from them at a rate of 6 hit points per 100 points of Gunky. Also, the victim loses -1 points from Strength, Constitution, Dexterity, and Agility for d4 hours per attack. Any killed by Blue Gunky lose d4 life levels. All energy attacks and life energy absorbed add to its hit points.

BLUE MUD

HD: 9 **AC**: 2+1

Speed: 24" (air only) **DEX**: N/A

% Liar: N/A **Number**: d3

Immunities: impervious to all except energy weapons or lightning

Attacks: smothers its victims (1 melee round per Constitution point to do it)

Looks/Dress: Blue Mud looks like a living fog of shadows. Visibility inside is d3'.

Notes: It is cold (does 4d6 points of cold damage). After 10 turns of contact, all victims become its host.

BLUE WRAITHS

HD: 9 to 12 **AC**: 2+5

Speed: 18" **DEX**: N/A

% Liar: N/A **Number**: 1 – 18

Immunities: all except techno energy types or thunderbolts (only these hit them and do double damage)

Attacks: drains 1 life level (per 3 dice size), paralyzes, and causes d6 (initial) points of rotting damage (1 point per melee turn thereafter)

Looks/Dress: Blue Wraiths resemble blue shadows, man shaped, and pulsing or shifting shapes of blue so deep it's nearly black. They are 4' to 7' tall.

Notes: These creatures are the magikally conjured souls of those yet to be born. The rotting damage they cause in their attacks may only be healed with Cure Disease or Cure Serious Wounds.

BOOMERS

HD: 1+1 to 5+1 **AC**: 5

Speed: 6" to 12" **DEX**: 8 – 15

% Liar: N/A **Number**: d100

Immunities: 100% fire and acid

Attacks: 1 bite for d4 to d10 (if hit enough to kill it, it explodes in a ball of fire and acid 2 times its hit dice in power and 5' diameter per hit dice)

Looks/Dress: Boomers are giant frogs of a mottled red and black color.

Notes: They can spit (instead of bite) up to half their hit points in acid 3 times a day from 9' to 18', 30 pounds x 3' to 120 pounds x 6'. They can jump 20' per every 4 hit points.

BORE-BUG

HD: 2 points | **AC**: 2

Speed: 6"/turn, 15"/jump | **DEX**: 8 – 13

% Liar: N/A | **Number**: d100

Immunities: 100% to poisons, venoms, and toxins

Attacks: special

Looks/Dress: Bore-Bugs are like bright orange cockroaches.

Notes: This creature bores into people in 1 turn, reaches the heart in 2, and eats it in 3.

BORUU

HD: 6+2 | **AC**: 3 (head), 5 (body)

Speed: 10" (15" charge) | **DEX**: 6 – 13

% Liar: N/A | **Number**: 3d20

Immunities: 100% to fear

Attacks: 2 horns (3d6 each), 1 butt (2d6), trample (4d12)

Looks/Dress: Boruu are a giant, armored bull and buffalo crossbreed.

Notes: They charge, run over, and trample all they see – no fear!

BROWNIE

HD: 2 to 6 | **AC**: 7

Speed: 12" (ground), 12" (fly) | **DEX**: 15 – 20

% Liar: 50% | **Number**: d20

Immunities: 100% sleep; 50% magik resistant

Attacks: 1 per turn and always magikal

Looks/Dress: Brownies are 18" to 26" tall, fuzzy teddy bear like creatures a lot like leprechauns. They can become invisible at will or cause small objects to become so (up to 300 in weight). They love Hobbitts, but hate Dwarves. They're usually light brown to black with black noses and amber to golden eyes. For dress, they prefer fancy jackets, pants, and curly toed shoes, all in gaudy bright colors.

Notes: Irrepressible practical jokers, they love everything bright and shiny. They're favorite food is strawberry tarts. They may only fly for 3 minutes a day. They have a 75% chance of "charming" any who touches them into thinking they're cute, lovable, and need pretty presents! They can use up to 8th level spells. There is a 75% chance they'll try to steal something, but a 25% chance of helping a person!

CARRION CROW

HD: 1+1 to 3+1 | **AC**: 8 to 7

Speed: 3" (land), 18" (air) | **DEX**: 10 – 14

% Liar: N/A | **Number**: 6d10

Immunities: N/A

Attacks: 2 talons (d6), 1 beak (d4)

Looks/Dress: A Carrion Crow is a giant, black, carrion eating crow. They attack 50% of the time.

Notes: They're infected with a poisonous disease that causes d6 points per turn (save versus poison).

CHOKE WEED

HD: each plant is d8 **AC**: 6

Speed: N/A **DEX**: N/A

% Liar: N/A **Number**: varies

Immunities: N/A

Attacks: pollen clouds cause all who inhale it to choke for d12 turns

Looks/Dress: Choke Weeds are blue-green leafy plants (holly looking) with bright yellow berries and pollen.

Notes: Each turn after exposure to the Choke Weed's pollen, the victim must make a save versus poison or choke to death. Every turn survived, 1 point of damage is taken. The pollen has no effect on Orcs or Half Orcs. Hobbitts, if they make the save, still suffer d4 points per turn. For d20 melee rounds, they are -4 on attacks and defenses (caused by watering eyes, dizziness, choking, etc.). Burning it doubles its effectiveness. Cough! Couch!

CRUMBLERS

HD: 1 to 3 **AC**: 2

Speed: 6" **DEX**: varies

% Liar: N/A **Number**: varies

Immunities: 100% cold, fire, paralysis, confusion, and fear

Attacks: sonic vibrations given off in a 30' radius or 40' directionally (2+1 dice or 5 dice)

Looks/Dress: Crumblers look like piles of sand.

Notes: They move by "flowing". They are a form of scavenger, and eat all (flesh to rock).

CRUNCH BEETLE (BLUE BELLOWER, BLUE CRUSHER)

HD: 4+1 to 18+1 **AC**: 3 to 2+1

Speed: 6" to 10" **DEX**: 7 – 13

% Liar: N/A **Number**: d8

Immunities: 100% fear proof

Attacks: 1 stabbing per ram (d12 to 4d12); 1 crush (ventricle) of 2d12 to 8d10 per turn

Looks/Dress: A Crunch Beetle is a blue rhinoceros beetle that roars and bellows.

Notes: There is a 20% chance thunderbolts will ricochet off its chitin. All 2 dice and below creatures flee in terror upon hearing it. He can exude a nauseating cloud of gas (30') that forces all of 3 dice to flee, and all of 4 dice to get -1 to their attack.

DOOM WATCHERS (BLACK WATCHERS)

HD: 1+1 to 3+1

AC: 3 or 2

Speed: 4" (ground), 20" (air)

DEX: 9 – 15

% Liar: N/A

Number: 6 to 160

Immunities: N/A

Attacks: 2 claws (d4, d6, d8 points) per turn; 1 beak (d6, d8, d10)

Looks/Dress: Doom Watchers are great, black feathered, blue headed, red taloned, beaked vultures.

Notes: There is a 50% chance the wounds will be infected, doing 1 point of damage per hour. They feed on all dead types, but will attack small creatures (Hobbitts, Kobbitts, etc.) too.

DRAGON, BLACK AND WHITE (STRIPED!)

HD: 9 to 12

AC: 2+1

Speed: 20" air, 12" ground

DEX: 11 – 15

% Liar: 75%

Number: usually solitary

Immunities: 75% cold and acid proof; 50% fire proof

Attacks: 2 claws (d4); 1 bite (4d6) or breath

Looks/Dress: This dragon is black and white striped (like a zebra) with purple, pupilless eyes. The tail splits three-quarters of its length to end in two separate "ends".

Notes: This creature can breathe 2 cold blasts and 2 acid sprays per day (breathes 60% of the time). These dragons take 30% more damage from thunderbolts. Their favorite food is Hobbitts and Kobolds. This dragon loves to fight from ambush or from behind cover. They're usually chaotic evil. They're spell level use and number are as listed: 3 x 1st level, 2 x 2nd level, 1 x 3rd or 4th level.

DRAGON, ICE

HD: 10+1 to 12+1

AC: 2+2

Speed: 32" air, 16" ground

DEX: 7 – 16

% Liar: 60%

Number: usually solitary

Immunities: 100% cold and paralysis proof

Attacks: 2 claws (d6 to d10), 1 bite (3d6 to 4d6), or 1 breath (3 times a day) of liquid oxygen (freezes victim solid or causes 4d10, 5d10, 6d10 points of damage)

Looks/Dress: The Ice Dragon is a translucent blue-white (like ice) dragon with eyes like pools of deepest space.

Notes: They hate Humans. Heat and sonics does double damage to them. These dragons can use up to 3rd level magik (4 – 3 – 2). On average, these dragons are Chaotic 70%, Neutral 29%, and Lawful 1% of the time.

DRAGON, RAINBOW (TRI-DRAGON, BLUE HEADED DRAGON)

HD: 9 to 12 **AC**: 2 to 2+2

Speed: 10" to 20" (air). 12" to 24" (ground) **DEX**: 13 – 15

% Liar: 75% **Number**: mated pair (d4 possible offspring)

Immunities: N/A

Attacks: 2 claws (d4 to d8), 3 bites (3d6 to 3d10), or breaths

Looks/Dress: The Rainbow Dragon has a red body, white stripes, and 3 blue heads.

Notes: Each head can shoot one dragon breathe each of cold, fire, and electricity per day. They can shoot 1 spell per head per every 5 minutes (up to 4th level of which it can memorize 4 per level). It can bite, breathe, or cast spells from each head but all three must do the same thing! They can talk any and all languages they desire. They like Elves and are usually Chaotic.

DRAGON, SHADOW (NIGHT DRAGON)

HD: always 13+1 dice **AC**: 2+7

Speed: 36" air, 18" ground **DEX**: 13 – 18

% Liar: 65% **Number**: always solitary

Immunities: 100% life drain proof, fear, confusion, cold, acid, and poison

Attacks: 2 claws (2d8 each and rot at 1 point per turn thereafter), 1 breathe of black roiling fog

Looks/Dress: This is a dragon of black shifting shadows with eyes of weird prismatic light.

Notes: Its claw attacks cause rot at 1 point per turn after the initial hit. Cure Disease and Heal Heavy are the only things that will stop the rot. The fog that it breathes kills, with no save, all of 4 dice and below, and blasts 13 life levels to all others (divided among the targets). Those it looks at are confused for d10 turns (a save is still one turn). It can use up to 8th level magik (8 – 7 – 6 – 5 – 4 – 3 – 2 – 1). It can regenerate at 3 points a turn from all but energy (techno) attacks. This dragon is Neutral and Chaotic only (50/50). This dragon can teleport thrice daily.

DRAGON, SUN (HELL DRAGON)

HD: 12+1 to 15+1 **AC**: 2+5

Speed: 36" air, 18" ground (48" / 24" at charge) **DEX**: 14 – 19

% Liar: 50% **Number**: usually solitary

Immunities: 100% fire, disintegrate, paralysis, and lightning proof

Attacks: 2 claws for d8 to 2d8 points plus 1 bite for 4d6 to 3d12 points or 1 breath

Looks/Dress: The Sun Dragon is a dragon all of golden-white flames with eyes of brilliant white light (usually blinding).

Notes: This dragon can use its breathe weapon of napalm like liquid 3 times a day. It does 4d12 points of damage initially plus d12 per melee turn until it burns out (1 melee turn per 2 hit dice). Only a smothering effect will put it out (reignites in the air). Its eyes can flash cones of blinding light every other melee turn (90' long x 10' diameter each) that blinds for d10 melee turns. Cold does 50% more hurt, and sonics do double damage. On average, these dragons are Lawful 70%, Neutral 29%, and Chaotic 1% of the time. They can use up to 4th level magik (5 – 4 – 3 – 2).

DRAGON, VIOLET

HD: 10 to 18 **AC**: 2+2 to 2+4

Speed: 12" ground, 30" air **DEX**: 10 – 15

% Liar: 99.99% **Number**: d2 (mated pair)

Immunities: 100% to fire and lightning

Attacks: 2 claws (d6 each) or 1 tail (d12), and 1 breath or 1 bite (4d8)

Looks/Dress: Violet Dragons have violet scales and golden red slit pupiled eyes. Their dorsal spine glows brightly when their breath weapons are used. This dragon species is usually 30' – 60' long, with a 60' – 120' wingspan.

Notes: The ionized gas they breathe causes magik (all type) to drop (permanently) its value one point each time (i.e. AC 2+2 to 2+1, etc.). They breathe violet, ionized, electrically charged, super heated gasses (half fire – half electrical damage with -2 to saves). They're usually amoral.

DRAGON, YELLOW

HD: 11 to 15 **AC**: 2+2

Speed: 15" ground, 20" air **DEX**: 11 – 17

% Liar: 30% **Number**: d2 (mated pair)

Immunities: N/A

Attacks: 2 claws (d4 to d8) and 1 bite (5d6) or breath

Looks/Dress: Yellow Dragons are bright yellow with a small nose horn and bright red, pupilless eyes. There is a double row of small "fins" running from head to tail tip. These "fins" glow bright yellow when the dragon uses its breath weapon.

Notes: One of Khaas' eastern dragons, these are usually found in wooded mountain areas. They are very rare and very ferocious. It's "breath weapon" is a cloud of yellow gas (60' long by 30' wide and similar to nerve gas) that causes blindness (permanent or d12 melee turns if save is made), vomiting, vertigo, and uncontrollable muscle spasms (resulting in death if saving throw is missed but 3d6 points damage in any case). The dragon can also radiate a magnetic field around itself, deflecting all iron or steel weapons (or all metals affected by magnetism). It can do this thrice daily for 10 melee turns each time. However, it cannot "breath" while doing so. Usually they are True Lawful. They're spell level use and number are as listed: 3 x 1st level, 2 x 2nd level, 1 x 3rd level.

DRICHES

HD: 10+2 **AC**: 3

Speed: 6" **DEX**: same as Liches

% Liar: 100% **Number**: d12

Immunities: same as Liches

Attacks: d10 (special)

Looks/Dress: Like Liches, Driches appear as undead versions of the former living selves.

Notes: Driches are the equivalent to Liches, but are anti-Clerics and anti-Druids preserved past the normal. All 8th level and below must save versus fear or flee in panic.

DROON

HD: 2+1 to 4+1 **AC**: 7

Speed: 8" (charge at 10") **DEX**: 9 – 14

% Liar: 50% **Number**: 6d8

Immunities: N/A

Attacks: 1 claw (d4) or weapon and 1 bite (d3)

Looks/Dress: Hairless baboon like beasts, Droon stand about 5' tall with enough intelligence to use their stone age weapons.

Notes: Their fangs have d3 dice of poison.

FANG WINGS (WARG WINGS)

HD: 3+1 to 6+1 **AC**: 6 to 4

Speed: 18" (air), 12" (ground) **DEX**: 8 – 14

% Liar: N/A **Number**: 6d6

Immunities: N/A

Attacks: 1 bite (d6 up to 2d6) 2 claws (d4 up to d8)

Looks/Dress: Fang Wings are giant winged Wargs or wolves usually grey but can range in color from black to white. They have retractable claws.

Notes: There is a 25% chance for a 4 claw attack. They hate elves with a passion.

FIRE SNAKE

HD: 5+1 to 8+1 **AC**: 2+1 to 4

Speed: 15" – 24" (air), 4" – 8" (ground) **DEX**: 10 – 15

% Liar: N/A **Number**: 1 to 7

Immunities: 100% to fire

Attacks: 1 breath weapon (30' x 5' to 45' x 10') fire damage; constrict for 2d8 to 3d8

Looks/Dress: A Fire Snake is a winged, glowing, red hot snake.

Notes: The skin does d4 to d8 extra damage if touched.

FOOL'S BANE (BLACK WEREOOZE, BLACK DEATH)

HD: 8+l to 12+1 **AC**: 2+4

Speed: 12" (on any real surface) **DEX**: 10 – 14

% Liar: N/A **Number**: usually 1

Immunities:

Attacks: same as a Black Slime

Looks/Dress: Fool's Bane looks like the Ocher Werejelly, and are about the size of Black Slime.

Notes: This goody has learned to look like other things in order to procure a meal. Their favorite disguises are as Black Lions, snakes, or even black basalt doors or walls.

FREEZE BEES

HD: d8 **AC**: 2

Speed: fly at 36" per turn **DEX**: 8 – 15

% Liar: N/A **Number**: d100

Immunities: 100 %cold, paralysis, fear; double damage from fire

Attacks: 1 divine attack per turn, 1 sting does d4 (venom does 2d8 cold damage)

Looks/Dress: Freeze Bees are cat sized bees, carved from ice and translucent blue.

Notes: A person who takes all its cold damage is frozen solid (like an ice cube). If a sting attack is missed, there is a 50% chance of a ram at d8. They're out of action on the ground after that for d4 melees. They horde blue diamonds and other glittery gems.

GLAFT

HD: 2d3 hit points **AC**: 5

Speed: 3" **DEX**: 4 – 7

% Liar: N/A **Number**: d100

Immunities: 100% acid proof

Attacks: d8/turn

Looks/Dress: Glaft are a translucent, 2" – 3" thick, rubbery, acid covered, 12" oval.

Notes: It drops on passersby, sticking like glue, and dissolving flesh, wood, and metal with its acid into assimilatable food. They are non-intelligent.

GNORC

HD: 2+1 to 4+1 **AC**: 4

Speed: 10" (charge at 12") **DEX**: 7 – 16

% Liar: 80% **Number**: 20 – 220

Immunities: 100% fear proof

Attacks: 1 claw (d8) or by weapon

Looks/Dress: Gnorcs are a cross between Gnolls and Orcs.

Notes: Usually, they attack anything they see regardless of size! They are very much like berserkers. True chaotic, they hate everyone!

GOONS

HD: 3+1 to 7+1 **AC**: 5 or 4

Speed: 10" to 15" per turn **DEX**: 7 – 12

% Liar: 85% **Number**: 3d12

Immunities: 100% impervious to pain (no nerve endings!)

Attacks: 1 claw (d10 to 2d12) and, if it hits, 1 bite (d6 to 2d6)

Looks/Dress: Goons are 7' to 10' tall, muddy brown, vaguely man shaped, extremely ugly, smelly, and vacuous or stupid looking. They have large tusks (three) protruding from lower jaw and 3

fingered/taloned, spatulate hands.

Notes: They fight as berserkers at +4 attacks.

GREAT WHITE OWL

HD: (5 – 7) d10+l

AC: 5

Speed: 3" (ground), 20" (fly)

DEX: 2d6 +6

% Liar: 50%

Number: d4

Immunities: 100% emotional or mental spells, cold

Attacks: 2 claws (d4) plus 5d6 electrical damage; 1 beak (d8)

Looks/Dress: A Great White Owl has the appearance of a giant white owl.

Notes: It is quite intelligent. Their favorite food is Kobold and Goblin meat, but they have been known to eat a Kobbitt or Hobbitt by mistake. The electrical charge that flows through their claws is entirely when they wish it, for the number of times a day equal to their hit dice. They dislike Sun and Wind Devils, and are the archenemies of Vords. They have been known to feed on Freeze Bees. They are the northern cousins to the Great Golden Owls. They're usually true neutral.

GREY GRANULES

HD: N/A

AC: N/A

Speed: N/A

DEX: N/A

% Liar: N/A

Number: N/A

Immunities: blunt weapons and fire do half damage

Attacks: special gas (see Notes)

Looks/Dress: Grey Granules are grey, gritty, sand like spores.

Notes: If they are crushed (stepped on), they emit clouds of grey gas. This gas does 4d12 in a 60' cloud (per 10' section). They do not regenerate. Only cold will destroy it – fire makes the gas!

GWORMS

HD: 5+1 to 50+1

AC: 9 to 6

Speed: 6" (9" through normal dirt)

DEX: 6 – 10

% Liar: N/A

Number: d4

Immunities: 100% fear, confusion, and acid

Attacks: 1 bite for d4 per 5 HD size

Looks/Dress: Gworms are giant, black earthworms, with red noses and tails. They are 30' to 300' long.

Notes: If 2 more than needed to hit is rolled, the Gworm swallows the victim. The digestive fluid dissolves 4d10 points per melee turn. They're not aggressive, but eat anything in their path; houses, people, etc. They feel no pain, and cannot be stoned.

GYRON

HD: 8+1 to 12+1 **AC**: 3 (forequarters); 5 (hindquarters)

Speed: 12"/turn (ground); 24"/turn (air) **DEX**: 14 – 19

% Liar: 75% **Number**: d12

Immunities: 100% fire

Attacks: l bite (2d8 to 4d6), 2 claws (d8 to d12), and 1 sting (d3 to d6 plus venom equal in potency to the Gyron's HD)

Looks/Dress: The Gyron is a scaled, wyvern like creature. It normally has gold fur and silver-grey scales.

Notes: The two favorite foods of this ferocious beast are horses and Humans. Its intelligence is generally greater than a normal wyvern. It is a cunning ambusher.

HELL MOTH

HD: 1+1 **AC**: 8

Speed: 9" (air), 3" (ground) **DEX**: 9 – 14

% Liar: N/A **Number**: d100

Immunities: N/A

Attacks: 1 bite (d2)

Looks/Dress: A Hell Moth is a black moth with red skull like wing markings. It has a 12" – 18" wingspan.

Notes: Attracted to body heat, they bite for d2 points, and drain one life level per turn. When they are killed, they squirt a venom through their needle like proboscis into those they have bitten (d8 Strength).

HUNK-A-LUNK

HD: 3+1 to 6+1 **AC**: 6 or 7

Speed: 9" **DEX**: 5 – 10

% Liar: N/A **Number**: d6

Immunities: N/A

Attacks: 1 bite for d6 to d12

Looks/Dress: A Hunk-A-Lunk is a big (bull sized) shaggy, floppy eared, slobbering mammal with a coat ranging in coloration from brown to black.

Notes: They seldom bite although they accidentally sit or step all over their "friends". If they "charge", they have a 20% chance of tripping. They smell like warm scones! These beasts are lovable, stupid, and very loyal.

HYCLOPS

HD: 9+1 to 12+1 **AC**: 4

Speed: 32" **DEX**: 8 – 13

% Liar: N/A **Number**: d4

Immunities: 100% psychic attacks

Attacks: d6 attacks per turn (see Notes)

Looks/Dress: Hyclops are 18" tall for every hit die they have. Each one is a huge fury humanoid with 3 wolf like heads (3 sets of fangs) and 4 arms. They are silver grey in color.

Notes: Their 3 heads and 4 arms allow them to engage up to 3 targets simultaneously. They have natural true sight, and can scent quarry 180' underground. They are omnivorous and very ferocious. Their first attack is always a stomp for 2d3 to d20. Their next 2 attacks are always a claw for d10 to 3d20 each. Their last 3 attacks are always bites for d8 to 2d8.

HYDRA, BLACK AND RED

HD: 9 to 12 (heads) **AC**: 2+1

Speed: 10" – 12" **DEX**: 9 – 16

% Liar: N/A **Number**: d6

Immunities: 100% fire and acid proof

Attacks: 1 bite per head (d10 each)

Looks/Dress: This species of hydra have black bodies, with red stripes, heads, and tail.

Notes: They spit 6 dice flaming acid that burns even vampires (burns d3 turns), and is unregeneratable (half each).

HYDRA, BLACK AND WHITE

HD: 9 to 12 **AC**: 2

Speed: 8" – 10" **DEX**: 9 – 14

% Liar: N/A **Number**: d6

Immunities: 100% cold, acid, poison, and venom proof

Attacks: spits freezing acid otherwise as Black and Red Hydra (fail save and freeze!)

Looks/Dress: As per the Black and Red Hydra, but white in place of red.

Notes: It lives in snow country only.

JAPANESE LION DOG (SHI-SHI)

HD: 6+1 to 8+1 **AC**: 2 or 3

Speed: 12" (18" on charge) **DEX**: 8 – 16

% Liar: 5% **Number**: d4

Immunities: 100% fear and confusion resistant; 50% magik resistant

Attacks: 2 claws (d4), 1 bite (4d6)

Looks/Dress: Shi-Shi are bull sized, lion bodied beasts with manes and saber-toothed bulldog

heads. Usually tan or golden-brown color, they have large black pupiled eyes and black claws.

Notes: These animals are moderately intelligent. There is a 40% chance that when they bite, they will "lock" their jaws (thus doing 6d6 points of damage per turn), and shake their heads rapidly from side to side. They never desert what they are set to guard, and never surrender. Once after a foe, they pursue him relentlessly until one or the other is dead. They hate Orcs and love Hobbitts. They can see with true seeing, and have a natural protection from the undead aura.

KHORB

HD: 8+1 to 12+1 **AC**: 4 or 5

Speed: 12"/turn **DEX**: 9 – 14

% Liar: N/A **Number**: d8

Immunities: 100% confusion and fear

Attacks: 2 kicks (d12 each), 2 hits (d10 each), or by weapon type; 1 eye ray (30' x 5' across) that causes fear and confusion for d12 turns (all levels)

Looks/Dress: A Khorb is a 10' to 15' tall headless humanoid, usually with pale orange skin and purple eye. They dress in fur or skin loincloths.

Notes: They use this single eye to confuse all who look at it. The eye ray can shoot every third turn. It thrusts its victims into its top mouth (dead or alive) to "chew up" for 3d6 points each turn. They hate all Orcs.

LIGHTNING SPIDER

HD: 3+1 to 6+1 **AC**: 7 to 4

Speed: 12" – 18" **DEX**: 10 – 15

% Liar: N/A **Number**: d12

Immunities: N/A

Attacks: 1 bite (d4 to 2d4)

Looks/Dress: Lightning Spiders are bright blue with a yellow lightning flash down its abdomen.

Notes: This spider smells like ozone and hums. They are semi-intelligent and tamable. It throws its 10' square web net up to 30' then pumps a charge of electricity through it (6 – 12 dice).

MANTRAP (LEG EATER, JAWS BIG MOUTH, ETC.)

HD: 5+1 to 20+1 **AC**: 2 to 2+2

Speed: 0 **DEX**: 10

% Liar: N/A **Number**: 1 to 38 ("bed")

Immunities: N/A

Attacks: 1 bite (initially d12 to 4d12); see Notes

Looks/Dress: Mantraps are giant land clams.

Notes: They hide in the ground, and grab all who tread on them. It pulls in the leg as it eats. Once in the stomach, victims suffer a steady d4 to 2d6 points of damage from digestive acid. Those who are caught have a 3% chance per level of escaping (even if dead, the jaws stay locked).

MORQS

HD: 4+1 **AC**: 5

Speed: 9" **DEX**: 13

% Liar: 0% **Number**: 10d10

Immunities: 100% confusion and fear

Attacks: as per Ogres

Looks/Dress: Morqs are featureless, eyeless androids built by a long dead alien race. They are dull tan and sexless, with rough shark like skin.

Notes: They use sound to track targets. They regenerate like Trolls, and attack until dead like zombies.

MOUTHARM

HD: 6 to 12 **AC**: 7 to 5

Speed: 6" **DEX**: 13 – 18

% Liar: N/A **Number**: d6

Immunities: 100% paralysis proof

Attacks: see Notes

Looks/Dress: The Moutharm is a huge, mobile anemone (amphibious) that is red with pale blue tentacles. It stands 6' to 12' high, and has 12' to 24' tentacles. It has 4 tentacles for every 3' high it is.

Notes: Each tentacle can hit for d8 points and paralyzes. The tentacles are sticky; those hit have a 5% chance per level of getting away.

NIGHT WINGS (BLACK WINGS)

HD: half to 4+1 **AC**: 8 to 6

Speed: 12" – 20" **DEX**: 8 – 15

% Liar: N/A **Number**: 10 to 330

Immunities: N/A

Attacks: 1 bite (1 point to d4 points) and 1 claw (1 point to d4 points) or 2 wing buffets (1 point to d4 points)

Looks/Dress: Night Wings are light blue-grey to coal black giant bats with red or green eyes.

Notes: They have a 40% chance of being rabid. Bites cause 1 point of infection per hour. They are susceptible to all forms of sonic attack.

NINTHLA

HD: 1 hit point **AC**: 9

Speed: 3" (it can leap 5'!) **DEX**: 11 – 15

% Liar: N/A **Number**: usually 1

Immunities: N/A

Attacks: 1 bite

Looks/Dress: A Ninthla is a 12 legged mutated spider. They are usually plum colored with orange eyes.

Notes: It attacks like a 10 dice monster, although only pea sized itself! It can teleport thrice daily up to 1 mile away. Ninthlas are timid unless cornered. Its poison is fatal to all under 12 dice. A save results in the victim going catatonic for d20 days.

ORNS

HD: 1+1 to 5+1 **AC**: 6

Speed: 20" turn (30" charge for 20 melees) **DEX**: 9 – 13

% Liar: N/A **Number**: d20

Immunities: N/A

Attacks: 2 kicks (d6 to 2d8) and 1 bite only if 1 or more kicks landed (d4 to d12)

Looks/Dress: Orns are like large prehistoric birds approximately 7' tall. They are straw camouflage colored with green eyes.

Notes: Those of 3 dice or bigger are rideable by Humans, and are trainable if raised from birth.

ORONT

HD: 6+1 to 9+1 **AC**: 5

Speed: 10" (15" charge) **DEX**: 8 – 13

% Liar: 90 % **Number**: d12

Immunities: 100% fearless

Attacks: d3 horns (d8 to 2d8 each); 1 hit (d10 to 2d8)

Looks/Dress: Oronts are believed to be a tri-horned rhinoid form of Minotaurs? They are a pale tan and grey.

Notes: Chaotic Evil for sure, they are aggressive and mean. They can "stomp" those knocked down for d8 to 2d8 points.

PHANDELYON

HD: 5 + 1 to 8+1 **AC**: 4 or 5

Speed: 9" (12" charge) **DEX**: 8 – 16

% Liar: N/A **Number**: d20

Immunities: N/A

Attacks: 2 claws (d8 to 2d10); 1 bite (d10 to 4d6)

Looks/Dress: Phandelyons are phasing lions, bright blue with silver claws and teeth.

Notes: Usually True Neutral, they like Dwarves for some weird reason. They can "phase" in and out, and are very curious.

QUARL

HD: 4+1 to 8+1 **AC**: 4 or 5

Speed: 12" (18" charge) **DEX**: 7 – 16

% Liar: N/A **Number**: d20

Immunities: N/A

Attacks: 4 claws (d6 to 3d6 each); 1 bite (d10 to 2d10)

Looks/Dress: Quarl are a ebon, six legged, cat like beast with one red eye and black tusks.

Notes: They are cunning and evil.

RAZOR SNAKE

HD: 3+1 to 5+1 **AC**: 3

Speed: 6" **DEX**: 9 – 13

% Liar: N/A **Number**: d5

Immunities: 100% impervious to all "cuts and chops"

Attacks: see Notes

Looks/Dress: A Razor Snake is a silver, flat snake that has razor sharp edges.

Notes: It is always curled so it always cuts. It wraps about its victim doing 2d12 points damage per turn, slicing it into pieces small enough to eat.

RAZOR VINE

HD: 6 to 9 **AC**: 5

Speed: N/A **DEX**: N/A

% Liar: N/A **Number**: N/A

Immunities: 100% fire proof; cold does 50% more damage

Attacks: see Notes

Looks/Dress: Razor Vines look like any normal vine, but have a continuous razor blade in the core. They are virtually undetectable from normal vines.

Notes: When someone comes within 3' – 4' of them, they lash out. They have a 50% chance of entangling, but do no initial damage. If the escape roll is failed, they contract, doing 6d6 cutting damage per melee. They can reach up to 8' – 10'.

RED DEATH

HD: 9 **AC**: N/A

Speed: 18 (air only) **DEX**: N/A

% Liar: N/A **Number**: d10

Immunities: impervious to hits/fire; half damage from lightning; weapons just pass through it harmlessly

Attacks: see Notes

Looks/Dress: The Red Death is a fog like red cloud (roughly a 60' globe) that boils, moves, and

shifts constantly.

Notes: It sticks to people, converting the flesh to food at 6d6 points a turn. What's converted is gone forever. Cold does double damage to it.

THE RED ROT

HD: N/A

AC: N/A

Speed: can blow in the wind

DEX: N/A

% Liar: N/A

Number: N/A

Immunities: N/A

Attacks: 4d6 initially then d12 per hour until death

Looks/Dress: The Red Rot is a disease caused by nearly invisible spores of the infamous Red Lotus.

Notes: This stuff is highly contagious. Their victim's body turns to red goo. A Heal Heavy Wounds and Cure Disease is what is needed to heal it. Fire or cold will kill it.

RIPPLER

HD: 7 to 12

AC: 7

Speed: 5

DEX: 8 – 11

% Liar: N/A

Number: 1

Immunities: N/A

Attacks: see Notes

Looks/Dress: Ripplers are a chameleon like, amorphous looking, amoeboid beast. It clings to ceilings, dropping on things below.

Notes: It covers a 20' by 20' ceiling section, and can smother a man in 3 – 5 melees.

ROCKWORM

HD: 8 to 12

AC: 2 + 1

Speed: 6 on land

DEX: 5 – 9

% Liar: 25%

Number: 1 to 9

Immunities: N/A

Attacks: see Notes

Looks/Dress: Rockworms are 9' – 15' long, warty brown, worm like beasts with a 3' wide mouth that acts like a rotating diamond drill that sprays acid.

Notes: It sores through rock at 50' per minute. Its acid is 5+2 dice, and is a spray 25' long by 10' wide. They cannot enter water.

SHADOW TITANS

HD: as Titans

AC: 4

Speed: 15

DEX: as Titans

% Liar: as Titans

Number: d12

Immunities: impervious to all but magik weapons

Attacks: like a Blue Wraith

Looks/Dress: These are titans, through great necromancy, turned to shadows.

Notes: They still know their magik. Shadow Titans are usually Amoral or Chaotic Evil. They hate all life.

SHAMBLER

HD: 8 to 15 **AC**: 8

Speed: 3 **DEX**: N/A

% Liar: N/A **Number**: d3

Immunities: N/A

Attacks: see Notes

Looks/Dress: A Shambler is a lumpy, gooey, mound of matter resembling a pile of earth or trash.

Notes: This creature sticks to whatever hits it like glue. Victims have a 10% chance of escape. It then dissolves its prey at d12 per melee turn.

SHYDRAS

HD: 8+1 per body **AC**: 2+5

Speed: 12" – 15" **DEX**: 16 – 18

% Liar: N/A **Number**: usually 1

Immunities: 100% charm, fear, sleep, poison, venom, life level blasting, life level draining, sonics, and confusion

Attacks: 1 spell and 6 attacks for 2d8 each plus by weapon type per body per turn

Looks/Dress: A Shydra is 10' long for each body it has (5 bodies = 50' length). It is Hydra bodied, with "Shiva like" upper bodies in lieu of heads. It is made all of gleaming bronze, with eyes of real flame: the golem's golem!

Notes: If it moves over a victim, it crushes for 4d6 for each body of the Shydra. It uses magik equal to the Mage who "loaded" it. Each body may store 3 spells.

SILVER SLYTH

HD: 15 dice per 50' (no maximum) **AC**: 2+5 (cilia), 2+l (face), 2+l (body)

Speed: 6" per 50' **DEX**: 3 – 5

% Liar: N/A **Number**: 1

Immunities: 100% poison/venom, fear, paralysis, and charm proof

Attacks: 8 – 16 cilia (d12 per 50') and 1 bite (5d6 per 50')

Looks/Dress: The Silver Slyth is a 50' to 300' long pulsing tube with 15' – 45' cilia covering all of it – Yarg!

Notes: It never tires. It can rear up 3/4 its own length without support, 7/8 with. It can attack up to 1 target per cilia each turn. The cilia paralyze all, but Hobbitts. All eaten are dissolved in 2d10 melee turns. It regenerates at 2 per turn per 50' in length. It tracks warm blooded beings first. It takes eighth damage from slimes and acids. Cuts and chops do quarter damage. It is extremely rare, and feeds continually.

SKORPADILLOS

HD: 3+1 to 7+1 **AC**: 5 to 2

Speed: 9" to 12" **DEX**: 8 – 13

% Liar: N/A **Number**: 2d8

Immunities: N/A

Attacks: 2 claw (d8 to 3d6); 1 bite for (d6 to d10); 1 sting (d4 +poison)

Looks/Dress: Skorpadillos are giant armadillos with a wicked, scorpion like tail. They are usually rock colored.

Notes: The stinger poison causes blindness in d3 turns and 6d6 points.

SKORPOON

HD: 5+1 to 9+1 **AC**: 6

Speed: 10'/turn **DEX**: 9 – 16

% Liar: 99% **Number**: d100

Immunities: 100% fear

Attacks: 2 claws (d8 to 3d6 each), 1 bite (d6 to 2d8), 1 sting (d2 to d6) plus venom equal in potency to the creature's HD

Looks/Dress: A Skorpoon is 1' tall per HD, with bright green fur. They have a tan to yellow belly and tail. The beasts have blood red fangs, claws, and eyes.

Notes: This beast is nearly as intelligent as a Human. They will eat anything it can catch! These deep green, scorpion tailed baboons were genetically engineered warriors. Now wild, they are running in packs.

SKY SCORPION

HD: 5+1 to 10+1 **AC**: 2+2

Speed: 15" to 18" **DEX**: 9 – 12

% Liar: N/A **Number**: d4

Immunities: 50% magik resistant; 100% fear, confusion, and acid proof

Attacks: 2 claws (d8 to 2d8), 1 bite (d4 to d8), sting is "A.O.9" (d3 points)

Looks/Dress: A Sky Scorpion is a golden scorpion with silver claws, stinger, and jaws. It also has an extra pair of legs, and the stinger tail is forked with two stingers. It can move in the air as if on land. It has space proof armor, and is 10' to 18' long.

Notes: Lightning regenerates it point for point. It is intelligent. "A.O.9" is a manufactured chemical that causes all injected with it to lose their natural immunities! Thus, their own stomach acid or other internal goodies would slay them; very horribly, I might add!

SLIME, BLUE

HD: 3 **AC**: 5

Speed: 6" **DEX**: 2 – 6

% Liar: N/A **Number**: 1

Immunities: 100% to all mundane weapon attacks (cuts, bashes, cuts, etc.) and most magic (see Notes)

Attacks: see Notes

Looks/Dress: A Blue Slime is a slime that is blue.

Notes: A Blue Slime corrodes wood and metal, and does 2 dice of damage per turn to flesh. Only lightning, fireballs, Afreet, and dragon fire kills it. It homes on heat auras and body heat.

SLIME, GOLD

HD: 3+1 to 18+1 **AC**: 2+5

Speed: 12" **DEX**: 4 – 5

% Liar: N/A **Number**: d3

Immunities: 100% life level blasting, fire, cold, cuts, and chops; 75% magik resistant

Attacks: see Notes

Looks/Dress: A Gold Slime looks like molten gold. It glows in the dark. It is 3d6' across.

Notes: This creature blasts one life level per each 3 dice in size. It also does d6 points of acid damage per those 3 dice (6 life levels and 6d6 points maximum possible). Thunderbolts add hit dice on a 1 for 1 basis. The clerical "Death Spell" does 10d10 points. It homes in on the magnetic fields of living things.

SLIME, WHITE (THE WHITE WITCHES LEGACY)

HD: 5+1 to 20 **AC**: 2+2

Speed: 10" **DEX**: 5 – 7

% Liar: N/A **Number**: 1

Immunities: 100% acid, poison, and venom proof

Attacks: see Notes

Looks/Dress: The White Slime appears to be a puddle of what looks like liquid cream-of-wheat. It's 3' across to 20' across.

Notes: It dissolves (irrevocably) 4d12 points per turn, and paralyzes (no slow if save is made, but must roll every turn hit). It can extrude d20 pseudopods. The pseudopods are d12' per 5 dice of the White Slime.

SNOW GHOST

HD: 5+1 to 8 + 1 **AC**: 2+2

Speed: 33" (fly) **DEX**: varies

% Liar: N/A **Number**: d8

Immunities: 100% cold, stoning, paralysis, fear, and confusion proof

Attacks: 3 per turn; 2 claws (d6 to d12 each) and 1 breathe (see Notes)

Looks/Dress: Snow Ghosts are man shaped little snowstorms that wail and moan.

Notes: This creature's cold, howling breath forms a cone 18' long by 6' wide that does 2d8 to 5d8 points of cold damage.

SNOW GOLEMS

HD: 66 points

AC: 5

Speed: 7"

DEX: varies

% Liar: N/A

Number: varies

Immunities: 100% to mundane weapon attacks and cold

Attacks: 1 hit (3d6 and d6 cold)

Looks/Dress: A Snow Golems looks are obvious. Just think snow.

Notes: These automatons are Chaotic (80%) and Neutral (20%). It has minimal intelligence. It breathes a 5d10 point Cone of Cold, and fires on a die roll of 9 or better on 2d6.

SNOW MAGGOTH

HD: 12+1 to 36+1

AC: 4

Speed: 18"

DEX: varies

% Liar: N/A

Number: usually solitary

Immunities: 100% cold proof

Attacks: 1 bite (4d12), 1 butt (d12)

Looks/Dress: The Snow Maggoth is a huge, white furred slug, which looks like a snow bank when still. It is usually 5' long per hit dice, thus a 36 dice one is 180' long!

Notes: It spits (instead of bites) a liquid that freezes all it hits solid. It spits on a roll of 1 – 4 on 2d6. If the save is made, the victim takes 3d10 points. If the Snow Maggoth rolls 2 more than needed to hit, it swallows the victim. Those swallowed dissolve at 2d10 points per melee turn.

SNOW SNAKES

HD: 5 + 1 to 8+1

AC: 3

Speed: 10"

DEX: 8 – 13

% Liar: N/A

Number: d8

Immunities: 100% to cold and paralysis

Attacks: 1 bite (d4 to d8); venom (3d12 cold damage); constriction (2d10)

Looks/Dress: Snow Snakes are pale, translucent, blue-white snakes that look like icicles.

Notes: If a poison save is failed, victim is frozen solid. They are Neutral (10%) and Chaotic (90%).

SPINTHAAK

HD: 3+1 to 5+1 **AC**: 2 (spines), 6 (body)

Speed: 5" (ground), 3" (water) **DEX**: 6 – 10

% Liar: N/A **Number**: d4

Immunities: N/A

Attacks: see Notes

Looks/Dress: A Spinthaak is a giant, land, spiny urchin that can make chameleon like color changes. It is 7' to 10' long.

Notes: It can fire 2d10 spines (like a light bolt thrower) directionally or randomly (120 spines total) at will. It's a timid and shy creature.

STAR BEAST

HD: 9 **AC**: 2 (arms), 5 (body), 7 (eye)

Speed: 12" **DEX**: 18

% Liar: 35% **Number**: 2d12

Immunities: 100% fear, charm, and confusion proof

Attacks: d6 per tentacle

Looks/Dress: A Star Beast has 6 tentacles, a fanged mouth, and a bright metallic red surface. It has a single huge, golden, glaring eye.

Notes: Tends to drool, snarl, and make sounds like hungry baby animals (think puppies and kittens).

STAR SPYDER

HD: 20 **AC**: 2+4 (arms), 2+2 (body), 7 (eye)

Speed: teleports only **DEX**: 17 – 20

% Liar: unknown **Number**: always alone

Immunities: 100% fear, confusion, poison, sonics, sleep, cold, and charm.

Attacks: 1 psychic charm person, 4d6 arms (d12 on impact and 2d8 per turn thereafter of constriction)

Looks/Dress: The Star Spyder looks like a bright light that makes observation difficult.

Notes: It absorbs energy from mass conversion which regenerates it at a 2 for 1 rate. When in danger of being killed, it teleports away. This creature is so rare as to be only a dim legend. The constriction comes with continuous suction (reverse cyclone) each turn. All under 3+1 HD cannot resist it. Those seized are dragged under its mouth, where the victim's body is consumed by radiation and heat in 2 melee turns. Those killed in this manner are 100% irrecoverable.

STINK BUG

HD: 4+1 **AC**: 7

Speed: 6" (ground), 10" (air) **DEX**: 4 – 7

% Liar: N/A **Number**: 3d10

Immunities: N/A

Attacks: 1 claw (d3), 1 bite (d4)

Looks/Dress: The Stink Bug is a big, squashy looking, pallid white bug.

Notes: If provoked, it puts out a 60' cloud of stink (4 dice – pass out, 8 dice – run!). It's meat tastes so bad, even Demons won't eat it: yuck!

STORM BIRDS

HD: 5+1 to 9+1 **AC**: 5

Speed: 48" (fly), 96" (dive) **DEX**: 8 – 14

% Liar: N/A **Number**: usually a mated pair

Immunities: 100% lightning, half damage from sonic and cold

Attacks: 2 wing buffets (d6 to d12), 2 claws (d8 to 2d8), 1 beak (d12 to 2d12), electrical damage (d10 to 5d10)

Looks/Dress: Storm Birds are like brilliant blue eagles with electric blue feathers.

Notes: They can fan a wind like a Djinn at double the Djinn wind's strength.

SUN BEAR

HD: 4+1 to 8+1 **AC**: 4

Speed: 12" per turn (16" charge) **DEX**: 7 – 11

% Liar: N/A **Number**: d8

Immunities: 100% fire proof

Attacks: 2 claws (d6 to d12), 1 bite (d8 to 2d8), body heat (d8)

Looks/Dress: The Sun Bear is a giant copper-gold Kodiak bear, with brilliant yellow-gold stomach and gold claws.

Notes: Its saliva causes victims to burst into flame for d8 points per turn. Cure Disease and Cure Serious Wounds are the only methods to extinguish it.

SUN BUG

HD: 1 hit **AC**: 9

Speed: 8" (air), 3" (ground) **DEX**: 6 – 9

% Liar: N/A **Number**: 20 to 500

Immunities: N/A

Attacks: see Notes

Looks/Dress: The Sun Bug is a small, ruby colored beetle that flies in swarms.

Notes: When hit, it explodes in a 3+1 dice, 5' diameter fireball. Also, all within that burst must save versus blindness (flash). It is harmless unless hit, then it explodes.

TA'VREEN

HD: 3+1 to 7+1 **AC**: 8

Speed: 6" **DEX**: varies

% Liar: 95% **Number**: d20

Immunities: N/A

Attacks: by weapon type only

Looks/Dress: Ta'vreen look like tall (6' to 7'), blue skinned, hairless Humans.

Notes: They are aliens from another dimension. They are totally impervious to this dimension's magik, and each has technological weapons (favoring blasters). They hate Thaelastra.

TELEPORT ROSE

HD: 6+1 to 8+l **AC**: 2+2

Speed: non-mobile **DEX**: varies

% Liar: 90% **Number**: usually solitary

Immunities: N/A

Attacks: thorns (d8)

Looks/Dress: The Teleport Rose is a 5' tall, very intelligent, black rose.

Notes: The thorns can be fired up to 20' away. They have the ability to teleport any person or object, anywhere up to 300 miles. It is a magikal creation usually conjured by a magik user for a special reason.

THAELASTRA

HD: 1+1 to ??? **AC**: 8 (but wears a jumpsuit AC 5 equivalent)

Speed: 8"/turn **DEX**: 13 – 18

% Liar: 65% **Number**: 2 to 120 (never alone)

Immunities: 100% confusion

Attacks: 1 per turn with technological weapon

Looks/Dress: Thaelastra are 7' tall, hairless, milky skinned humanoids, with green double pupiled eyes and Buddha like ears.

Notes: They were alien slavers, formerly starfaring and now stranded. The Thaelastra use "tanglers", which project 10' wide, double strength webs out to 60'. They also use lasers that do 40 points of damage out to 100 yards. They do not believe in magik, and so vivisect all captured Mages to look for their "hidden technological devices".

THORG

HD: 4+1 to 8+1 **AC**: 6

Speed: 12" (18" on charge) **DEX**: 10 – 16

% Liar: N/A **Number**: d10

Immunities: N/A

Attacks: 1 bite (d10 to 2d8), 4 claws (d6 to d12)

Looks/Dress: Thorg are a golden, 6 legged, cross between lions and tigers.

Notes: They can pursue prey at a steady run for 4 – 8 hours. They are Lawful (40%) and Neutral (60%).

THRALLS

HD: varies

AC: varies

Speed: varies

DEX: varies

% Liar: varies

Number: 2 – 120

Immunities: N/A

Attacks: varies

Looks/Dress: varies

Notes: They are the trained body guards and gladiators of the Thaelastra. They can be anyone. Used to hunt down the alien's quarry, they wear a gold "Collar of Obedience" that will strangle it's wearer upon the alien's command.

THROON

HD: 4+1 to 9+1

AC: 5 to 3

Speed: 12"/turn (18"/turn charge)

DEX: 10 – 17

% Liar: 35%

Number: d100

Immunities: 100% fear

Attacks: 4 per turn (d10 to 2d10), by weapon type

Looks/Dress: Throon are blue-black, four armed, fang mouthed humanoids standing 8' to 12' tall, with yellow eyes. They wear yellow loin wrappings and cross chest belts of dragon hide with silver studs.

Notes: These beings are fierce nomadic warriors with low intelligence in every area excepting warfare, in which they are excelled only by Phraints and Saurigs. While crude at tactics, Throon have tenacity and ferocity unsurpassed. They usually eat captives. If it grapples, it can bite for d6 to d10.

THRUKK

HD: 4 + 1 to 7 + 2

AC: 6

Speed: 7"

DEX: 7 – 12

% Liar: 10%

Number: 3d12

Immunities: 100% to all Arduin based magik

Attacks: by weapon type plus d10 damage bonus from strength

Looks/Dress: Thrukk resemble bears with hands. They dress as Ta'vreen.

Notes: They were the convict slave labor of the Ta'vreen until they escaped. They hate them! Impervious to this dimension's magik, each one has technological weapons.

THUNDER BUG (BANG BEETLE)

HD: 1 hit

AC: 9

Speed: 8" (air), 3" (ground)

DEX: 6 – 9

% Liar: N/A

Number: 20 to 500

Immunities: N/A

Attacks: as for Sun Bugs, but does 3+1 dice electrical shock to persons hitting it only

Looks/Dress: Thunder Bug look like Sun Bugs, but have a bright blue color with yellow wings.

Notes: This insect is very similar to the Sun Bug in most aspects.

THUNDER DRUMMERS

HD: 7+1 to 12+1

AC: 3 (tough old wood)

Speed: non-mobile

DEX:

% Liar: N/A

Number: 6d6

Immunities: N/A

Attacks: d12 times per turn per tree (d6 to 2d6 each hit)

Looks/Dress: Thunder Drummers appear as a grove of banyan like trees, usually in a group of 8 – 16 in a circle with a 20' – 20' clearing.

Notes: Their name is derived from the sound of their attack. They attack all in the clearing.

TRELVES

HD: as for Elves

AC: 4

Speed: as for Elves

DEX: 16+

% Liar: as for Elves

Number: as for Elves

Immunities: as for Elves

Attacks: 1 Javelin of Lightning, 1 Winged Javelin, or 1 weapon type (usually a scimitar)

Looks/Dress: Trelves are dull silver grey humanoids, with metallic blue, pupilless eyes. They stand 6' to 7' tall.

Notes: They wear winged helms, and use Javelins of Lightning and Winged Javelins (heavy but can reach any range at 72" per turn and return! +1/+1). They hate all Humans. They are Elves of an alternate universe, and are Chaotic Evil.

TUNCH

HD: 4+1 to 6+1

AC: 6 or 7

Speed: 15" (air), 3" (ground)

DEX: 10 – 15

% Liar: 90%

Number: 3d12 (8d8 if encountered in a cave)

Immunities: 100% to all acids

Attacks: 1 special that drops 2 life levels per turn

Looks/Dress: A Tunch has a 6' to 9' wingspan. They are just overly large (but thinner proportionately) stirges. They are usually a sick bilious yellow color or a turd brown hue.

Notes: The name derives from the sound the beasties beak makes when it penetrates flesh. They have acquired the resistance to acid of 40% – 60%. They are Neutral (75%) and Chaotic (25%).

TUNCH BEARS

HD: 3+1 to 5+1 **AC**: 6

Speed: 5" (ground) **DEX**: 8 – 11

% Liar: 50% **Number**: 3 – 15

Immunities: 100% to all acids

Attacks: claws as big bear and sucks blood as Tunch

Looks/Dress: These beasts are a cross between Tunchs and big bears.

Notes: Their blood sucking ability and ferocity make them evil opponents.

VOLOE

HD: 1+1 to 3+1 **AC**: 6 or 7

Speed: 6" (4" in water) **DEX**: 11 – 16

% Liar: N/A **Number**: d2

Immunities: N/A

Attacks: 1 bite (d3) plus a poison that is 3 times hit dice size that also blinds (50/50 permanent)

Looks/Dress: A Voloe is a pearl grey snake with one golden eye.

Notes: They are cunning and evil.

WHITE SNOW (ICE) TIGERS

HD: 5+1 to 8+1 **AC**: 3 or 2

Speed: 15" (20" charge) **DEX**: 12 – 15

% Liar: N/A **Number**: d2

Immunities: 100% cold and paralysis proof

Attacks: 2 claws (2d4 to 2d10 each), 1 bite (if one or more claws hit) for 2d8 to 5d4

Looks/Dress: White Snow Tigers look like large tigers with translucent blue claws and fangs and blue sapphire eyes.

Notes: They have a +5 save versus fear and confusion. Fire and heat does double damage. Because they dislike heat, they are never found in climates with temperatures over 40 degrees. Since their fur is so protective from cold, it is very valuable. There is a 25% chance of a 4 claw attack.

WOBRA

HD: 1+1 to 9+1 **AC**: 5

Speed: 6"/turn (ground), 12" to 24"/turn (air) **DEX**: 14 – 19

% Liar: 55% **Number**: 4d12

Immunities: 100% fear proof

Attacks: 1 bite (d2 to d12) plus venom damage (d6 turn delay)

Looks/Dress: A Wobra is an emerald green winged cobra with ruby red eyes.

Notes: They are usually found in flocks like birds, and tend to go into attack frenzies like an Air Shark. Their venom is always double their own HD. They "spit" for a range of 3' per HD.

WRAITH DRAGON

HD: add 2+1 to normal

AC: add 2 to normal

Speed: 50% faster than other dragons

DEX: varies

% Liar: varies

Number: always solitary

Immunities: 75% magik resistance

Attacks: 1 breaths as normal dragons except it blasts 1 life level also

Looks/Dress: The Wraith Dragon is usually translucent.

Notes: This undead dragon is nearly identical to how it was when living, except for the changes noted above.

"X"

HD: 8+1

AC: 9 (brain), 3 (tentacles)

Speed: 18"

DEX: varies

% Liar: N/A

Number: usually solitary

Immunities: 100% fear, confusion, and paralysis proof

Attacks: 13 tentacles (paralyses all and crushes for d8)

Looks/Dress: This beast is a glowing, blue-green brain with 13 tentacles that floats in the air. It is 6' across, and has 18' tentacles. The tentacles have a 15' reach.

Notes: It lives on brain power, life energy, and intelligence. "X" has a permanent anti-magik shell. These creatures have natural missile deflectors (no missiles can hit it). "X" can mind blast (save or die)! If the save roll is made, roll to see if victim becomes feebleminded. Those it catches it drains of intelligence each turn. It "eats" d3 Intelligence points (permanently) per turn.

MAGIK

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MAGIK IN ARDUIN

In fantasy war gaming, there has been continual argument about magik and how it is supposed to work. The system presented herein is one that has undergone constant revision until it has become a truly workable system. I hope you understand, though, that this system is a basis from which to work, and that magik is limited only by the reader's imagination.

To memorize a spell, a Mage has to sit down and concentrate on his book of spells undisturbed. The base for memorization is 1 hour per spell divided by the number of spells that the Mage may memorize of that level. For example, a fifth level Mage may memorize 4 first level, 2 second level, and 1 third level spell. When he sits down to memorize his spells, it takes 1 full hour for the third level spell, 30 minutes each for the second level ones, and 15 minutes each for the first level ones: a grand total of 3 hours.

During combat, a Mage may "fire" a spell he has memorized every melee turn for as long as he has spells memorized. The same Mage that took those 3 hours to memorize his spells would be able to use a spell every melee turn for 7 turns, whereupon he would have no more spells to use, until he memorized more.

Scrolls are simply pieces of paper that have the power of a spell stored within them, and have the trigger phrase written upon them. Therefore, scrolls may be read and used every other melee turn, because it takes a little time to drop one scroll, pull out another, unroll it, and read the trigger phrase.

In both cases, if the Mage is disturbed while casting the spell or reading the scroll, his concentration will be broken, with the result that the spell could fail entirely, partially fire, or even boomerang back upon the user. Naturally, this is not exactly what the Mage had in mind, so discretion is called for in all situations where the Mage could be disturbed.

In the universe where Arduin exists, the use of magik is affected by all metals, so that Mages cannot wear armor of the metal variety and function properly. Leather armor is fine, and even shields made of only wood and leather can be used, but most Mages find that this cuts down their Dexterity enough that they seldom do so.

Mages generally do not need to carry weapons other than their daggers, but those of fifth level and above can use magik swords, and those of tenth level and above may use all magik weapons. However, Mages may never carry more than one weapon at a time, for the use of weapons requires a mental discipline alien to the philosophy of magik, and so will interfere with a Mage's concentration if he relies on them too much.

Magik is indiscriminate, and will destroy friend and foe alike, so a Mage should exercise great caution in combat situations, for in melee, it is all too easy to hit friends, as well as enemies. Therefore, as a general rule, magik should not be allowed in close combat situations without heavy percentage chances that friends will be hit.

If a Mage has tried a Fireball against an Orc, and the Orc made his saving roll, and took only half damage. That means that as far as that particular type of spell is concerned, it does not work well against that particular Orc, and from that time forward, his saving roll is automatically made against that Mage's Fireballs. It is simply that the Mage's Fireball is not quite the right brand of magik to "cook" our Orc with. This holds true for all magik, and in a situation where the spell either affects you or leaves you alone, if the saving roll is made, then thereafter that particular spell will not affect that target. The only bright spot is that when a Mage goes up a level, his entire armory of magik improves, and that little Orc that got away will have to make his saving roll all over again against those nasty Fireballs. Remember also that the converse is true: fail that saving roll, and thereafter you get none against that particular spell when cast by that Mage, until you yourself go up a level. Besides, where one Mage's magik fails, another's will "burn, baby, burn"!

Carrying this a little further, we see a Mage trying to detect magik on a sword his heroic friend has found. If he fails to detect on the first try, he will get no second chance as that sword just won't register to his Detect Magik spell (until he goes up a level, at which time he may try again). I think you get the picture.

As with spells and scrolls, to use a wand or staff, the user must concentrate. If just casually thinking about firing a wand or staff was enough to trigger it, there would be a lot of casual firings! I, for one, do not think that Mages would build magik wands that would go off in their faces, so a little concentration (as well as physical contact) is needed to fire those things.

Remember also that rings must be rotated to activate (for the same reason), and that amulets and the like must be fingered or cupped in the palm. All such actions are usually very visible to a watching opponent. If a Warrior is wearing his magik ring of flight under his armored gauntlets when he sails off the battlements, then he'd better either grow wings or hope he lands on a nice soft pile of hay, because that ring is unturnable under all that metal (and just try grabbing an amulet under a breastplate and gambeson)!

The upshot of all this is simple: you have to have your magikal goodies where your hot little hands can get them at an instant's notice. If you want to really jazz up your game, just add in a 'Phumble Phactor'. What's a P&P, you ask? Simply put, it is a percentage chance for Mages or whomever to grab the wrong end of a wand, or to read off the wrong spell from a scroll in his haste to slay the onrushing purple uglies that are going to eat him. A suggested base is 50% to start, going down 2% per level thereafter, and modified by Dexterity: -5% per point of Dexterity over 12, or conversely +5% per point of Dexterity below 9.

Another area that is seldom explored in fantasy gaming is what constitutes a "hit" when the weapon you've lobbed at the monster only has to touch it to work! This is discussed in the magik section because most simple "contact" weapons are magikal in nature.

When using a weapon that requires no penetration to work, such as a Stasis Compacted Green Slime Grenade, just roll on the appropriate combat table, and add 4 to your attack. When using something like a Shock Wand, roll and add 2 to your attack (you get less because you must close and strike as in normal combat).

When throwing an area weapon, like a jar of Magik Shrinking Potion, make your attack at plus 6, but then roll percentile dice to see how much actually hit your target. If friends are near, roll to see if they've been hit also.

An additional point to remember is that Fingers of Fire, Cones of Cold, and the like all have a tendency to "splash" when they hit a solid target. Therefore, consider that 50% will splash at 10' range or less, dropping 10% for each 10' in range thereafter. The splash will be divided in quarters, a quarter each going left, right, up, and down. Therefore, if an 8 dice Finger of Fire is fired at a gorgon 7' away, 4 dice will splash, with 1 die going in each of the four directions. Such a splash can harm friends if they are in the way. Thus, once again, we see a limiting factor placed on magik.

Some controversy has also revolved around "Mana" or "spell points" and their application in limiting magik use. In Arduin, this is the formula we use: take the Mage's Intelligence and multiply it by his level, then divide by 4 (if his Intelligence is 8 or less) , 3 (if Intelligence is 9 to 12) , or 2 (if Intelligence is 13 or greater). Therefore, a 7th level Mage with an Intelligence of 16 would multiply 16 by 7 to get 112, then divide 112 by 2 for a final total of 56 Mana points that the Mage will generate per 12 hour period of rest or 24 hour period of activity. This is important, as every spell used requires an expenditure of mental energy by the Mage, measured in units called "Mana" points. Most first level spells use 1 to 1½ Mana points, and so on up the line. Thus, even if a Mage could theoretically memorize 20 spells due to his level and Intelligence, if he uses up all of his mental energy in the first 7 or 8 spells, then that's all he can do until he has a chance to rest and recharge himself – all of those memorized spells are merely so many empty words.

So how do you find out how many spells a Mage can memorize? Many another game has a workable system, but here's the one we use in Arduin: simply remember the maximum level of spell your Mage can use, and spend your Mana points in any combination of spells that do not exceed your level's ability to perform. If you have half points, don't be afraid to use them. A spell requiring, say, 5 points of power to cast can be fired with 2.5 points at half power.

"But how do you determine which level spells a Mage can use?" you ask. Again, I say that many another fantasy game has a nice workable system... but as this is the Arduin Grimoire, here's mine: the Mage's level divided by 2, rounded up, is the maximum level of spells he can use. Therefore, a fifteenth level mage could use up to eighth level spells (15 divided by 2 is 7.5, which rounds up to 8). However, there is a limiting factor based on Intelligence which works like this: the user's Intelligence, divided by 2, equals the maximum level of spell which he or she may cast. Thus, a Mage with an Intelligence of 18 could cast 9th level spells, while a Mage with an Intelligence of 10 could manage only 5th level spells. As there are spells up to tenth level extant in Arduin and ancient legends of spells up to 30th level in power, it is very obvious that Mages will at one time or another have to increase their Intelligence past the normal maximum of 18. Wishes are a good way to do this, and some potions will also help.

There are many more subjects which I could cover, but this supplement is meant to get all of you gamers to see that the sky is the limit and that no single person, publisher, or organization can have all the answers. So take whatever you like from this book, use the old established fantasy gaming systems, delve into Greg Stafford's White Bear Red Moon or any of the other fine magik oriented game, and put together what you like in a magik system. Who knows, it may end up such a good system that people will want to publish your fantasy world!

PRISMATIC WALLS AND THEIR USAGES

Within the realms of the various "dungeon worlds", there rages a controversy over just what a prismatic wall is and how it may be used. Therefore, in order to shed some more light on the matter, I will describe how they function within the borders of Arduin.

A prism is most often used to separate the colors of light, not to combine them (giving one plain white light). Because of this, prismatic walls in Arduin each have one distinct color, with a unique property and effect, thus giving rise to many different types of prismatic walls all differentiated by color! Here is a list of the known types of prismatic walls and their properties:

COLOR	EFFECT WHEN CROSSED	NULLIFYING AGENT
Red	Stops all missiles. Causes 12 points of damage to those passing through.	Ice storm
Violet	Stops all clerical spells. Save versus petrification or be turned to stone.	Disintegrate
Indigo	Stops all detections. Causes 4d12 points of damage.	Passwall
Rose	Stops all breath weapons. Causes 6d10 points of damage.	Magik Missile can penetrate **
Orange	Stops all death spells. Causes 2d12 points of damage.	8 die or higher electrical attack
Purple	Stops all disintegration. Causes d100 points of damage.	8 die or higher fire attack
Magenta	Stops all time oriented spells. Causes 3d12 points of damage.	8 die or higher Thunderball
Cyan	Stops all undead, discorporating them. No effect to living creatures.	**

COLOR	EFFECT WHEN CROSSED	NULLIFYING AGENT
Pink	Stops all lycanthropes, disintegrating them. No effect to other creatures.	**
Silver	Stops all Lesser Demons, sending them back to Hell. No effect to others.	**
Bronze	Stops all spells from wands. Wands passing through the wall explode.	**
Copper	Stops all spells from staves. Staves passing through the wall explode.	**
Gold	As per the Silver wall, but affects Greater Demons instead.	**
Blue	General purpose force field. Matter passing through freezes solid.	Dispel Magik and Disintegrate simultaneously
Green	General anti-magik spell. Causes insanity to those passing through.	Clerical Continual Light
Yellow	Stops all fire. Causes 5d10 points of damage.	8 die or higher cold attack
Lavender	Stops all cold. Causes 4d12 points of damage.	Wind spells of cyclonic force
Black	Timestop. Anything passing through is held in temporal stasis.	Demons may ignore the effect **
Black & Silver	Stops all psychic activity. Those crossing are Mindwiped.	Thunderclap ***
Black & Gold	Deactivates golems. Other creatures are unaffected.	**
Red & Blue	Stops all liquids. Creatures and objects passing through dehydrate.	**
Green & Yellow	Stops all dragon attacks. Paralyzes dragons. No effect on other creatures.	Trigger spells ****
Purple & Silver	Stops ethereals, non-corporeals, and gaseous beings. Causes 10d10 points of damage to those types. Other creatures unaffected.	**
Green & gold	Can be keyed to stop any single type of magikal attack. Causes 6d10 points of damage.	**

* – Prismatic walls, when looked upon, have all of the capability to cause damage outlined in other available gaming systems.

** – Indicates that the only way to nullify that particular form of wall is a 'Dispel Magik' cast by a caster of equal or greater level than the Mage who created the wall.

*** – This means that the entity trying to penetrate this wall psychically must himself save versus psychic attack or suffer Mindwipe. Keep in mind, dear readers, Mindwipe is exactly what it sounds like! The luckless person has his entire memory, ego, and sense of self sucked from him and utterly and permanently destroyed! He or she becomes a totally non-thinking being. The hapless victim can never again be anything but a mindless automaton responding to other peoples' commands – and even that capability takes d6 months per command learned. Finally, the creature may never learn more than 10 simple commands.

**** – This means that all dragon attacks, whether physical, breath, or even magikal, will fail. The only magikal attack which the dragon could make effectively would be the aforementioned trigger spell.

One further note: Anyone seeing a prismatic wall with true sight has a 5% chance per level below 20th of going permanently insane. Even if the person so viewing does not go insane, he or she will be psychically stunned for 2d10 months, and will stand around staring, incapable of voluntary speech, movement, or coherent thought!

Special note on life level: Experience levels that are magikally or otherwise blasted away may not be regained by any means short of a wish or earning more experience. Life levels lost to blood drains, or lost by unintelligent creatures for any reason, may be regained through absolute rest at the rate of one level per month. If the rest is broken for any reason, the healing process stops and may never be resumed for those particular lost levels!

RUNE WEAVER MAGIK'S WONDROUS WEBS OF POWER

COLOR OF THE WEB	NAME OF SPELL	DURATION (MINUTES)	SPELL LEVEL	MANA COST	RANGE (FEET)	EFFECTS OF SPELL
Frosty White	Spell of the North Wind Spyder (C) (CP)	2	3rd	4.5	60'	Those entangled take d6 points of cold damage each melee turn until frozen solid. It holds all up to 10 dice in size. 10' diameter web.
Glowing Purple	Waziran's Wondrous Web of Paralysis (CP)	5	3rd	4	60'	All entangled must save versus paralysis at -4 or be paralyzed. Holds all up to 10 dice. It can only be cut by magikal items. 10' diameter.
Flashing Metallic Blue	Rorgoe's Spell of the Lightning Spider (CP) (L)	2	3rd	4.5	60'	All entangled take d6 electrical shock points each melee turn. Those who save are still stunned as long as it functions. Holds up to 10 dice. 10' diameter.
Mottled Grey Green	Argoth's Spell of the Spider Golem (A) (CP)	5	6th	7.5	75'	All entangled are stoned for the duration of the web (they roll to see if they survive when it's gone). Even if save is made, they're slowed. It holds all up to 15 dice. 10' diameter.
Pale, Sparkling Metallic Gold	Skylar's Web of Wondrous Entrapment (CP)	1	4th	4.5	90'	All entangled have 10% of their strength drained (for 1 hour) each melee turn. It will hold all up to 12 dice plus the dice of the strength drained. 30' diameter.
Smokey Translucent Black	Web of the Hell Spyder (C) (CP) (F) (L)	3	8th	10	90'	All entangled have 1 life level sucked out (permanently) every melee turn. It holds all up to 16 dice plus 1 die per level sucked out. 20' diameter.
Shiny Mother-of-Pearl	Moira's Spell of Shrinking Beauty	3	7th	8.5	75'	The web is 30' diameter, and contracts 3' per melee round to a final diameter of 18". All inside are polymorphed smaller and smaller as it gets smaller (permanent). It dissipates leaving victim(s) 18" tall.
As For Green Slime	Spell of the Web That Eats Men	1	4th	5	60'	A 10' diameter web of green slime. It attacks at 1 die per turn, then 2, then 4, etc. It is just like green slime in defense. It holds all up to 10 dice.

RUNE WEAVER MAGIK'S WONDROUS WEBS OF POWER (CONTINUED)

COLOR OF THE WEB	NAME OF SPELL	DURATION (MINUTES)	SPELL LEVEL	MANA COST	RANGE (FEET)	EFFECTS OF SPELL
Shimmering Silver, Translucent Lines of Force	Raid's Web of the Wondrous Star Spyder (C) (CP) (D) (F) (L) (P)	1/2	10th	13.5	30'	A 20' diameter energy web. It shrinks 4' per melee turn to a point, and then blinks out. Those entangled are dimension ported to another universe. Holds all up to 20 dice.
Pale, Luminous (Translucent) Red with Tiny Flames All Over	Werthal's Web of the Fire Spyder (CP) (F)	2	3rd	4.5	60'	All entangled take d6 fire points per turn. It holds all up to 10 dice in size, and cannot be put out, only dispelled. 10' diameter.
Bright Yellow	Spiraad's Spell of the Web of Pain (A) (CP)	2	3rd	3.5	60'	An acid exuding 10' diameter web that does d6 points of acid damage per melee turn. It holds all up to 10 dice.
Whistling, Glowing Blue Web On Fire With Blue Flames	Palazaand's Witch Fire Web (CP) (F)	2	4th	5.5	60'	A 30' diameter web that holds all up to 12 dice, paralyzes them (or slows), and burns them at d6 points per melee turn! It screams and roars!

If a web has any of the below listed, that web is 100% immune to all attacks of that form.

(A) = Acid (C) = Cold (CP) = Chop (D) = Disintegrate (F) = Fire (L) = Lightning (P) = Petrification

NOTES ON MAGIK

All spells, like ice storms, do increase in power in Arduin with the increase in the Mage's own level. The ratio is normally one die in power per Mage's level over the level required for its usage.

In Arduin, Elves have the option of being either Mages or Warriors or both simultaneously. However, if they elect to do both at any one single time, they can only operate at half level in each category unless the Elf has reached his/her maximum level in at least one of the two categories. As in Arduin, the maximum levels are quite a bit higher than in other versions of play, and it is usually only done in an emergency. The rationale is very simple: each function requires a different mental discipline to handle properly, and it is very hard to concentrate on remembering spells while at the same time trying to concentrate on parry patterns and attack movements.

WISHES

In Arduin, Wishes are 25th level and Limited Wishes are 12th level. Since Wishes are attuned to the fabric of their parent universe, they are not usable in any other universe.

DELAY IN CERTAIN MAGIK SPELLS

All spells that "conjure" something (e.g., Wall of Fire, Monster Summoning, Prismatic Wall, etc.) have a delay time based on their level. Thus, for every level that the spell is, 1 point is taken off the casting Mage's Dexterity. For example: a Mage with a Dexterity of 18 casts a Wall of Fire Spell. That spell is 4th level, so subtracting 4 points off the Dexterity means the actual conjuration will be completed at Dexterity 14. However, all delay type spells may be "held" by the Mage deliberately until the next melee round, if so desired. On the other hand, for every 2 levels above the level needed for spell use the Mage is, add 1 point back onto the Dexterity, up to normal true Dexterity.

It should be noted that Illusionists are light competent, Rune Singers are sound or sonic competent, and Rune Weavers are ritual competent. Bards have a +1 competency with music related magik, and Druids are +1 competent with all natural elemental forces.

In Arduin, a time stop field is something a little different than played elsewhere. It works like this: the Mage throws the spell, and the area affected has a magikal aura (usually a dull grey-blue) that causes all sub-atomic motion of any solid object or moving energy to cease movement. Thus non-corporeal types (wraiths, ghosts, etc.) are not affected by the aura, but solid objects and energy in motion is. The aura is passive until impinged upon, and it only reacts on the area of impingement. Air is also stopped, but as the Mage moves through the aura, his body impinges on it, allowing it to flow into his/her lungs as breathable, as he moves about. If the Mage were to stop moving in the aura, breathing would become rapidly impossible as all of the air immediately impinging upon his/her body would be used up and suffocation would follow. Thus in an Arduin time stop aura, it is move or die.

I also differentiate between magikal time stops, in which magik resistant creatures (e.g., Balrogs, Dragons, Demons, etc.) get a resistance roll (as a saving throw), and technological time stop fields in which no one gets a saving throw of any kind.

MAGIKAL RULES ADDITIONS, CHANGES, AND DELETIONS

1. Any magik utilizing type may attempt to use magik of a level higher than his own, but only if his Intelligence is higher than 14. Thus, for every 3 points of Intelligence that he has over 14, he may attempt to use magik one level over his own. However, the failure rate for such usage is 20% for each level higher than his own that he attempts to use, making the use of magik more than four levels higher than his own impossible.
2. To figure how the dispel magik or counter-curse usage works, figure an equal (50/50) chance of success for all magik of equal level. This will increase 10% per level for every level over that the Mage is, and decrease 10% for every level under that he is. Thus we see that Mages 5+ levels higher than the magik they wish to dispel do so automatically. Those Mages that

are 5+ levels lower than the magik they wish to dispel have absolutely no chance of doing so.

3. All device magik (or technological energy type weapons) do full dice damage automatically. That includes all wands, staffs, rods, and the like. It does not include spell storing devices.
4. To determine if a magik user can finish speaking a spell if he is hurt in the turn before he completes speaking, first determine the amount of damage he has taken, then divide that into his total remaining hit points that he had at the time he was hurt, and discover what percent of those points his damage was. If he took 38% damage, that means he has a base 62% chance of completing the spell. However, for every level of experience the Mage has over first, add 3% to his chances of success.
5. Spells that have definite ranges and dimensions must be aimed and specific start or impact/firing points clearly stated when called for by the DM, and with no looking at the combat area. If you didn't figure it out in the time allowed, then you must be prepared to overshoot, undershoot, and the like.
6. Any Mage who fails to complete his spoken magik due to interference (see #4 above), the chart below will be used to determine what the consequences will be. To determine what percentage of the spell was finished, roll percentile.

MAGIK FUMBLE CHART

ROLLED %	RESULTS
01% – 05%	Total failure.
06% – 10%	5% of spell goes off, 50/50 that it hits target or Mage.
11% – 15%	As above, but 10% of the spell goes off.
16% – 20%	As above, but 15% of the spell goes off.
21% – 50%	50/50 chance either complete spell failure or the entire spell goes off in the Mage's own face.
51% – 75%	As above, but instead of hitting the Mage, it will go in a random direction (roll a d8 to determine).
76% – 95%	The spell absolutely will go off in the Mage's face. BOOM!
96% – 97%	The exact reverse of the spell happens, 50/50 chance either to the target or to the Mage.
98% – 99%	The spell goes off, but with a d20 melee turn delay (rolled and known by DM only)!
100%	The spell increases in power on a directly proportional percentage based on a percentile die roll that tells how much of the Mage's remaining Mana points were sucked out to add to its power. Thus, if a 25% was rolled, and the Mage had 100 Mana points left, then 2 Mana points would be pumped into the spell in question. If that spell only required 5 Mana points to use, then it would add five times the normal spell power to the spell's full gamut of effects.

7. All spells are memorized on this system: 1.5 minutes per level of the spell. This decreases by -1 minute per the Mage's level over the 1st. Thus, for a 10th level Mage, a 12th level spell would take 9 minutes.
8. If a mage uses a Detect Magik spell on an item, then he cannot use a Detect Masked Magik or Detect Magik Lie spell on the same object. The reverse also holds true.
9. An item that has masked magik about it may accidentally be detected in the course of doing a normal Detect Magik spell, if the percent rolled for how much you found out equals or exceeds 90%. At that time, the DM will not only tell you that you have detected a magikally masked object, but you may roll again to determine how much of the masked magik you

find out about.

10. All energy based spells (disintegrate, etc.) do 1 die per 4 user's levels of damage if the save is made. For each 20% damage taken, one critical hit is rolled plus 1 die per magik plus over 1.

NOTES ON MAGIKAL COMPETENCE

When a Mage or Cleric is "competent" in any part of their work, or even in its entirety, that simply means that they are so good in what they do, they are +2 at it. That +2 is tacked onto their saving throws, and all of their opponents must save at a rate that's two harder. It also means that, so long as a person is competent in the spell, two points are added to every die in strength that a spell is. Thus a Mage that is "fire and light" competent (as listed in the ***Special Abilities Chart***), saves at +2 when fire or light type magik is used against him; he causes his target to have to save at a rate two times worse than usual when he himself uses fire or light spells against them; and those very same spells would have two points more potency for each level the Mage is.

PERMANENT SPELLS

Permanent spells may freely work on objects with no penalty; however, on items that have a life and/or mind of their own, the basic spell will only last one day per each user level over the level required for usage. There will be a cumulative 3% chance per day, plus 1% chance per level of the thing in question, of it slipping out from the spells effects. No more than two permanent spells may be placed upon live or intelligent items, and no more than four on inert objects.

POWER OF MAGIK SPELLS OF THE GREATER LEVELS

For every three levels over the third level that a spell is, the saving throw of the intended target is made more difficult by a factor of one, up to and including a maximum difficulty equivalent to 50% above the norm. Thus, spells of 6th – 8th level add one to the saving throw, those of 9th – 11th add two, etc.

CHARMS AND RELATED MAGIK

1. Charms and other related spells last one hour plus one hour per the caster's level over the level required for usage.
2. The charmed being has a 3% chance per Intelligence point (+1% chance per level over the 1st) each day of snapping out of the spell. This is reduced by 1% per level of the spell caster over the level of the victim and ditto per Intelligence point difference.
3. Trauma, such as being hit by lightning, taking at least half damage from one blow, and the like, also stand a chance of snapping the victim out of the magikal control (use the already determined percentile chance as outlined above as the roll to make).

MANA AND THE COST OF SPELL POWER

The power of a spell is directly related to the amount of Mana, power, put into it by the user. Thus, even though a spell such as Thunderbolt is third level and basically only costs three Mana points, remember that the Mage must be fifth level as a minimum to use it. Therefore, the Mage is pulling five dice of destructive power from three Mana points. This ratio will vary from spell to spell, but the example is valid for all. Now that same Mage at the tenth level will still get only five dice of destructive power from that third level spell unless he puts more Mana into it. Knowing the basic ratio as stated for the basic spell makes this easy. Thus, in order for that Mage to get the maximum amount of destructive force into his Thunderbolt (the maximum dice being directly related to his level, in this case ten dice), he must put an additional three Mana points into the spell. Simply put, in order to get more power, the Mage must put the same amount of Mana into a spell as the basic spell originally costs. Of course, the power thus gained is equal to the original spell in question, and the Mage can never pump more power into a spell than his own level will allow.

New And Unusual Spells

New And Unusual Spells	From Arduin Grimoire I (Pages 39 – 42)
New And Unusual Spells	From Arduin Grimoire II (Pages 47 – 52)
New Spells	From Arduin Grimoire III (Pages 35 – 46)

NEW AND UNUSUAL SPELLS

DRUIDICAL MAGIK

YALYNWYN'S SPELL OF THE SINGING WINDS

Level: 3rd **Mana Cost**: 3 (+3 per hour to sustain)

Range: 120' **Area Affected**: 60' diameter (+10' per level)

Effects: A wonderfully scented, gentle wind blows melodious music within the spell area, which immediately charms all up to 6th level into sitting and listening raptly.

KHARCH'S SPELL OF THE BINDING EARTH (THE EARTH MOTHER'S KISS)

Level: 4th **Mana Cost**: 4.5

Range: 120' **Area Affected**: Target only

Effects: The target's feet sink into the ground, and are held for 10 minutes plus 1 minute per level of the caster above the level needed to cast the spell. It will hold creatures of up to double the caster's hit dice.

CUELCHAIN'S SPELL OF THE WONDERFUL WIND HORSE

Level: 5th **Mana Cost**: 5 (+1 per 10 minutes to sustain)

Range: None **Area Affected**: None

Effects: A horse shaped air elemental of fog and shifting mist will appear to do the Druid's bidding. It can run on air at 48" per turn, and attacks with 2 hooves for d8 each and 1 bite for d 8. It can be ridden or sent on errands.

MARLYN'S MIGHTY MYSTICAL MOUSE SPELL

Level: 6th **Mana Cost**: 6.5 (+1.5 per 10 minutes)

Range: None **Area Affected**: None

Effects: A tiny, snow-white, winged mouse with golden eyes appears to do the Druid's bidding. It has an AC of 3, 1+1 Hit Dice, and Dexterity of 20. It moves at 6" (24" while flying), and can become invisible or passwall at will. The bite of the mouse causes those bitten to save versus poison or fall into a deep sleep (which can be negated only by Cure Disease). If the save is made, the hapless fellow is confused for 2d10 melee rounds instead. The Druid sees and hears all that the mouse does.

CHASTRADE'S SPELL OF THE STONE THAT WEEPS IN SILENCE

Level: 7th **Mana Cost**: 7.5

Range: 60' **Area Affected**: 1 target

Effects: This spell is a variant of Flesh to Stone. The victim becomes a boulder of his own body weight. He also retains his full mental faculties, so that he can forever regret angering a Druid! Of course, a stone can only weep in silence. If a successful save versus magik is made, the victim merely ages 2d10 years.

ARCANE MAGIK

THE ROSY MIST OF REASON

Level: 1st

Mana Cost: 1 (+.5 per minute)

Range: 60' (+10' per level of caster)

Area Affected: 60' diameter cloud

Effects: A cloud of rose colored mist, it causes all intelligent types to save versus magik at -4, or to be reasonable and discuss things instead of fighting. All unintelligent types have a 10% chance of leaving, a 20% chance of being indecisive, and a 70% chance to eat you!

ANTI-WEB AURA

Level: 2nd

Mana Cost: 2.5 (+.5 per minute beyond 10)

Range: None

Area Affected: Self only

Effects: The caster is immune to all webs, natural or magikal. Webs will slide off without sticking or entangling the Mage.

STEPHAN LE STRANGE'S SPELL OF THE INSTANT IDLENESS

Level: 3rd

Mana Cost: 3.5

Range: 60' (+10' per level over that required for use)

Area Affected: 30' diameter (+5' per level over that required)

Effects: All within the area of effect save versus magik, or sit around watching the clouds go by. Ho, hum, it's a nice day to do nothing!

THE WAILING WHEEL OF FIRE (PYROMAN'S PINWHEEL)

Level: 4th

Mana Cost: 4 (+.5 per turn)

Range: 33' (+3' per level above that required to cast)

Area Affected: variable (1' to 5' across per level)

Effects: A whirling, wailing pinwheel of fire, it showers sparks in all directions. All hit take 2d12 fire damage. Those within 20' who are under 4th level must save versus fear, or flee in terror. Total concentration is required to maintain the pinwheel.

THE FLAMES OF DOOM (HARBAG'S HELLFIRE)

Level: 4th

Mana Cost: 6

Range: 120'

Area Affected: Target only

Effects: The target bursts into black flame that feeds on his or her life force. The fire does d8 damage per melee turn, and drains 1 life level. It takes a Dispel Magik and a Cure Disease, cast simultaneously, to put it out.

RHOAR-EEE'S TRANSIT SPELL (THE GONE-GONE SPELL)

Level: 4th

Mana Cost: 4.5 (+.5 for every minute over 10)

Range: None

Area Affected: Any self-moving object of the Mage's choice

Effects: The target object moves at 10 times its normal speed for 10 minutes, +1 minute per level.

MASAYUKI'S MIST OF MALEVOLENT MISERY

Level: 5th

Mana Cost: 5.5 (+.5 per 100' it moves and .5 per minute retained)

Range: 100' per level beyond that required for use

Area Affected: 15' cloud per level beyond that required for use

Effects: This spell creates a purple, rolling, squirming, greasy fog that moans and gibbers. All creatures of less than 3rd level choke to death immediately. Creatures of 3rd and 4th level must save versus poison or die; a successful save means they suffer from intense confusion, dizziness, nausea, and watering eyes while in the cloud, and for 1 – 5 minutes after leaving it.

MORGORN'S SPELL OF RED DEATH

Level: 6th

Mana Cost: 7.5

Range: 90' (+5' per level beyond that needed to cast)

Area Affected: Any single target of up to double the Mage's HD

Effects: The target must save versus magik or be messily, noisily, and very fatally turned inside out!

WARAGEN'S WAVE

Level: 7th

Mana Cost: 15 (+1 per mile sent)

Range: 1 mile per Mana point

Area Affected: 100 gallons of water per level beyond that needed to cast

Effects: The water flows out of a river, pond, sea, or whatever, and flows to its designated target, rushes upon him, and smothers and drowns him. It then "relaxes", and becomes ordinary water seeping away.

YORGAN'S FALLING FOR FOREVER SPELL

Level: 7th

Mana Cost: 15

Range: 240'

Area Affected: Any number of targets, up to double the Mage's own hit dice

Effects: The target or targets immediately become weightless, and "fall" upwards in a direct line away from the planet at 100' per turn. If a save versus magik is made, the victims are still thrown very violently 100' straight up.

SULTHOE'S BLAZE OF GLORY

Level: 8th

Mana Cost: 10 to memorize and all remaining when fired

Range: variable

Area Affected: variable

Effects: The Mage may, in a desperate situation, fire all of his remaining memorized spells in one burst and utilize all remaining Mana to boost their power. Alternately, he may select one of his memorized spells and pour all remaining Mana into it to boost its power accordingly, regardless of other spells memorized. In both cases, the user will be unconscious for d12 hours.

STAFFORD'S STAR BRIDGE

Level: 9th **Mana Cost**: 18 (+1 per minute beyond 10)

Range: 120' **Area Affected**: variable

Effects: The Mage creates a rainbow hued bridge of coruscating white light 5' wide and 20' long per level beyond the level need to cast the spell. It will carry any weight, cannot be hit by non-magikal attacks, and can be keyed to support specific types of creatures, letting all others fall through selectively.

KHURLUU'S CALL OF THE HELL SPAWN

Level: 10th **Mana Cost**: 20 (+1 per mile to reach the victim)

Range: Limited only by the Mage's Mana **Area Affected**: variable

Effects: This spell allows the Mage to conjure and control one Demon Locust, plus one per level beyond that required for use.

ANTIGAN'S SHELL OF SILVERY SAFETY

Level: 11th **Mana Cost**: 20 (+2.5 per turn beyond 3)

Range: None **Area Affected**: Self only

Effects: A silver, metallic cylinder of force surrounds the Mage. Nothing magikal of lower than 11th level can penetrate it in either direction, and all Techno energy weapons (laser, phaser, etc.) ricochet in a random direction off it, as do bullets and the like. However, 100% concentration is needed to keep it up, and only enough air for d10 melee turns is inside. All Demons are stunned if they attempt to pass through.

GANDOLYN'S GATES

Level: 12th **Mana Cost**: 35

Range: 120' **Area Affected**: Octagonal area (10' per side)

Effects: A glittering, 8 sided column covers the target. On the inside are 8 silver gates or doors. Seven lead to random hells, and the eighth opens into deep space. A glowing golden mist fills the inside, nullifying all magik on the victim. The Orichalcum octagonal tower is totally sealed, and cannot be broken out of by less than a phaser rifle. The only ways out are the gates. Once the victim opens and steps through a gate, he can never return, and the tower disappears forever.

THE CURSE OF TINDALOS

Level: 20th **Mana Cost**: 100

Range: Target must be seen, by any means **Area Affected**: Any single victim

Effects: The Lovecraftian "Hounds of Tindalos" stalk and claim the victim in d20 days. No save.

CLERICAL MAGIK

AURA OF EVIL DETECTION

Level: 1st

Mana Cost: 1.5

Range: 10'

Area Affected: Any single area (door, window frame, etc).

Effects: The designated area is imbued with the ability to detect evil. If evil approaches within 10', a voice whispers in the Cleric's ear, "Something wicked this way comes". It is audible at up to 120' distance, and lasts 10 minutes plus 1 minute per level of the Cleric.

KORGEN'S CLOUD OF KINDNESS

Level: 2nd

Mana Cost: 2.5 (+.5 per minute)

Range: 60' (+10' per level beyond that required to cast)

Area Affected: 45' diameter cloud

Effects: Identical to the Mage spell "Rosy Mist of Reason".

TRANSFER CURSE (NOT ME GOD, HIM!)

Level: 3rd

Mana Cost: 5

Range: 10'

Area Affected: variable

Effects: The Cleric designates a "proxy curse receiver", and when he (and only he) reads a scroll or touches an item that is cursed, the curse affects the proxy and not the Cleric! This is a tricky spell, and should be used with caution and no threatening or evil intent, lest fallen status be your goal.

GATHERING THE SHEAVES

Level: 4th

Mana Cost: 8

Range: 360'

Area Affected: Any single slain victim

Effects: All scattered remains, regardless of size, within the area are gathered up and reassembled into their former form. Disintegrated parts (and the like) are gone, but actual pieces, even down to molecular size, are gathered.

WILAMON'S WALL

Level: 5th

Mana Cost: 65 (+1 per turn)

Range: 60'

Area Affected: Any single target

Effects: A silver wall (3' high by 10' long) appears in front of the target. No matter how fast it moves, the wall is faster, and is always in front of the victim. It gets as wide and as tall as it needs to keep the target away from the Cleric! It is impervious to all except the strongest Giants, and must be concentrated on 100% to be maintained.

VISIONS OF HELL

Level: 6th

Mana Cost: 7.5 (+1.5 per minute)

Range: 120'

Area Affected: Any single intelligent entity

Effects: The target must save versus magik or see all of your deepest, darkest nightmares in living color and stereophonic sound. The visions can be lethal if believed. Nasty.

THE HEAVENLY FOG OF FORGETFULNESS

Level: 7th

Mana Cost: 9.5 per 10 minutes or fraction thereof

Range: 120'

Area Affected: 100' diameter (+20' per level beyond that required to cast)

Effects: A bank of silver and gold streaked pearlescent fog. All inside must save versus magik, or suffer immediate and total amnesia for as long as they remain in the cloud and 2d10 hours after leaving it. Those who save are merely confused for 2d10 melee rounds.

AURA OF ANGELIC FIRE

Level: 8th

Mana Cost: 15 (+5 per melee turn beyond 3)

Range: None

Area Affected: Self only

Effects: Golden translucent flames cover the Cleric. All undead who touch it must save versus disruption. Those who save still take 4d6 points of damage. All non-undead take 2d10 points of damage. The flames act as a double Bless for the Cleric, and absorb life drains equal in number to the Cleric's own level. It is usable but once per day.

RHYTON'S RELEASE

Level: 9th

Mana Cost: 12.5

Range: 240'

Area Affected: 60' diameter (+10' per level beyond that required to cast)

Effects: This is a "trigger" spell that causes all magik in the area to fire. That means wands, staves, rings, and the like all shoot off at least one charge no matter where they are in the area. This one's fun!

SPELL OF THE HORNS OF JOSHUA (THE JERICHO SPELL)

Level: 10th

Mana Cost: 20

Range: 240' per level beyond that required to cast

Area Affected: 180' diameter (+20' per level beyond that required to cast)

Effects: A powerful earthquake occurs when this spell is cast. Buildings collapse, the ground splits, all in the area take 4d12 points of damage. Those in the area of affect have a 25% chance of falling into one of the crevasses and being crushed to death, buried and gone. It lasts 1 melee turn, plus 1 per level beyond that required to cast.

THE ASKALONIAN AVERT SPELL (GO AWAY STUPID!)

Level: 20th

Mana Cost: 50

Range: 60'

Area Affected: Any single entity

Effects: Those who are cursed by fell spells, like the "Curse of Tindalos", can have the curse averted away from them by this spell. The spell is 75% effective, and may be tried but once per curse. If the aversion is successful, it is sent back to the one who originated the curse!

NEW AND UNUSUAL SPELLS

MAGE SPELLS

TRENKOLE'S BASIC WEB SPELL

Level: 1st **Mana Cost**: 1 **Range**: 30'

Duration: 1 minute **Area Affected**: 10' diameter sphere

Effects: A gossamer webbing of fiberglass like filaments entangle all within the target area. The webbing will hold any single creature up to 4HD in size, two of 3HD size, four of 2HD size, eight of 1HD size, or up to twelve smaller ones.

FAFING-GHAR'S SPELL OF THE FIERY FLASH

Level: 2nd **Mana Cost**: 2 **Range**: 0'

Duration: d10 turns **Area Affected**: 30' radius around caster

Effects: A terrifically brilliant flash of blinding white light, it is much like a giant flash bulb going off. All within its area are blinded for d10 melee turns, and their eyes water and burn for an additional d4 melee turns during which they are -2 on all attacks and defenses. Each victim has a 5% chance of having been in the process of blinking when the flash occurred, and so suffer no ill effects.

QUARZALLA'S SPELL OF THE WONDROUS (OR SUPER) WEBS

Level: 2nd **Mana Cost**: 2 **Range**: 60'

Duration: 3 minutes (+1 minute for each level has after learning) **Area Affected**: 15' diameter sphere

Effects: Exactly as the 1st level ***Basic Web Spell***, only double its strength and effectiveness.

ANGBORN'S SPELL OF THE ABYSMAL ITCH

Level: 3rd **Mana Cost**: 3 **Range**: 90' (+10' per level over 5th)

Duration: 1 minute (+1 melee turn for each level over 5th) **Area Affected**: 30' diameter (+3' per level over 5th)

Effects: All within the area are immediately afflicted with a horrendous itching rash that totally incapacitates all intelligent creatures up to 8HD for 1 minute, and has a residual effect of being so distracting for a further 9 minutes that all attacks and defenses are at -4. All unintelligent creatures up to 12HD in size go mad, biting and striking themselves until death or unconsciousness ensues. All intelligent types over 8HD have the 10 minutes at -4 attack and defense, and all unintelligent types over 12HD, but no larger than 20HD, also have the attack and defense penalty for 10 minutes. Larger types of either type are not affected. If the spell is reflected back to its caster by any means, he will react like an unintelligent creature and scratch, bite, and maul himself to death trying to calm the blasted itching!

HARGYN'S SPELL OF THE UNMASKED MIND

Level: 3rd **Mana Cost**: 4 **Range**: 30' (+10' per level over 5th)

Duration: Immediate **Area Affected**: 1 predetermined visible target's mind only

Effects: The caster has a chance to strip away any mind masking spell the target may be using and see the real thoughts behind them. However, in order to do this, the unmasking spell must be successful, and then either telepathy, ESP, a crystal ball, or some other spell or device must be used to probe the mind in question. This spell only unmasks the mind, and does not read it. The probability of a successful unmasking is 50% when the caster and the target are of the same experience level, and this will either increase or decrease by 10% per level difference from each other that they are.

MIND FOCUS

Level: 3rd **Mana Cost**: 4.5 **Range**: 0'

Duration: N/A **Area Affected**: caster only

Effects: It allows a Mage to memorize a spell, and then "cover" it with this one. When the time comes to use the covered spell, the Mage cannot be distracted nor interrupted, so that only the death of the Mage could cause the spell to misfire or fail to fire.

MINDAN'S MIND MASK SPELL

Level: 3rd **Mana Cost**: 3 **Range**: 0'

Duration: 10 minutes(+1 minute per 1 Mana) **Area Affected**: caster's mind

Effects: The Mage magikally overlays his own mind's thought with a false one. Thus, an evil Mage plotting murder cannot be found out by ESP or other mental probes.

D'ALLON'S SPELL OF THE MIST OF BLACK MISERY

Level: 4th **Mana Cost**: 5 **Range**: 60'

Duration: 3 minutes(+1 minute per 1.5 Mana) **Area Affected**: any single designated target regardless of size

Effects: The victim becomes wrapped in a clinging black mist that covers it completely no matter where the target goes. All thus covered have every sense completely and 100% blocked, including True Sight, psychic ESP or telepathy, smell, hearing, and all other senses. The sensory deprivation is TOTAL.

MEND SPELL

Level: 4th **Mana Cost**: 2 (+1 per 1' square "mended") **Range**: 30' (+20' per Mages' level)

Duration: 20 minutes (+10 minutes per 0.5 Mana points used as "glue") **Area Affected**: limited only by Mage's Mana

Effects: This is the same as the ***Patch Spell***, but is for wood, metal, or other hard substances.

RORGHULL'S ROT SPELL

Level: 4th **Mana Cost**: 4 **Range**: 120'

Duration: until healed **Area Affected**: 60' diameter sphere

Effects: All within the area up to 8HD rot at 1 point per melee round unless a save versus magik is made, in which case they rot at 1 point per minute. All larger types only rot at 1 point per minute, and if they save, it has no effect at all. If the spell is cast back to the caster for any reason, he will immediately rot for d12 points and at double the rate thereafter. Undead are never affected by this spell.

STARBUCK'S SUNLIGHT SERENADE

Level: 4th **Mana Cost**: 4.5 **Range**: 60'

Duration: 1 minute (+1 minute per 1.5 Mana) **Area Affected**: 30' diameter area (+5' wider per each level over the level needed to use)

Effects: A bright golden sunlight fills the area, and melodious music fills the air. All undead save versus magik, or discorporate! A save still drives them out of the area. Orcs and other light sensitive types don't make saving rolls, they'll just refuse to enter the area!

THE CRIMSON BANDS OF CYTORAKK

Level: 5th **Mana Cost**: 5.5 **Range**: 120'

Duration: 10 minutes (+1 minute per user's experience level over 9th) **Area Affected**: 30' diameter sphere

Effects: The sphere forms of what look like red silk ribbons or bands with a pale glow. All within the sphere of 14HD or a lesser size cannot break free. All larger types break free in 20 melee rounds minus 1 melee round for each level over 14 they are. The sphere is 100% fireproof, and acid only does quarter damage to the bands. Cold makes them brittle, so they are only half as strong as normal.

ELRIC'S ACID RAIN

Level: 5th **Mana Cost**: 5.5 **Range**: 150'

Duration: 10 minutes (+1 minute per experience level over 9th) **Area Affected**: 20' by 10' area, starting at a height pre-called by the caster (that is deducted from the range of the spell)

Effects: A purple and green rolling cloud appears, and it rains fuming nitric acid into the area below itself. Lesser wind spells will not budge it, and lightning will cause the acid to explode in a 6d6, 20' diameter, fireball, putting the rain out for d4 melee turns, but starting up again thereafter.

QUERDLOE'S CLUMSY FIELD

Level: 5th **Mana Cost**: 5 **Range**: 0'

Duration: 5 minutes **Area Affected**: 90' diameter sphere around the caster (he is immune)

Effects: Essentially a "klutz" field, all within it have all attack and defense abilities HALVED for as long as they are in the field, and for d4 melee turns after they leave it. Everyone in the field must make ability rolls each and every turn to see if they tripped and fell, and they must do the same for Dexterity to see if they dropped their weapons or other held items.

DAR-THOM'S DOOMLIGHT SPELL

Level: 6th **Mana Cost**: 7.5 **Range**: 90'

Duration: 3 minutes (+1 minute per 2.5 Mana) **Area Affected**: 30' diameter sphere

Effects: A deep blue glow fills the target area, and little static lightning sparks crackle from everything inside it. All up to 4HD must save versus magik at -4, or die immediately, and if a save is made, they are stunned for d8 melee turns. All over 4HD, but not greater than 8HD, make the same save at -2, and are only stunned for d4 turns. All larger than that save at a normal rate, and failure to make the save results in only 1 melee turn of being stunned. The Doomlight has absolutely no effect on undead, and all dragons and dragon kind are simply tickled by its light. This spell will not work in direct sunlight, and functions best at night or deep into dark caverns or dungeons.

MERLIN'S SPELL OF TRUE SEEING

Level: 6th **Mana Cost**: 7.5 **Range**: 0'

Duration: 1 hour (+1 hour per 2.5 Mana) **Area Affected**: caster only

Effects: The Mage will always see everything as it really is. Thus, he would not even see an illusion, and if an invisible person was around, he would see him. If a person has a face or body mask type spell on to hide his looks, the Mage wouldn't notice it, simply seeing him as he actually was. You get the idea. The one thing that could fool this spell is ***Alagarn's Improved Invisibility Spell*** (9th level), which is 90% effective against ***True Sight***.

DAVALON'S DEATH STAR

Level: 7th **Mana Cost**: 10 **Range**: 120' (+10' per 0.5 Mana)

Duration: 12 melee rounds (+1 melee round per additional 10') **Area Affected**: any single target up to twice the caster's own

Effects: A blue-white "star", 3' in diameter, flies from the caster's hand at 120' per turn, and homes in on the designated target. All hit must save versus lightning, cold, fear, and lose d3 levels. Its power is equal to the caster's own hit dice, but the value is divided equally between cold and lightning. Please note, it will detonate (30' globe) at the end of its maximum range if no target has been hit.

VOOR-HING'S SPELL OF THE EATER FROM WITHIN

Level: 7th **Mana Cost**: 9.5 **Range**: 90'

Duration: until the target's death **Area Affected**: any single visible target

Effects: A one inch diameter blood red ball of light zips from the caster's outstretched finger tip to the target and disappears within him. The very next melee turn, unless countered with an immediate disease curing ritual simultaneously with a magikal self healing (light or heavy) spell, it will commence draining 1 life level and "eating" the insides of its target at d8 points each and every melee turn. It will "live" and thus eat/drain for as many melee rounds as its caster has experience levels over the 13th level plus the initial 6 melee turns. While under this form of attack, no sentient being can cast spells or the like without rolling on the ***Magik Fumble Chart*** (due to the intense pain), and all who try to fight have their attacks and defenses reduced by -3. If thwarted for any reason from entering its intended target, it will simply keep attacking the next closest target until it hits home. One attack per melee round is all it gets, and each turn thus spent looking for a target of course shortens its "life" by one turn.

ELRIC'S SPELL OF DISINTEGRATE MAGIK METAL

Level: 8th **Mana Cost**: 20 **Range**: 30' long cone

Duration: immediate **Area Affected**: all within the cone

Effects: This spell forms a cone stretching the Mage's finger tip to 20' wide at its farthest reach. All metal of magikal manufacture, such as magik armor or weapons, are immediately disintegrated if they fail their saving throw (at a -4 save) as outlined on the ***Magikal Equipment Saving Throw Matrix***.

ELRIC'S SPELL OF THE ASTRAL EYE

Level: 9th **Mana Cost**: 10 **Range**: up to 360' per melee turn

Duration: 5 minutes (+1 minute per 2.5 Mana) **Area Affected**: 360' per melee round on the astral plane (+180' per melee round on caster's plane of existence)

Effects: A 3" diameter palely glowing golden eye appears on the astral plane, and can be sent flying to explore that plane. The caster can see through it, and can sense magik like a 1st level ***Detect Magik*** spell. It can "drop out" from the astral plane to the "normal" plane and search there also, but at only half its usual speed. Only magik higher than 5th level can affect it, and only magik weapons of +3 or better can hit it. Its AC is 2+2, and it can absorb up to 36 damage points before it is destroyed. If it is destroyed, then the caster will take 2d12 psychic attack damage (no saving roll).

SAVOY'S STAR THUNDER SPELL

Level: 10th **Mana Cost**: 18.5 **Range**: 360'

Duration: immediate **Area Affected**: 5d10' diameter sphere

Effects: A scintillating multicolored 6" ball of light zips from the caster's fingertip to detonate at the distance called out prior to firing. The blast does 4d8 sonic, old, and lightning damage, and causes paralysis. Also, all within the sphere must save versus blindness exactly like for a "flash" spell. Thus, the victims must make four saving throws (no save for the sonic damage), and suffer accordingly.

TALSO'S SPELL OF THE BLACK BINDING

Level: 11th **Mana Cost**: 18.5 **Range**: see Effects

Duration: see Effects **Area Affected**: see Effects

Effects: The Mage purposively slays a person within his magik pentacle of power, trapping the unfortunate's soul and life levels, and binding them to him. Thereafter, the dead victim's life levels are drained or blasted away instead of the Mage's when attacked by undead or the like. Of course, when all the dead person's life levels are gone, the Mage loses his own, until he can perform another of these dread rituals!

MARYINDI'S SPELL OF THE ELEMENTAL SELF

Level: 12th **Mana Cost**: 25 (+5 Mana per minute of transformation) **Range**: Self

Duration: variable **Area Affected**: self only

Effects: The Mage is transformed into a fully functional elemental of his choice type. Full elemental powers are his, but for every minute in that form, there is a 10% chance of the change being permanent and irrevocable. This chance is lessened by 1% for each level of experience over the 24th the Mage is.

TIME LINING

Level: 15th **Mana Cost**: 45 (+15 per minute in time forward or +45 per minute in time backward) **Range**: Self

Duration: variable **Area Affected**: self only

Effects: The Mage literally time travels (in place). However, any attempt to change past events causes the fabric of the universe to "squeeze out" and eject into limbo the "irritant" that is causing the problem: the Mage!

DRUIDICAL MAGIK

SALATYRA'S BASIC RITUAL OF PASSING THROUGH BRIARS & LESSER PLANTS

Level: 1st **Mana Cost**: 1 (+.5 per 10' passed through over the first 10') **Range**: self only

Duration: until completely passed through **Area Affected**: self only

Effects: The Druid glows a pale green, and the briars and lesser plants writhe out of his way, forming immediately behind as he passes.

BALKWYR'S BASIC RITUAL OF THE CALLING OF THE LESSER WINDS

Level: 2nd **Mana Cost**: 2 **Range**: up to 120'

Duration: 1 minute (+1 minute per 0.5 Mana) **Area Affected**: variable

Effects: A wind or breeze is conjured that has sufficient force to blow out candles and move gas at 10' per turn, for as long as the Druid powers it.

KHERMAL'S PUISSANT COLOR OF MYSTICAL MAGIK

Level: 3rd **Mana Cost**: 4 **Range**: up to 60'

Duration: 10 melee turns (+1 melee turn per 1 Mana) **Area Affected**: 10' by 10' wall

Effects: An auroral wall of light appears, doing the following to all who touch it:

- YELLOW will cause all up to 6 HD to fall asleep
- BLUE causes paralysis
- RED does 2d20 heat damage
- GREEN does 2d8 kinetic "punch" damage
- GOLD acts as Clerical Undead Turn Away equal to the caster's level
- VIOLET causes fear
- SILVER does 2d20 cold damage
- BLACK causes blindness

Please note that the paralysis, sleep, and blindness last for 1 minute plus 1 minute for each experience level the caster is over the 3rd.

ARABUHL'S SPEAR OF FIRE SPELL

Level: 4th **Mana Cost**: 4.5 **Range**: 90' (+5' per experience level over the level required for this spell's use)

Duration: until thrown **Area Affected**: variable

Effects: A 7' long oaken spear with a silver head flies fierily from the Druid's hand and attacks as a +3/+3 magik flaming spear. It does normal spear damage plus 2d6 flame damage, and all undead must save against fear or flee if struck. There is a 50% chance of all who are hit catching fire for d6 damage per melee turn for d6 melee turns.

TAORAEN'S SPELL OF THE FIELDS OF FAMINE

Level: 5th **Mana Cost**: 6.5 **Range**: 0'

Duration: 1 second per 1' radius (+d10 melee rounds per caster's level of experience over the level required to use this spell) **Area Affected**: 30' radius (+5' per caster's level of experience over the level required to use this spell)

Effects: All plant life within the prescribed radius withers and dies, turning black and crumbly. The ingestion of the blighted plants, either through eating or breathing the dust, causes acute nausea, vomiting, dizziness, and has a 10% chance of causing death in d20 minutes unless a cure disease ritual is performed.

CUELCHAIN'S SPELL OF THE FOG OF FEARFUL EFFECT

Level: 6th **Mana Cost**: 6.5 **Range**: 60' (+10' per experience level over 6th)

Duration: 3 minutes (+1 minute per 1.5 Mana) **Area Affected**: a wall 12' long by 9' high by 3' thick (+1' added to each dimension for every level of experience over 6th)

Effects: A blue-gray wall of roiling and writhing fog that smells like orange blossoms appears, and all who even touch it take 2d8 poison damage, and must save versus confusion or be totally confused and helpless for d12 melee turns. Additionally, all undead who touch it must save versus fear at -5 or flee! Undead also suffer 2d12 damage instead of 2d8.

CHANCER'S SPELL OF THE GOLDEN FOG OF LIGHT AND REASON

Level: 7th **Mana Cost**: 7.5 **Range**: 0'

Duration: 5 minutes (+1 per 1.5 Mana) **Area Affected**: 30' radius around the caster

Effects: A golden flowing fog pours from the Druid. Visibility for all those within becomes only 3', except for the Druid who can see normally. All inside the fog, which smells like honey and cinnamon, must save versus magik at -5, or become immobilized in a rapturous contemplation of the grandness of the great universe (they're happily befuddled and bemused, feeling good will towards all, and having no desire to do anything except think nice thoughts). Outside the fog, this effect will last for 1 minute for every level a victim is less than the 20th level of experience. Undead, however, are affected differently, in that they must save versus magik at -3, or discorporate entirely! If they save, they still suffer d6 damage per each level the spell caster is, and said damage can regenerate only at 1 point per day.

CLERICAL SPELLS

CRIMBLEY'S SPELL OF THE MENDING CLOTH

Level: 1st **Mana Cost**: 1 per each 2' square mended **Range**: 3'

Duration: variable **Area Affected**: variable

Effects: The Cleric can magikally mend cloth, leather, and other "softer" substances at the rate of 2' square per 10 minutes, unless the item is magik, in which case it takes double the mana cost and triple the time.

VELADORN'S SPELL OF THE FINDING OF DOORS MOST HIDDEN

Level: 2nd **Mana Cost**: 2 **Range**: 0'

Duration: 30 seconds **Area Affected**: 15' radius around the Cleric

Effects: All secret doors and such are outlined in pale green light exactly.

CRIMBLEY'S SPELL OF THE MENDING WOOD

Level: 3rd **Mana Cost**: 3 per 2' square of mended wood **Range**: 6'

Duration: variable **Area Affected**: variable

Effects: This spell is exactly like ***Crimbley's Spell Of The Mending Cloth***, but it is for wood only.

TUATHA'S RITUAL OF THE BINDING CHAINS OF LIGHT

Level: 3rd **Mana Cost**: 4.5 **Range**: 3'

Duration: 10 minutes (+1 minute per 1.5 Mana) **Area Affected**: any single target

Effects: Glowing chains of golden light form around the undead in question, and bind him so securely he cannot move, fly, become gaseous, or otherwise get away. For each level the Cleric is, there is a 10% chance that the chains cannot be broken or gotten out of by the undead. This is lessened by 3% per hit dice in size that the undead is larger than the Cleric. As this is a ritual, and it takes 3 minutes to complete, it is usually used in pinning vampires who are asleep to their coffins and the like. It only affects undead. It is the only known ritual that is always effective versus all undead (pursuant to the limitations described above).

TYR'S SPELL OF THE HEAVENLY UMBRELLA

Level: 3rd **Mana Cost**: 3 (+.5 per minute over what the initial time according to Clerical level) **Range**: above the Cleric

Duration: 5 minutes (+1 minute per Clerical level over 5th) **Area Affected**: 5' diameter hemisphere above caster

Effects: A pale green and shimmering umbrella like dome appears above the Cleric's head, and sheds all rain, liquid ooze, slim, and the like. However, it only covers him down to his shoulders, so some might splash onto him if he's not careful.

STANSON'S STONES TO SPIDERS SPELL

Level: 4th **Mana Cost**: 4.5 **Range**: 30'

Duration: 3 minutes **Area Affected**: variable

Effects: The Cleric tosses sand, pebbles, and rocks while chanting this spell, and they metamorph into spiders. There will be 1 hit dice of ½ HD spiders (i.e., two of them) for each level of the Cleric. Each spider can bite for 1 damage point, and has d8 venom that it can use in d8 bites at its discretion. They are AC 8, and can move 20' every melee turn, with an ability to jump up to 3'.

TUATHA'S ADVANCED RITUAL OF THE BINDING CHAINS OF LIGHT

Level: 5th **Mana Cost**: 10 **Range**: 30'

Duration: 1 hour (+30 minutes per 3 Mana) **Area Affected**: any single undead target

Effects: An advanced version of the 3rd level ritual, this ritual can be performed up to 1 hour prior to actually "casting the chains", and is thus used a little like a spell. The chains will automatically hold all undead up to and including wights in power, and all greater types have only a 10% chance per their own level larger than the Cleric. If the Cleric is a higher level than they are, they simply cannot break free. However, if they are larger than the Cleric and they do manage to break the chains, they will take 4d6 damage that they can regenerate at only 1 point per day.

CRIMBLEY'S SPELL OF THE MENDING METAL (LESSER)

Level: 6th **Mana Cost**: 6 per each 2' square of metal mended **Range**: 9'

Duration: variable **Area Affected**: variable

Effects: Exactly as the two lesser mending spells, this spell only works on metal. However, it can't repair intelligent metal.

BADLEY'S SPELL OF THE MENDING METAL (GREATER)

Level: 8th **Mana Cost**: 10 per each Intelligence point of the metal (such as magik weapons sometimes have) **Range**: 3'

Duration: variable **Area Affected**: any single intelligent metal object

Effects: The item is completely restored, much as a person is healed by a Cleric. The process must be completed within 25 hours of its start or the "soul" of the metal object leaves for good. This is the only known way to repair broken magik weapons and retain all of their powers.

NEW SPELLS

MAGE SPELLS

APHRODISIAC AURA

Level: 1st **Mana Cost**: 1 (+1 per hour) **Gold Cost**: 150 GS

Range: self **Duration**: 1 hour

Area Affected: all within 20' of user **Weeks to Learn**: 1

Effects: Adds +3 to Charisma versus same sex, and +8 versus opposite sex. If concentrated on one person, it causes love or desire.

LOCK JAW

Level: 1st **Mana Cost**: 1 **Gold Cost**:

Range: 60' **Duration**: 1 minute per level

Area Affected: one being per 3 levels **Weeks to Learn**:

Effects: Causes the target's mouth to shut in an uncontrollable rigid spasm. Cure Lock Jaw is the same spell in reverse.

MUSCLE SPASM

Level: 1st **Mana Cost**: 1 **Gold Cost**: 150 GS

Range: 60' **Duration**: 1 melee turn

Area Affected: one being per 3 levels **Weeks to Learn**: 1

Effects: Causes an uncontrollable muscular spasm. In large monsters, only a part is affected.

DUNKLEMEYER'S SPELL OF THE TARANTELLA

Level: 2nd **Mana Cost**: 2 **Gold Cost**: 2,000 GS

Range: 60' **Duration**: 1 minute per level

Area Affected: 30' diameter **Weeks to Learn**: 3

Effects: All hit begin an uncontrolled whirling, jumping, gyrating dance of wild abandon. They cannot stop, and whirl in random directions.

KARMER'S SPELL OF WINE TO POISON

Level: 2nd **Mana Cost**: 3 **Gold Cost**: 350 GS

Range: 10' (+1' foot per level over third level) **Duration**: 1 minute

Area Affected: 1 pint in volume (plus half a pint for every two levels over level required for use) **Weeks to Learn**: 3

Effects: The amount of wine indicated becomes d8 poison. The poison increases d8 in potency for each 3 levels over level required for use.

PATCH SPELL

Level: 2nd **Mana Cost**: 2 (+1 per each square foot "patched") **Gold Cost**: 250 – 500 GS

Range: 39' (+20' per level over level required for use) **Duration**: 20 minutes (+10 minutes per .5 Mana used as "glue")

Area Affected: limited only by Mage's mana **Weeks to Learn**: 2

Effects: Cloth, sails, leather armor, and the like can be "patched up" to hold together.

SKORZANDON'S MIRROR

Level: 2nd **Mana Cost**: 2 **Gold Cost**: 250 GS

Range: 60' **Duration**: 1 melee round

Area Affected: 15' x 10' until dispelled or touched **Weeks to Learn**: 2

Effects: A mirror is placed between the Mage and the target, so he sees himself and not the user.

THURLDON'S REVERSAL

Level: 2nd **Mana Cost**: 2.5 **Gold Cost**: 300 GS

Range: 60' **Duration**: instantaneous

Area Affected: one target **Weeks to Learn**: 2

Effects: The target saves versus magik or is immediately turned 180 degrees. Up to 2 dice per level is affected.

TIMAHARN'S BLIND SPOT SPELL

Level: 2nd **Mana Cost**: 2 **Gold Cost**: 300 GS

Range: 120' **Duration**: 5 minutes per level

Area Affected: single target **Weeks to Learn**: 2

Effects: The target cannot see the Mage, even with true sight, helms, and the like. He has a "blind spot".

TOROZON'S SLIPPERY SPELL (THE BANANA PEEL SNEAK)

Level: 2nd **Mana Cost**: 2 (+1 per level over 3rd) **Gold Cost**: 500 GS

Range: 60' **Duration**: 5 minutes per level (+ 5 per level over 3rd)

Area Affected: 10' square (+5' per user level over 3rd **Weeks to Learn**: 2

Effects: The area hit becomes zero coefficients – total absence of friction.

HILDAGARDE'S HEAVY HELPER

Level: 3rd **Mana Cost**: 4 **Gold Cost**: 600 GS

Range: 15' (+5' per level over level required for use) **Duration**: variable

Area Affected: 10' cube (+1' per level over level required for use) **Weeks to Learn**: 3 – 4

Effects: A 10' cube of wet sand appears. It cannot be dissipated by itself, and can bury any creature unlucky enough to be located under it.

JAHK'S SPELL OF THE SINGING STAR

Level: 3rd **Mana Cost**: 3.5 **Gold Cost**: 600 GS

Range: 60' **Duration**: 1 minute per level

Area Affected: 30' diameter around the star **Weeks to Learn**: 3

Effects: A 6 pointed Star of David (gold and 2' across) appears and sings with music. All intelligent monsters within the area must save versus charm, or sit enraptured.

JHEEP'S CHEAP SPELL (THE BIG BARGAIN SPELL)

Level: 3rd **Mana Cost**: 3 (+1 per extra 5 minutes) **Gold Cost**: 650 GS

Range: N/A **Duration**: 10 minutes

Area Affected: self only **Weeks to Learn**: 4

Effects: The Mage can bargain as a Trader (see the ***Trader*** for details) half his own level.

MINDAN'S DANCING AXE OF DONDURA

Level: 3rd **Mana Cost**: 3.5 (+1 per melee round after the initial period of time) **Gold Cost**: 1,200 GS

Range: 20' (+5' per level over level required for use) **Duration**: 3 melee rounds (plus 1 round per level over level required for use)

Area Affected: selected target **Weeks to Learn**: 4

Effects: The Mage conjures a +1 battle axe that attacks its target at the Mage's own Dexterity, but equivalent in all ways to a Warrior of the same level as the Mage.

MORDEN'S BACKWARD BLAST

Level: 3rd **Mana Cost**: 3 **Gold Cost**: 600 GS

Range: 60' **Duration**: 10 minutes

Area Affected: single target **Weeks to Learn**: 3

Effects: The target does everything in reverse: talk, move, etc.!

SHOLNON'S SECRET SPY SPELL

Level: 3rd **Mana Cost**: 3 (+.5 per minute over that which is the base) **Gold Cost**: 550 GS

Range: 1 mile per level **Duration**: 1 hour per level

Area Affected: single target **Weeks to Learn**: 3

Effects: The target's voice is always audible to the Mage, at the Mage's will.

SPORLING'S WALL OF WHIMSY (THE WEIRD WALL)

Level: 3rd **Mana Cost**: 3.5 **Gold Cost**: 800 GS

Range: 60' **Duration**: 1 minute per level

Area Affected: a wall (10' x 10' for 1st – 5th level, up to 20' x 20' for higher levels) **Weeks to Learn**: 3

Effects: A wall of blue light causes one whimsical thing to happen to whatever penetrates. It could be he levitates, turns blue, his next spell reverses, etc.

XUNDOMYRE'S VIGILANT EYE

Level: 3rd **Mana Cost**: 4.5 (+1 per 5 minutes over the initial) **Gold Cost**: 800 GS

Range: 100' per level **Duration**: 10 minutes

Area Affected: **Weeks to Learn**: 3

Effects: An eye or mouth can be set (floating) to guard. At the approach of anything, it flies back (24" per melee turn), and tells the Mage.

KAROLE'S STUPENDOUS SPELL OF THE SEVEN LEAGUE BOOTS

Level: 4th **Mana Cost**: 5 **Gold Cost**: 6,000 GS

Range: 15 miles per user level **Duration**: 5 steps (see Effects)

Area Affected: boot wearer only **Weeks to Learn**: 9

Effects: The user "dimensions steps" each time he steps, moving 3 miles per step. He also "sees" the country he moves through as he "stretches", so he knows where he's been.

KORUM'S SPELL OF THE ENIGMATIC EYE

Level: 4th **Mana Cost**: 4 (+.5 per hour) **Gold Cost**: 1,500 GS

Range: 60 miles per caster level **Duration**: 1 day per user level over that required for use

Area Affected: centered on target **Weeks to Learn**: 4

Effects: A glowing, red, 1' eye hovers always within 10' of the victim's left, rear shoulder. With it, the caster always "knows" where the target is.

ELRIC'S THUNDER BALL

Level: 4th **Mana Cost**: 6 **Gold Cost**: 1,000 GS

Range: 90' **Duration**: 2,000 GS

Area Affected: 5' detonation radius upon impact **Weeks to Learn**: 6

Effects: A combined Ball Lightning and Fireball, the damage is split between them, and two saves are required.

MORBAERA'S SPELL OF THE VIOLENT VERTIGO

Level: 4th **Mana Cost**: 4 (+1 per melee round) **Gold Cost**: 1,360 GS

Range: 90' **Duration**: 4 melee rounds

Area Affected: 20' diameter area **Weeks to Learn**: 5

Effects: All within the field are afflicted by violent sensations of vertigo and dizziness. If the save is failed, they are -4 on all attacks and defenses (they are still -2 if they make their save) for as long as they are within the field and for d10 melee rounds after they leave the sphere.

PAH-KKER'S PAIN BLAST

Level: 4th **Mana Cost**: 4 **Gold Cost**: 1,492 GS

Range: 120' **Duration**: 20 - victim's level = # of turns

Area Affected: 30' diameter **Weeks to Learn**: 5

Effects: A blast of sheer pain hits all in the area of effect. All within go insane with pain for the number of turns less than 20th level they are.

SANTANDER'S WASP SPELL

Level: 4th **Mana Cost**: 4.5 **Gold Cost**: 5,000 GS

Range: up to 100' radius from caster **Duration**: 5 melee rounds

Area Affected: range of the conjured wasp **Weeks to Learn**: 5

Effects: A 3 HD, AC 5, Speed 24 wasp appears that the user controls within 100' of himself. Its sting has venom equal in HD to user's level.

TIRINYO'S SPELL OF THE WALL OF ICE AND FIRE

Level: 4th **Mana Cost**: 6 (+1.5 per melee round after the initial duration) **Gold Cost**: 2,000 GS

Range: 30' **Duration**: 6 melee rounds

Area Affected: a wall 15' long by 10' high by 2' thick **Weeks to Learn**: 9

Effects: A wall of ice is conjured but hidden by walls of roaring flames, which does d8 heat damage. Any creature breaking through the wall of ice also takes d8 points of damage. This spell is reversible where the flames are trapped within the wall of ice. However, the ice flickers and glows eerily because of this.

WARAGEN'S NIGHT WALKER (THE UNWANTED VISITOR)

Level: 4th **Mana Cost**: 6 (+1.5 per melee round after the initial duration) **Gold Cost**: 1,750 GS

Range: 60 miles (+5 miles per level over level required for use) **Duration**: 6 melee rounds

Area Affected: special **Weeks to Learn**: 7

Effects: The Mage causes a specific area (a house, one wing of a castle, a certain section of town, etc.) to be "haunted" by stealthy footsteps, soft evil laughter, faint clinking chains, and other various sundry and spooky sounds.

ZYM'S SPELL OF THE ONE-WAY DARKNESS

Level: 4th **Mana Cost**: 4 (+1 per 5 melee rounds after the initial period) **Gold Cost**: 2,000 GS

Range: up to 30' distant **Duration**: 5 melee rounds

Area Affected: 10' diameter **Weeks to Learn**: 4

Effects: The Mage creates a hemispherical area of inky blackness totally impervious to all forms of magikal sight or light. However, the caster may see out of the area much in the way a person sees through a one-way mirror.

AZORN'S FEARFULLY FIERY FIST SPELL

Level: 5th **Mana Cost**: 5 (+8 per each additional fist) **Gold Cost**: 3,600 GS

Range: 240' **Duration**: until makes physical contact

Area Affected: one target per fist **Weeks to Learn**: 10

Effects: A basket ball sized, flaming, giant fist streaks towards the target(s), and attacks as a +1 mace wielded by a Warrior half the user's size, doing 2d6 fire and d6 impact damage, and causing those hit to save versus fear. Victim's 1+1 dice in size or less are bowled over.

D'ALLON'S SPELL OF MAGNIFICENT MYSTIFICATION

Level: 5th **Mana Cost**: 3.5 **Gold Cost**: 8,600 GS

Range: 90' **Duration**: 10 minutes

Area Affected: varies with each victim **Weeks to Learn**: 8

Effects: The target sees himself in a maze of mirrors that leads him, at random, where it will. Inside, he can neither see, hear, nor feel anyone else, only the mirrored maze. Dispel magik only strengthens the spell (disintegrate dispels it).

"HOMING" FOR MAGIK MISSILES

Level: 5th **Mana Cost**: as for Magik Missile (+5 per missile) **Gold Cost**: 3,000 GS

Range: as for Magik Missile **Duration**: until used

Area Affected: the missiles **Weeks to Learn**: 3

Effects: The Magik Missiles gain the ability to "home in" on the target.

KHOREB'S CURSE OF THE SCREAMING SKULL

Level: 5th **Mana Cost**: 5.5 (+.5 per 10 minutes of sending) **Gold Cost**: 4,800 GS

Range: 100 miles per caster level over level required for use **Duration**: 10 minutes

Area Affected: specific single entity or area **Weeks to Learn**: 12

Effects: A fiery skull appears each night to wail, scream, gibber, moan, and mouth obscenities at the target for the number of nights times the user's level. Only a "00" roll dispels it.

MORGAULT'S MAGIK MISSILE OF SLAYING

Level: 5th **Mana Cost**: 6.5 **Gold Cost**: 8,800 GS

Range: as for Magik Missile **Duration**: until used

Area Affected: any single target **Weeks to Learn**: 8

Effects: This spell is identical to the normal Magik Missile, but may be memorized to slay any single type. If a save is made, it still does missile point damage.

SAHACHANDER'S SUNBURSTS

Level: 5th **Mana Cost**: 7.5 **Gold Cost**: 9,800 GS

Range: 180' **Duration**: instantaneous

Area Affected: 30' diameter ball **Weeks to Learn**: 6

Effects: A combined of Thunder Ball and Flash, all hit will need to make 3 saves.

SCHARPE'S SEX SWAP (THE CHANGEOVER SPELL)

Level: 5th **Mana Cost**: 5 **Gold Cost**: 2,000 GS

Range: 60' **Duration**: 1 hour

Area Affected: single entity **Weeks to Learn**: 9

Effects: The target has their sex changed to the opposite of its original.

SLYGON'S SILVER SPIRAL OF SLEEP

Level: 5th **Mana Cost**: 9 (+5 per 20 minutes beyond the initial duration) **Gold Cost**: 18,000 GS

Range: 60' **Duration**: 1 hour

Area Affected:, a 9' high, 3' wide, whirling and swaying spiral (until dispelled) **Weeks to Learn**: 17

Effects: A glowing, silver spiral of dancing motes, there is a 10% chance per level less than 20th that the spiral will attract, hypnotize, and put to sleep all who see it. The victim's chance to be affected is reduced by -5% per Intelligence point they have over 12.

YATHAGON'S PERFECT DOME OF DYNAMIC DEFENSE

Level: 5th **Mana Cost**: 5.5 (+.75 per melee round) **Gold Cost**: 3,800 GS

Range: around caster **Duration**: 1 minute

Area Affected: variable area around caster **Weeks to Learn**: 5

Effects: A glittering, silver translucent dome (7' high and 10' across per user level over 5th), the spell reflects back all physical attacks just as they were made. A slow, slow walk does penetrate it.

CHARONARD'S WRAITH HOLD

Level: 6th **Mana Cost**: 7.5 **Gold Cost**: 5,000 GS

Range: N/A **Duration**: 1 hour (+1 per level over level required to use)

Area Affected: self **Weeks to Learn**: 6

Effects: The user becomes a wraith in all respects.

CHARONARD'S SPELL OF THE VAMPIRE HEART

Level: 6th **Mana Cost**: 12.5 (+4 per hour) **Gold Cost**: 11,000 GS

Range: **Duration**:

Area Affected: self **Weeks to Learn**: 6

Effects: This is identical to ***Charonard's Wraith Hold***, but the user becomes a Vampire.

HADAAG'S HORROR (THE HAND OF HERCULES)

Level: 6th **Mana Cost**: 20 (+.5 per mile traveled) **Gold Cost**: 36,000 GS

Range: 10 miles per user level **Duration**:

Area Affected: single victim or area (example: "all in such and such room or house!") **Weeks to Learn**: 28

Effects: A huge hand with a 7' wood club attacks the target (AC 2 and Dexterity as for the caster). It hits like Fire Giant with a maul, and strikes for as many times as the caster has levels!

KLYNT'S CUBE OF BAFFLING BEAUTY

Level: 6th **Mana Cost**: 6 (+1 per melee turn) **Gold Cost**: 7,000 GS

Range: N/A **Duration**: 3 melee rounds

Area Affected: 10' cubic area around user **Weeks to Learn**: 6

Effects: A cube of indescribable colors and sounds surrounds the user (immobile). All intelligent creatures within sight of it that miss their save (at -6), become so intrigued, they never try to harm it.

NOAD'S BANE (THE BLUE BANSHEE OF SHAAMT)

Level: 6th **Mana Cost**: 7.5 (+1.5 per 10 minutes) **Gold Cost**: 9,500 GS

Range: 100 miles per user level **Duration**: 10 minutes

Area Affected: any single area or person (it appears there) **Weeks to Learn**: 10

Effects: A glowing, blue, banshee like apparition flies all around (or through) the target castle, town, etc., all the while wailing, screaming, moaning, etc.

RUSSALLA'S SPELL OF THE DEMONIC DANCE OF DEATH

Level: 6th **Mana Cost**: 6 (+1 per melee over 10) **Gold Cost**: 3,500 GS

Range: 120' **Duration**: 10 melee rounds (+1 melee round per level over level required for use)

Area Affected: variable (at caster's option, it may affect up to 20 dice worth of targets) **Weeks to Learn**: 9

Effects: All who fail their saving roll are immediately gripped by a sustained muscle spasm spell that does d8 damage per melee round, renders all attacks and defenses to -8, and cuts movement to half normal.

SAVOY'S SILENT SLAYER

Level: 6th **Mana Cost**: 6.5 (plus regular Magik Missile spell) **Gold Cost**: 9,000 GS

Range: as for Magik Missile **Duration**: until used

Area Affected: single target **Weeks to Learn**: 6

Effects: A Magik Missile of Slaying (specific beings, not types) will wait in ambush wherever set for its target – forever!

SKORN'S IMMACULATE SKY SYMBOL

Level: 6th **Mana Cost**: 6 (+.5 per 10 minutes) **Gold Cost**: 8,000 GS

Range: 100 miles per user level over level required for use **Duration**: 1 minute

Area Affected: any single building or geographic area **Weeks to Learn**: 8

Effects: At a height of 10' per user level, a flaming symbol, name, etc. of choice appears in the sky along with the appropriate music!

CHARONARD'S SPECTRAL SPELL

Level: 7th **Mana Cost**: 9.5 **Gold Cost**: 8,500 GS

Range: N/A **Duration**: 1 hour

Area Affected: self **Weeks to Learn**: 9

Effects: The user becomes a spectre in all respects.

DARVOHL'S HAND OF DOOM (THE SHADOW ASSASSIN)

Level: 7th **Mana Cost**: 10 (+1 per additional mile) **Gold Cost**: 10,000 GS

Range: 10 miles per user level (it goes there) **Duration**: see Effects

Area Affected: near target **Weeks to Learn**: 16

Effects: A shadowy black hand that carries a blood red dagger stabs the victim the number of times as user has in levels. It attacks as an Assassin equivalent in level to the caster!

FAZALLA'S FRIEND FROM BEYOND

Level: 7th **Mana Cost**: 10 (+1 per melee turn) **Gold Cost**: 8,756 GS

Range: N/A **Duration**: 1 melee round

Area Affected: **Weeks to Learn**: 8

Effects: The Mage can summon from the dead a friend (close) to fight for him. There is a d6 melee turn delay before he appears.

GREEN DEATH (THE SERPENT'S OF SHARDOOM)

Level: 7th **Mana Cost**: 10 (+.5 per 5 minutes time) **Gold Cost**: 18,000 GS

Range: within 90' of caster **Duration**: 10 minutes

Area Affected: special **Weeks to Learn**: 21

Effects: Misty, 3' – 4' long serpents (1 for every two levels of the user) appear in the air near the caster, and move to or wait for the target. They bite for d3 points (and a number of times equal to the user's level), leave an acid like burn for d4 more points, and poison with venom for 3d6 points.

MARYINDI'S SPELL OF SUPER TELEKINESIS (TRACTOR PRESSER BEAM)

Level: 7th **Mana Cost**: 7.5(+.5 per melee turn) **Gold Cost**: 10,000 GS

Range: 120' **Duration**: 5 melees per level over that required for use

Area Affected: 1 object under 450 pounds within line of sight **Weeks to Learn**: 9

Effects: A cone shaped force, similar to that cast by a cold wand, exerts enough pressure to move 300 pounds (plus an additional 30 pounds per level over level required for use).

OH'WEN'S SPELL OF THE RED AWFULNESS

Level: 7th **Mana Cost**: 7.5 **Gold Cost**: 13,000 GS

Range: 120' **Duration**: 3 melee rounds

Area Affected: 5' diameter cloud around target **Weeks to Learn**: 12

Effects: A cloud of red mist forms about the target, dissolving him at 2d10 per turn. Only a Finger of Death will stop it!

PAERRAEN'S HAND OF HELL

Level: 7th **Mana Cost**: 8 **Gold Cost**: 11,500 GS

Range: touch **Duration**: until used

Area Affected: self **Weeks to Learn**: 15

Effects: The Mage's hand has faint black flames all over it. It, like a Magik Missile of Slaying, can be set to slay any single type.

RUSSALLA'S REFLECTOR SHIELD

Level: 7th **Mana Cost**: 7.5 (+2.5 per additional minute) **Gold Cost**: 15,000 GS

Range: 3' **Duration**: 1 minute

Area Affected: near self **Weeks to Learn**: 12

Effects: This spell is like the Shield Spell, but it bounces spells at 2 levels per each user level over the level required for use.

SAVOY'S SPELL OF THE SILVER SERPENT

Level: 7th **Mana Cost**: 8.5(+3.5 per melee round over the initial duration) **Gold Cost**: 3,300 GS

Range: 120' (+10' per level over level required for use) **Duration**: 3 melee rounds

Area Affected: within sight of caster **Weeks to Learn**: 9

Effects: A translucent silver cobra appears, and will fight for the conjurer for 3 melee rounds. The serpent has 1 dice in size per level over the level required for use (1 die base). Its venom does the same. Its AC is 3, and its Dexterity is equal to the conjurer's +2. The serpent can fly 120' feet per turn.

THE RED SENDING OF SORROW (ARCHOM'S BANE)

Level: 8th **Mana Cost**: 20 (+1 per additional mile) **Gold Cost**: 30,000 GS

Range: 10 miles per user level over level required for use **Duration**: 1 minute

Area Affected: named target (person or item) or location (directions given) **Weeks to Learn**: 24

Effects: The wraith or fire elemental appears at the Mage's spot then moves to victim, and attacks like a combined wraith and fire/air elemental (see the ***True Elementals*** chart in this volume). If it is thwarted in its attack, it will return and slay the sender if no other is available!

SARCHIMUS'S SENDING (THE TERROR!)

Level: 8th **Mana Cost**: 20 (+1 per additional mile) **Gold Cost**: 30,000 GS

Range: 10 miles per user level **Duration**: 1 minute

Area Affected: named target (person or item) or location (directions given) **Weeks to Learn**: 24

Effects: The shadow elemental appears at the Mage's spot then moves to victim, and attacks like a combined air elemental and shadow, but can be instructed to strangle, smother, etc.

CAOWYN'S SPELL CATCHER

Level: 10th **Mana Cost**: 15 **Gold Cost**: 18,000 GS

Range: 0 **Duration**: 1 hour

Area Affected: 10' radius around caster **Weeks to Learn**: 12

Effects: An invisible aura of magik spell trapping forms around the Mage lasting 1 hour or until any incoming magik (as in a spell, wand blast, etc.) enters the field. The field traps the spell, and the Mage then has 1 melee round (plus 1 per level over the level required for use) to redirect or dump the spell as if it were his own.

JHEM'S SPELL OF THE FAR TERMINUS

Level: 10th **Mana Cost**: 20 **Gold Cost**: 18,000 GS

Range: 240' **Duration**: instantaneous

Area Affected: single target (up to 2 dice times the user's level) **Weeks to Learn**: 16

Effects: The target is immediately dimensionally teleported to a time, universe, and world at random. If a save is made, he is still dimension doored in a random way.

TARNHELM'S SPELL OF THE REGENERATED MANA

Level: 10th **Mana Cost**: 25 **Gold Cost**: 15,000 GS

Range: N/A **Duration**: instantaneous

Area Affected: self only **Weeks to Learn**: 15

Effects: The spell may only be used once per day (25 hours). It simply regenerates d100 Mana points. For every Mana point regained, the Mage is incapacitated for 1 melee round (i.e. he must sit and get over the dizziness, nausea, etc.).

CHARMICHAEL'S SPELL OF THE ASTRAL STORM

Level: 15th **Mana Cost**: 20 (+5 per melee round over the initial 3) **Gold Cost**: 10,000 GS

Range: 60' **Duration**: 3 melee rounds

Area Affected: 30' spherical area **Weeks to Learn**: 18

Effects: The Mage conjures an astral ice storm that does 3d8 physical damage per melee round to any creature caught in it. This ice storm is magikal, and thus will hit any creature, but only on the Astral or Ethereal plane.

KRUBACK'S BANE (THE SPELL OF THE SPIRALING DEATH)

Level: 20th **Mana Cost**: 20 **Gold Cost**: 35,000 GS

Range: must see to use (via crystal ball, in person, etc.) **Duration**: instantaneous

Area Affected: single victim (regardless of size) **Weeks to Learn**: 28

Effects: The victim is dimension ported to a small pocket universe. There is a Hell Spiral there. He may walk it to a random universe (flinch and die!), or sit and suffocate in 1 hour!

PHANCH'S SPELL OF THE FELL GATES OF HELL

Level: 20th **Mana Cost**: 25 **Gold Cost**: 50,000 GS

Range: 360' **Duration**: instantaneous

Area Affected: any single victim **Weeks to Learn**: 36

Effects: The victim is dimensioned ported to one of the 21 hells (randomly chosen)!

CLERICAL SPELLS

NAMPHROOK'S SPELL OF THE PROTECTION FROM ALL APHRODISIACS

Level: 1st **Mana Cost**: 1 (+1 per additional hour) **Gold Cost**: 500 GS

Range: N/A **Duration**: 2 hours

Area Affected: self only **Weeks to Learn**: 2

Effects: It protects 100% versus all aphrodisiacs of 10th level and below, and is 90% effective against all of those up to 15th level, decreasing 5% per level thereafter.

ST. THERESA'S SPELL OF THE TIME THAT'S TOLD

Level: 1st **Mana Cost**: 1 **Gold Cost**: 150 GS

Range: N/A **Duration**: d100

Area Affected: 30' radius or any single object **Weeks to Learn**: 1

Effects: When used as an area effect spell, the caster will know, plus or minus 25% accuracy, the age of everything in the area. When used on a specific object, he will know the age of the object (100% accurate).

MEGALON'S BLESS

Level: 2nd **Mana Cost**: 2 **Gold Cost**:

Range: N/A **Duration**: 1 hour

Area Affected: single individual who is blessed **Weeks to Learn**: 2

Effects: Whenever he sees battle for the next hour, he will attack with a berserker rage, adding an additional +4 to his attack, and dropping his defense by -4 due to his recklessness in exposing himself during battle. If he normally carries a shield, forget it, he has discarded it so that it won't get in his way. If his Dexterity allows, he will be using two weapons.

MICHELLENE'S CURE FOR THE FIERY FLASH

Level: 2nd **Mana Cost**: 2 **Gold Cost**: 350 GS

Range: 10' **Duration**: instantaneous

Area Affected: any single entity **Weeks to Learn**: 3

Effects: This spell completely negates the effects of the Flash spells.

CALABAHR'S SPELL OF THE AURA THAT SHEDS WEBS

Level: 3rd **Mana Cost**: 3 (+1 per minute thereafter) **Gold Cost**: 600 GS

Range: 10' **Duration**: 1 minute

Area Affected: any single entity **Weeks to Learn**: 2

Effects: As per the Anti-Web Aura in the ***New And Unusual Spells*** section taken from the ***Arduin Grimoire I***.

DOROMAN' S SPELL OF THE FINGERS OF LIGHT.

Level: 3rd **Mana Cost**: 1 per finger **Gold Cost**: 350 GS

Range: 0' **Duration**: 1 melee round

Area Affected: 60' cone extending from fingertip **Weeks to Learn**: 3

Effects: Each beam is 1" wide at the fingertip, and increases in intensity by 5% per level thereafter.

EVENOE'S RITUAL OF THE EMPATHIC CURE

Level: 3rd **Mana Cost**: 3 (+1 per additional 20% damage) **Gold Cost**: 600 GS

Range: 3' **Duration**: 1 minute

Area Affected: any single being **Weeks to Learn**: 5

Effects: The Cleric empathically heals a victim by taking the wound or damage (20% initially) upon himself. Yes, it hurts!

MICHELLENE'S SPELL OF WALKING ON AIR (BRIEFLY)

Level: 3rd **Mana Cost**: 3 (+1 per additional hour) **Gold Cost**: 300 GS

Range: 3' **Duration**: 1 hour

Area Affected: any single being **Weeks to Learn**: 3

Effects: For the duration of the spell's effectiveness, the target may walk on air for 6 seconds (1 melee round). Thus if a trap door opens under him, he has 1 melee round to get to safety. However walking on an illusory floor can cause a problem as the spell will trigger, but the person wouldn't know it (BYE!).

THE BLESSFUL AURA OF MEGALON'S GLORY

Level: 3rd **Mana Cost**: 10 **Gold Cost**: 20,000 GS

Range: 30' **Duration**: 3 melee rounds

Area Affected: any single area, item, or creature **Weeks to Learn**: 17

Effects: A blue glow radiates out 30' from the target on which the spell is cast. Anyone passing through it will attack his neighbor. The casting Cleric and any of his order higher than he are not affected.

AURA OF MEGALON'S GLORY

Level: 4th **Mana Cost**: 4 (+1 per additional melee round) **Gold Cost**: 450 GS

Range: 1 minute **Duration**: 1 melee round

Area Affected: 30' radius **Weeks to Learn**: 5

Effects: A blue glowing area causes anyone within to fight his nearest neighbor, whoever it is. The Cleric is unaffected as he has battle lust anyway. This spell may only last a maximum number of melee rounds equal to the Cleric's level.

BASIC RITUALS FOR CLEANSING OF POISONS AND VENOMS

Level: 4th **Mana Cost**: 4 (+1 per each additional d8) **Gold Cost**: 950 GS

Range: 3' **Duration**: 1 minute

Area Affected: any single being **Weeks to Learn**: 6

Effects: For creatures and beings up to 7 HD in size, 4d8 points of the poison or venom is completely neutralized.

PHELDOE'S RADIANT RING OF RIGHTEOUS FIRE

Level: 4th **Mana Cost**: 4 (+.5 per additional melee turn) **Gold Cost**: 3,800 GS

Range: 0' **Duration**: 12 melee turns

Area Affected: 10' diameter **Weeks to Learn**: 6

Effects: A golden, glowing, 10' diameter wall of fire appears around the caster. All undead take 2d12 points damage if they pass through it. Skeletons burn d6 per turn. All others take only d8 points.

SAINT PATRICK'S SPELL OF THE BANISHED SERPENTS

Level: 4th **Mana Cost**: 4 – 5 **Gold Cost**: 15,800 GS

Range: 60' **Duration**: special

Area Affected: all within caster's visual sight **Weeks to Learn**: 10

Effects: All serpents (snakes) flee in a straight line away from the caster. Up to 3 dice of snakes per user level over the level needed to use are turned away, and will travel for the number of hours equal to the user level.

THE HEAVENLY FOG OF HIDING AND HELP

Level: 5th **Mana Cost**: 5.5 (+.5 per additional minute) **Gold Cost**: 10,000 GS

Range: 0' **Duration**: 10 minutes

Area Affected: varies (100' diameter per caster's level) **Weeks to Learn**: 6

Effects: A bank of nearly opaque (can see d6') fog surrounds the user.

HEAVENLY HALO OF BINDING

Level: 5th **Mana Cost**: 6 (+1.5 per additional minute) **Gold Cost**: 11,000 GS

Range: 90' **Duration**: 1 minute

Area Affected: circle around target (distance varies) **Weeks to Learn**: 7

Effects: A golden halo (up to 20' in diameter) drops over the target, binding it as steel. It holds all it catches up to 2 dice per user level.

FANALORN'S SPELL OF THE ANIMATED OBJECTS

Level: 6th **Mana Cost**: 6 (+3 per additional melee round) **Gold Cost**: 2,000 GS

Range: 60' (+6' over level required for use) **Duration**: 6 melee rounds

Area Affected: any single object up to 220 pounds (+ 20 pounds per level over level required for use) **Weeks to Learn**: 9

Effects: Inanimate objects are animated to attack or be a nuisance to whomever the Cleric commands (i.e. chairs, shields, swords, staffs, may spin or hit or push, etc.), or it could be used to move treasure.

SOLOMON'S SIGEL OF ABSOLUTE IMPASSE

Level: 6th **Mana Cost**: 7.5 (+1 per additional melee turn) **Gold Cost**: 48,000 GS

Range: 60' **Duration**: 10 melee turns

Area Affected: 10' **Weeks to Learn**: 26

Effects: A fiery, 10' across, Star of David appears, blocking passage to all. Those trying to pass take 2d10 points damage, but must save versus stoning with a -5 penalty or turn to salt. All undead take 10d10 points of damage, and must save versus disruption!

THE SUPREME AURA OF MEGALON'S GLORY

Level: 6th **Mana Cost**: 6 (+1 per additional melee turn) **Gold Cost**: 45,000 GS

Range: N/A **Duration**: 12 hours

Area Affected: 30' radius (special) **Weeks to Learn**: 7

Effects: A blue glowing area causes anyone within to fight his nearest neighbor, whoever it is. There is also a 5% cumulative chance for every level less than 20th level that those affected will pick up the glow and affect others. Thus we have a spell which can go out and affect an entire dungeon should a glower survive. The spell will automatically wind down, but by that time there may be a war going on. Again, the Cleric is unaffected as he has battle lust anyway.

THE SILVER LORD'S COUNTER CURSE MIRROR SPELL

Level: 7th **Mana Cost**: 10 (+5 per additional melee round) **Gold Cost**: 10,000 GS

Range: distance to opponent **Duration**: 3 melee rounds

Area Affected: N/A **Weeks to Learn**: 14

Effects: A translucent, pearlescent-grey, oval mirror of the appropriate height and width appears in front of the Cleric. All curses, regardless of power (unless it was a full wish backed curse) that impinge frontally onto the mirror will reflect back on the caster. This mirror goes wherever the Cleric goes for the duration of the time it is in existence, and will always be on the side towards which the Cleric is looking.

THE HOLY WORD OF COMMAND

Level: 8th **Mana Cost**: 18.5 **Gold Cost**: 75,000 GS

Range: 60' **Duration**: instantaneous

Area Affected: varies **Weeks to Learn**: 15

Effects: Upon the Cleric uttering "I command thee stop!", all Clerical spells reverse themselves and deactivate. It stops all spells, even Pillars of Fire.

THE SAINTLY SPELL OF GABRIEL'S GOLDEN HORN

Level: 8th **Mana Cost**: 10 **Gold Cost**: 16,000 GS

Range: 360' **Duration**: 1 melee per the Cleric's level over the level required for use

Area Affected: 360' diameter **Weeks to Learn**: 15

Effects: All of those who have died in the battle (on both sides) rise up and fight on the side of right. Only Lawful Clerics may learn this spell.

XANDOMAN'S SPELL OF THE CREEPING GREEN DEATH

Level: 8th **Mana Cost**: 9.5 **Gold Cost**: 18,000 GS

Range: 90' **Duration**: variable

Area Affected: 30' diameter (+5' per level over level required for use) **Weeks to Learn**: 20

Effects: All flesh in the target area turns to green slime (divided equally) at a rate equal to the user's real current level. If a save is made, the victims are confused for d6 turns.

GREYLORNE'S HELL STORM

Level: 10th **Mana Cost**: 60 (+3 per level over level required for use) **Gold Cost**: 100,000 GS

Range: 120' (+10' per level over level required for use) **Duration**: d3 melee rounds

Area Affected: 10' – 50' in diameter (20' in height for every 10' in diameter) **Weeks to Learn**: 40

Effects: This is a prayer for divine intervention from the Cleric's own deity. Due to the fact that it is god originated, there is no saving throw permissible to all of those within the area of its effect on the first melee round. Saving throws may be made on the rounds thereafter. Creatures that are "magik resistant" do not get said resistance, however they do get a saving roll. All other saves are at -4. Even though the area affected is variable, the target is always in the center of the area! The Hell Storm is a raging inferno of rainbow hued flames and clashing thunderbolts that does 100 points of damage each from fire and lightning. For each level the Cleric is over the level required for use, +5 points of each type of damage is added. There is a 10% chance for each level less than 20th that the victim has of being temporarily blinded for d6 melee rounds. All undead creatures take double damage. If used more than once per day, there is a 35% chance that the patron deity will become angry and "ground zero" the effects upon the head of the caller. This chance increases 20% per try thereafter.

THE HIGH HALLOWYN'S SPELL OF THE AURA OF PRISMATIC PROTECTION

Level: 15th **Mana Cost**: 20 (+5 per minute thereafter) **Gold Cost**: 18,505 GS

Range: N/A **Duration**: 1 minute

Area Affected: self only **Weeks to Learn**: 30

Effects: An eerie prismatic glow surrounds the Cleric, protecting him from all forms of prismatic magik up to his own level in strength. This protection increases in effectiveness by 5% for each level of power over his own.

DRUIDICAL MAGIK

BASIC ABILITY TO DETECT "GOOD" AND EVIL"

Level: 1st **Mana Cost**: 1 per item or person **Gold Cost**: 250 GS

Range: 15' **Duration**: instantaneous

Area Affected: any single thing **Weeks to Learn**: 2

Effects: The Druid "knows" if an item or being is "good" or "evil", but he may try to detect only one or the other at any given time.

MILNAHR'S MINOR RITUAL FOR DETECTING ALL THAT WHICH LIVES

Level: 1st **Mana Cost**: 1 **Gold Cost**:

Range: 30' (+3' per level over level required for use) **Duration**: 1 minute

Area Affected: 30' globe **Weeks to Learn**: 3

Effects: All living things within the area of detection are outlined in a pale green St. Elmo's fire. If the spell is used upon only one specific thing, and it is alive, the Druid rolls a d100 to determine how much he becomes "aware" of the said life (i.e. what it is, eats, etc.). This spell will work through up to 12" of solid stone plus 3" per level over level required for use.

TALARA'S FEARFUL FIREWORKS SPELL

Level: 2nd **Mana Cost**: 2 (+1 per additional melee round) **Gold Cost**: 300 GS

Range: 240' **Duration**: 3 melee rounds

Area Affected: 60' globe **Weeks to Learn**: 2

Effects: The area is filled with hundreds of multicolored fireworks (like shooting stars, explosions, eruptions, etc.), all of which are totally harmless, but awesome to behold.

ANOME'S SPELL OF THE AURA OF ILLUSION DISPELLING

Level: 3rd **Mana Cost**: 4 **Gold Cost**: 450 GS

Range: 60' **Duration**: 1 minute

Area Affected: 10' diameter (+5' per each 2 levels over level required for use) **Weeks to Learn**: 4

Effects: All non-improved illusions in the area will temporarily dispel.

INTERMEDIATE ABILITY TO "PASS THROUGH" LESSER WOODS AND FORESTS

Level: 3rd **Mana Cost**: 3 (+3 per additional minute) **Gold Cost**: 750 GS

Range: N/A **Duration**: 1 minute

Area Affected: self only **Weeks to Learn**: 6

Effects: Identical to the basic spell in most ways, this one is for smaller trees and larger shrubs. It forms a path 3' wide on either side of the Druid.

LARISSA'S SPELL OF THE SYLVAN SEEMING (THE FAKER'S JUSTICE)

Level: 3rd **Mana Cost**: 3.5 **Gold Cost**: 5,650 GS

Range: 10' **Duration**: 1 day per user level over that needed to use

Area Affected: any single thing **Weeks to Learn**: 7

Effects: The user chooses any living object, and puts a "seeming" on it so it appears to be whoever or whatever he desires. Even true sight only has a 20% chance of seeing through it.

THANALAR'S SPELL OF THE EYES OF LIGHT

Level: 3rd **Mana Cost**: 3 (+3 per additional hour or fraction thereof) **Gold Cost**: 500 GS

Range: special **Duration**: 1 hour

Area Affected: special **Weeks to Learn**: 3

Effects: The Druid's eyes glow, and cast cones of light 60' long and 30' wide at the farthest point. The light is 50% as bright as sunlight, increasing 10% per level over level required for use, and 5' longer and 1' wider per level. While this spell is in use, the Druid is immune to Flash or other related type blinding effects.

YALYNWYN'S SPELL OF THE MYSTIK MOONS (LESSER)

Level: 3rd **Mana Cost**: 4 (+1 per melee round thereafter) **Gold Cost**: 4,000 GS

Range: 60' **Duration**: 1 minute

Area Affected: around any single target **Weeks to Learn**: 4

Effects: A d3 number of large balls (glowing bright red, white, and blue) will appear around the target slowly circling, bumping, tripping, pushing, and generally harassing the victim. These balls have a density equivalent to hard wood, and are 100% fire proof. If knocked away, they will immediately return.

LARISSA'S SINGING SANDS OF TIME SPELL

Level: 4th **Mana Cost**: 4.5 (+.5 per additional melee turn) **Gold Cost**: 4,500 GS

Range: 120' (+30' per level over that needed to use) **Duration**: 2 melee turns

Area Affected: within the whirlwind **Weeks to Learn**: 5

Effects: A whirling dust devil, or sand storm (30' high, 5' across at its base, 10' at the top), moves under the direction of the Druid (48" per turn) for 2 melee turns per user level over the level needed for spell use. Those hit wither 10 years each melee turn they're hit (5 years if they save). The winds make sighing, singing sounds, very melodious.

RITUAL FOR THE CALLING OF THE GREATER WINDS

Level: 4th **Mana Cost**: 6 (+3 per additional minute) **Gold Cost**: 100 GS

Range: up to 240' **Duration**: 10 minutes

Area Affected: variable **Weeks to Learn**: 7

Effects: This spell is identical to the lesser version, but the winds are 15 – 25 mph.

CYNWYREN'S SPELL OF THE WALKING WOOD

Level: 5th **Mana Cost**: 5.5 per melee turn (+.5 per melee turn over the 10th) **Gold Cost**: 6,800 GS

Range: 60' **Duration**: 1 melee turn per user's current real level

Area Affected: N/A **Weeks to Learn**: 11

Effects: Any tree (one per each 3 levels over the level needed for spell use) will uproot itself, and move and fight as an Ent for the duration of the spell. There is, however, a 5% chance it will become a wild Huorn attacking all.

DRUACH'S SPELL OF THE INFINITE INSECT

Level: 5th **Mana Cost**: 5.5 per melee turn (+.5 per melee turn over the 10th) **Gold Cost**: 7,200 GS

Range: 60' **Duration**: 10 melee rounds

Area Affected: 60' diameter **Weeks to Learn**: 9

Effects: The closest single insect (1 per every 3 levels over the level required for use) immediately grows to a size equivalent to the user's own real dice size, and it will fight for, carry, etc. the user. There is a 5% chance it will be wild.

OVORE'S SPELL OF THE MYSTIC MOONS (GREATER)

Level: 5th **Mana Cost**: 6 (+2 per additional melee round) **Gold Cost**: 1,000 GS

Range: 60' **Duration**: 1 minute

Area Affected: any single target **Weeks to Learn**: 7

Effects: This spell is equal to its lesser version, except the balls have the density of stone. They hit for d4 points of damage each. Smaller opponents (2 hit dice or less) are bowled over. This spell also requires complete concentration by the Druid. Loss of concentration causes the spell to dissipate.

OVORE'S SPELL OF THE SHAMBLING MOON(S)

Level: 5th **Mana Cost**: 6.5 (+1 per 5 additional minutes of control) **Gold Cost**: 8,850 GS

Range: N/A **Duration**: 1 minute

Area Affected: N/A **Weeks to Learn**: 9

Effects: For every moon in the sky, a huge Shambler (see the ***Monster Table***) is conjured, and will fight, guard, and such as long as the moon(s) are up. This spell must be used at night to work!

OBLOE'S SPELL OF THE MONSTERS OF THE ID

Level: 6th **Mana Cost**: 18 **Gold Cost**: 27,500 GS

Range: 90' **Duration**: 1 melee round after target's death or until destroyed

Area Affected: special **Weeks to Learn**: 8

Effects: If a save versus psychic attack is failed, any single target's own greatest fears (i.e. what monster he fears most) is summoned to battle him from deep within his own Id (subconscious). The conjured creature will battle the victim for as long as the victim is alive, ignoring all others. The monster has all the attributes, physical and otherwise, of what it appears to be, and can be slain. Due to this being the victim's greatest fear, all of his attacks are -2 and all his defenses are -4 versus this creature. Also, for every level less than 20th the victim is, there is a 5% chance he/she will turn tail and run for their life with the beastie following close behind.

ALCHEMIST SPELL

BASIC INFORMATION FOR POTION OF COUNTER NAUSEA/SEASICKNESS

Level: 1st **Gold Cost**: 150 GS

Duration: special **Weeks to Learn**: 2

Time Required to Make: 1 hour per dose **Cost per Dose**: 10 GS

Effects of Potion: Each dose gives 100% relief for four hours from seasickness, motion sickness, nausea, etc.

NOTE

When it says "per each level over the level required for use" and gives a number, said number is also the base number as well.

New Magikal Treasures

New Magikal Treasures	From Arduin Grimoire I (Pages 45 – 47)
New Treasures	From Arduin Grimoire II (Pages 55 – 58)
New Magikal Items	From Arduin Grimoire III (Pages 32 – 34)

NEW MAGIKAL TREASURES

WITCH FIRE WAND

Value: 3,500 GS (+100 GS per charge) **Charges**: d100

Looks: shiny black, 18' long wand with a glowing, golf ball sized, blue sapphire tip

Effects: When wielded, it projects a brilliant, 6" wide, whistling blue flame that spirals out to form a cone 15' across its far end. With a range between 60' and 90', all hit take 3d8 fire damage, and are paralyzed (except for Elves, who are stunned). The flame can be started up to 30' from the tip of the wand.

RING OF NIGHT

Value: 3,500 GS **Charges**: none

Looks: cool black onyx ring

Effects: The wearer is 100% invisible in shadow or at night.

WIND STAFF (OR STAFF OF THE FOUR WINDS)

Value: 50,000 GS (+100 GS per charge) **Charges**: see below

Looks: 7' long clear crystal staff

Effects: This staff has 20 charges each of Flight (36" per turn), Poison Gas (60' diameter cloud for 4d12 points of damage), Walk On Water, Breathe Water, Conjure Air Elemental, Invisibility, Wind (strong enough to blow smoke or gas 30' per melee turn), Cyclone (45' tall, 5' wide at base, 15' wide at top), polymorph self to any aerial creature (1 hour duration), and lightning bolt (8 – 48 damage). The Cyclone moves under the wielder's direction up to 90' per turn, all it hits take 3d12 points of damage (all creatures below 5th level are bowled over), and the duration is 6 melee turns. The staff can always be used to strike for 2d10 damage.

RING OF RAPID TRANSIT

Value: 4,750 GS **Charges**: none

Looks: dented, rusty ring of iron with the strange sigils 'B.A.R.T.' engraved upon it

Effects: The wearer can move 10 times faster than normal for 1 minute per level. However, the bearer must then rest for 3 minutes per minute of speed.

MISTY BOOTS OF SILENT SPEED

Value: 50,000 GS **Charges**: none

Looks: boots of translucent grey-blue mist or fog that is ever shifting and changing

Effects: The wearer can move on any surface (even illusions!) at double normal speed. They exert absolutely no ground pressure. The wearer is also 100% silent.

SHIELD OF DEFENSE

Value: 5,000 GS **Charges**: none

Looks: plain, round, steel rimmed, teakwood shield with a pointed steel center boss

Effects: If the user elects to defend only, the shield has a 95% chance of completely blocking any single physical attack from anything up to 10th level. Otherwise, it acts as a +2 shield.

GAUNTLET OF THE FENCING MASTER

Value: 20,000 GS **Charges**: none

Looks: fine leather glove with a silver scaled back, emerald encrusted wrist guard, and red threaded or patterned palm

Effects: Keyed for use by Thieves, Assassins, Traders, slavers, or Bards only, the glove is only effective when used in conjunction with an epee, rapier, or foil. Within these restrictions, the user acquires a +5 attack, and gets double the normal number of attacks each turn.

STAFF OF THE DRUIDS

Value: 25,000 GS **Charges**: none

Looks: gnarled, black oak staff, 6' to 8' tall, entwined with living vines, and crowned by mistletoe

Effects: The staff can strike for 3d6 points of damage, conjure enough food and water for two people per user level up to thrice daily, cure all diseases, heal light wounds for all creatures, and cause plants to grow extremely fast (up to 10 times normal size).

HELM OF WAR

Value: 10,000 GS **Charges**: none

Looks: plain, unadorned steel helm

Effects: The wearer has a 35% chance (plus 2% per level) of knowing in advance what an opponent's attack move will be, and may either automatically parry it or attack first regardless of initiative. The helmet also increases the wearer's Strength, Constitution, Agility, and Dexterity by 3. Anyone, except a Mage or Illusionist, can wear it.

HOLY (OR UNHOLY) ROBES

Value: 20,000 – 50,000 GS **Charges**: none

Looks: white and gold (black and silver for Unholy) cowled robes

Effects: The robes have a base AC ranging from 4 down to 2, and give a +1 – +5 save versus magik. They provide 100% resistance to fear, confusion, paralysis, and one other random attack form. The robes usually have one great ability, such as the power of flight or invisibility. Of course, only Clerics or Druids may wear them, all others being fatally poisoned if they put them on.

SLAVERS' LASH (OR LASH OF SUBMISSION)

Value: 15,000 GS **Charges**: none

Looks: 18' long, barbed, blood red whip of Fire Demon hide

Effects: The whip strikes for 3d6 points of damage. Wounds inflicted by the whip fester or rot at the rate of 1 point per minute thereafter. All hit must save versus fear or surrender (each and every time they're hit).

RING OF REMEMBERING

Value: 15,000 GS **Charges**: none

Looks: silver and gold intertwined leaves forming a ring

Effects: The wearer gains the ability of psychometry: that is, he or she can touch an object or person and enter a trance like state. While in this state, the wearer will be able to "see" the item's history and recite it in general outline. The ring always works while worn.

HAWK HELM

Value: 9,500 GS **Charges**: none

Looks: silver helm shaped like a hawk's head

Effects: The wearer has his or her vision tripled, gains infravision, and is 100% immune to fear and confusion.

DOCTOR JOHN'S SALVE

Value: 1,000 GS per dose **Charges**: none

Looks: pale, thick orange salve

Effects: When applied to heavy wounds, a one dose heals 2d8 points of damage.

GOLDEN CENTAUR SALVE

Value: 1,000 GS per dose **Charges**: none

Looks: pale green, gelatinous salve

Effects: As for "Dr. John's", but affects monsters and animals instead.

GOLDEN DROPS OF HEAVENLY ESSENCE

Value: 100,000 GS per drop **Charges**: none

Looks: pale, translucent golden liquid

Effects: One drop will totally restore any dead being, regardless of damage or how little of said being is left. It will cure any disease, insanity, or amnesia. In all cases, there is only a 1% chance of failure. It is so rare that only 21 drops have been seen in the last 1,200 years! Remember, there must be at least a particle left of the said being with which to work.

BOOTS OF BANANA PEEL

Value: depends on being **Charges**: none

Looks: exactly like Boots of Speed or Flight or other beneficial magikal boots

Effects: The boots will perform just as the boots they appear to be until a monster appears. At that point, they lock onto the wearer's legs, and become totally frictionless. The wearer slips, slides, falls, and falls, and falls!

MIGHTY MYSTICAL SILVER SLING SHOT OF SLAYING

Value: 10,000 GS each **Charges**: none

Looks: oval shot of gold flecked silver

Effects: These shots are "set" to slay any single type of creature (for example, Red Dragons or Orcs). A creature of this type struck by the shot must save versus magik or die. If the creature saves, it still takes 4d6 points of damage.

RING OF RUTHLESSNESS

Value: depends on construction material **Charges**: none

Looks: usually made of a precious metal and valuable gems

Effects: The wearer becomes 100% Amoral Evil and utterly ruthless. If anyone even disagrees with

him, he will slay them instantly. The wearer also gets +3 to his Strength, Intelligence, Dexterity, Agility, and Constitution, and +8 to his Ego. He attacks at +4, like a berserker.

JAVELIN OF DEVASTATION

Value: 5,000 – 15,000 GS **Charges**: none

Looks: 5' long javelins of writhing, crackling, black flame

Effects: When thrown (up to 90' away), the javelin becomes a 3' wide, 12' long, bolt of black lightning. Depending on the power of the particular javelin, it attacks at +1 to +5, inflicting 4d6 to 8d6 of electrical damage, and draining d3 life levels from the victim.

OIL OF INSTANT IMMOLATION

Value: 5,000 GS per vial **Charges**: none

Looks: like quicksilver or mercury

Effects: Spread it on anything; 3 minutes after exposure to air, it bursts into super hot flames that inflict 6d10 points of damage. One vial can cover 3' square. The oil burns for d3 melee turns, and will melt 1" thick steel per vial used.

OIL OF INSTANT IMMOBILITY

Value: 5,000 GS per vial **Charges**: none

Looks: like golden quicksilver

Effects: Spread it on anything; 3 minutes after exposure to air, it hardens into a steel hard, metal shell that only the strongest of Giants can break. One vial covers 3' square.

OIL OF INSTANT OBEDIENCE

Value: 5,000 GS per vial **Charges**: none

Looks: like metallic green quicksilver

Effects: Spread it on any object; 3 minutes after exposure to air, the object thus coated will "dance to your tune"! Chairs, rocks, people, all move as you command! There is no save against this effect, which lasts for 1 hour. One vial covers 3' square.

WHIMSEY WINE

Value: varies wildly **Charges**: none

Looks: like ordinary wine

Effects: When even a sip of this wine is consumed, anything can happen. The drinker might be hasted, change into a different creature, or turn blue! The Dungeon Master should have a "whimsy chart" with 20 or more things that can happen, and roll on it.

DOOM FIRE WAND

Value: 5,000 GS (+100 GS per charge) **Charges**: d100

Looks: A smokey grey crystal wand 18" long

Effects: The wand fires a cone of green fire (60' long and 5' wide) which does 6 dice of damage and causes fear. Saving rolls versus both are required.

NEW TREASURES

AMULET OF SPELL EATING

Value: 20,000 GS

Looks: a sphere of gold covered with thirteen black onyx mouths

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: 20' radius

Effects: The amulet literally "eats" any magik spell used within 20' of itself. The amount of spells it can eat varies, but usually it should not exceed 13 levels per day. Please note, it will attempt to "eat", full or not, and if it "eats" too much, it will explode, firing all spells previously eaten that day simultaneously.

BANG STICK

Value: 1,500 – 5,500 GS

Looks: 15" long blue steel tube with a 5" solid handle

Range: impact only

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: Once per day, this device builds up a magikal "charge" of 2d8 to 4d12 damage points. When touched to any living item, it goes "blam!", and administers the point damage as an impact.

BOOTS OF TIME

Value: depends on wearer

Looks: silver scaled and hob nailed knee length boots

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: They act as Elven boots unless hit by a time stop or similar field. At that time, they activate, and the wearer moves forward in time one minute for every step taken. Once activated, these boots cannot be removed nor turned off, and the hapless wearer will move off into future times and probabilities.

CLOAK OF CLEVERNESS

Value: 10,000 GS

Looks: bright red silk with high bat winged collar

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: This cloak ups the wearers Wisdom and Intelligence by 3 points, Ego by 2, and Charisma by 1. It is keyed for use by Thieves, Assassins, Traders, or Bards only. For all others, it is simply a cloak.

CLOAK OF NEVER

Value: 100,000 GS

Looks: pearlescent silver-gray semi opaque mist-like substance with no clasp or ties

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: In an untenable situation, the wearer may wrap himself in "never was" and simply cease to exist. When he unwraps himself, he no longer "never was", but "now is"! However, due to not being able to tell time in a "non-being state of existence", the wearer unwraps d100 minutes later (rolls of double zero means roll a second time, with a 33% chance the time will be d100 days later)! Also, if a time stop field is put into effect in the area where the person "never was", then, of course, he never will be, ever again! You can't wish for something back that never was, you know!

CLOAK OF TIME

Value: 125,000 GS

Looks: inky black fog like material without clasp or ties

Range: N/A

Duration: N/A

Charges: 100 minutes (see effects)

Area Affected: N/A

Effects: The wearer can wrap himself in "time" and move freely in time stop or other time suspension fields. The cloak is woven of 100 minutes, losing that weave one for one with actual time spent in time stopped areas. If the cloaks "weave" runs out while the wearer is still in such an area, he is trapped!

DANCING WAND

Value: as per normal wands plus 5,000 GS

Looks: as each type dictates

Range: as each type dictates

Duration: N/A

Charges: as per normal wands

Area Affected: N/A

Effects: As per each type, plus the wand "dances" 1 melee turn per 2 user levels. ("Dancing" means the item hangs in the air, firing by itself, while the owner does other things.)

DREAM DUST

Value: 1,000 GS per pinch

Looks: rainbow sparkly fine dust

Range: N/A

Duration: d100 minutes

Charges: N/A

Area Affected: N/A

Effects: When sniffed or inhaled, the user goes into an immediate trance, and "sees" (and speaks) visions of possible futures (immediate, affecting himself or those about him) (time equal to roll for trance duration). The trance lasts d100 minutes. The dreamer usually speaks in riddle, rhyme, or even song, and has no control over what he sees. Dungeon Masters should make the visions accurate, but cryptic.

FIGURINE OF FABULOUS POWER

Value: 50,000 GS

Looks: a carven emerald dragonfly 6" long, with rainbow crystal wings and star ruby eyes

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: When the command "Up and Out!" is given, the figure transmogrifies into a 15' long, 7+1 dice, Dexterity 20, AC 3+6 dragonfly capable of lifting 480 pounds. It attacks with one bite of d12 each turn, flies at 50" per turn, and can dive at double that. For each melee turn dived, there is a 15% chance it will fail to "pull out" and crash. It may be used but once per day, and if slain, it is gone forever. To recompact it, the command "Pocket size!" is given.

GAUNTLETS OF ICE AND FIRE

Value: 37,500 GS

Looks: gauntlets of pale blue-white translucent crystal (looks like ice) with tiny flickering scarlet flames sparkling inside the crystal

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: Any weapon or shield held by these gauntlets can become either flaming (d8 points extra damage) or cold (d6 points), but not simultaneously. Also, any flaming or cold object may be safely handled (they're 100% fire and cold proof). Remember, that non-magik weapons thus used may become soft with heat or brittle with cold in sustained use.

HOBBIT STONE

Value: 1,000 GS

Looks: round, smooth, 1" diameter stone

Range: 240'

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: It is a +3/+3 sling stone for Hobbitts only. It will return after firing, so that it can by fired every other melee turn.

LIFE SAVERS

(SUGGESTED BY CLINT BIGGLESTONE. THANKS, CLINT!)

Value: varies

Looks: a roll of magik Life Savers!

Range: 0' (must be put into a character's mouth)

Duration: 5 minutes

Charges: N/A

Area Affected: consumer

Effects: If the candy sucker is slain while partaking, he/she is immediately raised as in a Raise Dead Spell. If only damaged, he/she regenerates (any type damage) up to 75% of his/her HP value or 50 HP, whichever is greater. They come ten to a pack, but have one bad drawback. If any form of analysis is used to check them (magik detects, Alchemists, etc.), they immediately become absolutely non-magikal Life Savers. This is a drag, because *The Godly Grant Candy Company* puts out other items packaged exactly the same way that do things like immediately reincarnate the user as a butterfly, cause triple damage for each hit taken, etc.

LORELEI LYRE

Value: 10,000 – 100,000 GS

Looks: 3' tall, beautifully sculpted lyre of precious woods, metals, and gems

Range: 120' diameter

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: All intelligent beings up to 3+1 hit dice and all unintelligent types up to 4+1 hit dice are "charmed" by its beautiful music, and sit or stand, rapt and unmoving, for as long as it is played (no save). All up to 5+1 and 7+1 hit dice must save versus psychic attack or be charmed. The player only is immune to the music.

MAP MORPH

Value: 10,000 GS

Looks: a living animal that looks like a 12" square, 1" thick piece of leather, warm but dry

Range: N/A

Duration: N/A

Effects: It is very susceptible to concentrated mental emanations. If concentrated on, it will retain images (if simple enough). Comes in very handy in mapping dungeons. To "clean the slate" simply "sleep" the little beast. It is 100% fire and acid proof.

MAR-VEXIAN MAGIC BEANS

Value: N/A

Looks: N/A

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: These are a product of some bonkers Mar-Vexian Mage of the dim and distant past. The lima bean sized and shaped blue beans can only be grown by children under 12, Hobbitts, or Mar-Vexian Mages (which should tell you much about Mar-Vexian mentalities). They take a full year to mature after taking an additional full year to grow! They must be watered with a mixture composed of four parts water to one part bungle berry jam and one part tutti-frutti ice cream. No other mixture will work. Each plant will yield exactly 13 of the blue beans. When swallowed (not chewed), the person doing so will have the permanent power of leaping and jumping, unless of course it is a child, Hobbitt, or Mar-Vexian, in which cases the powers are double the normal. The only side effect of taking one of these beans is a permanent tendency to skip along humming or singing songs about hop scotch and other children's games. Oh well, as they say in Mar-Vexia: "Tra la la la la la, and a hey hop skip, and away we go!"

OCCAM'S RAZOR

Value: 20,000 GS

Looks: a flat, 6" long, finely inlaid and jeweled "handle"

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: When used by any Mage with an Intelligence of 15 or more (or Psychic), a plate lavender "blade" of energy appears. It is 1' long per Intelligence point above 15. The energy blade attacks like a +5 vorpal broadsword. For every melee turn used, the wielder's Intelligence drops 1 point (shortening the blade) until it is less than that needed for use. The Intelligence drop lasts 3 minutes for each point dropped.

RING OF BEFORE

Value: 10,000 GS

Looks: Mithril with black runes

Range: 0'

Duration: N/A

Charges: 3

Area Affected: self only

Effects: The ring may be used thrice only to alter any past event that affected the wearer himself, physically or psychically. No one and nothing may be affected except himself.

RING OF MAYBE

Value: 100,000 GS

Looks: black with Mithril inlaid runes

Range: 0'

Duration: N/A

Charges: 3

Area Affected: self only

Effects: The ring may be set to alter any three (and only three) future probabilities. If the wearer, for example, thinks he may be disintegrated at some future date, he "sets" the ring against the event, and if and when it does happen, it doesn't! Once the three things have/haven't happened, the ring dissolves into an inky black mist.

ROD OF RIGHTEOUS RETRIBUTION

Value: 17,500 GS

Looks: 28" dull iron rod with a life sized fist of gold painted iron on top

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: This rod hits for 2d8 points regardless of the size or type of the target. It also transfers any damage the wielder has taken to whomever he hits (at a rate of d8 points per hit). It may be used by "true" Clerics only (no Druids, monks, etc.).

SHARK BOLTS

Value: N/A

Looks: slate gray crossbow bolts, black sapphire eyes, and painted (?) shark's mouth

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: These magik crossbow bolts that are +3 to hit. When they are fired, they use their eyes to avoid all except the target aimed for, and they will attack d3 times. If they draw blood, they will go into a shark like feeding frenzy, and attack for d20 times, biting for d6 for each attack. Remember, they actually bite their targets, taking bloody mouthfuls that go into their stomachs of holding! The real kicker to these items is that they come only in inseparable schools (cases) of 10 – 20, and may never be separated. So if one of their number draws blood 3 turns in a row or attacks for 12 or more consecutive turns in any case, THE WHOLE SCHOOL goes into a frenzy, and attacks everything within sight! They have an AC of 2 and 8HP. If they are "killed", they are dead and gone, but if only "wounded", they will regenerate at 1HP per day (never leaving the case until fully healed). When attacking on their own, consider them 3HD monsters for purposes of attacking.

SHIMMER SHIELDS

Value: N/A

Looks: 36" diameter silver shields

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: These silver shields glow and shimmer in any direct light. During daylight or in brightly lighted areas, they act as a Displacer Cloak versus any opponent directly confronting the shield. They are not really magikal, so in a dimly lit dungeon, a person finding one would only see a fairly shiny shield that a Mage would find non-magikal.

SKYHOOK

Value: 25,000 GS

Looks: Mithril hand, claw, talon, etc. (varies) about 8" long (usually attached to a spider silk rope)

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: It will hold and hang anywhere (on a cloud, in the air, on a sheer wall, etc.) when the word "hold" is cried. It unhooks on the word "enough". Thus if in a cloud, it will grab onto it, and if you are holding onto a line attached to the ring (for just that purpose) on its base, you'll be towed away into the sky with the cloud. BYE! When you wish it to release its grip, simply yell "enough!", and it lets go, and down you come. Its main drawback is that everyone knows about them, and on at least one occasion, a baddie waited until the frightened and fleeing hero had risen to about 700', and then used ***Phanch's Far Speaker Spell***, and the jerk fell to his death in the ocean.

SUN STONE (SAGE'S SPHERE)

Value: 2,500 GS

Looks: a softball sized orange crystal sphere

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: It absorbs light, and re-emanates it in the dark, at a 1 for 2 ratio. Thus, absorbing 6 hours of full daylight would allow it to glow at half daylight for 3 hours (in a 30' radius). They are extensively used by Gnomes and Dwarves.

TANTIVY WAND

(THIS ONE'S FOR YOU, LEE)

Value: N/A

Looks: 18" golden wand

Range: N/A

Duration: N/A

Charges: 50

Area Affected: N/A

Effects: This golden 18" wand holds 50 charges of Tantivy. Any person hit by it must save versus magik, or will simply stand or sit happily wherever he/she happens to be and contemplate how great life is at the moment. It will affect as many targets as the classic ***Sleep Spell***, and has the same range and area of effect. All undead are simply forced to save versus clerical turn away, as if they had run into a 12th level patriarch, but are otherwise unaffected. Evil types must save at -2, and are nauseated (-2 from all attack/defense) if their save is made for d6 melee rounds.

THE TOME OF TIME

Value: varies according to owner

Looks: like any other ordinary magikal book

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: The reader gains insight (by one month's study) into time and time related spells, thus making him "time competent" (all time related magik he performs is +2, and he gets a +2 save versus time related magik himself). The reader also knows how to "ID" immediately all time related items. Those, other than full Mages, opening the book are time stopped for d20 days.

WALKING STICK

Value: 2,500 GS

Looks: varies, usually 3' to 3 ½' long; some plain wood, others worked in precious metals and/or gems

Range: N/A

Duration: N/A

Charges: N/A

Area Affected: N/A

Effects: The stick will, on command, fly through the air, whirling and striking for d8 damage. It will attack for 36 melee turns per day (1 attack per turn) at a level equal to its owners. Only non-fighter types (Bards, Saints, Psychics, Mages, etc.) may use it. It must be called off by a secret recall word, or it will attack itself out.

WAND OF TIME (TRAPPING)

Value: 50,000

Looks: ice cold, absolutely black 16" wand with a silver and crystal hour-glass on one end (has gold dust in it)

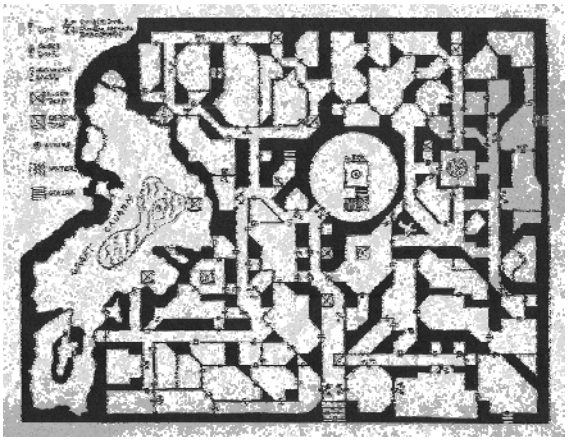
Range: 33'

Duration: N/A

Charges: 1 to 50

Area Affected: any single target and 3' radius around it

Effects: The target must save versus magik (at -4), or is time stopped (with attendant time stop field) for d20 hours. If a save is made, the target is slowed (d10 hours) and very confused (d10 minutes). The wand can be "detonated" by 8 dice of sonic or electrical shock damage (it is proof 100% versus all else)! This results in a time stop field 10' in diameter and 1 day in duration for each charge in the wand at that time (10 charges = 10 days = 100' across)!



New Magikal Items

Amulet Of The Amazon Mother

Value: 10,000 GS (Amazons)
3,500 GS (non Amazons)

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: a silver phallus and scrotum impaled by a golden arrow on a golden chain

Effects: While wearing it, an Amazon's Agility, Dexterity, and Strength are upped by +3 each. Also, her attacks versus all male humanoids become +3, and any blow that registers 3 more than needed to hit automatically become a critical hit.

Amulet Of Anti-Web Aura

Value: 2,500 GS

# of Charges: N/A

Alignment: None

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: varies

Effects: No webs or web spells may stick to the wearer.

Assassin's Cloak

Value: 5,000 GS

# of Charges: N/A

Alignment: usually Amoral

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: changes color to match its surroundings, otherwise black

Effects: It Acts as an Elven cloak, a Displacer Cloak, a Cloak of Fire Resistance, and a 5' Cone of Silence around the wearer.

Bat Cloak

Value: 7,500 GS

# of Charges: N/A

Alignment: none

Restrictions: Useable only at night or in shadow

Range: 0

Area Affected: wearer

Looks: black, bat wing shaped cloak with 2 red "eye" clasps

Effects: It allows the wearer to fly like a bat. If released, it will fight as a giant 3+1 dice bat (bite for d3) with a 10% chance for rabies.

Belt Of Inescapable Locating

Value: unknown

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: steel mesh with bronze buckle

Effects: It welds itself together, and cannot be removed. It then acts the same way the Amulet of

Inescapable Locating does.

CLOAK OF PILFERING (THIEF SKIN)

Value: 5,000 GS

# of Charges: N/A

Alignment: usually Amoral

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: nondescript, slightly frayed cloak

Effects: This cloak has 10 pockets of holding inside (hold 1,000 each) that are hidden to all but the owners touch. It acts as a Robe of Blending, and, during fights, as a Displacer Cloak.

CONJURE CRYSTAL

Value: 100,000 GS

# of Charges: 3 per day (one per month for elemental)

Alignment: N/A

Restrictions: for Mages only

Range: up to 10 miles per user's level

Area Affected:

Looks: spherical, rose or pale violet colored, crystal ball about 12" diameter and about 5 pounds

Effects: A crystal ball that can do all as normal, but can also do illusory forces (or once a month conjure an elemental) through it.

CROSSBOW OF KINGS

Value: 9, 500 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: N/A

Looks: normal heavy crossbow

Effects: It acts as a combined Crossbow of Speed, Distance, and Accuracy (+3 usually).

FOOD OF THE GODS (THE HEAVEN FEAST)

Value: 100,000 to 1,000,000 GS (depends on need)

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected:

Looks: mead, manna bread, and ambrosia, usually in a golden bowl (which disappear when the contents have been consumed)

Effects: The ambrosia raises or lowers (50/50 roll) all physical attributes. The mead raises or lowers all psychic and mental ones. The manna raises or lowers the user level. All adjust d8 points on a die roll. A person may partake only once of this food. It also erases all previous deaths so that the number of deaths allowed start over again.

GAUNTLETS OF FEAR

Value: 5,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: for Mages only

Range: touch

Area Affected: those hit (touched)

Looks: silver scale amulets

Effects: Those struck must save versus fear or flee.

GAUNTLETS OF GRIPPING

Value: 5,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: for Warriors only

Range: touch

Area Affected: those hit (touched)

Looks: golden scale gauntlets

Effects: Only a double zero on a d100 allows those held to escape and only if you are a higher level than user.

GLOVES OF GAMBLING

Value: 20,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: red silk gloves (fits Humans, Elves, etc.)

Effects: These gloves can "read" cards, make dice roll as needed, and act as a +3 luck stone.

GLOVES OF (SECRET) OGRE POWER

Value: 3,500 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: touch

Area Affected: those hit (touched)

Looks: fine, grey leather, silk lined gloves (fits all)

Effects: They are the same as the Gauntlets of Ogre Power, but very simple looking.

HELM OF THE SEA KING

Value: 47,500 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: appears to be made of Mother of Pearl, strangely crested and shaped, and looks like some strange fish with its fanged mouth agape

Effects: This helm gives the wearer the ability to see, move, breathe, etc. underwater as if it were air.

HELM OF TRUTH

Value: 30,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: 0

Area Affected: wearer

Looks: golden helm with eagle wings of silver on its sides

Effects: The wearer always sees, hears, and speaks the truth at all times. He can't be fooled or lie.

HELM OF WIZARDRY (BLACK HELM)

Value: 50,000 GS

# of Charges: N/A

Alignment: Amoral (it also converts wearer)

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: black, skull shaped helm that fits very closely (fits all)

Effects: The user can memorize an extra spell for each of his own levels plus one level up above his own. It protects 100% versus feeble mind, fear, and sleep.

HOOD OF THIEVERY

Value: 20,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: for Thieves only

Range: N/A

Area Affected: wearer

Looks: plain, full hood of nearly any color

Effects: The wearer can hear and see like an Elf, detects secret doors like one, and sees traps, etc. like a Dwarf. It also gives a +5 to saves versus charm, geas, suggestion, etc.

HORSESHOES OF FLYING

Value: 20,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: a horse and its load

Looks: ruby crystal horseshoes

Effects: The horse, at its rider's command, can ride (fly) through the sky at the horse's normal speed

HORSESHOES OF TRAVELING AND LEAPING

Value: 8,600 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: a horse and its load

Looks: golden horseshoes

Effects: The horse can leap 60' horizontally, clear 20' vertically, and adds 5 mile per day to its maximum range.

POUCH OF POWDERS

Value: 12,500 GS

# of Charges: 1 per day

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: N/A

Looks: a stained and frayed leather pouch

Effects: Once per day, it fills with a random powder of magikal or alchemical nature (DM will list d20 random powders). The powder may not be used more than 25 hours after it appears as it deactivates into dust at that time.

REPEATING SCROLL

Value: 25,000 GS

# of Charges: permanent for each 24 hour period (it is 100% fire and acid resistant)

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: N/A

Looks: fine golden bordered, black leather scroll, with silver cord and tassels 18" long

Effects: The scroll can be set with any single spell the user knows. It will automatically erase in 24 hours, and can be reset.

RING OF DJINN POWER

Value: 10,000 GS

# of Charges: 3 per day (1 hour intervals)

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: beautiful golden bend with silver leaves and red ruby "berries" all around

Effects: The wearer can become a Djinn thrice daily for 1 hour each time. However, there is a % chance the change is permanent, and he becomes the Djinn in the ring (1st use = 5%, 2nd = 10%, 3rd = 25%)!

RING OF EFREET ABILITIES

Value: 10,000 GS

# of Charges: 3 per day (1 hour intervals)

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: plain brass band (no carving, runes, etc.)

Effects: This ring works exactly as a Ring of Djinn Power, but is for Efreeti.

RING OF ELEMENTAL SUMMONING

Value: 3,500 GS

# of Charges: 1 per day

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: varies

Effects: The wearer may summon only one type of elemental each day.

RING OF RIGHTEOUSNESS RESISTANCE

Value: 3,300 GS

# of Charges: N/A

Alignment: Chaotic

Restrictions: Paladins and Witch Hunters

Range: N/A

Area Affected: N/A

Looks: varies

Effects: The wearer gains a +2 save versus all non-chaotic Clerical spells and +3 versus conversion.

Ring Of The Titans

Value: 10,000 GS

# of Charges: 3 per day

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: wearer

Looks: blue titanium band unmarked in any way

Effects: The user may use it thrice daily. The wearer becomes (random roll) a Giant, in size and all other respects, for 1 hour each time. There is a 10%, 25%, and 50% chance for the 3 uses that the user will stay a Giant forever, and the ring disappearing.

Rose Colored Spectacles Of Delusion And Untrue Sight

Value: unknown

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: the wearer (he likes the glasses so much he won't remove them)

Looks: small granny glasses with rose colored lenses

Effects: The wearer sees bad things as good and good things as bad. He also never knows when he's hurt.

Ruby Of Romance

Value: 50,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: being that touches it

Looks: looks and detects (unless masked magik is detected for) like a Ruby of Total Regeneration

Effects: The first person to touch it immediately fails in love (no save) with the closest person, regardless of sex or type, and always wants to make love to them (and likes it)!

Ruby Of Runaway Regeneration

Value: depends on entity

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: user

Looks: looks and detects (unless masked magik is detected for) like a Ruby of Total Regeneration

Effects: The user regenerates a missing body part randomly (a lost leg regrows as a Kobold's head or a lost eye regrows as a tentacle, ad infinitum). The DM must adjudicate. When raising the dead, the body could turn into something entirely different.

Ruby Of Total Regeneration

Value: 250,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: any single entity

Looks: bright, 1" diameter, ruby with a tiny golden flame flickering inside

Effects: If touched to a part of a person, it will regrow all of it (takes d12 months). If he died, he will be as he was before he died – reborn.

SADDLEBAGS OF HOLDING

Value: 3,500 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: N/A

Looks: fine black leather

Effects: Each side holds up to 7,500 pounds (weighs 200 pounds).

SILVER CHALICE OF LIFE

Value: 1,000,000 GS

# of Charges: N/A

Alignment: N/A

Restrictions: N/A

Range: N/A

Area Affected: whoever uses it

Looks: silver chalice (18" tall) with encrustations of opals, pearls, and amethysts

Effects: All liquids put in it have their poisons 100% neutralized. Each midnight, a clear mead fills it which, if drunk, adds 1 day to the user's life.

STAFF OF BLACK WIZARDRY

Value: as for all staffs

# of Charges: * = 20, ** = once per day

Alignment: Chaotic Evil

Restrictions: for Mages only

Range: N/A

Area Affected: N/A

Looks: can appear in one of three forms

- usually a gnarled, black oak staff about 7' tall
- twisted staff with intertwined serpents about 7' tall
- occasionally one is a straight solid silver rod 8' tall

Effects: It has the following abilities (as per the spells).

- Withering, Dimension Door, Wall of Ice, Ice Storm, Darkness (10' radius), Fear, Confusion, Fly, Striking (for d8 points) *
- Insect Swam, Web, Magik Missile, Elementals **

STAFF OF STUPIDNESS

Value: unknown

# of Charges: N/A

Alignment: Amoral

Restrictions: for Clerics only

Range: N/A

Area Affected: bearer

Looks: varies

Effects: Once picked up, it cannot be let go of. It negates the ability to heal or raise dead, lowers all attributes by -3, and gives the holder double vision, nausea, and hives. It attracts monsters (rolls of 4 or higher). Masked Magik hides all of this.

Wand Of Wizardry

Value: 2.5 times a wands cost

# of Charges: 60 (20 each per type)

Alignment: depends on loaded spells

Restrictions: for Mages only

Range: depends on loaded spells

Area Affected: depends on loaded spells

Looks: usually about 25% longer than regular wands

Effects: Any three single uses by type. For example; cold, paralysis, fear. The charges maybe fired in any order the Mage wishes.

Wand Of Winds

Value: normal

# of Charges: 100

Alignment: N/A

Restrictions: for Mages only

Range: N/A

Area Affected: N/A

Looks: silvery veined blue crystal

Effects: It has wind spells in it, and can fire all in a "hurricane"! Each "wind" is of a 6 melee turn duration.

Web Wand

Value: 3,500 GS

# of Charges: 100

Alignment: N/A

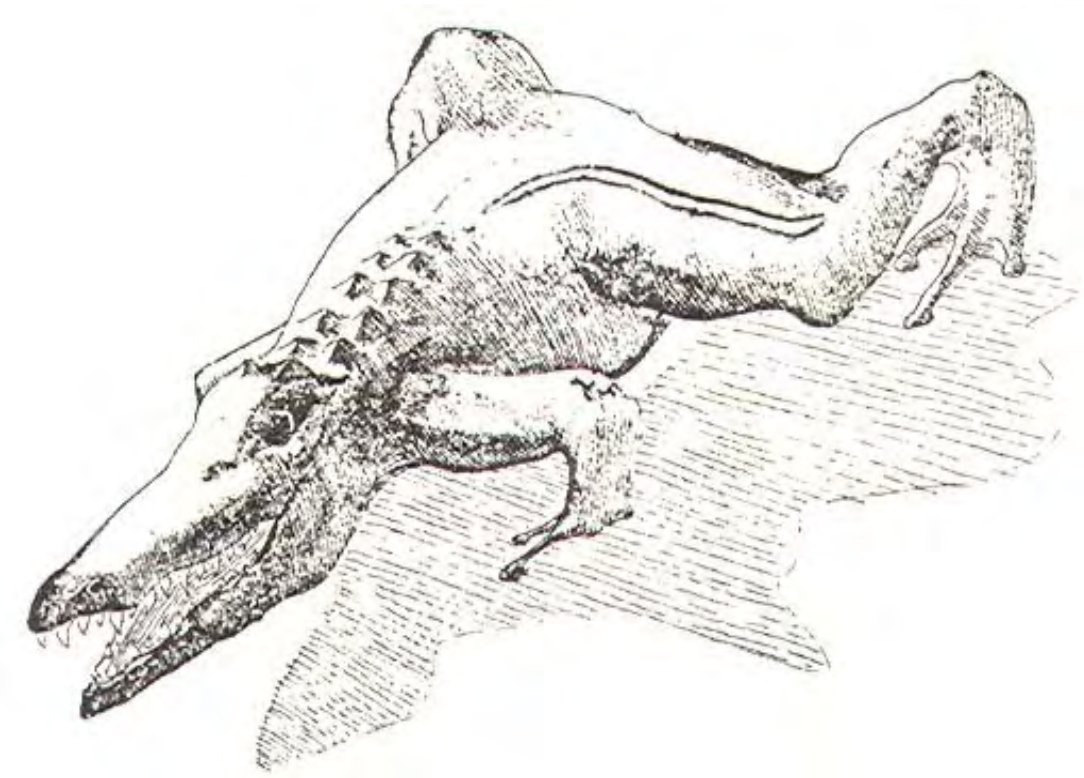
Restrictions: N/A

Range: up to 60'

Area Affected: N/A

Looks: dull grey metal

Effects: It fires webs (super web wand has, but 50 charges).



GOLEMS

NEW GOLEM TYPES	From Arduin Grimoire I (Page 84)
GOLEM CONSTRUCTION	From Arduin Grimoire II (Page 66)

NEW GOLEM TYPES

All Golems, regardless of type, are mindless. Looks are also obvious, and varies only by the material they are constructed out of.

SILVER

HD: 88	AC: 2+1	
Speed: 6"	DEX: 12 to 15	Number: d10
Attack: 1 hit for 4d10 plus 1 lightning bolt for 3d12 (10 times/day)	Notes: 100% lightning, paralysis, sleep, charm, and confusion proof.	

GOLD

HD: 110	AC: 2+2	
Speed: 5"	DEX: 9 to 12	Number: d8
Attack: 1 hit for 4d12, 1 cone of fire for 4d10 (5 times/day), and the first strike turns whatever it hits to solid gold!	Notes: 100% fire, lightning, paralysis, sleep, charm, and confusion proof.	

MITHRIL

HD: 100	AC: 2+4	
Speed: 6"	DEX: 10 to 14	Number: d10
Attack: 1 hit for 5d10 and 1 paralysis ray (60' long by 5' wide) (up to 7 times/day)	Notes: 100% slow, lightning, paralysis, sleep, charm, and confusion proof.	

ADAMANTINE

HD: 120	AC: 2+5	
Speed: 5"	DEX: 8 to 12	Number: d6
Attack: 1 hit for 7d8 and a 45' by 5' disintegrate ray (3 times a day)	Notes: 100% disintegrate, lightning, paralysis, sleep, charm, and confusion proof.	

ORICHALCUM

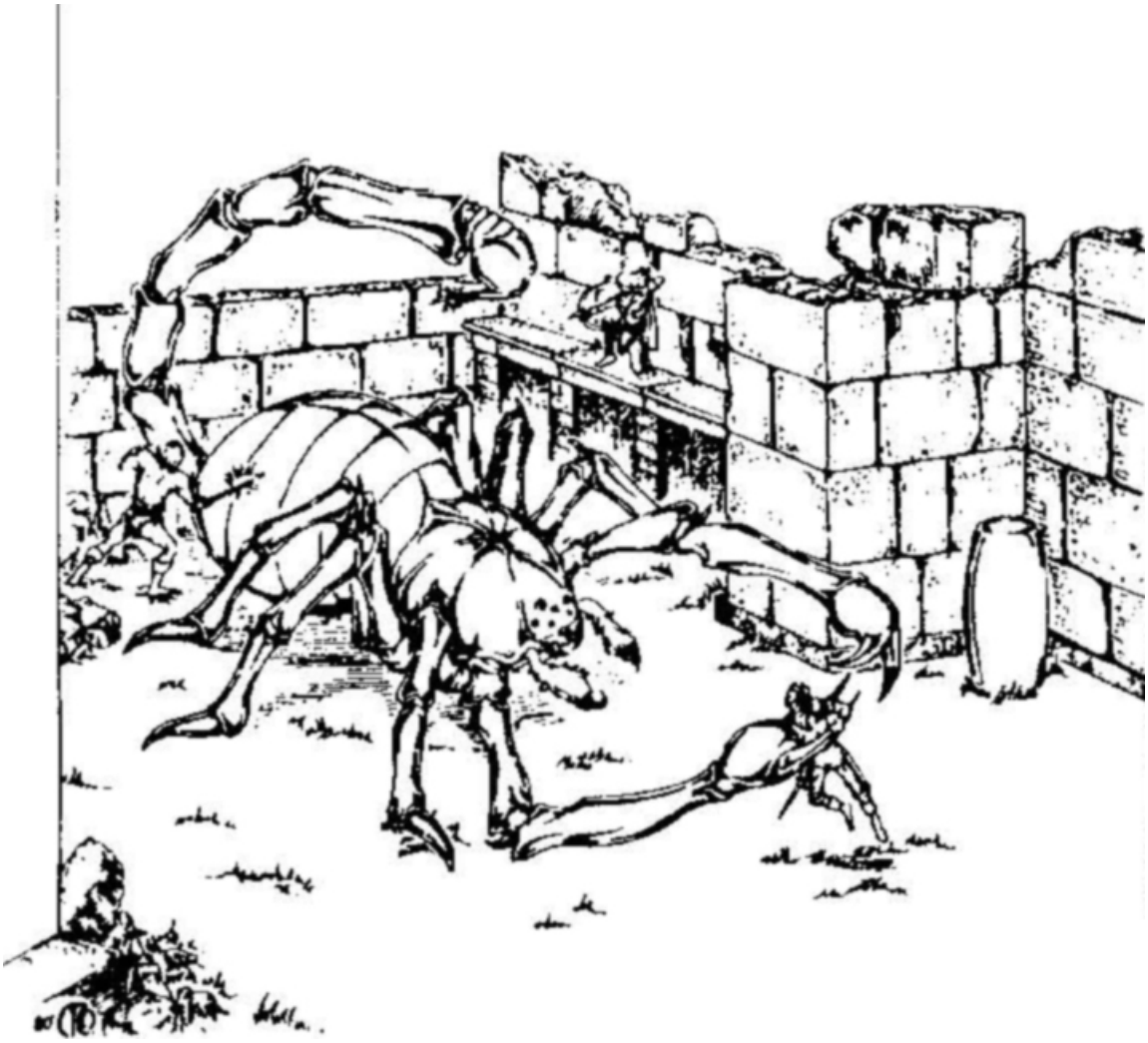
HD: 150	AC: 2+7	
Speed: 4"	DEX: 8 to 10	Number: d6
Attack: 1 hit for 7d10 and can spray 10 dice of acid in a 36' by 9' cone (up to 5 times a day)	Notes: 100% acid, lightning, paralysis, sleep, charm, and confusion proof.	

SHADOW

HD: 56	AC: 2+4	
Speed: 9"	DEX: 12 to 15	Number: d12
Attack: 1 hit for d12 that also causes fear and confusion for d10 melee turns	Notes: All non-magikal weapons can't hit it, but light does d6 points per level of its casting. It is 100% immune to all except fire or light based attacks!	

LIGHT

HD: 56	AC: 2+5	
Speed: 12”	DEX: 15 to 18	Number: d10
Attack: 1 hit for d12 that also blinds for d10 melee turns and paralyzes (a save means victim is slowed)	Notes: Just the opposite to a Shadow Golem. Only darkness or cold type attacks hurt it.	



GOLEM CONSTRUCTION

1. It takes one month per level of a spell or ritual to create a golem.
2. It costs 10,000 GS for initial development and 1,000 GS per each hit point of the completed golem.
3. Golems must be commanded to do a task in order to start said task a full turn later.

Heaven And Hell

Principal Religious Sects In Arduin And The World	From Arduin Grimoire II (Page 85)
Angels	From Arduin Grimoire II (Pages 66 – 67)
Demon Lore	From Arduin Grimoire I (Pages 85 – 86)
The 21 Planes Of Hell	From Arduin Grimoire I (Pages 87 – 90)
Lesser Demons	From Arduin Grimoire I (Pages 91 – 92)
New Lesser Demons	From Arduin Grimoire III (Pages 64 – 66)
Greater Demons	From Arduin Grimoire III (Page 67)
Hargrave's Demon Lore Greater (Named) Demons Of The Arduinian Cycle	From Arduin Grimoire III (Pages 68 – 77)
Hell Spirals	From Arduin Grimoire III (Page 48)

PRINCIPAL RELIGIOUS SECTS IN ARDUIN AND THE WORLD

NAME OF SECT	NAME OF DEITY OR DEITIES	GENERAL ALIGNMENT
The Temple of Timat	Timat, the Destroyer	Amoral/Evil
The Temple of Tarong	Tarong, the Timekeeper	Neutral/Evil
The All Followers	Eru, the Whole, the All	Chaotic/Good
The Vedic Mysteries	Pantheon of Eastern and Hindu beliefs (Siva, etc.)	Lawful/Good
The Marbonian League	Marbonas, the Laughing One	Chaotic/Good
The Followers of Fate	Xuanth, the Hand or Fingers of Fate	Neutral/Good
The Believers of the Black One	Tanabras, Lord of the Dead	Lawful/Evil
The Emerald Star Cult	A pantheon, a mixture of Celtic and Irish Gods	Chaotic/Good
The Temple of Iron	A pantheon, Odin, Thor, etc.	Lawful/Good
Brethren of the Borean Cycle	Boreas, Lord of the Winds	Chaotic/True
Children of the Sun	Saren, the Sun God	Lawful/Good
Warriors of the War God	Megalon, the Soul of War	Lawful/Evil
The Earth Mother Cult	Amarydion, Earth Mother	Lawful/Good
League of Faiths of the Followers of Christ (all so-called Christian religions)	Varies, usually Christ	Lawful/Good
Followers of the Black Flame	Mordakk, Doom Fire	Chaotic/Evil
The Star Guard (Believers of the Star Dragon mythos)	The Star Dragons	Neutral/Good

PRINCIPAL RELIGIOUS SECTS IN ARDUIN AND THE WORLD (CONTINUED)

NAME OF SECT	NAME OF DEITY OR DEITIES	GENERAL ALIGNMENT
Temple of the Sea King	Borsala, King of the Sea	Neutral/Good
Pax Romana (Roman Peace)	Mars, etc., etc., etc.	Lawful/Good
The Zoroastrian League	Zoroaster, the Father of All	Lawful/Good
The Egyptian Pantheon (classical Egyptian)	Ra, Nut, Horus, Anubis, etc.	Lawful/Good
Temple of the True Tarot	A pantheon, the Fool, the Mage, etc.	Chaotic/Good
Temple of the Eternal Flame of Life	Vanaan, the Eternal Flame	Lawful/Good
Temple of the Flame Eternal	Ta-Taru, the All Fire	Chaotic/Good
The Guardians (followers of He Who Waits)	The One Who Waits	Chaotic/Evil
The Silver Moon Sect (followers of Our Lady of the Silver Moon)	Our Lady of the Silver Moon	Lawful/Good
The Blue Moon Sect (followers of the Blue Night Hawk	Skirin, the Night Lord	Neutral/Good
The Red Moon Sect (followers of the Red Spider)	Shagrath, the Moon Spider	Chaotic/Evil
The Circle of Set	The Great Serpent, Set	Lawful/Evil
The Olympian Mysteries (classical Greek)	Zeus, Apollo, etc., etc.	Lawful/Good
The Black Pantheon (the Elder Gods)	Cthulhu, Yog-Sothoth, etc.	Chaotic/Evil
The Confederacy of the Followers of Allah (all Moslem religions)	Usually Allah, but it varies	Lawful/Good

Solken
Adam F. Skipper
Finished on 11/7/08

ANGELS

Angels are beautiful beings of the appropriate race, with golden auras, white feathered wings, and clothed in appropriate dress. They are 25% magik resistant, 100% immune to lightning, and take only half damage from poison, venom, and life drains. They have an AC of 2+, and their Dexterity is always in the 16 – 20 range.

They are 8d8 (full value) in size, and hit with Ogre power. They regenerate at 3 points per minute, and can do 1st level magik as along with double strength bless spells. They carry a +3/+3 flaming two-handed sword for d8 fire damage (double that versus undead and demonic types) through which they can blast one life level off any evil type. They also get a +2 save versus fire, cold, acid, paralysis, stoning, and all technological attacks.

They attack "evils" on sight, and move at 24 per turn in the air and 9 per turn on the ground. They have true sight, and hear on a roll of 1 – 4 on a d6. They turn away undead as a 10th level cleric.

ARCHANGELS

These are greater angels, and thus use a d10 hit die. Their HD range is 9 – 12, and their Dexterity range is 18 – 22. Their AC ranges from 2+1 to 2+4 plus their Dexterity. They are 100% immune to lightning, poison, venom, life drains, paralysis, stoning, and confusion. They get a +3 save versus sonic and technological attacks.

Archangels are 50% magik resistant, and only take half damage from fire, cold, and acid. They regenerate at 6 points per minute, and have improved true sight. They always attack "evils" on sight, and can blast d4 life levels off those types (only) through the +5/+5 flaming (d12 fire damage (double versus undead and demonic types)) two-handed broadswords that they carry. They hit with Stone Giant power to Fire Giant power depending on size. They can use third level magik, and also do double bless, as well as turn away undead, etc., like a 20th level patriarch. They fly at 36 per turn, and move on the ground at 12 per turn.

SPECIAL NOTES ON ANGELS

No angel or archangel may ever be geased, suggested, charmed, frightened, or slept. However, they do get a -2 save versus spoken disintegrate spells or anti-matter of any kind. Also, any angel may haste itself if, and only if, its opponents are hasted.

DEMON LORE

GENERAL DATA

I. All demons have infravision good to 120' or more.

II. Demons hear everything within 120' regardless of obstruction.

III. Demons have saving rolls equal to double their hit dice, on the most favorable table (i.e., a 6 dice Demon rolls like a 12 dice monster).

IV. Lesser Demons roll hit dice points on d10s; Greater Demons roll on d12s; Major Gods use d12s and 3 pips per die.

V. Lesser Demons are 90% chaotic and 10% neutral, but Greater Demons have no such restrictions, they are whatever they desire to be.

VI. Demons cannot be frightened, and usually attack everything on sight (90% chance), including others of their own kind (75% chance).

VII. Conjuration of demons requires that those doing so be of equal level to the type called. Chance of control is below. However, the % of control probability is halved vis-a-vis for Greater Demons. Maintaining control requires 100% concentration!

a. Parity = 10%
b. plus 1 level = 15%
c. plus 2 levels = 20%
d. plus 3 levels = 25%
e. plus 4 levels = 30%
f. plus 5 levels = 40%
g. plus 6 levels and up = 50% plus 10% thereafter.

VIII. Remember, once concentration and/or control is broken, it cannot be reestablished, BY ANYONE, for 24 hours. Decontrolled Demons are mad Demons.

IX. Demons never check morale, and although preferring to be alone, they will tolerate their own (demon type) kind, if, and only if, they are conjured together (still 20% chance of fighting), otherwise section VI prevails. "Katey, bar the door!"

X. All demons regenerate as trolls but 50% faster (Lesser) and 100% faster (Greater). They cannot be killed, only dissipated (all points gone and constant bombardment or attack for 6 consecutive melee turns so they can't regenerate, then they dissipate back to "hell"), unless, after having all points destroyed, a successful exorcism is carried out by the appropriate level cleric. The only exception to this rule is Lesser Demons hit by nuclear explosions, phasers, or other technological energy weapons (including power whips); points lost that way are unregeneratable!

XI. Only attacks that can hit Demons are from magikal weapons, Dragons and Balrogs (or other demons, etc.), the "stoning" effect of medusas, or shadow Titans hits (don't drop life levels, just does hit damage). Elementals, Djinns, Efreet, etc. hit at half attack value; Golems at a quarter.

XII. Greater Demon treasures are usually quite vast: 250,000 to 500,000 gold, 100,000 to 1,000,000 electrum, 500,000 to 5,000,000 silver, 10,000 to 100,000 platinum, 1,000 to 10,000 Mithril coins, 100 to 3,000 gems, 50 to 500 pieces of jewelry, and 10 to 30 Leaser and 1 to 10 Greater, magikal items, as well as 1 to 3 artifacts – Lesser Demons generally have 10% to 20% of the above listed treasure.

XIII. Demons always get 100% of hit dice points (like ancient Dragons); you just roll to see how many dice it is!

SPECIAL INFORMATION

XIV. 20th level Patriarchs have a 10% chance of turning away Lesser Demons; that goes up 2% per level thereafter.

XV. 50th level Patriarchs have a 5% chance to turn away Greater Demons; that increases 1% per level thereafter.

XVI. Greater Demons always have at least a 5% chance of not turning away!

XVII. Below are the known Demon (Lesser) types

a. Wind Demons
b. Sea Demons
c. Fire Demons
d. Earth Demons
e. Ice Demons
f. Night Demons
g. The Demon Locusts
h. Single (non-typed) Lesser Demons (Boak is an example).

XVIII. All class types 4th level and below (3rd level for Clerics) automatically flee in terror from Lesser Demons (roll save versus fear). If the check is failed, run! If you make the save, be paralyzed with fear or pass out from fright!

XIX. All class types 8th level and below (6th level for Clerics) flee, etc. as above in XVIII when confronting Greater Demons.

XX. Demon attacks, like saving rolls, are under the table that is double their hit dice (6 dice Demon = 12 dice attack table).

THE 21 PLANES OF HELL

PLANE	PRIMARY INHABITANTS	ATMOSPHERE	AVERAGE TEMP (F°)	TERRAIN, LOOKS, NOTES, ETC.
1st	Earth Demons *	Being solely of carbon monoxide, humans die in d3 minutes.	130°	Copper colored sky, ragged basalt, lava flows, dark, dry earth. No plant life of any kind. 60 hour day, no moon, golden aurora at night masks the stars
2nd	Sea Demons *	High in nitrogen, but breathable by humans.	80°	Planet is 88% deep green, salty, warm water, with pale sea green sky, 3 moons, wild tides, a 25 hour day, and frequent storms and typhoons. Islands are heavily jungled with metallic silver plants. The world teems with voracious life, all hungry, and most large!
3rd	Fire Demons *	Super heated argon, humans die instantly.	350°	Bare, blasted rock, one side always faces the sun, so that cyclonic winds prevail all the time, light side to dark and back. Black sky, one coppery moon.
4th	Wind Demons *	Very high in neon and xenon, but breathable by humans up to 4 hours.	55°	Endless deserts with occasional oasis of flame. Red vegetation (the sands are generally shiny black). 3 pale red moons in the violet sky. Silver clouds. There are no bodies of water above ground. Mountains of basalt and granite criss-cross the continent rising to 50,000'. 25 hour day.
5th	Night Demons *	Slightly more carbon dioxide than Earth, but the atmosphere almost gone: humans last 10 minutes or less without oxygen.	0°	Snow covered (patchy) metallic blue, green, black, grey rock and/or sand. Black sky; a nova cloud fills 2/3 of the sky; the sun is permanently 1/2 below the horizon (no rotation) and is a big hemisphere of black spotted red (it's dying). Mountains rise to 35,000 feet and pools of liquid mercury fill crevasses and holes everywhere.
6th	Storm Demons	High in ozone (humans suffer headaches). Breathable anyway.	40°	Snow – covered tundra leading, up to pine – like forests on mountainsides, deep blue sky, 2 silver moons, 28 hour day, winds blow constantly, 30 to 50 mph average.
7th	The Demon Locusts *	High in hydrogen and helium, humans die in d6 minutes.	85°	Lichen, slime and moss covered rock, grassy, spine like mountainsides, muddy brown sky, hot, moist, and rainy most of the day (20 hours), no moon, mushroom and fungus forests. Stinks.

THE 21 PLANES OF HELL (CONTINUED)

PLANE	PRIMARY INHABITANTS	ATMOSPHERE	AVERAGE TEMP (F°)	TERRAIN, LOOKS, NOTES, ETC.
8th	Succubi *	Oxygen rich (humans get "the raptures"), but breathable nonetheless.	75°	Beautiful, eyelike, rolling hills, greenery everywhere. Sparkling rivers, crystal blue seas, pale blue sky, a single silvery moon, 24 hour day. But an enzyme kills humans in 1 – 7 days.
9th	Lightning Elementals	High in ozone, argon, and carbon dioxide. Humans die in d10 minutes.	65°	Carbon "mountain" spines, 30,000 feet high or more. Silver grey sky, 30 – 70 mph winds, lightning leaping from spine to spine at random, and 30 hour days. 11 small moons. Ground is highly charged, and could kill the unwary.
10th	Shadow Titans	Highly radioactive, an airless vacuum.	– 225°	Bleak, blasted, melted swirls of rock, shattered mountains, H – bomb craters, etc. Blue glow and multi – colored auroras everywhere. Rings like Saturn (destroyed moon), no rotation.
11th	Swamp Demons	High in sulphur dioxide, but humans can breathe it (up to 25 hours).	115°	Jurassic swamps, bogs, rivers, and numerous shallow but not very salty seas. Fern forests. Dinosaurs and volcanoes abound. 2 large moons (yellow and blue). Frequent meteor showers. Very noisy.
12th	Sun Demons	Mostly neon, humans die instantly, if not sooner!	175°	Entire world looks like silver foil, most are instantly blinded by the reflected glare. No moons. 27 1/2 hour day. Swirling aurora, electrical storms, jagged terrain.
13th	Ice Demons *	Methane with some ammonia. Humans die instantly.	180°	Swirling methane snows, rivers of ammonia, lightning split, deep purple skies. 7 golden moons, rounded but chasm – split ground. 48 hour day. Occa-sional mountains of pure gold, 8 – 10,000 feet high!
14th	Hell Cats	Full of bacteria so that even though very breathable, humans die in 1 – 5 days.	77°	Strange brass colored jungle world, pink sky, 3 orange moons, lots of huge lakes, small fresh water seas, rivers, etc. Few mountains (seldom over 10,000 feet). 25 1/2 hour day. Light mist-ing rain a lot.
15th	Fire Fiends	Mostly kryton, helium. Humans die in d4 minutes.	150°	Glassy, green, smooth, no mountains (only small humps and hills), pale, gold sky, no moon. This planet was burned off by energy beam weapons in an interstellar war

THE 21 PLANES OF HELL (CONTINUED)

PLANE	PRIMARY INHABITANTS	ATMOSPHERE	AVERAGE TEMP (F°)	TERRAIN, LOOKS, NOTES, ETC.
16th	Acid Fiends	A gaseous form of sulphuric acid, humans die (horribly) in d10 minutes.	140°	Pools of acid (various forms), acid rains, pitted, eroded, brittle networks of spidery rock shapes. Lightning flashed constantly. Iron grey, always cloudy sky, 32 hour day, no moon. Pure death
17th	The Black Wind	High in nitrous oxide (laughing gas), but breathable by humans 11 – 12 hours.	35°	Blue – black sky, moonless, blasted futuristic cities, space ports, etc. Most vegetation is petrified; the seas teem with mutated, saurian, or crustacean type life. 22 1/2 hour day. Red auroras at night.
18th	Windgos	High in carbon dioxide, but breathable by humans for d10 hours.	22°	Carnellian, sardonyx, chrysophase mountains. Brooks of liquid gold color (not water), rainbow skies, crystalline trees, truly beautiful, 9 pale violet moons, 36 hour day. Cold, constant wind that "chimes" through the crystal trees.
19th	The Creeping Doom	Breathable by humans, but smells so bad most can't stand it for more than d10 minutes.	60°	Proto – earth, 4 billion years past, soupy hot seas, volcanic action, trilobite type life, protoplasm pools, etc. Steel grey skies, 1 moon, rains a lot. The insects on land are BIG! 25 hour day.
20th	Star Demons	100% radioactive nitrogen trioxide. Humans die in d3 minutes.	-100°	Fantastically shaped (by nearly constant winds of 60 – 90 mph) rock, mountains, clay. Seas of liquid nitrogen, glowing hydrogen gas clouds (yellow – green), ochre sky, 29 hour day, 4 coppery moons, and huge billowy fungus forests.
21st	The Greater Demons *	Extremely radioactive, but breathable atmosphere. Humans die in d10 hours.	65°	The Greater Demons are mutations. The world is full of wrecked (H-bombed) cities, dark red mutated seas, kaleidoscope sky, evilly blue glowing moon, and 24 1/8 hour day.

* – Indicates the "best known" Demons.

LESSER DEMONS

Note: All Lesser Demons use d10 for hit dice.

ICE DEMON

HD: 8 to 10 **AC**: 2

Speed: 8" (10" flying) **DEX**: 10 to 15 **Number**: d6

Attacks: 2 claws for 2d10 each plus d10 intense cold damage. 3 times per minute, they can breathe a 30' by 10' Cone of Cold which does 3d12 points of damage.

Looks: Ice Demons appear as smooth, snow white, 7' to 8' tall humanoids with translucent, ice like bat wings and three eyes like chips of ice in a triangular formation over their long, fanged mouths.

Notes: While 100% impervious to cold, paralysis, and slow spells, Ice demons take half damage from acids, but 50% more damage from fire attacks. They can create walls of ice at will, use first level magik, and can drop the air temperature around them 20 degrees per turn to a -180 degree minimum in a 30' diameter area around them. Inside that area, or in other intensely cold places, they get +2 to all their attributes. They hate Titans, and war constantly with them. Their favorite food is Amazon meat.

FIRE DEMON

HD: 9 to 12 **AC**: 2+1

Speed: 12" (24" flying) **DEX**: 17 to 20 **Number**: d3

Attacks: 2 claws for 4d6 each plus 2d6 fire damage

Looks: Fire Demons are 7' to 9' tall reptilian looking humanoids, bright scarlet, bat winged, two tailed, horned, and befanged, with two eyes like pits of deep space and violet flames dancing over their bodies.

Notes: The air is 200 degrees in a 10' radius around them. They can use up to third level magik, and create 10 double sized walls of fire per day in any combination. They are immune to fire and sonic attacks. Lightning and acid do half damage, but cold or water do 50% more damage than normal. Every third melee turn, a Fire Demon can breathe a 30' by 10' Cone of Fire for 3d12 points of damage. However, they very seldom do this (die roll of 18 to 20), preferring to rend their foes with claws and fangs. They can also throw 5' diameter, 6 dice Fireballs every other melee turn, and do so occasionally (on a die roll of 14 – 20). They can leap 35' in any direction, create illusions at will, and heat the air in a 30' diameter area around them 20 degrees per melee turn to a maximum of 400 degrees. They hate all other fire based beings, such as Salamanders and Efreeti, and will attack them on sight. Their favorite food is Elf hearts.

WIND DEMON

HD: 8 to 10 **AC**: 2

Speed: 9" (36" flying) **DEX**: 18 to 20 **Number**: d4

Attacks: 4 claws for 3d6 each

Looks: 7' to 8' tall, smooth skinned humanoids. They are a bright electric blue in color, with batwings of pale translucent gold, and four silver eyes equidistant around the head. When angry, tiny sparks crackle all over the demon.

Notes: Wind Demons are 100% immune to all Djinn attacks, and take half damage from lightning and wind. Gets a +3 save versus confusion, +2 versus blindness, and +1 versus disintegrate. Wind Demons can use first level magik, and their greatest enemies are Earth Demons, which get +1 attack and defense against them. Their favorite food is Elf meat, a delicacy which they value highly.

EARTH DEMON

HD: 10 to 12 **AC**: 2+2

Speed: 6" (24" through the earth) **DEX**: 8 to 13 **Number**: d6

Attacks: 4 claws for 3d10 each. All wounds inflicted rot at 1 point per melee turn thereafter.

Looks: Earth Demons are mottled earth colors, lumpy headless boulder shaped bodies with 4 legs and 4 arms, and about 8' tall. There are 8 irregular copper colored eyes at random on its body.

Notes: They are totally impervious to sonics, fire, cold, and confusion. Lightning and acid do half damage, but water causes an Earth Demon to "melt" at 1 die per 100 gallons of water. They can use up to second level magik, and when in contact with raw earth or rock, receive a +3 bonus to all attributes. Clerical magik receives a +2 attack bonus against them, so they hate Clerics most of all, attacking them on sight. Their favorite food is Ent hearts.

SEA DEMON

HD: 8 to 10 **AC**: 2

Speed: 6" (36" in water) **DEX**: 13 to 16 **Number**: d8

Attacks: 2 claws for 2d10 each and 1 bite for d8 plus 4d6 points of venom which paralyzes all but Elves and undead, which it dissolves at 2d8 points per melee turn.

Looks: Being 7' to 9' tall, fishlike humanoids, with deep emerald skin, iridescent dorsal spines, and webbing between claws and toes, Sea Demons have 2 huge, pupilless, unblinking white eyes.

Notes: Totally immune to poison, acid, paralysis, and confusion, Sea demons take half damage from cold, but lightning and sonic attacks do 50% more damage than normal. On dry land, they lose -1 from all attributes every 6 melee turns until unconscious. They are frequently accompanied by sharks, schools of barracuda, or other nasty sea creatures. They love emeralds so much that they will do anything in order to get them. Their favorite food is Mermaid meat. Sea Demons frequently use magik of up to third level.

THE DEMON LOCUSTS

HD: 6 to 10 **AC**: 2 (body), 4 (head)

Speed: 9" (18" flying) **DEX**: 7 to 12 **Number**: 1 to 10,000

Attacks: 2 claws for 2d6, 1 bite for d 8 plus 4d6 poison damage, and 1 sting for d4 plus 8d6 poison damage that blinds and paralyzes all but Hobbitts, who are totally unaffected.

Looks: The Demon Locusts are 8' to 18' long, vaguely locust shaped creatures with silver and gold banded bodies. Demon Locusts have beautiful, blond haired, and blue eyed human heads. They smell like putrescent meat.

Notes: Once committed to an attack, these near brainless Demons do not stop attacking until their target is completely devoured! They are totally immune to fear, petrification, poison, and venom. They take half damage from fire, lightning, and acid, and cannot be paralyzed or slowed. They are highly susceptible to confusion (-4 to their save), and cold does double damage to them. They belong, body and soul, to the Greater Demon "Abaddon", and gate to him at his command. All those he or the locusts kill become locusts themselves! They are true omnivores, and will eat anything from flesh to steel!

NIGHT DEMON

HD: 10 to 12 **AC**: 2+4

Speed: 12" (24" flying) **DEX**: 16 to 20 **Number**: 1

Attacks: 2 claws for 4d6 each, 1 sting for d8 plus a 4 level life drain (only 2 if a save versus poison is made).

Looks: Night Demons are 9' to 12' tall, ebony skinned humanoids with batwings and eyes like glowing pools of fire, long barbed tails, and fangs and claws of pale translucent violet.

Notes: Totally immune to life drains, lightning, paralysis, and petrification, cold, acid, poison, and fire do half damage, but they suffer a -2 save penalty versus disintegration. Night Demons fear holy water, which burns them like acid for d8 points of damage which cannot be regenerated. They can, and do, use up to fourth level magik. Night Demons hate and attack Clerics on sight. They can leap up to 33' in any direction. Every third melee turn, a Night Demon can breathe forth a 15' by 3' black flame which does 6d10 points of damage, drains 2 life levels, and rots those

struck at a rate of 3 points per minute thereafter. If hard pressed, thrice daily they can exude a 60' diameter cloud of completely opaque (except to them) black poison gas. It does 10 dice damage and lasts 20 minutes. While inside this cloud, the Demon gets +3 to all attributes. They are invisible at night or in shadows or dark places. Anyone slain by a Night Demon becomes a specter under its control. It is rumored that one Night Demon has ascended to "god" status.

KNOWN LESSER DEMONS

TYPE	KNOWN NAMES (CALLABLE BY SPELLS)
Ice Demons	Ryobar, Manobar, Lukobar, Thandobar, Frundobar, Vardobar, Alcobar
Fire Demons	T'Skree, Turaag, T'Kraar, T'Vroon, T'Chreen, T'Vraalk, T'Luur (female?), T'Skaand
Wind Demons	Tring, Lingaat, Vingyth, Arshing, Myring (female), Sondving, Olaving
Earth Demons	Gnoth, Gnorr, Gnuld, Gnorg, Gnumra, Gnulth, Gnayla, Gnymba
Sea Demons	Urog, Uralth, Urong, Uragg, Urga, Urvos, Urnaat, Mithrom (now a Greater Demon?)
Demon Locusts	Bel (the leader), Tokk, Barr, Vokka, Sarkk, Nemekk, Lokkok
Night Demons	Murgra, Braskael, Braskhund, Khnorvolkk, Branth, Aang, Razur

NEW LESSER DEMONS

ACID FIENDS (ACID DEMONS)

HD: 8+1 to 10+1 **AC**: 2+1

Speed: 10 (ground only), 12 (charge) **DEX**: 8 – 10

Attacks: d12 tentacles that do 2d8 damage (plus acid). It can spit acid in a 3' wide stream up to 60' for 4d12 points. Normal metal weapons dissolve. Weapons that are +1 have a 40% chance to dissolve, +2 have a 30%, +3 have a 20%, +4 have a 10%, and +5 have a 1%.

Looks: They appear like huge (16' – 20' diameter) globes of pale blue. Amoeba like, it can extrude tentacles at will, and slide under doors, through key holes, etc. It needs no atmosphere to live, and is equally at home in a vacuum. It loves to roll over victims, "eating" them and enjoying their dying struggles.

Notes: Acid Fiends are immune to cuts, chops, fear, confusion, and acid. Cold slows it (once only), and does half damage; fire does half; lightning does three-quarters. Disintegrates regenerate it, and stoning adds hit dice (size) to it on a 1 dice per 1 level of caster ratio! Its mere touch does 3d8 points acid damage. Those "eaten" take 4d12.

BEL

HD: 10 **AC**: 3

Speed: 10' (ground), 20' (air) **DEX**: 12

Attacks: see Demon Locusts (Lesser Demons section) for details

Looks: He is a 20' long Demon Locust.

Notes: Bel is now the leader of the Demon Locusts. It takes +2 or better magik weapons to hit him. He has an Intelligence of 7

THE CREEPING DOOM

HD: 12+1 to 16+1 **AC**: 2

Speed: 9 (ground only) **DEX**: 9

Attacks: d10 pseudopods for d12, plus it absorbs 1 life level and d3 Strength points per hit. Those covered smother in d2 minutes, and are dissolved at 3d12 points per turn (no other damage).

Looks: The Creeping Doom is a pulsing crawling carpet of living purple splotched green ooze that is up to 40' across and 3' thick. It can lay still and look and feel like solid rock, or can flow through the tiniest holes and cracks. It can also take a shape (mimic) and look like anything.

Notes: It is immune to fire, fear, and confusion. Chops do half damage, and cold does 50% more. All poisons do no damage, and acid regenerates it. Paralysis Hastes it (once only), but holy water does 4d12 points (per flask) to it!

FIRE FIENDS (FLAME DEMONS)

HD: 8+1 to 10+1 **AC**: 2+1

Speed: 36 (air), 24 (ground) **DEX**: 17 – 20

Attacks: It attacks like a flaming blade barrier (7d10 plus 2d10 flame damage) once per turn.

Looks: Fire Fiends look like fiery pinwheels 7' across and 3' thick that roar, crackle, and spit sparks in all directions (up to 10' away). It pinwheels through the air, or rolls roaring across the ground,

leaving a boiling melted track 4' wide.

Notes: These demons are immune to fire, fear, confusion, and paralysis. Normal metal weapons melt when used to hit them. Weapons of +1 have a 90% chance of melting, +2 have a 75%, +3 have a 50%, +4 have a 25%, and +5 have a 5% chance. All within 10' have -1 on their attack and defense due to the sound, swirling air and sparks, and heat.

HELL CATS (DEMON CATS, DOOMTIQERS)

HD: 6+1 to 9+1 **AC**: 2 to 2+1

Speed: 20 (ground), 38 (charge) **DEX**: 16 – 19

Attacks: 2 claws for 2d8 plus 1 life drain each, and 1 bite for 3d6 plus 2 life level drains. The claw and bite wounds are so painful, all hit lose -1 off their attack and defense thereafter.

Looks: These large, lion sized, felines are apparently made of shadows with eyes of green balls of fire, claws of red crackling flame, and teeth of silver moon beams. They look like caricatures of Halloween witch's cats. Their yowl is like a super fear spell (all up to 12th level must save or be paralyzed in fear). Save and run!

Notes: Hell Cats are immune to fear, cold, confusion, paralysis, and acid. Poisons do half damage, but the Clerical Light spell does 1 point per Cleric's level (one turn only)! They regenerate like vampires, and can slip under door cracks, through key holes, and the like. Blink Dogs are their favorite food. They have true sight.

LIGHTNING "ELEMENTALS" (BLACK)

HD: 12+1 to 18+1 **AC**: 2+3

Speed: 72 (air only) **DEX**: 18 – 24

Attacks: 2 hits for 4d12 plus 2 life level blasts. If a save versus magik is made, one still loses 1 life level (roll each time). They can "sight in" and only hit once for 4d12, but they reach "into" the target, and hit the heart or brain.

Looks: Crackling black lightning in the shape it is a humanoid about 7' tall. However, they move so fast that all people usually see is a black blur.

Notes: Lightning Elementals are immune to confusion, fear, lightning, acid, and paralysis. Fire only does half damage, and poisons have no effect. Those slain by its life blasts crumble to dust immediately, and their souls are immediately freed. As such, a raise dead fully must be used within 5 minutes, or it's gone. They can haste themselves at will for 1 hour daily.

SHE DEMONS

HD: 8+1 to 12+1 **AC**: 2

Speed: 21 (ground only) **DEX**: 17 – 21

Attacks: 2 hits for 2d8. If they embrace and "kiss" a victim, they can suck 3 life levels from him. It takes Storm Giant Strength to break that embrace.

Looks: She Demons are tall, voluptuous women with the heads of skulls (long flowing hair) like Hell Maidens. Their eyes are lambent green flame. They can, however, put a "mask" on their face and look like beautiful, but normal, women. They have no belly buttons.

Notes: Immune to confusion, fear, and paralysis, they are 50% magik resistant. They can become gaseous, walk on any surface, and pass wall at will. They can use up to 5th level magik (5 spells per level), and sometimes carry magik daggers, mirrors, wands, etc. They seem to glide over the ground when moving all out.

STAR DEMONS

HD: 10 to 14+1 **AC**: 2+5

Speed: 48 (air), 12 (ground) **DEX**: 18 – 23

Attacks: 2 claws for 4d10. Thrice an hour, it can also fire a 7d10 point prismatic blast from their eyes (it knocks down cubes of force, anti-magik shells, and all prismatic walls). Its damage will not regenerate, except normally.

Looks: Star Demons are humanoid, stand 15' tall, have wings of rainbow colored light, and possess bodies of what looks like smooth, translucent, black diamond. Their eyes are pools of golden flame. They are incredibly beautiful. They have a faint golden glow, and where the heart should be is a faintly visible ball of glowing fire that pulses.

Notes: Immune to fear, confusion, acid, cold, and paralysis, they are 75% magik proof, and use up to 6th level magik. The body glow is caused by radiation; all within 10' take d3 points of radiation poisoning (non-regeneratable) per turn. They are natural "spell turners", and can Haste themselves at will (die roll of 9 or better on a d12). Webs slip off them, and poison gas or poison has no effect.

STORM DEMONS

HD: 11 to 13+1 **AC**: 2+4

Speed: 48 (air), 10 (ground) **DEX**: 17 – 21

Attacks: 2 claws for 2d8, 1 bite for d12 plus electrical shock (2d12) and save versus paralysis (all).

Looks: Electric blue with wings of blue lightning, Storm Demons are scaled, winged, fanged, erect, and 10' – 12' tall. The claws are a glowing violet as are its 3 eyes. They are sometimes accompanied by air elementals, Stormbirds, or personal meteor storm "shields".

Notes: Immune to lightning, paralysis, and fear, they are 50% magik resistant. They can use spells up to 4th level (up to 6), and can put up a meteor storm (electrified for 50% more damage) shield thrice daily for 1 minute each time.

SUCCUBI

HD: 2 – 10 **AC**: 8 (always)

Speed: 9 **DEX**: 15 – 20

Attacks: 1 by weapon type, and 1 life level per "kiss" (touch based attack that must be held for d4 turns)

Looks: Like vampires, they can charm people, and are 20 – 80% magik resistant.

Notes: They try to seduce, and only fight if forced. A Succubi's Charisma is 17 and higher

SUN DEMONS

HD: 7 to 9+1 **AC**: 2+2

Speed: 36 (air), 9 (ground) **DEX**: 15 – 20

Attacks: 2 claws for 3d6, 2 wing buffets for d10, and 1 bite for d12. They spit molten metal up to 15' that does 3d10 points initially, 2d10 the next turn, then d10 the turn after as it cools. It also poisons 1 point per turn thereafter.

Looks: Winged, fanged, tailed, clawed, and bird beaked, Sun Demons are about 8' tall. They look like glowing red hot iron (and are close to it in truth). They squeal like metal on metal when they move, and when they fly, the sound is so intense that all within 30' have -1 on all their attacks

and defenses. They smell like molten metal – acrid and tangy.

Notes: Immune to fire, fear and confusion, they take no damage from sonic weapons. Lightning reflects off them (roll for direction) doing half damage. Stoning regenerates them, and cold does 50% more damage. They love lava and molten areas, and their mere touch does d10 points of heat damage.

SWAMP DEMONS

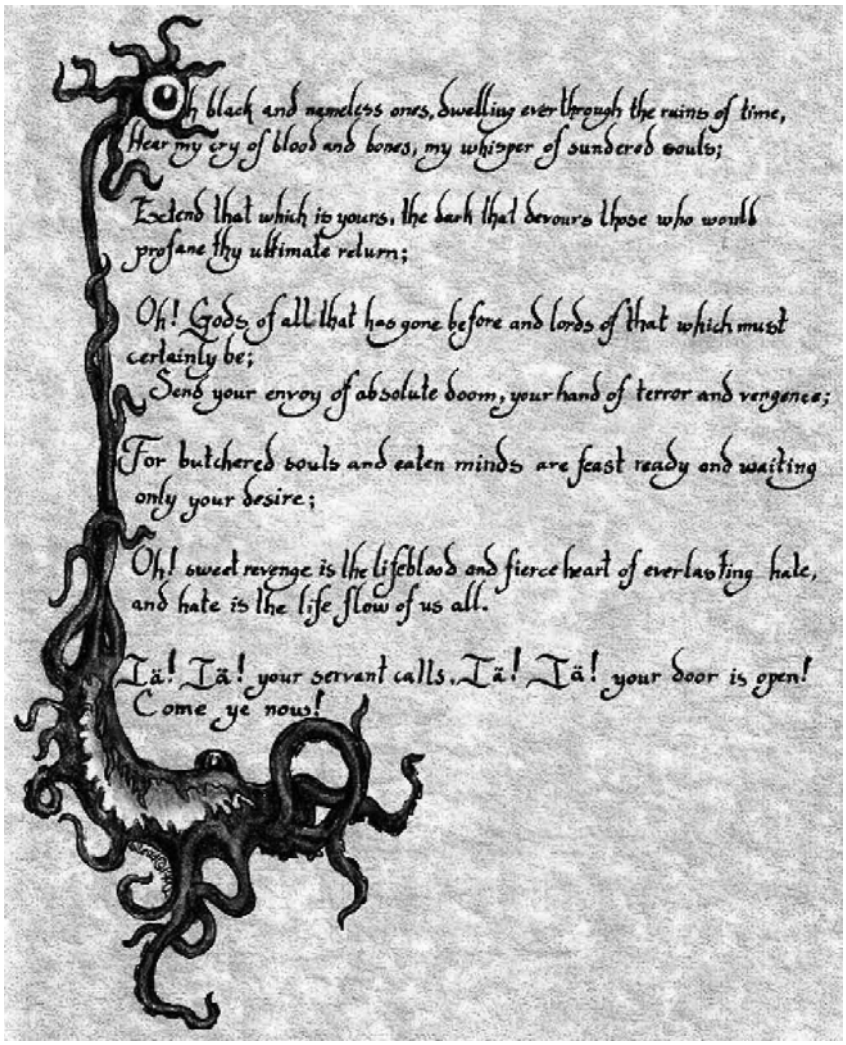
HD: 7 to 11+1 **AC**: 2

Speed: 9 (land), 9 (water) **DEX**: 9 – 12

Attacks: 1 – 13 tentacles for 2d8, 1 bite for up to 2d8. Constriction causes 4d6 points. All who are hit rot d6 points immediately and d3 per melee turn until a Bless and Cure Disease is done.

Looks: Being a mushy grey, polypoid, wart covered, vaguely man shaped, very nasty fungoid, it is a 8' – 10' tall being. Swamp Demons have 13 eyes on variable length stalks at random about the "head" and 7 "mouths" at random there also. There are 13 long pulpy tentacles (usually 13' long) at random around the body.

Notes: Immune to fear, sonics, acid and rotting, they are 50% magik resistant. They can "throw" (detach) their tentacles up to 45', which then attack independently like a boa constrictor. Cuts and chops seal up, and if pressed, they can exude a 45' diameter cloud of opaque rotting (2d12) gas.



GREATER DEMONS

Greater, or "Named", Demons are the lords of their own particular "hells", and are the absolute power within their realm: the "gods" of those hells as it were.

The statistics given are for their incarnations outside of their home universe, and only give a bare hint as to their real power. Because they are less powerful elsewhere, they seldom leave their own areas. When forced to do so by conjuration or other means, they are understandably very angry.

Greater Demons detest mortals (and lesser immortals) so much that they don't consider them anything more than excrement to be destroyed or ignored as opportunity dictates.

They will command lesser denizens (or demons) from their own plane, and will frequently send those minions in their place when they are conjured. However, the conjurer has the option of demanding that they return and send their master as it was him/her who was called, and the lesser entities (if intelligent) must do so immediately (although they will try to persuade the conjurer otherwise, or even try to slay him).

The DM must use his or her wits when Greater Demons are involved so as not to do the easiest (and most logical) thing: slay the conjurer. This kind of thinking negates the real value of terror in a game. A player should rightly fear and dread conjuring up a Greater Demon, but should not feel resigned to 100% certain death if he/she does so. Play on the horror of the unknown, ad-lib, make up your own Named Demons, be a true guide to the "outer limits" of your own "Twilight Zone".

HARGRAVE'S DEMON LORE OF GREATER (NAMED) DEMONS OF THE ARDUINIAN CYCLE

ABADDON (THE LOCUST LORD)

HD: 23

AC: 2+3

Movement: 15' (ground)

Body: 14

DEX: 15

INT: 17

Immunities: 100% to gas, poison, venom confusion, and lightning; 50% to cold

Alignment: Evil

Number of Spells: 13

Number of "Pets": see Demon Locusts

Allies: Bel

Enemies: N/A

Attacks: 4 hand attacks per turn for 3d12 points each; 1 bite for 4d6 points (see Special Abilities for details)

Special Abilities: His bite injects a virus into the body that first paralyzes (1 minute), then kills (3 minutes, then dissolves the victim (1 minute). If he bites, he does not "strike" that melee turn.

Special Equipment/Weapons: He carries 20 iron darts and can throw them 240' with +3 accuracy, causing 6d6 points of damage per hit. He also carries a Lance of Living Lightning that does 4d12 points of damage and is 20' long.

Looks: Abaddon is brown, hairy, 4 armed, saber toothed, humanoid, and one eyed. The eye is like the headlight on a train, and has x-ray vision, also. It emits a deep red beam of light 90' long to 10' wide. He has bright yellow fangs and claws and a monkey like tail.

Notes: He can use 8th level magik, but without regard to the Mana requirements (as do all demons). He rides the largest of the Demon Locust called "Bel".

AMON-RA

HD: 20

AC: 2+3

Movement: 24' (ground), 24' (air)

Body: 12

DEX: 16

INT: 17

Immunities: 100% to fire, cold, and poison; 50% to lightning

Alignment: Neutral

Number of Spells: 15

Number of "Pets": 24 – 120 wolves or Wargs; 10 – 20 werewolves

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 4d12 points; 1 bite for 3d6 points

Special Abilities: He breathes (up to 8 times a day) paralysis gas the size of a green dragon's cloud. His snake venom does 5d12 points damage, and can be "spit" up to 80' away.

Special Equipment/Weapons: N/A

Looks: Amon-Ra is a 15' tall, huge, erect wolf bodied (silver fur), snake headed (gold scales) demon with eagle or roc's wings (bright red), and blue steel claws.

Notes: He can and does use up to 4th level magik (preferring fire or cold spells). He is the "god" of the Wargs, wolves, and werewolves. About 10% of the Wargs or wolves that appear with him are wraiths. He hates rocs, eagles, etc., and wages a constant war upon them. He can get down on all

fours and run with "his people". Amon-Ra can appear either as a simple wolf, Warg, or snake, and quite frequently dose so. Those that accompany him cannot be effected by either fear or confusion. He detests Elves, and goes nearly berserk when fighting them (add +3 to his attacks).

APHAROE

HD: 20

AC: 2+2

Movement: 10' (ground), 18' (air)

Body: 16

DEX: 18

INT: 17

Immunities: 100% to stoning and cold; 50% to fire and lightning; disintegrate does 2d12 points, acid does third damage, poison does half damage

Alignment: Neutral

Number of Spells: 18

Number of "Pets": a swarm of 10d100 Tengs or d3x100 Freeze Bees if in normal shape

Allies: N/A

Enemies: Tel-Krcatli

Attacks: 2 per turn (cold or hit) 3d6 points. See Notes.

Special Abilities: She can project cold from her hands (once from each per melee turn like a wand), fly, polymorph, create illusions, or turn whoever she touches to stone at will.

Special Equipment/Weapons: N/A

Looks: Apharoe is 7' tall, beautiful, buxom woman. All men have a 50% chance of falling immediately in love! All women are usually (50%) jealous, and hate her. She likes to appear as a small white dove or a black swan, and it's a 95% chance she'll appear that way whenever met.

Notes: She can, and will, use up to 9th level magik. She can spit fire, and move like Elves. In addition, she can stand fast, not move, and get double attacks. She has been known to seduce men, and then literally "drink" their souls while kissing them (takes 2 melee turns). She speaks all languages, is clairvoyant, has clairaudience (out to 360'), can become invisible, and can teleport twice a day. She will, once every hundred years or so, pose as an Amazon, go among men, choose a husband, have a single child, and then depart taking her demi-demon offspring with her. She prefers Elves for this, but will "bed and wed" any suitable Lord.

ARIOCH

HD: 25

AC: 2+5 (eye = 2+2)

Movement: 13.5' (ground)

Body: 19

DEX: 18

INT: 18

Immunities: 100% to paralysis and disintegrate; 50% to cold; Finger of Death does 4d10 points

Alignment: Neutral

Number of Spells: 16

Number of "Pets": 6d2 Skorpoons (8+1 – 9+1 dice) or 4d10 Giant Skorpions (8 – 12 HD)

Allies: N/A

Enemies: Nodens (demi god)

Attacks: 2 per turn

Special Abilities: He is regenerated by lightning (1 for 1) or by acid rain (1 for 3). He can control any number of scorpions regardless of size. He has a vampire like charm person. His mere touch causes 3 points of acid like damage per melee turn (starting on the 3rd melee turn after hit). His talons extrude a scorpion like venom (3d12 points), but he hits with extended talons

only about 35% of the time. He does not fly, but can teleport at will every 3rd melee turn. He can leap 45' horizontally or 30' straight up. He can also make 6 mirror images of himself.

Special Equipment/Weapons: N/A

Looks: Arioch is an 18' tall, black furred (like an otter) humanoid with one huge eye like a many faceted ruby (shines with an inner light). He has two thumbs, 4 fingers, and retractable talons.

Notes: He can, and does, use up to 8th level magik (4 of each level). He prefers attack spells, but will also use the Crimson Bands of Cytorakk quite frequently (50%)! He is the "patron" of the Scorpions and messenger of the "Great Scorpion God" Shug-Miggurath. **HIS AGILITY IS 15.**

BOAK

HD: 10

AC: 2+2

Movement: 36' (ground), 48' (air)

Body: 18

DEX: 18

INT: 10

Immunities: 100% to acid and gas; 50% to fire, lightning, cold, and paralysis; stoning does 3d12 points

Alignment: Neutral

Number of Spells: N/A

Number of "Pets": N/A

Allies: Cimmeries

Enemies: Griffons and Lammasau

Attacks: 2 hits (2d12 points) and 1 bite (3d12 points) per turn

Special Abilities: It breathes a chlorine gas cloud like a green dragon (4d12 points), and his bite does 3d12 points of poison damage. He can run up walls and across ceilings.

Special Equipment/Weapons: N/A

Looks: Boak is a 15' long, huge, ebon, red flame eyed creature that resembles a metal, scaled warhorse.

Notes: Boak is not a real greater demon, but listed here because it is always with one. As Cimmeries steed and loyal companion, he gallops through the sky without wings. He hates "pegusi", but his arch enemies are Griffons and Lammasau. Those will always attack him regardless of fear. His best "friends" are Black Dragons, and he is sometimes seen "playing" with them. He cannot be polymorphed; in fact, if it is tried it doubles back on whoever tries! In times of dire or mortal need, he can teleport himself and any rider (once per day). He can also "Hell Ride" between dimensions or Hells. **HE HAS AN EGO OF 20!**

BOREAS (LORD OF THE ICE DEMONS, WINTER DEMON)

HD: 22

AC: 2+4

Movement: 15' (ground), 25' (air)

Body: 15

DEX: 12

INT: 17

Immunities: 100% to cold, stoning, paralysis, half damage from disintegrate (2d10 points) finger of death bounces back to caste

Alignment: Evil

Number of Spells: 16

Number of "Pets": 2d3 Ice Demons or 12d4 wraithe Skaith Hounds

Allies: N/A

Enemies: N/A

Attacks: 4 per turn at 4d10 points each

Special Abilities: A 60' diameter aura of 4+1 dice of cold damage radiates about him. He can

breathe, once per minute, a blast of cold (120' by 40') that does 8d12 points of damage (all beings 5 dice and below are immediately frozen solid). He can also conjure and control the "north wind", which is like a Djinn Wind and Ice Storm combined (3 times a day for 5 minutes each time or once per day at double strength)!

Special Equipment/Weapons: N/A

Looks: Boreas is an 18' tall, 4 armed, winged, scaled, tailed humanoid. He is all frosty blue-white with eyes so black they look like deep space.

Notes: He may use up to 7th level magik, and frequently does so. He has all the capabilities of Ice Demons as well as his own. He will frequently appear as a snow-white saber tooth tiger with fangs of ice. Yes, Virginia, Urandos does also claim to be "Lord of the Ice Demons", so who do you believe? It sure makes for interesting arguments between the 2 of them! His touch does 3d12 points of cold damage, and it will paralyze all Humans. He loves blue sapphires, and sometimes hides inside one.

BRYGHAUL (THE GREAT DECEIVER)

HD: 15

AC: 2+1

Movement: 12' (ground), 18' (air)

Body: 19

DEX: 16

INT: 15

Immunities: 100% to polymorph, paralysis, and confusion; 50% to fire

Alignment: Evil

Number of Spells: 17

Number of "Pets": d4 Succubi

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 2d10

Special Abilities: He has a +3 Vampire Charm spell equivalent. He can polymorph at will, jump 20' up or across, and speak any language. He gives off a very pleasing odor, and is attractive to women. He will usually use his Charisma to lull you into feeling secure, then he'll strike. If he touches a woman there's a 50% chance she will fall in love with him. If he kisses one, the chances are 93%! He can create "Djinn Silver" that lasts 3 days.

Special Equipment/Weapons: and usually wields a +5/+5 "pitchfork". His pitchfork/trident also causes the victim to burst into flame (1 to 10 points per turn until dispell magik is used).

Looks: Bryghaul is an 8'6" tall, classic, handsome, tailed, horned devil, but with blue eyes and bright, satin smooth, yellow skin.

Notes: He can use up to 4th level magik. He is the "Leader" of the Succubi, but will occasionally appear riding a wraith yellow dragon. He flies without wings. **HIS SMILING CHARISMA IS LIKE A FULL 16+9, OR 25 TOTAL.**

CALYANDAGG

HD: 18

AC: 2+2

Movement: 21' (ground)

Body: 21

DEX: 14 for all

INT: 16

Immunities: 100% to poison, venom, acid, and paralysis; 50% to lightning

Alignment: Neutral

Number of Spells: 18

Number of "Pets": 2d8 5+1 to 9+1 dice Spigas

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 3d12 each

Special Abilities: He emanates a double strength Fear spell for 60' around him, and his mere touch causes paralysis in all but insects. He can spit (60') or spray (30') a 6+1 dice acid as often as he likes. Also, he can weave and cast (up to 120') a 30' diameter web (will hold even Storm Giants for 5 minutes) that is fire proof. It takes 2 minutes to weave. He can do this thrice daily. He will hit twice and bite once each turn (9+1 poison), and can leap 60' horizontally or run up walls and across ceilings. His body fur will break off when hit. If it lands on bare skin, the hair work its way into the host body, and become a giant maggot, eating the person to death from the inside out (takes 3 days).

Special Equipment/Weapons: N/A

Looks: Calyandagg is a huge, white, furry spider with 13 eyes like glowing red rubies.

Notes: He is the "king" of the insects (it takes +2 or better weapons to hit him) and can command any number up to 5+1 dice, 10 up to 10+1 dice, 5 up to 12 dice, 3 up to 20 hit dice, and one of any larger types. His favorite food is female Elves, Amazons, or Humans. Friendly to hell hounds, he sometimes allows packs of them to run with him (25% chance). He usually attacks all Clerics on sight. He hates 'em!

CIMMERIES

HD: 15

AC: 2+4

Movement: 12' (ground)

Body: 23

DEX: 24

INT: 17

Immunities: 100% to all missiles, magik, or otherwise (turns them away) and paralysis; 50% to lightning and fire

Alignment: Evil

Number of Spells: 22

Number of "Pets": 1 (Boak)

Allies: Boak

Enemies: N/A

Attacks: 3 per turn for 2d12 points

Special Abilities: He and his mount can pass wall at will. When riding, they move like a Cleric does when wind walking. He can jump 25' horizontally or up to 20' vertically. He can hypnotize any single being he can concentrate on for 3 melee turns.

Special Equipment/Weapons: He carries a +5/+5 flaming black sword (2 handed for mortals) called "the Key of Hell" or "Hell Key". It is amoral, and can opens all locks, doors, and magikal enclosures. It also can detects traps, secret doors, good and evil undead, and treasure (type amount). It gives the wielder the abilities of true sight, ESP, clairaudience, clairvoyance. It has X-ray vision, can shoot a disintegrate spell thrice daily, and possesses an Ego and Intelligence of 18. The wielder can "Gate" to any one of the known 21 planes of Hell. It speaks all languages,

and its purpose is to kill! It must have at least one life per day, or it kills its owner. It paralyzes all Clerics 22nd level and below, and disrupts undead. Cimmeries also usually carries a 25' long whip of Balrog leather that does 3d6 points damage, but gives excruciating pain to all undead. They really fear this whip!

Looks: Cimmeries is a 7'6" tall, very handsome, ebon, silver eyed, and Human looking, grossly male and very nude. **HIS CHARISMA IS 18+4 (22 TOTAL)**.

Notes: He is the "Lord of the Undead", and can control any number of wraiths or lesser types, up to 20 spectres, up to 10 vampires, or up to 6 Liches or other greater undead.

DAGONUS

HD: 20

AC: 3+2

Movement: 12' (ground), 40 (air)

Body: 12

DEX: 15

INT: 15

Immunities: 100% to fire and lightning; 50% (4d12 points) to stoning and disintegrate; all death spells bounce back on sender

Alignment: Evil

Number of Spells:30

Number of "Pets": d8 dragons (red, blue, green, black, or white)

Allies: Queen of the Evil Dragons

Enemies: King of the Good Dragons

Attacks: 3 breaths plus 2 claws (4d12 points each) or bite 4d12 (instead of breath)

Special Abilities: Each mouth can shoot either a 180' x 20' thunderbolt (10d10 points) or silver and gold fire (12d10 points) for 90' x 30' every other melee turn. Up to 3 fire and 4 thunderbolts per head can be fired daily. Hiss touch does 6d6 points shock hurt. Any who look at his eyes must roll versus magik, or be charmed. If the save is made, the gazer suffers d6 melee turns of confusion.

Special Equipment/Weapons: N/A

Looks: Dagonus looks like a three headed dragon with scales of alternate silver and gold (quite beautiful). He has a 90' wing span, and is 30' tall. Each head has 3 eyes, 2 sapphire blue and 1 ruby red (in the middle). The talons and fangs are dull black. The dorsal fins running down its necks and back are silver and gold.

Notes: He is known as the "great dragon" or the "demon dragon". He breeds dragons, and likes to cross mutate them. He can control any reptiles up to 40 dice in size and/or number up to 8 dragons (regardless of size) or 12 Balrogs or 4 lesser demons. He is the arch enemy of the King of the Good Dragons, and the master/lover of the Queen of the Evil Dragons. He prefers defensive spells (can use up to 8th level magik, 4 of each level).

GOROK (THE HUNGRY ONE)

HD: 21

AC: 2 + 3 (claws = 2+5)

Movement: 20' (ground)

Body: 16 (tongue)

DEX: 9

INT: 9

Immunities: 50% to weapons; 33.3% to all magic

Alignment: Evil

Number of Spells: 6

Number of "Pets": none

Allies: N/A

Enemies: N/A

Attacks: Inside the pincers are secondary mouths, so on the 2nd turn held, the victim is eaten (36 points per turn per mouth). His skin has an acid slime coat (d12 points) that destroys all but Adamantine.

Special Abilities: His tongue can lash out to 60' doing 2d6 points, plus it injects a dissolving acid into the victim (down on 2nd melee turn after hit, dissolved on 6th melee turn after hit). If the save is made, it still does 2d10 points.

Special Equipment/Weapons: N/A

Looks: Gorok looks like an erect cross between a lobster and tyrannosaurus with 9 fiery red eyes on his head.

Notes: He can, and does, use up to 3rd level magik (2 spells per level). This demon will attack all it sees, devouring its victims alive. He can mimic perfectly the voice of all he devours thus luring ethers to a like fate. He usually appears wreathed inside a roaring column of flame (20' diameter, 60' tall) that will melt all missiles entering it and all +1 magik weapons (+2 = 50% chance, +3 = 25%, +4 = 15%, +5 = 1%). The flames do 6d10 points (4d12 points of damage if the save is rolled). He attacks out of the flame without leaving it. **HE USES UP TO 7TH LEVEL MAGIK.**

GROAK (LORD OF THE SWAMPS)

HD: 19

AC: 2+5

Movement: 20' (ground), cannot fly

Body: 18

DEX: 14

INT: 14

Immunities: 100% to acid, poison, and paralysis, stoning; 50% to fire and lightning

Alignment: Evil

Number of Spells: 4+

Number of "Pets": usually d4 swamp slimes and d8 swamp things (see Notes for more details)

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 2d10 plus special plus spitting

Special Abilities: He can leap 60' horizontally or 35' vertically. His touch causes intense agony (all 5 dice and below go insane with pain), and does 6+1 dice acid damage. His anemone tentacles paralyze all, and can constrict for 4d12 points. The lesser tentacles do 3d12 points apiece (there are 12, and they are 6' long). He can spit a slimy acid up to 90' (covers 10') or spray it up to 45' (covers 30') that does 10d6 points of damage. If left untreated, it will cause 6 points of poisoning damage per melee turn after a 3 minute delay. He can turn a 90' diameter area to muddy swamp like terrain around himself 3 times a day (takes 3 minutes).

Special Equipment/Weapons: N/A

Looks: Groak is 15' long, and has a huge toad like body with what appears like a giant sea anemone for a head (two of the tentacles are 20' long when extended). His coloring is like very rough, raw emerald crystals or fractured green jade or rock.

Notes: He can polymorph to look like any swamp land thing (rock, tree, alligator, etc.). He can also teleport at will, and can command all swamp creatures (10x20 + dice, 10xl0 + dice, 60x5 + dice, 120x2 + dice, unlimited smaller ones). He can use up to 4th level magik, but seldom does so.

KARONG (LORD OF THE SLIMES/OOZES, ETC.)

HD: 17

AC: 2+2

Movement: 15' (ground), 20' (air)

Body: 15

DEX: 15

INT: 15

Immunities: 100% to paralysis and stoning; 50% to fire and cold

Alignment: Evil

Number of Spells: 18 (eyes)

Number of "Pets": d12 of the varied slimes, etc.

Allies: N/A

Enemies: N/A

Attacks: 2 per turn (plus 3 eyes) for 2d12 points

Special Abilities: He has a 10' radius paralysis aura about him (it only affects Elves and Orcs, all others have d6 melee turns of confusion). His touch causes rotting damage like his yellow eye. His eyes can shoot rays (120' x 5') every melee turn. Red does 3 to 36 points of heat damage. Yellow does 2d12 points of rotting damage (+3 points per melee turn thereafter). Green turns whatever's hit into green slime (up to 48 points worth then the slime eats the rest). He can choose 3 targets or just 1.

Special Equipment/Weapons: N/A

Looks: Karong appears as a dull, black, scaled, tailed, winged, 10' tall humanoid with 3 eyes (from left to right: red, yellow, and green).

Notes: He can telekinetically throw, up to 60', any of his pets each turn instead of hitting. He can appear (polymorph) as any of those gooey goodies, and while so, he can do their type of damage. His bite (once every 3 melee turn) does 3d6 points, but injects a virus that turns the victim into one of his pets (random roll as to type) in 1 minute. It takes a Cure Disease and a Cure Heavy Wounds within the first 30 seconds (5 melee turns) in order to work. After that, it's tough cookies! He has a vampire like charm, and can leap 35' horizontally or 20' vertically. He can, and does, use up to 4th level magik (3 of each spell level).

KAVRING

HD: 16

AC: 2+2

Movement: 18' (ground), 30' (air)

Body: 17

DEX: 18

INT: 14

Immunities: 100% to fire and paralysis; 50% (2d10 points) to lightning and stoning

Alignment: Evil

Number of Spells: 18

Number of "Pets": 4d6 salamanders or fire fiends

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 3d8 points (see Notes)

Special Abilities: He radiates a 2+1 dice aura of heat around him. His touch also does 5d6 points damage. He can create a triple wall of fire every 5 minutes. Also, he can shoot 1' diameter, 30' flames from his index fingers (instead of hitting) that does 4d6 points of damage. After 10 shots, he must recharge for 3 minutes. He has a vampire like charm.

Special Equipment/Weapons: N/A

Looks: Kavring looks like a huge carved ruby, 10' tall, that glows from within. He is winged, but otherwise very much humanoid. His wings look like ruby flames.

Notes: He is the lord of the salamanders, and wants to be the lord of the fire demons also, causing an ongoing war. He can dimension door at will, and can polymorph to appear (only) as a fire demon, salamander, phoenix, fire elemental, or red dragon. He can melt through 10' of stone or 1' of steel per minute with his hands. He sometimes will appear as a ball of fire and speak in a voice like thunder. He loves to create huge fires (forest fires, wild fires, etc.) from which he draws added strength. His favorite food is Hobbitt meat. He uses up to 3rd level spells (6 from each level).

MOLOCH (THE BANE OF ELFDOM)

HD: 15

AC: 2+4

Movement: 20

Body: 19

DEX: 18

INT: 18

Immunities: 100% to all of the attacks fire demons are immune to plus polymorph; 50% to all energy loss damage

Alignment: Evil

Number of Spells: 17

Number of "Pets": d4 lesser fire demons

Allies: N/A

Enemies: Abaddon, his "locusts", Night Demons

Attacks: 3 per turn for 4d10 points

Special Abilities: Being the Arch Lord of the fire demons, he has all of their capabilities, but increased by 50%, plus he can throw permanent (3 times daily) blindness. There is a double strength Fear spell (30' radius) emanating from him. He can melt metal objects thrown at him at will. He can literally walk through rock (by melting a path) at 5' per minute or iron at 1' per minute.

Special Equipment/Weapons: He frequently carries a +5/+5 sword (7' long) of living flame that does 4d12 points damage. He also wields up to 6 Javelins of Flame (throws them 240') that explode in a 10' diameter fireball on contact doing 10d6 points of damage.

Looks: Moloch looks like a very large, 13'6" fire demon, but his eyes are like molten gold. He has a tendency to appear as a fiery star when conjured.

Notes: He can speak the languages of Balrogs, Efreeti, phoenixes, salamanders, and dragons. He hates Night Demons, attacking them on sight, and is the arch enemy of Abaddon and his "locusts". His very favorite food is unicorn meat or the flesh of young virgin Elf girls.

NAGANDAS (LORD OF THE SEA SERPENTS)

HD: 18

AC: 2+4 (6)

Movement: 12"/turn (ground), 18"/turn (water)

Body: 20

DEX:

INT: 18

Immunities: 100% to paralysis and prismatic power (all); 50% to all acid, poison, venom, and fire; cold does double damage

Alignment: Neutral

Number of Spells: 15

Number of "Pets": N/A

Allies: Secret Friend (?) and Helper (???)

Enemies: Vorcas

Attacks: 1 breath per head, 1 tail lash, and 1 bite (all in one turn); All within 20' save versus random prismatic wall!

Special Abilities: He can regenerate all life level drains at 1 per 10 melee turns up to 18 per day and regenerate 6 points per turn. His tail does 4d12 (can constrict for 6d12) bite does 2d12 plus 3d12 paralyzing poison. His 33' long triple tongue is sticky (-5 on escapes) and does d8 hurt. It can also put its tail (only once per week) in its mouth, whirl into a Hell Spiral, and travel. He can become 10 times his normal size at will, but his attack stays the same. His breath is a 60' by 15' cone (5x when size increased). His hit dice only double when he is enlarged, but he can do this for only 1 melee turn per hit dice, then must return immediately to Hell for rest!

Special Equipment/Weapons: N/A

Looks: Nagandas is 33' long. He looks like a prismatic scaled serpent with 3 heads (each with 3 eyes of black fire), that glow with eye hurting prismatic light.

Notes: He claims sovereignty over the Sea Demons also! His temperament is generally cunning and cruel. He uses 3 spells per level up to the 5th.

NANTA (THE FACELESS ONE, THE FIEND WITHOUT A FACE)

HD: 28

AC: only double zero hits

Movement: no real movement

Body: 21

DEX: 18

INT: estimated to be 20 or more

Immunities: 100% to fire and cold; 50% to lightning; 2d10 points for stoning; 3d12 points for Finger of Death; 4d12 points for disintegrate; magik weapons do double damage

Alignment: Evil

Number of Spells: 24 (teleport)

Number of "Pets": N/A

Allies: N/A

Enemies: N/A

Attacks: Unknown

Special Abilities: Nanta can teleport at will every melee turn, but usually teleports only if his illusion failed. He regenerates (on a 1 for 1 basis) from acid, gas, poison, etc. attacks. All within 30' of Nanta's gas form lose one level of strength or life each melee turn. All magik weapons that get within 10' of Nanta lose one plus (+3 to +2 etc.) each melee turn. When all pluses are gone, it disintegrates.

Special Equipment/Weapons: N/A

Looks: No one has ever seen his true shape or form. He always will appear as a loved one or friend.

If he drops his visage of a loved one, he most frequently appears as a floating blue brain with dozens of writhing tentacles waving all about him (75%), or as a roiling, constantly moving, green cloud (globular) of gas, lit from within (both about 18' – 25' diameter).

Notes: He is believed to be a demon near demi-god status or a demi-god "sent down" as "penance". Truly a fearsome being! Those that get within 30' of the creature must roll versus magik or be charmed into believing his illusion, but a 18, 19, or 20 (d20 dice roll) must he rolled to save thusly. Those within 20' waver, and fade out in d6 melee turns (devoured?!?). Those saved after 1 melee round of wavering are ghouls forever, after 2 rounds wights, 3 rounds wraiths, 4 rounds spectres, and 5 rounds ghosts. People rescued before death are confused 2d10 melee turns, and apathetic for an additional 2d10 melee turns.

PHROALGOEA

HD: 15

AC: 2+3

Movement: 12' (ground), 18' (air)

Body: 19

DEX: 12

INT: 14

Immunities: 100% to stoning, poison, venom, acid, and cold; 50% to fire

Alignment: Evil

Number of Spells: 14

Number of "Pets": d4 Silver Golems or 4d2 Iron Golems

Allies: N/A

Enemies: Ralkul

Attacks: 2 per turn for 2d12 points plus 1 bite for 3d12 points per turn (spines are fired in lieu of a strike)

Special Abilities: The spines on his wrists can be fired like heavy crossbow bolts, and have 8+1 dice poison that turns Elves and Orcs to silver! He can "charm" like a vampire. He is "King of the Golems", and commands any kind he encounters or creates, but usually it is 16 Stone, 24 Flesh, or unlimited Homunculi. He can also see the invisible. His bite injects a venom that causes the victim to dissolve in d6 melee turns if save versus poison is failed. The touch of his skin on Dwarves or Gnomes causes them to suffer d8 points of rotting damage and then 1 point thereafter per minute until Cure Disease is used.

Special Equipment/Weapons:

Looks: Phroalgoea is a 10' tall, silver scaled, tailed, winged, saber toothed humanoid. He has 20 clear (like glass) spines on each wrist. His eyes are like flaming emeralds.

Notes: His favorite food is Dwarf or Gnome meat. He can animate statues, boulders, etc. at will, and could even take mental control of unintelligent metal weapons if allowed to concentrate. He can speak to all Chaotic or Neutral types. He can use up to 6th level magik and does so quite frequently, favoring "flesh to stone" type spells.

RALKUL

HD: 16

AC: 2+3

Movement: 12' (ground), 15' (air)

Body: 14

DEX: 12

INT: 14

Immunities: 100% to paralysis and lightning; 50% to fire and cold

Alignment: Neutral

Number of Spells: 24

Number of "Pets": 6d8 mummies (40% are usually fire proof)

Allies: N/A

Enemies: N/A

Attacks: 2d10 each arm

Special Abilities: His 4 arms work in paired unison thus striking 2+2 twice per turn. His mere touch ages the victim 10 years. Those killed by him become mummies under his command. His bad odor causes all 1+1 dice and below to go into fatal convulsions, those up to 3+1 dice flee retching and sickened. Those up to 8+1 dice are so effected that they lose -2 on their attacks and defenses, and their eyes water so badly that there is a 40% chance each melee turn that they cannot see to fight (within 60' radius). He can jump 20' vertically or horizontally.

Special Equipment/Weapons: N/A

Looks: Ralkul is splotchy, piebald, brown, grey, black, white, generally humanoid, but very knobby and gnarly, standing 12' tall. He has one large orange eye and nearly elephantine size ears and nose. He can appear as an aged and bent old man or woman or even as a corpse or skeleton. In fact, he will usually appear (when conjured) as a huge black skull wreathed in flames (red) with green flames for eyes and large black wings.

Notes: He is the demon king of age and of corruption. He can use up to 3rd level magik but seldom does, preferring to just "bash it out. He loves rotted and putrid meat.

SHABALETH (LORD OF REPTILES)

HD: 20

AC: 2+4

Movement: 12' (ground), 24' (air)

Body: 16 (breath)

DEX: 17

INT: 16

Immunities: 100% to dragon fire, lightning, and stoning; 50% to fire, acid, and cold; disintegrate does d12 points

Alignment: Neutral

Number of Spells: 15

Number of "Pets": unlimited 2+1 dice reptiles, up to 48 5+1 dice, up to 24 7+1 dice, up to 12 30+1 dice, or up to 6 20+1 (or larger) dice reptiles

Allies: Urandos

Enemies: all dragon kind

Attacks: 2 per turn (3d12 points) +1 tail (3d12)

Special Abilities: His tail can grab and constrict for 4d12 points if he scores a hit 2 points higher (or more) than required to hit. He can leap 35' horizontally or 20' vertically. He can polymorph or pass wall at will, has a vampire like charm spell, can breathe dragon fire 10 times a day, and can triple his size (but not power) to fight real biggies. Only +2 magik weapons hit him!

Special Equipment/Weapons: N/A

Looks: Winged, tailed, scaled, dragon headed, erect, and 12' tall, Shabaleth is a being with huge brilliant purple eyes (4) that appears and feels as if it is made of solid gold. He is usually all wreathed in silver or golden flames, and will occasionally appear as an Elf in golden armor.

Notes: He is the Lord of Reptiles, not wyverns or dragons or great wurms, etc. He speaks all reptilian languages, and is the arch foe of all dragon kind, and the friend (if demons can have them) of Urandos whom he will occasionally aid (and vice-versa). His favorite reptilian pets are Hydras and tyrannosaurus or allosaurus. He can, and does, use up to 6th level spells (he favors stoning and fire spells).

SLYTH

HD: 20

AC: 2+4

Movement: 9' (ground)

Body: 16

DEX: 9

INT: 10

Immunities: 100% to disintegrate, death, stoning, etc.; 50% to cold; fire does normal damage

Alignment: Neutral

Number of Spells: 20

Number of "Pets": d4 swamp slimes, d6 black slimes, or d10 lesser oozes, etc.

Allies: N/A

Enemies: N/A

Attacks: 1 per turn plus special touch which dissolves flesh at 4d12 points per turn

Special Abilities: It can only be hit by fire or cold, and lightning regenerates it. It can project a 240' by 30' beam of 6d10 points of sound damage or a 60' radius of sound the same way. All 8th level and below (even Clerics) who smell it must save versus poison or take d12 points of damage and flee in sick panic. **IT CAN "EXTEND" A "PALP" 40' TO HIT.** It can pick a single target up to 60' away. It then literally and psychically "sucks" the flesh off the target's bones and ingest it (2 consecutive turns of psychic attack when the save versus magik is failed). Thus, he can attack 3 times a turn: hit – sound – psychically. By the way, all hit by him dissolve thereafter at d6 points per melee turn. To stop those hit from dissolving, the wound must be washed in holy water.

Special Equipment/Weapons: N/A

Looks: Slyth is the living manifestation of evil and nightmares. So horrible to look upon, all 10th level and below who see it run in absolute fear (if save is made) or die of fright (8th for Clerics). Totally indescribably ugly. Ugh!

Notes: It can project fear or confusion over a 240' radius that effects all up to 12th level. A save still causes -2 to Dexterity, attack, and Intelligence (**TO SAVE IS A -3 ON THOSE**). It is virtually impervious to magik of all types. All metal disintegrates in 1 turn after contact. Magik metal has a 50% chance of so doing.

TEL-KROATH

HD: 25

AC: 2+5

Movement: 18' (ground), 36' (air)

Body: 15

DEX: 15

INT: 16

Immunities: 100% to fire, lightning, stoning, acid; 50% to disintegrate (2d10 points) and "energy" weapons

Alignment: Neutral

Number of Spells: 18

Number of "Pets": 12d3 glass lions or silicone cats

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 3d12 points

Special Abilities: His touch (save versus stone -3) turns all to glass. He can emit a ray of green light from the area where his eyes would normally be (120' long -30' wide at far end) every 3rd melee turn that acts like his touch. There is a 30' diameter full confusion spell emanating from him at all times.

Special Equipment/Weapons: N/A

Looks: Tel-Kroath looks like a huge, 13' tall, eyeless, wingless, nearly transparent, glass giant. He even feels like cool, slick, smooth glass. When he flies, radiant light beams (fan shaped) appear like wings from either side of his body. He is nearly invisible when he is motionless because of his clarity.

Notes: He can shoot any spell of any level he chooses, but once each only each day! Only +3 or better magik weapons affect him, +2 weapons have a 50% chance of shattering, and +1 types have a 90% chance. They can't hurt him. He can speak any and all languages. He prefers disintegrate type magik, but generally only uses lightning and fireballs or an occasional anti-gravity spell.

THUGUMOKK (PATRON DEMON OF ALL GOBLIN KIND)

HD: 16

AC: 2+4

Movement: 12' (ground), 20' (air)

Body: 12

DEX: 14

INT: 16

Immunities: 100% to polymorph, poison, acid, and gas; 50% to lightning and fire

Alignment: Evil

Number of Spells: 18

Number of "Pets": d12 Sun Devils

Allies: N/A

Enemies: N/A

Attacks: 3 per turn for 1 to 40 points

Special Abilities: He can spit (3+1 dice) acid up to 30' (covers 5' by 5') or breathe out a 40' diameter cloud of (16+1 dice) poison gas once every 3 minutes for each. He can jump 40' horizontally or 25' vertically. The bite does d12 points, but acts like a Sun Devil bite. His mere touch paralyzes Hobbitts, Kobbitts, Kobolds, and Goblins.

Special Equipment/Weapons: He usually carries around "green slime" grenades (3+1 dice), d12 in number, which he can throw with +2 accuracy up to 180'.

Looks: Thugumokk is a dull copper colored, eyeless, winged, tailed, scaled, 12' tall humanoid. His color goes "molten" looking when he's angry and casts a daylight circle of light 60' across. His

tail has three separate ends like a trident.

Notes: If he bites, breathes, or spits, he does not strike that turn. He can polymorph at will, and loves to sneak around looking like a small mangy looking dog or scruffy cat. His favorite food is Hobbitt, etc. meat. He can use up to 4th level magik, but seldom does, scorning it as "weakling's work".

THYMORG

HD: 15

AC: 2+2

Movement: 18' (ground), 12' (gaseous)

Body: 12 (leg)

DEX: 15

INT: 15

Immunities: 100% to acid and poison; 50% to lightning

Alignment: Evil

Number of Spells: 15

Number of "Pets": d12 shadows

Allies: N/A

Enemies: Bryghaul

Attacks: 2 per turn for 2d12 points

Special Abilities: While in gaseous form, he can "suck" 1 life level from those he envelopes per melee turn. Those thus killed become shadows under his control. The touch of his skin (it exudes an acid) causes d6 points per melee turn and thereafter, or until a Cure Disease heals it.

Special Equipment/Weapons: He usually carries a 30' whip of inky black "shadow" that blasts 1 life level per hit. If a save is made, it does 3d6 points damage. He also has with him (on a Mithril chain around his neck and valued at 8,000 GS) "the Eye of Against" which allows him to "look" anywhere in whatever universe he's in.

Looks: Purple, leathery, lumpy, warty skinned, stooped, and 9'6" tall, Thymorg's 3 eyes (all yellow) cause confusion to anyone gazing into them within 10' of him. He can take gaseous form, at will, or become invisible.

Notes: He can jump 25' in any direction, and can use 3rd level magik.

URANDOS (KING OF THE ICE DEMONS)

HD: 18

AC: 2+5

Movement: 10' (ground), 24' (air)

Body: 19

DEX: 15

INT: 15

Immunities: 100% to cold and lightning; stoning does 2d10 points; disintegrate does 2d10 points; lightning does a third damage

Alignment: Evil

Number of Spells: 12

Number of "Pets": d4 Ice Demons

Allies: N/A

Enemies: Amon-Rha

Attacks: 2 per turn for 2+24 plus cold

Special Abilities: His silver mist has a 15' radius, and does 3+1 dice of cold damage if touched or entered. His touch does 5 dice of cold damage, and freezes solid all beings 5 dice and below. For 10 times a day, he can breathe like a white dragon. He can create Javelins of Ice and Cold (1 per minute) that do 4d12 points damage, and can throw them 180' very accurately. He can create a triple wall of ice every 3 minutes, or can cause a 120' diameter ball of fog (visibility is 3' to 5') with a temperature of zero degrees every 5 minutes (it lasts 30 minutes). He can also cast a double Ice Storm spell 5 times a day to triple range. He can polymorph at will and has a vampire

like charm person aura.

Special Equipment/Weapons: N/A

Looks: Generally man shaped but with large bat wings and a skin like crinkly tin foil, Urandos has 3 large, glowing, golden eyes. He is 11' tall. He is usually wreathed in a bright silver mist. He will frequently appears as a polar bear or even a Warrior maiden with silver hair and eyes, milk white skin, and armor and weapons of clear blue white ice.

Notes: He draws power from cold, ice, and snow. He can use up to 4th level magik and does so frequently to good effect.

VATHAKK

HD: 16

AC: 2+2 (body), 2+5 (tentacles)

Movement: 12' (ground), 20' (air)

Body: 16

DEX: 16

INT: 17

Immunities: 100% to lightning, paralysis; 50% to fire and cold; disintegrate does 2d10 points damage

Alignment: Neutral

Number of Spells: 16

Number of "Pets": 2d8 6+1 to 1+1 dice Giant Trolls (usually in class 2 armor with weapons)

Allies: N/A

Enemies: N/A

Attacks: 2 per turn for 2d10 points

Special Abilities: His 9' tall body generates electricity that give his tentacles an extra 4d6 points damage per turn. If you touch him, the electricity he emits will give d12 points of shock (unless you hit the tentacles, then it's as above). He can polymorph at will. He also has double strength vampire "charm" and can command up to 6 lesser or 2 greater Earth Demons (5% chance they'll appear).

Special Equipment/Weapons: N/A

Looks: Vathakk has a Cyclops like eye (black-gold with a vertical slitted pupil), is grey skinned (rough like a shark), is generally humanoid shaped, but has two 8' long tentacles (no suckers but ending in three "finders") instead of arms. He frequently wanders about polymorphed to look like a small Cave Troll. He has wings but seldom flies, preferring to dimension door (triple range) which he does at will.

Notes: He is the "god" of all Trolls, and, as such, will sometimes come to their aid unasked (1% chance; if asked, there is a 90% chance). His tentacles can extend out to 30' at will, and this is a tactic he uses in combat when his enemies think they are a safe distance away. He then snatches them. The Trolls in his retinue are usually Wraith Trolls. He can use up to 3rd level spells, and will frequently do so to great effect.

VORCAS

HD: 20

AC: 2+4

Movement: 24"/turn in water, 10"/turn on land, dropping 1" per minute

Body: 17

DEX:

INT: 10

Immunities: 100% to venom and poison; 50% to electricity and cold; heat does 150% damage

Alignment: Evil

Number of Spells:30

Number of "Pets": 2d8 Air Sharks and/or d4 Air Squids (at rare times d10 Killer Whales ridden by Sahaugin)

Allies: Secret Friend (?) and Helper (???)

Enemies: Nagandas, all Fire Demons

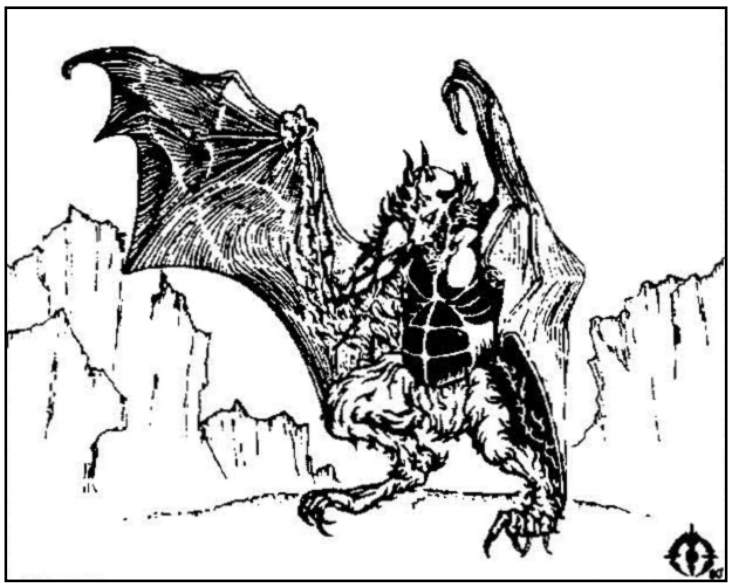
Attacks: 2 claws for 3d6 and 1 sting or bite

Special Abilities: He regenerates all life level drains at 1 per 3 melee turns up to 20 per day (6 points per turn in regeneration). He can bite for 5d10 or sting each turn for d8 plus a paralyzing poison that does 24d8 damage and causes blindness. Saving for both still means the victim is slowed and blind for d8 melee turns. He can also generate a 24 dice charge of electricity every third melee turn.

Special Equipment/Weapons: N/A

Looks: Vorcas is shiny, wet looking, smooth black skinned, sea green eyed (3 pupilless) creature with webbed, 8 taloned feet and clawed hands, and 3 shark like fins vertically down its back. It has a shark like head with a mouth bright red inside, green teeth (like emerald), and red slash gills (4 per side) on his neck. He has a long 12' whip like stingray tail (red sting), and stands 18' tall.

Notes: Vorcas claims to be the "Lord of the Sea Demons". His favorite food is Sea Elf meat. His constant war with Nagandas is a semi-legend among demon kind. The mysterious "friend" of Vorcas that intervenes in his behalf from time to time has been the one factor that keeps Nagandas from winning. He is also a hated enemy of all Fire Demons and on frequent occasions helps the lesser demons of the sea raid them. He also likes to torture his captives, and uses 7 spells up to 3rd level.



HELL SPIRALS

A Hell Spiral is a runic path that acts as a road, or gate, to other planes, times, or places. They are usually carved (sometimes painted), and hurt the eyes if looked at for too long a period of time. Those with true seeing have a tendency to go catatonic if they stare at one!

The person wishing to utilize this means of travel must step onto the outside point of the spiral, looking only down (always!) to where his feet go next. He then must proceed along the runed spiral track, never wavering and never trying to stop or go back. If he does, disaster!

For a DM to adjudicate a character's success at walking such a spiral, use the below chart:

LEVEL	% TO COMPLETE	% TO ENCOUNTER
1st	10%	1%
2nd	20%	5%
3rd	30%	10%
4th	40%	15%
5th	50%	25%
6th	60%	35%
8th	70%	45%
10th	80%	55%
15th	90%	65%
20th	100%	75%

NOTES

An "Encounter" is meeting some denizen of limbo or other such nasty thingy. Demons, ghosts, you know, fun stuff like that!

A failure to complete results in the character being ejected out of the spiral at a random area, if he survives the below chart. That failure results in the following:

DIE ROLL	RESULT
1	Death
2	Whimsy Change
3	Go Insane
4	Age 50%
5	Death
6	Random Hell
7	Random Life Change
8	Death
9	Random Hell
10	Lose Half Strength
11	Go Blind
12	Death

GAME MASTER RESOURCES

DUNGEON MASTERS SOLO DETERMINATION CHARTS AND NOTATIONS	From Arduin Grimoire III (Pages 8 – 10)
RANDOM ENCOUNTER CHART	From Arduin Grimoire III (Page 95)
ENCOUNTER REACTION ROLL CHART	From Arduin Grimoire III (Page 95)
RANDOM LIFE STYLE CHANGES	From Arduin Grimoire III (Page 28)
REINCARNATION CHARTS	From Arduin Grimoire II (Pages 25 – 26)
CHARACTER RESURRECTION CHART	From Arduin Grimoire II (Page 24)
MOST MALIGNANT AND MALEFIC MISERIES KNOWN	From Arduin Grimoire I (Pages 78 – 79)
NOTES ON FANTASTIC BEINGS	From Arduin Grimoire I (Pages 11 – 12)

DUNGEON MASTER'S SOLO DETERMINATION CHARTS AND NOTATIONS

POLITICAL ALIGNMENT CHART

DIE ROLL	BASIC RESULTS	NOTES
01 – 05	no change	as it states
06 – 10	slight dissatisfaction	10% possibility of intrigue
11 – 15	no change	as it states
16 – 20	moderate dissatisfaction	25% chance of intrigue
21 – 25	no change	as it states
26 – 30	great dissatisfaction	50% chance of intrigue
31 – 35	no change	as it states
36 – 40	immense dissatisfaction	75% chance of intrigue
41 – 45	no change	as it states
46 – 50	absolute dissatisfaction	100% immediate intrigue, etc.
51 – 55	ho change	as it states
56 – 60	higher standing offered politically	25% chance for advancement
61 – 65	as above but for "a favor"	depends on favor asked
66 – 70	no change	as it states
71 – 75	small bribe offered (100 GS or less)	5% chance of acceptance
76 – 80	no change	as it states
81 – 85	moderate bribe offered (up to 1,000 GS)	20% chance of acceptance
86 – 90	no change	as it states
91 – 95	large bribe offered (1 – 100,000 GS)	50% chance of acceptance
96 – 99	assassination attempt, wounded only	50% chance of retaliation
100	as above, but it succeeds, character dies	as it states

DUNGEON MASTER'S SOLO DETERMINATION CHARTS AND NOTATIONS

INTRIGUE AND POLITICAL DEALS CHART

DIE ROLL	BASIC RESULTS	NOTES
01	mild intrigue against own faction	nothing permanently hurtful
02	as above, but against the opposition	as above, it's "the game"
03	moderate intrigue against own faction	one person singled out
04	as above, but for the opposition	politically damaging 1 person
05	heavy intrigue against own faction	out to ruin a rival
06	as above, but for the opposition	character ruination
07	involved in assassination plot, own faction	peripheral involvement
08	as above, but for opposition	as above
09	active member in assassination, own faction	out to get an "enemy"
10	as above, but for the opposition	true belief in its "rightness
11	chosen to be the assassin, own party	as it says, fanatical
12	as above, but for the opposition	as above
13	attempting internal power play (takeover)	for one's own political group
14	selling out to the opposition (secretly)	as it says
15	as above, but public break	as it says
16	disinvolving oneself from politics	for d20 months
17	as above, but permanently	as it says
18	marrying for political gain	as it says
19	marrying for love	not good politically usually
20	character commits suicide for political reasons, in public (35% chance) or private (65% chance)	as it implies

Special Note: Roll from the ***Political Alignment Chart*** each month of play, and whenever anything other than a "No Change" is rolled, then roll from the ***Intrigue And Political Deals Chart***. During times of crisis, roll each week, or even daily, depending on its seriousness.

DUNGEON MASTER'S SOLO DETERMINATION CHARTS AND NOTATIONS

BAD RANDOM EVENT CHART

DIE ROLL	BASIC RESULTS	NOTES
01	no random results	as it says
02	pick pocketed	lose d100 GS
03	no random results	as it says
04	robbed at weapon point	loss as #2, 15% chance of fight
05	brawl in an inn or restaurant	15% chance of permanent injury
06	thrown by your horse, etc.	25% chance of permanent injury
07	no random results	as it says
08	arrested on minor charges (false)	10% chance of a conviction, etc.
09	mo random results	as it says
10	arrested on serious charges (false)	20% chance of conviction, etc.
11	no random results	as it says
12	arrested on death warrant charges (false)	conviction chance is 5%
13	no random results	as it says
14	minor illness	incapacitated d10 days
15	no random results	as it says
16	moderate illness, 15% chance of permanent damage	out for 5d10 days
17	no random results	as it says
18	serious illness, 35% damage chance	incapacitated for 10d10 days
19	terminal illness, 5% recovery chance	death in d100 days
20	altercation with nobility, 20% chance of brawl	results are varied

DUNGEON MASTER'S SOLO DETERMINATION CHARTS AND NOTATIONS

GOOD RANDOM EVENT CHART

DIE ROLL	BASIC RESULTS	NOTES
01	fall madly in love with same type	20% chance of no marriage
02	no random results	as it says
03	girl of same type falls madly in love with	10% chance she's rich
04	no random results	as it says
05	fall madly in love with different type female	45% no marriage chance
06	as above, but the female's in love with you	25% chance she's rich
07	no random results	as it says
08	take a short trip to the closest big city	20% chance of misfortune
09	no random results	as it says
10	take a long trip to another country	25% chance of misfortune
11	inherit a small fortune	d100 GS
12	no random results	as it says
13	inherit a moderate fortune	100 – 1,000 GS
14	no random results	as it says.
15	join an established household	15% chance it will not work out
16	no random results	as it says
17	be befriended by a noble	20% chance it will not work out
18	no random results	as it says
19	earn a "favor" from royalty	10% of it being a "great" one
20	inherit a large fortune	1,000 – 100,000 GS

It is 50/50 which ***Random Event Chart*** must be rolled on each month. However, each chart must be rolled on at least three times a year. Remember, the above charts are only a guideline, and the final arbitrator is always the DM.

DUNGEON MASTER'S SOLO DETERMINATION CHARTS AND NOTATIONS

FAMILIAL RANDOM CIRCUMSTANCES CHART

DIE ROLL	BASIC RESULTS	NOTES
01	minor illness in family	sick for d10 days
02	no random results	as it says
03	moderate illness, 15% chance of permanent injury	sick for 5d10 days
04	no random results	as it says
05	serious illness, 35% chance of permanent injury	sick for 10d10 days
06	no random results	as it says
07	terminal illness	death in d100 days
08	close kin murdered by your enemies	10% chance of finding killer
09	no random results	as it says
10	close kin goes permanently insane	you have to care for them
11	no random results	as it says
12	spouse or lover deserts you for another	10% chance of finding them
13	pregnancy in your household	as applicable
14	no random results	as it says
15	spouse or lover inherits a fortune	100-10,000 GS
16	no random results	as it says
17	family fortune/jewels are lost/stolen	5% chance of recovery
18	royal "favor" earned by close kin	10% chance it's "great"
19	no random results	as it says
20	close kin falls madly in love with you	20% chance you reciprocate

Note: The ***Familial Random Circumstances Chart*** is used only by characters that are married or belong to a proper "house". No others need roll on this chart. The previous charts are generally used by non-player characters (Kings, Sheriffs, Nobles, etc.) in campaign style games; however, they are quite playable when used by regular characters.

RANDOM ENCOUNTER CHART

DIE ROLL	MAIN ROAD	SECONDARY ROAD	INSIDE DUNGEON	MOUNTAINS	HEAVY FOREST	LIGHT FOREST	GRASS PLAINS	JUNGLE	SWAMP	DESERT	AT SEA	ALL OTHER
01	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NF
02	NE	NE	NE	NE	LP	LP	LP	MON	MON **	NE	MON *	NE
03	NE	NE	NE	NE	NE	NE	LT	NE	MON	LP	NE	NE
04	NE	LP	NE	NE	NE	NE	MON	NE	MON **	NE	NE	NE
05	LP	LT	MON	LP	MON	LP	NE	NE	NE	MON *	MON *	LP
06	NE	NE	NE	NE	NE	NE	NE	MON	LP	NE	LT	LT
07	NE	NE	NE	NE	NE	BB	NE	HE	NE	NE	NE	NE
08	LT	MON	MON	NE	BB	LT	NE	NE	NE	NE	NE	NE
09	NE	NE	NE	NE	NE	NE	NE	LP	NE	LT	MON	BB
10	MON	BB	MON	BB	LT	NE	LT	NE	NE	NF	NE	NE
11	LP	NE	NE	NE	NE	LT	BB	NE	LT	NE	BB	MON
12	NE	NE	NE	LT	MON **	NE	MON *	LT	NE	MON	LP	NE
13	NE	NE	NE	NE	NE	MON	NE	ME	NE	MON **	NE	NE
14	LP	LT	NE	NE	NE	NE	NE	NE	BB	NE	MON	NE
15	NE	NE	MON	MON **	NE	NE	NE	BB	NF	NE	NE	NE
16	NE	MON	NE	NE	BB	NE	LT	HE	MON **	NE	NE	NE
17	BB	NE	NE	NE	NE	MON **	LP	NE	MON	NE	LP	LP
18	NE	BB	MON	BB	NE	MON	NE	NE	MON **	LT	NE	NE
19	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	BB	NF
20	MON	MON	MON	MON	MON	BB	BB	MON **	MON	BB	NE	NE

NE –No Encounter LT –Local Troops BB –Bandits Or Brigands MON – Monster LP –Local Populace

* – flyer type monster ** – local non-magikal (i.e. animal or other predator) critter(s)

Remember, with any "meeting" situation, roll a d12 for the results of the encounter (see the ***Encounter Reaction Roll Chart*** for details).

ENCOUNTER REACTION ROLL CHART

DIE ROLL	REACTION
01	Flee in abject terror
02	Flee as fast as possible
03	Retreat hastily, but in order
04	Retreat as above, but with a 20% chance of warily returning
05	Retreat as above, but with a 45% return chance
06	hesitate, with a 50/50 chance of retreating as in #5
07	As above, but with a 65% chance of staying to "see what's happening"
08	As above, but with a 90% chance of staying, and a 50/50 chance of investigating cautiously
09	Advance warily to "see what it can see", no fear or hesitation
10	Advance aggressively to fight, no chance of running
11	Headlong immediate charge
12	Ambush: as for #11

RANDOM LIFE STYLE CHANGES

(AS PER WHIMSY / FATE / REINCARNATION)

Roll percentile dice; 75 or less rolls are on the regular chart, 76 or higher rolls on the special chart.

REGULAR CHART

DIE ROLL	NEW CLASS
1	Bard
2	Warrior
3	Saint
4	Slaver
5	Techno
6	Normal
7	Dual Class *
8	Courtesan
9	Druid
10	Cleric
11	Trader
12	Barbarian Warrior
13	Assassin
14	Medicine Han
15	Alchemist
16	Forrester
17	Paladin
18	Illusionist
19	Thief
20	Mage

SPECIAL CHART

DIE ROLL	NEW CLASS
1	Psychic
2	Witch Hunter
3	Rune Singer
4	Dual Class *
5	Rune Weaver
6	Outlaw
7	Sage
8	Martial Artist
9	Dual Class *
10	Star Powered Mage

***** – Roll twice on the ***Regular Chart***, and use both new classes thus acquired. Reroll only if you receive this result again.

RANDOM REINCARNATION CHART

1	Monkey	26	Male Dwarf	51	Harpy	76	Pheonix
2	House Cat	27	Female Dwarf	52	Gargoyle	77	Small Bear
3	Dog	28	Male Gnome	53	Hawkman	78	Large Bear
4	Small Bird	29	Female Gnome	54	Sphinx	79	Air Shark
5	Small Insect	30	Saurig	55	Manticore	80	Basilisk
6	Small Fish	31	Phraint	56	Cockatrice	81	Deodanth
7	Rabbit	32	Haggorym	57	Skyray	82	Brownie
8	Bat	33	Male Ogre	58	Wobra	83	Dryad
9	Fox	34	Female Ogre	59	Large Snake *	84	Ent
10	Turtle	35	Pegasus	60	Medusa	85	Spiga
11	Small Snake *	36	Unicorn	61	Hill Giant	86	Sluggoth
12	Male Human	37	Griffon	62	Stone Giant	87	Maggoth
13	Female Human	38	Hippogryf	63	Fire Giant	88	random ooze, etc.
14	Male Elf	39	Roc	64	Frost Giant	89	Minotaur
15	Female Elf	40	Baboon	65	Cloud Giant	90	Merman/Mermaid
16	Male Half Elf	41	Large Bird	66	Storm Giant	91	Troll
17	Female Half Elf	42	Large Insect	67	Titan	92	Small Deer, etc.
18	Common Orc	43	Large Fish	68	Golden Owl	93	Large Bison, etc.
19	Uruk Hai Orc	44	Wolf	69	Vord	94	Throon
20	Goblin	45	Warg	70	Moon Dog	95	random undead
21	Hobgoblin	46	Cheetah	71	Sun Devil	96	random dragon kind
22	Kobold	47	Puma	72	Wind Devil	97	Succubus
23	Kobbitt	48	Leopard/Jaguar	73	Efreet	98	random elemental
24	Pixie	49	Lion	74	Djinn	99	random werecreature
25	Nixie	50	Tiger	75	Salamander	100	younger version of self (roll % of current age)

* – Indicates a 33% chance the thing is venomous.

Note: This chart is only an example; other sources are available for use as random roll charts; ***All The World's Monsters*** and sections derived from ***The Arduin Grimoire Volume I*** (especially for the random werecreature charts) are but two examples.

RANDOM UNDEAD CHART (REINCARNATION)

1	Skeleton	4	Shadow	7	Spectre	10	Vampire
2	Zombie	5	Wight	8	Morghoul	11	Ghost Crab
3	Ghoul	6	Wraith	9	Ghost	12	Exotic

DISTANCE FOR REINCARNATION CHART

01 – 05	100 miles	51 – 60	2,000 miles
06 – 10	250 miles	61 – 70	2,500 miles
11 – 20	300 miles	71 – 80	3,000 miles
21 – 30	400 miles	81 – 90	3,500 miles
31 – 40	750 miles	91 – 95	4,000 miles
41 – 45	1,000 miles	96 – 99	5,000 miles
46 – 50	1,500 miles	100	within d20 miles of place of death

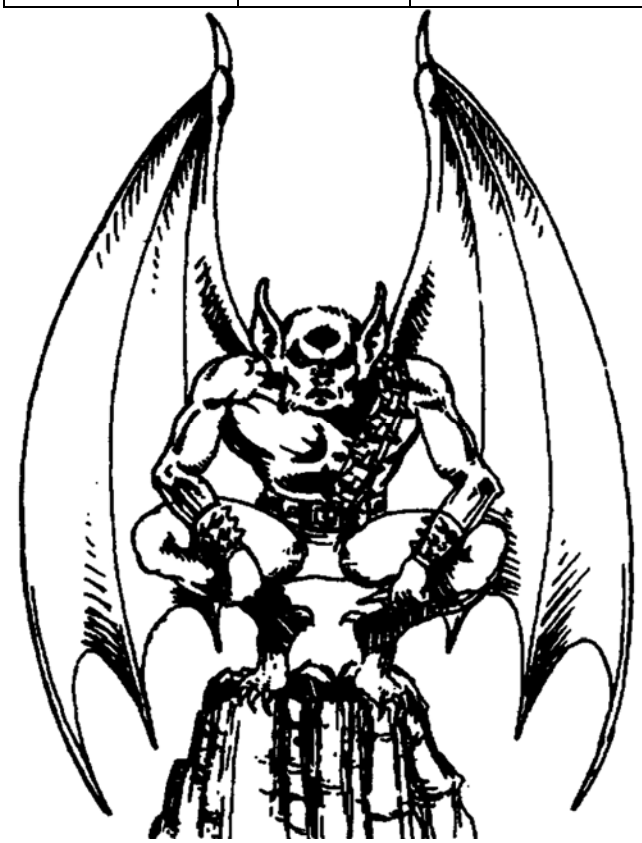
Find the type nearest your own, and use that to figure as a base. There is always at least a 1% failure rate for resurrection by any means.

CHARACTER RESURRECTION CHART

CHARACTER TYPE	+ PER LEVEL	+ PER CONSTITUTION POINTS	BASE CHANCE	OTHER FACTORS
Elves *	1%	1%	55%	One try only!
Dwarves	1%	2%	45%	Very rugged types.
Hobbitts	2%	2%	30%	Small but tough.
Half Elves **	2%	1%	35%	Better than average.
Uruk Hai	1%	3%	40%	Extremely tough.
Orcs	1%	2%	30%	Pretty tough.
Half Orcs	2%	1%	25%	Better than average.
Gnomes	1%	2%	48%	Very rugged.
Amazons	2%	2%	25%	Tougher than they look.
Phraints	3%	1%	33%	Very tough.
Saurigs	0.5%	2.5%	36%	Very tenacious.
Gnolls	1.5%	1.5%	30%	Tough customers.
Trolls	0.5%	2.5%	48%	Extremely hard to kill.
Goblins	0.5%	1%	38%	Small but tough.
Hobgoblins	0.5%	1%	40%	Tougher than they look.
Kobbitts ***	1.5%	2.5%	32.5%	Small and strong.
Centaurs	1%	3.5%	48%	Large and strong.
Mermen	0.5%	1.5%	33%	Very strong.
Mermaids	0.5%	1%	30%	Strong and tough.
Tritons	1%	1%	35%	Strong and tough.
Ogres	0.5%	2%	48%	Big and strong.
Lesser Giants	0.5%	2.5%	50%	Very big and tough.
Greater Giants	0.5%	3%	55%	Some of the biggest.
Titans	1%	1.5%	52%	Some of the toughest.
Gnorcs	0.5%	2.5%	44%	Tough and ugly.
Haggorym	0.5%	1.5%	38%	Ugly and tough.
Cave Men	0.5%	1%	32%	Tougher than normal.
Gargoyles	0.5%	2%	40%	Hard to stop.
Furies	0.5%	1.5%	38%	Tough to slow up.
Pixies	1%	1%	50%	Magikally tough.
Nixies	1%	1%	50%	Magikally tough.
Deodanths	1%	1.5%	45%	Extremely tough.
Throon	0.5%	2%	48%	Very strong and tough.
Khorbs	0.5%	1.5%	44%	Tough and strong.

CHARACTER RESURRECTION CHART (CONTINUED)

CHARACTER TYPE	+ PER LEVEL	+ PER CONSTITUTION POINTS	BASE CHANCE	OTHER FACTORS
Brownies	1%	1%	60%	Magikally very tough.
Lesser Mammals	1%	1%	25%	Varies by species.
Greater Mammals	1%	1.5%	28%	Varies by species.
Lesser Reptiles	0.5%	1.5%	30%	Varies by species.
Greater Reptiles	0.5%	2%	36%	Varies by species.
Lesser Avians	0.5%	0.5%	20%	Not very tough.
Greater Avians	0.5%	1%	25%	Still not very strong.
Lesser Piscoids	0.5%	1%	22%	Not tough at all.
Greater Piscoids	0.5%	1.5%	25%	Not average in Strength.
Lesser Insects	0.5%	1%	25%	About average.
Greater Insects	0.5%	1.5%	30%	Above average.
Balrogs	1.5%	2%	50%	Damn tough.
Lesser Demons	1.5%	2%	55%	Extremely hard to kill.
Greater Demons	1.5%	3%	60%	The hardest of all.
Male Humans	1%	1%	20%	The weak average.
Female Humans	1%	1.5%	18%	The weak average.



* – Females are identical except start at a 2% lower base.

** – As for Elves.

*** – Kobolds are identical, except they have a 2% per Constitution rate.

MOST MALIGNANT AND MALEFIC MISERIES KNOWN

WHERE USUALLY CONTRACTED	NAME OF MALADY	SYMPTOMS AND EFFECTS
Swamps	The Scarlet Screaming Sickness	The victim turns bright scarlet and feels, literally like he's on fire! So he screams. It is not fatal, but the pain is so bad there is a 10% chance per day (it lasts 5 – 10 days) that the victim will go permanently crazy.
Swamps	The Green Ague (The Green Shakes)	The person turns dull, splotchy green, and shakes uncontrollably with brief muscle knotting spasms every few minutes (d12 per hour). Usually not fatal, people have a 10% chance per day (lasts d10 days) of d100% permanent paralysis.
Swamps	The Melting Sickness (The Slime Sickness)	The persons flesh becomes soft and runs oozily like melted wax, until he is so malformed he dies. He "melts" 10% per day, and it lasts d10 days (10 days being fatal). The melted look is permanent, and needs a wish to change (or raise dead fully).
Moors	The Steaming Doom (Smoking Death)	The person begins to lose body water in the form of perspiration and steam. He loses 10% body water per hour until he dies all dehydrated and withered like an "apple doll" or a raisin. It's painful, ugly, and eminently fatal always.
Desert	The Grey Rot (Crumbling Doom)	The person has 5% of his body per hour turn grey and crumbly like dry mold (it flakes off), and will literally "crumble to death" in 20 hours unless healed. In fact, after 12 – 15 hours most have already died (body still crumbles away).
Desert	Curse of the White Eyes (The White Blindness)	The victim has hot and cold chills and his eyes lose all vision (and turn pure white) at the rate of 5%/hour. After it's run its course (20 – 25 hours) the blindness has a 99% chance of permanence (less 3% per Constitution point).
Desert	The Bursting Sickness (The Exploding Ague)	The victim's stomach begins to swell with gas (he farts and burps constantly) until he is screaming in pain. In 4 – 6 hours, he swells so much he bursts like an overripe grape and dies. It is very painful and very fatal.
Desert	The Spiraling Death (The Doom Spiral)	The victims motor/nerve/stability centers malfunction, and he walks in an ever smaller spiral (he sees it as a straight line). It lasts 3d10 days, and is not fatal in itself. It has a 3% chance per day of becoming permanent.

MOST MALIGNANT AND MALEFIC MISERIES KNOWN (CONTINUED)

WHERE USUALLY CONTRACTED	NAME OF MALADY	SYMPTOMS AND EFFECTS
Mountains	The Angry Fever (The Red Rage)	The victim froths at the mouth, screams incoherently, flies (unpredictably) into berserker rages, and attacks all near him in eye rolling fury (d10 per day). It lasts d10 days, and has a 10% per day chance of permanency.
Mountains	The Stumbling Mania (The Laughing Sickness)	The victim stumbles (his depth perception is off d100%) and wanders aimlessly, all the while laughing helplessly. He cannot stop laughing nor wandering around until he drops in exhaustions. It lasts d20 days, but the victim usually dies after 8 – 12 days from sheer exhaustion.
Forest	The Red Sleep	The victim becomes pale red and falls into a deep, trance like sleep that cannot be broken. It lasts until cured or until the victim starves to death (8 – 15 days). This is a rare and seldom seen sickness.
Forest	The Withering Wakelessness (The Grey Sleep or The Mummy's Curse)	The victim slowly becomes old and withered, and cannot sleep. It lasts 3d10 days, and withers 3 years per day (permanently). There is a 5% chance per day more than 7 of insanity (10% chance permanent per day) due to sleeplessness.
Forest	The Black Bloat (The Oliphant's Sickness)	The victim turns splotchy black, and swells and bloats up in odd and random places. Then the bloated area fills with body liquid, and it becomes permanently (as in elephantiasis) that way. It's not fatal unless it settles in the heart (10% chance). It lasts 4d10 days, bloating 2% day.
Cities	The Bending Fever (Twister)	The limbs of the victim become twisted, gnarled, and bent. It lasts d10 days, the victim losing 10% Agility, Dexterity, and speed per day. It can be fatal if the neck area is affected (neck snaps), but it's only a 10% chance.
Snow And Arctic Areas	The Aurora Fever (The Glowing Madness)	The victim glows pale blue white, and gibbers, moans, shrieks, laughs, and capers madly about insanely. It lasts 3d10 days, and has a 3% chance per day of becoming permanent. However, because one trait of those afflicted is to strip naked in the heat of their fever, they usually freeze to death in d3 days.

NOTES ON FANTASTIC BEINGS

TYPE	AVERAGE LIFE SPAN (ARDUIN YEARS)	AGE OF MAJORITY (ADULT)	USUAL ALIGNMENT	ABILITY TO MATE FERTILITY WITH HUMANS	GENERAL TEMPERAMENT	NOTES, OBSERVATIONS, AND TYPICAL STUFF
Elf	Immortal	100	Chaotic Good	Yes	Aloof, Elitist	Seldom mingle with non-Elves
Half Elf	1,000+	40	Neutral	Yes	Aloof	Usually denying one or the other part of themselves
Dwarf'	300	50	Lawful, Good	Yes	Gruff, Touchy	Not well liked, touchy, fight a lot, greedy
Gnome	330	55	Neutral	Yes	Secretive, Grouchy	Seldom seen, dislike daylight and company
Hobbitt	150	30	Lawful, Good	Yes	Happy, Hungry	Always eating, brave, but usually inept
Amazon	90	18	Neutral	Yes	Boastful, Arrogant	Pushy, men-baiters, frequently lesbian
Human	80	17 (G)	Neutral	–	Extremely Varied	The best & the worst of everything.
Orc	Immortal	15	Chaotic Evil	Yes *	Savage, Treacherous	Warlike, quarrelsome, love to kill
Half Orc	500+	16	Chaotic Evil	Yes	Crafty, Vicious	Prefer ambushes to battles, petty
Kobold	120	15	Chaotic Evil	No	Sneaky, Cowardly	They love to gang up on cripples, Thieves
Kobbitt	180	20	Neutral	No	Crafty, Greedy	Thieving, pranksters, can be vicious
Goblin	300	12	Chaotic Evil	No	Cunning, Sadistic	Always trying to be "better than damn Orcs!"
Hobgoblin	330	14	Chaotic Evil	No	Treacherous, Volatile	Worse than goblins, even nastier
Gnoll	1,000+	16	Neutral	No	Cunning, Tenacious	Warlike, seldom gives up, love to argue
Troll	Immortal	20	Chaotic Evil	No	Slow-Witted, Tenacious	Fearsome when aroused, but really dumb
Ogres & Lesser Giants	500+	45	Chaotic Evil	Yes	Slow-Witted But Volatile	Fierce fighters but loners & easily fooled
Frost & Greater Giants	1,000+	60	Neutral	Yes	Bombastic, Greedy	Tougher to fool than the above but still loners

NOTES ON FANTASTIC BEINGS (CONTINUED)

TYPE	AVERAGE LIFE SPAN (ARDUIN YEARS)	AGE OF MAJORITY (ADULT)	USUAL ALIGNMENT	ABILITY TO MATE FERTILITY WITH HUMANS	GENERAL TEMPERAMENT	NOTES, OBSERVATIONS, AND TYPICAL STUFF
Titans	Immortal	55 (G)	Neutral	Yes	Arrogant, Aloof	Disciplined occasionally, usually loners, tough
Pixies	Immortal	30	Chaotic Good	No	Secretive, Playful	Like children and like them, at times, playful very cruel
Nixies	Immortal	25	Chaotic Evil	No	Sneaky, Vicious	Hateful, little terrors that torment all, vicious
Phraints	300+	12	Amoral	No	Absolutely Logical	Emotionless, cold, but extremely loyal
Harpies, Furies, Gargoyles	1,000+	22	Chaotic Evil	Yes *	Fanatic, Insane, Savage	Erratic, fanatical, sadistic
Centaurs	500+	15 (G)	Chaotic Good	Yes *	Arrogant, Crafty	Always looking to be "one up", wise but not nice
Minotaurs	500+	12 (G)	Chaotic Evil	Yes *	Blindly Angry	Not much to say, always horny, always savage
Saurigs	150	10 (G)	Neutral	No	Cunning But Slow	Dislike humans greatly, usually treacherous
Dragons	10,000+	Special	Neutral	No	Greedy, Sneaky	Can be a great friend, but they'll usually eat you
Salamanders, Afreet, Djinn, Etc.	10,000+	100	Chaotic Evil	Yes *	Cunning, Sly, Treacherous	Always out to nail their "masters", dangerous
Balrogs	Immortal	100 (G)	Chaotic Evil	No	Savage, Arrogant	Death incarnate, sadistic, terrifying
Lesser Demons	Immortal	Varies	Chaotic Evil	No	Varies By Type	Varies by type
Greater Demons	Immortal	Varies	Chaotic Evil	Yes *	Varies By Type	Varies by type
Most "Gods"	Immortal	Varies	Variable	Yes *	Varies By Type	Varies by type

* – Indicates offspring are usually "mules" (sterile)

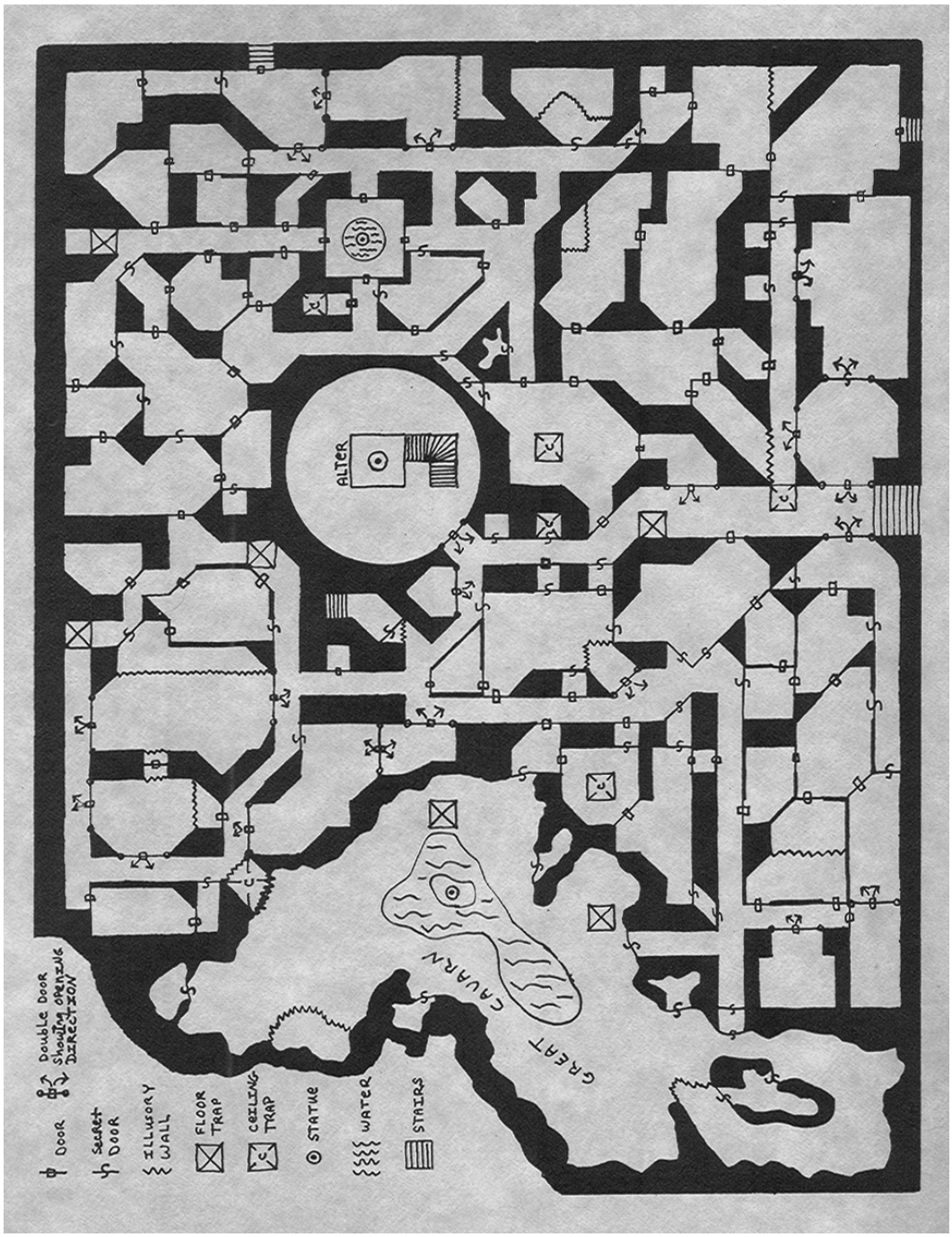
(G) – Indicates full growth not then reached

DUNGEONS

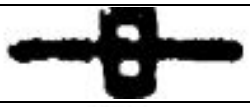
DUNGEONS	From Arduin Grimoire II (Page 75)
KEY TO DUNGEON "SIGN POSTS"	From Arduin Grimoire II (Page 65)
DUNGEON MONSTER ENCOUNTER CHART	From Arduin Grimoire I (Page 69 – 70)
RANDOM FOG AND MIST GENERATION CHART FOR DUNGEON ROOMS	From Arduin Grimoire I (Pages 75 – 76)

DUNGEONS

Monsters and treasure should never be distributed in a dungeon by a rigid "law" or "plan" laid out by some book or other person. REMEMBER! This is your world and your dungeon, and only you can see all sides to everything, so it is only you that can build and stock your dungeon or world. Take the time, and you will find that the game will be so much more fun for your friends and yourself. As it happens, in my Multiverse, dungeon rooms are about 60% empty of monsters and treasures (but nearly every single one has fog, mist, weird sounds, or some other interesting feature). The 40% that have inhabitants only have appreciable treasure about half the time. This is how my dungeons operate. How will yours work? Take the time, and do it YOUR way.



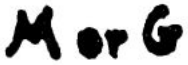
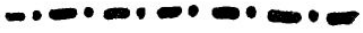
KEY TO DUNGEON "SIGN POSTS"

COLOR	SIGNPOST	DESCRIPTION
Red		Illusionary wall, floor, ceiling, etc. (permanent)
Yellow		Magic wall, etc. (disappears d10 turns after contact)
Red		Stairs upward
Blue		Stairs downward
Yellow		Stairs that appear as level corridors.
Green		Time dilation (TD) or teleport (TP) stairs
Pencil		Single door (usually 5' to 10' wide)
Pencil		Double door (11' to 50' wide – use map scale for size)
Pencil		One-way door (showing direction of opening)
Red		Illusory door (permanent)
Red		Secret door
Yellow		Magic door (as for walls, etc.)

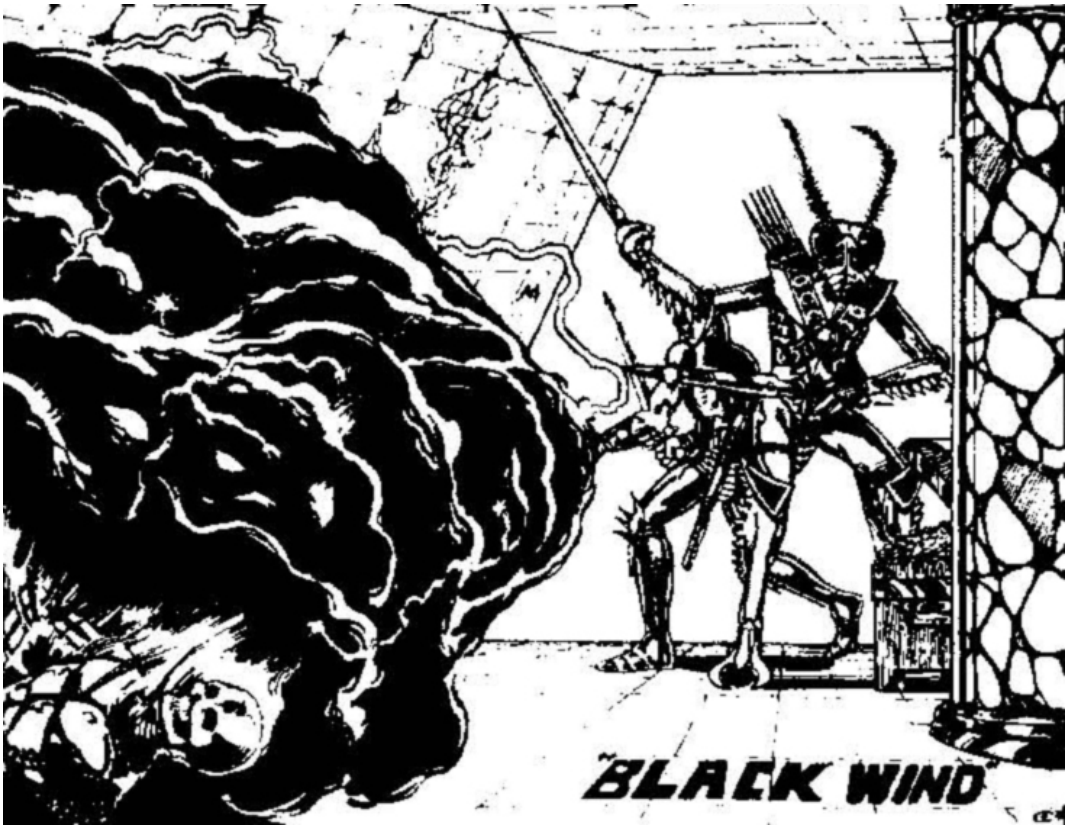
KEY TO DUNGEON "SIGN POSTS" (CONTINUED)

COLOR	SIGNPOST	DESCRIPTION
Red		Floor traps
Yellow		Ceiling traps
Blue or Green		Water
Brown		Marsh, bog and the like
Green		Tree, fern, mushroom, or other "forests"
Blue		Trap doors with hidden or visible pull ring
Red		Heavy crossbow trap showing trip line and firing height
Blue		Heavy (catapult) dart thrower, trip line and firing height
Red		"Malayan Gate" trap showing trip line and attack line (these traps are usually behind illusory wall sections)
Pencil		Pivot wall, showing direction of rotation
Green		This indicates a gas filled room (poison)

KEY TO DUNGEON "SIGN POSTS" (CONTINUED)

COLOR	SIGNPOST	DESCRIPTION
Green		This indicates a "fog" or "mist" filled room (variable usage) (visibility in mist is 10'-20' and in fog is 1'-10'; roll)
Pencil		Indicates crack or chasm
Pencil		Indicates statue or similar object (size and kind shown)
Pencil		Indicates chest or similar object.
Pencil		Sub-level rough cut tunnels (usually 6'-8' in diameter)
Yellow		Sand or similar substance
Violet		Teleportation grids, usually not identifiable

All other one-of-a-kind / special items will be clearly marked as to type and description. Remember, this dungeon is one where you have room to experiment, so do so!



DUNGEON MONSTER ENCOUNTER CHART

DIE ROLL	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
01	6d10 Kobolds	2d8 Phraints	d12 Trolls	4d6 Bubble Men	2d6 Giant Zombies	d4 Crunch Beetles
02	4d12 Goblins	d10 Vroats	d8 Mummies	12d3 Furys	d4 Frost Giants	d4 Fire Giants
03	3d12 Hobgoblins	d10 Zanths	4d4 Nite Hounds	8d6 Giant Skeletons	1 Hydra (d3+8 heads)	1 Hydra with breath weapon
04	2d10 Skeletons	d12 Harpies	d4 Blue Slime	d4 Hill Giants	1 Dragon (d3+8 dice)	1 Dragon (d3+12 dice)
05	2d12 Orcs	d10 Kroans	2d12 Little Fuzzies	6d6 Skaith Hounds	10-90 Devil Dogs	1 Tri-Dragon
06	d8 Ghouls	d8 Wights	d4 Blue Ooze	6d6 Hellhounds	2d4 Lash Lizards	6d4 Shi-Shi Dogs
07	2d10 Leopards	d12 Ogres	d8 Throon	d4 Cyclops	2d4 Octorillas	d4 Tryverns
08	1 Mindworm	d8 Bugbears	4d4 Aigarthorns	1 Hydra (3 – 8 heads)	1 Black & White Dragon	4d4 Thermites
09	d12 Brownies	d12 Shadows	d6 Specters	d6 Vampires	d4 Wyverns	1 Mithril Golem
10	6d6 Fire Frogs	2d8 Trogs	1 Giant Ground Octopus (3d2 dice)	d4 Stone Giants	1 Silver Golem	1 Blastarr
11	d100 Lightning Bugs	d10*100 Teng Swarm	d6 Cockatrices	1 Dragon (d4+4 dice)	d8 Gorgons	d4 Hellborers
12	d6 Thaelastra	d4 Wraithes	d6 Red or Orange Slime	d12 Lycanthropes	d4 Shadow Golems	4d4 Phase Skaithhounds
13	8d4 Coneheads	d8 Skyrays	d6 Werewolves	Akadi Column d10*100	d4 Golems Of Light	1 Djinn
14	2d10 Zombies	d8 Yellow Peril	d4 Basilisks	d4 Spigas	8d4 Orgoyles	1 for 1 opposite aligned party

DUNGEON MONSTER ENCOUNTER CHART (CONTINUED)

DIE ROLL	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL
15	d10 Groaners	d4 Medusas	2d8 Deodanths	6d6 Pybras	d4 Wyvergons	d4 Rock Worms
16	2d8 Bubblemen	d8 Red Fangs	4d6 Desert Apes	d4 Giant Air Squids	12d4 Gnorcs	12d6 Droon
17	4d6 Sting Wings	2d8 Modern Soldiers	d4 Dragon-Snails	2d4 Air Sharks	4d4 Phase Hell-Hounds	3d4 Wanshees
18	d8 Blue Moons	d8 Gargoyles	d8 Firebats	d4 Moutharms	8d4 Ta'vreen	8d4 Thorgs
19	3d10 Shaggys	d3 Lion Men	d8 Minotaurs	2d8 Skorpadillos	8d3 Stirge Bears	12d4 Shockbones
20	2d12 Haggorym	d10 Wobras	d4 Goochygoops	3d10 Stinkbugs	2d8 Tumble-tangles	1 Emerald Ooze

DIE ROLL	7TH LEVEL	8TH LEVEL	9TH LEVEL	10TH LEVEL	11TH LEVEL	12TH LEVEL
01	d10*100,000 Hell Tide	1 Star Spider	d4 Hell Giants	d10 Titans (Mages)	d6 Shadow Titans	1 Greater Demon
02	d4 Cloud Giants	d4 Storm Giants	1 Orichalcum Golem	1 Wraithe Dragon	1 Night Demon	1 Shydra
03	1 Gold Golem	1 Adamantine Golem	d10 Balrogs	d4 Vampire Balrogs	1 Green Slime Golem	1 Ibathene
04	8d6 Moon Dogs	1 Dragon (16+ dice)	d4 Wraith Wyverns	2d4 Driches	d4 Black & Silver Hydras	1 Silver Slyth
05	d4 Manticores	d4 Invisible Stalkers	1 White Slime	1 Silver Slime	d2*5 Sun Bears	d4 Gold & Silver Hydras
06	d4 Liches	2-10 Gryfylisks	1 Wind Demon	1 Black Wind	4d4 Lesser Giants	1 Hells Own Hydra
07	2d8 Chimerae	1 Black Slime	d12 Doom Guards	1 Crystaloid	4d2 Lesser Dragons	1 Gold Slime
08	6d6 Bears	Red Death Cloud	1 Tyrannosaurus	1 Maggoth	d4 opposite Aligned Mages	1 – 18 Blue Wraithes
09	d4 Vampusas	4d3 Gronds	8d3 Hell Maidens	1 Fire Demon	d12 Succubi	1 Windego
10	d4 Salamanders	1 Allosaurus	4d6 Mansters	1 Yellow Mold Golem	2d4 Demon Locusts	1 Gworm
11	1 Efreet	1 Elemental	d4 Black & White Hydras	d4 Black & Red Hydras	12d4 Specters (protected)	d12 Hell Stars

DUNGEON MONSTER ENCOUNTER CHART (CONTINUED)

DIE ROLL	7TH LEVEL	8TH LEVEL	9TH LEVEL	10TH LEVEL	11TH LEVEL	12TH LEVEL
12	6-30 Skorpoons	1 Triceratops	12d12 Grey Horrors	12d4 Ogres	2d10 Titans (Mages)	1 Land Kraken (20+ dice)
13	d4 Sluggoths	d10*100 Kill-Kills	6d6 WarWheels	4d4 Dopplegangers	6d4 Fireproof Mummies	12d4 Air Sharks
14	2d6 Lightning Spiders	12d4 Nungs	1 Genii	2 or more Elementals	12d4 Doomguards	4d4 Greater Giants
15	20-100 Sunbugs	2d6 Khorbs	12d4 Deodanths	4d2 Shiva	20-100 Phraints	1 Spiga (20+ dice)
16	d6 Firesnakes	8d6 Trelves	d4 opposite Aligned Mages (15-20 level)	12d4 Wraithes (Protected)	50-100 Orcs	4d2 Greater Dragons
17	4d4 X-Ray Beasts	d6 Boogie Men	1 Star Dragon	6d6 Sky Scorpions	6d3 Wyverns	1 Mirror Monster
18	6d6 Wind Devils	6d10 Goons	d4 Shiva	10-50 Boomers	8d4 Minotaurs	8d8 Demon Locusts
19	6d6 Sun Devils	d10*100 Thunder bunnys	12d60 Ghouls (Protected)	1 Black Lightning Elemental	12d3 Trolls	6d6 Vampires (Protected)
20	8d6 Morqs	6d6 Tunchs	8d2 Cyclops	6d4 Asian Ogres	12d4 Wobras	4d4 Crystaloids

(Protected) means they have an amulet of protection versus Clerical turn aways.

These charts are examples. Insert your own monsters wherever you like.

RANDOM FOG AND MIST GENERATION CHART FOR DUNGEON ROOMS

DIE ROLL	COLORS	SMELL	VISIBILITY	SOUNDS	SPECIAL EFFECTS
01	red	no smell	varies (d10')	no sound	intense cold **
02	blue	roses	3'	whistling wind	intense heat **
03	green	honey	5'	sounds of combat	intense humidity **
04	purple	almonds	7'	weird music	burning, stinging eyes ***
05	yellow	lemon	10'	no sound	instant euphoria and elation ***
06	white	cinnamon	15'	whistling tune	instant amnesia (10% permanent) **
07	grey	jasmine	10'	screams of anger	whimsical, weird effects *
08	black	musk	7'	rasping metal	d6 penalty to all attributes *
09	silver	sulphur	5'	no sound	d6 bonus to all attributes *
10	gold	no smell	3'	wind chimes	instant, intense pleasure
11	maroon	corned beef and cabbage	varies (d5')	stealthy footsteps	delayed diarrhea *
12	rainbow	coffee	varies (d5+2')	running water	instant aphrodisiac
13	magenta	honey and almonds	3'	no sound	intense incapacitating itching *
14	black and white	dragon shit	5'	distant bells	delayed magikal deafness *
15	red and green	putrescence	7'	rattling chains	drunkenness, 10% pass out *
16	orange	ripe cheese	10'	moans and groans	delayed chemical unconsciousness *
17	lavender	fish	15'	no sound	delayed chemical blindness *
18	silver and gold	vanilla	100% opaque	unintelligible whispers	delayed acid disintegration *
19	black and silver	burnt meat	see entire room	bubbling mud	delayed action sex change *
20	ever changing	no smell	varies (d20')	voiced warnings	polymorph to random monster *

RANDOM FOG AND MIST GENERATION CHART FOR DUNGEON ROOMS KEY

Note: All special effects not otherwise annotated are of instant enactment and last only so long as the subject is in the room.

* – Indicates d20 minute delay time, with effects lasting d20 hours.

** – Indicates minus d6 off all physical attributes for 1 minute per each minute in the room.

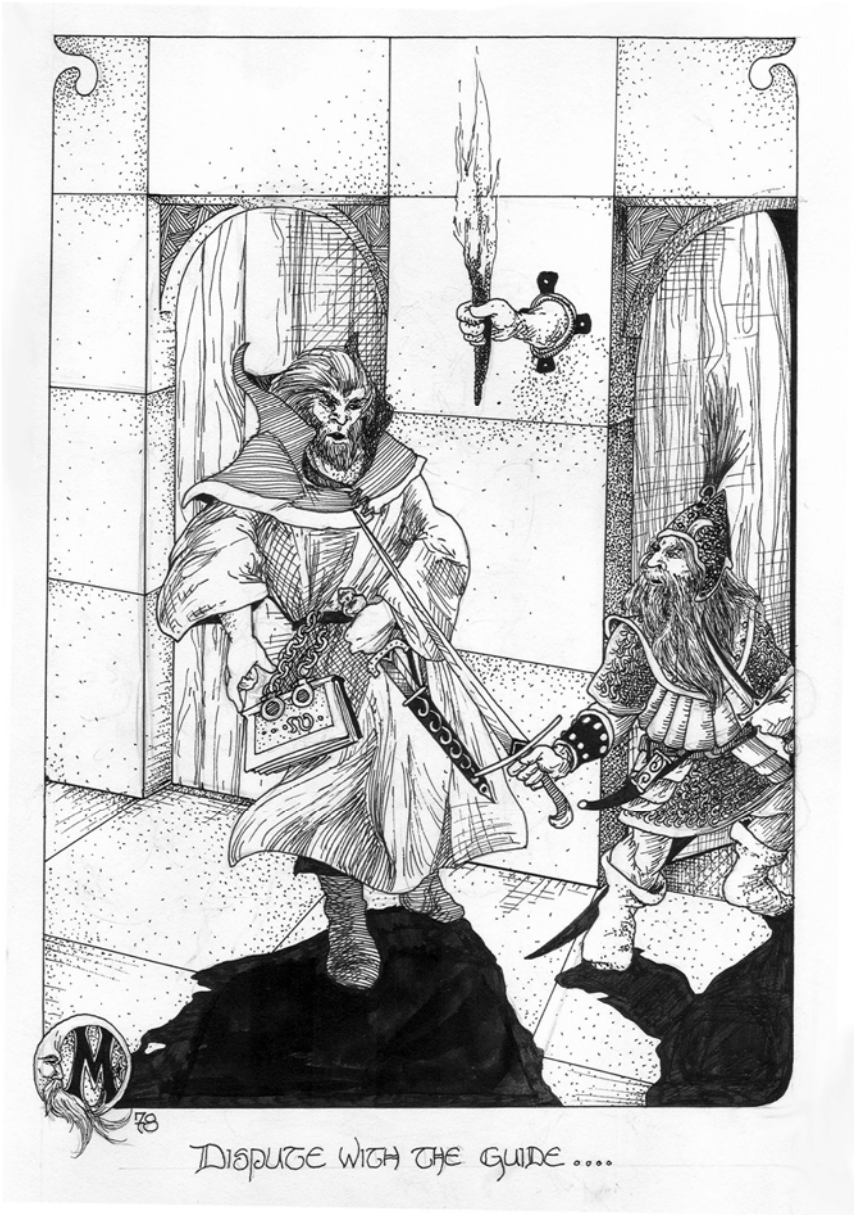
*** – Indicates effects last d10 minutes after leaving room.

This chart allows dungeon rooms to have weird and strange effects with ease without annotating the map, and allowing for something different each time.

NOTES ON HIRELINGS

HIRELING RATES From Arduin Grimoire II (Page 34)

MORALE CHART FOR HIRELINGS, ETC. From Arduin Grimoire II (Page 6)



HIRELING RATES

GENERAL COST LIST (MONTHLY ONLY)

TYPE OF HIRELING	COST	COST PER LEVEL OVER 1ST	AVAILABILITY
Alchemist	100	150 per level per month.	10% chance each month.
Astrologer	100	100 per level per month.	5% chance each month.
Armorer	10	5 per level per month.	20% chance each month.
Assassin	200 *	100 per level per month.	1% chance each month.
Beast Master	25	15 per level per month.	10% chance each month.
Engineer	75	50 per level per month.	25% chance each month.
Sage	200	50 per level per month.	15% chance each month.
Servant/Helpers	2.5	.5 per level per month.	50% chance each week.
Ship Captain	25 **	15 per level per month.	5% chance each month.
Ship Officer	15	5 per level per month.	15% chance each month.
Ship Crewman	5	1.5 per level per month.	75% chance each month.
Smith	25	55 per level per month.	25% chance each month.
Smith's Helper	3.5	1.5 per level per month.	35% chance each month.

* – Refers to a retainer as a "House Assassin" only; each "Hit" must also be paid for.

** – Refers to a shipless Captain. One who owns his/her own vessel can ask and get whatever they ask for and the traffic will bear.

Note: Availability refers to the chances of being able to hire one, in a fairly large city.

MILITARY PAY SCALE

RANK	BASE PAY	BONUSES		SPECIAL WEAPONS PAY
		WAR	EXOTIC BEASTS	
General	80	25	20	20
Commander	30	10	15	12.5
Captain	18	17	10	10
Lieutenant	12	13	7.5	8
Sergeant	9	11	5	6
Corporal	7.5	8.5	3.5	4
Lance Corporal	6	6	1.5	2
Common Soldier	5	5	1	1
Militia	3	2	0.5	0.5
Recruit	1.5	1	0.25	0.25

NOTES

War Bonus pay is only paid for actual wartime service.
Exotic Beasts Pay is for all non-standard animals/beasts that are either ridden, handled, or otherwise worked with by the soldiers.
Special Weapons Pay only goes to soldiers wielding or working with very exotic and powerful weapons personally.
Remember that "noble" soldiers, such as knights or other highborn types, could cost a whole lot more than the base scale indicates, the exact price being determined by the DM's own cultural or sociological set up of his or her world.

MORALE CHART FOR HIRELINGS, ETC.

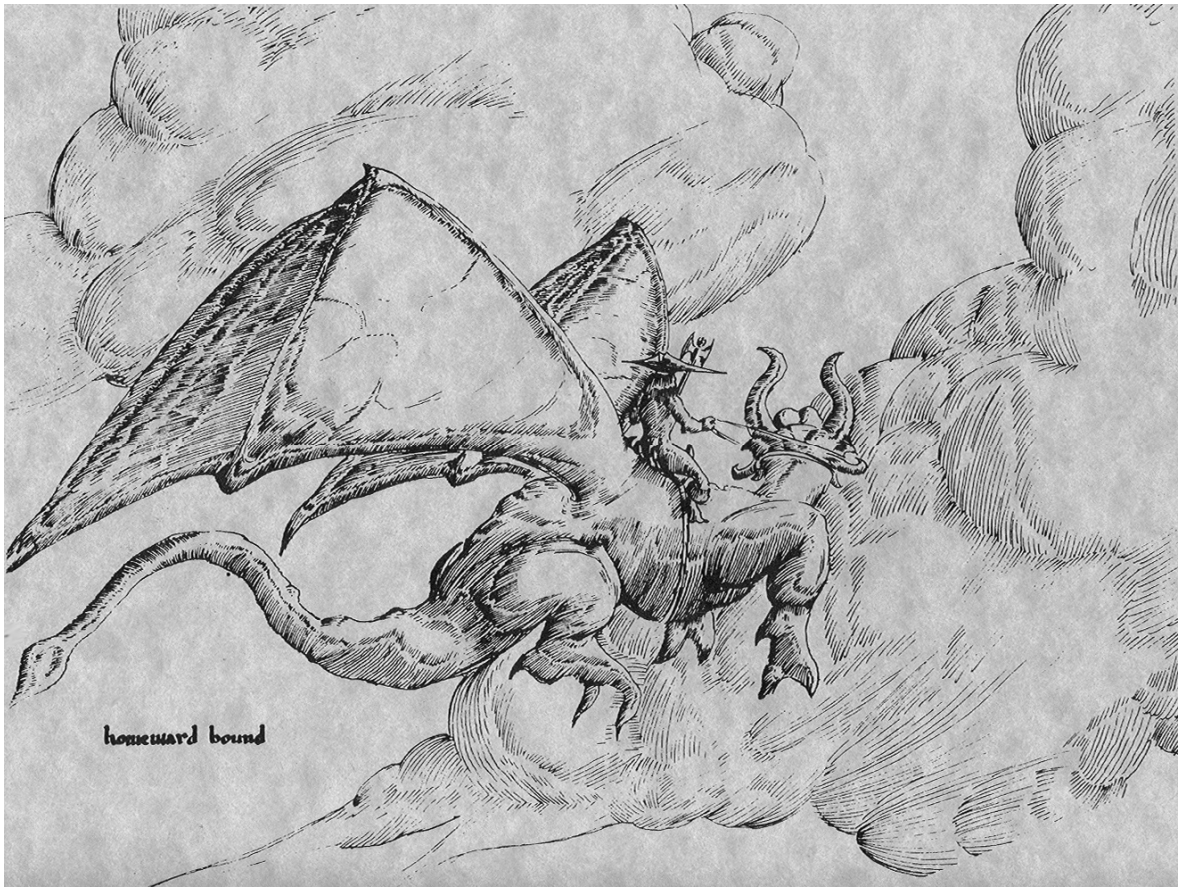
Morale is rolled for in any combat situation or other circumstance when the leader of the person who has hired them must know if they will back him up. A d100 is rolled every melee round. Pay, length of service, etc., all add or subtract from the percentages.

MORALE CHART

DICE ROLL	REACTIONS	
	IN COMBAT SITUATIONS	IN NON-COMBAT SITUATIONS
01 – 10	Flee in terror, never returning.	Will leave the leader in disgust.
11 – 20	Flee in terror for d20 melee rounds.	Will leave after the situation is over.
21 – 25	As above, for d10 melee rounds.	Will leave after his contract expires.
26 – 30	As above, for d4 melee rounds.	Will need double pay to rehire.
31 – 40	Stand indecisively for d3 melee rounds.	Will be indifferent to the situation.
41 – 45	Fighting retreat for d3 melee rounds.	Will support the leader half – heartedly.
46 – 50	Fighting retreat for 1 melee round.	Will support the leader.
51 – 60	Stand and fight.	As above.
61 – 65	Advance fighting to the leader.	As above, but willingly.
66 – 70	As above.	As above, but even unto any situation.
71 – 75	Charge precipitously to leader's aid.	As above, but aggressively.
76 – 99	Screaming berserk charge to leader's aid.	Vehement and loud, as above.
100	So loyal, no further rolls needed.	Absolute support, no further rolls needed.

WEATHER

WEATHER IN ARDUIN	From Arduin Grimoire II (Page 81)
WEATHER TABLES	From Arduin Grimoire I (Page 73)
SPECIAL AT SEA WEATHER	From Arduin Grimoire I (Page 74)
WEATHER AND THE INVISIBLE	From Arduin Grimoire I (Page 49)



WEATHER IN ARDUIN

The weather in Arduin varies with the seasons quite markedly. The Summer has an average mean temperature of 80 degrees Fahrenheit, with highs somewhere in the upper 90's. Fall is generally in the low 50's with occasional mid 40's type days. The Summer is nearly windless, and the Fall is generally windy (the average being winds of 15 – 30 mph). The Winter is usually very cold, and has large amounts of snow and sleet, a carry-over of nearly continual rainstorms of Fall. The temperature has been known to reach over 40 below zero at night. The Spring is known for its wild thunderstorms and gentle rains, with mean temperatures in the mid 60's range. All in all, the climate resembles that of Bavarian Germany on our own Earth.

THE WIND CHILL FACTOR

Learn the 30-30-30 Rule of Survival: when exposed to a 30 mph wind at -30°F, human flesh freezes solid in 30 seconds.

The killing factor is wind chill. This term is only dimly understood by a flash-frozen populace, but is based on a scale that precisely correlates temperature and wind force. Wind chill – expressed in meteorological phraseology as "equivalent temperature" – measures the difference, in impact on exposed skin, between what the thermometer registers and what the wind delivers.

The meteorologists' wind chill table starts at still (0 mph wind), and ranges up to winds of 50 mph. While 20° on a windless day can be quite tolerable, a 20 mph wind makes the received effect of that temperature equivalent to -9° without wind. The arctic nadir on the scale is as follows: at -45°, a 50 mph wind creates the equivalent of -128°, a sensation that is not one a being may wish to experience.

30-30-30!

WIND CHILL CHART

When the temperature is 20°F, here is how the wind affects how cold you really are:

WIND SPEED (MPH)	EQUIVALENT TEMPERATURE (°F)
0	20 degrees
5	19 degrees
10	3 degrees
15	-5 degrees
20	-9 degrees
25	-15 degrees
30	-18 degrees
35	-20 degrees
40	-21 degrees

WEATHER TABLES

DIE ROLL (ONCE/DAY)				WEATHER
SUMMER	FALL	WINTER	SPRING	
01 – 50	01 – 35	01 – 30	01 – 40	no change in the weather
51 – 55	36 – 40	31	41 – 45	sunny, clear, calm, warm
56 – 60	41 – 45	32	46 – 50	as above, but with breeze
61 – 65	46 – 50	33	51 – 52	as above, but with 10 – 20 mph wind
66 – 67	51 – 55	34 – 35	53 – 54	as above, but with 21 – 35 mph wind
68 – 69	56 – 60	36 – 37	55 – 56	overcast but calm, cool
70 – 71	61 – 65	38 – 39	57 – 58	overcast with breeze
72 – 73	66 – 67	40 – 41	59 – 60	overcast with 10 – 20 mph wind
74 – 75	68 – 69	42 – 43	61 – 62	overcast with 21 – 35 mph wind
76 – 77	70 – 75	44 – 50	63 – 64	light ground fog, cool, visibility 30' – 60'
78 – 79	76 – 77	51 – 55	65 – 68	heavy ground fog, cold, visibility 1' – 10'
80 – 81	78 – 79	56	69 – 75	light, misting rain, visibility 10' – 60'
82 – 83	80 – 81	57	76 – 77	moderate rain, visibility 10' – 30'
84 – 85	82 – 83	58	78 – 79	heavy rain, visibility 10' or less
86	84 – 85	59	80	severe rain storm, flooding, etc.
87	86 – 87	60	81 – 83	thunderstorm, cool, slight winds
88	88 – 90	61	84 – 87	warm, muggy, severe thunderstorm, danger
89 – 90	91	62 – 68	88 – 90	cold, slight wind, snow will not melt, 30° or less
91	92	69 – 76	91	cold, 0° – 30°, wind 10 – 20 mph
92	93	77 – 83	92	as above, but wind 21 – 35 mph
93	94	84 – 90	93	as above, but wind 36 – 50 mph
94	95 – 96	91 – 92	94	light snow fall, cold, crisp, wind less
95	97	93 – 94	95	wind 10 – 20 mph, snow falling, visibility 30' – 60'
96	98	95 – 96	96	snowing, wind is 21 – 30 mph, visibility 10' – 20'
97	99	97	97	snowstorm, wind 31 – 50 mph, visibility 10' or less
98	100 *	98	98	severe snowstorm, zero visibility, winds cyclonic
99	100 *	99	99	clear, cold, 50 – 70 mph winds, windstorm
100	100 *	100	100	tornado

* – Roll again to see which one.

SPECIAL AT SEA WEATHER

DIE ROLL (TWICE/DAY)	WEATHER
01 – 05	calm, clear, no wind, horizon to horizon visibility
06 – 10	partly cloudy, visibility 10 miles
11 – 15	as above, visibility 5 miles
16 – 20	as above, visibility 1 mile
21 – 25	foggy, at sap level, visibility 800 yards
26 – 30	as above, visibility 300 yards
31 – 35	as above, visibility 100 yards
36 – 40	as above, visibility 10 yards
41 – 45	pea souper, visibility zero
46 – 50	normal day, wind 10 – 15 mph
51 – 55	wind 16 – 20 mph
56 – 60	wind 21 – 25 mph
61 – 65	wind 26 – 30 mph
66 – 70	wind 31 – 35 mph
71 – 75	wind 36 – 40 mph
76 – 80	wind 41 – 49 mph
81 – 85	full gale, winds 50 – 60 mph
86 – 90	storm, winds 61 – 75 mph
91 – 95	typhoon or hurricane, winds 76 mph to ?
96 – 100	waterspout

SPECIAL NOTES

In mountain terrain, consider only 1 – 25 as "no change". The additional numbers thus available should read as follows: very cold (20° – 40°); heavy fog (visibility 1' – 10'); directional disorientation. Roll dice twice each day.

In desert terrain, consider 1 – 75 as "no change", 76 – 90 as "hot and dry", 91 – 98 as "wind 10 – 20 mph (some blown sand)", 99 as "lesser sandstorm with visibility of 20' – 40' (winds of 21 – 40 mph)", and 100 as a "Great Desert Sandstorm". This sandstorm comes with zero visibility, winds of at least 50 mph, and all in party take 1 point of damage per minute in the open. Roll dice every other day.

In jungle terrain, 1 – 75 is "no change", 76 – 88 is "very hot (80° plus), muggy, damp, etc."; 89 – 95 is "moderate rain" (as in 82 – 83 regular chart), 96 – 98 is "heavy rain" (84 – 85 same chart), 99 is "severe rainstorm" (86 same chart), and 100 is "typhoon or hurricane". Roll dice twice each day.

WEATHER AND THE INVISIBLE

A major point has come up that needs clarification: an invisible person in a thick fog, mist, rain, or even a cloud of smoke will be visible in silhouette. No exceptions to this rule should ever be allowed, because it is simply physics.

ARDUIN

INTRO	From Arduin Grimoire II (Page 79)
ARDUIN, A CAPSULE HISTORY	From Arduin Grimoire II (Pages 88 – 92)
ARDUINIAN LAW AND PUNISHMENT	From Arduin Grimoire II (Page 86)
MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS	From Arduin Grimoire III (Pages 80 – 86)
PRINCIPLE NOBLE FAMILIES OF ARDUIN	From Arduin Grimoire III (Pages 78 – 79)
NOTABLE CHARACTERS OF THE ARDUINIAN CYCLE	From Arduin Grimoire III (Pages 89 – 90)
NOTABLE DENIZENS OF ARDUINIAN "UNDERCITIES"	From Arduin Grimoire III (Pages 87 – 88)
THE RECORDED AREAS OF TREASURE AND DOOM WITHIN ARDUIN'S BORDERS	From Arduin Grimoire III (Pages 93 – 94)

INTRO

This section of the book will deal mainly with Arduin and how things are done there. This is to illustrate specifically (by example) how an entire cosmology is set up, for Arduin is a 100% complete world within a very solid Multiverse. Its gods, cultures, magik, and everything else is documented and based on valid concepts. The whole range of time and space went into the construction of this world, and I can only hope you will benefit from the knowledge.

ARDUIN, A CAPSULE HISTORY

By:

Dave Hargrave

The Arduinian Campaign has been running about as long as D&D and related role-playing games have existed. Game time has been more than 11 years (of 453 days each). Over 480 player characters have been permanently killed in that time, and many more have had to retire due to wounds or afflictions acquired in campaigning. On the other hand, two characters have become Dukes of the realm, and half a dozen are Barons (three landed and collecting taxes, raising troops, etc.). One even managed to woo the youngest daughter of the king, and just this "End Year", all Arduin celebrated their nuptials. So even though it is a hard and dangerous world, the rewards are usually more than a bold player can ever expect.

Its history stretches back to the dim dawn of creation and the world's first rulers, the dread reptilian Kthoi. It encompasses the wars between them and the first true men, the Rune Weavers, their victory, and then subsequent downfall half a million years later in the wars of the Titans and Star Powered Mages against the rest of Almanity. Though the Titans and Star Powered Ones were nearly annihilated, the Rune Weavers were so weakened that when a bare 20,000 years later the Time Lords threatened, it was all they could do to trap them in the Caverns of the Ancients and then fade from the Kin of Almanity, allowing the Free Mages of the Circle to predominate. The next 3,000 years were relatively peaceful, but that ended with the influx of alien starfaring races and an interstellar war that left the fifth continent (the planet's largest) and most of civilization a fused and radioactive ruin. The Interregnum of Dark Years followed, lasting some 5,000 years, followed by the re-establishment of civilization. The main area of civilization centered on the third continent of Khaora (the world was then called Khaas, as the old name for it, Ssass-Khaa, had long been forgotten). Many nations held power during this time as war after war was fought. However, the real problems began when the College of Sages in the country of Falohyr discovered that an area of transtemporal and interdimensional instability had manifested itself in the area roughly contiguous with the small kingdom of Arduin. As word of this discovery spread, more and more nations plotted to control the area, realizing that whoever controlled the area and the newly discovered "gates" also controlled not only this world but untold thousands of others. Thus the bloody Wars of ·When (also called the Nexus Wars) began. They lasted 10,000 years, once again bleeding the world white of population and magik. During a particularly long pause in the conflict, some of the Warrior nations proposed what later became known as the Accords of Arduin, which essentially guaranteed that the Arduin nexus would forever be an independent and totally neutral kingdom with its territorial integrity guaranteed by every nation on the continent – to insure that no nation could control it. To insure that the rulers of Arduin would not abuse their trust, the Mages, Clerics, Sages, Alchemists, Technos, and all of the other important groups set up Colleges or Universities in Arduin which would oversee the exploration of the nexus and gates. Also, each nation would send a contingent of men (1 – 3,000, depending on population) so that more than half of the Arduinian military would be non-Arduinian in origin. These units would be rotated every seven years. With few exceptions, this plan has worked, so that 1,211 years have now passed without any single nation ever risking re-igniting the Nexus Wars.

As most of the population of the original Arduin had been slain in the early wars, each nation had sent equal numbers of settlers; for the first 500 years, it was forbidden to marry anyone of one's own nationality. This insured a true melding of the people, and although it has been stricken from the law books, tradition still keeps it a habit for most of the people. There is a tradition that one of the Royal ruling pair (King or Queen) must be non-Arduinian. This was also to insure fresh blood to a

royal line that started from scratch, was made up of every nationality, was "of the world", and was not an inbred and arrogant line of rulers. Thus we now see a kingdom of people that reflects the entire world around them. A kingdom where slavery is outlawed (one of the few places on the continent where this is so), and people have more personal freedom than anywhere else. It is the center of learning in all disciplines, and the various Colleges and Universities accept students (of only the highest caliber) from all corners of the Multiverse.

However, no capsule history would be complete without a retelling of the Elf-Human Wars, also known as the "beginning of the Nexus Wars". So here it is:

THE ELF-HUMAN WARS

As spoken by the famous chronicler in previous works, here is the Elf-Human Wars.

It began dim thousands of years in the dark and bloody past; the one true and rightful ruler of Arduin, King Tarafass Dawnstar of the Royal House of the Rising Sun, closed the borders to his kingdom and forbade non-Elves entry into his wondrous land. He knew the findings of the College of Sages in Falohyr, and knew what they portended for his realm. He called up his silver mailed cavalry, his bronze sheathed and rock steady spearmen, and his silent archers all clothed in forest green. Lastly he gathered about him his personal guard, the famed Golden Knights of the Dawn. When asked why, he answered, "Because men are man, and ever their hearts shall covet the power about us".

His wisdom was well respected, and his subjects had not long to wait before an ultimatum arrived. borne by a cloudy dust covered messenger from the kingdom of Morvaen, their northeastern Human neighbor. It demanded that the people of Arduin become as one with the people of Morvaen so that together they could rule all the nexus lands. King Tarafass sent the messenger flying home with the reply: "Arduin has been Elven since even before the Dark Years, and Elven it stands or dies. Take us if you can!"

The first battle was joined in a pass in the Brass Mountains called "The Trumpet's Throat". The Morvaenian pikemen led the storm of the small keep that guarded the pass, and survivors there were none. Rushing through the pass, the army of Morvaen spilled out onto the Plains of Paranon in a tidal wave of terror that left no stead unburnt, no field untrammeled.

As the invading horde poured into the beautiful Forest of Flame, there was no thought of anything but victory in the minds of the three generals that led them. Then Arduin's first line of defense made itself known: the archers that waited that fateful day were as invisible as the very air about the wondrous trees they called home. Invisible, that is, until their green glowing arrow rain sleeted into the ranks of the invaders like a scythe through ripe wheat. Like the falling grains of wheat, a grim red harvest was reaped and reaped and reaped yet again. Stunned but not beaten were the veteran pikemen of Morvaen, retreating and then reforming, gathering their arbalesters about them, and putting the wild mountain tribesmen to the front, they went back into the forest, back into that rain of whistling green death. Nearly annihilated, the berserk hill men nonetheless closed to bring their axes to blood among the green archers. Outnumbered, the tribesmen fell to the last man, but it was as planned, for the gained time had allowed the pikemen to do what no other force had ever done before; the green archers were overrun, were outfought, and finally routed. Yet even then the pitiful few who managed to get away returned again and again to send a shaft to an eye here, a whistling death to the heart there, in a continual harassment and vengeance that lasted the long night through.

With dawn, a bloody blaze upon the treetops and the ground a truer color to match, the invaders left the forest that would henceforth bear the name of "The Weeping Woods". Tired, battered, and angry at their lost thousand within the trees, they were shaken to the soul to hear the brazen wail of the great Elf horn. For there before them, drawn up in their serried ranks of bronze, stood the Elven spearmen, and in a thin line before them, the remaining archers in green. As their cries of dismay whirled in their general's ears, the great horn again sounded, and with a joyous shout, the Elven host charged down upon them!

To give them credit, those pikemen rallied as best their short time allowed, and met the onrushing wall of spears with some semblance of order. Let no man belittle what those men did that day. The fight raged seven hours, and never once was quarter asked or given. The end came as the last of the invader generals decided that he should be away. So gathering about him three of his regiments, he retreated into the woods,

commanding those that remained to guard his rear with their lives. This they did and well, for no Elven spearmen or archer followed for another two hours. They sold their lives dearly, and, with them, purchased that needed time. Still it was naught, as I shall relate now to you.

As the wily general retreated, pushing men already near to collapse to even greater exertion, he was already planning his return with a new army to collect a terrible vengeance on those that had humbled him. With these thoughts, he led his men back to the Plains of Paranon, and toward the pass they had so bravely won the day before. Halfway there his heart went cold, and his mind saw its own death there before it.

Yes, the Elven king himself was before them, blocking the pass to safety with his Golden Knights of the Dawn. Shaking off his fear, the general turned to his men, and called to them in ringing tones of iron. "Once more, my brave ones! Between us and safety is the King himself and his guard. They number but 500, and we are near to 3,000! For Morvaen and glory!" His men, heartened, took up his cry, and rushed forward up the slope. The golden trumpet of the golden knights called its answer back, and as the knights charged to meet the army, the glamour fell from the silver mailed cavalry that had been magikally hidden, and their host too thundered down to death and glory.

What followed was not such stuff as ballads are woven from. Nay, it was a butchery. Tired unto exhaustion, outnumbered and struck front and rear, the pikemen fell in three screaming minutes. One of the last to fall was the general, his great sword whirling about him and a curse upon his lips.

So, you say, the Elves won the war, but wrong you are. This was but the first of seven attacks in the next year. Twice the iron grey cataphracts of Viruelandia surged up from the south, twice the breast plated infantry of Falohyr stormed through the northwest passes, again came the grim and vengeful pikemen of Morvaen, and even a mercenary army of some 30,000 Orcs, Gnolls, Hobgoblins, and Trolls tried to batter their way to ownership of Arduin. All failed except the seventh and last assault, which came through one of the very gates that the Elves were trying to protect. A horde of ebon warriors with eyes of flame and hearts of ice ravened into Arduin from beyond time itself. From a dying Earth, the Deodanths came in their thousands, their flickering swords a match for even Elven blades.

They came. In 13 days, they had conquered all but the great Keep of the High King, which alone stood to defy the evil. In all the land, a horror started that to this day Elves will not speak of, but would stand white lipped and clench fisted with memory, with a hate that will outlast time, and in its relentlessness find its way to the very end of the world, where it will take its final vengeance. Yet all was not lost, though to most it seemed surely so, for the King was now marshalling those forces which till now he had withheld, the forces of Faerie, the power of magik.

So they rode out on the 27th day after their last battle, the pitiful few, the Elven 7,000. They rode to the great King's Plain to the west of Thousand Thunder Falls, where the main army of the black ones awaited them with mewling derisive laughter. The ebon ones attacked first, nearly flying forward with their 30' leaps, their slim swords whining blurs before them, their catlike battle wails seemingly sending the clouds themselves fleeing before them in abject terror.

Before the first ebon warrior had closed even half the distance, a great sound arose, and accompanying it was a cold and wild wind that swirled about the black ones, leaving a rime of cold upon their hearts. Faerie power had come. The sky seemed to buckle, and a blue twilight settled about the battlefield, as the weird music sang its song of Elven power.

Hesitating in their headlong charge, the black warriors from beyond time were suddenly caught up in a force and flung from one side to the other. It was as if a vast and unseen hound had impaled them in its jaws, and was worrying them as it would a rat.

With a shockingly sudden swiftness, it was over. The plain seemed to erupt in a vast fountain of steaming black blood and blasted brains, bespattering the surrounding countryside with a withering stain that would take three centuries to fade. The few hundred that had held back and thus lived immediately fled in all directions, thus bringing to motion for the first time this day the small Elven army. "This is bladework, my brothers", spoke the king, and spurred his mount after the fleeing and broken remnants of the once dread and powerful enemy. His troops followed gladly and with a cold fire of retribution burning in their hearts. For two weeks, the Deodanths were harried and slain, but not without loss, the greatest being the great king

himself on the last day of the year.

His mourning men laid him to rest where he fell, atop wind whipped Sorrow Slate Mountain, forever afterward known as King's Rest. Laid to rest near him were the eleven Deodanths that had ambushed him and been slain in turn by his guards (though by the time they had arrived, the King had slain five himself before falling).

The news of the disaster that befell seemingly one of hell's own armies gave many a grasping and scheming king pause – at least for a little while. The daughter of the dead king, his only progeny, did declare herself Queen of Arduin, Warrior Queen of the last true Elves, and Defender of that Which Is Known But Not Spoken. So Arduin stood with a warrior queen to guide an army of 5,800: a sad remnant of that once proud host that had filled the King's Plain from one side to the other with its Mithril mailed might. The Human wolves gathered round their borders to ever bolder numbers.

Thus Tarathala Dawnstar, queen and leader, decided if force of arms alone could not hold Arduin, they should follow the path pointed to by the hand of her dead father, the path of magik and elder lore, the road to gods and demons, the trail of tears and danger. Some of her advisers protested that to fight with magik was to invite magikal attack in return. But those voices were few and small amid the clamor for defense. So it came to pass that the Elven kind in Arduin became wizards, as well as warriors, and for 99 years, they reigned supreme in their ability to wreak havoc among their foes. But each year it became adept in those arts, it invited doom and destruction.

As the first day dawned of the hundredth year since the beginning of the Elf-Human Wars, all was quiet. Quiet with a hushed sense of foreboding, with an expectant silence such as preceded earthquakes and hurricanes.

The entire Elven army, 1,100 strong, and their 1,900 dependants were gathered in the great keep "Fangalorn" on the edge of the Lake of Mists. Around and about a silent host of over 100,000 men in cold iron looked silently up at the ramparts, and awaited the order they knew would come: storm and slay! An order they knew would surely result in the deaths of full half their number, but just as surely in the total and final destruction of the hated Elf wizard warriors that for so long had thwarted their ambitions. Those ambitions had finally forced seven great and lesser kingdoms to pool the blood and steel of their armies in one common cause…to the completion of which they had fought their way here this day.

I will not linger long on the battle that raged from the day's first dawning light to the cold final stroke of a black and wretched midnight. It is enough to know the warrior queen fell at last as her last inner tower splintered and crumpled around her. As she fell laughing, she saw for one last time the bodies of five slain kings about her, and she screamed to the high winds of hell. "Though I feast in the halls of the dread elder gods this night, I will have as hand servants before me these five kings! And as long as they serve me, then a curse to all that is thine and theirs and all who would serve them!" That curse would haunt those royal lines to this very day, though this is a tale for another time.

As the last tower, already cracked and split, finally began to fold in upon itself, a great roaring began, and the land trembled and shook. The tower exploded. The land around it erupted. The very air itself shattered in cacophony of fury rivaled seldom since that time.

Those 7,000 Humans that survived would forever remember that night, and what they saw when the fiery spots left their eyes and the thick blue smoke finally cleared away. Where the great keep had stood, where the mile long promontory had been, was… nothing! The cold dark waters of the lake steamed and bubbled where once the flower of Elvenkind had been.

The story does not truly end here; for those kingdoms which had gambled all and won, there was only a fiery doom, as those that stood in the wings watching swooped down to claim what they had won, but were now too weak to hold. Thus it was for 10,000 years and more as each tried to take what the Elves had held so valiantly. None ever held it more than seven years, and never again would Elf or Human ever truly trust and befriend one another.

ARDUINIAN LAW AND PUNISHMENT

OFFENSE	PUNISHMENT	
	1ST TIME	2ND TIME
Petty theft (less than 101 GS)	Branding (arm), public whipping	90 days
Theft (less than 1,000 GS)	As above	1 year
Grand theft (over 1,000 GS)	Branding (forehead), public whipping	2 – 10 years
Manslaughter	d3 years plus wergild	3 – 5 years plus double wergild
Murder	Public beheading	Public beheading
Mass murder	Publicly burned at stake (slowly)	Publicly burned at stake (slowly)
Rape	Put in stocks, nude, for public use, 3d10 days	Public castration, 1 – 5 years
Statutory rape (age of consent varies racially)	Public whipping, put in stocks, nude, for public use, 1 day	Put in stocks, nude, for public use, 3d10 days
Embezzlement	Public whipping, fine double loss	d10 years, fine, whipping
Assault	Public whipping, 3d10 days	Whipping, 3 months to 2 years
Assault and battery	Public whipping, 1 – 9 months	Whipping, d3 years
Assault with intent to murder	Public whipping, 1 – 3 years	Whipping, 5d4 years
Disorderly conduct	Public dunking, 3d10 days	Public whipping, 3d3 months
Public mayhem (brawling, etc.)	As above, 5d12 days	As above, 6 months to 1 year
Petty pick pocketing (up to 50 GS)	Whipping, d3 months	Finger amputation, 5 years
Pick pocketing (over 250 GS)	Whipping (forehead), 2 years	Arm amputation, 5 years
Giving false witness	1,000 GS fine, public dunking	10,000 GS fine, 1 year
Aiding and abetting a criminal	Public whipping, d6 months	As before, but d3 years
Kidnapping	Public blinding, 10 – 20 years	As before, but life sentence

ARDUINIAN LAW AND PUNISHMENT (CONTINUED)

OFFENSE	PUNISHMENT	
	1ST TIME	2ND TIME
Slaving	Public blinding with life sentence	As before, then death by public stoning
Extortion	Triple loss fine, whipping, 1 year	As before, but 5d4 years
Disrespect to royalty (verbal)	100 GS fine, public dunking	1,000 GS fine, whipping, 1 month
Disrespect to royalty (physical)	500 GS fine, whipping, 3 months	5,000 GS fine, whipping, 1 year
Tax evasion	Double loss, public whipping, 1 year	Quadruple loss, whipping, 5 years
Usury or price gouging	Double loss, public dunking	Quadruple loss, public whipping
Adulterating goods	1,000 GS fine, 30 days	10,000 GS, 1 year
Adultery	Head shaved, public whipping	As before and divorce
Disobeying soldier or officer of the law	Varies according to circumstances	Varies according to circumstances
"Fencing" or receiving stolen goods	Fine double value of goods, public whipping, and d6 months, always	
Piracy	Death (public) by drowning or smothering	
Robbery, brigandry, etc.	Life sentence, whipping, branding (forehead)	Death by hanging (slowly)
Theft of livestock, etc.	Fine double value, whipping, 1 year	As before, but 2 – 5 years
Child molesting	Public castration and blinding, 10 years	As before, as well as death by public
Impersonating persons of authority	Public whipping, 6 months to 5 years	As before, but 5d4 years
Impersonating royalty	Public whipping, 5 years to life	Public blinding, life sentence
Regicide (killing royalty)	Public death by impalement and fire after	Being blinded and flayed
Ensorcellment	Depending on circumstances, a fine up to	Public execution
Non-guild sanctioned "jobbing"	500 GS fine, dunking, 5d6 days	1,500 GS fine, whipping, 3d3 months

Note – Unless stated otherwise, all prison time is at "hard labor".

Most Wanted Highwaymen And Brigands In Arduin And Its Environs

Type	Name	Number In Band	Age	Level	Alignment	Description/Notes	Reward (In GS)
Human	Morgen Ravenswing	Lone	40	18th	N	An Illusionist of some repute, he dresses in black, has silver hair and violet eyes, very somber, and carries a "magikal" heat weapon.	50,000
Human	Stephan DeLorraine	31	38	17th	NE	Even though natty dresser, he is 6', 175 pounds, handsome, with light brown hair and eyes. He smiles a lot, even when using his crystal bladed rapier and dagger.	45,000
Half Orc	Bragga Sea Devil	40	40	15th	C	A Corsair by profession, Bragga is ugly, yellow eyed, and about 5'8" tall with prominent gold capped fangs. He carries and uses cutlasses in either hand (both magik).	37,000
Half Elf	Paneth Noidahl	39	45	16th	A	This Half Elf dresses all in grey-blue, has bright blue eyes, possesses a ready grin, and uses a flaming rapier that dances (and sings!) in combat.	40,000
Half Orc	Stundle Kraphle	30	38	14th	C	About 5'7" tall, with a body that glows a strange pale green, Stundle uses a two-handed flail that roars and flames green in combat.	30,000
Orc	Nanga Doom Spear	26	40	12th	CE	This Uruk Hai is 6'4" tall, wears no armor, and has blood red sigils and designs all over his body. He uses a two-handed magik Battle axe and has Giant strength.	30,000
Amazon	Wildra Wolfsister	24	31	12th	N	Wildra is 6'3" tall, with single waist length braided red hair and green eyes. She rides a huge Warg (8+1 HD), roams about stark naked, and uses a magik composite bow, broadsword, shield and spear.	28,500

MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS (CONTINUED)

TYPE	NAME	NUMBER IN BAND	AGE	LEVEL	ALIGNMENT	DESCRIPTION/NOTES	REWARD (IN GS)
Ogre	Gruesam Bloody Jaws	18	46	11th	CE	A known cannibal (he ate his brother) standing 9'10" tall, Gruesam has a huge (8' tall) skull emblemed shield and a 6'6" long maul (both magikal). He loves Hobbitt meat.	25,000
Dwarf	Filda Brass Jaw	21	53	10th	N	With flaming red hair and grey eyes, Filda carries a magikal war hammer and shield, and wears magik armor, all of black and gold. The shield's sigil is a Red Dragon.	21,500
Dworc (Half Orc / Half Dwarf)	Gwando Dortol	20	37	10th	CE	A former Druid (4th level) who still uses magik, He carries a 6' twisted oak staff, as well as a magikal golden sickle, and wears grey robes over armor. It is suspected he has Giant strength, and is a Bentham user.	20,000
Human	Vanyella Taerl	17	30	9th	C	At 5'8" with short blonde hair, grey eyes, Vanyella could be very beautiful if she tried which she doesn't, so is mannish. She wears beautiful silver scale mail (magikal), and uses a magikal spear, scimitar, and short bow.	18,750
Centaur	Brokk Urgrokk	16	45	9th	CE	A raging, half mad berserker, he uses a huge, magikal, 4' long, steel spiked maul, and wears Golden Horseshoes of Speed. He takes no hostages.	18,500
Phraint	S'Kreer	20	40	9th	U	S'Kreer's chitin is a beautiful, silver dusted, metallic blue, and he stands 8'6" tall. He uses a Therb in his left "hand" and a broadsword in the other. He usually also has at least one Javelin of Lightning and a slaver's net.	17,500

MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS (CONTINUED)

TYPE	NAME	NUMBER IN BAND	AGE	LEVEL	ALIGNMENT	DESCRIPTION/NOTES	REWARD (IN GS)
Gnoll	Zalag Yargoe	28	38	8th	CE	Ugly, black, red eyed, and 5'8", this Gnoll wears red plate armor with a red shield that has a golden eye on it (both magikal). He uses a magik battle axe and magik heavy crossbow. He moves at Haste.	15,000
Human	Norden Tellwhon	Lone	31	8th	N	Norden is 7' tall, very muscular, with a shaved head, purple eyes, a long scar down left side of his face, and all his teeth are steel (sometimes called "Iron Fang")! He wears magik leather armor, and has a magik two-handed sword.	15,000
Human	Georgaen Ironfist	10	36	8th	LE	This Human negro is 6'8" tall, and his left forearm and hand is of silver chased iron. Georgaen carries a strange magik weapon that thunders, flashes and, bores holes in his enemies', Usually, he wears maroon and green clothes.	15,000
Human	Yellowhair Bloodyknife	36	29	8th	C	This Corsair has waist length yellow and red braided hair, is usually bare chested, carries a large, round, silver, magik shield and a magik broadsword. He has a red patch over his left eye, and has a crisscross harness holding 2 dozen throwing knives.	17,500
Human	Tranton Balzira	27	28	7th	A	A Black Cleric, Tranton wears black magik robes, and has a magik shield and morning star. This Human stands about 6' tall, is portly, and possibly has Giant strength. One of his eye is egg-white, but apparently isn't blind.	16,250

MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS (CONTINUED)

TYPE	NAME	NUMBER IN BAND	AGE	LEVEL	ALIGNMENT	DESCRIPTION/NOTES	REWARD (IN GS)
Half Elf	Auri Wirinnaen	20	38	7th	C	This female rides a flying carpet, uses a magik composite bow and rapier, and wears magik yellow scale mail. With night black hair and smokey grey eyes, she is 5'7", extremely beautiful, and also known to be an insatiable lover!	15,000
Amazon	Shardra The Castrator	21 (all female)	26	7th	CE	She castrates (and eats it!) all men and rapes all women. Shardra is 6'6" tall, very beautiful, and buxom, with green eyes and red hair. She wears no armor, but has a crisscross harness of tanned male skin. She is suspected of having Giant strength, but confirmed to wield a magikal two-handed axe.	15,000
Amazon	Gameth Sorrowblade	39	27	6th	N	As a Corsair, she wears red "shorts" and knee length boots with a matching baldric to hold her magik cutlass. She also uses a magik shield and can, supposedly, walk on water. At 6' tall and very shapely, Gameth has waist length blonde hair and green eyes.	13,975
Orc	One Thumb Skullcrakcer	26	49	6th	CE	An Urukk Hai with no thumb on the left hand, he uses a magik morning star, shield, and Boots of Speed. Known Bentham user, he loves to collect the skulls of his victims and gild them in gold leaf, gem the eyes, etc. etc.	12.500
Half Gnome / Half Amazon	Gandy Five Trees	20	29	5th	N	Female, 5'6", black, nice face, built very muscularly, Gandy has blonde hair and brown eyes. She wears plate armor, carries a shield (magik), and uses a magik mace.	10,000

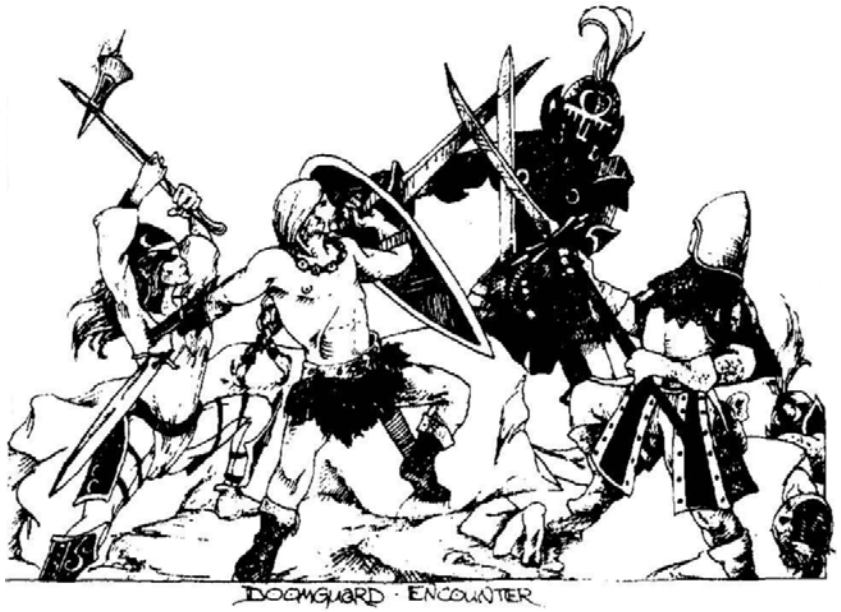
MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS (CONTINUED)

TYPE	NAME	NUMBER IN BAND	AGE	LEVEL	ALIGNMENT	DESCRIPTION/NOTES	REWARD (IN GS)
Hawkman	Yree Wreer	Lone	33	5th	A	A typical Hawkman, Yree wears a pale blue harness and uses throwing darts, a net, and a short spear (4'6") that's probably magik. This Hawkman can become invisible.	10,000
Amazon	Thara Brightblade	17	22	5th	NE	Thara is 6'5", striking (but not beautiful), has brown hair and eyes, uses an eye hurting bright glowing broadsword (magik), and wears golden scale (magik) armor and shield. She is also believed to be able to fly (unconfirmed).	9,500
Saurig	Gresshaa	25	35	5th	NE	A typical Corsair Saurig (12' long. 5'6" high), he uses a bright silver magik trident. He is a known "Eater of Men", and hates Elves foremost.	8,850
Human	Tormon Faloway	Lone	28	4th	N	Good looking, 6' tall, red haired, blue eyed, capable of hasting himself at will, Tormon wears a displacer cloak, uses a magik rapier and dagger, and can be invisible.	7,500
Half Orc	Xadreth Xorgrim	9	24	4th	C	Xadreth wears brass plate, shield, dragon head helm (magik), and uses a magik broadsword. He also has several magik "balls" he throws causing ???	6,850
Human	Sterlee Mimzy	7	26	4th	C	A clone of Sterling Mymsee the Mage, Sterlee is now a near berserk Warrior doing only occasional magik. Sterlee is wild eyed, 6' tall, has brown hair and eyes, wears a goatee, and uses a two-handed battle axe that is possibly magikal.	5,000

MOST WANTED HIGHWAYMEN AND BRIGANDS IN ARDUIN AND ITS ENVIRONS (CONTINUED)

TYPE	NAME	NUMBER IN BAND	AGE	LEVEL	ALIGNMENT	DESCRIPTION/NOTES	REWARD (IN GS)
Human	Quarry Villenelva	5	22	3rd	NE	A Black Paladin, Quarry wears black magik plate with a skull helm and skull embossed magik shield, uses a magik lance and broadsword, and has Giant strength.	3,875
Human	Marten Arkwan	12	25	3rd	N	A good looking, sandy haired, 6' tall, womanizer, Marten has Clothes of Blending, uses a magik longbow, and apparently has the power of Haste at will.	3,000

N = Neutral C = Chaotic A = Amoral CE = Chaotic Evil NE = Neutral Evil LE = Lawful Evil U = Unaligned



PRINCIPLE NOBLE FAMILIES OF ARDUIN

CITY OF MAIN RESIDENCE	FAMILY NAME	CURRENT HEAD	AFFILIATION	TYPE OF DOMICILE	HOUSE COLORS	SIGEL/CREST	BASE RACIAL TYPE
Talismondé	Archom	Marco [m]	Q	Keep	black and silver	two headed black raven with wings spread	Human
Talismondé	Alabaanth	Galen [m]	K	Keep	gold and blue	golden winged lion	Human
Nythaarna	Asmodeion	Starkla [m]	Q	Large Stone House	black, silver, red	fiery winged scimitar	Half Orc
Melkalund	Borthos	Kuthbert [m]	Q	Keep	green and gold	golden bull, rampant	Human
Khurahaen	Baldamian	Marquis Vance [m]	K	Large Stone House	red and brown	red sun disk behind a great bear	Human
Khurahaen	Calydyrth	Chaena [f]	3	Large Stone House	violet and yellow	3 yellow suns on a violet field	Centaur
Khurahaen	Darkoth	Viscount Barden [m]	Q	Keep	black and red	black 13 headed hydra	Human
Talismondé	Elkeramon	Ghen [m]	Q	Keep	red and blue	blue wasp, stinging	Half Elf
Near Nythaarna	Faendrahl	Dorsai [m]	Q	Elven Home	red and green	pair of red serpents forming a circle	Elven
Khurahaen	Gelso	Samcha [m]	3	Large Stone House	green and yellow	a winged chariot wheel	Human
Khurahaen	Gottradung	Horsa [m]	Q	Keep	grey and blue	a grey stallion, rearing	Human
Vorlnyaas	Hawkmoon	Dorian [m]	K	Keep	silver and dark blue	soaring silver hawk	Half Elf
Nythaarna	Iskander	Lycas [m]	K	Keep	gold and silver	three silver thunderbolts	Human
Melkalund	Jarlenon	Sindra [f]	K	Keep	purple and gold	a golden double axe	Human
Melkalund	Kimbra	Shandi [m]	3	Large Stone House	grey and yellow	grey Manticore, rampant	Half Elf
Nythaarna	Khroathla	Skorby [m]	Q	Large Stone House	maroon and white	a white bear, golden crowned	Human
Vorlnyaas	Lazirus	Tanasta [m]	Q	Large Stone House	red and white	a white tree, ablaze	Weirdling
Talismondé	Mar-Galen	Koster [m]	K	Castle	white and gold	a golden dragon, rampant	Half Elf

PRINCIPLE NOBLE FAMILIES OF ARDUIN (CONTINUED)

CITY OF MAIN RESIDENCE	FAMILY NAME	CURRENT HEAD	AFFILIATION	TYPE OF DOMICILE	HOUSE COLORS	SIGEL/CREST	BASE RACIAL TYPE
Near Talismondé	Naskillion	Korden [m]	3	Elven Home	cyan and silver	a pentagram of silver arrows	Elven
Nythaarna	Othmark	Aethelstan [m]	K	Keep	green and brown	a mighty oak tree	Human
Talismondé	Pyrosa	Findrahla [f]	K	Large Stone House	blue and white	leaping white Pegasus	Human
Near Talismondé	Rokkanon	Khent [m]	3	Keep	blue and yellow	a blue elephant, trumpeting	Weirdling
Melkalund	Silverlock	Fire Eyes [m]	K	Castle	silver, red, black	a red, silver spotted, leopard, rampant	Half Elf
Near Vorlnyaas	Thunderfist	Balwyn [m]	K	Dwarf Hold	iron grey and gold	an iron mailed fist grasping 3 thunderbolts	Dwarf
Nythaarna	Umbaast	Jockmar [m]	K	Large Stone House	lavender and yellow	4 lavender roses form a cross	Half Hobbitt
Near Talismondé	Varlusian	Camber [m]	3	Keep	black and scarlet	a black unicorn, rampant	Weirdling
Talismondé	Wandering	Turlock [m]	K	Hobbitt Hold	brown and yellow	4 legs around a compass	Hobbitt
Vorlnyaas	Xothun	Mordian [m]	Q	Keep	red and pale blue	a great, red, black outlined, soaring condor	Human
Near Melkalund	Xaloros	Charstaar [m]	3	Large Stone House	black and orange	a snarling wolf's head	Weirdling
Near Melkalund	Yalandal	Gaerris [m]	K	Elven Home	silver and scarlet	a silver eight pointed star	Elven
Near Melkalund	Zirin	Baroness Khoryalla [f]	Q	Keep	pink and white	a heart, winged and crowned	Human

Q = Queen's Supporters K = King's Supporters 3 = 3rd party or neutrals

f = female m = male

Weirdlings = Human plus unknown mix

NOTABLE CHARACTERS OF THE ARDUINIAN CYCLE

LEVEL	AGE	NAME	HIT POINTS	CLASS	RACE	NOTES
16th	40	Faradir Aurion	68	Trader	Human (m)	known as Heart of the Seven Golden Voyages
20th	26	Tamra Shadowfire	80	Illusionist	Half Elf	called the Shadow Maiden or Dark Star
17th	33	Aurloch Drakken	56	Mage	Half Triton	part of the Beast Shield Band
21st	49	Phanton Bellatrix	68	Alchemist	Human (m)	known as Old Thunder Bottles
18th	30	Morden Orion	65	Psychic	Human (m)	also called the Smiling Wolf
17th	36	Baron Brass	110	Warrior	Human (m)	renowned Defender of God's Blood Gap
33rd	52	Kharis Solaris	118	Cleric	Human (m)	known as the Eyes of Anubis
18th	29	Symon Temphlar	107	Witch Hunter	Human (m)	known as the Nemesis of the Black Pantheon
14th	28	Lion Heart Silver Spear	98	Barbarian	Human (m)	member of the Beast Shield Band
12th	26	Moonwolf Crimsonclaw	87	Barbarian	Human (m)	as above
20th	307	D'allon De La Mort	90	Assassin	Human (m)	known as the Shadow of the Man Who Has No Face
15th	27	Silverlock Snowtyger	89	Barbarian	Human (f)	2nd in command of the Beast Shield Band
14th	26	Firewolf Wingaxe	81	Barbarian	Human (m)	member of above
16th	32	Samson Ironhand	102	Warrior	Half Ogre	ex-leader of the Khorsarian Immortals
23rd	44	Balathon Blackwind	120	Druid	Human (m)	part of the Beast Shield Band
21st	37	Skyder Stormbird	118	Monk	Human (m)	known as the Man Who Spurned a Crown
13th	33?	Chessylca Firestarr	71	Mage	Elf	arch enemy of Tamra Shadowfire

NOTABLE CHARACTERS OF THE ARDUINIAN CYCLE (CONTINUED)

LEVEL	AGE	NAME	HIT POINTS	CLASS	RACE	NOTES
9th	23	Moonbird Skye *	33	Druid	Human (f)	**
9th	23	Sunbird Skye *	33	Mage	Human (f)	**
9th	23	Firebird Skye *	33	Psychic	Human (f)	**
17th	40	Baron Pleides	93	Warrior	Human (m)	called Brother Slayer
17th	38	Talbot Trueheart	97	Paladin	Human (m)	slayer of the Black Paladin of Thrale
18th	36	Dunson Greyhawk	69	Thief	Werehawk	known also as Whisperfeet
16th	39	Yalney Gyrefalcon	66	Slaver	Human (m)	called the Desert Falcon (some say Vulture)
18th	32	Torell Stagg	85	Ranger	Elf	called Deer Stalker by all
14th	35	Delamond Blackshield	78	Warrior	Human (m)	the bastard son of a bastard king's son
15th	30	Swifton Silversword	70	Thief	Human (m)	sometimes called Asphand
18th	30	Lioneves Firespear	117	Barbarian	Human (m)	leader of the Beast Shield Band
14th	28	Whitebear Thunderaxe	83	Barbarian	Human (m)	a member of above
16th	38	Thorvald Oaksplitter	99	Warrior	Human (m)	deposed king of Zarthordra
20th	36	Tyra Nightflower	80	Mage	Half Elf	called the Black Lotus by most
15th	30	Malmus The Blue	60	Mage	Human (m)	called the Viper of Viruelandia

* – Triplets (all women)

** – They can work as a linked triad (called the Trinity or the Three Jewels) of 24th level of any single type or 13th level combined.

NOTABLE DENIZENS OF ARDUINIAN "UNDERCITIES"

WHERE LOCATED	NAME	AGE	LEVEL	RACE	ALIGNMENT	STATUS
Talismondé	Agwyn Maldread	56	19th	Human (m)	CE	Black Mage – barred from the College of Mages
Talismondé	Rowyna Crowfoot	40	13th	Human (f)	C	as above
Talismondé	Thanda Swiftsword	38	14th	Amazon	C	warrior leader for hire (148 men); 44-28-40; 5'11"; 155 pounds' waist length, blond, pig tailed hair; owns a bireme called Wave Snake
Talismondé	Grekk Tastokk	64	11th	Half Orc	CE	as above, leads Orcs and half Orcs (70+)
Talismondé	Mnelga Wexex	88	13th	Half Orc / Half Dwarf		Alchemist – barred from the college
Talismondé	Moren Malstrae	48	15th	Half Elf	A	Guild – Outlaw, Assassin
Talismondé	Yazaad Urgeth	41	17th	Human	A	Guild – Outlaw, Thief
Talismondé	Skroni Willawaw	39	12th	Human	C	Guild – Outlaw, Slaver
Talismondé	Trephka Cystent	56	17th	Human	LE	defrocked catholic patriarch
Talismondé	Murshka Valoch	32	10th	Half Gnome / Half Human	CE	Black Paladin – warrior leader (30 men)
Khurahaen	Treng Xoreng	45	13th	Half Elf	A	Black Mage – barred from college
Khurahaen	Shalzad Gelvord	36	10th	Morphodite Human	CE	defrocked Moon Lady Priest
Khurahaen	Zachariah Sorboe	34	10th	Human (m)	A	Guild – Outlaw, Assassin
Khurahaen	Xoryck Varster	37	12th	Human (m)	C	Guild – Outlaw, Thief
Khurahaen	Yenda Saberhand	29	11th	Amazon	C	warrior leader (60 men) has a ship – Corsair

NOTABLE DENIZENS OF ARDUINIAN "UNDERCITIES" (CONTINUED)

WHERE LOCATED (IN ARDUIN)	NAME	AGE	LEVEL	RACE	ALIGNMENT	STATUS
Melkalund	Atalar Vilaya	27	9th	Human (f)	CE	Black Mage
Melkalund	Kruewena Malabar	28	11th	Human (f)	C	Guild – Outlaw Thief
Melkalund	Scharumen Silmara	38	10th	Half Elf (f)	A	warband leader (39 men)
Melkalund	Fornoe Darden	38	12th	Human (Negro)	A	Black Illusionist
Vorlnyaas	Sobol Pyrongo	50	16th	Half Gnoll / Half Human	CE	Black Mage
Vorlnyaas	Aldo Waterbrook	40	8th	Hobbitt	N	Guild – Outlaw, Thief
Vorlnyaas	Moidark Athaenas	26	9th	Morphodite Human	A	Guild – Outlaw, Alchemist
Vorlnyaas	Shiren Shirakku	30	13th	Human	N	Rogue Monk; solid yellow eyes
Nythaarna	Yoster Baelu	33	10th	Half Human / Half Unknown	C	Black Mage
Nythaarna	Gillian Novenda	32	13th	Human (f)	N	Guild – Outlaw, Thief
Nythaarna	Manga Elzahl	26	7th	Human	NE	Guild – Outlaw, Slaver
Nythaarna	Thargo Skull Breaker	50	7th	Ogre	CE	warrior leader (51 men)
At Large	Grader Zachara	37	10th	Human (m)	A	Guild – Outlaw, Assassin
At Large	Niael Holchoster	53	16th	Human	CE	Black Mage
Moves Constantly	Ibn Ben Wazid	45	10th	Human	CE	defrocked Moslem patriarch (and Slaver)
Moves Constantly	Torismal Gorthoe	36	14th	Human	N	Guild – Outlaw, Thief

C = Chaotic A = Amoral N = Neutral LE = Lawful Evil CE = Chaotic Evil NE = Neutral Evil

THE RECORDED AREAS OF TREASURE AND DOOM WITHIN ARDUIN'S BORDERS

	NAME OF LOCATION	WHERE LOCATED	COMMENTS AND NOTES
*	Skull Tower	in Bone Wood Forest	the 1st discovered
*	Iron Wall	in the Weeping Woods	built all of iron
*	The Broken Tower	in Moon Wood near Moon Water	partially collapsed
*	Tumble Walls	in Rot Bog near The Sentry's	seldom heard of
*	The Abbey On Spider Isle	in the Lake of Mists	spider infested
*	The Cavern Of The Kings (King Solomon's Mines)	in the Khaas Mountains	extremely dangerous
*	The Burning Tower (Flame Fang)	in The Burn	wreathed in flames
*	The Crystal Caverns	in the Mickleback Mountains	seldom visited
	The Tower Of The Beast	in the Fens of Fear	very hard to find
	The Tower Of The Black Bishop	in Maggot Trees near the Great Rift	seldom visited
	Forgotten Tower (Grey Nose)	in Bone Wood near No Name Swamp	an unknown quantity
*	Athaelstone	atop Hidden Mountain near Sky Trees	nearly unheard of

THE RECORDED AREAS OF TREASURE AND DOOM WITHIN ARDUIN'S BORDERS (CONTINUED)

	NAME OF LOCATION	WHERE LOCATED	COMMENTS AND NOTES
*	The Wailing Tower (Grin Mound)	atop Grin Mound Mountain	known for its techno magik
*	Cloud Castle	atop Broken Tooth Mountain	seldom there as it dimensionally shifts
*	The Howling Tower	on Roaring Rock in the Lake of Mists	hidden by fog and mists
*	Thunder Hole (The Citadel Of Thunder)	behind Thousand Thunder Falls	its entrance masked by a dimensional rate
*	Rift Fang	in The Great Rift	the last known citadel of the Kthoi existing
*	Teliboé The Forgotten (The Lost City Of Teliboé)	in the Valley of the Dead	appears only on solstices and equinoxes, from dusk to dawn
	Worm Hole	at the edge of The Burn	the most dangerous of all the known areas an entrance to the Great Worm Road
*	Maelshyra, The Temple Of Set	in Bone Bog in the Weeping Woods	heavily guarded
	Temple Of The Wandering Moon	in Moon Water on an island	nearly unknown
	Temple Of The Red Moon	in the Lake of the Three Gods	as above seldom visited
	Temple Of The Winds	on the shore of the above lake.	as above
	Temple Of The Pun	on an island in the above lake	as above
*	Fort Blood (The Ruined Fort)	on Blood Fountain near Weird Wood	hard to explore

THE RECORDED AREAS OF TREASURE AND DOOM WITHIN ARDUIN'S BORDERS (CONTINUED)

	NAME OF LOCATION	WHERE LOCATED	COMMENTS AND NOTES
	The Bones (Khorainnian The Eaten)	in the Mickleback Mountains	a city literally eaten by the hordes of hell
*	The White Roc Inn	in Whisper Trees on the old road	has an evil reputation
*	Cavern Of The Ancients (Cavern of the Time Lords) (Twist Time Tower)	in the Great Rift	sealed by the rune weavers thousands of years ago, with spell and fear
*	Hell House (The House That Eats Men)	in the Weeping Woods	a known haunt of the undead and psychic happening of all types
*	Shadow Guard	on the edge of the Great Rift	supposed home of Tamra Shadowfire and other legendary characters
	The Gaol (formerly the Melkalund City Prison)	moving about The Trembling Lands	never in one place long
*	Elf Hill	near The Creep	a huge burial round
	The Dragon's Throat	in Dead Watch Mountain	a known dragon abode
	Midwich The Abandoned	on an old road in Bone Wood	a real mystery
	The Lair Of The Spider Mother	in Crack Face Mountain	no known survivors, ever
	Rogue's Roost	in the Scimitar Hills	a known outlaw hide-away

THE RECORDED AREAS OF TREASURE AND DOOM WITHIN ARDUIN'S BORDERS (CONTINUED)

	NAME OF LOCATION	WHERE LOCATED	COMMENTS AND NOTES
	Hell Spire	in The Devil's Foot Print	virtually unknown to all
*	The House Of The Axe (The Slaughter House)	on the edge of Lost Lake in No Name Swamp	all who have ventured within have died horribly
*	The Foxfire Caverns	in Fox Mountain in Foxwood	the tree of light and shadow guards the way
*	The Mountain Uruk (Rogue Hold or Nalmazi Tribe)	on The Tentacle River in Mire Wood	seldom visited
*	Ardwyr The Sunken (Moss Windows or Moss Mouth)	between Black Bog and Moon Water	has a reputation of the worst sort
	Star Tooth	inside star tooth mountain	totally unknown
	Spin Devil Spire	it is Spin Devil Mountain	as above
	The Ark	inside Gandolph's Rest Fountain	as above
	Caliban	An area that appears at random intervals and inside random dungeons, caverns, and the like. It is also known as the Chalice of Chance or Random Heart. It has appeared in Arduin only twice in all of the knowledge of Elf or Human.	

* – Indicates an operating (mapped/stocked) area, but does not indicate whether it has ever been visited before.

Arduin's Inns And Road Houses

Comments On The Inns And Road Houses Of Arduin	From Arduin Grimoire II (Pages 79, 97)
The Inns And Road Houses Of Arduin	From Arduin Grimoire II (Pages 93 – 96)
Independent Road Houses And Inns	From Arduin Grimoire II (Page 96)

COMMENTS ON
THE INNS AND ROAD HOUSES OF ARDUIN

Inns and road houses were (and still are in places like England) an integral and a functioning part of the past history of most civilizations. It was there that the people gathered for entertainment, news, and all of the other social necessities of a world without movies, radio, or the like. It is here that adventurers will find old sailors and soldiers, or perhaps a crippled Trader or down-on-his-luck Mage. All of whom can tell of temples and treasures, lost cities and idols of gold with ruby eyes, and of the fearsome monsters who guard them. Occasionally a map may be had, though at a price that sometimes may be higher than the buyer could ever reckon.

Yes, it is at the inns where a young boy just turned Warrior and a young girl aspiring to magikal lore can meet and mingle with all the strange and fabled races of the Multiverse. Here one can see the silent and shiny chitined Phraints, the feared and fanged warrior Saurigs, or perhaps even get a glimpse of even stranger beings. The inn or road house is a place of intrigue and mystery, as well as music and brawls. They should be an integral part of every world. So here for your perusal are the inns and road houses of Arduin. Who knows, they may find their way into your world as well; after all, stranger things have happened in the Multiverse before this!

Remember, the 1 to 5 star (*) rating system means the following:

- One Star = ½ silver penny per night with bread and beer. A One Star is equivalent to a real dive.
- Two Star = 1 silver penny per night with dinner, ale, and light breakfast. A Two Star is not bad, but still not great, and is the "common man's" place.
- Three Star = ½ gold sovereign per night with sumptuous meal and large breakfast. A Three Star is a good, clean place (the best overall value).
- Four Star = 1 ½ gold sovereigns per night without anything but a complimentary glass of wine. A Four Star is very ritzy and pretty exclusive, with lesser nobles and the like staying there.
- Five Star = 2 to 5 sovereigns per night per person without any extras. Meals are lavish, but extremely expensive. A Five Star is the "palace" of inns, where only the very rich and greater nobles play. They will admit no one they do not deem worthy, even if that person has millions of gold sovereigns to spend. Very exclusive.

THE INNS AND ROAD HOUSES OF ARDUIN

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Talismondé	Mamma Knole's	Mamma Knole	*	Cut Purse Alley
"	The Bastard Knight	Tambrud Bort	*	Potter's Row
"	Shangai Lil's	Big Lily North	*	Low Wharf Street
"	The Dancing Termite	Makleen Malpossey	*	Red Lantern Street
"	The Wild Whippoorwill	Damon Chance	**	Sand Box Alley
"	The Carnelian Cube	Big Annie	**	Fortune Street
"	The Fat Fox	Bartholo Korph	**	Little Maiden Street
"	The Scarlet Rooster	Villian Trunth	**	Little Maiden Street
"	The Toumaline Turtle	Gandy Saftell	**	Gold Workers' Street
"	The Silent Canary	Wemble Falstar	**	High Wharf Street
"	The Astral Efreet	Nasti-Jastor	***	Gold Workers' Street
"	The Ruby Rifleman	Khimley Hortha	***	Jewelers' Lane
"	The Star Bear	Droger Crofter	***	Silver Smiths' Street
"	The Merry Manticore	Willing Farondar	****	High Traders' Street
"	The Unique Unicorn	Nardon Voldo	****	Royal Circle
"	The Star Sword	Chambers Conde	****	Street of the Armour Makers
"	The Black Pearl	Tanya Tarleman	*****	High Park Lane
"	The Benevolent Basilisk	Narold Xund	*****	High Park Lane
Khurahaen	The Wondrous Wizard (formerly the Wanton Wombat)	Valposey Tuffy	*	Crofter's Lane
"	The Pearly Gates	Waddel Opper	*	Fast Fall Hill
"	The Adamantine Amazon	Agok Nuggle	*	Hide Curers' Street

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Khurahaen	The Broken Trident	Capaag Rugg	*	Blue Wharf Street
"	The Velvet Turtle	Fumogg Tuggy	*	Bead Seller Street
"	The Fabulous Frog	Marden Gomb	**	North Gate Square
"	The Wild Wasp	Stenchly Thumbfoot	**	West Gate Square
"	The Green Goblin (formerly the Golden Goblin)	Arkhaas the Fat	***	Gem Sellers' Square
"	The Golden Pomegranate	Turbina Hally	***	Weavers' Street
"	The Iron Swan (formerly the Wayward Wyvern)	Delphia Doorn	***	Barracks Square
"	The Amethyst Apple	Gastura Brent	***	Copper Smith Street
"	The Blue Barbarian (formerly the Reluctant Turtle)	Hoggarth the Tall	***	Traders' Circle
"	The Dancing Dice	Xallia Zingra	****	Old Palace Road
"	Madame Firefly	Valla Ernthant	****	Gold Smiths' Lane
"	The Sapphire Circle	Charleroix Slyvy	*****	Garden Road
Melkalund	The Silver Seal	Marden Garvell	*	Old Wharf Street
"	The Sleepy Snake	Palamon Terby	*	Iron Monger Street
"	The Happy Hag	Old Mama Froley	*	Potters' Lane
"	The Timid Tiger	Billkhoe Bunkhoe	*	East Gate Square
"	The Hungry Hill Giant	Bobbolo Bumpee	**	Marsh Gate Square
"	The Happy Harpy	Tamhalla Tyree	**	Traders' Square
"	The Adamantine Oliphaunt	Derbell Taste	**	Dyers' Street
"	The Lavender Lizard	Brucilla Tug-a-Hug	**	Jugglers' Lane

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Melkalund	The Emerald Dragon	Darkhan Faraway	**	Armourers' Street
"	The Phantom Firefly	Anabelle Haskins	***	Silver Smiths' Street
"	The Silver Horseshoe	Fermoli Tardella	***	Waggoners' Road
"	The Wobbly Wooky	Cachakka Takkra	***	Barracks Square
"	The Mithril Mountain	Kolo Nolo	****	Gem Sellers' Lane
"	Simply Valhalla	Krafton Boley	*****	Citadel Hill
Nythaarna	Bad Man Carruthers'	Bad Man Carruthers	*	Thieves' Quarter
"	The Stupid Wizard	Daffy Highbottom	*	West Gate Square
"	The Drunken Druid	Alfaen Doromon	*	East Gate Square
"	The Fourth Moon	Barlemar Berry	**	Potters' Street
"	The Silver Nose	Silvernose Burt	**	Silver Smith Street
"	The Golden Elf	Carley Simon	**	Leather Workers' Street
"	3 Hearts & 3 Lions	Pohl Asimov	***	Traders' Court
"	Dandelion Wine	Katherine Campbell	***	Gold Smiths' Street
"	The Hanged Man	Fallburr Skofter	***	Barracks Square
"	The Yellow Toad	Toady Chesire	****	Gem Sellers' Circle
"	The Seventh Seal	Gyron Mortimen	*****	Old Gaol Square
Vorlnyaas	Spitwhistle's Safe Stop	Little Spitwhistle	*	Weavers' Road
"	Thunder Mug's	Mugwhump Thunderbumper	*	Mill Bridge Road
"	The Broken Arms	Lack-a-Day Larry	*	Dyers' Alley
"	The Sapphire Salamander	Toronial Fandreaux	**	Traders' Square

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
“	The Carnelian Cat	Wandra Wild Fox	**	Gold Smiths’ Lane
Vorlnyaas	The Eye of the Tiger	Shaundra Fire Willow	**	Jewelers’ Court
“	The Velvet Whip	Dione Star Hunter	***	Old Royal Road
“	Copperhead	Alain Tralonde	***	The Great Market
“	The Fancy Fool	Bongo Three Fingers	***	Armourers’ Lane
“	The Lazy Lightning	Kamben Khorley	****	The Caravansary
“	The Astral Axe	Wirawhey Wambletyre	*****	Spice Merchants’ Street
Tara	The Wild Wolf	Aldo Bunder	**	Appletree Road
“	The Red Rook	Korto Vado	**	Appletree Road
Watchtown	The Silent Serpent	Janat Bolk	*	Cliff Gate Square
“	The Golden Apple	Roster Gilley	**	Cliff Gate Square
“	The Fabulous Falcon	Wazat Tyme	***	White Fence Lane
Bridgewater	The Royal Rabbit	Talok Durok	*	Pumpkin Road
“	The Wanton Witch	Vance Lance	**	Red Candle Street
“	The Rainbow Dragon	Odoe Narky	***	Blue Bell Court
Lowbridge	The Happy Hobbit	Tanthla Twinkletoes	***	Only Gate Square
“	The Opaline Ogre	Welkon Narsai	***	Tangerine Lane
Hobbiton	The Grumpy Griffon	Little Lulu	**	Scone Bakers’ Lane
“	The Horn of Plenty	Tiptoe Sleepyfeet	***	Berry Bush Street
Rosewater	The Drowned Rat	Shuggy MacNasty	*	Fishmongers’ Street
“	Mac the Knife’s	Big Mac	*	Old Fishermans’ Street

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
“	The Phantasmal Pheasant	Jorius Jaw Breaker	**	Potters’ Row
“	The Crystal Ship	Talbund Gorph	**	Stablers’ Court
Rosewater	The Golden Dove	Myrin Xyreth	***	East Gate Square
“	The Prismatic Bat	Taya Hammer Star	***	East Gate Square
Leiberton	The Red Worm	Fritz Faphred	*	Old Dormitory Street
“	The Black Bell	Lyber Grey	**	High House Street
“	The Brass Book	Mousey Small Sword	***	Library Square
“	The Golden Gull	Far Star Lookaway	****	Theatre Row
Littletown	The Hasty Hag	Odd John Manglefoot	*	Small Wall Side
“	Smaug’s Eye	Andrew Arrowblack	**	Tall Wall Side
Quartermass	The Bountiful Maid	Tarney Tenthpart	*	Hang Man’s Square
“	The Pack Rat Inn	Hapsell Not-e-Nuff	**	Market Gate Square
Foxton	Mother Beetlebrow’s	Mother Beetlebrow	**	South Gate Square
Bordertown	The Lost Hobbit Inn	Tamal Trygyre	**	Barracks Row
Bright Water	Bright Water Inn	Wenitra Foloway	***	Traders’ Gate
Appleton	Silver Tree Twice	Fanrahl Garling	**	Old Cattlemans’ Road
Markhouse	The Blue Bolt	Talgrofter Quilleen	**	Old Well Square
Ridgetown	The Golden Canary	Vorpold Dorth	***	The New Quarry Road
Hidden Valley	The Dwarf’s Hoard	Grumpy Stone Hammer	***	Traders’ Gate
Owl Valley	The Golden Goose II	Brambahr Wall Breaker	***	Castle Road Gate
White Water	The Pheonix	Dillon M Ivorn	***	Old Barracks Square

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
Sixcarts	The Gilded Cart	Newton Bomolck	***	New Market Square
Edgehome	The Mithril Edge	Barden Balkon	**	Barracks Row
Mountainhome	The Double Hammer	Red Deard Orc Killer	**	Brickmakers' Street
Hillhaven	The Iron Horse	Stondon Milijand	***	Smithy's Road
The Crossings	The Water Witch	Falamand Khooley	**	Ferry Wharf Street
Serendipity	The Serene Smile	Lady Serena Whitefingers	***	Only Gate Square
Arkham	The Red Lily	Omroyce Gilliad	***	Red Lily Square
High Bridge	The Emerald Knight	Ternald Vendirk	*	Pilgerers' Lane
"	The Bowlegged Dragon	Enid Finkley	**	Spinners' Alley
"	The Silver Sail	Nalamarder Venty	***	River Gate Square
Rookely	The Raven's Roost	Tark RavensWing	**	East Gate Road
Dunwich	The Grand Grimoire	Hell Fist Skull Taker	*	West Side Square
"	The Star Stone	Mordecai Greenstar	**	East Side Square
Small Harbour	The Prancing Porpoise	Captain Jack	***	Sea Gate Road
"	The Crazy Compass	Falthur Yester	***	Traders' Gate Square
Stoop House	The Marmalade Monkey	Daniel Westerly	**	Only Gate Square
Mickleby	The Adamantine Shovel	One Eye Iron Nose	**	True Faith Square
"	The Iron Worm	Bart Black Hatchet	**	True Faith Square
Red House	The Little Red House	Galaway Rundagaard	**	Stone Masons' Street
White Walls	The White Wall Inn	Runknon Bulodon	**	Dyers' Street
Pearl House	The Rainbow Pearl	Quickfoot Madanth	**	Pearl Divers' Street

THE INNS AND ROAD HOUSES OF ARDUIN (CONTINUED)

LOCATION	NAME OF ESTABLISHMENT	OWNER	RATING	STREET LOCATION
"	The Golden Hook	Captain Hook	***	Sea Captians' Lane
"	The Treasure Chest	Balkomer Fand	****	Traders' Square
Athelton	The Black Coach	Taramore Tarras	*	Creepgate Alley
"	The Silver Sword	Vaanka Tryvaanka	**	Guardmens' Row
Athelton	The Silver Mountain	Belogrand Xandor	***	The Dukes' Square
Easterly	The Crimson Caravan	Zanor Zardozz	*	The Caravanserie
"	The Gilded Camel	Gimburra Walassa	**	The Caravan Gate Road
"	The Daimon Parrot	Effros Drobnelka	***	Market Square
"	The Mithril Medusa	Karenth Sastra	***	Guardmens' Row
Rumbletown	The Deaf Ear	Nomley Humber	*	Old Whard Gate
"	The Rumble Dragon	Timothy True Heart	**	New Whard Road
"	Elric's Rest	Telamark Swordbearer	***	Great Gate Square
Ox Haven	The Emerald Ox	Tummel Fumpleton	**	Cattlemans' Gate
Pavane	The Laughing Witch	Malaprond Droffel	**	Silversmiths' Street
"	The Timid Poltergeist	Vincent Price	***	Gemcutters' Lane
Smallshire	The Jolly Giraffe	Trader Vic	**	Furriers' Street
"	The Passionate Plum	Galassa Wallshunth	**	Leatherworkers' Street
South Hold	The Silver Citadel	Bartholemew Huggins	**	Barracks Road
The Quarries	The Marble Wyvern	Dastroen Oliver	**	Old Quarry Road
Halflington	The Falling Star	Tillerd Sethedd	**	Alchemists' Alley
"	The Crucible	Valton Mathross	***	Alchemists' Alley

Independent Road Houses And Inns

Location/Landmark Vicinity	Name Of Establishment	Owner	Rating
On the border west of Foxton	The Flying Lion	T.C. Drake	**
On the border northeast of Leiberton	The Flying Turtle	J. Arlington Shoe	**
NW of Stoophouse near Tunk Hill	The Red Leopard	Jamalantha Jalpoor	***
South of Melkalund near Elf Hill	The Blue Lady	Rianna Tironna	****
Between Hobbiton and Athelton	The Dancing Dolphin	Traskell Durron	***
Between Orc Wood and the Weeping Woods	The Lazy Leprechaun	Androk Kully	**
In The Weeping Woods near Ironwall	The Rogues' Roost Inn	Closed by the King	*
North of Littletown near the Wailing Tower	The Broken Back Inn	Durnuld Wardley	**
East of Pavane	The Kings' Rest Inn	Wambly Waistcoat	***
West of the Cloisters near Wizard Wood	Gandolphs' Rest	Valakyra Talyaar	***
On the border NW of Smallshire	The Prismatic Pheasant	Telkon Garlitha	**
SE of Smallshire on the Crystal Peacock River	The Flying Whale Inn	Dalon Fox	**
In Whisper Trees near Misty Mountain	The White Roc Inn	N/A	N/A
Near Tark Wood	The Silver Frog Inn	Carralla Danoe	**
Near Shelob's Wood	The Iron Spyder Inn	Taranella Xyth	**
On the border south of The Quarries	The Smiling Wolf Inn	Bldurn Charfax	**
Between Foxwood and Weaselwood	The Flying Fox Inn	Magilla Moke	*
Between Maidenwood and Foxwood	The Leaping Maiden Inn	Nabla Vurst	**

Arduin's Time And Seasons

Arduin's Time References And Seasons From Arduin Grimoire II (Pages 80 – 81)

Notable Days Of Arduin Of Both Good And Bad Aspects From Arduin Grimoire II (Pages 82 – 83)

ARDUIN'S TIME REFERENCES AND SEASONS

THE DAY

The day of Arduin is exactly 25 hours long, consisting of 10 full hours each of daylight and darkness, with 2.5 hours each of twilight and dawning. There is no axial tilt or rotational wobble, so this never varies during the year regardless of the season.

THE DAYS OF THE WEEK

The week has six days: Mordag, Taenwal, Wurdigan, Veldoar, Sarmaht, and Qwain. The folk of Arduin commonly work Mordag through Veldoar and half a day on Sarmaht, taking the afternoon of that day and all day Qwain off. This can vary regionally and by holiday.

THE MONTHS

There are fifteen months in the year, for a total of 450 days in the year (30 days per month), not including Tai Taowyn (Endyear), which is a three day period of "non-time". Tai Taowyn takes care of the odd orbital period around the sun (called Syraath) of 453 days, thus leaving the Arduinian calendars all neat and even. The months, in order, are Tor, Ator, Vaen, Torvaen, Kos, Torkos, Skord, Torskord, Zar, Torzar, Ghast, Torghast, Chund, Torchund, and Khoros (the Endyear month).

THE CYCLE OF YEARS

The years rotate in a fifteen year cycle, and once every 1,000 years there is a sixteenth year in the cycle. The cycle of years is listed below:

YEAR	ALTERNATE NAME	COMMENTS
Dragonus	Year of the Dragon	The year "of wars, their start, and end"
Roccahr	Year of the Roc	The year of travelling and starting anew
Victrix	Year of the Warrior	The year of daring deeds and valor
Boruumahr	Year of the Bison or Ox	The time to stay at home, rebuild, marry
Equinus	Year of the Flying Horse	The year of new purchases and childbirth
Torqus	Year of the Boar	The time to repay old debts and old enemies
Serpihkar	Year of the Serpent	The year of revelry and debauchery
Scintillus	Year of the Sword	The time of fasting and hard decisions
Fenris	Year of the Wolf	The year of Druidical festivals and rites
Solaris	Year of the Sun	The year of Royal weddings and treaties
Lunus	Year of the Moon	The year of strange and fey happiness
Phatellus	Year of the Phantelope	A year for travel and impetuous decisions
Skorpos	Year of the Scorpion	A time for holding on to what one has
Graillus	Grey or Clerical Year	A time of fasting, vows and initiations
Sarchimus	Year of the Mages	A time of initiations and advancements
Tarsoris *	Year of the Star	A time when all things must renew themselves and all must cope with THE TRUTH

* – This is the sixteenth and once per millennium year.

ENDYEAR

These three days are equivalent to Mardi Gras, Oktoberfest, and Carnival all rolled into one. During these three days, absolutely anything that will not harm another is allowable, and, in fact, is expected! It is a wild and wooly period during which quite a few children are conceived; those so conceived usually have "Father Taowyn" put on their birth certificates!

THE SEASONS

There are four distinct seasons in Arduin; Summer, Fall, Winter, and Spring. Winter is 125 days long, and is the last 25 days of the old year and the first 100 days of the new. Spring follows with 125 days, and is in turn followed by 125 days of Summer. Fall follows as the first 75 days of the last 100 days of the year.

NOTABLE DAYS OF ARDUIN OF BOTH GOOD AND BAD ASPECTS

MONTH	DAY	NAME OF NOTABLE DAY	COMMENTS AND GENERAL ASPECTS OF THE DAY
Tor	7th	Solitara or Solityne	This day each must seek within themselves.
Tor	15th	All Gamble Day	The festival of the gamblers and gamesmen
Tor	20th	Kegsbreak	Festival of the new ale or beer.
Tor	29th	Woman's Day	Giving of gifts to women, proposing, etc.
Ator	10th	Swordhammer	Day of appreciating weapon makers, etc.
Ator	14th	Druicus / Oakfire	Day of Druidical import and prayer.
Ator	17th	Children's Day	Giving of gifts to children, etc.
Ator	25th	Cold Faire	A winter faire and general festival.
Vaen	6th	Goldara or Money Day	The day of the moneylenders and banks.
Vaen	10th	Festival of Friendship	The day on which everyone makes a new friend.
Vaen	15th	Aquamass or Sea Gift	Sailor's Day.
Vaen	23rd	Winterflower Festival	The festival to greet the winter flowers.
Torvaen	4th	Wyndemere	The festival of Four Winds.
Torvaen	9th	Night of the Shagrath	Only the Red Moon rises this night.
Torvaen	10th *1	Night of the Skirin	Only the Blue Moon rises this night.
Torvaen	11th	Night of the Lady	Only the Silver Moon rises tonight.
Torvaen	12th	Triangularus	The moons form a triangle at midnight.
Torvaen	12th – 13th	Spring Equinox	Midnight to midnight when the triangle forms again to mark its end. Every other year it is Black Equinox, the Night of the Long Death, when the dead rise up and walk.

NOTABLE DAYS OF ARDUIN OF BOTH GOOD AND BAD ASPECTS (CONTINUED)

MONTH	DAY	NAME OF NOTABLE DAY	COMMENTS AND GENERAL ASPECTS OF THE DAY
Kos	7th	Sneakus	The day of the thief!
Kos	10th	Man's Day	Day of gift giving to men. Puberty rites.
Kos	22nd	Night of the Candles	Candle mass or the Festival of the Candles.
Torkos	3rd	Vallorus	Warrior's day, military parades, and the like.
Torkos	19th	Festival of Families	Presents within one's own family, etc.
Skord	11th	Festival of the New Wine	As it says.
Skord	16th	Sagicus Day / Sage's Day	Gifts for sages and teachers, etc.
Torskord	15th *2	Summer Solstice	Festival of the Plentiful Harvest. Every fifth Summer Solstice is Red Solstice, when none of the moons are seen and from dusk that day until dawn of the next, the whole sky turns blood red, and all of the nexus gates are aligned and open.
Zar	10th	Festival of the Fall Flowers	As it says.
Zar	13th	Magikus	Day or Festival of the Mages and magik.
Torzar	9th	Peace Festival / Founding Day	Founding of Arduin day festival.
Torzar	23rd	Skandus	Day of the Hunter, night of the Wild Hunt.
Ghast	1st	Harvest Festival	1st day of fall; the harvest festival.
Ghast	4th	Festival of the Stars	Night of the Astrologers.
Ghast	20th	Wellmass	Physicians' day; presents, etc.
Torghast	2nd	Beltane / Jugglers' Day	Semi-religious holiday.
Torghast	7th	Grey Equinox	As for Red Solstice, except it is all grey.

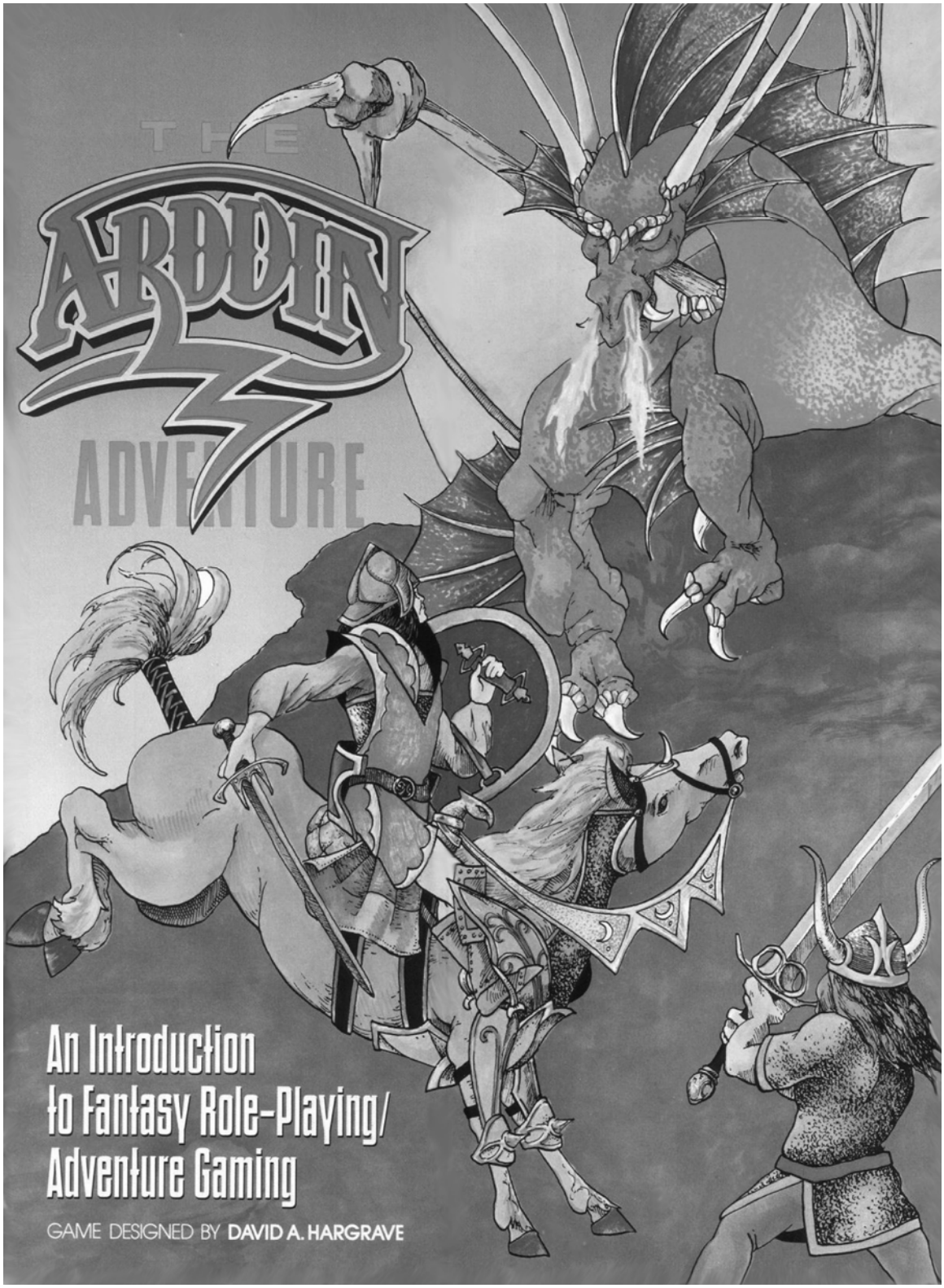
NOTABLE DAYS OF ARDUIN OF BOTH GOOD AND BAD ASPECTS (CONTINUED)

MONTH	DAY	NAME OF NOTABLE DAY	COMMENTS AND GENERAL ASPECTS OF THE DAY
Torghast	19th	Wormius	The night of the Great Worm.
Chund	8th	Fangwait	Night of the Warg King's crowning
Chund	10th	Goblinflame	Night of the Great Goblin's crowning.
Chund	13th	Trolltane	Night of the High Troll's crowning.
Chund	15th	Wintertooth	Festival of the first day of Winter.
Torchund	10th	Equimass	When all are equal from dawn to dusk!
Torchund	20th	Lammes	Holy day of fasting and penance for some.
Torchund	30th	Skultane	Night of monsters and evil magik.
Khoros	17th	Little Royal Day	Gifts for the Princes and Princesses of the Arduin reigning family.
Khoros	25th	Queenslight	Gifts for the Queen.
Khoros	27th	Crownroyal	Gifts for the King.
Khoros through Tor	30th – 1st	Winter Solstice / Middle Solstice	This festival lasts from dawn of the last day of the year through the three non-days of Taowyn, until midnight of the first day of the new year. It is the longest combined festival of the Arduin year.

*1 – Also the Endwinter festival.

*2 – Also the Springdeath festival of first harvest.

These are the holidays, festivals, and other important days in the Arduinian year.


THE
ARDUIN
ADVENTURE
An Introduction
to Fantasy Role-Playing/
Adventure Gaming
GAME DESIGNED BY DAVID A. HARGRAVE

AN INTRODUCTION TO FANTASY ROLE PLAYING AND ADVENTURE GAMING

DEDICATION

To my fiancé Michelle Diane McAvoy for her help in compiling this work (including typing my whole scribbled manuscript in two days). Just like this book, I would be incomplete without her.

FOREWORD

I would like to thank Jim Mathis for funding this project. Bill Voorhees and Peter Savoy for their unshakable belief in me through the years and to all the fans of Arduin for their continued loyal support.

With friends and acquaintances like these, Arduin will continue to grow even beyond what I originally thought possible. I thank you again one and all.

Finally, I would like to thank all the members of Chaos Incorporated for over two years of fun and games. As game clubs go, you're a pretty fine bunch even if a bit crazy!

All of these people and many others are the ones who make my work possible. It is they who give me ideas, play test my new game systems, and generally act as a catalyst for my creative process. Without feedback, criticism and prodding from those who play the games, my work would be poorer The Arduin products may be "me", but all of you who play are my "life's blood". Together we will continue to produce the best games in the whole damn world!

David A. Hargrave, Concord, CA

August, 1980

NOTE: Whenever it reads "Him" or "He", we are implying "Her" or "Hers" or "She", as well. ***Adventure Gaming is for Both Sexes!*** So please don't take offense, we aren't being chauvinistic, just grammatically correct

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INTRODUCTION

This game is an introduction to the world of adventure gaming, and may be learned in less than an hour by anyone age twelve or older. If you are not afraid of trying something new, you will discover a game that is exciting and different from any game you have tried before. The ARDUIN ADVENTURE provides the novice with a set of simple and understandable guidelines for learning the basic concepts of Role Playing. Role Playing is the heart of all adventure gaming Systems now on the market. Once learned, these concepts will allow the player to easily understand them.

The ARDUIN ADVENTURE has a unique modular learning system that permits the gamer to apply any part of it to another system, or part of another system to itself. Although already a complete game, this system is infinitely expandable with the only limit being the player's imagination. So read on and enter the world of action and adventure. It awaits only your participation to come alive!

Adventure Gaming started out several years ago as something called "Fantasy Role Playing", or FRP for short. This style of game usually required the players to "become" a certain character (or characters) within a game or world created by someone else. Much as an actor must assume a role in a movie by reading a script written by someone else. This style of game soon caught on and variants appeared of science fiction, historical, and other kinds as opposed to fantasy. Adventure gaming now takes into account everything from spies to comic book super heroes, and there is no end in sight.

In fact, the only limit such gaming is that which your own imagination supplies! So if you use your imagination, the only limit to your play will be the ends of the universe!

To understand your part in Adventure Gaming you must now pretend to be an actor that must learn his lines as a character in an upcoming movie. It's that simple! Remember though, it is you and the other players that will be writing the script, using only the guidelines that we will give you a little later on to work with.

The next step is to learn what the guidelines for play are going to be so that you may decide just what part you will want to play in the adventure. To that end we will now proceed to learn about the most basic kind of adventure; the FANTASY ADVENTURE.

My own fantasy world has been in play for about six years and has led to many successful game products related to it. My world is called "ARDUIN" and is what we will be using for an example. In Arduin, each player acts out what his character will be doing as he proceeds with the game. He does this by speaking as he thinks his character should and by moving miniature metal figurines representing his characters around a "Battle Board" (which will be discussed further along in the rules). * The game can be played without figurines, but in my opinion, is much more fun with them.

Each character in the adventure will be governed not only by what each person thinks he should be doing, but by other factors as well. These factors are:

1. What "Race" your character is. Elf? Dwarf? Human? Amazon?
2. What "Class" your character is. This means what your character does for a living. Are you a mage? A warrior? A thief?
3. What "Alignment' your character is, this is a generality of the personality structure of your character. Are you chaotic? Lawful? Amoral?
4. Finally, your characters' own "Character Statistics" will have a bearing on how you act and react. How strong are you? How intelligent? How fast are you, and many other things that will be explained later on? In short, the SUM TOTAL of your character's mental and physical abilities or disabilities.

We will now get down to specifics, beginning with "Choosing the Game Master".

Emperors Choice has a large line of adventure gaming figurines which include many monsters and characters from Arduin itself. Visit their web site at www.empcho.com.

THE GAME MASTER

"Game Master" is the term we use to designate which person is running the game (who the referee is). The Game Master (GM for short) will be the final word on the rules, and all of the other players must abide by his word. GMs must do three things before the game can begin.

1. Know all of the rules you have all agreed upon (and have the rule book(s) handy to settle disputes).
2. Have not only the desire, but the time to give the creation of each game's' 'script" the attention it needs. It will take a good GM at least one hour to ready a game for play properly (usually the night before).
3. Have the trust and confidence of all of the players so that they will not argue with his decisions. This confidence can only be earned as the GM demonstrates his integrity and honesty during the games. If the players feel that they are being shortchanged by a GM, the play will soon become bogged down in arguments and hurt feelings. So a GM must always maintain a detached and impartial attitude towards every player and every player's character no matter what the GM's personal feelings are. A good GM sees only the game, not those who play within it.

Once you have decided among the players just who the GM will be, the GM can start on the creation of his "script" and the players can ready their characters. We suggest that for the first dozen or so games (or each time if you prefer) that a different GM be used. This will insure everyone a chance to participate as a player, and will soon make evident to all just who the "best" GM is. The best one at GMing usually becomes the permanent GM for everyone else; however, this is not necessary if you do not wish it. Always remember, it is YOUR GAME, to play as you choose!

THE SCRIPT

A "script" is nothing more than an idea that the GM has for a game. These games take place in a world of the GM's own creation. The script might be a quest to find a holy artifact or an expedition to slay an awful dragon that has been eating travelers in a certain forest. It is the sole responsibility

of the GM to provide such a script for the players to act out. Remember, though, the players will not be doing exactly what the GM wants them to do. NO! They will be doing whatever it is they themselves, as their characters, would do, given the situation the GM has handed them. A GM never tries to run the players 'game, but operates only as a referee, acting out the part of the monsters or other things or people the characters meet.

To create your own world for which you may produce scripts, you can copy an existing book or movie like Tolkien's Lord of the Rings, Edgar Rice Burrough's John Carter of Mars, or even an established fantasy game world such as my own Arduin. It does not matter if it is a copy (complete or partial) or if it is something thought up entirely by the GM. What matters is the "PLAYABILITY" of the script the GM devises. "Playability" means the players' ability to understand and to act out such a script.

For instance, you would not devise a script based on 20th Century Fox's excellent movie "Star Wars" and hope that a half dozen or so knights from a fantasy world could function and survive! They would not only fail to understand the technology they were encountering but wouldn't even speak the same language! So keep the scripts within the capabilities of the characters and the players. Just remember how you'd feel if someone decided you had to go off and try to fight an elephant with a frisbee!

A script must have seven things each and every time if it is to be successful. They are:

1. A short legend or history of the area, the artifact in question, the monster or whatever it is, or wherever it is that the players must deal with.
2. A specific location the characters must proceed to in order to achieve the goals implied in the script.
3. A written description of all items, monsters, people, treasure, or areas the characters will encounter. This will ensure that the GM will not forget anything important to the characters in the excitement of the game.
4. A reason for the characters to go wherever it is they are supposed to go. Is there a reward for the robbers? Is there a lot of gold and treasure hidden away in the dragon's cave? This will insure that the characters are acting as real people would in real life, and are not involved in artificial and stupid undertakings that real people would never attempt. It will also keep characters from doing easy and non-dangerous things in order to become more experienced and to get rich with no risk.
5. Preset encounters, whether with monsters or people, or even natural events such as storms, earthquakes, and such. This will once again insure that the GM will not forget a vital happenstance and that the characters will be forced to face the consequences of every action they take. If they try to swim the river to escape the forest fire they caused, they must deal with the preset crocodiles in the river.
6. All "Special Happenstances" that may occur must be preset. These happenings are those things outside the general knowledge of the characters, yet of a nature that may bring them into play. Such as: has another group of people already stolen the artifact that the characters are being sent to retrieve? Are there any clues as to who they are and where they went? Is the person sending them to kill the dragon really plotting something else? What? And can the characters find this out? Special Happenstances are not always present in an adventure, but if they are, the GM must have them already written out.
7. Finally, a GM must have all the material needed for the successful play of an adventure. If you use figurines in your games, he must have some to designate any monster or person the characters will meet. If there is a building that must be entered, then it must be mapped out. If it requires the characters to travel overland, then the area must be mapped out. In each case, this will make the game play flow much more easily for the GM, as well as for the players.

HOW TO CREATE YOUR CHARACTER

This section is perhaps the easiest to actually do, and yet is one of the easiest to misunderstand. Therefore, we will go through it step by step so you will see exactly what must be done. Here are the basic steps:

1. Decide on the character's racial type.
2. Roll the die to acquire your character's complete statistics (see page 12).
3. Decide on what class your character will be.
4. Name your character.
5. Roll the die to ascertain you character's equipment and wealth (see page 12).
6. Decide on your character's general history and write it down for future reference.
7. Spend any money you may have to acquire any additional equipment you want.
8. Decide where your character is living (within the context of the GM's rules).
9. Proceed with game play!

BASIC CHARACTER

RACES	CLASSES
Elf	Warrior
Dwarf	Thief
Hobbitt	Priest
Human	Mage
Amazon	Forrester
Half Orc	

CHARACTER RACES

ELVES

An old and magical race, Elves are tall and slender (ranging from 5'8" to 6'5", weighing but 105 to 200 pounds), usually having light complexions and fair hair (very light brown to a silvery blonde). They never have red hair and usually have green, violet, lavender, purple, or pearlescent gray eyes. There are three basic types of Elves: the very tall and very rare "High Elves" (usually dwelling in frosty mountain splendor); the more numerous "Sylvan" or "Wood Elves" that make their homes in deep forests, and finally there are the shortest kind called "Sea Elves" (usually living in underwater caverns and as at home in the water as a dolphin). Both the High and Sea Elves are seldom seen by anyone, and almost never have dealings with mankind. The most common player type is the Wood Elf, a doughty fighter, and a merry and good companion to all they decide to adventure with.

All Elves have an inordinate love for music, and are truly fine singers. Most also play an instrument usually a lyre, mandolin, harp or flute – but do so only among themselves or their close friends as they feel that their music is something very personal.

Living 10,000 years, Elves have all the time in the world to learn what they want, but tend to be either Mages or Warriors (and sometimes both simultaneously!).

High Elves favor broadswords and beautifully worked armor (usually scale or chain mail) and are as often as not mounted much like knights.

Wood Elves seldom wear armor, preferring green, brown, and other "woodsy" colored clothing and are wont to use wonderfully carved long bows, spears, and daggers. Although they prefer hit and run tactics, firing their arrows from cover, they are not afraid to commit themselves to hand-to-hand

combat.

Sea Elves wear very little clothing beyond colorful loin clothes, and use long and cruelly barbed tridents, curved daggers, and throw weighted nets to ensnare their enemies.

All Elves have pointed ears to a greater (High Elves) or lesser (Wood Elves) extent, and their eyes are set slightly slant-wise in their heads, lending them an "almond eyes" look. They are happy but not frivolous, and studious (when necessary) but not serious by nature. They never lie and will always repay a debt even if it takes a thousand years.

DWARVES

A race nearly as old and as magical as the Elves, these short muscular people (ranging in height from 3'5" to 5' tall and from 100 to 190 pounds) usually have dark complexions and hair (brown, black or even a rust red), with most males having long beards. There are two basic types of Dwarves: The "Mountain" or "Dark Dwarves" and the taller "Stone Downers" or "Common Dwarves". They both are feisty and touchy, tending to fight first and ask questions later. They are very long lived (500 or more years), and ponder things for a time before acting, and never acting until they are ready. They like to drink and tell tall tales. They think that Elves are snooty, Humans too unpredictable, Hobbitts too frivolous, and detest all Orc kind with a passion (even more so than the Elves do).

Although most Dwarves are decent beings, some are easily corrupted and turned to evil, having no redeeming traits whatsoever.

Dark Dwarves favor battle-axes, the Stone Downers favor great hammers (usually swung two handed). Both wear much armor (chain mail or plate armor)* and are stubborn and persistent hand-to-hand fighters.

Dwarves are warriors as well as craftsmen and seldom if ever dabble in things magical. They do occasionally work with Elven craftsmen to produce magical artifacts and weapons. They love gold and precious things avidly, and each Dwarf has a 20% chance of simply grabbing any valuable without thinking. Finally, Dwarves are extremely loyal to those they consider friends, and never forget their enemies.

HOBBITTS

They are a happy, sometimes frivolous race, which love parties and eating (preferring cakes, cookies and other kinds of baked foods). Ranging in size from 3' to 3' 10" and from 40 to 85 pounds, they are noted for their ability with slings and their dislike of water (they do bathe; they just won't swim in the horrid stuff!). With a life span roughly the same as humans, and their close resemblance (save in height), they are sometimes referred to as "Half Men" or "Halfers". They tend to be thieves if they leave their own hometown to go adventuring, preferring to "live by their wits" and not be hampered with all sorts of equipment or armor. They wield slings, daggers and an occasional short sword, preferring to shoot from hiding rather than standing up and slugging it out. Do not misunderstand, however. They are inordinately brave and capable of the greatest acts of loyalty and heroism. They usually come in one of three types: the taller, darker "Gravellers" who are usually associated with a Stone Downer settlement; the more common "Plow Foots" usually found in small farm oriented villages; and lastly the small and secretive "Street Wise", or city Hobbitts. Most Hobbitts love to smoke tobacco in long, slender, clay pipes, and to pester people with riddles (the more convoluted the better). Hobbitts get along well with most races but hold Elves in awe.

AMAZONS

Amazons are a female warrior race that live in a culture run by and for females. They are a tall (5'8" to 6'5") and athletic race (130 to 175 pounds) that live as long as humans. They have slightly bronze or golden-tan skin coloring and favor long, single-braided hair (usually light brown to dark honey-blonde). Their eyes are usually various shades of gray or blue, but amber eyes are occasionally found. There are three distinct types of Amazon. The most numerous are the sea going "Gypsy Corsairs" who use light leather armor and cutlasses as well as short bows. The least numerous are a very dark

complexioned and tall jungle-living kind who fight with no armor and use light javelins, short spears and long double-edged curved knives. The third kind, by far the most often seen on an adventure, come from the loose coalition of City States known as "The Motherland". They wear armor not unlike the classical Greeks did on earth, using long spears, tall shields, and carry large leaf-bladed swords. All of them have a terrific joy for life and DO NOT hate men. They simply believe that they are better than men on the whole, so of course women should run things! They are fairly clannish, but will not hesitate to try to get to know a male that interests them. They are ferocious fighters and clans have been known to carry on "blood feuds" for centuries. There have been so few Amazons that have ever done anything except become warriors that the names of those who became something else are spoken of for centuries as legends - not very good legends either - because the culture stresses "the warrior ethic". They do not practice self-mutilation as some legends have it, believing in the axiom "whole body, whole mind".

HALF ORCS

Half Orcs are the offspring of matings between Humans and Orcs and are universally disliked by practically everyone and looked upon with suspicion. They are a hardy and muscular lot, ranging in size from 5'6" to 6'3" tall, weighing 150 to 195 pounds, with yellow, amber, orange, or dull red eyes. Their hair is course and shaggy, usually a blackish brown in color, and they have a faintly yellowish-green tinge to their rough skin. Their teeth are gray-green and the two canines are extra-ordinarily long and pointed (as are their ears). They will use any kind of armor or weaponry, but prefer studded or banded leather armor and scimitar-like swords. Those that use missile weapons prefer lighter crossbows. They are almost always warriors or thieves, although some take to the more evil gods and become priests or followers of priests. Because they are so disliked they tend to mistrust everyone. They live about as long as Dwarves, and dislike Elves greatly.

HUMANS

Humans are at once both the very best and very worst of everything. They can be of any class and any alignment, and vary in looks and equipment just as we do in our world. They are neither more nor less than what we ourselves are. Humans have the widest range of possibilities but no special attributes, save adaptability. In a fantasy world humans live 100 to 120 years, getting "old" only in their 80's (and staying very active until then).

CHARACTER AND MONSTER VISION

Dwarves, Elves, and Half Orcs can see in the dark on the infrared spectrum. Hobbitts and Amazons can see better in the dark than humans, but still need light to see well - like a cat. The usual night time vision range is approximately 60' for all except Elves where it is 90'.

Elves have a 60% chance of hearing anything within 60' of themselves; Half-Orcs, Dwarves, Hobbits, Amazons and Humans hear at a progressively 10% worse increment (Humans having only a 10% chance of hearing anything within 60'). Wearing a helmet or helm cuts the percentage by half.

Whenever you encounter a "magikal" monster, such as a Dragon, Medusa, or Gargoyle, figure that they can see in the dark like an Elf. Other creatures (unless known to be nocturnal), like bears and wolves, can see in the dark much as Hobbitts do. Wherever there is any doubt, the GM makes the decision.

CHARACTER CLASSES

THE WARRIOR

The Warrior is a basic adventure class and the most numerous. A warrior is a person that uses his battle skills to earn a living. Most warriors train ten or more years beginning at age eight to become basic EL 1.

THE MAGE

The Mage starts at an even younger age (six or seven) than the warrior and daily memorizes the spells

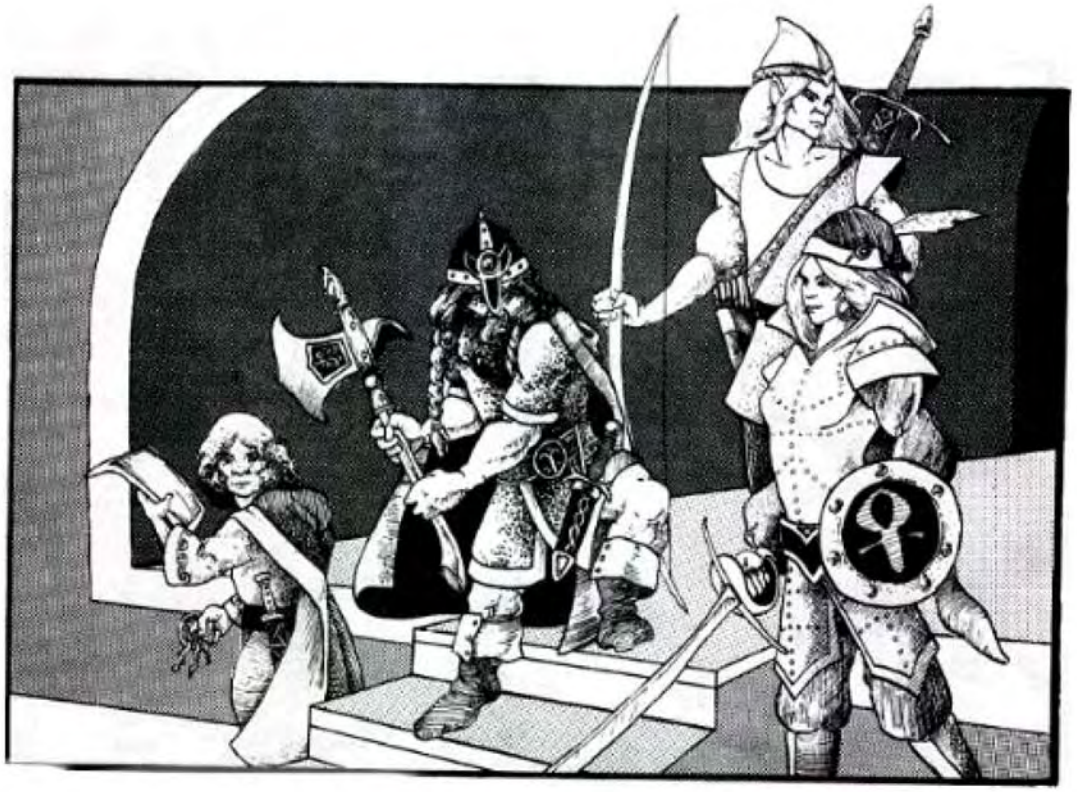
he will be using. Mages usually have few physical skills, but make up for it with their force of magik. They usually tend to be loners and egocentric in nature. However, they commonly accompany adventurers in order to obtain money and magikal items to further their constant researches. It takes a lot, to scare a mage.

THE PRIEST

The Priest grows up either in a seminary or church, and is dedicated solely to his god. His goal is to spread the "word" of his god and to hopefully found new shrines and churches to said god. Thus they travel with adventurers to lend healing rituals and to spread their gods' word. They also try to gain wealth to build their new shrines and to contribute to their church's well being and financial solvency. In fact, 30% of all they earn is "tithed" to their church and sent directly to it. The higher their EL the less tolerant they become towards "unbelievers".

THE THIEF

The Thief is one who chooses to live by his wits as opposed to doing more mundane things. He usually grows up in a gang of street urchins, graduating to the thieves' guild around the age of 14 or so. He then studies the "fine art of thievery" for another three to five years. During that time he studies locks and traps and generally learns the "rules" laid down by the guild and society, and of the penalties for being a clumsy thief. He accompanies adventurers to earn fame and loot and is the one who opens locked treasure chests, doors, and other enclosures. He almost never steals from his adventuring companions, and will fight only if it is desperately necessary.



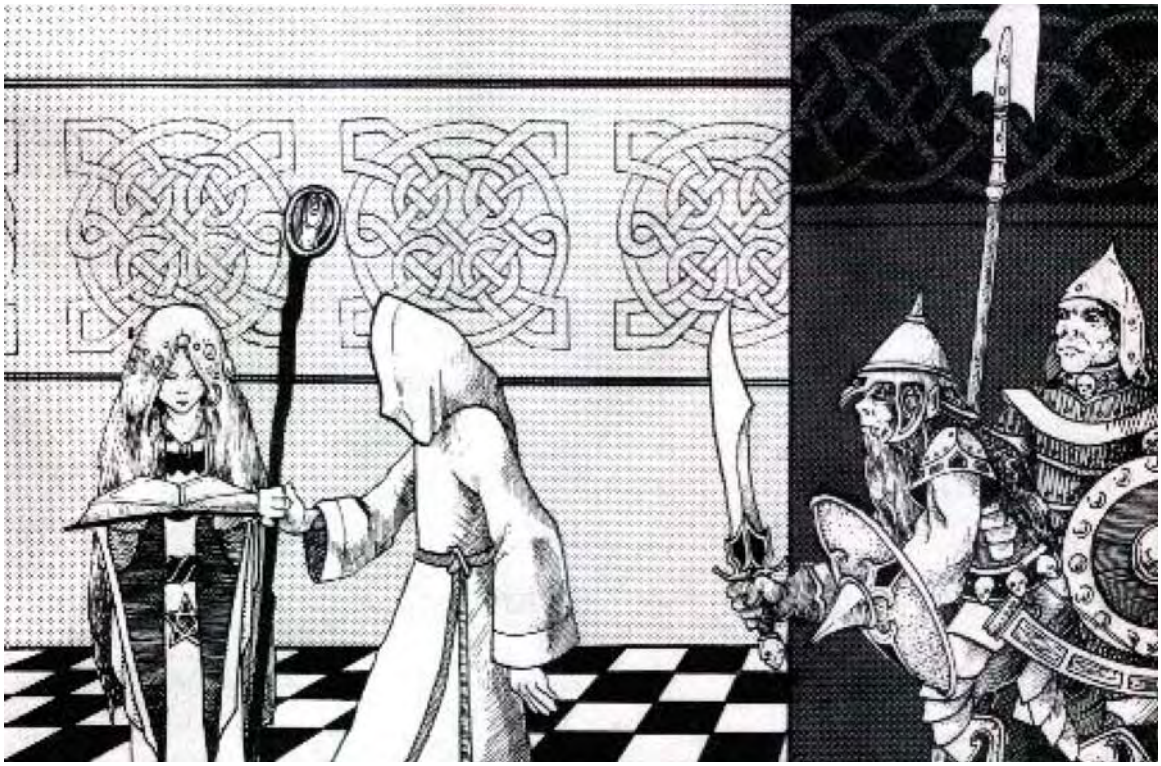
THE FORRESTER

The Forester is someone who elects (or is born) to live a life away from the cities. It is they who patrol the borderlands, and act as scouts for travelers and soldiers. Guide, scout, hunter, trapper, those are all parts of what makes up a forester. They accompany parties of adventurers simply because they desire to. Their main loyalty, however, is to "the land".

Finally, each class has one or two special attributes gained from their way of life. They are:

- ***Warriors*** add one point each to their constitution and strength. They also have a 20% chance of detecting ambushes and avoiding "surprise". This increases 2% per EL earned.
- ***Mages*** add one point each to their intelligence and ego. They also have a 10% chance of sensing things that are magikal. This increases 3% per EL earned.
- ***Priests*** add one mint to their wisdom and have a 20% chance of sensing "evil". This increases 2% per EL earned.
- ***Thieves*** add one point each to their agility and dexterity. They also have a 30% chance of hiding in darkness and shadows. This increases 3% per EL earned.
- ***Forresters*** add one point each to their constitution and agility. They also have a 30% chance of following any track or spoor. These both increase 3% per EL earned.

Next you "roll up" your character's statistics using the parameters set forth on the next page.



CHARACTER STATISTICS

We will now briefly explain each of the characteristics (statistics) you will need to know about your character.

1. Dexterity (DEX) – A character's ability to wield a weapon or use his hands.
2. Agility (AGIL) – A character's ability to dodge, duck, move about on his feet, etc.
3. Strength: (STR) – How much a character can carry, how hard a character can hit, etc.
4. Constitution (CON) – Helps determine a character's Hit Points as well as being an indicator as to stamina and other physical attributes.
5. Intelligence (INT) – Consider each point as 9 points of normal IQ. It also regulates how much MANA a mage or priest has.
6. EGO (EGO) – This is the character's "force of will" and his arrogance factor.
7. Wisdom (WIS) – This is not how smart a character is, but how much he knows.
8. Charisma (CHAR) – A combination of factors like physical looks, speaking voice, how a character carries himself, all pointing towards that character's ability to influence those around themselves.
9. Hit Points (HP) – How much damage your character can take before dying.
10. Armor Class (AC) – The sum total of a character's ability to actively or passively defend himself. This is the backbone of a character's "DEFENSE FACTOR".
11. Mana (MANA) – The amount of available "internal power" a character has with which to cast magik spells or to use psychic force.
12. Experience Level (EL) – The character's ability to function within his class.

To obtain a character's hit points (HP), simply take his CON points, and add 20 points. This will be the character's HP thereafter with two exceptions. The first being that each time a character gains a level of expertise, they also gain one (1) HP. The second is even simpler. Each time a character loses a CON point, they lose a HP as well.

A character's EL will partially determine how well they fight, lockpick, use magik, and such like. For each EL earned over a period of time, a character can SUBTRACT ONE from any die roll they must make. Thus it is easier to hit an opponent, easier to" save" against a magikal attack, and so on. These subtractions are indicated as "plusses"; i.e. - a +1 Attack means take 1 from the number required to be rolled to hit.

All character races must roll a d20 for each statistic, then add or subtract as outlined below.

- ELVES add 12 points total to their DEX, AGIL, INT, and CHAR in any amount break down they wish, but they must add at least one point to each.
- DWARVES add 12 points to either their CON, STR, or EGO in any increment they desire, but also must add at least one point each.
- HOBBITTS add 8 points to their AGIL, DEX, and CHAR as above.
- AMAZONS add 8 points to their CON and STR as above.
- HALF-ORCS add 6 points to their CON and STR but must also subtract a total of 4 points from WIS and/or INT, as above.
- HUMANS must roll a Dl 0, a number of 5 or less indicating a subtraction, and a number of 6 or greater indicating an addition of four points total to any two attributes of their choice, as above.

REMEMBER! No single statistic of a player's character can be less than five points* or more than 20. If there is a subtraction called for, it is not allowed if it makes the statistic less than five (although a player may take it down to five, discarding the one or two remaining subtractions ***if all***

other applicable statistics are at five, and if all categories required to be modified have already been so modified).

Finally, each character is allowed one "character quirk' or special attribute if it is not too outrageous. The GM, is, of course, the final arbitrator, and should allow such things as scars, different colored eyes, strange skin pigmentation, etc. However, GMs should NOT ALLOW extra additions to character statistics. Use your imagination to make each character unique and different. Volume one of the Arduin Grimoire Trilogy has hundreds of character quirks for easy access/reference for those who have difficulty in deciding upon what kind to use.

* except for INT, which for playability must be at least ten. GM's should see the below chart for guidelines as to how INT helps a character function.

Remember each INT point is 9 points of "IQ", thus an INT of 10 = an IQ of 90.

20	=	Einstein!	13 – 15	=	Superior	9	=	Borderline
19 – 18	=	Genius	12	=	Average	4 – 7	=	Moron
16 – 17	=	Very Superior	10 – 11	=	Dull	1 – 3	=	Imbecile

ALIGNMENT

"Alignment" is a generalization of how your character will act in most situations. A chart that can be used for a GUIDELINE is provided below.

ALIGNMENT CHART

Chaotic: A character that doesn't care much for rules and regulations, doing pretty much what he feels like, when he feels like it.

Neutral: A character that can take rules or leave them, but generally goes along with them for the sake of harmony with the world around him.

Lawful: A character that likes order and "the rule of law" in his life. Rules and regulations make him happy and he feels content functioning within their framework.

Amoral: A character that doesn't know "right' from "wrong", or understand laws. He will do what he wants - regardless if it's legal or illegal - if he wants to do so

GOOD AND EVIL

These are simplistic terms to denote how a person will deal with other people within the context of his alignment. His "ethics". "Evil" people do things to harm others, they lie, cheat, steal, and murder. " Good" people generally tell the truth, don't steal or murder, and usually act in a reasonably decent manner. The Arduin Trilogy has a much more detailed Alignment Breakdown system.

To fully define your character, it is necessary to combine alignment with good and evil. This is so that a fuller picture of your character's "personality framework" can be available to you for ease of role-playing. When writing down your character's alignment, give the alignment first followed by a dash, then whether he's good or evil.* For example, a Nazi Storm trooper of World War II would be "lawful-evil," because his culture was one of strict laws, yet very evil. Another example is an Elf from Tolkien's Lord of the Rings. He would be "chaotic-good", because he lives beyond the laws and rules of mortal man, yet is "good" nonetheless.

Thus you have the following possible alignments:

Lawful Good / True Lawful – Always smiling, goody-two-shoes, always helpful (you know the type) - Usually merchants, soldiers, etc.

Neutral Good – Foresters usually fit here

True Neutral – Most thieves fit here

Chaotic Good – Most Elves fit here

True Chaotic – Most animals and non-intelligent monsters fit here

Lawful Evil – Most "bad" nobles or officials fit here

Neutral Evil – Most bandits or outlaws fit in here

Chaotic Evil – Most bad monsters are aligned thusly

Amoral – Con men and other tricksters fit in this category

Amoral Evil – These are people who always try to hurt others for their own personal gain.

Remember, there are always exceptions to the above chart.

* – There is a third alternative, for those characters who are neither truly evil nor truly good. They are those of any alignment who simply fall somewhere between. Simply put the prefix "true" before the alignment of the character as in "true-neutral" (which, by the way, is the usual alignment for most thieves).

EXPERIENCE

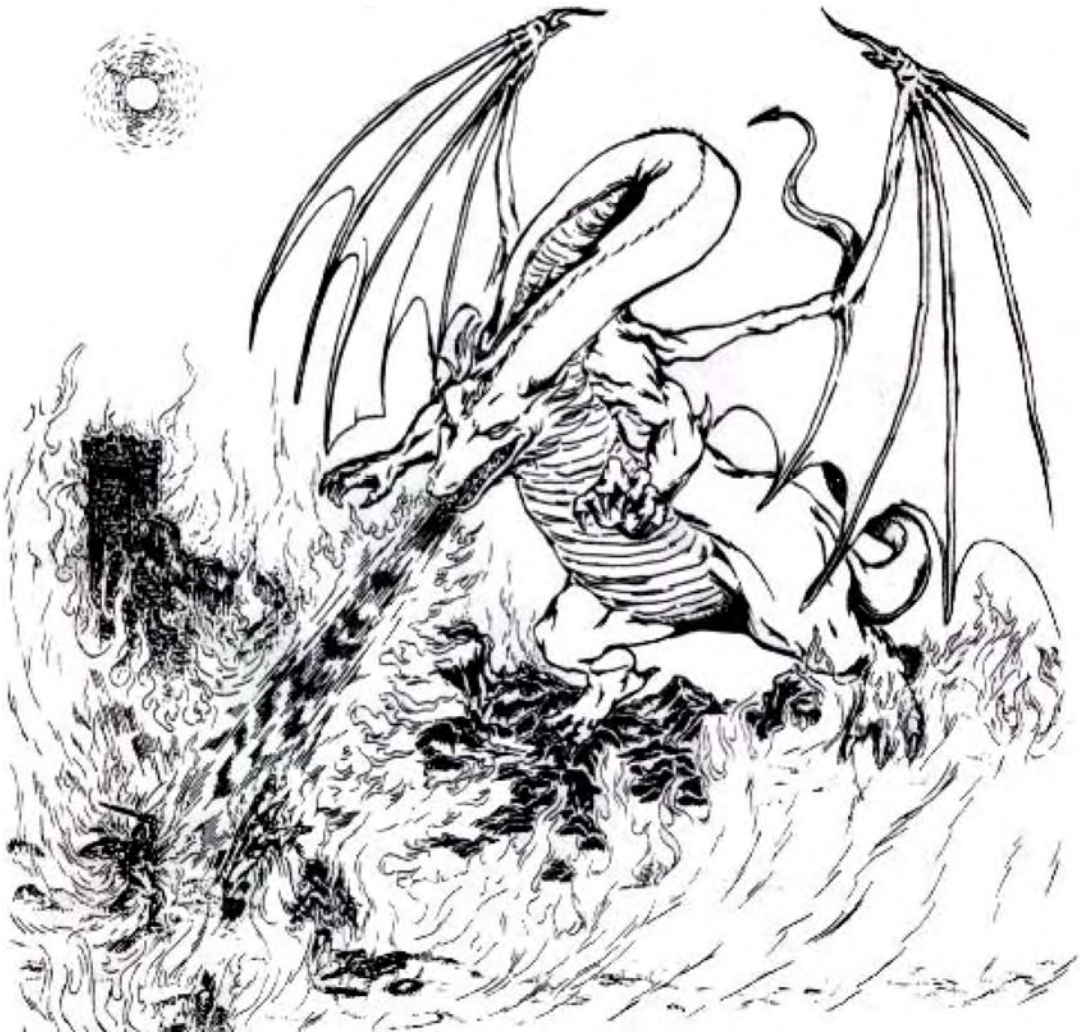
AND WHAT IT MEANS

"Experience" is what all people accrue as they proceed through life. This is what we learn while doing "our jobs" and "coping" with different situations. In the game, this is shown by a character's ability to better himself, fight, evade, etc. as he gains "experience levels".

Each character will gain one experience level (EL) for each five adventures completed (through fourth level). Thereafter it takes 20 adventures to gain each additional EL. Later on you can use more precise "point value experience systems", such as the Arduin Trilogy has, for a more detailed awarding of experience.

Remember each EL means one point less on any die roll that character has to make! It helps in attacking and in making the "Saving Rolls" necessary to survive.

Sometimes this "one less" is shown as a "plus" value. That is to say if a character is plus one (+1) to hit (attack) that means he needs one less to do so. Example: With an EL of "1", Gondar the Dwarf needs a 14 to hit a DF of 2 (with a war hammer). With an EL of 2 (Second level), he needs only to roll a 13 (14-1=13).



MONEY

WHAT IS IT, AND HOW TO GET IT

Money (gold, silver, copper, etc.) will have a definite bearing on all characters in this game. It costs money to live, and characters earning a living will have no real worries. However, those characters that are broke will go hungry and have no place to stay.

Therefore, pay close attention to the following: there are 20 copper pieces (CP) in each silver penny (SP). There are 20 SP in every gold sovereign (GS). There are coins like gold crowns (GC) which are half the value of GS and Royal Sovereigns (RS) that are worth five times the value of a GS Also, there are brass coins that have a value about half that of copper, which are called "Minums" (MS).

Each gold coin weighs one ounce and each silver and copper coin weighs an ounce. Thus ten ounces of silver equals one ounce of gold, and ten ounces of copper equal one ounce of silver. The gold coins are called "gold sovereigns," the silver coins are called "silver pennies" and the copper ones are called "coppers". There is also a smaller, half value, "Ha'penny".

Money is acquired by characters in several ways, but most often by looting old tombs, or treasure hordes, selling items found therein, or by "hiring on" for a specific fee (to some rich merchant or noble) to do a specific job.

Characters must have an income to survive in a game world, just as we must work to pay our own bills.

The section of General Living Costs (below) will give you an idea of just how much you will need to live.

All characters roll a d20 to see how many GS they have as a financial legacy. They may use this money to buy more equipment, live off or spend frivolously if they so desire. However it is suggested that each character save at least the amount necessary to "live on" for two weeks as a basic starter. A character cannot start with less than 3 GS.

GENERAL LIVING COSTS

1. A loaf of bread = 2 CP.
2. A mug of Ale=5 CP.
3. A meal at an Inn = 10 CP.
4. A night's lodging at an Inn = 15 CP, however if bought together, a meal and night's lodging usually costs only 20 CP.
5. Room in Houses (apartments) cost from 1 SP to 18 GS per week's stay depending on the area and the standard of housing. A good average room would cost about 3 SP per weeks stay, and would include a bath-room/etc. "down the hall", and fair security.
6. People are taxed a standard 10% of their earnings each year, but unless you have belongings or a house/land to gauge your worth against, it is usually only 5 GS per year. Destitute people are allowed to plead their cases before a Tax Magistrate; however magistrates are notorious for sending people who can't pay their taxes into "Bonded Servitude" to pay off their debts. The standard "rate of exchange" is one month's servitude for every GS owed to the government.
7. Using the above figures, and the ones provided on the character equipment list, it can be determined that a character will need approximately 24 SP (or 1 GS and 4 SP) per month for room and board in a generally "average" style and cooking one's own meals. Living in an Inn over a long term will cost approximately 30 SP (or 1 GS and 10 SP) per month. You can see that it is more expensive, and you only get one meal per day as opposed to three when you "do it yourself.' Still, some characters will prefer Inn living as opposed to the more mundane style.

8. If you need further cost listings, the Arduin Trilogy has two very comprehensive lists from which to work. However, it is strongly suggested that you "de-rate" all the prices as follows: all prices listed as GS de-rate to SP cost, and all prices listed as SP cost de-rate to CP cost. This is due to the fact that the 'Arduinian Multiverse" is one of a much "Higher Entropy" than the beginners world(s) you will be playing in. This simply means that the Arduinian world has a much higher incidence of monsters/magik than that of a beginner's world, and that gold and other treasure is much more common. Thus prices are higher. Kind of like comparing prices of the year 1900 with prices now (1980 – 1981).
9. Once you have finished creating your character you must equip him. To do this roll a d10 to determine how many items he may freely choose as personal belongings from the CHARACTER EQUIPMENT LIST below. It is suggested that each character choose items he will need to survive or that relate to his specific character class. For example a forester would choose a longbow, quiver, and arrows, or a thief might choose a rope and grapnel (for climbing).

CHARACTER EQUIPMENT LIST

Iron Cap	5 SP	Sling	1 SP
Helmet	9 SP	40 Lead Sling Shot	15 SP
Full Helm	1 GS	Short bow	3 GS
Small Shield (Buckler)	5 SP	Composite Bow	9 GS
Standard Shield	9 SP	Longbow	7 GS
Kite/Tower Shield	1 GS	Standard Arrows	5 CP each
Arming Doublet	30 SP	Long Arrows	7 CP each
Gauntlets (a pair)	1 GS	Quiver (holds 20 arrows)	5 SP
Quilted Cloth Armor	2 GS	Light Crossbow	10 GS
Leather Armor	5 GS	Heavy Crossbow	20 GS
Studded/banded Leather Armor	8 GS	Quarrels/Bolts	9 CP each
Scale Armor	13 GS	Quarrel Case (holds 20)	4 SP
Chain Mail Armor	25 GS	Dagger	5 SP
Half Plate Armor	35 GS	Throwing Knife	3 SP
Full Plate Armor	50 GS	Short Sword	3 GS
Basic Coat, Pants, Boots	15 – 30 GS	Rapier	8 GS
Basic Bed Roll	3 SP	Scimitar/Saber	4 GS
Basic Mess Kit	2 SP	Broadsword/Battle Axe	5 GS
Standard Back Pack	10 SP	Hand and a Half Sword	7 GS
Standard Leather Sack	5 CP	Two Hand Sword	12 GS
1 Week Normal Food	3 SP	Cudgel (iron banded)	1-2 SP
1 Week Iron Rations	5 SP	Mace	3 GS
2 Quart Water/Wine Skin	30 CP	Maul	6 GS
50' Hemp Rope	1 SP	Morning Star	9 GS
Iron Grapnel	7 SP	War Hammer	2 GS
Small Tent (2 man)	18 SP	Small Flail	7 GS
Flint and Steel	10 CP	Long Flail	9 GS
6 Torches (2 hours each)	20 CP	Halberd	12 GS
Lantern (4 hours)	5 SP	Light Javelin	1 GS
Oil (1 pint flask)	5 CP	Heavy Javelin	2 GS
Standard War Horse	30 GS	Short Spear	3 GS
Standard Pony	6 GS	Long Spear	4 GS
Pack Horse	10 GS	Trident	6 GS
Saddle	3 GS	Pike	5 GS
Standard Riding Horse	15 GS	7' Quarter Staff	1 SP

The GM can use this list as a guide for other items or the two larger lists in the Arduin Trilogy may be used with the minor price changes mentioned above.

HOW TO HAVE A MELEE

A melee consists of two parts: movement and combat. First comes movement, each character moving all or part of his allowable movement distance. Then comes the actual combat. Both parts are carried out in the order of the fastest (dexterity for combat or agility for movement) to the slowest. For example, if there are two Orcs with DEX and AGIL of 14 each facing an Elf with DEX and AGIL of 16 each, every turn the Elf would attack first, then the Orcs. It is broken into two parts for ease of game play and no other reason. There is an Advanced, Optional rule at the end of the book for those of you who want more realistic combat.

Another factor to remember is that of "reach". This is when a weapon has length (or reach) advantage over its opponent (for instance a 2-handed sword versus a broadsword). The weapon with reach always attacks first if the opposing DEXs are the same if the longer weapon has a DEX slower by 1 to 4 points then the attacks are simultaneous. If the disparity is greater than that, then the longer weapon attacks last.

A faster DEX always may elect to "parry" (deflect) his opponent's weapon regardless of reach differential. To do this, the faster weapon must attack a DB of 2+1 (plus any 'adds") and if successful, the opponent's weapon is considered deflected and unable to attack that turn.

If a longer weapon is parried in this manner, the person doing so is considered to have "gotten inside" its effective fighting reach. If the person with the longer weapon does not move back or "shorten up" (with hafted weapons) on his grip during the next movement, it will be impossible to use his weapon properly on the following melee round, thus adding 4 to his opponents AF.

MELEE MOVEMENT

To determine how fast/far a character or monster can move in one melee round add their dexterity and agility and then multiply the number by 5. Thus if a character has a DEX of 14 and an AGIL of 12(14+ 12=26) and you multiply by 5(26 '(5= 130) you get 130' per melee round! Simple, but remember to subtract penalties for armor worn before adding your DEX and AGIL together and multiplying. Flying creatures multiply their number by 10 and leg-less creatures (like snakes) by only 3. Fish and other "water creatures" use a multiplier of 7.

ORDINARY MOVEMENT

For characters exploring a dungeon or just walking along, consider the melee speed your character has and simply slow it down by a factor of ten. Confused? Don't be. Ten times six seconds is only a 60 second minute! Yep, that's right. At a walk, your character will move his combat distance each minute instead of every 6 seconds. This might seem slow, but remember he is moving with care and caution to avoid traps and ambushes.

MOVEMENT PENALTIES

Weight and encumbrance have a definite effect on how far or fast a character may move each melee round. The greater the encumbrance, the greater the penalty. To determine just what penalties your character has accrued, follow this simple guideline: for each class of AC a person has or for each ten pounds of weight carried, subtract five feet from the maximum traveling distance allowed for him. For example, a character in AC 8 is minus 5, (-5') per turn and one in AC 5 would be minus 20' per turn. There is no penalty for AC 9 or for natural ACs.

DAILY OVERLAND MOVEMENT CHART

ROAD OR CLEAR

TYPE	TERRAIN	LIGHT WOODS	FOREST	JUNGLE	MOUNTAINS
Elf	25 miles	24 miles	22 miles	16 miles	10 miles
Dwarf	24 miles	20 miles	16 miles	12 miles	10 miles
Human	18 miles	15 miles	12 miles	9 miles	6 miles
Half Orc	25 miles	20 miles	15 miles	12 miles	9 miles
Amazon	20 miles	17 miles	14 miles	11 miles	8 miles
Hobbitt	15 miles	14 miles	12 miles	6 miles	4 miles
Standard War Horse	30 miles	25 miles	18 miles	11 miles	8 miles
Pack Horse Pony	22 miles	18 miles	14 miles	8 miles	5 miles

WEATHER

Sometimes weather will play a part in an overland adventure. To facilitate game play here is a chart the GM can use to randomly roll up weather each day.

ROLL	SUMMER	FALL	WINTER	SPRING
1	cool, 65º, no wind	cool, 65º, 15-20 mph wind	cold, 20º, 15 mph winds	warm, 65º, slightly overcast, overcast, cloudy skies, clear skies, 15 mph wind
2	warm, 75º, clear skies, no wind	very cool, 45º, overcast skies, 20-30 mph wind	very cold, 0º, windy, clear skies	muggy, 75º, very overcast, no wind
3	very warm, 85º, clear skies, no wind	cold, 40º, overcast sky, sharp 30-40 mph winds	extremely cold, -20º, overcast, 20 mph winds	warm, 70º, 5-10 mph winds
4	hot, 95º, clear skies, no wind	warm, 65º, clear skies, no wind	cold, 15º, overcast, winds to 5 mph	warm, 65º, 20 mph wind, sporadic sprinkles
5	very hot, 105º, clear skies, no wind	very warm, 75º, clear skies, winds to 10 mph	cloudy skies, no wind but hail for d10 minutes sometime that day	warm, 75º, no wind, clear skies
6	extremely hot, 120º, clear skies, no wind	showers off and on all day long, cool, 55º	clear skies, no wind, 45º	cool, 45º, overcast, 20 mph wind
7	hot and muggy, 85º, overcast, slight breeze	unseasonably hot, 80º, clear skies, no wind	unseasonably warm, 55º, no clouds or wind	hot 85º, no wind, clear skies
8	cool morning fog, becomes warm, 80º, clear skies, no wind	unseasonably cold, 30º, no wind, clear skies	light snowfall all day, 10-20 mph winds, cloudy, 35º	warm, 65º, showers off and on all day (d20 min. ea.)
9	unseasonably cold, 50º, slightly overcast, 15-30 mph winds	very windy (30-50 mph) with low fast clouds	heavy snow fall all day, 30º, slight wind, cloudy	warm, 65º, low fast clouds, 30-40 mph wind
10	summer rain storm, (6d10 minutes), 35º, 20-30 mph, roll again for day's weather, and determine at what time the storm appears	Snow! for d10 hours, no travel allowed, wind	blizzard, high winds, heavily, possibility of freezing to death	raining (all day), muggy

Unless it is snowing or raining, each day's weather has a 60% chance of staying the same for 1 Dl 0 days (then re-roll). GM's should deduct miles traveled by characters for severe weather (like heavy rain or snow storms) at the rate of 2 miles per day per hour's worth of bad weather.

COMBAT

Understanding all of the combat factors involved in battle is neither the proper thing for a beginning player to try to do nor the easiest. We have simplified this process so much that there are only a couple of things you will have to remember. The first being that all battles are divided up into six-second melee rounds. All combat functions are based on this six-second segment. Remember there are bonuses and penalties that accrue to a character based upon their DEX and STR. These factors are applied to the basic "Attack Factor" (AF) and basic "Defense Factor" (DF), of a character. The DF is a numerical rating for the natural AC or worn armor a character has. The AF is a numerical rating of the kind of weapon or attack used. Simple. Therefore, for each DEX and AGIL point LESS THAN 7 a character has, subtract 1 point from his DF. And by the same token, for each DEX and AGIL point he has MORE THAN 12, ADD 1 point to the DF.

For the AF, ADD 1 point to it for each STR point a character has over 15 and subtract 1 for each STR point LESS THAN 7.

Finally, ADD 1 point of damage to the struck target for each STR point over 15 a character has. Thus, those who are faster and stronger are shown to have better defense, attack and more damaging power.

To determine the DF of a character, consult the ARMOR CLASS EQUIVALENCY CHART. To determine the AF of a character simply check the WEAPONS FACTOR CHART. In both cases don't forget to add or subtract according to your DEX, AGIL and STR. There you have the entire simple and easy to use rules for AF and DF. For more complex and realistic rules, read ***The Arduin Grimoire***, ***Welcome to Skull Tower***, and ***The Runes of Doom***, which comprise this ***Arduin Trilogy***. In addition you could reference the ***Arduin II*** book ("***Compleat Arduin***") or the ***Arduin Eternal*** game.

To determine if an attack is successful all you have to do is to cross-index your weapon type against the DF of your opponent. This will give you a Base Number you must role on a d20 to hit. Remember, if your Base Number is, say, 12, you must roll a 12 or more on a d20 to hit. Don't forget to give yourself any AF bonus you may have for your STR (or penalty either!). The GM will factor in all the bonuses or penalties for non-player characters or monsters in a melee, telling the players the adjudicated AFs and DFs as needed for play.

CRITICAL HITS AND FUMBLES

During combat sometimes blows either go astray or find their mark exceptionally well. This is reflected by fumbles and critical hits.

During combat if a 19 or less is required to hit a specific AF and a 20 is rolled, that hit is a Critical Hit. All damage and effects done are as listed in this chart according to the critical hit number rolled (which shows exactly what the blow did).

Conversely on any attack roll where a 2 or more is required to hit a specific AF and a 1 is rolled, that hit is a fumble. There is a chart provided for this happenstance as well.

ATTACK BONUSES AND DEFENSE PENALTIES

Any person who attacks a target from the rear gets a +3 bonus to their AF; from the side the bonus is +2. If you are in a position HIGHER than your opponent you get a +1 bonus.

Targets in flight get a bonus of 4 added to their DF and those behind cover (i.e. shooting from behind a tree or such like) get a +2 DE bonus.

All attacks made from the rear or on a downed opponent allow the attacker to ignore the targets AGIL/DEX and shield bonuses to its DF (DF would equal AC, minus any shield).

ARMOR CLASS EQUIVALENCY CHART

AC 9	Person in normal clothes, with no special protection.
AC 8	Small shield and no body armor.
	Quilted cloth armor with no shield.
AC 7	Standard shield and no body armor.
	Leather armor and no shield.
	Quilted cloth armor with small shield.
AC 6	Tower/Kite shield with no body armor.
	Studded/Banded leather armor with no shield.
	Leather armor and small shield.
	Quilted cloth armor and standard shield.
AC 5	Scale and Chain Mail with no shield.
	Studded/Banded leather armor with small shield.
	Leather armor with standard shield.
	Quilted cloth armor and tower/kite shield.
AC 4	Half Plate armor and no shield.
	Scale and Chain mail with small shield.
	Studded/Banded leather armor with standard shield.
	Leather armor with tower/kite shield.
AC 3	Full plate armor and no shield.
	Half plate armor and small shield.
	Scale and Chain mail with standard shield.
	Studded/Banded leather armor with tower/kite shield.
	Greek Hoplite and Roman "Legionnaire" Armor.
AC 2	Full plate armor and small shield.
	Half plate and standard shield.
	Scale and Chain mail with tower/kite shield.
AC 2+1	Full plate armor and standard shield.
	Half plate and tower/kite shield.
AC 2+2	Full plate armor and tower/kite shield.

As you can see, any small shield takes armor up to the next better classification; standard shields take it up two classes; tower/kite shields take it up 3. REMEMBER that all armor and shields have penalties for their use, shown in a drop to the wearer's AGIL and DEX.

Here is how to determine the penalty:

- Small shields and cloth armor have a penalty of one each. Standard shield and all leather armor have a penalty of two.
- Tower shields and scale or chain mail have a penalty of three (as does Greek and Roman Style Armors).
- Half plate has a penalty of four and Full plate has a penalty of five. Please remember to deduct these penalties from BOTH the AGIL and DEX, and are cumulative!
- A set of full plate armor with tower shield has a combined penalty of 8. Thus, a person

with said armor and with a DEX of 15 and AGIL of 14 would be reduced to 7 and 6 while wearing that armor. This penalizes his ability to move, but has no effect on attack factor (AF) which is figured before any penalty deductions are made.

A "natural AC" for a monster or other creature is simply a reflection of how difficult said being is to hit, not necessarily how hard their skin is.

COMBAT CHART

Weapon Type	Defense Factor (DF)											
	9	8	7	6	5	4	3	2	2+1 2+2	2+3 2+4	2+5 2+6	2+7
Dagger	3	5	7	9	11	13	16	19	*	*	*	*
Short Sword	2	3	4	5	7	9	11	13	15	17	19	*
Broad Sword	4	5	6	7	8	9	10	11	13	15	17	19
1½ Sword	5	6	7	8	9	10	11	12	13	14	15	16
2 Hand Sword	1	2	3	4	5	6	7	9	11	13	15	17
Mace	3	4	5	6	7	8	9	10	13	16	19	*
Maul	**	1	2	3	4	5	7	9	11	13	15	17
Battle Axe	2	3	4	5	6	7	8	9	12	15	18	*
2 Hand Axe	1	2	3	4	5	6	7	8	10	12	14	16
War Hammer	2	3	4	6	8	10	12	14	16	18	20	*
Morning Star	2	3	4	5	6	7	8	9	12	15	18	*
Flail	**	1	2	3	4	5	6	7	10	13	16	19
Short Spear	1	2	3	4	6	8	10	12	15	18	*	*
Long Spear	2	3	4	5	7	9	11	13	15	17	19	*
Pike	3	4	5	6	7	8	9	11	13	15	17	19
Halberd	**	**	1	2	3	4	5	6	8	10	12	14
Throwing Knife	**	1	4	7	10	13	16	19	*	*	*	*
Short Bow	**	**	1	3	5	7	9	11	13	15	17	19
Composite Bow	**	**	**	1	3	5	7	9	11	13	15	17
Long Bow	**	**	**	**	1	3	5	7	9	11	13	15
Light Crossbow	**	**	**	**	**	1	3	5	7	9	11	13
Heavy Crossbow	**	**	**	**	**	**	1	3	5	7	9	11
Sling	1	2	3	4	6	8	10	12	14	16	18	20
Non Weapon	1	2	4	6	9	12	15	18	*	*	*	*
Quarterstaff	1	2	3	5	7	10	13	17	*	*	*	*

The variable attack matrix above shows the difficulties inherent in each weapon versus some kinds of armor while versus others they work much better. A 20 indicates (usually) that a "critical hit" has been scored. A * indicates that it is nearly impossible to penetrate this AC, but to ease game play simply remember that a 20 always hits. However any AC requiring more than 20 (marked with a *) cannot suffer a critical hit even if a 20 is rolled. Further note that a 1 usually indicates a "fumble" except where a 1 or less (**) is needed to hit the AC in question. See the "fumble chart" for the appropriate results.

WEAPONS DAMAGE CHART

WEAPON	DAMAGE	TYPE OF DAMAGE
Dagger	3 points	puncture and slash
Throwing Knife	2 points	puncture
Short Sword	5 points	puncture and slash
Broad Sword	6 points	puncture and slash
1 ½ Hand Sword	8 points	puncture and stab
2 Hand Sword	10 points	puncture and slash plus some crush
Mace	6 points	crushing (spiked do tearing too)
Maul	8 points	crushing (spiked do tearing too)
Battle Axe	8 points	slash and crush
2 Hand Axe	10 points	slash and crush
War Hammer	7 points	crushing
Morning Star	8 points	puncture, crush and tearing
Flail	10 points	puncture
Short Spear	7 points	puncture
Long Spear	8 points	puncture
Pike	7 points	puncture
Halberd	12 points	slashing and crushing
Short Bow	8 points	puncture
Composite Bow	10 points	puncture
Longbow	12 points	puncture
Light Crossbow	10 points	puncture
Heavy Crossbow	15 points	puncture
Sling	6 points	crushing and puncture
Cudgel/Quarter Staff	3 points	crushing
Non-Weaponed (Hand)	1 point	bruising

Anyone who takes damage equal to ½ of their current HP in one blow is knocked down for one combat turn. Also, all arrows, crossbow bolts, spears and thrown knives, etc., have a 20% chance of IMPALEMENT for DOUBLE DAMAGE.

All "Monsters" that use fang, claw or other non-weapon attacks use the attack matrix line of the same name.

BASIC CRITICAL HIT CHART

DIE ROLL	AREA HIT	DAMAGE	SIDE EFFECTS
1	Head	3 points	Stunned, fall down immediately, no movement or combat for d10 combat rounds
2	Neck	5 points	Throat cut, die in d10 combat rounds. Immediate shock, 50% fall chance
3	Shoulder	10 points	Shoulder smashed. 30% chance of d10 combat rounds of shock. Arm is totally useless
4	Arm	3 points	Major artery cut. bleed to death in d20 combat rounds
5	Side	1 point per rib	1 to 5 ribs broken, 20% chance of lung puncture (halving all physical attributes permanently)
6	Leg	10 points	Major muscle damage, immediate fall, 30% chance for d10 combat rounds of shock
7	Hand	10 points	Hand severed, immediate shock, d10 combat rounds, 50% bleed to death in d20 combat rounds
8	Foot	7 points	Foot totally disabled, ½ agility and speed with 50% chance of immediate fall. (Permanent damage)
9	Chest	All	Heart destroyed, immediate death
10	Face	5 points	Blinded, 90% chance of permanency. 10% chance for d10 combat rounds of shock

Whenever a leg, arm, etc. is hit, roll a d10 to determine if the left (1-5) or right (6-10) was hit, or if a shield is used it is: 1-8 unshielded, 9-10 shielded side hit. A person in "shock" usually falls down and is incapable of coherent movement, combat, etc. for the duration of the shock. Only a 20 on a d20 roll allows the shock victim to remain standing.

For a much more complete Critical Hit Chart, consult Volumes 1 and 2 of the Arduin Trilogy.

FUMBLE CHART

DIE ROLL	IMMEDIATE RESULT
1	Foot Slips, lose balance, no attack this turn
2	Hit wrong target doing ½ regular damage
3	Weapon slips from hand, 1 melee round to retrieve
4	Trip and fall, 1 to 5 melee rounds to get up
5	Foot slips, half fall, no attack this turn or next turn.
6	Weapon grip turns in hand. ¼ damage to target only
7	Hit wrong target FULL damage
8	Weapon slips from hand and slides away. d10 turns to retrieve
9	Weapon turns in grip, no damage 1 melee round to regrip properly
10	Stumble into opponent, no attack for either this turn

BATTLE BOARDS

A "battle Board" is the area in play where the metal figures representing the characters are moved about during combat or other situations.

The GM will draw out whatever section of a dungeon the players are in (or section of road they're on) and the players will set themselves up in the formation that they have been moving in.

Now all participants can see how much room there is in the corridor or how close the trees are or whatever. As each player's turn comes during battle, his piece is moved or he fights or he does whatever it is that he has decided upon. Thus the course of events are visible to all, as they would be in reality and everyone can see just where the monsters are.

Because this eases game play greatly and enhances the "fun" so much, I strongly urge all players to use a Battle Board and miniature figures during their games.

To obtain one you can either buy one (Indkia Associates ~ P.O. Box 2900, Oakland, California, 9461 ~ makes several very good kinds with a 5' to the square scale = one inch square) or make one yourself.

The board can be either squares or 6 sided "hexes" (as mine is) and should be scaled to either 5' or 10' to the square or hex. Mine is 10' by personal preference. By letting 1" equal 5' or 2" equal 10' you will find it is in scale to the standard 25 millimeter metal figurine.

The board should be a minimum of 24' long and 18" wide (mine is about 36" x 30") and mounted on cardboard or some other stiff material. Finally, it should be covered in a plasticine material that can be easily wiped clean with a rag or cotton balls.

A crayon or grease pencil is used to draw in the appropriate walls, doors, trees or whatever is necessary, and can be easily wiped clean and redrawn as the situation requires.

MAGIK

WHAT IT IS AND WHAT IT DOES

The next subject a player needs to understand is MAGIK! So to begin with you must know that there are two basic kinds of magik to be dealt with: THAUMATURGICAL and PRIESTLY. The first is the kind we think of when we think of mages casting spells and conjuring demons. The second is the type that priests do, which is usually less flashy but of a stronger kind. This is because priests derive their power from the gods they worship.

A mage must spend years learning his craft, either as an acolyte with an already established mage or at a "College of Magik". As a mage progresses in ELs he becomes able to do more complicated and stronger magik. However all such magik requires the mages own "MANA" or "internal power" to make it work. Without the mana, a spoken spell is just so much gibberish.

To find out how much mana a mage has, simply take the number of INT points he has as a base, ADD 5 more for his training and there you have it. Now each time he earns another EL he will acquire 3 more mana points. For example: Merlin the Mage has just graduated from the College of Mages. He has an INT of 15 50 his mana is 20 (15 for his INT, +5 for his training). When he earns his next EL he will have 23 (20 + 3) mana points, and so on.

A spell has a specific mana cost that is put into it as it is memorized by the mage. As the mage speaks the "trigger phrase", the mana powers the spell and the spell is gone from the mage's memory. Once used, mana takes 10 hours to "recharge" to working level. Thus a mage can only 'cast" spells he has memorized and which he has apportioned part of his mana into!

For each order of power (or OP) a spell is, it takes 30 minutes to memorize (reduced by half per EL earned over the EL needed to cast the spell). For each OP a spell is, it takes 3 pages (minimum) to write it down in a book. Thus an OP 1 spell would take ½ hour to memorize and 3 pages of space in the mage's "Book of Power". Mages can use magik of an order of power equal to ½ their EL (1st order spells for 1st and 2nd EL, 2nd order for 3rd and 4th EL, 3rd order for 5th and 6th EL, etc.).

Priests derive their mana directly from their gods at the rate of 15 points at the first EL, and plus 3 per EL gained thereafter. Whereas a mage needs only a single combat round to speak his spell, a priest must take one full minute. This is because priestly magik also requires proper obeisance (kow towing) to the god in question and certain rituals (variable according to the spell).

A priest can "Lay on Hands" to heal those of his faith. To do this costs 10 CON points and renders the priest unconscious for dl0 hours. The CON points (and consequently HP as well) will return in 10 hours, however the priest must rest for an additional 12 hours to regain full functioning capability. This laying on hands will completely heal any wound except a fatal one. However, if a person is bleeding to death, it will stop the bleeding and heal them.

Priests, unlike mages, do not have to "memorize" each ritual in order to use them. The "know" the rituals "by heart" and simply assign the raw mana to each ritual as they perform it.

Finally, things of the "undead" variety have difficulty approaching holy objects (alter pieces, religious symbols or anything consecrated to the priest's god) and priests.

By the same token a priest may attempt to "Turn Away" any one undead by concentrating his "Holy Power" upon them. Priests have a 10% chance of success for each 10 HP less than 100 the undead have. Thus, a priest has a 100% chance versus 10 HP undead but only a 10% chance versus 100 HP ones. Those thus "turned" will flee, not returning. Evil as well as good priests may do these things.

A Priest can, if he so desires, try to "Lay On Hands" and attempt to heal one not of his faith, however, a "God Reaction Roll" must be make in order to see if the priest's patron deity will allow this to happen. Roll a d20, a 20 means this maybe done, 1 to 19 means the god will not allow it. Add one (1) to the chance of success for each two (2) ELs the Priest is.

WHAT'S A SAVING ROLL?

"Saving Rolls" (SR) are simply a generalization of a character's chance of avoiding some form of "harm" or other "impingement" upon himself. All are rolled on a d20.

For example; a character is bitten by a poisonous snake that has 24 damage points of venom. If the character makes his saving roll (equaling or surpassing the indicated number), he only suffers one half damage (or 12 points in this case). By the same token, if a character is in the area hit by a "Flash Point" spell he would make a roll on a d20 to try to "save". If he made his save he would suffer ½ the indicated damage, but if he failed he would, of course, take the full damage.

Lastly, if a person is being probed psychically (as in a "Mind Seek' spell) he would also get a "save" to see if he resisted such a probe. Making his save means the probe failed, failing to "save" means his mind will be probed.

The GM can expand the "SAVE" idea to encompass anything he desires or as is needed. See the Character Saving Roll Chart for the base number required for each character class/type to "save." For each EL earned, the Saving Roll is improved by + 1.

A "save" should be allowed for most magikal attacks. "Mystic Darts", "Tangle Trap", and "Mystic Chains" are exceptions to this. Defensive spells, such as "Wizard Dark'; "Mana Mirror'; "Multiple Image'; and so on, do not allow any saves either.

CHARACTER AND MONSTER SAVING ROLL CHART

TYPE	DRAGON BREATH	FEAR	PARALYSIS	POISON/VENOM	SPOKEN SPELLS	DEVICE MAGIK	ACID/LIQUIDS	LIGHTNING ENERGY	MESMERIZATION	STONING
Amazon	15	15	13	14	16	14	16	17	18	12
Avian (large)	18	15	16	16	17	18	17	16	18	15
Avian (small)	20	17	17	18	19	20	18	17	19	16
Dragon	9	6	10	10	13	12	9	14	13	9
Dwarf	18	13	12	11	15	13	13	13	15	12
Elf	11	12	15	10	13	11	12	16	14	10
Goblin	14	15	14	11	17	16	15	14	16	15
Half Orc	18	16	15	12	16	15	14	17	15	14
Hobbitt	17	14	15	13	17	15	15	15	12	15
Human	16	16	14	15	17	15	16	18	18	13
Insect (large)	16	5	14	10	19	18	12	18	17	15
Insect (small)	18	6	16	11	20	20	14	20	19	17
Koboldling	15	18	15	12	18	17	16	15	17	16
Mammal (large)	17	16	15	15	17	16	16	17	17	16
Mammal (small)	19	18	17	17	19	18	18	19	19	18
Ogre	15	14	18	12	14	13	13	16	18	13

CHARACTER AND MONSTER SAVING ROLL CHART (CONTINUED)

TYPE	DRAGON BREATH	FEAR	PARALYSIS	POISON/VENOM	SPOKEN SPELLS	DEVICE MAGIK	ACID/LIQUIDS	LIGHTNING ENERGY	MESMERIZATION	STONING
Orc	17	18	14	10	18	17	12	17	19	13
Phraint	10	11	17	9	15	14	10	18	8	11
Reptile (large)	15	14	18	13	16	17	14	18	18	18
Reptile (small)	17	16	20	15	18	19	16	20	20	20
Saurig	9	16	14	10	16	15	9	12	18	10
Sea Creature (large)	12	15	13	18	16	17	10	15	17	13
Sea Creature (small)	14	19	16	20	19	20	12	16	19	15
Undead	14	NE	NE	NE	17	18	6	1/8	NE	NE
Undead (free - willed)	13	NE	NE	NE	15	16	NE	16	9	NE
Uruk Hai	16	16	13	9	17	16	11	16	17	12

NE = No Effect

PLUSSES AND MINUSES

Some "classes" of characters get special benefits or penalties based on what they do versus the above. A plus means on less needed to save; a minus means one more.

TYPE	DRAGON BREATH	FEAR	PARALYSIS	POISON/VENOM	SPOKEN SPELLS	DEVICE MAGIK	ACID/LIQUIDS	LIGHTNING ENERGY	MESMERIZATION	STONING
Warrior	-1	+2		+1						
Thief	-2	-1		+1						
Priest	+2	+2	+1	-1	+1	+1		+1	-2	+1
Mage	+1			-2	+2	+1	+1	+1	-1	
Forester	+1	+1		+2			+1	-1	+1	

SPOKEN MAGIK (SPELLS)

FIRST ORDER SPELLS

MAGIK DETECTION

This spell allows a mage to determine if an item is magik. It will also tell him a percentile (die roll) about the actual magikal workings of the item. Its mana cost is one and the range is ten feet.

MYSTIC DART

This spell converts one mana point into a burst of blue-white energy that flashes from the mage's pointing finger. Consider it as a heavy crossbow bolt (plus one to hit, plus one to hurt) for combat purposes. 120' ranged.

QUICK FLAME

With this spell a mage can ignite any dry, burnable object up to ten feet away (such as dry wood, cloth, etc.), or cause 3 points of damage to a person. The mana cost is one, and remember; small fires only.

SWIFT SLEEP

This spell allows the mage to "put to sleep" any single creature of 24 HP or smaller in size per two mana points put into it. It has a 60' range and is instantaneous.

BONE SHAKER

This spell costs two mana points, has a 75' range and causes the victim to have intense muscle spasms (and to shake uncontrollably) for I Dl 0 melee rounds. It causes I point of damage per 2 melee rounds of effect. All hand held objects are dropped by the victim.

WIZARD WINGS

Allows the mage to glide for 30' for every 10' in height he has. However, the spell only lasts one minute per 3 mana points put into it, so the mage had better land before his time runs out!

WIZARD GLOW

For a one mana point cost the mage can cause any single object to glow with a pale blue glow (equivalent to about ½ daylight in strength) in a 30' diameter area for one hour. This can be anything from a' sword blade to a fingertip.

TANGLE TRAP

For a 3 mana point cost the mage can fill a 10' diameter area with sticky, web-like strands that 'will tangle and entrap (and hold) any creature(s) up to 60 HP in size. It takes one melee round to "form" and lasts two minutes. It can be created up to 60' distant, and is highly flammable (doing 20 points fire damage total if burned).

WIZARD DARK

For 2 mana points a mage can cause a 13' diameter area to become inky black and totally light absorbent. This "blot" lasts one minute, and can be cast up to 30' distant. It can be made to last longer by adding more mana. Torches, wizard glows, etc. cannot be seen inside the area.

HYPNOS

By utilizing four mana points a mage can mesmerize any single intelligent being 'with a lower combined total INT and EGO than himself. This will last for one minute times the mages INT (30' range), and the mesmerized person will follow the mages commands literally in a robot-¬like manner. Any sudden shock will break this spell.

SECOND ORDER SPELLS

MYSTIK SHIELD

For a 2 mana point cost the mage can create a 7' tall by 3' wide invisible shield 3' in front that will move with him for one minute. This shield will completely stop all normal missiles and arrows, but nothing else.

MANA MIRROR

For a 3 mana point cost, a mage can turn any reflective surface (still water, mirrors, etc.) into a scrying device, for one minute. He can use the "mirror" to see into locked boxes, behind closed doors, etc. or to see events (when he knows the exact location) up to 100 miles away! However, use of this spell requires a one hour rest afterwards, and if used more than three times per day it has a 5% chance of causing the mage to go totally insane!

SIMPLE LEVITATION

For every one mana point put into this spell a mage can raise or lower himself at 33' per combat turn for one full minute.

HOT FLAME

A more powerful "Quick Flame" spell with a 2 mana point cost Range is 30' and it will ignite even wet wood or other hard to light items, and cause 6 points damage to a person. The fire is still small (campfire sized), but very hot.

MULTIPLE IMAGE

For every one mana point put into this spell a mage can create three illusory images of himself. Each image will last one full minute or until touched by a living thing (they then pop like soap bubbles). These images move with the mage, aping his every movement and gesture, but are totally silent.

TRAP SENSING

For every mana point put into the spell the mage can find all mechanical traps in a 15' diameter area (use 3 mana points and cover a 45' area, etc.). The traps glow an evil greenish-blue to the mage's eyes alone.

OUT FIRE

For one mana point, a mage may instantaneously extinguish any small fire (campfire size or less) up to 30' away, including those ignited by ***Quick Flame*** or ***Hot Flame*** spells.

FOG CALL

For a two mana point cost, a mage can create a 60' diameter area of icy cold fog (visibility varies from one to ten feet therein) up to 120' away. This fog will last for 10 minutes or until blown away.

THIRD ORDER SPELLS

FLASH POINT

For a five mana point cost the mage can cause a 20' diameter area to super heat instantaneously to 1,000 degrees Fahrenheit, burning all in the area with 24 points damage (to a maximum of 200 point total damage). The range is 120', and everything in the area that is burnable, of course, ignites

(reaches flash point) and also burns.

LIGHTNING STRIKE

For a 5 mana point cost the mage can cause a lightning am to leap from his fingertip to any single target up to 60' away. The victim thus hit suffers 30 points of electrical shock (damage), and all up to 40 HP are knocked down and stunned for dl0 melee rounds. The area is 6" in diameter.

BLIZZARD

For a 5 mana point cost, the mage can cause a 20' diameter area (up to 60' away) to become engulfed in a minus 120 degrees Fahrenheit snowstorm that will last 1 full minute. Visibility is 1' to 10' and everything takes d10 damage points for each combat round spent inside the blizzard. All 20 HP or less creatures in the blizzard are bowled over.

HAWK FLIGHT

For each 3 mana points expended, a mage may "fly like a hawk" at 330' per combat round for 15 minutes (this translates to about 37½ miles per hour). As a "hawk', the mage can hover, dive, turn, etc.

WIZARD EYES

For 3 mana point a mage can see clearly anything invisible or hidden magikally from sight. This spell lasts one full hour.

MIND SEEK

For a 4 mana point cost the mage can "see into" the thoughts of other living entities for one full minute. This allows the mage to see the "mind pictures" (not words) of what the being is thinking about (30' range).

LOCKJAW

This spell costs three mana points and has a range of 30'. Any single target up to 50 HP that fails to "save" will have its jaws spasmed rigidly shut for 10 melee rounds. All up to 100 pts "lock-jawed" for 1 melee turn. For each mana point more than the original cost a Mage puts into the spell, another 10' of range is added.

FOURTH ORDER SPELLS

ICE WALL

For seven mana points a mage can create a Wall of Ice 20' long, 10' high and 2' thick up to 60' from himself. The wail lasts for one hour before beginning to melt. Any creature attempting to break through it will suffer d10 points of damage (all 40 HP or less creatures cannot break through without pick axes or such like). The wall takes 3 melee rounds to completely form.

FIRE WALL

For a ten mana point cost a mage can instantaneously create a wall of roaring flame up to 60' from himself. The wall is 30' long 15' high and will burn all passing through it for d20 damage points. It lasts one minute normally but will burn an additional one minute for each one mana point put into the spell over the initial ten point cost

GHOST WIND

For a six mana point cost, the mage can conjure a "Ghost Wind" so powerful it will bowl over and knock down all in its path up to 35 HP in size. The wind is controlled by the mage and can cover an area 120' long by 30' wide and 20' high starting from his outstretched hands. It lasts one combat round plus one round per mana point expended more than the initial 6 points. It blows gas clouds, fog, and such like away immediately.

DISAPPEARANCE

For a ten mana point cost, the mage can become invisible to all normal sight for five minutes. He can extend this time by adding two mana points for each additional minute desired.

MAGE FEAR

For four mana points, the mage can "strike fear into the heart" of any single intelligent or semi-intelligent creature. Those thus affected will either flee in blind panic for d10 combat rounds (80% chance) or stand "paralyzed by fear" for d10 combat rounds (20% chance). The range is 60'.

CHAIN BREAK

For a four mana point cost, the mage can either break any non-magikal bonds (ropes, spider webs, chains, etc.) that bind him alone or it can be used to unlock and open any single door or other closure, including those magikally sealed (30' range).

MYSTIC CHAINS

For a four mana point cost, any single door or closure may be so locked as to be unopenable, even if a key is available. OR any single entity up to 60 HP in size may be "rooted to the spot" and unable to move from it for ten minutes. A being thus "bound" can do everything except move his legs/feet

NOTE TO GM

These are by no means all of the spells available to Mages. The three Arduin Books alone have several hundred more and the list is limited only by your imagination.

Remember however, that all new spells are only acquired by finding old tomes and Grimoires, or by months of painstaking research by the Mage.

PRIESTLY MAGIK

FIRST ORDER SPELLS

BASIC HEALING

For each mana point expended a priest may heal any living creature for 10 damage Points. However, this will not heal burns, acid damage, or wounds of a "critical" nature (though it will stop the bleeding). Those healed thus, may be healed more than once so that all damage may be removed.

BASIC PURIFICATION

For each mana point expended, the priest may totally purify up to ten pounds of dry material or one gallon of liquid. It will not however, neutralize poisons or venom.

PRIESTLY MAGIK DETECTION

This spell is identical to the mage's spell but works for priestly magik only.

AURA OF ANTI-EVILNESS

For each mana point expended the priest will radiate in a ten foot radius, a powerful, invisible, anti-evilness aura" for ten minutes. All "evil" things within that area function at minus two (i.e. make it 2 points harder to function) and have a 90% chance of (rolled each combat round) being totally unable to approach closer than ten feet to the priest. The "evil" priests have their own variant that repulses "good" types.

MINOR MENDING

For one mana point, the priest can completely mend ten square feet of cloth, five square feet of leather, 2½ square feet of wood or one square foot of metal. The repair is permanent and invisible

WATER FINDER

For one mana point, a priest can find any and all water within a 120' radius (and up to 20' underground). He simply "knows" where it is.

GLORY GLOW

For two mana points, a priest can light up a 60' diameter area to full daylight equivalency for ten minutes. This time may be extended by five minutes for each one mana point used over the initial two points.

SPEAK IN TONGUES

For each mana point expended, a priest may speak, read, and write any single language desired, known or unknown, for up to one hour. This may be extended one hour per two mana points expended over the initial one point

SECOND ORDER SPELLS

CONVERSATION

For each one mana point expended a priest can speak to and understand any single kind of mammal, bird, or reptile for one minute. It can be expanded at a two mana point cost per additional minute used.

SOUND WIPE

Any 20' diameter area or any single being up to 20' away may have all sound suppressed for five minutes for each two mana points expended. No sound enters, leaves, or exists for the silenced area/person.

HIDE FINDER

For one mana point cost, the priest can locate all secret or hidden doors, etc. in a 30' radius. They are outlined in a bright golden glow to the priest's eyes (only).

EARLY WARNING

By expending 3 mana points, a priest may be made aware of any living being or creature thinking

about harming the priest or his companions. He can check a 45' radius or scan ahead on his proposed path to a distance of 180'. However all thus "probed" get a "save" versus spoken magik

DEAD WATCH

Identical to the above spell, this one seeks out all those of the "undead" kind. They do not get a save and are always detected unless cloaked or hidden magikally.

HOLY BLESS

For an expenditure of 6 mana points, the priest may "Bless" any single individual of his faith. This makes it 2 points easier (+2) to do all attacks, defenses and saves as well as operates at 2 levels above his normal EL. This lasts for one hour. The priest can use this ritual to create "Holy Water" (1 pint each time) which has several properties: If drunk it will heal 5 points of damage. Each pint will "burn" all "undead" types for 10 points. And if used to draw holy symbols, these symbols will keep all non-free willed undead from crossing said symbols. Free willed undead have a 10% chance of reacting thusly. Holy water stays viable for 30 days.

THIRD ORDER SPELLS

NEUTRALIZATION

For each one mana point expended a priest may 100% neutralize 20 points of poison or venom (in a person, monster, wine cup, etc.) up to 10' distant. Evil priest can conversely "cause poison" this way.

HEAVENLY UMBRELLA

For each three mana points expended the priest can create over' himself a 30' diameter, down curved, invisible "umbrella" lasting 5 minutes. All liquids and light material will run off like rain off an umbrella. It moves with the Priest and may be extended by 3 mana points for each additional minute used.

WATER WALK

For each 3 mana points expended a priest may walk upon all liquids safely (acid still burns him, of course, he just won't sink!) for five minutes. It costs one mana point per minute to extend the time period.

PATHFINDER

For a 6 mana point cost a priest may locate any single door, stair, or passageway up to 240' away if it is at least generally known to him. OR he can do the ritual and for five minutes "know" the right path to take through a maze, cavern, etc. It costs three mana points per minute's extensions.

NIGHT EYES

For each 3 mana points expended a priest can give himself or another person the ability to "see in the dark" as an elf for up to one hour. Each additional hour costs only two mana points.

DISPEL

For each 3 mana points expended the priest can dispel and negate one order of priestly magik (9 mana points are required to Dispel 3rd order magik). It works also versus Thaumaturgical magik but at DOUBLE MANA COST (Thus to dispel 3rd order Thaumaturgical magik, 18 mana points are required).

FOURTH ORDER SPELLS

HOLY CURE

For a ten mana point cost a priest may cure any disease, rot or such like affliction affecting any single being or creature. Incidentally, this ritual quite effectively destroys "slime & ooze" type creatures (if they fail their 'saves" and hold still long enough!), regardless of size or type'

SERPENT CALL

By expending 10 mana points a priest; may "shape change" any staff or other piece of wood (6' long minimum) into a snake/serpent under his command for five minutes. The serpent is 12 HP, AC 6

(+1 for DEX) and can move 60' per combat turn. It bites for 2 points PLUS a 20 point venom (decreasing five points per bite thereafter). The change takes two melee rounds to complete.

DEATH VOICE

For a five mana point cost the priest can cause any being slain within the past hour to speak, telling whatever it may know, for one minute. It will answer direct questions only (not general requests). This may be extended by one minute per ten mana points.

DEATH BREAKER

For an expenditure of 20 mana points a priest may attempt to "call back" anyone of their faith who dies less than 5 minutes past. The chance of success is based on the dead character's CON points, for each one he has there is a 3% chance of success. This is increased by 1% for each point of WIS the priest has. He may try only once per victim and must rest 12 hours afterwards.

SKY WALKING

For each 5 mana points expended, a priest may walk, on or move about through the air (as if he were on the ground) for 15 minutes. It can be extended by one minute per 3 mana points expended.

BREAKWALL

For a 7 mana point expenditure, a priest may cause an opening to appear in any solid wall or object for one minute. This opening is 5' high and 3' wide, when it is gone, the solid area is just as it was, with no harm done.

GODLY GROWTH

For a 10 mana point expenditure, a priest may cause 10 square feet of plant growth to grow l to 10 times its normal size. 20 mana points equals 20' square area affected. It takes 1 melee round for each multiple it grows to (3x = 3 melee rounds), and will stay thus for 10 minutes, reverting back to its normal size at the same rate it grew.

THE EYES OF GLORY

For each 5 mana points expended, a priest's eyes will glow and radiate golden light for one minute. The glow is a 30'x15' cone and all in its light must "save" or succumb to abject fear (like "Mage Fear").

PILLAR OF FIRE

For a 10 mana point expenditure a priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away. The flame will burn for one full minute and cause 20 points of damage to all who touch or enter it. When it goes out, the area where it was is not even warm.

MAGIKAL ARTIFACTS AND TREASURES

During the course of play characters will come across items of a magikal nature. These can range from enchanted swords to magik amulets that bestow protection, special powers or such like, to crystal balls and other "working gear" of mages.

The following list will give the GM (and players) a general idea of what they are like. The Arduin Trilogy has over a hundred other such items if needed. However, this list is detailed enough for the GM to create his own treasures as needed.

MAGIKAL ITEMS

CRYSTAL BALL		Usually 4" to 10" in diameter and of clear white crystal, these devices may be used by any mage. They allow the user to operate without mana cost like the spell "Mana Mirror". However after each minutes use, the mage must rest for one hour. This item is normally worth 5,006 GS and is hard to find but not rare.
ENCHANTED WEAPONS		Usually swords, however they can be of any sort, the more unusual the weapon, the rarer they are. An enchanted weapon is one that has "adds" to its combat capabilities and sometimes even other powers. These "adds" are in attack and damage bonuses and can even include weapons that burst into flames during combat or that wail or sing in battle. Most of these weapons have legendary names. The only limit here is that of the GM.
ENCHANTED ARMOR/SHIELDS	These items usually have "adds" to wearer's DF, adding to its armor class and occasionally protection against fire, cold or other dangers. An example might be an enchanted round shield that is '4 plus 3." This means it has three "adds" to the AC of the user, upping that AC.	
ENCHANTED RINGS		These, when worn, can protect against fire, cold, dragon breath or whatever, by giving "adds" or "pluses" to a character's saving roll, OR it could bestow invisibility or the ability to see in the dark Anything the GM thinks appropriate
ENCHANTED AMULETS		These are roughly equivalent to enchanted rings but normally not as powerful. They are thus more common.
ENCHANTED CLOTHING		This kind of magik is usually pretty rare and could be anything from a pair of boots that would allow the wearer to "walk on water" to a cloak that acts as a pair of wings, lifting the wearer in flight. GMs should be careful about this kind of magik, making it hard to find.

MAGIK POTIONS

These are concoctions (usually liquid) that when drunk, spread onto a character, or whatever, give many of the powers of enchanted rings, amulets, etc. However these powers are normally temporary, lasting an hour or less. An example would be a potion of invisibility that when drunk, makes the drinker invisible for say, a half hour. The GM should understand that these potions are usually not labeled, so are hard to discover without the help of a mage (using a "Magik Detection" spell) even though they are probably the most common magikal item made.

OTHER MAGIK

This category can encompass anything from an enchanted boat that can sail on land as well as water, to flying carpets, or enchanted stone or wood figures that can move, fight, or do other things. These items, however, are extremely rare and usually only found as the property of old and powerful mages or priests.

Special Note: Priests seldom make magikal artifacts, but if they do, it is almost always of the lesser kind and of a protective nature. Also, GMs should strictly limit magik items to be found in the game until such time as his world has become established and running well.

MAGIKAL CONSTRUCTS

Mages have the ability to construct several items of Magikal Might when they have graduated from their studies.

These items are:

1. Their personal "Book of Power" wherein they write down all of their magikal knowledge as they learn it. Each mage, upon graduation from the Mages College, already knows any three OP 1 spells (plus one more for each INT point over 15 they have). *

2. "Magikal Scrolls "are parchments that have the full "essence" and 'power" (as well as all necessary mana required for the spell) infused into it. Written upon the parchment is a "Trigger Phrase" that must be spoken in order to release the spell contained within the parchment. This way a mage can carry several spells he has previously 'loaded" into these scrolls and not worry about having to memorize them each and every day. Remember, though, that once used, a scroll is empty of the mana that was previously there, and is therefore useless. It costs one mana point for each mana point of the spell thus loaded (i.e. nothing extra) to "load" a scroll.

3. "Wands "are small metal or wooden devices that can be used to store spells, much like a scroll does. However the advantage to a Wand is that there is no Trigger Phrase that has to be spoken in order for the spell to be fired. The mage simply "thinks the firing command" and it fires! The only drawbacks are, whereas, a scroll only requires a basic mana for each spell in question, a Wand requires triple the amount in order to be loaded. Secondly, a Wand can only hold three uses of the same spell. Thus if a mage was to load the spell "flash Point" into a Wand, he could only put three of those spells (or one triple strength one) into the Wand. And remember each spell would cost TRIPLE the normal mana cost, (i.e. a total of 9 times mana cost for the three spells).

4. "Rods" are bigger than Wands but smaller than Staves. They function exactly as Wands do with the exception that everything goes by five. Thus that 'Flash Point" spell could be loaded five times into the Rod, or be of five times power. The cost is still triple that of normal spell cost (i.e. a total of 15 times mana cost for the five spells).
5. "Staffs" are nothing more than bigger Rods, and work on a by ten ratio of power.

6. Each time a device is emptied of all its stored power there is a 5% chance the device will shatter. A wand will cost a mage about 50 GS to produce, a Rod will cost about 150 GS, and a Staff about 500 GS It will require about three days or so to build a Wand, about three weeks for a Rod and about three months for a Staff. Wands are not rechargeable, whereas Rods and Staffs are. Also, a Rod can hold up to 3 separate spells (by 5s) and a Staff can hold up to 5 (by l0s).

* – Priests know three rituals as for Mages and put them in their "Book of the Word"

** – All prices to be adjudicated by GM as necessary.

SUPER SPELLS AND DEVICE MAGIK

"DEVICE MAGIK" is magik which uses an item and not the mage's own spoken spell to achieve a desired result. Wands, Rods and Staffs are all "Device Magik". Such magik can never be more powerful than the device itself allows, whereas a spoken Spell can have more power "pumped" into it by adding more mana. Thus a "Flash Point" spell that normally does 24 points of damage can be upped by fifty percent in damaging power by adding an additional mana cost to it equal to its original cost to cast. That same spell can then be made to do 36 points of damage at double its base mana cost or do 48 points damage at triple its base cost and so on. However the spell must be memorized in this "Super Loaded" manner in order to be fired as such. This is a way in which a mage may wield a great power, but only at the cost of wielding fewer spells (due to the very high mana cost of so doing).

THE ARTIFACT CARD SYSTEM

The standard system used with the Arduin Trilogy to enhance game play is one that includes pictorial cards. These game aids have the picture of the item (whether it be a magik sword or mystik ring) on the front, and a "format" for all of the pertinent facts on the reverse side.

The GM usually colors the cord with art pencils and/or felt tip pens and writes, all the required data on the back as well. Thus whenever the player characters find such items, the GM can show the item to them. Then the players can endeavor to figure out (by arcane or other means) what it does.

MONSTERS AND OTHER CREATURES

(IN ALPHABETICAL ORDER)

BLACK LION

Huge, 1,000 pound, coal black lions with natural ACs of 7. They have DEX and AGIL of 18 each and attack each turn with two claws for 9 points each OR a bite for 12 points. However, if both claws hit, they can attack again that turn with their rear two claws as well! "Normal" lions are about two thirds the Black lion's 50 HP and attack/damage. They usually appear alone or as a mated pair, and get +2 to their AF.

CAVE BEARS

These huge 2,000 pound and 12' tall creatures are voracious, fierce, and terrible to confront. They average 68 HP and have natural ACs of 6. Their DEX and AGIL are 15 each and they can either strike with two claws for 12 points every melee round OR bite for 16 points. There is a 20% chance every melee round that the bear will "hug" its victim for 10 points per round. However to do so, an attack (either claw or bite) must have already hit that turn. They usually appear alone or as a mated pair, and get +4 to their AF due to strength.

DIRE WOLF

Huge, dark gray to black, 600 pound wolves that travel in packs of d20. They can bite once each turn for 10 points and have a natural AC of 7. They are occasionally seen as mounts for goblins! They have 32 HP and DEX and AGIL of 17 each. Their favorite food is Hobbitt! Their bite is +1 due to strength. They fear only fire.

DRAGONS

This magikal creature comes in several types, usually denoted by a specific color. But remember, dragons are extremely rare creatures that live solitary existences far, far from most inhabited areas. Their temperaments can range from cruel and heartless to inquisitive and sly. But always, I repeat, always, they care little for those "lesser" creatures like men or Dwarves or Elves, and have little patience with anything having to do with them. Dragons vary in size and power, but are generally one third their own HP in length. That means that a 90 HP Dragon would be 30' long (90+3 =30). Their wing span, when fully extended is normally about double their length. So that 90 HP Dragon would be 30' long but have a 60' wing span!

To determine the "power" of a dragons "breath" simply consider its HP as how much damage said breath would do. Thus the huge 90 HP Dragon would have a 90 damage point "breath weapon". The damage is always divided amongst those in its path. Thus if three people were hit by the 90 HP Dragon's breath, each would take 30 points of damage. Sure it is fearful, but Dragons are the greatest of all adversaries!

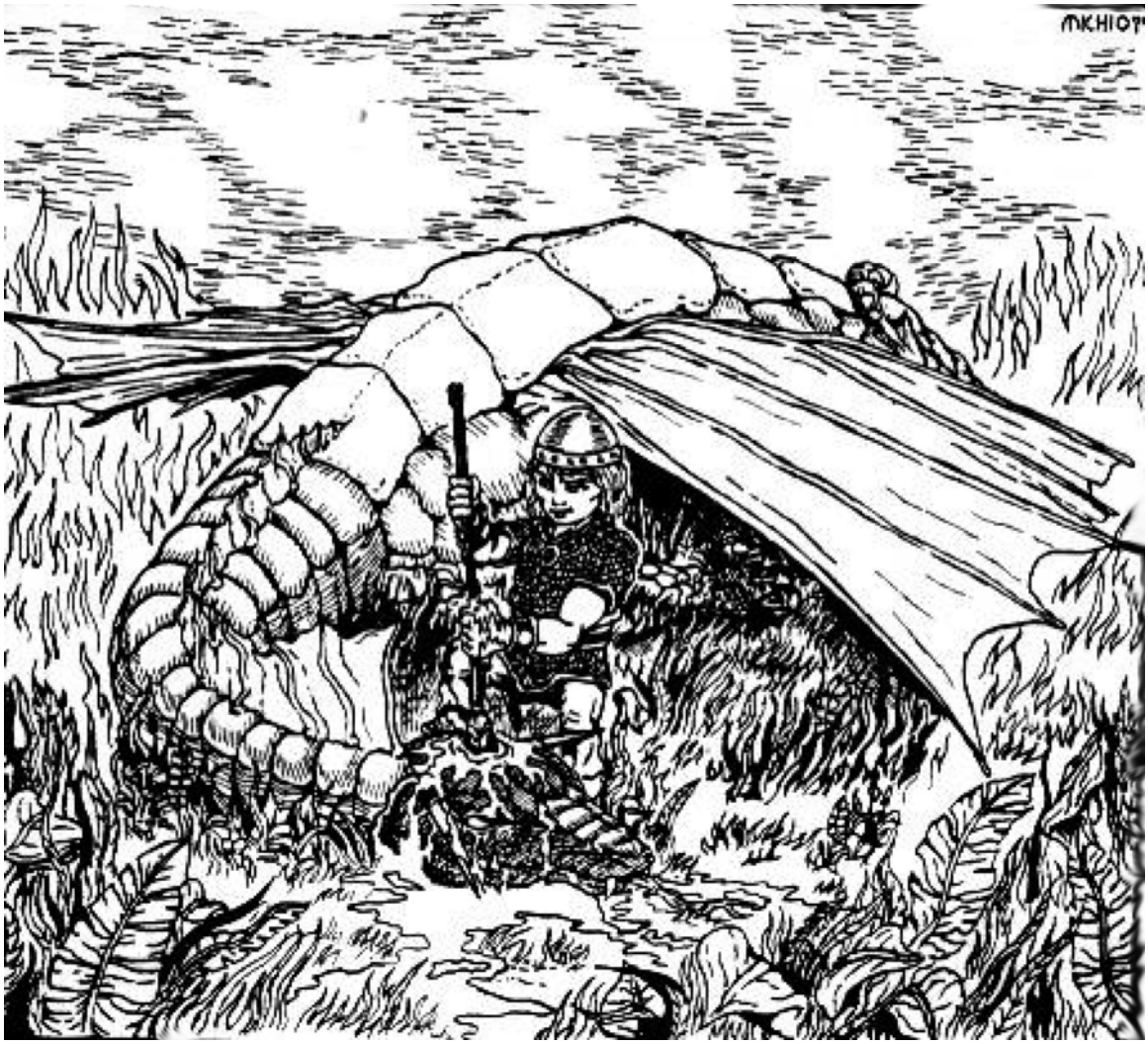
The "range" and "area of effect" of a Dragon's breath weapon is again based on its HP. For each HP there is, it extends 1' outward and 6" in width. So that 90 HP breath would cover an area 90' long and 45' wide extending in a cone from the Dragon's mouth getting wider, the farther it travels.

A Dragon may thus "breathe" every third melee round for a maximum number of times each day based on its HP size. For each 25 HP (or fraction thereof) a Dragon may breathe once. The 90 HP Dragon can then breathe four times per day (90+25 = 3 3/5).

A Dragon can also attack with its buffeting wings, battering ram tail, rending claws and crushing teeth. Figure that wings do 4 to 9 points each; the tail does 10 to 30 points; the claws 8 to 18 points each; and the jaws a fearsome 20 to 50 points per bite. Each GM will have to decide on just how terrible each Dragon is, based on its size and age, beforehand. Finally, Dragons are "naturally magik resistant", it having no effect on them 50% of the time.

Here, then, are the Dragons:

COLOR	WHERE FOUND	WHAT THEY BREATHE	HP SIZE
Black (Bog Dragon)	bogs and swamps	poisonous acid-like spray (may maim/blind)	55
Blue (Sea Dragon)	on islands, always in or near water	high pressure water jet (knocks down all up to its HP in size)	65
Gold (Dragon Lord)	in the clouds	shattering sonic scream (this can powder rock!)	100
Green (Forest Fang)	deep forests and woods	sleeping gas (all up to its AF are put to sleep!)	85
Red (Fire Drake)	deserts and hot springs	flame and fire	75
Silver (Krag Dragon)	on mountain tops	scintillating lightning bolts (all hit are stunned for 3 melee rounds)	80
White (Cold Drake)	cold	cold howling winds (all up to its AF bowled over!)	80
Yellow (Jungle Terror)	jungles and rain forests	poisonous gas (takes 3 melee rounds to go into effect)	80



MORE MONSTERS

GARGOYLE

These mystical monsters are slate gray, 7' tall humanoids with small curled horns, bat-like wings and huge taloned/clawed hands and feet. They are fairly stupid but can be sly (and of course are naturally mean and nasty!). Non-magik weapons only do ¼ damage to them, and silver (silver coated) weaponry does ½ damage. They are naturally "magik resistant"; all magik not affecting them 20% of the time. They usually appear in groups of I to 10 (two or three being the number usually encountered) but only at the behest of a mage or priest's arcane rites. They normally appear for one specific job, but can be used as treasure guards. 50 HP, with DEX and AGIL of 17 and natural ACs of 3 make them difficult to deal with. Their claws do 8 points each turn.

GHOULS

These were once "normal" people (of any race, but usually human) that became involved in evil magik or religions and who were warped and changed by this. They shamble about, half bent over, shunning the light of day. They are cannibalistic and will dig up rotted bodies to eat the flesh they crave with all their being! They never show fear, but will not stand up and "slug it out" if they can help it. They sometimes carry bone cudgels but usually rely on their claw-like fingers (5 points each hand) and pointed teeth (7 points per bite) for attack. Their filthy, slug-white bodies have a horrible stench but they have a natural AC of 5, 33 HP and DEX and AGIL of 16 each. They are usually alone or in trios (threes), and will grab a victim and run. They also have a particularly venomous saliva that causes all bitten by them to be paralyzed (in 3 melee rounds) for one hour.

GIANT SCORPION

One of the most vicious killers ever to be encountered, these 18' long and 45 HP horrors have a natural AC of 2 and a DEX and AGIL of 19 each. They attach with 2 claws for 1 Dl 2 each and a 6 point bite each turn. If both claws hit, they sting for 3 points with a venom that is fatal to all creatures of less than 51 HP. They always travel alone and once they have sighted their prey, pursue it for days at war horse speed! A "save" versus their sting venom means 20 points poison damage is taken.

GIANT TARANTULA

This ugly creature has a body the size of a Volkswagen and legs that spread 12' to either side. It can run as fast as a war horse and is 39 HP. With a natural AC of 4 and a DEX and AGIL of 19 each it easily catches its chosen victim. It gets two foreleg hits for 5 points each and an 8 point bite each turn. Its venom does an additional 2 points of damage each melee round after a one melee round delay (for d10 rounds and a maximum of 20 points damage). They usually hunt at night and of course fear nothing in the world! They almost always travel alone. The "web-silk" burrow linings are worth a fabulous fortune!

GIANT WASP

The arch enemy of the GIANT TARANTULA, these fearless winged creatures attack all living things for food. They have a natural AC of 3 and a DEX and AGIL of 20 each. They can either bite for 4 points or sting for 2 points plus 30 HP of venom. All stung have a 50% chance of being paralyzed for one full day. They have 22 HP and usually appear in groups of 1 to 10. Their "humming" flight is audible up to 300' distant.

GOBLIN

These smallish humanoids (ranging from 4' to 4½' tall) are slender but have over-large heads with bulging yellow or orange eyes and huge, pointed ears. They have cat-like fangs and have a dusty brown to dark chocolate complexion. They have a natural AC of 6, but usually wear brass studded leather armor and carry small shields, short curved swords, and daggers. They frequently use short bows. They average 24 HP and have DEX and AGIL of 15 (don't forget their "adds"). They usually

appear in groups of 3 to 30 Gust roll a d10 three times) and for each 10 encountered consider one (1) as 2nd level. They don't like daylight Gust like Orcs) and hate Hobbitts! They are about as intelligent as Orcs.

GREAT SERPENT

These huge snakes are usually emerald green with glowing yellow-gold eyes and venom-dripping black fangs. Ranging in size from 30' to 50' long; they have HP equal to their length (i.e. a 30' long one is 30 HP) and have a natural AC of 5. Their DEX and AGIL is 17 each and they can either bite for 10 points (30'-35) /12 points (36'-40')/15 points (41'45') or 18 points (46' to 50'), or "head butt" for 2/3 the damage. Their venom is equal in value to their own HP the first bite, then 2/3, then 1/3 then only 3 points thereafter for the rest of the day. They swim 50% faster then they move along the ground and relentlessly pursue their chosen prey. They almost always travel alone.

KOBOLDLINGS

These miniature humanoid beings (averaging 3' in height) have small pointed ears, rat-like teeth, grayish skin, and dirty white hair. Their beady green eyes cannot stand bright light so they keep to caves and the night. They have an ongoing "war" with Dwarves who hate them as much as they hate Dwarves. They have a natural AC of 7 and wear Quilted Cloth Armor, carry cudgels, daggers, and slings and love to dig deep pits with sharpened poles in the bottom to trap unwary travelers in. They are a cowardly lot and appear in groups of 4 to 40 (roll a Dl 0 four times). For each 15 encountered consider one (1) as 2nd level. If more than 30 appear consider one (1) as third level. Uruk Hai scare the pants off them! They average 18 HP and have DEX and AGIL of 16 each (don't forget their "adds"). They are nearly as smart as Uruk Hai but don't like to show it, pretending to be dumber than they are to put their enemies off guard.

MEDUSA

The classic beautiful woman with writhing serpents on her head instead of hair. All who look fully upon her face have a 90% chance of literally turning to stone! Those who only "glance" quickly at her face still have a 30% chance of becoming stone. She only' has 30 HP and a natural AC of 8 but sings like an angel to lure her victims to her lonely' waiting smile! A truly dangerous monster. DEX and AGIL are 15 each.

OGRE

The smallest of the "Giant Family" this extraordinarily ugly humanoid stands 8' to tall, had 55 to 65 HP, DEX and AGIL of 10 each, and uses a huge maul in combat (his attack is +4 due to strength and does an extra 10 points damage). Very stupid and usually' cannibalistic, the Ogre has a natural AC of 6 and usually lives alone in deep forests or in rocky, mountainous areas. They love wine and get drunk very easily.

ORC

These are humanoid beings with pale semi-scaled green skin, bright yellow eyes, large dog like fangs, and large pointed ears. They stand about 5' to 5½' tall and are the arch enemies of Elves. They have a natural AC of 5 but usually wear scale or chain mail and carry round shields, and scimitars. They average 34 HP and have DEX and AGIL of 13. They appear in groups of 1 to 20 and for every 8 encountered there will be one 3rd or 4th level. Don't forget their armor "adds". They occasionally use short bows or halberds, but prefer not to. They are not as brave as men.

PHRAINT

Bright metallic blue or green, upright man sized insect warriors. They average 30 HP and have DEX and AGIL of 20 each. They can leap up to 30' horizontally' or 20' vertically and fight with light javelins and two handed great swords. They have a natural AC of 3 (with appropriate pluses for their high DEX/AGIL). Their average AF is not effected by strength as they are not particularly strong. They are cold and emotionless warriors of great intelligence who know no fear. For every six

encountered consider one (1) as 4th level. They appear in groups of 1 to 20.

SAURIG

Desert Saurigs are tail-less and much less bulky than their aquatic brethren. They stand 5' to 6' tall and are a pale to dark tan color with yellowish stomachs. They average 36 HP and have DEX and AGIL of 15 each. They use round shields and a weapon called a Jhang (which is a broad bladed wooden sword with obsidian "teeth" imbedded in its edges. Consider it as a broadsword for attack but give it 2 extra points for damage). Their favorite mode of attack is to leap up and kick with their clawed feet (4 points damage each) hoping to knock their opponent or his shield down.

Swamp Saurigs are gray-green, tailed, 5½' to 6½' tall and are much more bulky than their desert kin. They average 44 HP and have DEX and AGIL of 12. They use two handed axes or battle axes and tower shields and also use their tails (3 points damage) in a sweeping/battering attack (20% chance of bowling a two-legged opponent off their feet). This attack is used instead of their normal attack as they must spin half way around to use it.

All Saurigs have a natural AC of 6 (don't forget their "adds" for shields, if any) and can bite for 6 points if they get the chance. They are not too bright, are savage, and will eat anything they can hold down long enough to swallow! All their AFs are +1 due to strength. Desert Saurigs hate water and Swamp Saurigs hate dry places, but both kinds hate humans greatly! They appear in groups of 1 to 20 and for every 10 encountered consider one (1) as 3rd level.

SKELETONS

These are the classic horrors seen in many a film; moving skeletons of long dead men. They are set to guard tombs and treasures by Evil priests and mages and never retreat. They carry all kinds of weapons, some use shields and some don't. If they have no weapon they will claw twice per turn (4 points each) with their bony hands and try to bite (for 6 points damage). They only have 15 HP but have a natural AC of 5. They usually have a small gem (worth 50 GS or so) in each eye socket. Usually found in groups of 13.

TROLL

This horrid creature is vaguely humanoid, a hunched over, 7' tall, bony and thin and black as coal. Their bat-wing like ears have a 90% chance of hearing sounds even as faint as a heart beat within a 60' radius but their weak eyes can only see well in darkness or dim light (bright light hurts their eyes). They are 40 HP and have a natural AC of 2. With their DEX and AGIL of 17 each, they are able to strike with 2 claws (for 8 points each) and bite with their long, yellow fangs (for 6 points) each melee round. Too mean to ever be afraid, these cunning monsters eat everything they catch and have one horrible attribute that makes them very difficult to kill. Each melee round they "regenerate" (regrow-heal) 1 point of damage they have sustained. The only damage they cannot heal in that manner is that done to them by fire or silver.

URUK HAI (HIGH ORC)

These are a larger, fiercer breed of Orc, standing 6' to 6½' tall and having glaring red eyes. They have a natural AC of 4 but favor half-plate armor and round or tower shields (don't forget their pluses). They use morning stars, battleaxes and small flails and all their AFs are +2 due to strength. They average 42 HP and have DEX, AGIL of 14. They usually appear as "captain" of a group of low Orcs. If they do appear as a group (usually 1 to 10) consider half as 2nd level and all the rest (save a 4th level leader) at 3rd level. They will on occasion use composite bows or even 18' pikes, but really prefer close combat. If it is possible, they hate Elves even more than their lesser kin! They are much more intelligent than Orcs, being about as smart as men. There is no question that they are very brave.

VAMPIRE BATS

Giant, 15' wing span, blood sucking bats. Each bite does 3 points damage, and if not knocked loose,

they can "drain" an additional 5 points per melee turn from their victims. They have 12 HP, a natural AC of 7 and DEX and AGIL of 18. Their attacks are +3 due to their 'sonic homing". Loud noises confuse them badly. They appear in groups of 4d10 usually at night. They are not intelligent.

WRAITH

This is the disembodied spirit of someone who is dead and has his soul enslaved to some power or evil. They have 40 HP and a DEX and AGIL of 20 each. Their natural AC is 2+2 and they attack but once per turn, for 3 points cold damage. Each hit also drains 6 (six) CON points from the victim. Those who have their entire CON thus drained become unconscious, and if then killed while in this state will become wraiths themselves, forever enslaved to the wraith that slew them. They are never frightened nor can they be mesmerized, and only magik weapons or silver can hurt them (and silver weapons only do ½ damage). Priests light ("Glory Glow") burns them for 4 points for each melee round they are exposed to it Survivors who have had CON points drained may regain them if they rest completely at a rate of I per week Each week not rested means I CON point permanently lost.

ZOMBIES

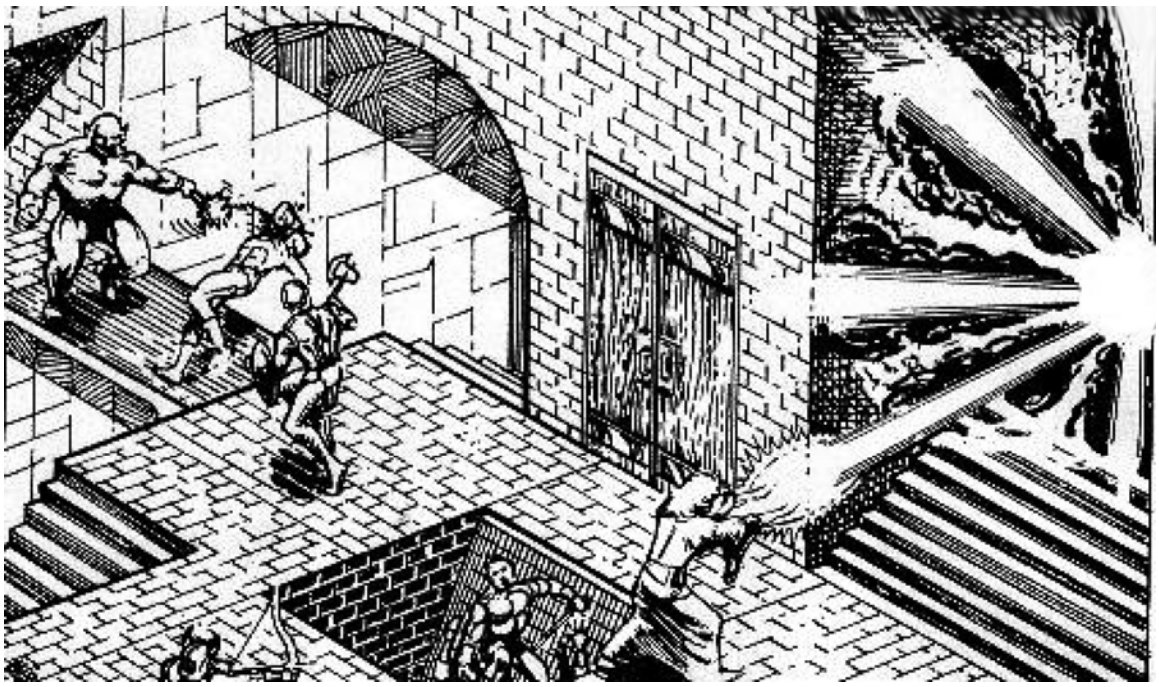
Dead people "bought back' as slaves to some evil being, used as guards and killers of their enemies. They can never feel pain or fear and never retreat or stop once set in motion. They have 25 HP, a natural AC of 7 and can carry any and all kinds of weaponry and armor/shields. They usually have a gem valued at 100 to 150 GS inside their sewn-shut mouths. Usually found in groups of 13 or 7 only. DEX and AGIL is usually 9 each and then AF is +1 due to brute, uncaring force.

NOTES ON "OTHER" CREATURES...

The GM is encouraged to "invent" encounter creatures himself. Things like Giant Rats, Huge Amoebas, Large Lizards etc. Simply use the preceding monsters as guidelines or try the hundreds of creatures listed in the ARDUIN TRILOGY

We also recommend the many, many monsters to be found in ALL THE WORLD'S MONSTERS; Volumes I to III.

ORC vs DWARF



THE ADVENTURE

Now that you've read the rules you are probably saying "fine, but now what?" Well, this is what! Here is how to have your first adventure!

The first thing the GM (you) must do is to think up a suitable "starting script" for your first adventure. Now, this script must take into account how all of the players' different characters will meet. This is easy, for you can have, say, a "special holiday" in honor of the king's birthday, where everyone for miles around has come to see the festivities. During this the characters could meet accidentally, or at an Inn where they all just happen to be staying. OR perhaps the King will announce a "Grand Quest" where all who wish to "bring the golden chalice of the king back to its rightful owner" may attempt to do so (for some great reward or such). Or, how about all of the characters travelling on a boat to some island or other faraway place? They would certainly get to know one another then! So, you've decided upon your basic script, then what?

Well, then you decide on say, five or six encounters the characters might have along the way. You take a piece of paper and list: how many; what kind; how big; what loot there may be (if any); names (if needed); reasons to be there (if needed) and so on. Then, each day they travel roll a d10. If a one or a ten comes up then they've had an encounter! You can choose which it will be or pick randomly, it really does not mailer. In more civilized areas roll a d20, a 1 and 20 being an encounter.

Now you have to decide upon what's waiting for them at their goal. A Dragon and its treasure horde? An Orc encampment and captives to be freed? It's up to the GM to write this down on a separate piece(s) of paper so it will be ready when the characters reach their destination.

As the characters travel to where they're going, the GM describes what they see as they "move" through the land. For instance the GM says: "well, you're crossing a grassy plain, no trees in sight, but away on the horizon is a dark line of tall mountains". And later on in that same day's travel "you've gone about 12 miles now, the wind has picked up to a nice little breeze, and it's starting to cloud over. Maybe it will rain tonight. The mountains are much closer now, but still at least a day's travel away. However, you can see off to the northwest a line of trees, a forest perhaps, and five or six miles away, what do you do?" The player (speaking for his character) might say "I'd not like to be caught in the open if a storm breaks. We should be able to make the tree line before dark, where we can find some cover. What say you my friends?" The other players would, of course, respond to this

(as their characters) and game play would continue based on their decision. Now you might ask "how in the heck do I know what it is the characters are seeing?" This is not hard to explain, in fact I'll use that over-worked word again: It's simple.

You take an 8½" x 11" sheet of graph paper (4 or 5 squares to the inch) and draw a little map of the country (side) they will be traveling through. Each square could be a mile (or more or less as you desire) with rivers drawn in blue, forests in green, mountains in brown, towns and road in red, etc. Now as a GM you have a map, but the characters do not. They must draw one from your description (if they want one) as they travel along!

So now you are beginning to see what a GM really is! He's a STORY TELLER! The better your descriptions or stories are, the more "real" it is to the players and the easier it will be for them to participate in your fantasy! OK, now what? What if it's a castle run by an Ogre or a cave complete with tunnels full of Koboldlings that is the destination? How do you show this? Here's how:

Using the same kind of graph paper, each area (whether an underground dungeon or cave complex or an above ground castle can be drawn up by you beforehand. * Each room, hallway, or tunnel is drawn in and you have a list to show what's in each location. For instance, if there are 26 rooms in this dungeon, each could be lettered A through Z (or numbered 1 to 26) on the map. The GM sees that the party is going to open the door to room "B", checks his list and might see something like this:

"ROOM B", the walls are of red sandstone, the 30' high ceiling is of polished granite as is the floor. In the room near a large (10' long by 5' wide by 4' high) wooden chest are three GARGOYLES." There would also be the "stats" for the Gargoyles listed so no game delay would be needed for the GM to prepare for the fight that appears to be coming up. Treasure (if any) would be listed as well. Once the fight is taken care of the characters proceed to bind their wounds and bury their dead (if any) and start their movement again if they wish. This sequence of events is repeated throughout the adventure.

SPECIAL BONUS

This complete adventure is included for two reasons:

STEP #1

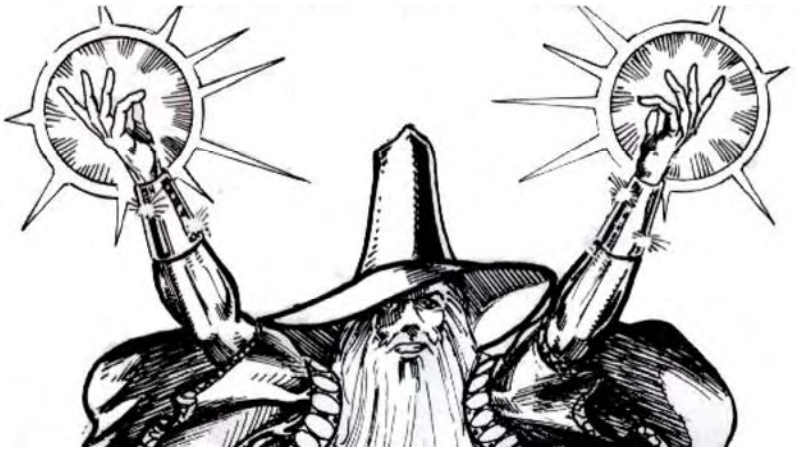
TO SHOW YOU HOW A BASIC SCRIPT IS WRITTEN FROM STORY LINE TO DUNGEON.

STEP #2

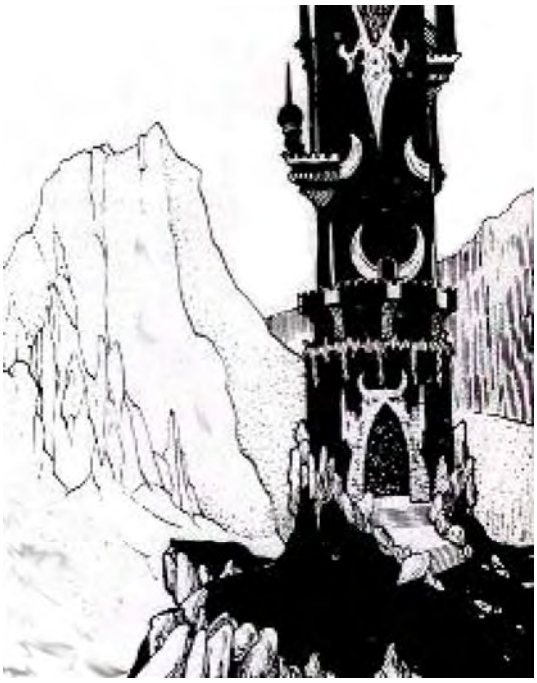
TO GIVE YOU A "FIRST ADVENTURE" AS A STARTING POINT (OR YOU CAN SAVE IT FOR LATER).

We hope you enjoy this adventure, and that it will help you to better understand this form of gaming.

Enjoy!



You may also purchase pre-drawn, complete dungeon and overland adventures, including several from the Arduinian Universe (including "***Caliban***"; "***The Howling Tower***"; "***The Citadel Of Thunder***" and "***Death Heart***"), from Emperors Choice at www.empcho.com.



THE FORGOTTEN TOWER

Legend has it that about 500 years ago the evil and ancient mage "Kharkoram the Black" was driven forth from the lands by the priest-king "Zandring True Heart". Vowing vengeance, the sorely wounded mage went into the mountains to bide his time and to plot his return. Gathering Orcs, Goblins and scores of other evil creatures around him, he had them build a wizard's tower where he could be safe and recuperate, and filled it with all manner of unspeakable abominations.

Using his great knowledge, the mage began a series of horrific and terrifying conjurations designed to give him even greater powers. Thirteen years passed while he did his evil works and the land, now peaceful, forgot the bloody past. Sensing that the time was right, the evil one gathered his forces and struck. With fire and dark magik his army battered the lands that had cast him out. With the issue in doubt, Zandring and Kharkoram met once again in mortal combat.

The battle raged for seven hours, neither giving ground, both bloodied and gravely hurt. Finally, throwing caution to the gods, Zandring took a desperate gamble, and succeeded! Struck through the heart by the good king's enchanted blade, the wizard burst into black flame and was destroyed. But in so killing his foe, good Zandring was also mortally wounded and died himself soon thereafter.

Seeing their leader struck down, the evil army of Orcs and other foul beings lost heart, broke and tried to run. Few escaped the victorious warriors, now inspired, that swept over the plain like a flood. Peace once again came to the land and Kharkoram's memory slipped away like some long-past nightmare. Decades, centuries, passed and even the legend became dim and the land forgot.

Then one day, a dusty traveler in an Inn told a story of how he and three companions had come through on old, forgotten mountain pass in the north. He spoke of the strange, black tower of polished stone they had found and of their venturing through its massive iron gate. He hesitates then, gulping his wine to steady his shaking hand and tells of the treasure they found, but only he lived to speak of it. Showing a small, carved figure of fabulous black jade to prove what he has spoken, he mumbles something about "monsters, horrible howling monsters", and refuses to say anything more except this:

"I would not venture again to that foul place for all the treasure in the land. But, for a small price, I will draw you a map so that you can!" Now it is up to you. Dare you seek out the Forgotten Tower?

KEY TO FORGOTTEN TOWER

MAP GUIDE

Indicates a "normal" doorway, 7' high by 40' wide, usually of brass bound heavy oak wood with an iron lock and door latch.

Indicates a "secret door", usually a sliding panel triggered by a concealed button. These normally close automatically after 60 seconds.

Indicates a stairway, usually of iron and spiralling around a central bronze pole to which the 15" by 5" steps are affixed. To determine where the stairs lead to, simply match their letter designations.

DESCRIPTION

The tower is built of smooth black basalt blocks standing 80' tall. The first floor has a 15' ceiling height; all other upper levels have 10' ceilings. The floor between each level is 3' thick, the roof being 2' thick.

The base floor is 20' thick and the "basement" room has a 15' ceiling.

The limestone caverns have stalactites and stalagmites and are variable in ceiling height from 7' to 70' as the GM so desires. It's dank and drippy with small pools of water, lichen, fungus, and cave moss everywhere.

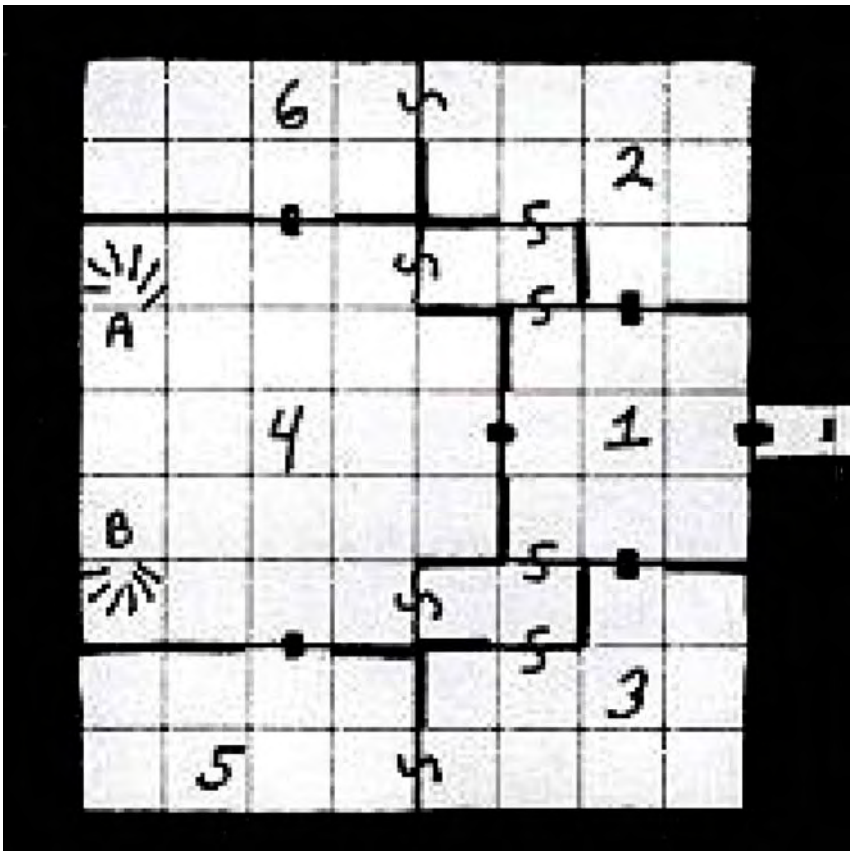
During the long centuries many strange and secretive creatures came upon the tower. Some stayed, others did not, but all left their mark. Exploring this tower and cavern complex' will give adventurers a chance to encounter all sorts of creatures and give them a chance to discover treasure.

THE TRAPS

There are thirteen mechanically activated traps in the tower, pre-set to work once without resetting. The GM can position them wherever he chooses (but once set, are forever after at that location).

1. A 5'x5' opening appears and drops the victim 15' onto 5' steel spikes.
2. A 1,000 pound 5' square block of stone falls onto the victim(s).
3. A spring loaded 8' steel spear shoots out, impaling the victim for 20 points damage.
4. A spring loaded 5' steel sword blade (2 handed) slashes across the victim for 20 points damage.
5. As above, but it slashed down towards its victims for 20 points damage.
6. Ten iron heavy crossbow bolts fire down the length of the corridor. (Treat as ten separate basic heavy crossbow attacks on all in the line of fire).
7. A 5' diameter "puff' of 30 point poison gas erupts (lasting 1 melee round).
8. A 5' wide, 10' long "cone" of 50 point acid is sprayed out (divide the damage among those it hits). There is a 50% permanent blinding chance, rolled for each eye.
9. A spring loaded poison needle is concealed in the door latch (for 32 points damage).
10. A 30 point electrical charge is set in the door latch, activating as it is moved.
11. The entire room will be filled with a "Flash Point Spell" as soon as the exit door's latch is touched. It is of 100 points in damage power.
12. An area 10' in diameter is covered in flaming oil (pouring from the ceiling). All in the area take 20 points of damage for each melee round in the flames, which burn for dl0 rounds. All clothing, gear, etc. also burns for an extra 1 point of damage for dl0 turns.
13. All entrances to this room are actually thin wood (or plaster) coverings over 4" thick steel. All of which will irrevocably close and lock one minute after the room is entered. There is no way out.

Note: Whenever damage is not indicated, consider the trap fatal. Also note that those traps that impale, strike, or otherwise, hit their victims have a 50% chance of doing a "Critical Hit" as well.



GROUND LEVEL

ROOM #1

DESCRIPTION & TREASURE	GUARDIANS
The inner entry door is of solid iron and has a 4" x 6" drop bar as well as a "four key lock". The room is richly paneled in cherry wood and hanging from the silver gilt ceiling on a 5' polished copper chain is a 3' diameter crystal tiered chandelier. Both entry-way doors are closed but unlocked.	There is a 10% chance of an Orc warrior being here each time the room is entered. The GM can decide on his "stats" beforehand. However, he will be in the process of leaving carrying a back pack with 350 CP inside.

ROOM #2

DESCRIPTION & TREASURE	GUARDIANS
This was a "ready guard room" and has bunks, weapons racks, table and chair, etc. for 12 men. There are six heavy crossbows (and 120 quarrels); and 6 eight foot spears in weapons racks on the east wall. Hidden in the straw mattress of one of the bunks is a small leather pouch with 7 GS, 23 SP, and 10 CP in it. On the table is a 6" tall painted plaster idol of the god "Set". Inside the idol is a small ruby worth 365 GS.	There is a 30' long, 30 HP Great Serpent coiled and hidden beneath the bunk next to the secret door, in the east wall. It will attack only if bothered or if the small idol of Set is taken or broken. Otherwise it simply watches everything that happens peacefully. See the Monster List for further starts.

ROOM #3

DESCRIPTION & TREASURE	GUARDIANS
A guard room the mirror image of room #2. However in here the table and one of the 4 chairs is overturned, and all the weapons have been knocked from the rack. There is no serpent.	A mated pair of Dire Wolves have a lair here. See the monster list for their "stats". They are very aggressive and will immediately attack all who enter their room because there are a pair (both female) of 3 week old cubs to protect!

ROOM #4

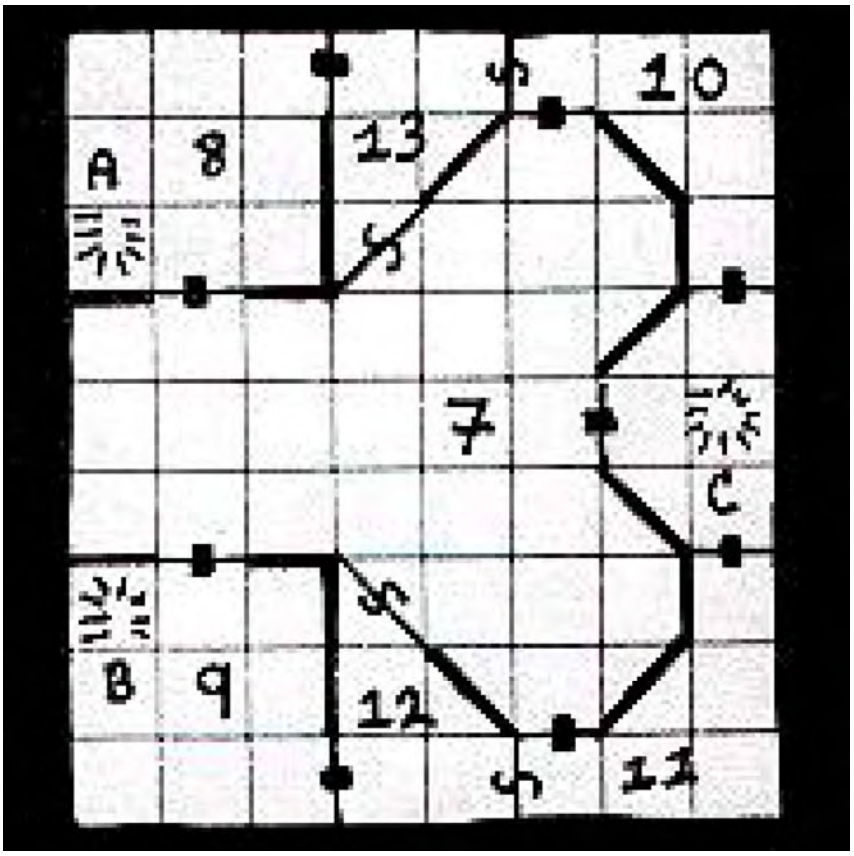
DESCRIPTION & TREASURE	GUARDIANS
This was a huge "common room where the troops ate their meals and spent their off-duty hours. There are nine 15' x 3½' wood plank tables and a score of plank benches here. About half are overturned, and several are broken or badly smashed. The room is a mess and an Orc skeleton with a bashed-in skull (rotted tatters of leather armor) is half under a broken table in the center of the room. Rubbish is everywhere.	Hiding in a spider silk "nest" under a pair of broken and overturned tables is a Giant Tarantula. See the monster list for its "stats". It hasn't eaten in 2 weeks and is starved, so it will leap out and attack whoever first approaches its hiding place near stair "A". There is a 10% chance the spider has gone down stair "A" to hunt in the basement/caverns.

ROOM #5

DESCRIPTION & TREASURE	GUARDIANS
This was a kitchen with ovens, roasting pits, stew pots, chopping blocks, food bins, etc. It is a total wreck with smears of long dried food, excrement, and filth everywhere. It smells like a garbage dump and scattered throughout are some nine (9) withered skeletal husks of the Tarantula's (in room 4) victims, including those of two Orcs, and two Goblins.	A third level Koboldling thief is hiding under a large copper pot in the southwest corner (where the tarantula chased him). His name is Rizak, and he knows about the "coin box" in room 28 on the 4th floor. He'll only tell someone about it as a last resort to insure his safety. The GM can decide on his stats.

ROOM #6

DESCRIPTION & TREASURE	GUARDIANS
This was a store room, and is filled with wooden boxes and wicker baskets of food (long since ruined), blankets, axe, spear, and arrow heads, a dozen bronze round shields, pots, pans, and other such items. The GM can add or delete from this list as desired.	No guards here.



FIRST FLOOR

ROOM #7

DESCRIPTION & TREASURE	GUARDIANS
This was the throne room, the huge, 7' tall throne of red carnelian sitting next to the west wall. This throne is carved all over in scenes of horrific demon worship and death. It sits on a 3' high stepped dais of yellow marble and the walls have rich purple drapes hung all round. Under the velvet seat cushion is a small "treasure vault", locked, containing 80 black pearls worth 25 GS each, 40 RS, 160 GS, and seven 10 pound silver bars worth 16 GS each (112 GS total).	There are four Uruk Hai in the throne room looking for treasure. The leader, Goragg, is 4th level, wearing half plate, with round shield, and carries a battle axe. His three henchmen, Argaak, Morgakk, and Lashaag, are all 2nd level and are wearing full chain mail with round shields. Two have spiked maces and the third has a morning star. The leader has a pouch with 47 SP; the other three have 30 SP between them. See the monster list for other "stats".

ROOM #8

DESCRIPTION & TREASURE	GUARDIANS
This is a store room and stairwell. In it are some 200 bags of grain of which about 30 have been eaten into by the horde of rats living here.	Some 90 rats live here, each being a foot long, 1 HP, AC 8 and with DEX and AGIL of 17 each. They bite once per turn for 1 point each and will fiercely protect "their grain" from all intruders.

ROOM #9

DESCRIPTION & TREASURE	GUARDIANS
This is a store room and stair well containing 30 huge 100 gallon wooden water kegs. The water is, of course, now stagnant and poisonous and most of the kegs are covered in yellow-green lichen and moss and are nearly rotten through. Any solid "bump" will cause the kegs to break open.	No guards here.

ROOM #10

DESCRIPTION & TREASURE	GUARDIANS
This was the armor maker's shop and there are tools, tool benches, and such like everywhere. There is also a complete set of Orcish half plate armor here as well as an Orc's chain mail short sleeve tunic (waist length).	A pair of 2nd level Goblin thieves, named Shugg and Vrexel, are in here hiding from the Uruk Hai. Both are wearing chain mail and have a short sword, dagger, and light crossbow (20 quarrels each). One has a pouch of 17 SP; the other has 12 SP See the monster list for other "stats".

ROOM #11

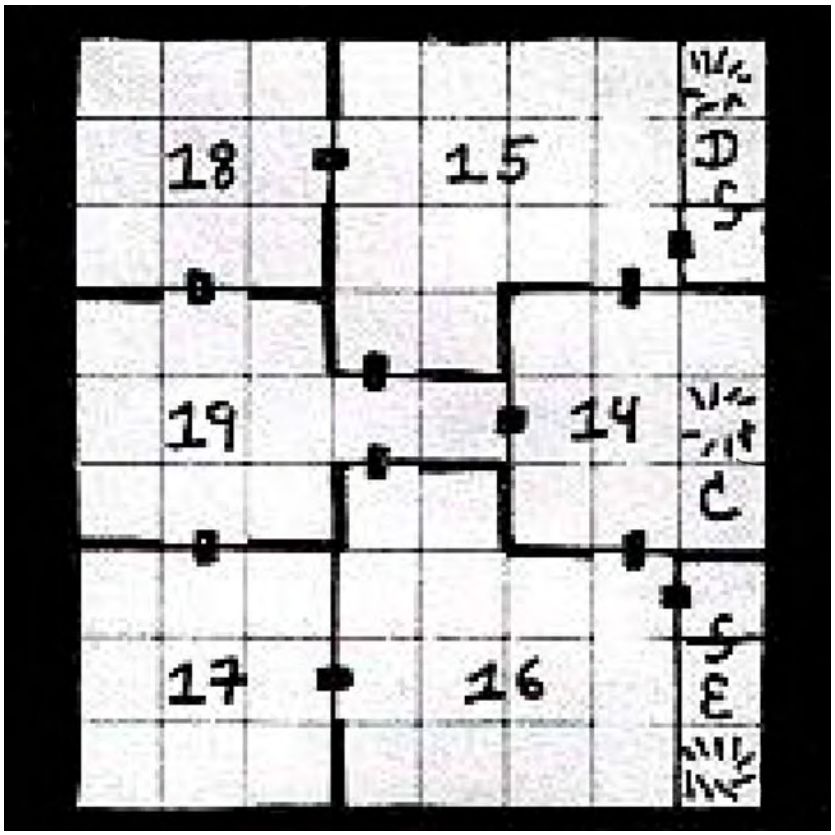
DESCRIPTION & TREASURE	GUARDIANS
This was the weapon maker's shop and has his tools and work benches, small furnace with bellows and such like all about. There are 3 iron daggers, 2 bronze scimitars and a fine, steel 2 handed sword here, as well as forty iron quarrel heads and a crossbow without its "string".	No guards here.

ROOM #12

DESCRIPTION & TREASURE	GUARDIANS
This was the "wine room" and there are 145 bottles of it here. Most are still good but a few have turned to vinegar. One has become lethally poisonous. There are also five empty bottles!	A thoroughly drunken 2nd level Orc is sitting here half asleep. His name is Dungwort, and is wearing leather armor and has a rusty scimitar in his lap. He also has a pouch of 48 CP in his pocket.

ROOM #13

DESCRIPTION & TREASURE	GUARDIANS
This was the "Ale Room" and a dozen 5 gallon kegs are stored here. Ten are still drinkable.	No guards here.



SECOND FLOOR

ROOM #14

DESCRIPTION & TREASURE	GUARDIANS
This was a guard room and stair well and is furnished with six wooden chairs and a table. There are also six bucklers and six short swords hung on the walls. An iron trap door closes up the stair way entrance and the Goblins packs are stacked on top of it. The packs are full of Goblin rations and gear.	Four Goblins in studded leather with broadswords, bucklers and 2 light javelins each are sitting at the table dividing up ~25 SP and 175 CP in 5 small bags. The leader, Orando, is 3rd level; his three followers, Doonrah, Kherda, and Vaskar, are all 2nd level. The leader has a silver hilted, silver plated steel boot knife. All have DEX and AGIL of 13 each except Orando who's 15 each. See the Monster List for further stats.

ROOM #15 & 16

DESCRIPTION & TREASURE	GUARDIANS
These were barracks with bunks, chairs, tables, etc. for 18 men in each one. In a foot locker in room 16 is a "false bottom" inside of which is a black velvet pouch with an 8" high blue crystal icon of "BORLAS" god of the winds. This is valued at 504 GS. However, a spring loaded poison needle protects the secret latch (40 points of poison).	In room 16 is a sleeping Cave Bear (see the Monster list for "stats"). He will only wake up if bothered or on a die roll of 9 or 10 on a d10 if there is someone in the room. (Roll each melee round). He will be angry at being awakened.

ROOM #17

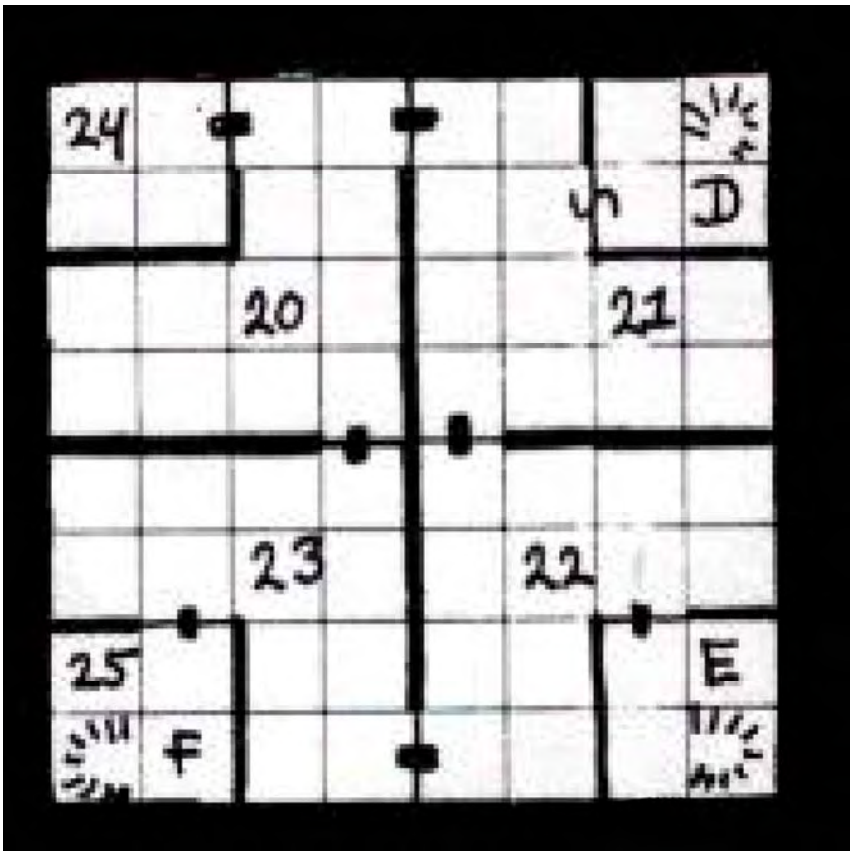
DESCRIPTION & TREASURE	GUARDIANS
This was a prison cell for captives and both entry doors are solid iron, 4" thick. It is bare throughout and both doors are locked. Through the "peep holes" in them, a viewer can see the skeletons of three people (who starved to death over 500 years ago.) One of them has a gold ring that allows the wearer to become invisible for one hour daily. The ring is not visible from the peep holes because the owner hid it in his mouth when he was caught.	No guards here.

ROOM #18

DESCRIPTION & TREASURE	GUARDIANS
This was the "Torture Chamber" and has such horrible implements as "the Iron Maiden"; "the rack" and other nasty things. There are the skeletons of two Dwarf prisoners who were tortured to death here. There is no treasure here but many interesting implements may be had depending on the GM's imagination.	No guards here!

ROOM #19

DESCRIPTION & TREASURE	GUARDIANS
This was where the evil mage once kept his "pet" TROLL. Once his master died the TROLL freed himself and now only returns here to sleep. He has amassed six large bags of coins (each holding 300 coins). Five hold silver, one holds gold. He also has a crystal ball hidden under the pile of moldy straw he uses for a bed.	There is a 50% chance the Troll "Gurgog" will be here (and if he is it's a 30% chance he'll be awake). If he's not here there is a 20% chance each minute people are in this room that he will return. See the Monster List for more stats.



THIRD FLOOR

ROOM #20

DESCRIPTION & TREASURE	GUARDIANS
This was a barracks that housed 16 Orcs, and has all the usual stuff bunk beds, foot lockers, etc. In one foot locker is a small bag of 40 SP Also there is a carved bone whistle of piercing note (loud!).	A Ghoul (see monster list for "stats") is here eating what's left of the rotted, 10 day old remains of a Goblin. His name is "Black Durnin" and is insane! He has a silver ring of 100% fire resistance on his little finger. You can't burn him.

ROOM #21

DESCRIPTION & TREASURE	GUARDIANS
This was a Goblin Barracks outfitted for 18 Goblins. No treasure, no surprises.	No guards here.

ROOM #22

DESCRIPTION & TREASURE	GUARDIANS
Another barracks, but outfitted for a dozen Uruk Hai. All of the foot lockers here are of thick (1") bronze and have sturdy locks. In each of the 12 there is an identical pay pouch containing 3 gold coins and 15 silver ones. However in one there is also a map to the entire tower! Also here is the enchanted broadsword "Dark Moon". It Is plus 2 to attack and does 2 points extra damage per hit The person using it may also see In the dark like an Elf (while the sword is in hand). Its scabbard is black velvet-covered silver and has 20 small emeralds encrusting it worth 1,100 GS total. The sword is laying on the top bunk of the two bunks nearest the door to stairway "E".	Living here now is the Gargoyle "Thagg". He is sitting on the top bunk next to the sword "Dark Moon", thinking about what to do with it. He does not like people much. In fact he's eaten a few in his 1000 year long life! Due to his deep concentration there is a 20% chance of surprising him if the entry doors are opened quietly. See the Monster List for his stats.

ROOM #23

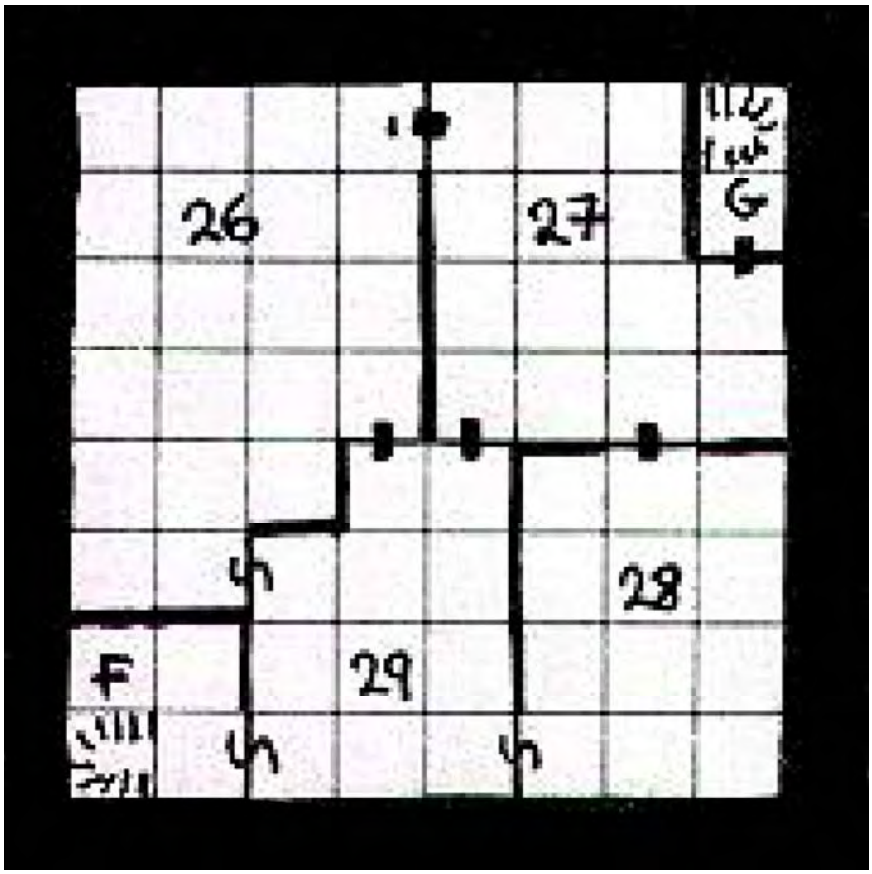
DESCRIPTION & TREASURE	GUARDIANS
Another barracks (this one set up for 16 Half-Orc warriors) with nothing of real value.	No guards here.

ROOM #24

DESCRIPTION & TREASURE	GUARDIANS
This was an armory and the following weapons are stored here: 8 short bows; 8 composite bows; 12 scimitars (good steel); 12 iron daggers; 9 solid bronze, spiked maces; 13 oak & iron 8' shields; 10 iron double-headed battle axes; 400 arrows; 19 bronze helmets (with nose guards).	No guards here.

ROOM #25

DESCRIPTION & TREASURE	GUARDIANS
This is a stair well, but has walls covered with gory murals of slaughter, murder and war, showing Orcs, Goblins, Trolls, etc killing men, Elves, Dwarves, and such like.	There is a 20% chance that three Orc warriors in chain mail with round shields, carrying scimitars are here. See monster list for "stats".



FOURTH FLOOR

ROOM #26

DESCRIPTION & TREASURE	GUARDIANS
This was the "harem" of the evil mage. The floor, ceiling, and walls are covered in expensive multicolored silk hangings, cushions, rugs and such like. There are four large (4½', 3½', 3' high) brass bound oak chests along the south wall. Each has a sturdy bronze lock. Inside each are numerous bottles, jars, and containers of rare perfume, incense, body oils, and cosmetics. If all 170 pounds of this paraphernalia were sold it would bring about 2,000 GS! Also in one chest is a hidden compartment (not trapped) with an enchanted amulet of silver (shaped like a grinning skull, 2" around with tiny ruby eyes). The amulet gives the wearer six extra strength points while worn! If this brings the character to more than a 20 STR, then every point over 20 is added to the wearer's CON.	A Wraith is within this room (see monster list for "stats"), inside the chest containing the enchanted amulet. It is the angry spirit of a young girl cruelly tortured and driven insane before being murdered. She will attempt to kill all males she encounters but will only drive away females she meets, wailing, and moaning the entire while.

ROOM #27

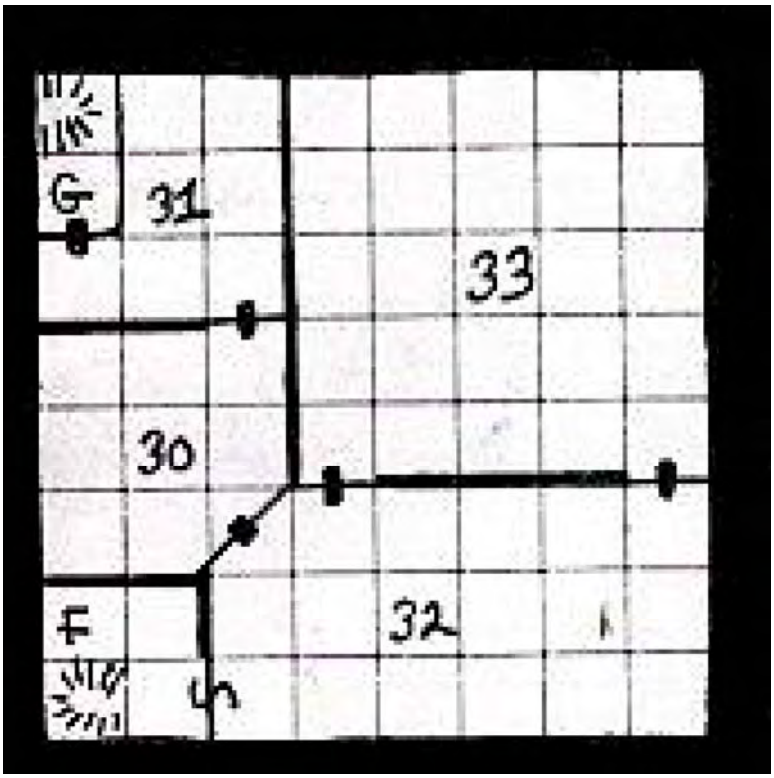
DESCRIPTION & TREASURE	GUARDIANS
This was a barracks for three Ogres. The room is in disarray and smells bad (like old sweat socks). The table and chairs, etc. are built for beings over 8' tall. In the north east corner is a very large sack containing 1,180 copper coins. There is a cooking area on the floor and several piles of semi-edible Koboldling food and other gear scattered about the room.	Five Koboldlings, all 1st level except their 3rd level leader are encamped here. All have bronze daggers, iron nail studded cudgels, and the leader has a short bow and 15 arrows. They know about the Wraith in room 26 and are deathly afraid of going in there. Their names are Braggi, Lok, Verl, Sned, and Suggs. See the Monster List for further stats.

ROOM #28

DESCRIPTION & TREASURE	GUARDIANS
This was another kitchen, in better shape than the one below, however it is still a mess.	No guards here.

ROOM #29

DESCRIPTION & TREASURE	GUARDIANS
This was a "meeting room" and has a 20' x 5' beautifully carved and polished oak table in the center with a dozen matching chairs. There are 3 large, 13 candled, candle holders on the table of solid silver and worth 20 GS each.	No guards here.



FIFTH (TOP) FLOOR

ROOM #30

DESCRIPTION & TREASURE	GUARDIANS
This room is where an ancient MEDUSA sleeps and lives. It is full of well kept and beautiful furniture, bed, etc. all of the most expensive furs, silks, and satins. The furs alone are worth 800 GS. On her dresser (there's no mirror) is a beautifully wrought silver box (worth is GS). Inside it are 31 assorted gems valued at 1,850 GS. Hidden in a secret compartment in the dresser's bottom drawer is a black jade ring carved with mystik runes. The wearer of this ring can never be paralyzed, mesmerized, or turned to stone. It is called "Night Finger" and once belonged to the evil mage of the tower from whom the Medusa stole it. She has hidden away all of the scrolls of the long dead mage inside her feather mattress. Note: The GM should make each of the 7 scrolls have but a single 3rd or 4th order spell on it, each scroll usable twice. Finally, she has hidden the "Great Book of Spells" of the ancient mage under the rug on the floor in a hidden floor compartment. The silver key to its lock is in the pocket of her robe.	The 4,000 year old Medusa "Euryale", an old "friend" and ally of the dread mage of legend. This foul female delights in the new creatures that have come to live in the tower, fearing none of them, and in fact leaving most of them alone so they can act as "watch dogs". She sits in royal comfort and dreams of past glory, content to "sit for a century or two and watch the world go by". She wears blood red velvet robes and has a jeweled ring on each finger (8 in all) worth a total of 1,310 GS An amethyst and gold necklace worth 1,025 GS is around her neck. Although not a mage she has learned to use the spell "Mind Seek". She can do so three times each day. She eats the hearts of men. The Gargoyle sometimes visits her and if it was not in its normal room below, then it is here. They are old "friends". She has the stoned body of an Elf adventurer in the room that she uses as a clothes rack.

ROOM #31

DESCRIPTION & TREASURE	GUARDIANS
This was a guard room for about a half dozen zombies, however when their master died, they simply lay down and decomposed. All that's left is their skeletons, tattered chain mail, and rusted weaponry. Each has a 50 GS black opal in its mouth.	The Medusa has locked a Black Lion in here to watch the door to the stairs. The Lion (see its 'stats" in the monster list) is fed, but only infrequently so it is always hungry and irritated.

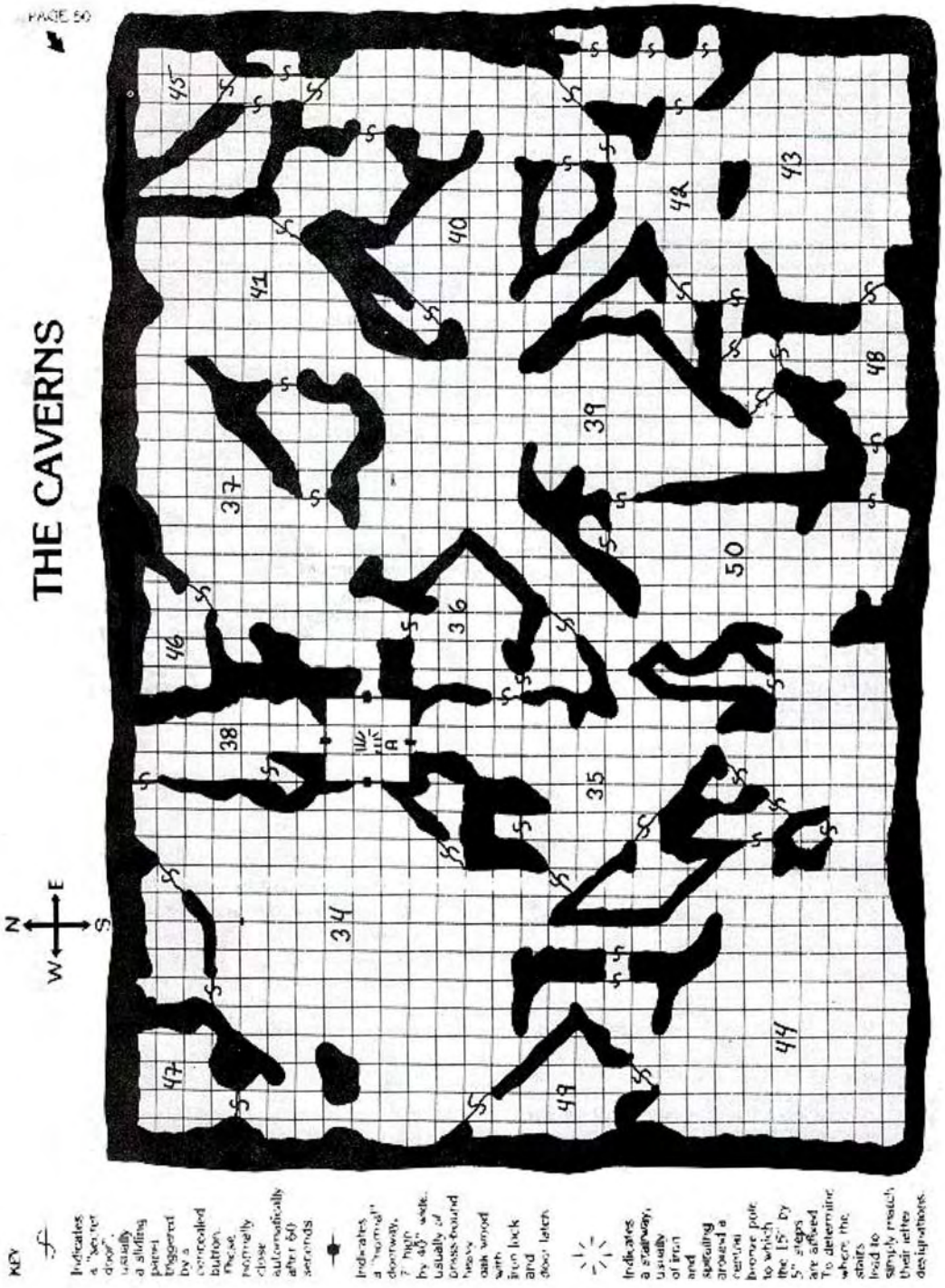
ROOM #32

DESCRIPTION & TREASURE	GUARDIANS
This was the mages own living quarters and is very luxuriously decorated. It has, however, been ransacked and stripped of a lot of its furnishings to outfit the Medusa's room. There are no treasures here but much of interest and curiosity. (The GM can put treasure here if desired). The ceiling, walls, and floor are covered in Black Silk Hangings.	A huge Vampire bat nests here and enters and leaves through a secret ceiling hatch it has learned to manipulate with its claws. It is hidden in the folds of the ceiling hangings and will swoop to attack all who enter the room. It is gone during the hours of darkness, returning at dawn.

ROOM #33

DESCRIPTION & TREASURE	GUARDIANS
This was the mages laboratory and work shop and there are tables covered with his gear everywhere. Amongst the vials, bottles, flasks and other containers, are the following potions: a one hour "invisibility" potion, two doses; one day "total protection from all fire" one dose; one dose of "Breathing Under Water" for two hours: three doses of "Elven Night Vision" for one day; a single dose of a potion that will permanently add 3 to the drinker's INT. The GM can ad lib any other treasurer if he desires. Suggested items would be a staff and/or rod or wand, and perhaps an overlooked scroll.	The "guardian" of this room is a magikal trap. Three minutes after the room is entered a 100-point lightning strike will randomly hit one of the intruders. One melee round later one of the monsters/guardians in the tower is instantaneously transported into the room. This will happen 3 consecutive times or until no monsters are left in the tower. It will not transport creatures from the cavern. Also the GM can set up other magikal "booby traps" if he feels they are necessary.

THE CAVERNS


THE CAVERNS
PAGE 50
N
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W
KEY
Indicates a secret door usually a sliding panel triggered by a concealed button. These normally close automatically after 60 seconds
Indicates a normal door 7' high by 4½' wide. Usually of grass-bound heavy oak wood with iron lock and door latch
Indicates a stairway, usually of iron and spiralling around a central bronze pole to which the 15' by 5' steps are affixed. To determine where the stairs lead to simply match their letter designations.
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ROOM #34

DESCRIPTION & TREASURE	GUARDIANS
This large open area has a kind of sandy floor with about a dozen shallow pools' of water (the largest being 30' x 18' and 4' deep and roughly dead center in the area).	Three 3rd level swamp Saurigs are laying submerged in the large pool. They are unarmored but have tridents and 10' square weighted nets. Only their nostrils show above the surface and they look like rocks. See Monster List for stats.

ROOM #35

DESCRIPTION & TREASURE	GUARDIANS
There are several floor to ceiling "pillars" where stalactites and stalagmites have grown "together" forming a kind of stone forest. No water is pooled here, but the ceiling still drips a little and water trickles down the pillars.	There are a dozen Goblins camped here. Six 1st levels in banded leather armor with bucklers, daggers, and small battle axes. Five are 2nd level, wearing chain mail, have round shields, and carry 6' spears and short swords. The leader is 3rd level, in half-plate armor and uses a 2 handed sword. Between them the 11 underlings have 48 SP and 42 CP. The leader has a pouch with 15 GS in it. See Monster List for further stats.

ROOM #44 *

DESCRIPTION & TREASURE	GUARDIANS
The area is dry but very rocky. All of the hanging stalactites have been snapped off and lay shattered on the ground. There is a tunnel on the west wall that leads out of the cavern some mile from the tower. This is the dragon's entrance and exit. It is 30' wide by 20' tall.	A young Red Dragon lairs here. His name is "Sleerath", and he is 45 HP and has stats as listed in the monster list. When he is laying down, head and tail curled in, with wings furled he can be mistaken for a large rock 95% of the time. His treasure is buried in the ground under where he lays. It consists of 600 GS, 1,600 SP, and the enchanted spear "Orc Slayer". It has "adds" for its attack and damage being plus three to strike and doing 4 points extra damage each time. Also, any Orc or Uruk Hai it hits must save versus spoken spells or die! The spear is buried under the coins, but is wrapped in an old red wool blanket.

ROOM #45

DESCRIPTION & TREASURE	GUARDIANS
The area is littered with the shreds and tatters (and splintered bones) of its numerous past victims. The room was apparently an old secret storehouse that was never used much. However in the north east comer is a 5' iron cube like chest with a double key lock. Inside is a complete suit of enchanted chain mail of a size to fit most Elves (or slender humans). This mail adds four (+4) to the wearer's armor class.	A Giant Scorpion lairs here that has learned how to open and close the secret door. (See the 'stats" in the monster list). It can feel the vibrations in the ground as people pass within 10' of the door. When it does, it opens the door and rushes out in a surprise attack.

* – The areas 36 through 43 are not keyed to allow the GM a chance to practice doing this himself. We do suggest that only half of those eight areas be keyed by the GM (the other half simply being described) so that there won't be a "monster behind every rock".

A Glossary Of Terms For The Basic Adventurer

Weapons

 Bastard Sword	This weapon is also known as a Hand and a Half Sword. It is only a bit larger than the standard broadsword, but has a hilt/handle that is nearly long enough for a two-handed grip (for use in guiding the weapon blows).
 Battle Axe	Any large cutting/impact weapon with "chopping edges". They come in varied and different types: • Double Bladed Broad Axe: A medium hafted weapon with two opposing crescent edged blades, which sometimes has a small upright spike between them. • Single Bladed Great Axe: A longer, sometimes metal reinforced haft, with a single large, but less curved blade than above. It frequently has both an upright spike and one horizontally opposite the blade. • Taper Axe: This weapon has a long haft, and a much smaller (but highly curved) cutting edge than those above. It almost never has any counter weighting spikes or knob.
 Broadsword	The "standard" weapon of most warriors. It denotes any straight, medium width, bladed weapon with a double edge. There are too many varieties to list here, but most people have seen at least two or three versions in the television and movie portrayals of such things as "King Arthur" and the like.
 Common Sling	A strip of leather (usually) with a thumb loop on one end and a "pocket" near the center. Lead shot (or a stone) is put in the pocket and the whole weapon whirled around the users head. The arm is suddenly pointed towards the target and the unlooped end of the sling is released, snapping the missile out with considerable velocity. Historians state that good slingers usually outranged short bows.
 Composite Bow	About the same size as the short bow, but is built of dozens of layers of horn, wood and other springy materials, all glued and pressure molded together. Much more powerful than the short bow and capable of ranging out to 300 Yards or more. About 3 ½ feet tall.

 CROSSBOW	This is usually a metal bow mounted horizontally on a wooden gun stock-like affair that shoots a short "rocket shaped" missile called a "bolt" or "quarrel". It comes in two basic types: • Light Crossbow: This weapon has a loop or stirrup-like affair in its nose, so that the weapon can be held pointing downward with the users foot placed in said loop, and then the weapon is re-cocked by hand, or with a small lever called, strangely enough, a "Goats Foot". • Heavy Crossbow: It is simply a larger and heavier version of the bow described above. The main difference being that the weapon requires strength much greater than the average man to re-cock, so the user inserts his foot as above, then attaches a crank and lever-like affair called a Cranequin, which is used to crank the weapon back. It can be seen from the description that these types of weapons have only about a third of the rate of fire as do their "lighter" cousins. However their punch is so great that at close range a bolt from one of these can pass right through a large shield and completely through the full plate armored Knight behind the shield! In either case, light or heavy, most crossbows outranged all other "bow-type" weapons with the exception of the "long bow".
CUDGEL/BLUDGEON	A large, heavy piece of wood that is frequently studded with metal spikes or banded with metal as reinforcing (to prevent splintering).
 DAGGER	This designation encompasses many varied and different types of the same general kind of weapon. For game purposes consider it any long bladed (5" to 14" long) and pointed knife-life weapon. The blades were usually tapered to a point much smaller than their base, to facilitate their penetrating the chinks in an opponent's armor.
 FLAIL	This weapon is derived from the farmer's "thresher" and is a short to medium shafted weapon with a single large metal bar (which can be spiked) attached by a very short metal chain. The "Great Flail" is a much larger two-handed version.
 HALBERD	A 6' to 10' (some can be longer) pole with an axe-like cutting edge on one side, a short spike on the opposite side (both horizontal/perpendicular to the pole) with a much longer vertical spike in between.
 JAVELIN	A balanced, pointed spear-like weapon designed for throwing. It comes in both heavy and light varieties.

LONG BOW	The largest of the self bows, standing 5' to 7' tall, built usually of one single piece of yew wood. Utilizing an arrow sometimes nearly twice the length of other bows, it can range out to more than 400 yards. History states that long bows could go through both sides of a knight and nail him to his horse!
LONG SPEAR	A 7' to 10' version of the short spear (not throwable).
MACE	This is a medium hafted weapon with either a stone or metal "head" (most of which are either spiked, knobbed, or flanged), of a generally rounded shape.
MAUL	This is simply a larger, two-handed version of the mace.
MORNING STAR	A short hafted weapon with a metal chain (longer by half than the haft) with either a single large spiked ball or two or three much smaller ones (two or three lighter chains in this case) on the end.
PIKE	An even larger version of the Standard Spear, usually about 12' long but can range up to 18' or even 22' in length!
QUARTER STAFF	A long (6' to 7') stout wooden pole, sometimes metal capped at the ends. Used to fight with, as a walking stick, or even a probe pole.
RAPIER	A long, stiffly flexible, thin bladed sword designed primarily for thrusting. Usually with an elaborate "full cup" hand guard.
SCIMITAR	A long, single edged, curved sword used mostly for slashing. A saber is similar but is 'heavier and has a less curved blade. Both can have plain or elaborate hand guards.
SHORT BOW	The smallest of the "self operated" bows. It has a range of about two hundred yards. Build of one solid piece of wood. 30" tall.
SHORT (STANDARD) SPEAR	A 5' to 6' wooden pole with a metal stabbing point/blade at the end. May be thrown but with less range and effect than a Javelin.
SHORT SWORD	This denotes any weapon shorter than a standard broadsword yet longer than a knife/dagger. It is of normal, double edged sword blade width and has a full sized handle or haft. The Roman "Gladius" is a classic example of this kind of weapon.
THROWING KNIFE	This is usually an all metal weapon with a leaf-shaped blade that is considerably larger than the small handle or haft (which may or may not be wrapped in thin leather or cloth). Blade length seldom exceeds 5" to 8".

 TWO HANDED BATTLE AXE	Simply a much larger version of the Bade Axes previously described, meant to be wielded with two hands. Some of these weapons are as tall as the person that uses it All are very heavy.
 TWO HANDED SWORD	This is the classic "Great Sword" wielded with both hands. In general shape it resembles the standard broadsword but can be as long as 6' from point to pommel (most were about 4½' to 5' long in total). It is hard to work with in close quarters but ifs impact and devastating effect on those it hits is virtually unsurpassed.
WAR HAMMER	This medium hafted weapon has a stone or metal "head" that can be clawed, rounded, square or whatever, and usually with a small spike to the opposite end. There are also large, two-handed versions.

Note: All bow ranges are maximums, effective ranges being about half that.

ARMOR

ARMING DOUBLET (Padded Or Quilted Cloth Armor)	A complete body covering when used as armor, but usually a sleeveless, waist-length garment worn under heavier armor as padding (as an Arming Doublet). Sometimes of silk; but most often it is raw cotton sewn into cotton cloth stitched double thick. It can also refer to thick, single layer canvas armor).
CHAIN MAIL	Complex, joined rings and/or metal chains in a full body covering. An arming doublet is usually worn underneath as padding, and an attached mail coif is worn under whatever cap or helmet is worn. The most mobile of the "heavy" armors.
 FULL HELM	Complete head, neck and face protection. Usually of iron or steel, some also have plumes, crests or other breakaway ornaments. The face covering is sometimes hinged or bifurcated so as to swing out of the way. A standard iron cap is usually worn underneath and supports a leather or rope "coif' that supports the helm.
 FULL PLATE ARMOR	The "classical" knight's armor, mostly solid metal pieces, unarticulated except at the joints. Full helm, arming doublet (and sometimes a light chain mail shirt) is worn underneath. Hot, and not very mobile, but darn good protection.

 GAUNTLET	Heavy leather gloves with reinforced backs (either by adding metal studs, chain links, scales, or articulate metal straps). Usually comes as part of a set of complete armor.
HALF PLATE ARMOR	Like it says, about half the armor (breast, back plates, gorget, greaves, full helm, etc.) is of metal plate. The rest is chain mail.
IRON CAP	A simple iron (or other metal) cap that protects only the crown and back of the wearer's head. It can have a nose guard but usually doesn't. It has a padded lining.
LEATHER ARMOR	A complete body covering (resembles an overcoat with no belt or front buttons) of either double/triple layered "soft" leather or thick, single "hardened" (boiled) leather.
 SCALE ARMOR	Bone, horn, or metal scales, overlapping on a complete body covering of cloth, light leather, or canvas.
SMALL SHIELD (Buckler Or Targe)	A small (usually 12" in diameter or so) slightly conical shield. Usually held in a one handed, centered grip, at arm's length to deflect rather than block incoming blows.
 STANDARD HELMET	A metal helmet, open faced, that protects the crown, back of head, back of neck, has a nose guard and sometimes has cheek protection. It has a padded lining.
STANDARD SHIELD (Heater Or Round)	The classic shield of the "King Arthur" movies. Usually carried by mid arm and hand straps.
 STUDDED ARMOR (Banded/Brigantine)	Leather armor as previously explained, reinforced by metal scales, studs, bands/splints, or rings. Either sewn directly onto or in between two layers.
 TOWER SHIELD (Kite Or Wall)	A large shield of varied shape (from Roman half cylinders to Norman triangles) that usually cover the carrier from just below the chin to somewhere down around the mid-calf. Fairly Heavy.

ABBREVIATIONS

ABBREVIATIONS	FULL NAME
AC	Armor Class
AF	Attack Factor
AGIL	Agility
CF	Coordination Factor
CHAR	Charisma
CON	Constitution
CP	Copper Penny
d10	10 Sided Die (1 – 10)
d20	20 Sided Die (1 – 20)
DEX	Dexterity
DF	Defense Factor
EL	Experience Level
FRP	Fantasy Role Playing
GM	Game Master
GP	Gold Piece
GS	Gold Sovereign
HP	Hit Points
INT	Intelligence
MS	Copper Minums
RS	Royal Sovereign
SP	Silver Piece
SR	Saving Roll
STR	Strength
WIS	Wisdom

SAMPLE

SAMPLE

Arduin Character Sheet

ARDUIN CHARACTER SHEET

Player Name:

Character's Name: Jothar Silversmoke

Race: Human

Class: Warrior

Alignment: Neutral-Good

Level (HL): 1st

AC: 0

Adj DEX: 15

Hit Pts: 35

DP: 8+3

Age: 18

Life Span: 100

Sex: M

Social Status: Orphan

Religion: none

Physical Description: Tall, wiry but well built. Long shoulder length hair tied in a single braid. Tanned and a bit "weathered" in complexion.

Height: 6'1"

Weight: 155

Eyes: Grey

Hair: Black

Strength: 14

Const.: 15

Agility: 13

Dexterity: 16

Int.: 14

Wisdom: 10

Char: 12

Ego: 12

Scars & Birthmarks: 6" crescent moon scar on left leg

Mechanical Ability: minimal

Consideration Factor: 13.5**4

Guild Status: none

Persons Rank: unknown

Nationality: Arduinian

Name: none

Experience Points:

His Taken:

Current Residence: Talismonde, Arduin

Swimming: not learned

Pets: unknown

Wealth: 8 G.P.

Best Friend: Tirion del Wanderstar (woods elf)

Special Training: Elven Long Bow Trained (+2 to combat)

Favorite Weapon: Long Bow

Favorite Food: Roast Venison

Favorite Drink: Honey Beer

Special Abilities: Detect ambush at 20% chance. Has learned elven woods craft.

Known Languages: Low Elven and Arduinian

Origin & Personal History: Found wandering in Misty Moon Forest at age 3 by a band of Wood Elves. Raised in the Elven Way for 15 years. He now resides in the city Talismonde, where he has come to seek employment and companions for adventure.

Item	Weight	Where Carried
Iron Cap	1½ lb	worn
Arming Doublet	6 lb	worn
Archer's gauntlets	2 lb	worn
Basic coat, pants, boots	5½ lb	worn
Bed roll	3 lb	on back
Mess kit	1/4 lb	in pack
Standard back pack*	2½ lb	on back
1 weeks iron rations	3 lb	in pack
2 quart water skin*	1 lb	left side
Flint and steel	½ lb	in pack
Long bow	¾ lb	left side
Quiver	1½ lb	slung ct.
2 spare bowstrings	nil	in pack
20 "long" arrows	2 lb	in quiver
Iron daggers	1 lb	left boot
Iron daggers	1 lb	right hip

* Empty weight
**If used

Weight Allowance: 75 lbs.

Total Weight: 34 lbs

Known Spells: Not Applicable

Magical Items Owned: None

MOUNT
Name: None
Type:
AC:
Carrying:
HP:
DP:
STR:
DEX:
Temperament:
Agil:
Cons:
Stamina:
Age:

MOVEMENT ARMOUR:
w/out Arm:
Air:
Water:

ARMOUR WORN
Awake:
Asleep:

NOTES: Ambidexterous by training, Jothar none the less is still a "lefty" and carries his gear accordingly. Excellent tracker (in woods) and hunter.

WORLD NAME: Arduin

Grimoire Games 1980

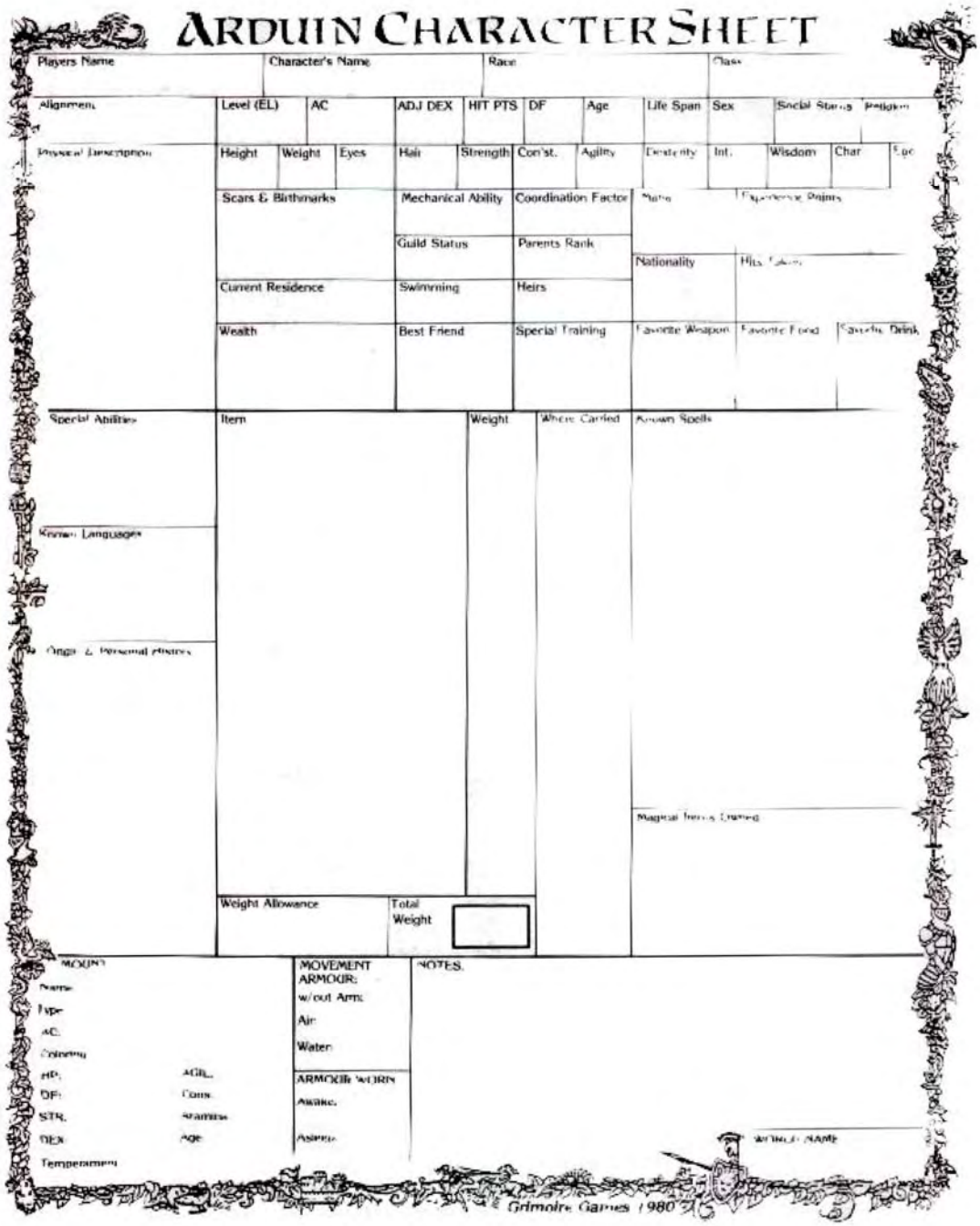
CHARACTER SHEET ANALYSIS

Using the filled out character sheet as an example, some basic facts become readily apparent:

1. Jothar's Armor Class (AC) is effected by the Arming Doublet he wears (the doublet being the rough equivalent of "Quilted Cloth Armor"). It raises his AC to 8, but subtracts (1) from both his natural dexterity and agility. Hence his defense factor is "8+3". (Note: without the doublet, Jothar would have a DF of 9+5). If the optional Coordination Factor is being used, Jothar's CF would be 13.5(14.5 without the doublet). A DF of "8+3" means that when Jothar is attacked, you look up the attacking weapons ability to hit AC 8, then add 3 to that number (i.e. a mace would need 4+3=7 to hit.
2. Jothar has no formal religious training, hence no religion (yet). Being raised by elves, he would probably have acquired their natural "reverence" for growing things and life in general.
3. His wealth reflects expenditures for the equipment, clothing, and other gear he owns. What little he has left is just enough for 8 days/nights at a not very expensive inn (with one meal daily). Jothar had better find employment soon.
4. The area for "Experience" is left blank because he has yet to undertake his first adventure and not earned any.
5. As you can see from his Character Sheet, Jothar is an orphan, athletic, an excellent archer (+2 to his AF), likes honey bear venison, can't swim worth a darn and knows a lot about elves and Elven ways (a rare thing for humans). Quite a lot of information to start with, but still only an outline. As he gains experience, Jothar's character will "flesh out". You will add to his likes, dislikes, friends (and enemies), knowledge and training. Jothar will rapidly develop his own unique "personality", which is the key element in "role playing". Remember! You are the character, so role-play your way to adventure!
6. Note that many of the boxes on the Character Sheet are only temporary, so use pencil to fill them out AC, Adjusted DEX, DF, CF, Wealth, and possessions are all subject to change during a series of adventures. Items such as appearance, favorite things, friends, status, religion, etc are semi-permanent.

They can be changed, but only rarely. Others like history, special abilities, training, and character "stats" (STR, INT, etc.) are permanent, though some can be added to.

ARDUIN CHARACTER SHEET



ADDITIONAL OVERLAND AND SPECIAL ENCOUNTER MONSTERS

These monsters are given to help you expand your game play and to show you some of the wide diversity available to the GM. Each has been chosen especially to "trigger" your imagination into certain areas, so that you can then "build" your own creatures. It's not hard, so read on, then create away!

FAERIES

Mother of the old myths that have gotten confused and twisted in their ages of retelling. Faeries are not elves, nor are they related to them. They are very small, but very magikal beings, some 12" to 18" tall. They do resemble tiny elves, but also have what appear to be a pair of diaphanous rainbow hued wings (like a dragonfly's). For game purposes, consider them 15 HP, with an average DEX and AGIL of 18 each. Their natural AC of 5 is due to their magikal nature. While in flight, they get a +4 bonus to their DF. Consider every Faerie as a 4th EL mage. In every group of five Faeries will be one 8th EL mage. These secretive, but mischievous beings can live as long as 1,000 years, but 600 is a general average. They greatly dislike humans and any others not of their kind. The sole exception being Hobbitts, for whom they hold a special affection. They excel in vexing and pestering dogs and cats (the latter of which has been known to hunt them). They generally make life miserable for any trespassers in their forest domain, playing magikal and other tricks until the invaders flee in disgust

GIANTS

These creatures are probably the most common of all mythological monsters, yet the least understood. They are not simply oversized humans, but are an entirely different race descended from the Gods and Demi-gods of Old. For game purposes, the GM should vary them in size from a little larger and stronger than Ogres to about twice Ogre size/power. Most giants are no more vicious or war-like than humans. However, due to their "fearsome aspect", they have been feared and attacked so often that they generally avoid contact with humans if possible. Their power and size alone would make them terrible opponents, but they are also very agile (DEX and AGIL ranging from 14 to 18 each), and oft times wear armor. They have a "natural" AC of 5. They come in four bask types: MOUNTAIN or KRAG GIANTS; FOREST GIANTS; DESERT or DUNE GIANTS and SEA GIANTS.

HYDRA

This serpentine, multi-headed horror is a classic monster from the pages of mythology. Usually under the control of some great Mage, they are varying shades of green, with yellow-gold underbellies and ruby red eyes. They can have from three to thirteen heads, and are 10 HP in size per head (plus an additional 5 HP each three heads). They are 15' long for every 4 heads (thus a 9 headed Hydra is 45' long and 105 HP). Each head can bite for d10 points and all heads attack each turn until slain. Hydras have a natural AC of 5 and are even rarer than dragons. Those with more than 7 heads are practically never seen. They have a DEX and AGIL of 14 each, and are abysmally stupid.

MINOTAUR

A hulking terror from the dim legends of the past, this ferocious bull-headed giant is the epitome of blind, destroying fury. Standing nearly 9' tall and with the strength of 6 men, this creature is definitely one to avoid. It has a natural AC of 6, and fights one of three ways: a bellowing, head down charge with its two goring horns (8 points damage each), a stomping kick (for 10 points), or a swing with its 8' tall double bladed, two-handed axe (doing normal axe damage plus 10 points for his giant strength). Remember: these creatures attack all they meet and eat all they slay! Their DEX and AGIL averages 12 each and they are normally 60 HP in size. Though very stupid and cumbersome

looking, they are actually cunning and very agile.

TITANS

Although appearing like the more normal" Giant kind, these beings are actually the racial type that bridges the gap between Giant and Gods. They are sometimes erroneously referred to as "STORM GIANTS", but are a separate and distinct race. Varying in size from that of the largest giants to even 50% greater in size/power, these wise, but cruel, blue skinned beings are seldom seen by men. They live only in the far polar reaches or atop the highest mountains. There they experiment with their arcane knowledge and dream of the future when they will one day war against the Gods to win their rightful place among them. They have a natural AC of 4, and have DEXs and AGILs averaging 15 each. ALL are 5th EL Mages or higher.

SLIMES, OOZES, AND OTHER YUCKY THINGS

This class of creature is typified by the old movie "The Blob" and covers everything from giant amoebas to super viruses. All are shapeless, flowing, enveloping horrors that dissolve or absorb their victims (sometimes after paralyzing them). Most are impervious to chops, cuts, bashes and other impacts (like mud puddles are to rocks) and are relatively slow moving. The GM can run the full gamut from fireproof ones to others made of liquid metal (mercury) and give them whatever horrendous attributes desired. Remember though, they are not common and usually only found in some dark subterranean cavern or in some dead mage's tomb. Used sparingly. They will add a creepy and scary aspect to your game (many times the only sure defense against these monsters is to run).

MAGIKAL ARTIFACTS AND TREASURES

These magikal items have been included for the same reason as the monsters; to inspire you to invent your own. The more 4 yourself you put into the game, the more enjoyable it will become. After all, this game is one of imagination and fantasy. We only provide the framework on which to build.

BONE BRACERS

These plain iron or bronze wrist bands/guards are fairly rare, but widely known (in local legends). They imbue the wearer with double, triple or even quadruple strength and power (but do not alter the physical appearance). This power is not usually operating at all times, but may be "called forth" for short periods of time (usually no more than one hour per day). GM's should note that human flesh is still human flesh. Even though much stronger, such a person should not go around punching out people in plate armor or attempting to kick holes in stone walls. All that will do is smash the wearer's bones

CLOAK OF INVISIBILITY

This extremely rare item is almost always "shadow" colored (dark grey to black). It is high collared and very long (ankle length). The wearer may wrap himself in it, whisper the mystik "word of power", and fade from sight of mortal men. Some monsters, such as UNDEAD, dragons and other highly magikal creatures still see the wearer (35% chance). If used overmuch (say more than one hour monthly), the wearer can "fade out", and remain forever trapped in some dimensionless limbo. Careful GM adjudication is needed for this aspect of the cloak. While using the cloak, the wearer must move carefully and stealthily to avoid uncovering some part of his body or making some telltale noise.

FLYING CARPET

This magikal item is one we've all heard of, but for game purposes, here is what it is like: 5' to 7' long and 3' to 4' wide. It is usually woven with bird, Pegasus or other "winged" patterns and comes in "sky colors" of blue, grey, and/or white. It can support from one to four people (200 to 800 pounds) and can fly at "eagle speed" (20 to 50 mph depending on how loaded down it is). These rare objects usually require the owner to know the mystical "commands of control" in order to use it.

RING OF ADAMANT

This gold runed artifact is capped by a large, glowing ruby and is an old Elven legend. All who wear it will have three very special powers: "To never fear man nor beast, Demon, nor even God"; "To withstand all flame and fire as if they were but a gentle caress"; "To battle as fiercely as twice his wont'. Simply put, the wearer is totally fireproof cannot be frightened and fights at double his current EL. Only one such ring is known to have ever existed. The GM needs to severely limit such high powered artifacts in his world.

SEVEN LEAGUE BOOTS

These sturdy yellow leather boots are an item occasionally made by Great Mages as a gift to some worthy hero. These rare items allow the wearer to do one of several things based on the "Power of the Seven Leagues" instilled within them. A "League" is three miles, so seven leagues is 21 miles (remember that fact). In any increment each day, the wearer may safely leap a part (or all) of those seven leagues! Thus a hero could leap a mile, three, or even twenty-one without breaking himself into small bits! That is not to say that if he leaps over a mountain into an unseen forest, he won't kill himself smashing into trees (he would). Also, the wearer jumps one half as high as he does fan A jump of twenty miles means he reaches an altitude of 53,000 feet, will probably lose consciousness (no air), lose balance and kill himself on landing. If used wisely, the wearer can travel great distances amazingly fast. GM adjudication is definitely required here, as is common sense from the players.

MAGIKAL POCKETS

These magik items are one of the most truly amazing ever conceived. Although not extremely rare, they are nonetheless, seldom seen. Their owners keep them very secret, lest they be stolen. What they are is nothing more than a magikally created "dimensional anomaly" hidden within some everyday item (like a coat pocket, jewelry box, or small bag). Simply put, they are bigger inside than outside. This means a pocket could appear normal on the outside, but could be 12' deep and 9' wide on the inside. Re-member: although there is no weight felt by the wearer (regardless how much is put inside), nothing can be put into the magik pocket larger than the opening. Once it is filled up, if the wearer attempts to "overstuff' it, it could cause the pocket to burst (at the GM's discretion).

OPTIONAL ADVANCED RULES

This rule although a bit more complicated than the basic ones outlined in the combat sections is in fact the most accurate way of depicting the fast moving combination of all of the factors that comprise battle. Here is how it works:

Each and every character must determine what their Coordination Factor is by averaging their agility and their dexterity. For example if a character has an AGIL of 10 and a DEX of 12 their Coordination Factor (CF) would be 11(10+ ~ 2=22, 22+2=11). Another example would be a character having a DEX of 13 and an AGIL of 14. This character would end up with a CF of 13.5 (13+14=27, 27+2=13.5). You will note that there is a decimal involved here that is perfectly all right to have.

During combat and movement (items which are now COMBINED into one single phase) each character will be able to do a number of actions according to what their CF total is. To determine just how many actions the character can perform consult the small chart below:

CF	NUMBER OF ACTIONS ALLOWED
1 to 4	one every other melee round
5 to 8	one each melee round
9 to 12	two each melee round
13 to 16	three each melee round
17 to 20	four each melee round
21 or more	five each melee round

Thus you can see that a character with a CF of 15 would be able to perform three actions each and every melee round. These actions can be either combat or movement or any other action that the character desires to do.

Here is how the whole thing works together:

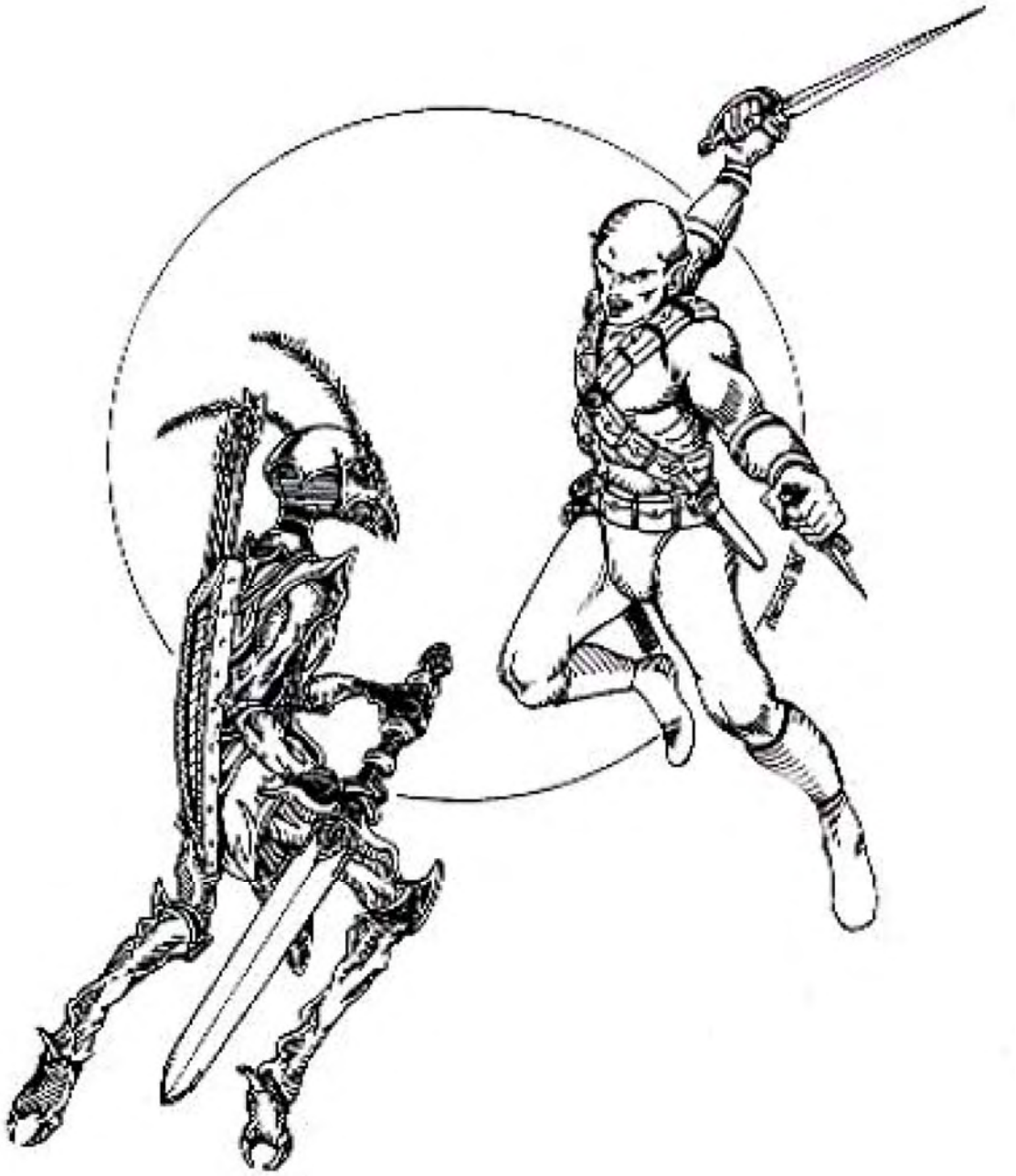
Determine your CF, then determine your number of actions; then divide your CF by the number of actions you can do each melee round. The resultant number will show you your CF COUNTDOWN. For example, my character's CF is 15, so I divide that by three which gives me the number five (15+3=5)1 now know that every five counts of the melee/movement round my character can perform an action. Thus at 15, 10, and 5, I will be able to act just like in the original rules, to determine who can do what and when, I simply compare my CF COUNTDOWN with that of the other characters and monsters involved in the melee/movement. For ease of game play, a CF COUNTDOWN list of all the characters, from fastest to slowest, should be compiled for each game so that there is never any question as to who is next in turn.

Finally, it should be noted that it is never possible (no matter how high your agility and dexterity) to have a CF greater than 30.

WHAT CONSTITUTES ACTION

Any single "act" such as striking with a weapon, reading a scroll, moving, or even turning around is considered one action. Thus, my character with a CF of 15 could move one third of his movement at 15, strike the opponent he moved next to at 10, and then continue on past that opponent for another third of his movement at 5. Or an archer could stand in one spot the entire time and fire three arrows at targets in front of him (one at each of 15, 10, and 5). Wait a minute, you say, isn't drawing an arrow, nocking it, aiming it and then firing it more than one action? The answer is NO if the character is a trained archer and YES if the character is not a trained archer. By the same token a trained warrior could draw his sword from his scabbard and strike it all in one count whereas an untrained character would need two counts to do so (one to draw the weapon, the second to strike).

As you can see, the GM as well as the players will have to exercise a little common sense here.



CF Effects On Melee Movement

To determine how far a character can move each segment of their CF COUNTDOWN simply divide the total movement allowance by the number of actions they can perform each CF COUNTDOWN. The resultant number being the allowable distance he can move each time. For example, let's assume that the character mentioned before with the CF of 15 also has a movement capability of 150' per melee turn (as explained in the "Movement Section"). With three actions possible each turn (as we have seen before with a CF of 15), we simply divide the total movement allowed by that three, coming up with 50' of movement per each action being possible (150+3=50). Remember, though, that if a character elects to do something other than move during a CF segment, then that portion of movement is irrevocably lost for that melee round. This is because the character elected to do something for that segment which took as much time as the movement would have.

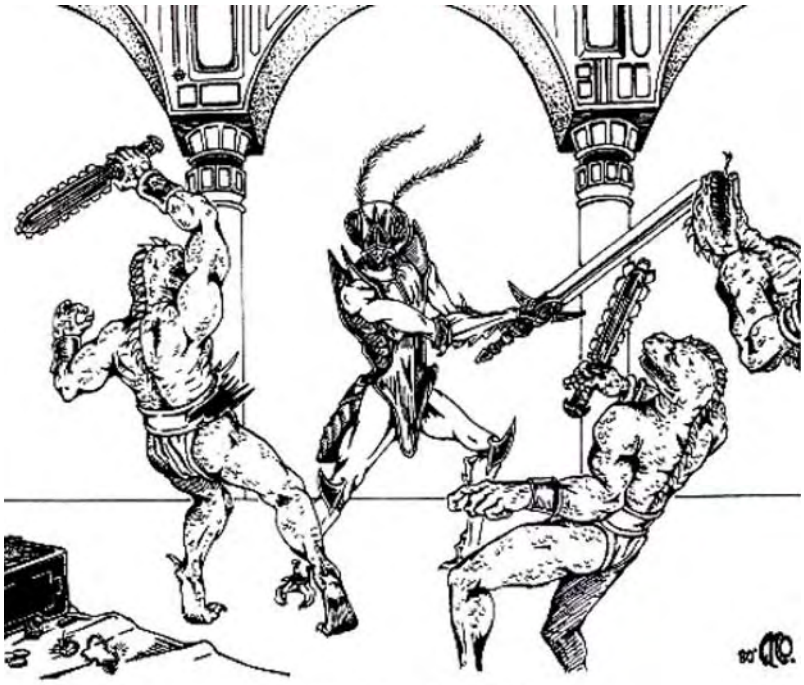
There you have the whole system for a REALISTIC combined melee and movement system – a system which shows the complex and intertwined nature of combat movement. We highly recommend that you eventually use this system as your playing ability and confidence increases.

Personal thanks are given to the following:

- Robert Lynn Asprin for his wondrous Thieves World and Tales From The Vulgar Unicorn anthologies. He has to be a gamer.
- Stephen R. Donaldson for his series on Thomas Covenant, the Unbeliever It is a tour de force on Role-Playing if ever there was one.
- Lastly, in memorium to Clarke Ashton Smith for his fantastic tales of wonder and glory, but mostly for Zothique, the true progenitor of ARDUIN. Thank you.

In addition, the following have served as wonderful sources of fun and ideas:

- ELF QUEST Warp Graphics, 2 Rens Rd, Poughkeepsie, NY 12603. A beautiful combination of art and story.
- The entire works of J.R.R. Tolkien. A must read for every adventure gamer.
- MARVEL COMICS. An unlikely, but valuable source of inspiration.



PHRAINT vs SAURIGS

SYNOPSIS AND CONCLUSION

Thus you have everything you need to create and to play your characters in an adventure gaming world or scenario. Remember:

1. Decide on a race for your character.
2. Decide on a class for your character.
3. Decide on an alignment for your character.
4. Roll up your character's personal statistics.
5. Outfit your character according to his finances and preferences.
6. Have a scenario ready for your play.
7. Know the rules!

If you do these things, there should be absolutely no problems whatsoever.

Finally, please feel free to expand your game using the rules provided in the ***Arduin Trilogy***, or by any other rules you may desire. Please remember that this game is nothing more than a basic guideline and framework from which to work. Certainly it is complete and playable as it stands, but by the same token it is infinitely able to sustain any modifications you wish to make upon it. It is designed to spark your interest in new worlds and for new adventures, and we hope it has been successful in doing just that. Enjoy!

David A Hargrave, Concord, California, August 1980

"ADVENTURE GARNERS..."

... the Arduin Adventure is only an introduction to the fascinating world of adventure gaming. There are several different "systems" for FRP play, of which Arduin is but one, and there are literally hundreds of player game-aids on the market. Should you become intrigued with the world of Arduin, the following is a list of the products currently on the market. The Arduin Grimoires, volume I – III are the three books that comprise the Arduin Trilogy. The Dungeon Series is a player aid similar to the "Forgotten Tower" in this volume. Each dungeon is pre-set for a certain level of play, and together can handle any level. The other items are designed to enhance various aspects of the game and increase your enjoyment. Remember: above all else- HAVE FUN!"

the Publisher

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The following publications are for those of you who are really interested in all aspects of Role-Playing. The magazines will give you an expanded insight into what is happening in the fantasy gaming world and the fan-zine will allow you to contact and correspond with garners worldwide.

- Alarurns and Excursions; the greatest fanzine of all time (66 issues); Lee Gold, 3965 Alla Road, Los Angeles, CA 90066
- Different Worlds: Magazine of Adventure / Role-Playing Games; P.O. BOX 6302, Albany, CA 94706
- Sorcerer's Apprentice; Adventure Gaming Magazine: P.O. Box 1467, Scottsdale, AZ 85252

This game is an introduction to the world of *adventure gaming,* and may be learned in less than an hour by anyone age twelve and older. If you are not afraid of trying something new, you will discover a game that is exciting and different from any game you have tried before.

The **Arduin Adventure** provides the novice with a set of simple and understandable guidelines for learning the basic concepts of *Role Playing.* Role-playing is the heart of all adventure gaming systems now on the market. Once learned these concepts allow the player to easily understand them.

The **Arduin Adventure** has a unique modular learning system that permits the gamer to apply any part of it to another system, or part of another system to itself. Although already a complete game, this system is infinitely expandable with the only limit being the player's imagination. So read on and enter the world of action and adventure. It awaits only your participation to come alive!

CALIBAN'S SEAT

Caliban's Seat is a supplement to the Caliban "Dungeon". It describes the mountain of Caliban's last known appearance, and is an optional inclusion to introduce the exterior area of the dungeon itself. There are no new maps, but a description of the areas surrounding the tower is provided, as well as encounters for the mountain slope and the summit area where Caliban sits.

Fitting in this optional area is an easy task as it describes the immediate area surrounding the tower. Easily fleshed out, the mountain encounters could include a deeper and more thorough presentation, though this is up to the individual taste of the Game Master.

CALIBAN'S SEAT MOUNTAIN

Caliban's Seat is a towering (18,000' high), dark basalt stone mountain. The sharp, broken stone of the mountain slopes have steep ravines, dizzyingly deep draws, and abrupt bluffs. It is a harsh place, perennially snow capped and whipped with howling, scouring wind. A path beaten flat by the ages old tread of feet runs from the base to the summit of the mountain. It takes four days in clear weather to trek to its summit via the path, and nigh impossible otherwise. Flying is a treacherous chance to take, as the harsh mountain winds will slap a flier into the mountain stone on a 3 – 8 result on ad8 every turn flown.

Each day traveled on the mountain slopes, roll a d12 to see if an encounter has happened. A roll of 8 through 12 indicates one has. The GM should then roll a d6, and consult the chart below.

ROLL	GENERAL CIRCUMSTANCES	ENCOUNTER/TREASURE
1	Ice cold wind suddenly rises up, spiraling around in a dizzying pattern, swirling dust, rocks, and debris. This lasts d8 rounds, and has a 10% chance of blinding those caught in it for d20 melee rounds. Halfway through the duration of the dizzying wind buffets, the melee begins! All but the wraiths are -5 to attack and DEX while the wind blasts them.	Three wraiths rise out of the mountain stones, and attack. They are 6+1 HD, 42 hit point, DEX 18, and AC 3. They are the remnants of blasted souls whose bodies lay under 18' of rock and earth. If excavated, one still has 300 GS and a magik sword called "Arkcitor", which is +4/+4.
2	Riding the mountain winds is a school of hungry Air Sharks who have decided you are dinner! Run!	Eleven Air Sharks dive and attack! Each is 5+1 HD, 45 hit points, DEX 17. They will become frenzied after the spilling of blood.
3	As you crest the ridge of a tough patch on the path to the mountaintop, the snow around you suddenly melts as a wave of heated wind slaps you down. Whap! The melee begins at this point.	A Phoenix has decided you are its meal! It is 9+1 HD, 70 hit points, DEX 22, and AC 2+5. If destroyed, d12 feathers remain intact in the ashes. This is the treasure.
4	On the 3' wide edge of a sheer 400' drop, it spins up from the depths below to attack!	It is an 8 HD, 80 hit point, DEX 20 Wind Demon that knows the spells of Mystik Dart (2) and Muscle Spasm (2).
5	The first person in the line suddenly realizes what they tread on was not snow but a tail when they suddenly gaze into sapphire eyes!	Five Snow Tigers attack; each is 7+1 HD, [45, 52, 55 hit points], DEX 21, and AC 3. The treasure is their pelt.
6	A chunk of snow lumbers free, opens a wide chasm, and blasts you with its breath!	A Snow Golem is set to guard the path, and attacks all humanoids. Embedded in it is a Rod of Righteous Retribution.

CALIBAN'S SEAT SUMMIT

Ascending the mountain and closing on the summit, the mountain stone becomes barren and takes on a melted, flowing appearance under the snow. There are few edges to the rocks, and its looks as if the stone ran like water down the mountain slopes. At the mountaintop, the Hellfang Caliban looms amid a spectacular garden of nodding, silvery-white roses with glistening, ghostly white petals. The snow falls constantly, obscuring vision to 40' or less and dusting the ground in a thick, 2' layer.

The path leads to both of the gates of Caliban, but the snow obscures it totally. It splits, and travels fully around the garden. The path enters the garden the same way for both sides, directly across from the gates making a 90 degree turn to drive straight to the gates. With the snow draping the ground and the wind rustling the roses, it is impossible to see the paths to walk safely to the gates. Any deviation from the 12' wide path puts a person in the garden and susceptible to the Wraith Roses' attack!

While walking in the garden, there is a 100% chance that d6 of the Wraith Roses that comprise the garden will attack each character after all of them have entered the gently moving expanse of the roses, or five minutes have elapsed after the first enters. The Wraith Roses cannot move, but the wind allows them to brush anyone within d3' (100% chance anywhere in the garden). Anyone who touches or attempts to pull them out will suffer the same effects as if they attacked! Each individual Wraith Rose takes up approximately 3' square in space, and the garden is 90' deep! It covers every approach to the tower except via the two 12' wide paths (obscured by snow).

Each Wraith Rose is HP 13, AC 2 (stem) 2+4 (thorns) 4 (flower), DEX 18, and attacks like a full wraith. Surprise! For more information, see ***Arduin Grimoire IV***.

In the soft soil under the snow is the treasure. Among the bones of numerous fallen is a Dwarven skeleton still wearing a Cloak of Fire Protection. There is various jewelry valued at 14,850 GS scattered about, as well as over 15,000 GS in various coins strewn throughout the garden. There is a dented Helm of War (still works!), shaped like an eagle with upraised wings with the skull from its former owner inside! On the recent, withered corpse of a dead Mage are four intact scrolls, with one single use each. In order, they are Thurldon's Reversal, Waragen's Wave, Elric's Spell of the Astral Eye, and Savoy's Star Thunder.

CALIBAN'S GATES

Past the beautiful blooms of the roses lies the evil presence of Caliban, brooding over them like a dark mother. The jumbled stone of the tower yawns up to bury itself into the thick clouds overhead. Under the snow, the beaten path splits, circles the slick, ebon stone of the tower, and leads to each gate. The garden of roses ends 30' away from the sides of the tower, the ground there exposing a glistening snowy expanse to the eye. It is a sharp contrast to the eye sucking darkness of the Caliban's stone. The squat cacophony of the tower sprawls widely at the base with chiseled steps leading up to a thick broad stone entry with double leaf doors.

The guardian of one of Caliban's gates [near rooms One and Two] is a Death Hydra. Buried in the soft dirt and snow in the garden near the gates, it lies in wait to surprise those who come knocking!

The Death Hydra is 12+1 HD, 99 hit points, DEX 21, and AC 2+3. The card inserts included with the module covers it fully. It will attack any who make it past the garden and to the gates, erupting from the ground to attack the last person. It will pursue its victims relentlessly!

Scattered in the snow are the withered remains (literally pieces) of the Hydra's last victims. In one mostly intact part of a deceased Mage (hidden under the snow near the tower wall) is his pouch of powders and Wand of Sarchander's Sunbursts (23 charges left). Still clutched in the hand of a Warrior who found it useless against this implacable foe is the magik axe "Lowrdsoth". It has no sentience or alignment, but it has two powers. One, it can burn with a fierce intense heat, inflicting

d12 additional damage on a hit, and igniting flammables it touches for more than one melee round. Second, the qualities of its bizarre metal construction allow it to absorb up to 400 points of sonic damage per day, though anything more than this causes it to explode in a surge of actinic and sonic forces that does 20d6 damage in a 70' ball.

Guarding the other gate [near rooms Four and Six] is a small group of ghosts from the last adventurers who dared the gates! They are invisible, but drift out of the darkness of Caliban's walls and the glistening snow to attack.

Two of the ghosts are 5+1 HD, 44 hit points, DEX 19, and AC 2 (+4). Three of the ghosts are 6+1 HD, 52 hit points, DEX 19, and AC 2 (+4). All of them strike for d6 plus one life drain. They will pursue their victims to the base of the mountain if need be to leech their souls away to join them in guarding the gates.

They have no treasure.

LEGENDARY ITEMS OF THE ARDUIN CYCLE

WEAPONS

The following magik weapons are all from the misty legends of Arduin, and have for many years been lost to the eyes of man. These are but the smallest sampling of some of the wondrous things to be found if you have but the will and courage to seek!

Note: The powers listed here are but the base known powers. GMs should feel free to add to each one as necessary to fit your world.

COFFIN NAIL

A Silveel bladed dagger with ivory grips, iron cross hilt, and round ball of gold pommel. It is non-sentient, and has an attack and damage bonus of +10 each. It was Elven wrought some 2,000 years ago, and has no other properties save that it is of Law.

CRIMSON CLAW

A scarlet bladed cutlass of some unknown metal with silver wire wrapped grip, golden "bell" hand guard, and a large gold pommel in the shape of a clenched eagle's claw holding a 197 carat star ruby. It has a +3 attack bonus, and always leaves three claw like slash marks where it hits for an additional +50% damage. During battle, it will also add 2 points to the user's STR score for additional damage and increased hit probability. It is not sentient, but can act as a "water dowser" with 90% efficiency to a 30' radius and 100' depth whenever the wielder wishes it. It is definitely strongly aligned to Chaos. Legends say it once belonged to the famous corsair from the Rainbow Isles, and now bears his name.

DAEMONITE

This horrific bastard sword, entirely of black Mithril construction, was specifically designed to destroy all Priests and holy people that it can! Normally, its attack and damage bonus is +5, but versus the aforementioned types, this is increased to +8. Additionally, all Priests, Paladins, or other holy types struck by this blade for the first time must make a successful save versus disintegration or become a pile of black dust without regard to their hit point size or EL! This RF 12, EGO 18 weapon grants its wielder infravision, Elven hearing, and the ability to perform the magik called ***Chain Break*** thrice daily. It can speak Arduinian, Low Demon, Troll, Faerie, High Elven, Urruk, and Pixie. It is thought to be Amoral, but has been known to be Evil.

DEATH'S DELIGHT

A broadsword with a blade of translucent black crystal, it is said to be harder than any steel. Glowing with an eerie inner light, it wails in battle like a lost soul in torment. It has a black Mithril crossguard, black gold, wire wrapped grip, and black silver pommel in the shape of a leering skull with two rubies for eyes. Its black velvet scabbard and Troll hide baldric are studded with emeralds, sapphires, and other precious gems. The weapon has a +5 attack and damage bonus. It has a RF 12, an EGO 16, speaks Eldarin only, and was "born" to slay all Giant kind. Versus them in battle, its blade will erupt with hot black flames that burn for d10+10 additional damage per strike. In battle, regardless of opponent, it adds two to its wielder's CF score. It has the ability to perform ***Magikal Trap Detection*** (as per the spell of that name) 13 times daily. It is known to be strongly aligned to Chaos, and thought to be Evil as well.

DEATHWIND

This is a 77" tall, 13 pound longbow carved from Night Demon Bone, and strung with Orichalcum wire. Any arrow of appropriate length (not shortbow arrows, etc.) fired from this weapon will become magikal for 6 seconds, and thus can hit Undead, werecreatures, demon kind, etc. The arrows will also be +10 to strike, and have a base 88% chance of impaling their target for double damage. The range any such arrow may be fired is up to 1,800 yards at a velocity of 830' per second (about the speed of a .45 ACP "ball" round); however it is very difficult to "pull" (requiring a STR 20 or greater). It is itself 100% fire and acid proof, will float, and self repair itself at 20% daily. According to popular legend, it was constructed some 3,980 years ago by an Elven Wizard-Warrior named Orurion Silverhart so he could slay an "evil Wraith Dragon" (which he did). The bow is not aligned per se, but continued use of it is difficult for Good types due to its hellish origins. As a final note, one of the legends of this bow tells of Silverhart shooting an arrow right through (in one side and out the other) a Green Dragon. Of course, it was at short range.

DRAGON TOOTH

A spear of ironwood with 9' shaft, it has a point carved from the 18" fang of a Black Dragon. It has an attack and damage bonus of +3, and always has a base 60% chance of impalement. In addition, all struck by this horrid pole arm will suffer a d20+30 HP potency venom that it constantly exudes. The venom does half the rolled damage in 3 seconds, the rest over an d10+10 melee round time period. This weapon is not sentient, but has been imbued strongly with "that which is of Chaos". Some also claim it is Evil.

FIRE CORE

Fire Core is a 62" tall, Adamantium bladed, two-handed sword of the "landsknecht" pattern. In battle only, the blade is wreathed in d8+7" long red flames that do an extra d12 HP of damage to all hit. Note also that all flammable items thus hit (from fur to clothing) have a 25% chance of catching fire themselves, and then burning at the rate of d4 HP potency per melee round. The sword was Dwarf forged for a Paladin of the sun god Saren so long ago that his name is now forgotten. Thus, this +5 attack bonus weapon is strongly aligned to Law. It is not sentient, and has but one other power: the detection of all fire based beings, which it does at 97% efficiency to a 120' radius about itself, giving kind, size, number etc. via a psychic link with the wielder.

HELL FANG

A rapier constructed entirely of black Mithril, it has an 88 carat black diamond on the pommel as an ornament. It was created by the Trelves to kill their Elven kin, and versus them, it is +10 (+5 versus all others). All Elves struck by it must save versus poison at -5 or suffer an immediate d8+5 toxic effect in addition to the natural toxic effect that black Mithril normally has for them, and then an additional 1 HP every CF count (30 per melee round) for d10 melee rounds. Non-Elves just suffer the initial toxic d8+5 attack. It is strongly aligned to Chaos, but is not sentient. It has three arcane "detects" which give warning to the wielder via a psychic link. These "detects" are: all Elves at 98% efficiency to a 180' range regardless of obstruction; all Mithril at 88% efficiency to 240' regardless of obstruction; all mechanical traps (telling kind, power, exact location etc.) at 78% efficiency to a 30' radius.

KRAKEN KILLER

This beautiful cutlass has a golden washed titanium steel blade, Mithril cup hilt, Mithril wire wrapped grip, and an Adamantium pommel shaped like a dolphin's head. Its green velvet scabbard and baldric is inlaid with ivory, jade, and mother-of-pearl. Versus any "creature of lake, river, sea, or other

waters", it has an attack and damage bonus of +5; versus any other type of creature these bonuses are only +1. However, versus any "Kraken or Octopoida cephalopod of any type", it is a weapon of Slaying. Any of these types struck by this blade will die in thrashing agony within their HP divided by 5 melee rounds of time. It has a RF 15 and an EGO 15, and speaks Triton, Sea Elf, and the languages of the dolphin, whale, and orca. It is a greedy weapon that always desires more gems and jewels to be put upon its scabbard, and will withhold its "power" of adding 4 to the wielder's CF score in battle for those who do not appease its desires. It is, if not truly Evil, quite close to it, but really has no alignment.

ORC DOOM

An ancient iron war hammer of Dwarven manufacture, it has an attack and damage bonus of +4. Versus any Orc kind, it does an additional d10+10 damage per strike. Though non-sentient, it will vibrate for six seconds (always) when within 120' of any Orc kind when outdoors (60' indoors). It is also noted for its ability to act as a "gold dowser" with a 99% efficiency to a 90' range. The vibration for this is of a different feel, so quite distinctly is not an "Orc detect" to its wielder. It is strongly aligned to Law.

WRAITH BANE

Wraith Bane is a beautiful cup hilted rapier of shining silver washed steel from point to pommel save for its mother-of-pearl grip. It is a "weapon of sharpness", and has an attack and damage bonus of +5 save versus those things of the "Undead" kind to which it causes an extra 3d10 HP of discorporation damage. It has a RF 13, an EGO 12, and can do the following detects up to seven times each) daily: magik, evil, secret doors or passages, mechanical traps, and Undead kind. All of these have a range of 33' with an 85% success chance. Its only spoken tongue is Low Elven, and it is known as a Neutral alignment weapon.

SOUL SPLITTER

A 58" tall, 18 pound, solid bronze, hollow handled, two-handed, double bitted battleaxe, Soul Splitter has an attack bonus of +4 and a damage bonus of +8 per strike. It is not sentient, but literally "pulses" with the "raw stuff of Chaos". All struck by this awesome axe have d3 CON points shorn (blasted) from them, no save, each time. Any being of Elven blood must make a successful save versus ***Mage Fear*** or suffer the appropriate problems. Legends say it was forged by the Titans over 20,000 years ago.

WOLF KILLER

This is a rather ordinary looking broadsword except for its pommel of silver, shaped like a snarling wolf's head. This weapon was created to slay all werewolves, shapechangers, and metamorphs, so that versus them its attack and damage bonus is +7. Otherwise, the attack and damage bonus is +4. It has a RF 12, an EGO 16, and speaks Old Arduinian and the "language of wolven kind". It can detect shapechangers, shifters, etc. up to 120' distant on a 95% certainty. Also note that during a full moon, any poison or venom, regardless of kind or potency, that this blade is dipped into will be totally and absolutely rendered harmless (neutralized). This is a strongly Lawful artifact.

THE THREE SWORDS OF SORROW

This item is also known by the name "The Black Triad". In Arduinian myth and legend, there recurs the appearance of three ebon swords of power which, most often, herald the destruction and fall of an age or cycle. These are, so the legends say, the three primal "Arch Demons of Entropy" which are pledged to devour the entire Multiverse. The swords, so the legends speak, appear "from time to

time", usually simultaneously in 3 separate lands and "in the hands of Kings or the makers of Kings". Thus they "cause the tides of history to swirl and boil" once again.

It is said that when the Mad God, Aaos, forged them, he foresaw the "Great God Wars" and the "ultimate entropic collapse of the Multiverse". For this, the other Gods imprisoned Aaos in timeless Limbo so he could not reforge the swords into the single separate "Great Doom Sword" (marked by rainbow diamonds in the clawed grip) that would herald the end of all. But Limbo is timeless after all, so Aaos waits, and in the meantime, the three swords still strive to wreak what destruction and chaos that they can.

They all closely resemble one another in that they have hilts of "stacked and fused skulls" some 13" long, cross quillons (or guard/hilt) that resemble demon's arms ending in claws clutching glowing jewels, and having a long and heavy double-edged blade some 39" in length that is covered from base to point in runes of ancient power. The swords are:

MOURNSTORM

Also called the "Mother Blade" or "Black Bitch". It was the "template from which the other two swords were grown (cut), the sword which slays planets". This sword is the most power hungry of the three. Legend has it that it has drunk the very life force of the Greater Demon Calyandagg in his own lair in Hell, thus slaying him once and for all. It can be recognized by the silver-grey, glowing moonstones in its clawed cross guard's grasp. In battle, it sounds like distant thunder over eerily wailing winds, and its runes glow a deep pulsing crimson. It is the eldest and thus the most powerful of the three. Its "personality" delights in intrigue and causing it's wielder to "dance to its tune". Mournstorm's INT and EGO are 19 each.

DEATH SONG

Also called "Hell Singer" and sometimes "Black Dirge". It is the sword that "has the voice of the damned, the words to call the armies of Hell to its service". This sword is the most treacherous of the three. In battle, it shrieks and screams like all the tormented souls it has taken, and its runes glow a deep pulsing green. It can be recognized by the two huge black star rubies in its cross guard's grasp. Its "personality" revels in treachery and corruption, especially where its wielder is concerned. Death Song's INT and EGO are 18 each.

REAPER

Also called "Chaos Claw" or "Hell Hand". This sword has the "power to sunder and cleave all things, regardless of their strength or defenses". It is said that this sword is never sated and ever hungry. In battle, it has an evil moaning or howling sound, while its runes glow a deep cobalt blue. It can be recognized by the pair of multifaceted emeralds in its cross guard's grasp. Its "personality" seeks to kill at even the smallest opportunity, especially its wielder and his/her friends. Reaper's INT and EGO are 18 each.

These weapons are "anti-life", and will endeavor to kill or absorb all life (especially the sentient kind) that they can. This includes that of their wielder as well! Thus, any living creature they strike will have its "life force" (or soul) sucked into these blades 80% of the time, elsewise the wound is "rimmed with blackened, deadened flesh which can never heal or be healed in any manner, short of a Godly Grant or Heavenly Essence". This means that those so wounded will continue to bleed regardless of all attempts to stop the bleeding. At the very least, the wound will continue to ooze,

suppurate, and leak continually for the rest of the character's life. In a game sense, the powers of these swords are nothing short of awesome. Each one can create Lesser or Greater Gates at will, dimension port, and wreath themselves in howling black flames that withers flesh and causes metal to crumble. That just begins to describe their power; the GM is the final arbiter of just what the swords can or will do, and when they will do so. In essence, each sword in its own right would be more than a match for any two Greater Demons.

Other powers common to the three swords are as follows:

1) +5/+5, and though they are bastard sword sized, do two-handed sword damage.

2) Drain d20 CON points per strike with a 20% chance the weapon will "fasten itself" in the victim, and continue draining CON at the rate of d20 per CF count, thus killing the victim.

3) All "Crits" instantly suck the victim's "life force" (blasting all remaining CON) into the blade whilst the soul itself is devoured.

4) All "life force" taken into the blade is stored, and can be used by the blade's wielder in many ways at the GMs discretion. For instance: if one "life force" is given to the wielder, that person's STR, CON, etc. is doubled for one day, or the sword could augment the wielder's STR or CON on a point for point basis with absorbed CON points, etc., etc.

5) It regenerates all damage done to the wielder at 1 point per second (6 per melee round), up to 10 points total for each "life force" stored within it. To further clarify the "life force" concept, if one of the swords were to absorb the "life force" of Rinaldo the Barbarian, it would instantly devour his soul, and suck his remaining CON points (say 14) all at once, thus slaying him. This would equal 1 "life force" (i.e. Rinaldo's), which could heal up to 10 points of damage for the wielder, or as per #4 above, the CON points can be used to increase the wielders own STR or CON on a point for point basis, etc.

6) Each can detect many things such as life, Demons, possession, Gods, magik, werecreatures, Undead, and other things as each so desires (GM discretion). These detects are at 98% efficiency to a range of 30' to 360' depending on what is being looked for.

7) Each sword can, if it so desires, size itself to the racial type of the being wielding it, be they Pixie or Titan, and will still inflict wounds as described above! For example, a "Pixie sized" Reaper would still do two-handed sword damage at a minimum in addition to the damage/powers listed above, while a Giant or Titan sized weapon would do double or triple two-handed sword damage as appropriate, plus the above listed damage/powers!

8) Each sword can cut across all lines of magikal force (prismatic walls, cubes of force, etc.), regardless of source or power. Special Note: When this power is used in this manner, the mana empowering the force line (or whatever) is SUCKED INTO THE SWORD just as if it were "life force" energy!!! However, such mana is not, under any circumstances, at any time, or for any reason, ever given to the wielder of the blade. Each blade uses such mana for its own purposes (wielding magik perhaps?).

9) Each sword can open any lock or closure (Wizard, super, personal locks, etc).

10) Each is capable of telepathy with any sentient being, plus they can "charm" any non-sentient up to 100 HP in size, at a -40% save.

11) Speak any language (past, present, or future) as they so desire.

12) The swords are sentient, of massive knowledge (both arcane and mundane), can communicate with their wielder by a form of empathic rapport, and hate each other with a

violence and virulence that knows no equal in the Multiverse.

13) Once drawn (and they must be drawn for any of the above powers, except #'s 10, 11, or 12 which operate at all times, to work), each must have a soul, or it will turn on its wielder.

This is then is the "Black Triad", the "Trilogy of Terror"; seek them not at all if you can help it, for to do so is to set loose the "Harbingers of Change" upon all the lands! Beware the Three!!

GEMS AND JEWELS

THE BLOOD OF SORKHAR

These are two hundred flawless rubies, all perfectly polished and flashing redly with the color of fresh spilled blood. None, it is said, is of a size less than 10 carats, and many are reputed to be "as large as an Ogre's fist". The legend says that this is all that remains of the dread necromancer Sorkhar of Iltyna after he lost an "argument" with one of the Demon Lords of Hell. No other rubies known are said to be able to compare with these glorious gems in flawlessness and beauty.

THE TEARS OF THE MOON

Two teardrop shaped, flawless, blue-white moonstones, these weigh 3,265 carats and 2,990 carats respectively. The legend says that the Silver Moon Goddess shed them as she wept for mankind during the great Nexus Wars 10,000 years ago. Legends also whisper of other, more arcane, things concerning these two wondrous jewels whose whereabouts have been unknown for at least 600 years.

THE EYES OF SET

A flawless pair of black star sapphires, each of 3,050 carats in size, were stolen (and now vanished) from Maelshyra's Temple of Set some 60 years ago. There is a reward for returning them and the cult's undying curse for keeping them (or so the legend speaks). Rumors say they have "gone to the southern lands".

THE ELF CROWN

This Mithril crown is studded with 10 blue-white diamonds of 30 carats each, 20 emeralds of 45 carats each, 10 black diamonds of 25 carats each, 20 rainbow diamonds of 15 carats each, and a single star shaped Star Tear of 450 carat size. This wondrous crown was lost some 12,000 years ago when Tarathala Dawnstar and the last Elven tower were sundered and whelmed in the waters during the bloody finale of the tragic Elf-Human wars. Rumors persist to this day that say the crown was not lost in the sunken depths of the black waters, but is still hidden away (long forgotten now) in some leafy glade in one of the Elven forests.

THE DYMURIAN DRAGON

This wondrous treasure is a huge black opal of 2,010 carat size that has been carved into the exact likeness of a rearing dragon; wings spread and mouth agape as if ready to spew forth its terrible dragon's breath. This is one of the great Dwarven treasures lost when their subterranean stronghold under Star Fang Mountain fell to a mad legion of Goblins, Orcs, Trolls, and other dark things more than 2000 years ago. Where it is now, none can say, but rumors hint of "great wealth and power which come to the finder" that linger on to fire the imagination and greed of adventurers the world over.

THE ORB OF SHARSESH

A nearly perfect 1,125 carat, egg shaped red diamond, it had, at one time, graced the idol of a minor demi-god. The idol was destroyed (along with the temple) 900 years ago during a great earthquake. However, one of the priestly acolytes managed to save this wondrous gem, only to disappear with it shortly thereafter. Where he went then, or where the "eye" is now is open to speculation – though it was reportedly seen as recently as 40 years ago in an eastern desert.

THE DRAGON'S EGG

This awesome gem is a huge emerald reputedly the size and shape of a watermelon (30,000 carats)!!! Its existence was first recorded nearly 20,000 years ago by survivors of a military scouting expedition into that area known as Green Hell (The Jungles of the Khulan-Gath). Since that time, its legend has interwoven itself into the mythos of many nations as it passed from one royal treasury to the next, leaving an unbroken trail of fallen empires and chaos in its wake. It is said to pulse and glow with its own eerie inner fire, and that all who are bathed in this arcane radiance are forever changed, twisted to the dark paths of greed and madness. Its last known whereabouts were (just 20 years ago) in transit from the Dreaming Isles aboard the Amazon vessel "Wave Witch". The ship never reached its destination of the Rainbow Isles, nor docked in any other known port in the civilized world. The fate of the vessel, its crew, and the awesome gem itself are just one more mystery added to the legend.

GODSKULL

This horrifically beautiful artifact is of unknown origin and age, but its exceedingly expert craftsmanship is beyond question. Life sized and weighing perhaps 8,000 carats, this black "smoky" topaz was first spoken of some 115 years ago by a ragged band of travelers who had trekked out of the Withered Lands with an amazing tale of the ruins of a forgotten city and the horde of carnivorous crimson apes that worshipped it. Six years later, some of those travelers and many new adventurers returned to that dread citadel of the lost ages, and battled the Godskull's subhuman worshippers. Of the 60 that set out, only 19 returned; a battered, weary, haunted eyed band. Still, they had the gem, as well as various other treasures they had looted in that dead necropolis. Within a year, all but three of the survivors had met with "messy" ends, and the Godskull had passed on into other hands. Where it is now is not common knowledge, but it shouldn't be hard to find. Just listen for the rumors of men being torn limb from limb in the safety of their own treasure vaults!

SUNDERSTONE

A perfect, 1,056 carat, oval shaped fire opal, it was first discovered in the now lost Dwarven mines of Rhingalore some 800 years ago. Its scintillating beauty has been the cause of many deaths, and it earned its name in that no friendship or marriage has ever survived its coming. Rumor has it that it now resides in the deepest vaults of the Grand Master of the Trader's Guild in Talismondé, Arduin.

STARKISS

An 888 facet, 7,794 carat blue-white diamond, this stone was found in the miasmic depths of Black Bog by an Orc some 2300 years ago. Starfang Mountain Dwarves got it, cut the facets in, and then lost it to Goblins 250 years later. It was last seen and rumored to be part of a Phraint Hive hoard in the Great Grass Forever.

BLOODMOON

As far as is known, this 2,616 carat gemstone is the only one of this type in all the world: a brilliant

red emerald! For Example, it appears as a normal green emerald except in direct moonlight when it turns and glows a deep, pulsing crimson. It was discovered some 2000 years ago by the famous Hobbit explorer, Brandosos Wanderfoot, within (or so he claimed) the jungle haunted ruins of Lost Shamballah. Every single person who has ever acquired this beautiful spherical jewel has died a horrible and gruesome death within 3 years. Even if they were no longer the possessor, this has held true. The legends concerning this thing agree on only two points, all else being confused and hysterical rantings.

1) All deaths connected with it have occurred when the Red Moon was ascendant.

2) It seems to "attract" werewolves, shapechangers, and metamorphs in some unknown way.

It was last heard of some 60 years ago, in or around the Valley of the Walking Gods within the Dreaming Isles.

THE BLUE OPALS OF ARDUIN

This is a necklace of 12 perfectly matched blue opals: 11 of 400 carats each and 1 of 1,080 carats. They are all midnight blue and brilliantly striated with swirls of silver and gold flecks. As far as is known, no other opals of this color, clarity, and matched evenness exist anyplace in the world. Many say they have "healing powers". First mined by Dwarves in the Mickleback Mountains some 360 years ago, it became part of the Crown Jewel Collection shortly thereafter. However, some 100 years or so ago, during the Black Queen's insurrection, they (along with several other pieces) disappeared. Though missing since then, common rumor has them located to the south in Viruelandia.

SHADOW EGG

This one-of-a-kind weird stone superficially resembles a black diamond with a surface that seems to move and shift "like a roomful of shadows". Ice cold to the touch, this fist sized gem seems capable of utterly and instantly absorbing all energy (regardless of source or kind) that strikes it. It is also rumored to be itself a sort of window, or "gate", into other places, but this is unconfirmed. First found by a party of adventurers delving into the Great Wurm Road some 120 years ago, it has appeared and disappeared frequently since that time. Each time it has been surrounded by murder, mayhem, and missing people. It was last seen 3 years ago in Ithalos, where 6 ended up dead and 2 more missing. As much as 3,000,000 GS has been paid for this gem. Seek it at your peril!

THE CAPTIVE THUNDERBOLT

Another one-of-a-kind gem of unusual properties, this one resembles nothing so much as a 13" by 3.5" by 1.5" frozen lightning bolt that pulses and glows with a brilliant blue-white light as bright as three lanterns. It is connected to an 18" Orichalcum chain (weighing 26 ounces) by a black diamond "pin" (about 3.5" long by 1/8" diameter) that pierces one end of the "bolt". This "gem" was first noted more than 2,600 years ago in the fragments of the Rune Death Chronicles that were discovered in the ancient ruins of Khorainnian "the Eaten". Since that time, it has passed into and out of the possession of many of the Arduin cycles' more noted personalities: Pyroman of Penelphia, Morgorn of the Mists, Waragen the Wild, and Gandolyn the Golden to mention but a very few. Considered to be a "true talisman of Order", it has too many powers to be listed here. As much as 900,000 GS has been paid for it at one time, and its current whereabouts are unknown. Stories and rumors place it in the Heaven Wall Mountains. A hermit Druid named Khemelphas is said to have information as to its location somewhere in that vast range.

SHAMBOHR'S EGG

A lavender star ruby about the size of a cantaloupe (7,986 carats), it has been cut into a generally

spherical shape, but with 10,000 facets. Little else is known of this splendid gem save that it has been around for at least 4000 years and, for some unknown reason, Swamp Saurigs seem to venerate it and hold it in awe. The last rumors concerning this stone are centered on Lost Shamballah.

THE BLACK SUN

The Black Sun is a huge, basketball sized black pearl first brought up out of the Boiling Sea some 90 years ago by a wandering Sea Elf clan. It has since seen 12 owners, all of whom mysteriously died by turning black and melting into a sticky goo. The last owner was a Falohyrian magician named Quandro the Inquisitive. Since his death (see above) some 3 years ago, the whereabouts of the pearl have been unknown.

LUKINOOR'S BANE

This orange sized emerald (2,415 carats) was first seen at an auction of rare stones in Melkalund only 9 years ago. The sellers (an auction house) have steadfastly refused to say anything about the emerald's origins (or anything else) save for its ominous name. The stone was purchased for a price of 265,000 GS by the famous Ghorfarian Mage, Akulos the Shining. His whereabouts and that of the stone have been a mystery ever since the purchase. He has not returned to Ghorfar nor has the College of Magiks heard from him. Many of his friends and colleagues have become concerned enough to post a 1,500 GS reward for information leading to the discovery of his whereabouts. An unsubstantiated story ties it to the Dragon's Egg.

PADMAH'S HEART

This is a dark pink crystal of a smoothly contoured "heart" shape and some 3,000 carat weight. Its price of at least some 100,000 GS is far in excess of the actual value for such a gemstone. However, as it is reputedly the receptacle of the Priest named Padmah's "life essence", this high value can be understood. Padmah was a near legendary healer and follower of the god Tarong the Timekeeper, and lived about 400 years ago. Since that time, the Heart has been used by other Priests as a healing stone. As such, many miracles of healing have been ascribed to it. It was stolen 2 years ago from the Temple of All Faiths in Rosewater (Arduin), and its current whereabouts are unknown.

THE BLUE CYRDOLYX

This is a brilliant, sky-blue gem about the size and shape of a Human's thumb (from joint to tip). Slightly harder (+15%) than a common diamond and about the same mass and weight, it is, however, extremely resistant to fire and heat. Legends say that even Adamantium would melt in the "furnaces of the Cyrdolyx' creation", whatever that means. It was originally found in the southern coastal area of Viruelandia known as "The Coast of Crimson Skulls" by a shipwrecked pirate crew some 1,600 years ago, and has passed through many hands since that time. Though nicely polished, it remains uncut and irregular in shape. Aside from it being another one-of-a-kind, there are many undocumented legends that speak of the gem "warning" its owner of danger somehow. It has been lost to the sight of the world for 70 years.

THE FOXFIRE TRIPLETS

These three beautifully cut and faceted gems literally "glow in the dark" with a fiery orange color. In daylight, the walnut sized stones are a ruby red color. The legends give each stone the brightness of a large beeswax taper and a warmth commensurate to that. First mentioned some 3,900 years ago in an alchemical text, the trio is supposedly usable only by Dwarven Kings in some secret and powerful manner. Many Dwarves have tried to acquire these gems in the past, but all have failed for one reason or another. Worth 15,000 GS each, all three together would easily bring 100,000 GS or more

from "collectors". What Dwarven Kings would pay (or do) to get them is anyone's guess.

THE GREENLINGS

This pair of sea green gems (with gold flecks suspended throughout their finely cut and faceted shapes) first appeared 400 years ago, found by a party of explorers in an old temple ruin somewhere in the dread jungle of Green Hell. One is about the size of a Human's big toe, the other approximately two thirds that. Because they are as "soft" as a pearl, there is a strong suspicion that these two "gems" may actually be organic in nature, rather than mineral. What is known as the truth concerning them is this: when in direct bare skin contact, it is virtually impossible (99.9%) for the carrier to become ill or sick. Not sea-sickness, the common cold, nor even such horrors as the "Black Plague" seem to bother the owner/wearer. Last owned by an Elven prince, they were stolen 40 years ago, and have not been seen since.

GHOZER'S EYE

An incredibly ancient (at least 100,000 years old) gem about the size of a large grapefruit, it is considerably harder (+30%) than a black diamond, and has a bright lemon-yellow color, except for the center which "glows red like a dawn at sea". It weighs an incredible 21 pounds, and is a nearly perfect sphere polished smooth and glossy. Oddly, it vibrates faintly at all times – how or why, no one knows. The legends say it was the "Eye of Ghozer" (a long forgotten goddess), and also speak of other strange powers and odd happenings relating to this gem. It last sold for 250,000 GS some 600 years ago, but disappeared during an earthquake in Ithalos 80 years ago.

THE YABANDER STONE

A unique diamond, it is composed of equal parts red, blue, yellow, green, black, and white diamond segments. Each is in some way seamlessly fused, joined, together with the others in such a manner as to appear to be a single, solid stone! This arcane creation has 10,000 facets, and is one of the most beautiful jewels in all the known world. Of a size to equal a large Human's fist, its origins are shrouded in mystery and conjecture. Legend has it that the godlike Mage Phandalume created it more than a million years ago, but for no recorded reason. In any case, it has figured in hundreds of stories and legends for several hundred thousand years. The primary story says it has the power to mesmerize any and all of dragon kind. There is considerable evidence to support this story. The last price paid for it was 780,000 GS by a prince of some small eastern satrapy 16,000 years ago. Since then, it has passed from legend to legend by theft, murder, and arcanely mysterious circumstance. It is rumored that a dragon took the stone into his hoard some 400 to 500 years ago, somewhere in the high reaches of the Mountains of Madness.

SOLOMON'S WEIRD

A single cantaloupe sized gem of a golden-yellow color and "harder than Adamantium", this stone was first noted as the "eye" of some minor godling's idol in a long forgotten and buried altar room. This room was raided some 1,400 years ago by a band of Dwarves exploring the infamous Star Fang Mountain of fable and legend. Just as the entire discovering party were "doomed" and lost soon after, so too has every owner since then been beset by all manner of calamity, death, and destruction. Murder and mayhem follows this "evil eye" as surely as night follows day. Still, many lust after its great beauty and legendary power as a "conjure crystal of a range, clarity, and ability second to none ever known". It is also believed that it can be used to see into time: Past, Present, Future, and into other "realities". The last amount paid for this haunted jewel was 986,500 GS by the Half Elf Sage Khomer of Merkhaz some 140 years ago. It is also known that he was hideously slain, mysteriously and within his own locked vaults, a month after acquiring it. It disappeared at that time, and has not been seen since.

THE HEART OF THE SUN

This glowing gem is the largest known sunstone in the world: 4,516 carats in size! Its light and warmth is so great (or so speak the tales) that even in the bitterest of winters, its owner's house is always warm and, of course, well lit. This roughly triangular shaped gem has spent most of it recorded history in the hand of one magician or another. Now, however, its whereabouts are unknown as it was stolen from the tower of the famous Wizard Tyram the Red in far Tharkhala just 13 years ago. All attempts by this powerful Mage to trace that gem's location (along with other items and treasures stolen at the same time) have met with complete failure.

THE EYE OF THE EFREET

This 998 carat Dune Star is said to be able to conjure an Efreet to its owner, and once thus summoned, it must complete three tasks set for it. This glittering round gem is first noted in legend some 3,000 years ago in the area known as the Great Sand Sea. Though many have owned it, it always seems to return to that area sooner or later. It is now said to be in the possession of a mad hermit living high up in the Heavenwall Mountains on the borders of Ithalos.

DARKFIST

This head and fist shaped black pearl is one of the largest of such type known to exist. Its short 110 year history is rife with bloody murder, fatal accidents, terminal illnesses, and other such misfortunes for its many owners. In fact, none who have ever owned it for more than one month have been known to live past two years of acquiring it. Its undeniably lustrous beauty, however, is ever a lure to those who think that they will not fall victim to its "curse".

THE FROST MAIDEN

This is a 14.5" tall, 2,928 carat snow tear cut in the likeness of a young girl in diaphanous veils. It is said to have been created at the behest of the legendary Elf King, Kyrwidion Windheart, more than 100,000 years ago. Legend has it that this mythic Elven lord lived in the heart of a volcano, and that the Frost Maiden was all that kept his hidden house cool and livable. Where it is now none can say as it was last spoken of some 17,000 years ago as being one of the treasures of the Lord-Emperor Kwal-Atum, ruler of Lost Shamballah.

THE THREE BROTHERS

These three perfectly matched, 825 carat lavender diamonds are supposed to be the resting place of three heroic brothers' souls who died defending a mountain pass so that their king could escape the savage invaders of their homeland. Where this was supposed to have happened, who these brothers or their king were, or even when it happened are now lost in the mists of time. What can be said is that these sharply faceted, octagonal shaped jewels are virtually unmatched anywhere in the world.

THE DARAZONDIAN GLORY

This melon sized, 6,912 carat, crystal clear aquamarine gem is also reputedly capable of functioning as a crystal ball in the hands of a Mage. Its perfect sphere once sat atop the throne of King Blyvraad III of Arvalessa, and has been spoken of for more than 1,900 years. Its last known resting place was in the Orc Heart Mountains where it was part of the regalia of the Urruk prince called "Vashaak the Shatterer". However, this information is now some 40 years out of date, and much can happen in such a span of time.

THE CRUEXALON

A "plus" shaped (+) stone of some steel hard, violet-blue substance some 13" arm to arm and weighing some 13 pounds, the Cruexalon was first discovered entangled in a fisherman's net off the Dreaming Isles some 110 years ago. It has had a checkered history since then. Apparently (there is no documentation), it has the power to "hold any demonic being, regardless of kind or power, in immobile impotence"!!! No Demon, so the reports go, can resist its touch, and all Demons seem to be "very adverse" to even approaching it very closely (i.e. to within a 13' radius of it). Not really a "jewel" but more jade like in appearance, it is none-the-less included here because it has commanded as much as 500,000 GS when sold. Be warned: most that have owned it have indeed met their end at the hand of some Demon or other. The stone was last known to be in the possession of the High Mage of Tharkhala. As that was 11 years ago and he is still alive, well, most figure he no longer has it. After all, none have survived its acquisition by more than 3 years before.

THE ORACLE'S ORBS

This pair of perfectly matched, walnut sized black diamonds were the "orbs of the Great Oracle of Arduin". First heard of only 13 years ago as "receptacles of potent arcane power", they were recently reported stolen in a particularly bloody robbery wherein the Oracle himself was stabbed repeatedly through the heart by the alleged perpetrator, one "Mad Michelene of Napona". The gems' location are unknown, their value and powers uncertain, but their value most likely is quite high.

THE BLACK ALACORN

This is a large black sapphire finely carved in the form of an Alacorn. This gem is reputed to be one of those rare and wondrous "Figurines of Fabulous Power" so often sung of in legend and yet so seldom seen. It has also been mentioned in several magikal tomes as a receptacle or talisman of unimaginable power, and at least one manuscript (said to be an excerpt from the Rune Death Chronicles) refers to it as "one of the keys to utter Darkness". The overall size of the gem/figurine is 8" high from hoof to wingtip, and 4.5" long with a weight of some 8,000 carats. Its value, if even half of the stories about it are true, is so vast as to be incalculable. Kingdoms and Empires have been whelmed, mighty Wizards and Demons have been brought to doom, and countless heroes have passed into the void in the seeking and the finding of this artifact. Seek it only at your peril. It was last rumored to be in a long lost temple somewhere in the fabled Land of the Dead.

THE STAR OF GHORFAR

A brilliant white diamond of flawless clarity, the stone weighs some 3,568 carats. As the main gem of the royal scepter, it was once the centerpiece of the Crown Jewel collection of Ghorfar. It was stolen by unknown means some 100 or so years ago. A massive search by normal and magikal means that lasted for upwards of 30 years was both unproductive and frightfully expensive to the then ruling royal line, and was instrumental in causing that line to be removed, legally, from the throne by the other noble houses of Ghorfar. Recent interest has been rekindled by the recovery of the royal scepter (minus the "Star") from an offal heap outside the confines of Watchtown near the Plateau of Forever in Arduin. The scepter has been returned to Ghorfar, and the investigation has been re-opened.

THE AURELIAN ROSE

This "rose" is actually an Orichalcum petaled, Adamantium chained pendant with a single, exquisite, 106 carat Dragon's Tear gem. The rose itself is covered by a "dust" of blue, green, and lavender diamonds, and the clasp on the back of the chain is set with a flawless 3.5 carat orange diamond.

This glittering piece of jewelry was created deep under the earth more than 2,000 years ago by the legendary Dwarf King Parglyll Ironfoot for his only child, a daughter named Dwimmer Flower. It passed from Dwarven hands some 800 years ago by foul murder and theft, and has not been spoken of or seen in any land since.

BLACK RORY'S RING

This Orichalcum thumb ring is set with an 80 carat black star ruby flanked by four flawless 12.5 carat fire stars. Together their beauty is said to be so great as to make even the hardest cutthroat weep for the joy of seeing them. The only other thing that the 400 year old legend says about this ring is that it is the map and the key to a great treasure hoard. This could be true as it was worn by the adventurer (most say Master Thief and Highwayman) called "Black Rory" who, being a mortal Human, went to an unknown grave without ever divulging the whereabouts of all the loot he'd acquired over his 40+ year span of (in)famous adventuring.

CHAOS CAT

Also known as "The Panther of Phantheros", this is a life size stalking panther carven of 468 pounds of black jade with two eyes of emerald, each 129 carats in weight. Originally part of a temple to the cat Goddess Baast (Sekhmet), it was taken by an invading army 2,200 years ago, and has gone from one "collector" to another ever since. The only thing really certain concerning this beautiful artifact is the curse laid upon it by the dying high priestess as her temple burned around her: "The claws of Chaos shall ever be at the throat of they who would defile our Goddess, and no mercy shall they ever know". Apparently, this curse has some "teeth" in it as any who have claimed to own the stature for more than one year have died under bloody and violent circumstances. This then is the "cat" that so many have died to possess. It was last reported (50 years ago) seen in the summer home of an eastern island satrapy.

FROG HEART

The Frog Heart is a huge 21,000 carat emerald carven into the likeness of a sitting frog. The legends about this awesome jewel are many and confused, but three seem to be repeated enough to mean something. First, it is said that the gem was made by the "jester of the gods", a being known simply as "Froggie". Second, it is apparent that the emerald can (how and why being unknown) shift itself (and its owner upon occasion) across and/or through time and distance. Lastly, it is reputed to be able to "open those gates to any plane known to the holder of the jewel". Thus, it appears, disappears, then reappears again and again through recorded history. The earliest known reference to it, scholars believe, is more than 300,000 years ago.

GOD SONG

This is a 34" tall harp or lyre, carven entirely of rainbow diamond! It weighs approximately 39,500 carats, and has 13 strings of "Angel's Hair". It is inlaid with Orichalcum, black Mithril, and Adamantium. Inset in it also are 31 black rubies, each 30 carats in size. How old this beautiful item is, who made it, and why are all open to conjecture, though most believe it is the belonging of some god or demi-god. What is known is that any Bard, Rune Singer, etc. who plays it does so at greatly enhanced ability. Legends also say that it "hath music to soothe the savage breast". First seen about 2000 years ago, it supposedly disappeared 800 years past into a "dragon's hoard" in Arduin.

THE HAND OF ORCHONOS

Some 9,500 years ago, a mighty Wizard named Orchonos was a power in the dread, dark land of Marmachand. His works were many, and his wealth was matched by few in the world, yet he was not

content with this, and thus summoned the Demon Lord Apharoe. Instead of trying to strike a bargain with this dread lady from Hell, he sought instead to force his will upon her. Seeming to succumb to his arcane power, she granted the first of his three demands by lying with him as his wife. As he slept afterwards, she granted him the second of his demands – "to be richer by far than even I am now" – by turning him into solid rainbow diamond! Then, with a terrible smile she granted his last demand – immortality – by insuring that "your soul shall live forever within this gemmed glory, even until but only a tiny grain is all that remains". Where the rest of the "body" is none can now say, as only the left hand and wrist (of 9,050 carat weight) of the foolish magician is all that has been seen in more than 600 years!

THE MEDUSA STONE

This 962 carat blue-white diamond is reputed to be the "solidified soul" of the first Medusa that ever existed. Legends also say that occasionally an owner of this gem will, for no apparent reason, be found gazing intently into its sparkling depths while it sits cupped in his hands. What's so unusual about that, you may ask? Simply that those thus found have been turned to solid grey stone! It was last heard of about 85 years ago in the hands of a merchant prince. When he was thus found as described, it is said that his daughter cast the beautiful stone into the Silver Sea.

TROLL HEART

A generally round, 1,000 facet yellow diamond of 2,000 carat weight, it formerly sat atop the scepter of the Troll King Mzangredth, but was stolen when he was slain by a band of adventurers called "Black Rory's Brood". In the 450 or so years since that time, it has been seen only twice: once 45 years ago as part of a ransom paid to Mingol brigands for the return of a rich merchant's wife and daughters, and again 12 years ago, briefly, in far Ghorfar by a sea captain who saw it set once again into a scepter (this time of coral) in the hands of the King of the Tritons off the coast of the Dreaming Isles. It is rumored that the Trolls still look for their lost "heart", and will stop at nothing to ensure its return.

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