CHAMPIONS OF ZED

Champions of ZED:
Zero Edition Dungeoneering

***Champions of ZED* :**
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Dedication:
To Gerald D. Seypura:
Founding member of the Schenectady Wargamers
Association, gamer, designer, and champion of zero edition.
1941-2013 R. I. P.

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INTRODUCTION

Champions of ZED is a fantasy adventure role playing game wherein players create characters engaged in the age old war between the forces of Law and the forces of Chaos. One person takes the role of Referee, and sets up adventures for other players to resolve through the creative interaction of their characters. Play usually takes place around a table or living room and provides hours of fun, social interaction and collective puzzle solving.

For Example:

A Referee and three players have imagined a small group of Lawful adventurers. They are a human Fighter named Darghast, an Elf focused on using magic named Miragel, and a human Cleric (Priest) named Diego Salazar. These three are attempting to explore the ruins of an old Tavern said to have become a secret lair for forces of Chaos planning to invade the area. The players each have dice and a character matrix record sheet with their character's basic information. The Referee has this rule book, dice, a scratchpad, and notes for the adventure prepared ahead of time. Here we go:
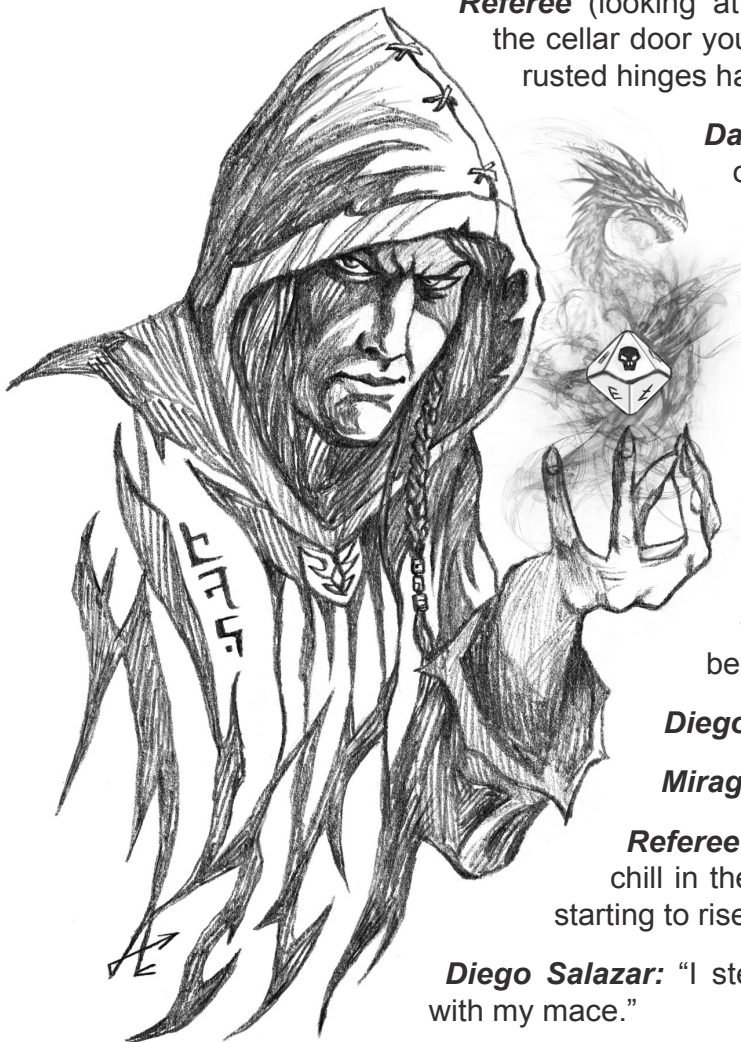
Referee (looking at her notes): "As you approach the cellar door you notice that it is locked, and the rusted hinges have recently been oiled."

Darghast: "I'm going to bust it open."

Miragel: "'Wait you clod! Let me listen first. – Miragel puts her ear to the door to listen for sounds coming from inside"

Referee: (rolls dice to check Miragels chances) "You hear nothing."

Miragel: "Can I pick the Lock?"

Referee: (rolls dice) "Hmm, you fumble around a bit but seem to be getting nowhere."

Diego Salazar: "Let me try."

Miragel: "Okay"

Referee: "There's definitely more of a chill in the air now, and you notice a mist starting to rise and a fine rain falling.

Diego Salazar: "I step forward and smash the lock with my mace."

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Miragel: "Hey!"

Referee "It breaks and the door swings open with a bang. You see a short stone-lined corridor with a dirt floor, going in about 10'. You can't see past that, partly because the only light comes from a candle in a niche in the left wall, and partly due to the two armored Goblins guarding the passage. It looks like you may have just woken them. 'Who are you?' one of them asks as he draws a scimitar from a sheath at his waist."

Darghast: "Its okay, Captain Harchar sent us."

Referee: (flips to the Reaction table in the rule book) "What is Darghast's Charisma Score?

Darghasts Player: "Uh, (looks at Character sheet) nine,"

Referee: (rolls dice and checks results against the reaction table – hostile. Rolls more dice for a Morale check, determining the Goblins have normal Morale) "The Goblins glance at each other and charge, weapons raised to strike. They scream, 'intruders!' Quick, what are you going to do…."

At this point a fight begins

The Context of CoZ

Enthusiasts of Role Playing Adventure games have many choices of games to play, many of which are very well done. *Champions of ZED* exists, however, to reflect an exploratory, world building style found as a core aspect of the first published edition from 1974, yet almost entirely neglected in later games. *Champions of ZED* also brings together the scattered intentions of both authors of the original 1974 edition, left unfulfilled when the urge to publish overcame the urge to perfect, while preserving the open ended flexibility for which those rules are famous. A further nod to history is the option of using an adaptation of the much less commonly used "default" combat method in the 1974 rules, a method relying on the medieval wargames enjoyed by our hobbies' creators. The novelty of this combat system will no doubt be a delight to some long time gamers, but the main advantage of presenting the combat system this way is the flexibility it allows to switch between tactical or more abstract combat as desired.

A little story: In the late 1960's a history major at the University of Minnesota began work on a naval wargame set in the Napoleonic period. He shared his project with a cobbler and insurance salesman in Lake Geneva Wisconsin who was a very active author and organizer in the hobby of wargaming. The cobbler – Gary Gygax – and the undergrad - Dave Arneson – began to work together to create a game they could have published. After a time, the two brought in editor/co author Mike Carr, to pull together their work into a rules booklet. The result was a game called *Don't Give Up The Ship*™ published in 1972 by Guidon Games. Meanwhile, Gygax published a set of medieval and fantasy wargames rules and Arneson began experimenting with fantasy roleplaying, building on the historical character-driven roleplaying he had been doing in Dave Wesely's Braunstein games. When Gygax was introduced to Arneson's fantasy dungeoneering with individual characters, he insisted they collaborate again, just as they had on *Don't Give up the Ship*, via phone and post, on a new game featuring character driven wilderness and dungeon adventuring. Being separated by hundreds of miles, each produced separate sets of notes and manuscripts, while communicating through phone calls and post to share thoughts and compare play experiences. After receiving a significant investment, Gygax fairly hastily prepared his last draft of the rules for publication and the world's first fantasy role playing game became available

for purchase in three, somewhat muddled, little brown booklets ("3lbbs") in January of 1974. Such is history, but, what if things had gone differently? What if Gygax had instead brought in an editor – much as they had done with Mike Carr previously – to take a look at all the material prepared by both men and put it all together in a better organized and edited fashion?

To the extent possible, that is what *Champions of ZED* is. *Champions of ZED* aims to be very, very close in fact and spirit to the original three game booklets published in 1974, the earlier, recently recovered draft known as Beyond This Point be Dragons (aka the "Dalluhn Manuscript"), related materials directly from the two authors, and relevant portions of the Medieval Miniatures rules of 1971. The overriding goal has been to harmonize the collaborative genius of these two men, minimize the post publication input of others, and reset to zero the worlds greatest fantasy game, as only an inquisitive and careful editor can. Nevertheless the purpose for creating *Champions of ZED* is not simply to please a limited group of game Grognards interested in historical what-ifs. Rather *Champions of ZED* is designed to serve as a pathway to a different and neglected style of collective world building and open, exploratory gaming, or as it is often called, "Sandbox" play.

PART I: THE WORLDs OF ADVENTURE

*Imagine a barren and jagged landscape,
a long abandoned fortress on a dusty hill.
Imagine a steaming jungle with vine-covered
temples hiding ancient mysteries.*
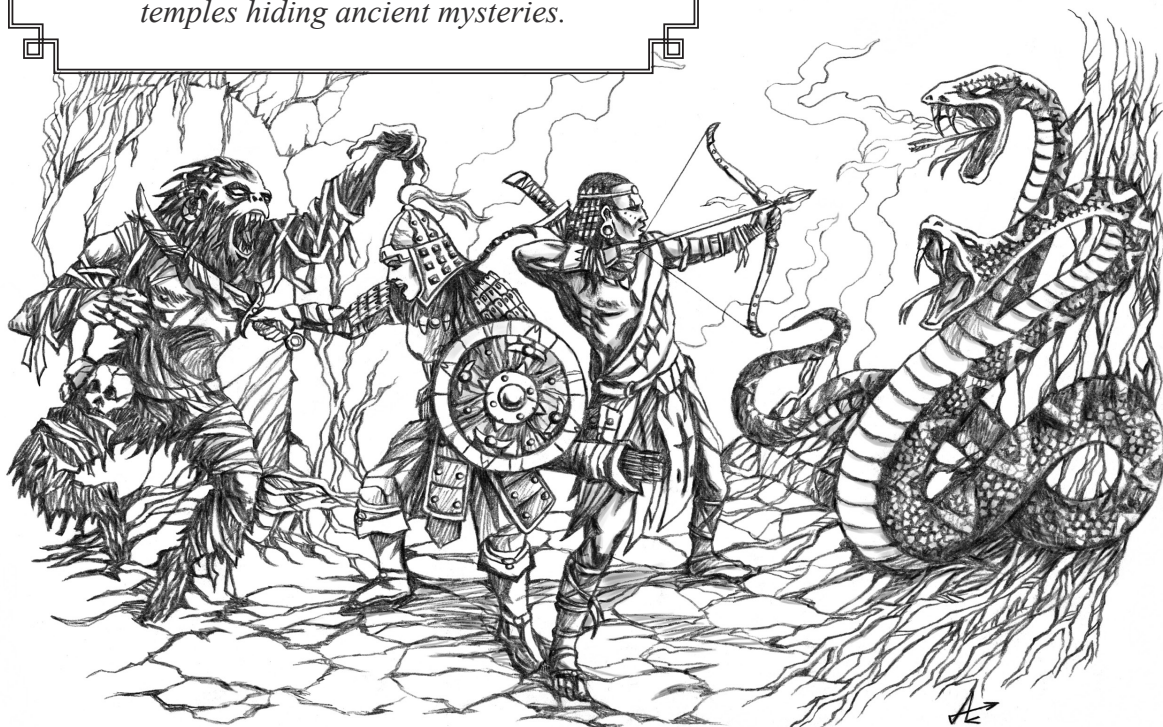
*Imagine deep underground passages carved by a
people so ancient their name is forgotten. Imagine a
dragon's den, filled with gleaming treasures.*

Champions of ZED is a game of exploration, battle, and high magic set in the worlds of your imagining. The settings the game can be played in are truly unlimited. Deserts, jungles, monster infested mountains, deadly Paleolithic tundra, or alien planets in star systems across the universe.

DEVELOPING A WORLD

Play in *Champions of ZED* does not take place on Earth - at least not as we know it. Before play begins, the Referee and players must have some idea of the kind of world they are going to game in. This can be as vague or detailed as desired. A simple idea like a Medieval European Continental style setting or Late Roman Arabia is enough to get the game going. Alternatively, whole new worlds and cultures can be imagined in detail or borrowed in part or in total from fantasy fiction authors like George R.R. Martin, William Le Quieux, Tim Powers, Patricia Mckillip, or Jane Louise Curry.

If the design be new, much thought needs to be put into questions like social structure, geography, mythology, and so forth, just as an author would when writing a fantasy novel. The amount of effort put into world design can be as little or as great as one likes, but the rewards of putting some extra effort into a colorful and unique setting can be very satisfying for players and Referees alike. The possibilities are unlimited.

I distinctly remember Dave and Gary reacting with astonishment to the relative avalanche of letters asking for settings, backgrounds, and "how do I do this in the game." For them, coming up with those things WAS the fun part. They couldn't understand why people wanted to pay somebody else to have the fun for them.

Michael Mornard
ODD74 Forum: Re: More thoughts on how D&D has changed, « Reply #8 on Jul 23, 2011, 1:14pm »

Remember... the world was created first, THEN the characters were created to explore it. The way Gary, Dave, and the rest of us did it... the world came first, so... what was there, was there.

Michael Mornard
Forum.rpg.net, Re: So... June 27, 2012

Hex Maps

Adventure games begin with a map. Before heroes can venture forth to carve their mark on the world, there must be a world, and the players and the Referee must decide what kind of place they wish to game in. So the game begins with a map and we begin *Champions of ZED* with map creation. The players must first have some idea of the world they will be in. Is it an icy waste or a tropical paradise or something entirely fantastic? Once this general nature of the world setting has been determined, the Referee must place the Player Characters somewhere in it. That somewhere is where the game map must begin. Maps of worlds, empires, Castles, cities, the Underworld and so forth, may simply be drawn from the imagination or borrowed from some other source, but for game purposes, it is often most fun and satisfying to begin small and local on a blank sheet of paper divided into a hexagon grid.

Scale: For the discussion and tables here the side to side distance across any given hex is assumed to be 5 miles. For use of a different scale, numbers should be adjusted accordingly. (see Movement section for an example). A scale of 1 mile across the Hex grid is often advantageous for areas in which a lot of repeat adventuring will take place, such as the home base, if there is one, and/or the location of principal dungeons or ruins. Sliding scales of nested Hex maps of 1, 5, 15 miles across etc may

be of great use in the game

Random Map Generation Size: The extent of the starting map is a matter of preference. For most games it is best to start in small stages (say 7 to 30 hexes at a time) and leave the rest for later expansion and exploration. All the hexes should be numbered so the Referee can keep a key with additional details beyond whatever is drawn on the map. Follow the system below to generate your map:

STEP 1 – PHYSIOGRAHICS
First choose a biome or roll for it randomly:

1	Arid or Ocean
2	Tropical
3	Sub Tropical
4	Temperate
5	Sub Arctic
6	Arctic

Note that Biomes should extend for a minimum of 40 miles to a maximum of about 2500 miles as a general guide.

Next determine the general characteristics of each five mile hex:

For Arid or Ocean,

d10	The hex has..
1, 2	Hills
3-6	Hills and Canyons
7,8	Open Country
9,10	A Deep Canyon

Roll again for chance of water in each hex - the chance depends on how dry the desert is, but as a default use 1d10 again with a 1 indicating the presence of a well or oasis. Otherwise, there is no source of water. If instead of desert, you are creating an ocean or large lake, a similar chance can be used for islands.

Arctic and Sub Arctic:

d10	The hex has:
1, 2	Elevated Terrain
3-6	Elevated Terrain and Lakes or Glaciers
7	Open Country
8	Open Country with lakes
9,10	A Miry Swamp

Roll again for Elevated Terrain (1d12)

d12	Elevation Type
1-5	Hills varying between 25 to 500 vertical feet
6-8	Mountains varying between 500 to 3000 vertical feet
9,10	Tall mountains varying between 3000 to 5000 vertical feet
11,12	Grand peaks 5000 + vertical feet

For Sub Arctic, Temperate, Sub Tropical or Tropical

Roll 1d10 for each square:

d10	The hex has..
1,2	Woods
3,4	Elevated Terrain
5,6	Elevated Terrain and Woods
7-9	Open Country with few trees or hills
10A	Miry Swamp

Roll again for Elevated Terrain (1d12)

d12	Elevation Type
1-5	Hills varying between 25 to 500 vertical feet
6-8	Mountains or Mesas varying between 500 to 3000 vertical feet
9,10	Tall mountains varying between 3000 to 5000 vertical feet
11,12	Grand peaks 5000 + vertical feet

Once the general character of the hex has been determined, it needs to be filled out. If the hex is wooded, how extensive are the woods and what are they like? Percentile dice can be used to resolve this (20%, 50% etc.) or creative judgement can be used. Similarly, how long are any hills or canyons, and how deep are the canyons or how tall are the hills? Dice can be used to determine these things again. For example, perhaps the hills make up 70% of the hex. Perhaps there is also a canyon indicated. How long should it be? Roll 1d6 (reroll on a result of 6) and use the result as the length of the canyon in miles.

Virtually any feature of the terrain can be generated this way. Additional detailed terrain tables can be created or terrain tables from published sources, such as Judges Guild Ready Reference™ sheets or "The Wilderness Architect" by Victor Raymond in *Fight On!* #2 and #3, can be used, but it is usually best to generate the general character with dice using the system above and create the specific detail by imagination. For example, suppose several heavily wooded hexes are generated near each other. The Referee may decide the area is a great Elven Wood and fill in a number of adjacent hexes with woods – as many as seems good - and then continue the map randomly beyond it.

Worldbuilding with the Players

It has been assumed up to this point that the Referee will be preparing the map ahead of time for game play, but there is no reason the players themselves can't be involved in the mapmaking process too. Everyone can sit down together and use their collective imagination to flesh out the immediate surroundings of the game. The key is just to have fun! It is best though that the players not know details beyond those their characters would, to maintain the sense of discovery.

At the earliest stage a raw world has been created, that is likely as much of a mystery to the Referee as it is to the players. This is where imagination must be let loose. Are there republics?; theocracies?; city states? Who is at peace and who is at war? Players can have great input at this stage. Some key contributions players can make while still leaving much to mystery is the assignment of names to geographical features, perhaps also suggesting something of the mythic history of the place. What do the names reflect about the cultures? Everyone can delve into favorite mythologies and obscure geographies to help spark the imagination. There's no reason to simply recreate a vanilla version of Europe or the Mediterranean. Perhaps your world takes inspiration from the high kingdoms of early modern Africa or the fabled realm of Prester John, or both!

As play progresses, key developments and ideas should be incorporated into the geography and history of the world. In fact this is how almost all the original FRP campaign settings were developed. Should a Lawful Player Character turn traitor to the forces of Chaos, for example, they might be rewarded with a castle and territory within some Chaotic land, which must then be named, populated and managed as that PC sees fit. Elements of character backstory can also be crucial to filling in geographical detail. When a player creates a fire-worshiping barbarian Cleric who hails from the Goblin Highlands, perhaps those nameless hills to the west can become this barbarian homeland. The important point here is that not only does world building not have to be the sole job of the Referee, it is usually better if it is not; player contribution and collaboration can be fun and engaging for everyone, and give the Referee a little less work. Such participation has the

further benefit of investing players more deeply in play.

STEP 2 - POPULATION:

The tables below refer to the dominant intelligent species in the area. Usually this is humans in most campaign worlds, but that is up to you.

Arid, Subarctic

       All terrain: 1 hex in 20 populated.

Temperate, Tropical, Subtropical
(use whatever is least when more than one choice is possible.)
       Wooded: 3 hexes in 10 populated
       Elevated Terrain: 2 in 10
       Mountainous: 1 in 10
       Open: 6 in 10
       Swamp: 1 in 20

POPULATION CENTERS

The population tables above and below will fill a hexmap with a common range of population center distribution for a civilized land. Exact settlement pattern – clustered to evenly spread – is both culturally and geographically influenced so must be determined by designer preference. Here, it is enough to remind the reader that settlement density in a hex, need not, and usually should not be an even distribution, but should be clumped or spread according to preferred way of life of the inhabitants.

If the Referee wishes to create a more lightly populated setting, such as a frontier area, a d4 should be used. For harsh, isolated environments – desert or tundra – a d2 might be best employed.

POPULATION CENTER TYPE

When a hexagon is determined to be populated, roll on the table on the next page to determine the type of settlement.

To get the total population for the hex,- add the population of the main population type – walled city for example – to that of any farms, hamlets, villages, or castles that are also present. Consider also any special lairs or institutions.

The basic chance of any common (non-magical) items being available in village markets depend upon its population; 10% per 100 persons for any given item. Magic items, rare items, and specialty items are not usually available in villages. Walled towns will have much more varied shops, a dragon market for selling valuable living catches, hirelings available, magic shops, libraries and so forth.

The Referee should then sketch out basic details which can then be expanded as may be needed for any population centers, particularly large ones using the following as a guide:

Capital City (Metropolis): Imperial capital
Alignment: Neutral
Income: 100,000 GP/month
Assets: 160,000,000 GP
Population: 34,000; Mixed (human 75%, hobbit 9%, elf 9%, dwarf 5%, orc 2%).
Government: Feudal Barony
Authority Figures: Count Horace, male human
Important Characters: Shema, female human MU11; Shogar the Giantslayer, male human Ftr10 (commander of the Imperial Guard); etc.
Notes: Capital City lies near the coast of the great southern ocean and has become wealthy as a trading center. In the center of the city.... etc.

Within population centers where the Player Characters will spend a meaningful length of time, The Referee will need to know the available merchants, places to pick up hirelings, find lodging, food, livery services, doctoring, and so forth. The vendors and businessmen players may interact with should also have some background fleshed out, any foibles they may have, and especially how honest or inclined to cheat they are. The first offer of cheap lodgings, for example, may appeal to the players, until they find their characters have been drugged and sold to goblin slavers.

d6		
1	10 – 60 Scattered isolated farmsteads of 1-20 people each	**Roll 1d6,** 1-2 indicates the presence of 1- 3 locked and uninhabited Blockhouses stocked with provisions.
2	4-40 open Hamlets 10 to 100 people	**Roll 1d6** – Hex includes 1 castle with retainers on a 1- 3
3-4	2-10 Villages of 100 – 1000 people	**Roll 1d12 for each** – Has a Keep on 1 -4, Wall on 5 – 8, Wall and Keep on 9,10, open on 11,12 **Roll 1d6** – Hex includes 1 castle with retainers on a 1-2
5	Walled City of 1,000 – 10,000 People	**Roll 1d12 for each** – Has a Keep on 1 -4, Wall on 5 – 10 **Roll 1d4**, 1-2, hex has 4-40 hamlets **Roll 1d4**, on a 1, hex has 1 castle with retainers
6	Walled City of 10,000 – 20,000 people	**Roll 1d10** - Has a Keep* on 1 - 6; has no Keep on 7, two Keeps on 8 – 10 **Roll 1d6** – Hex includes 1 castle with retainers on a 1-2, 2 castles on a 3, no castles on 4-6. **Roll 1d6** - 1 – 3, hex has an equal mix of 4-40 hamlets and villages, 4-5– hex has 4-40 hamlets and scattered farmsteads, 5, hex has 20-80 scattered farmsteads.

* The keep will be a short tower or fortified structure housing any town militia, an armory, and jail.

STEP 3 - ADVENTURE

LOCATION CHANCES

Each 5 mile hex on the map presents an opportunity for an adventure location. Take the following as a typical *wilderness* guidline to be adjusted as desired for your campaign.

•**Temperate, tropical, subtropical**: 100% chance of 1d3 monster/NPC lairs present in each 5 mile hex, each of which must be generated individually and individually checked for during lair or wandering encounter rolls.

• **Arid, Subarctic, Ocean Hex** and when engaged in **Flying Travel**: 1/6 (17%) chance of 1 monster/NPC lair present per 5 mile hex, which must be generated individually and checked for during lair or wandering encounter rolls.

•**Arctic**: 1/10 (10%) chance of 1 monster/NPC lair present in each 5 mile hex, which must be generated individually and checked for during lair or wandering encounter rolls.

Lair generation is permanent. Once you put that Orc lair there, it is there forever until circumstances change it. The process is organic, create as you go world building. The events of the game create the setting, just as they did in the original games.

The Creatures Encountered

First determine the type of creatures present:

d8	Open Land	Forest	Lakes and Rivers	Swamp
1	Humanoid	Human	Human	Human
2	Human	Non-humanoid	Non-humanoid	Non-humanoid
3	Humanoid	Humanoid	Humanoid	Humanoid
4	Lycanthropes	Lycanthropes	Lycanthropes	Lycanthropes
5	Non-humanoid	Lycanthropes	Non-humanoid	Non-humanoid
6	Human	Human	Non-humanoid	Undead
7	Non-humanoid	Non-humanoid	Non-humanoid	Undead
8	Dragon	Dragon	Non-humanoid	Dragon

A general category of creature types is given, but the Referee should feel free to create whatever categories are desired. If the chances of encountering a particular creature type do not suit the flavour of your campaign, alter the table as needed. "Non-humanoid" here is used as a catch-all category for monsters that don't belong in one of the other types.

In Hexes where the creature(s) encountered could be aquatic, assign an appropriate chance (say 50%) and roll to see what creature table - aquatic or non aquatic - to use.

CREATURE TABLES:

Once the general type of creature has been determined (i.e. Undead, Non-humanoid, etc.) roll on a table listing each type of creature. When Dragons appear on the table the Referee should choose the type that best fits the setting, such as a black dragon in a swamp. Separate tables should be made for aquatic and terrestrial creatures. Avian creatures can be mixed in each. These tables are best if made by the Referee to fit the flora and fauna of the game world. Some examples are provided below using traditional creatures:

Humanoid Table

D10	
1	Dwarves
2	Elves
3	Giants
4	Goblins
5	Hobbits
6	Hobgoblins
7	Kobolds
8	Ogres
9	Orcs, Giant
10	Orcs, Tribal

Humans table

D8	
1, 2	Bandits
3	Rebels

4-6	Retainers
7	Angry Mob
8	Nomads

Lycanthrope Table

D6	
1, 2	Werewolves
3, 4	Werebears
5, 6	Werelions/tigers

Non-humanoid Table

D20	
1	Balarauk
2	Basilisks
3	Centaurs
4	Cockatrices
5	Elemental, Air
6	Elemental, Earth
7	Elemental, Fire
8	Elemental, Water
9	Giant Eagle
10	Giant Wolves
13	Treant
12	Roc
13	Tarn, Cargo
14	Tarn, War
15	Thoat, Light
16	Thoat, Heavy
17	Troll
18	True Troll
19	Unicorn
20	Warg

Undead Table

D6	
1	Ghouls
2	Skeletons
3	Wights
4	Wraiths
5	Vampire
6	Zombies

NUMBER APPEARING

Once the type of creature is determined, look to the creature description for details such as the number appearing in the hex (combatants), the treasure type and so forth. Note that the general treasure types refer to the treasures found in the lair and the number appearing refers only to the number of potential combatants. Non combatants, which in many, but not all cases will refer to women and children, are not included in this number. For most tribal creatures, some percentage of the fighting force listed will be given in the description as an amount to add for determination of the total population. For example, Orcs will have an additional 70% female non combatants and 10-15% children non combatants. So if the Number Appearing was determined to be 200 Orcs in the hex, there would be an

additional 140 females and 20 (10%) children for a total population of 360 Orcs, 200 of which will fight invaders. Adjust as necessary.

DETERMINING THE LAIR

Roll 1d8

D8	Structure	Details
1	Industrial/Commercial Buildings	2 - 12 Structures, each of 1 - 6 Rooms with 1 - 12 Passages on 1-2 Underground Levels (sawmill, mine, smelting works, pottery, glass-blowing, saltworks, quarry, tavern, fairgrounds, trading post etc. at Referees discretion.
2	Temple	2 - 24 Rooms, 1- 3 stories, Underground 1 - 6 Passages on 1 - 4 Levels
3	Cave	3 - 30 Passages on 1 -4 Levels
4	Castle/Fortress (not previously known)	4-24 Rooms, 1 - 6 Towers, and 1 - 6 stories; Underground 2 - 12 Passages on 1 - 4 Levels
5	Farm	1 - 6 Buildings of 1 - 6 Rooms, and 1-4 stories; Underground 0 - 3 Passages on one Level
6	Magic-user's Tower	3-18 rooms on 2 – 7 stories; Underground 3 – 30 passages on 0 – 3 levels
7	For Undead only, a roll of 7 indicates a burial ground	1-100 graves, 1-12 passages on 1- 3 levels
7, 8	A combination of the above…	Roll 1d6; 1-2 two above, 3-4 three above, 5-6 four above. When the same type lair is indicated more than once, the number of structures, rooms and underground levels is added together.

When the lair indicated is not appropriate to the creature type inhabiting it, the lair should be considered either abandoned or in ruins, otherwise whether intact or abandoned is at Referee discretion. As an example, suppose the rolls indicate a dragon as the creature type for the adventure and a farm as the lair. The Referee must then imagine how such a thing came to be. Perhaps, a young dragon discovered a sturdy farm and promptly ate the farmer and livestock. Appetite sated, the large stone barn, nestled securely in the hillside, offered a comfortable den… Such is how a few random dice rolls lead to active adventure design.

Inhabitant Relations

When more than one type of intelligent creature exists within a hex or nearby in adjacent hexes, thought must be given to the relations between them in cases where they are sure to be aware of each other. Referees should create character sheets for leaders to help guide the determination of inter-tribal and inter-monster relationships. Monsters leaders may be great rivals or allies depending on which of their character traits and statistics are more similar and Referee discretion.

Hex Details

After determining the general character of several hexes, placing any population centers and so forth, roads, streams and rivers, if any need to be added. The lair may be located in the hex wherever the Referee sees fit or it may be placed randomly. For random placement, the hex could be subdivided as desired to match dice, including going as far as dividing it into 100 plots and rolling percentiles, but for game purposes a simpler method is likely to suffice: first roll on the random direction chart found in the section on getting lost, then starting at the indicated edge (Northwest for example), rolling another 1d6 to determine miles distant in the opposite direction for a 5 mile scale hex. Treat a 6 as "0", meaning the lair is on the starting edge of the map.

Other population centers, such as cities towns and castles can be placed in the same way. Keep in mind that larger population centers will usually have smaller satellite villages and if they are near the edge of the map, attention must be paid to what is in the adjacent hexagon.

Roads, streams and rivers are simply drawn on as seems logical. Roads will run out of population centers of 500 or more and may also exist at industrial and trade locations. Areas with smaller populations may well have some small paths and marked trails, but these will rarely extend for any appreciable distance and those that do may well be nearly impossible to follow for those who don't know the landmarks. Of course, ancient roadways may exist in even the most overgrown wilderness. Streams and rivers should have both a source and a terminus. Sources can be lakes, swamps or springs, and the terminus should be a swamp, a sea, or a large lake. Streams and rivers should usually not just end in a hex unless they disappear into underground caverns.
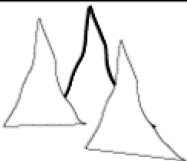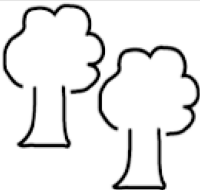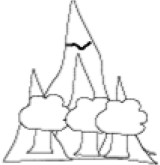
Finer Details

It is very important to consider the level of detail desired for any given spot on the map. It can easily happen that a Referee will draw detailed maps of a city or a great cavern complex, people them with detailed characters, intricate plots, specially crafted treasures and so forth, only to have the players ignore the place completely. Referees may feel obliged to somehow force the players to explore the encounter area simply because so much work and care has been put into it. Instead, it is usually best to have a few key locations fleshed out more or less completely, such as the town, castle or what-have-you where the characters begin their campaign, in addition to one or two nearby adventure locations, and to have ready a number of dynamic pre-made "plug-n-play" locations such as lairs, castles, and villages, that can be brought into play the moment the characters reach an otherwise unspecified map location of that type. For example, perhaps the characters head west into a new hexagon and decide to seek lodging in one of the villages determined to be in the hex. The Referee can then refer to one of several pre-made villages already prepared, and forever after that village is now in that hex at that location. This saves the Referee from doing a lot more work than is necessary for the game. There are also a number of commercial products from vendors such as Judges Guild that can make the Referees' life much easier in this regard, with collections of numerous such places of different types already prepared.
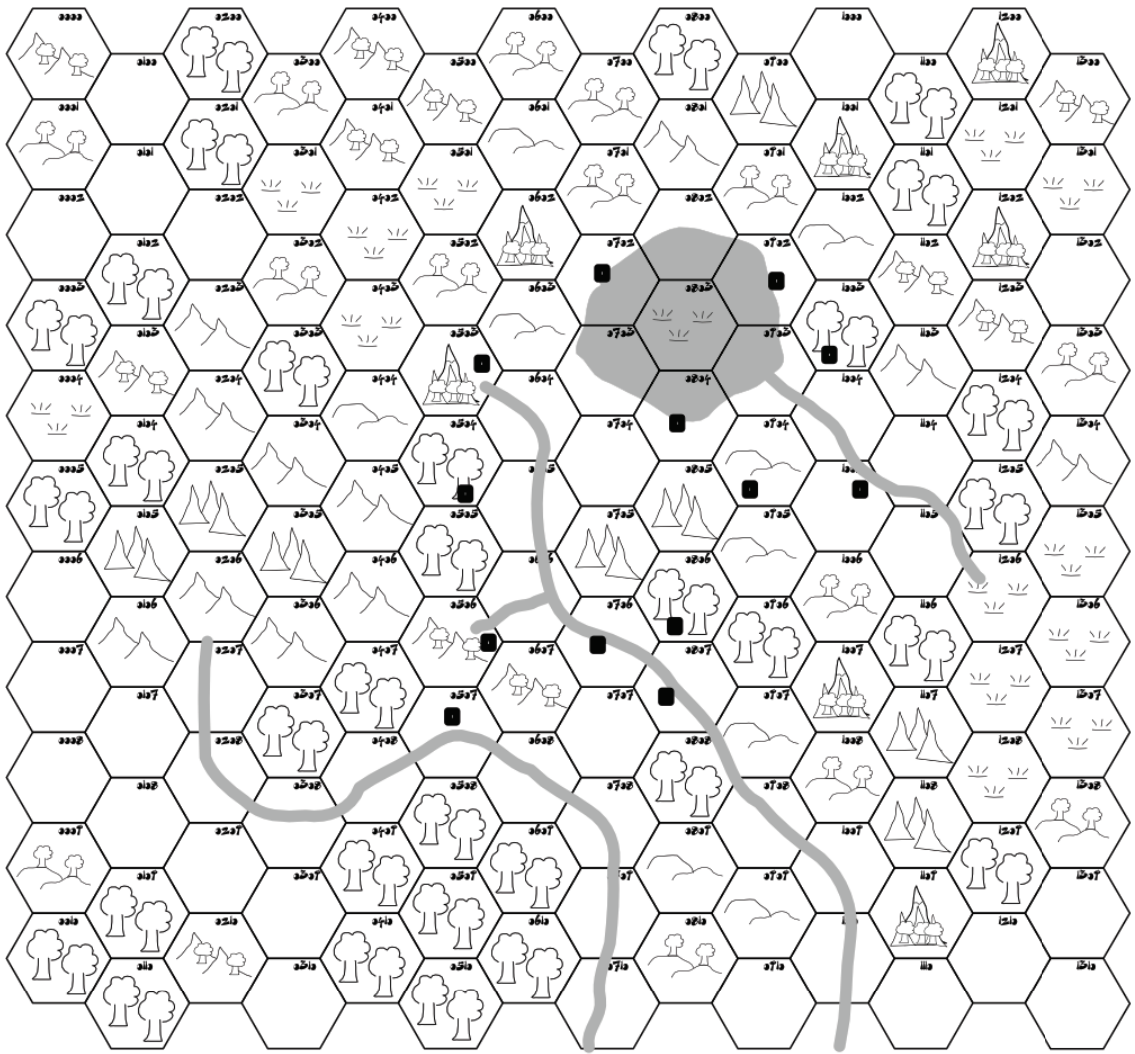
General map

	Hills
	Mountains
	Tall mountains
	Grand peaks
	Woods
	Hills and woods
	Mountains and woods
	Grand peaks and woods
	Swamp
Nothing	Open Country

The Home Base

Referees are usually brimming with ideas for their new campaigns, but more often than not, the game will focus on a single town, castle or settlement to begin with, where the adventurers can safely return after each adventure to recuperate, spend their loot and prepare for their next adventure. While it is not necessary to have such a "home base" prepared, (my own campaign does not) campaigns that do have them should create tie-ins with the backgrounds of the Player Characters. For example, the party leader might be the third son of the local Burgomaster.

The Campaign Dungeon

In the storied history of RPGs, the haunted underworlds of Arneson, Megarry, Gygax, Kuntz, and Barker cast long shadows. These are the great campaign dungeons upon which the game was built and to this day are pointed to as examples of the "megadungeon" concept, an ever-present underworld challenge that a party of adventurers can always go back to when other avenues have become tiresome or unproductive. Around these depths, many believe, the early campaign worlds revolved and evolved. While it is not necessary to include a campaign dungeon in a Champions of ZED game world, there are advantages to doing so. One sprawling and especially fiendish underground, at least 6 or more levels deep, provides a mirror world where adventure at all Life Energy Levels may be had; a tried and true place for the adventurers to go time and again.

Guidelines for the creation of Dungeons are given in section VIII The Underworld, and are engineered to distribute treasure and magic items in conformity with the design expectations of character growth. Following these instructions will result in the Player Characters growing in Life Levels at a particular rate and acquiring certain types of items at a particular rate, especially magic items. These rules may also be used as a guide in creating the above ground wilderness, for the wilderness is in many ways a horizontal dungeon, with scattered lairs and increasing dangers the further one moves from civilized lands.

Chance Cards and Hex Maps

Chance Cards will be discussed in more detail in the Chance Cards section. However, because Chance Cards add in random, major events in a given area, it is important to note here that they may also be used to randomly construct the history of any given area. To do so, the Referee and players should write down a possible historical event, such as, "Arrival of a trading mission from the far Isles of Cipangu", "Three comets appear in succession in the height of summer", "Two baronial families begin an aggressive blood feud (roll randomly to determine which families)", and so forth, onto small cards, usually 2-4 events a year or a decade or more or less depending on how granular a history and how deep in time is desired (months, years etc.). For example, the Referee might decide to use Chance Cards as a guide for creating the backstory of an elven village. Further, the Referee decides on one card per year for the past ten years, and then makes up a stack of 50 cards and pulls ten of them. Among the ten events that come up, might be a recent devastating plague, a ruinous drought, the birth of a new prince, etc.

Used this way, the cards drawn at random with a few left over, will flesh out the basic history of significant events.

PART II: CHARACTERS

CHARACTER TYPES

In the game, players choose a type or "race" of creature for their character to be. Any race or species of intelligent being can be used by players when it is appropriate to the setting of the campaign world. However, a few "standard" races are presented below; being those which are commonly found on many fantasy worlds and these same were used by players in some of the very first fantasy RPG games.

    For other character races, one of those presented below can serve as a model, or entirely new descriptions can be generated. One source for possible character races are the monsters used in the game. Monsters, as described, are mature, and may often be considered to be of the Heroic tier (see EXPERIENCE). If players choose to play a known monster type, the Referee should reduce the normal Hit Dice of the monster to 1 to reflect the character's status as a youthful 1st level novice. For those monsters that have special or fantastical abilities, care must also be taken to remove or reduce the powers the monster has at low Life Levels. The character will acquire such abilities gradually, either as they gain Life Levels or as they age. Age will usually be the deciding factor as to when most fantastic abilities develop, but some powers may be better suited to increase with Life Levels, and Referees will have to decide what will be most appropriate for their campaigns. Armor Class and other statistics will usually remain unchanged from the standard description. See the balarauk Player Character race for an example of how to handle more complex creatures.

    For more mundane races, Dwarves and Orcs for example, the type may have

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some areas in which they naturally excel – dark sight, tracking, sense of smell, etc, - but each race, particularly if its members have a number of such inherent skills, should have some restrictions that make them no more or less attractive to play than humans. For example, Dwarves simply aren't dedicated enough to ever advance beyond level 8 as Fighters, and Orcs don't have the stuff it takes to master spells. Of course, the races available to the player may not be completely unlimited, but will likely be restricted to some degree by the nature of the campaign world being developed for play and the creature types found therein. For instance, a campaign set on a desert world is not going to be well suited to a merman Player Character, or worse an intelligent whale!

Dwarf

Dwarves look like short, stout humans with unusually large eyes, noses and ears and pasty white skin. They are deep-chested, stand three to four and a half feet tall and have red or black hair when young, going to grey as they age. Females are noticeably lighter in frame than males and usually free of facial hair. Male dwarves, on the other hand, are often quite proud of their beards and it is not unusual for them to sport enormous beards elaborately braided and decorated with gems and jewelry. Dwarves make their homes deep underground in mines, fortresses and complexes of their own creation. Dwarves are very industrious, being especially skilled in metal working, carving, cutting gems, weaving and tailoring clothes. Dwarven clothing itself is a wonder of both utility and finesse and is invariably brightly colored. Dwarves distrust the use of magic and are not known to put much faith in the gods, but they naturally excel as Fighters, and need 10% less experience points per Life Energy Level to advance. The maximum Life Energy Level attainable by dwarves is somewhat limited - they may not normally progress beyond 8th Level. However, they do have a high resistance to all forms of magic and a knack for survival. Consequently, dwarves make saving throws at 4 Levels above their actual Level. Also, being quite at home underground, dwarves have inherent Dark Sight - the ability to see without light. They have a highly reliable (90% accurate) sense of direction in mines, caverns and underground passages and can detect subtle changes in slope and angle in them, being able to do so on a roll of 1-2 on a d6 when they encounter such changes, or on a roll of 1-4 on a d6 when they are actively looking. Their familiarity with the underworld also extends these same 2 in 6 and 4 in 6 chances to dwarves who encounter traps, shifting walls, secret doors and new construction built in underworld spaces. This ability does not usually extend to above ground architecture, at Referee discretion. Dwarves are very good at fighting creatures much larger than themselves and will only suffer half damage against attacks from giants, ogres and creatures of similar size. Dwarves are extremely loyal to kith, kin and clan and need never check Morale when defending their own and their property, no matter the odds. Dwarves speak Dwarvish, and the languages of other underground denizens such as Goblin, Kobold, and Orc. Dwarves move normally at 6" per Move.

Elf

Elves are the most human like of fairy creatures, almost equaling humans in average height but tending to be thinner and willowy with delicate features and large pointed ears. Their skin color tends to vary from an almost human shade of brown to yellow, grey and greenish blue. Of all the races, Elves are the greatest masters of nature and technology. They are well famed for innovative and bold works of engineering and art and for architecture of great beauty. As such, elves are very perceptive regarding the identification and use of both magical and technological devices, while at the same time they have a great knowledge of the natural world.

In character, elves are somewhat mysterious, often seeming aloof and haughty in the presence of other races. The typical elf keeps to the dark forests and deep caves where their settlements are built, emerging only in times of war, which they seem to treat as a sport.

Elven society has very unusual notions of morals and morality, particularly regarding loose, open and equal relations between the sexes. Elves have been known to mate freely with other races, yet are typically embarrassed by any offspring that may result. It is unheard of to find any such "half-elven" children being raised in elvish society.

Although groups and kingdoms of elves seem to have as much variety among them as human groups, two broad divisions are known – High Elves and Wild Elves. The difference is one of philosophy, rather than substance in that high elves are more technologically minded and more likely to interact with other races, whereas groups of wild elves keep apart even from other elves and live a reclusive hunter-gatherer existence in the wilderness.

Elves can see 60 feet in the dark (Dark Sight) and they move extremely quietly. When making an effort to be stealthy, elves will remain unheard on a roll of 1-4 on a d6, otherwise they will be unheard on a roll of 1 or 2 on a d6, without trying. These same rolls apply to the chance an elf remains unseen in wilderness settings when they are wearing their special elven cloaks. Elves never get lost in woods.

Elves are not paralyzed by ghouls and similar undead. Likewise an elf can remove undead paralysis from others by touching them. In addition to Elvish and the Common tongue, most elves have learned the languages of orcs, hobgoblins and similar creatures they may come into contact with.

Elves are magical beings and are thus able to be Magic-users and Fighters both, but may only act as one or the other at a time because of the restrictions under which magic works. Like Fighters they can use any weapon and wear any armor, and like Magic-users they can also cast any magic spells and use magic items freely, subject to the normal restrictions on wearing armor and carrying iron weapons while casting spells. Elven Magic-users may carry magical weapons and wear magical armor of elven manufacture, but cannot wear or carry non-magical armor or iron weapons of any kind while casting spells. In consequence, players must decide before an adventure begins, into which class any experience points earned will be placed. Thus, Elves only earn experience points toward one class at a time. When an advance in Level is earned, whether in the Fighter or Magic-user class, the elf gains only one-half the Hit Points

indicated in the tables. For attack rolls and Saving Throws, Elves use whichever statistics are most advantageous according to the life Levels in Fighter or Magic-user which they have earned.

There are, of course, no elven Clerics, although special elven gods are known to them.

Also due to their magical nature, elves using an elven magical weapon can add +1 to all damage dealt with that weapon in addition to any bonus to hit the weapon may provide. Elves move normally at 12".

Hobbit

Hobbits are a subspecies of humans who developed in isolation, having crossbred with some goblinoid kind in the distant past. They are shorter than most human groups averaging only about 4' 11" for males and 4'9" for females. All hobbits are brunet of hair and have similarly dark colored eyes. Hobbits can naturally move silently and they also have a remarkable knack for blending into heavily vegetated or crowded surroundings, becoming effectively invisible. They have a sharp eye and are naturally gifted with the use of Bows and crossbows, receiving +4 to Fighting Capability. They are likewise deadly accurate with slings, hitting any target exactly where they aim, up to 150 feet away with 95% accuracy. Hobbits are often quite charismatic and renowned storytellers. They are also famously adept at gardening and cooking and famously poor at swimming (10% chance they can). Hobbits make saving throws in all categories as if they were 4 levels above their actual level, but they never adventure beyond 4th level in the Fighter

class and may not be Clerics or Magic-users at all. However, unlike all others, hobbit Fighters have no trouble using magic items and players with hobbit characters do not need to make a percentile throw to employ magic items

Humans

These quirky and varied creatures may play any class. Humans move normally at 12" per Move.

Orc

About the same size as elves, but much stockier, Orcs have grey green skin, small eyes, large jutting jaws with huge canines and pointed incisors. Orcs may only be Fighters. They are tribal, very hierarchical and nocturnal, being able to see in the dark as well as elves (60 feet).. They are of average intelligence but tend to be volatile and very militaristic. While martial skill and strategic savvy is highly valued by orcs, fidelity and responsibility are not. There are, of course, exceptions. Tribes of orcs are usually found in isolated places, most often in mountain caverns and thick forests, due to the orcs' dislike of sunlight. Orcs suffer a -1 penalty when fighting in bright light, but are remarkably tough and disease resistant. They receive a +1 directly to their Constitution Trait and a +4 to any Saving Throws involving disease. They are also remarkably good trackers, being able to notice Sign from passersby on a roll of 1-2 on a d6 when within 10 feet of their path, or on a roll of 1-4 on a d6 when they are actively looking. Orcs move normally at 9" per Move. For a more detailed look

at the Orc, and an alternative character class, see Nicolas Dessaux's *The Orc*, by Frightful Hobgoblin™.

Balarauk (a. k. a. Baledraug)

Balarauks are winged creatures of the dragon family. They are not however, capable of true flight and have a much more humanoid form. They age as dragons do. Only very young Balarauk may be veteran Tier Player Characters and will advance normally in their chosen class. Characters who begin play at later ages will be of whatever Life Level is indicated by their starting Hit Dice. For example, an Adult Balarauk would begin at Level 8. Very Young Balarauk are about the same size as humans, but perhaps a few inches taller, averaging around 6'2" They have a, heavy tail, short thick legs, thick arms and bat like wings. Movement rate is 9"/Fly 15". Due to the high quantity of hot iron in their makeup, they are highly resistant to Magic-user spells. See the description in the monster section for further details.

ALIGNMENT:

All intelligent beings are aligned with one of three sides involved in a timeless war. The *Champions of ZED* are soldiers – or perhaps one should say privateers – in this struggle. It is possible to design game worlds where different alignments (or no alignments at all) are at work, but the default modus operandi of *Champions of ZED* creates motivation and adventure justification based on the notion that Lawful characters are engaged in their adventures to root out and destroy servants of Chaos. Chaotics likewise reject and revile Lawfuls, and both sides will vary between tolerating and destroying Neutrals, depending. Choosing character alignment is therefore very important in *Champions of ZED*, not so much as a statement of personal philosophy or guide to behavior; but a choice of which side you are on. Chaotics and Lawfuls are at war. It is a great struggle, begun ages ago with no end in sight. Individuals aligned with either side may privately not be "lawful" or "chaotic" in their personal beliefs and/or behavior, but have chosen a side for any number of reasons – ideology, personal advancement, avoiding conflict with their neighbors, etc.

Chaotic – (Barbarism, Free Agency, Change) – Chaotics are wild and free at heart. They reject the notion that they must conform to structure, rules and formal organization. They do not believe that natural systems are real, except as aggregates of individual action, in continual flux due to random and often unexpected factors. Individual actions and events may appear organized as "systems" but these are in no way stable, proper, or inevitable and certainly not monolithic orders that must be preserved at all costs. Ideas and ideals are of far more importance than supposed natural orders. Any structures that exist are always just the sum of their parts and have no reality beyond them. Monsters, barbarians, pirates and the like are typical Chaotics.

Neutral – These individuals see value in the ideals of both the Chaotic and

Lawful sides. They tend to stay out of the war and are often advocates of live and let live. Neutrals can be found in every group.

Lawful – (Structuralism, Civilization, Stability) A top down approach perceiving the world to be made up of discreet, definable and somehow natural and/or divinely mandated systems. Things are the way they are because that is how they are meant to be and everything happens for a purposeful reason. Life is organized, ordered and subject to natural law. Systems function normally just as they are supposed to and are meaningful and need to be preserved for life to prosper. The disruption of natural and traditional systems is destructive and usually should be avoided. It may be necessary to destroy or modify some systems to preserve the most important ones. However, some argue that no matter what, divine order will always prevail: the king is in his palace, the bankers in their banks, the gods are in their heaven and all is right with the world. The structure is always greater than the sum of its parts. These people believe in the primacy of order and self sacrifice for the good of all, and will readily support others of the same Alignment. Lawfuls typically are vested members in civilizations and institutions.

CLASS

Fighter
Prime Requisite: Strength

Most adventurers fall into the Fighter class. These are tough individuals who don't shirk from a challenge. While the nature and skills of individual Fighters vary widely, from rough and tumble pirates and street thieves to the elite knights of the emperor, they all have in common the fact that they must rely on martial and physical skills instead of magic when they get into a scrape. Fighters can use some magical items provided they do not require knowledge of magic to make them "work" but

Fighters can never cast spells or use wands or staves. Neither can Fighters use spell scrolls, except for protection spells, which work for (and on) whoever fully opens them. Likewise, anyone can make use of a potion. Fighters can freely use any magical weapon or armor but have a maximum 85% chance of using a ring, cloak or other magical device. This chance decreases by 5% per point of Intelligence under 9. Although limited in their ability to use magic, Fighters face no other constraints and are able to choose any kind of arms, armor, and accoutrements that suit them.

Cleric
Prime Requisite: Wisdom

Clerics are either Lawful or Chaotic devotes of the gods who use both weapons and spells in the service of their faith. They may be priest, prophets, shaman or holy warriors, but whatever their role, they all seek to master the mysteries of divine magic. Thus, not all Clerics are "priests" strictly speaking, nor are all priests Clerics. Clerics are granted the ability to cast spells by the divine powers they serve. These spells are special ecclesiastical litanies which the faithful Cleric alone is able to empower once per day. A full 24 hours must pass before the Cleric can cast the same spell again. Unlike Magic-users, Clerics may cast any spell they know and are capable of casting, not having to choose particular spells before adventuring, but the number of spells they can cast in one day is limited, depending on their Life Level (see the section on Experience). Knowledge of the spell must be taught or come from a spell book, or scroll but Clerics do not need to have the written spell with them as long as they have learned it previously and are able to remember it. Cleric spells can be written in whatever language or using whatever symbols the Cleric chooses, but being able to read the spell does not in any way allow casting of the spell. Casting ability must come from a divine source. 1st level Clerics receive a spell if their Wisdom is 15 or higher; Clerics with less Wisdom are unable to cast spells until second level.

Clerics receive +1 on personal Mor-

ale Checks, but they cannot employ sharp projectiles or edged weapons, including edged magical weapons. They face no other equipment restrictions, but failure to win treasures and offer 40-90% to the faith, may bring loss of 1-4 Levels.

Clerics of Law are diametrically opposed to the Anti Law Cleric of Chaos. Upon attaining Life Level 7, Clerics who switch sides will be stripped of all honors.

Clerics of Law and Clerics of Chaos have somewhat differing capabilities. Clerics of Chaos are able to cast either the usual version or the reverse of certain spells (those marked with an asterisk in the lists) and this Lawful Clerics cannot do. On the other hand, Lawful Clerics have a unique ability to affect the resolve of undead, causing them to turn and flee or possibly disintegrate. This power is not absolute however, particularly for lower level Clerics, and a special Saving Throw table exists showing the chance that different kinds of undead have to resist being turned. This table can be found in the section on Saving Throws. Chaotic Clerics have no powers to turn or destroy undead over which they have no control, but they usually face no danger from them.

Magic-user
Prime Requisite: Intelligence

Patterns shaped into vibrant active forces lie behind what is commonly known as spell magic. Unlike Clerics, who receive spells through divine means, Magic-users employ a special literary method of harnessing spells. Spells of similar power level are written down in books or scrolls using the mysterious language of Magi. Different level spells may not be mixed in the same book or scroll. When a Magic-user wishes to employ a certain spell, it is first activated by careful reading. The spell will then remain active in the mind of the Magic-user until released using the proper command words and gestures. Certain devices or components may also be employed in certain cases. Once released from the mind, the spell is no longer present and must be reread to become active and be cast again. Spells will remain active in the mind of the Magic-user for a period of at least 24 hours before losing their efficacy. To take in a spell, the Magic-user must, of course, have a copy of it to read, and a few quiet, undisturbed moments to read it properly.

There is a mystical relationship between iron and magic that few understand. When carried upon the person, iron tends to interfere with spell casting, and therefore, Magic-users do not wear or carry any iron objects larger than a knife, and will often prefer even their knives to be made of bronze or some other, non ferrous substance. Further, during the process of spell casting, the entire body of the caster becomes charged with the spell just prior to its release. Tight fitting clothing or worse, armor of any sort, can create an insulating effect that reflects back some of the spell energy creating a hazard for the caster. Because of this, Magic-users typically dress only in sandals and loose fitting robes and will not wear any type of armor or helmets. When times permit, Magic-users will often prefer to wear nothing at all!

Small iron objects will cause a 10% chance of failure for each spell casting. Larger iron objects, such as a shirt of chain mail or a helmet cause a 75% chance of failure (or a miscasting) and loss of the spell. In addition the caster may take heat damage at the discretion of the Referee. Even greater amounts of iron on the person, such as a plate mail suit, guarantee a 100% chance of spell failure. So there is no confusion, these restrictions do not apply to Clerics casting Clerical magic, which is a divinely granted power unconnected to iron and quite different in nature from the magic of Magic-users.

Elves, it should be noted, are able to manufacture a magical armor in which the wearer will suffer neither the chances of spell failure or heat damage indicated above.

As they progress in levels of ability, Magic-users are able to hold more spells and spells of greater power within their mind.

CLASS SPECIALISTS

While most characters will remain broadly defined, some may wish to become specialists in a particular aspect of their class. The nature and variety of Specialists is virtually as unbounded as imagination allows. Referees should consider what sorts of specialist might be hallmarks of their campaign world and decide what advantages, disadvantages and differences might be associated with each particular specialization. For example, perhaps in your campaign world there is a cult of Pyrologists (Magic-users), or a guild of Assasins (Fighters), or ninja spies (Fighters again). Players can, of course, have characters adopt more than one specialty, being affected by the advantages and penalties of each. While much of the specialist character is simply a matter or role playing, some particulars will need to have rules.

Magic-user Specialists:

Usually, Magic-user specialists are distinguished only by their spells. Thus an Elementalist is a Magic-user who concentrates on spells having to do with the four Elements, The Necromancer may have a wider variety of potions and spells that master undeath, and so forth. Some Specialists may come with Alignment restriction or other penalties. Alchemists are given below as one such example:

The Alchemist: The Alchemist can not absorb and cast spells as typical Magic-users do, instead Alchemists create spell effects through potions, gels, gasses trapped in delicate glass balls, powders in paper tubes, poisons, weaponized diseases, scrolls written with magical ink, and the like. An advantage Alchemists have in this regard is not being restricted in the wearing of clothing or armor. However, the Alchemist must find or purchase the rare ingredients needed for their magics, and must also take the time to create them in a laboratory – time and expense are according to the magic item creation table. Alchemists do not know if a magic item has been completed successfully until it is actually employed. There is a 35% base

chance the finished alchemical spell will be a dud and not work when employed. This failure rate increases by 10% per level of complexity of the spell, (i.e. level II - 45%, level III - 55%, etc.), - 5% per level of any Alchemist who has previously completed that particular spell effect successfully. Thus if a Referee does not know the success or failure of the production of a given item of alchemy ahead of time, the above chances must be rolled against when   the spell effect is employed.   Potions which turn out to be failures are always POISON, regardless of what is on the label. When Alchemists have acquired enough experience points to advance a Life Level, they must successfully complete a spell of one level of complexity higher than they have completed previously, or successfully research the creation of a new spell, in order to rise to the next L i f e Level. There are no alchemical wands, staves, rings, cloaks, etc. and alchemists have no better chance to use these items than do Fighters. Alchemist Magic –users are typically reviled by spell casting Magic-users.

Cleric Specialists:

Like Magic-users, there may be Clerics of some cultures or religions that have unique spells, or that concentrate on specific types of spells like healing and resurrection, for example. Clerics who dedicate themselves to particular causes or particular forms of discipline are known as Monks. Monks may gain particular abilities, such as the ability to commune with the dead, or engage in extreme physical disciplines like walking on hot coals or holding their breath for hours, in place of additional spells or as a reduction or elimination of their ability to turn undead.   Monks of the Green Robes below, are an example of a Cleric specialist.

Monks of the Green Robes – These Clerics celebrate nature and abhor all but the simplest and most natural technologies. They will not use any refined metals. Monks of the Green Robes are skilled at predicting the weather up to three days ahead, having a 50% chance of a correct prediction at level 1 i n - creasing to 75% at level 4 and 100% at level 8. They cannot turn undead or cast reverse spells. Instead, three times per day, a Monk of the Green Robes may change shape into any kind of animal, bird, or fish, once to each kind and varying in size from about one to ten feet long. They receive the Hit Dice, Hit points, Armor Class, Movement rates and all other normal attributes of their new form, while retaining their own Wisdom and Intelligence. The Referee may also wish to create special spells for this type of Cleric, invoking control over nature.

Fighter Specialists:

Fighter Specialists require perhaps a little more care so as to ensure their advantages are balanced by their penalties. Factors most likely to be affected are Fighting Capability, and Experience Points, and there may be minimum requirements, especially for Character Trait scores. Perhaps a character wishes to be an Archery specialist. That will mean the character had to spend more time shooting and less time practicing at arms, so for every 1 factor gain in

Fighting Capability for Archery, the character would loose 1 factor of FC in melee combat. Two of the most common Fighter specialists are detailed below:

Warrior – warriors are members of the Fighter Class who live by the sword. They are soldiers, sell-swords, the classic tough hombres from the badlands. Warriors must have a minimum Strength Trait of 11. Warriors gain additional attacks when they have dropped a Mundane enemy. This is the rule: when a Warrior has caused damage to a Mundane opponent of roughly equal or lesser size (not gigantic)   such that the opponent is reduced to 0 or less Hit Points, the Warrior may immediately attack with the same weapon any other opponent within their Melee Range (30"), provided that it is within the Warriors' movement allowance to do so and the Warrior is not already engaged with some other opponent and there are no obstacles or special conditions to prevent the attack, such as an opponent beyond the Warriors Area of Control (10") who readies a spear against the charge. Each time the Warrior successfully kills or renders unconscious a Mundane opponent, they may continue to attack. This benefit applies in addition to any other attacks the Warrior may have due to Fighting Capability.

Elite Warrior – these are knights, samurai, huscarls. They must have received intensive weapons and warfare training from an early age or have engaged in a long period of training with weapons masters, precluding all other activity. Elite Warriors also must have a minimum Strength Trait of 13 and a minimum Dexterity Trait of 14. As a result of the rigors of an Elite Warrior's training, they are able to maneuver through fights against lesser opponents with speed, confidence, and deadly effect. Elite warriors have all the fighting prowess afforded to Warriors, plus their own Fighting Capability progression. Elite Warriors do not use the standard Fighting Capability tables as other Fighters do. Instead, starting with level 3,

an Elite Warrior's Fighting Capability against Mundane creatures is equal to their level, e.g. an 8th level Elite Warrior has a Fighting Capability of 8 versus Mundane opponents. Further, beginning at level 1, when facing Fantastic opponents, the Elite Warrior uses the "Mundane" Fighting Capability column used by standard Fighters.

Paladin – Paladins are Elite Warriors who swear an oath of fealty to a Clerical institution (church, temple, etc.) or to a Theocracy, for which they must be willing to give their life and against which they must never disobey. They must also have a minimum unmodified Charisma score of 17. In exchange for their service, they are awarded the ability to cast one first level Cleric spell per day per Tier, are protected against disease and use a d8 when rolling for damage. At Level 8 and higher, Paladins may also cast second level Cleric spells. Possession of a Holy Sword will grant an automatic +2 bonus to Paladins making a Type VI saving throw.

DETERMINATION OF CHARACTER BASIC TRAITS:

The Character Traits represent core characteristics that every character posses which can be used to influence the game in various ways during play. This is largely a matter of creative application in specific situations, but the Traits also have certain mechanical functions as detailed in their description.

Three of the six Traits are also of particular importance to the members of the three classes. These Traits are called Prime Requisites and give a bonus to experience points earned for those who have a high score in their class' Prime Requisite. These are Strength for Fighters, Intelligence for Magic-users, and Wisdom for Clerics. More details can be found in the section covering Experience Points.

To determine the Character Traits for Player Characters:

1) Roll two six sided dice six times and add 6 to the result of each roll; or roll 2d10 six times rerolling on a result of 19 or 20.
2) Re-roll the highest and lowest number, taking whatever result comes the second time.
3) If the total is less than 50-60, just start over.

These six numbers should be assigned to the following six Character Traits:

Strength determines the ability to perform difficult physical tasks such as opening stuck doors and carrying lots of treasure (See Encumbrance). Strength is the Prime Requisite of the fighting class. Fighters with a Strength of 15 or greater get +1 hit point per level, and +2 to damage.

Intelligence indicates a character's ability to solve problems and acquire knowledge through education and life experience. Intelligence is the Prime Requisite of the Magic Using class. Magic-users with 15 or greater Intelligence get 1 additional first level spell. Intelligence also affects the number of languages a character will know according to the following table:

Intelligence	Table
3-9	1 language
10-12	3 languages
13,14	5 languages
15,16	7 languages
17,18	8 languages

The total number of languages a character knows includes those indicated in the table and any granted by the characters' race and Alignment. A human with an Intelligence of 17 would therefore have knowledge of 1 0 languages including "common" and the Alignment tongue. The table applies to character creation only and does not prevent the learning

of additional languages throughout their career.

Wisdom is a measure of perception and intuition, an ability to grasp the best reaction to the situation at hand. Wisdom is the Prime Requisite of the Cleric class. Clerics with 15 or greater Wisdom get a first level spell at level 1.

Constitution includes stamina, love of life, toughness, fortitude, endurance, resistance to disease and so forth. The Constitution score will modify Hit Points as shown in the table below:

Constitution Table	
Trait Score	Add to Hit Points Per Level*
3-6	-2
7,8	-1
9-12	0
13,14	+1
15-18	+2

* minimum of 1 HP gained per level

At the discretion of the Referee, any Constitution bonus or penalty can be applied to any Saving Throw involving a severe shock to bodily health, such as being resurrected, poisoned, crushed etc.

Dexterity includes both physical quickness and coordination. Dexterity often determines who strikes the first blow, shoots the first arrow, throws the first spell and so forth. It also applies to delicate and tricky situations requiring precision and a steady hand.

Dexterity Table	
3-8	Shoot any projectile at -1
9-12	no bonus
13-18	Shoot any projectile at +1
14-18	16% (+1 on d6, +3 on d20) to move silently

Charisma refers to a characters' "social value" - attractiveness, charm, personality, and so forth. Charisma affects the chances of success a character will have in negotiating with various monsters and other characters, maintaining hirelings, and the overall morale of any followers the character may have. When defeated in combat, a charismatic male or female may be subdued or revived by an enemy who finds them desirable, instead of being left for dead. The table below shows some of the uses the Charisma Trait may be applied to in the game. The loyalty modifier refers to the adjustment made to the Loyalty Trait of hirelings, heirs and other companions. The Loyalty Base may also be used to modify Morale throws. The Reaction Modifier applies to the Reaction Table used in situations in which the Character attempts to convince an NPC to some understanding, such as "We're friendly". Or "How about half price?", etc. For any Charisma related roll, Referees may wish to add a bonus for tier (perhaps a +1) or for other factors of fame and status.

Charisma Table		
Score	Loyalty Base	Reaction Modifie
3, 4	-2	-1
5, 6	-1	-1
7-9	0	-
10-12	0	-
13-15	+1	-
16, 17	+2	+1
18	+4	+1

Generally, only Player Characters and important Non-Player Characters will be assigned all 6 Character Traits. Referees may find it useful to assign some character traits to monsters and lesser NPCs also. For most intelligent humanoid species, 18 is normally the highest score. Some monster may have a shorter range (1d6, 2d6) or much larger, for all or some of their Trait scores. It may also be possible for a character to work out a deal or find some device which will either temporarily or permanently increase scores above 18, at least by a few factors.

Character Trait Checks

In some situations the Referee may find it convenient to require a player to make a roll against one of their Character Traits. For example, a Fighter attempting to remove their armor quickly or negotiate an icy path might trigger a Dexterity check. To make a Character Trait check, the player should roll 3d6 and compare the result, including any appropriate modifiers, to their Character Trait score. If the result is under the character is successful, if the result is equal or over the character has failed. Trait checks should not be overused, and the Referee is urged to consider whether a usual Saving Throw might better suit the given situation.

Languages

Language is a subject easy to overlook, yet when handled well, can make all the difference in capturing the imagination and creating the atmosphere of a campaign world.

In a typical adventure campaign there may be assumed to be a lingua Franca referred to as "common" or "the common tongue" which will be understood and spoken, to some degree, by 20 – 50% of intelligent creatures encountered.

Most such creatures will also have their own language, or more than one. Many will also know an Alignment language, but not everyone learns this secret code. Each Alignment has developed a kind of battle language of signs, words and code phrases in order to communicate with one another without such communication being understood by those of other Alignments.

Magic-users must also learn the ancient and mystical language of Magi. This language is used in the preparation of all magic user scrolls and in many spells. Although all Magic-users become familiar with this language for use in spells, few learn it well enough to use it as a means of communication. There is a 50% chance, +5% per factor of Intelligence over 10 and - 5% per factor of Intelligence below 10, that a Magic-user is able to effectively communicate in the Magi language.

PART III: CHARACTER GROWTH

LIFE ENERGY LEVELS AND EXPERIENCE POINTS:

A Player Character's rise above the norm is measured in Life Energy Levels. Life Energy Levels, (very often written as simply Levels) indicate many things that distinguish the character beyond their normal natural Character Traits, including a gain of inner strength and confidence, and an overall improved chance of success achieved through gaining experience. Such experience is measured in the game using a system of points, which are awarded differently depending on character class (see the section below for details). As Characters accumulate Experience Points they will gain Life Energy Levels, one Level at a time. If somehow enough Experience Points are earned to advance more than one Level, the award must be reduced.   Upon gaining a Level, players gain more Hit Points as indicated in the Level Tables. Few characters ever reach Life Energy Levels over 10 or 12 but the Tables are carried to Level 20 for those rare individuals who rival even the gods. While some Referees may prefer to place no limit on how high a character may progress in Life Level, it is both traditional and highly recommended that active advancement be halted at Level 20.

Life Energy Levels and Tiers
Characters advance in Life Energy Level throughout their careers. As they do so they can achieve special stages or tiers that mark them as particularly outstanding, as Heroes

and Superheroes and even legendary Lords of battle and adventure. These Tiers of advancement differ for the three classes as shown in the table below:

	Veteran Levels	Hero Levels	Superhero Levels	Lord Levels
Fighters	1- 3	4-7	8-11	12+
Clerics	1-5	6-8	9-13	14+
Magic-users	1-6	7-10	11-15	16+

Becoming a Hero, Superhero, or Lord can have all sorts of social implications in the campaign, but that will depend on the circumstance and flavour of the game. There are however specific rule effects that also occur as detailed below.

Hero Bonus
Simultaneous Hits:
Against normal attackers, a Hero must be hit 4 or more times in the same Round or no damage rolls are made against them. A Hero hit by 4 or more normal attacks in the same Round takes all damage rolls.
Fear Immunity:
Heroes are able to resist all forms of normal or magical fear and panic, including the paralyzing aura of ghouls, without the need to make a Saving Throw.
Supernormal Status:
All Heroic Tier characters are now considered fantastic creatures when in combat and use the fantastic creatures table when attacked.
Reputation:
The reputation of the Hero reflects what other characters think or believe the Hero is capable of. When characters, hirelings, encountered creatures, etc., of less than Heroic status are aware of the reputation of the Hero and accompany the Hero in a fight, they receive a +1 to the totals of all dice rolled.

Superhero Bonus
Simultaneous Hits:
Unless the Superhero is hit 4 or more times in the same Round by any attackers, no damage rolls are made against them. The Superhero who is hit 4 or more times in the same Round suffers normal damage.
Reputation:
The Heroic Teir benefit remains in effect, and an imediate Morale Throw at -1 will be triggered when characters or creatures below Heroic Levels realize they face a Superhero in combat. Referees might opt to allow other Super traits, like an uncanny awareness of invisible beings.

Lord

Becoming a Lord grants no new mechanical bonuses (beyond those in the Saving Throws table), but achieving this Tier means the character will be a well known master of their craft, continually attract numerous voluntary, would-be followers, including some of higher levels, be acknowledged by important titles such as baron, patriarch and so forth as is appropriate to the setting and character, receive positions of leadership in any organizations they are in or choose to create, and will be likely to establish strongholds, towers, castles, cathedrals and so forth, if they have not done so already.

Creatures and Levels

Champions of ZED distinguishes between "natural" flesh and blood creatures and those of more supernatural or fantastic nature (See Fighting Capability). Exactly what creatures may fall into each category depends on the campaign world and Referee preference. Any creature, Fantastic or Mundane can also be gauged by Levels just as Player Characters are. The vast majority of creatures in the game are typical

representatives of their species and their Hit Dice indicate Life Level for most purposes. However, some individuals, especially of Mundane species, may be special or outstanding, particularly as regards their combat skill or resilience. In such cases the individual should be described by Life Level. For example, the great prince of the orcs might be a 7th Level Fighter. Life Levels are not necessarily restricted to intelligent creatures either. Creatures of animal intelligence can be trained to fight and can also advance in Life Level, up to a maximum of 8th Level. Mounts, such as war horses, and attack animals, such as war dogs, are usually the most common type of animals trained to fight and capable of advancing as Fighters up to the 8th Level.

Magic and Character Growth

For Cleric and Magic-user characters, gaining new Life Levels brings with it an increase in the ability to master and/or cast spells. Exactly how many spells a character can cast in a 24 hour period (usually sunrise to sunrise) depends in part on the make up of magic within the campaign world. Note that this does not include spells from magic items or scrolls, which have no limit. The tables given below are suggestions only, and should be adjusted to fit the nature and frequency of magic in the campaign.

Daily Spell Tables

Clerics	Spells Per Day by Spell Level				
Life Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	-	-
7	3	2	1	1	-
8	3	2	2	2	1
9	3	3	3	2	2
10	4	3	3	3	2
11	4	4	3	3	3
12	5	5	4	3	3
13	5	5	5	4	3
14	5	5	5	4	4
15	5	5	5	5	4
16	6	5	5	5	4
17	6	5	5	5	5
18	6	6	5	5	5
19	6	6	6	5	5
20	6	6	6	6	6

To an even greater extent than Cleric spells, the number and level of spell a Magic-user is able to master at a given Life Level is tied very closely with the nature of the campaign world in which the character is being played. In worlds with a low amount of

magic, spells may be rare and difficult; in a world where magic is as common as dirty laundry, spells may be easy to acquire. There may also be worlds where some individuals, perhaps of some special heritage, find magic much easier than others and thus might use a different Spells per Day table. The following table strikes a middle ground approach, representing an average individual in a fairly typical fantasy world. Adjust the spells per level shown as needed to fit your campaign.

Magic-users	Spells Per Day by Spell Level					
Life Level	1	2	3	4	5	6
1	1	-	-	-	-	-
2	1	1	-	-	-	-
3	2	2	-	-	-	-
4	4	2	-	-	-	-
5	4	2	1	-	-	-
6	4	3	1	-	-	-
7	4	3	2	-	-	-
8	4	3	2	1	-	-
9	4	3	3	1	1	-
10	4	3	3	2	1	-
11	4	3	3	3	2	1
12	4	4	4	3	2	1
13	4	4	4	3	2	2
14	4	4	4	4	3	3
15	4	4	4	4	4	4
16	5	4	4	4	4	4
17	5	5	4	4	4	4
18	5	5	5	4	4	4
19	6	5	5	4	4	4
20	6	6	5	4	4	4

The Low Level Magic-user

At 1st Level, a Magic-user can keep in mind only 1 spell and typically has Armor Class 9. Such a character can be very fragile in combat and that one spell is often used early in play. Some players make the mistake of not equipping the low Level Magic-user properly prior to the adventure

and find themselves unable to contribute as well as they might like. In particular, Magic –users of Veteran Tier should always adventure with a minimum of three spell scrolls and such magic items and potions as they have time and gold to manufacture or purchase.

Awarding Experience

Experience points are given in ways both specific to each class and general to all. There are three general areas where any character may earn experience.

First, and usually foremost in points awarded, is the acquisition of magic items. Experience for Magic items recovered is as follows for all classes:

Magical Swords	1000 per "+" rating + 100 per magic ability
Magical Weapons	100 per "+" rating
Potions	250 to 500 points
Miscellaneous Magic	100 to 5000 points maximum
Scrolls (spells Level 1-5), Holy symbols and Relics	500 XP
Scrolls (spell Level 6) and Wands	600 XP
Rings	700 XP
Staves	800 XP

Experience Points can only be awarded once for magic items; meaning that if a magic item is sold, the character does not get additional XP for the GP received. All characters who participate in the adventure will equally receive the total amount of Experience Points indicated above, regardless of what is done with the item when the treasures are divided. Hirelings get an equal share with all others, but that amount is usually then cut by half, since hirelings are acting under direction. If for example 2 PC's and a Hireling recover a magic wand, that's 600 XP each.

Each Player Character would then get 600 XP points, but the hireling is only credited 300 XP. The remaining 300 XP simply vanish as part of the drawback of being hired muscle. Note that purchasing or selling any of these items will not grant any Experience Points, however manufacturing them will grant the XP.

Second is through the treasure characters acquire as a result of their adventure: money, gems, jewelry and non-magical items of value included in their personal cut. For Clerics the process is simple; they receive 1 XP (Experiece Point) for every 1 GP in value they donate to their religious institution or otherwise use for the faith. For Fighters and Magic-users, only a portion of the wealth they gain translates to experience points and only if it is SPENT in a class appropriate, character building, fashion. These characters will receive 1 XP per 10 GP of their share of the treasure: that is, 10% of the character's cut, but they must spend that 10% in class related activities to receive any points. For example, a Fighter comes back from adventuring with 500 GP. The Fighter's player knows the character can receive 10% of that 500 as Experience Points and so informs the Referee that the Fighter will spend 50 GP on equipment maintenance, thereby awarding the Fighter with 50 Experience Points. If the Fighter were to spend 100 GP on their gear, the Experience Point award would still be 50, since the XP award cannot exceed 10% of the wealth gained during an adventure. If a Magic-user returned from adventuring with 500 Gold Pieces and, let's say, donated to a church, they would not receive any points, but if they were instead to spend 50 GP or more on stocking up their laboratory then they would get the 50 XP. Buying equipment, training or engaging in various reputation building exploits by throwing money around will gain XP for both Fighters and Magic-users. The specific activities need not be declared by the players at all or can be spelled out and gamed in great detail, either way as desired by the group, but whichever, players do need to spend or give away up to 10% of their cut of the treasure to gain any Experience Points from it.

The third method of gaining XP

is through successful creation of magic items, in exactly the same amount as shown for magic items in the table above.

The fourth method of gaining XP is through the use of the class Prime Requisite while adventuring. When the Fighter raises a portcullis (Strength), the Magic-user interprets a cryptic map (Intelligence), or the Cleric prevents an offense against the gods that would surely bring destruction (Wisdom) the Referee should alert the player with an Experience Point award in keeping with the importance of the deed. Obviously some judgement will need to be exercised by the Referee and every effort should be made to be fair and consistent when making Prime Requisite Experience Point awards. Further Experience Points are awarded on a class by class basis, as detailed below:

Battle Experience: When killed, monsters of the Character's Level or higher score as 100 XP per Level of the monster. If the monster is lower in level than the Character, divide this same 100 XP/Monster Level amount by the Character's Level to determine the actual award. For example, a 3rd Level Fighter who defeats a higher "Level" 4 HD ogre would get 400 Experience Points, but if the same 3rd Level Fighter defeated four 1 HD kobolds they would be awarded a 1/3 fraction (kobold Level over Fighter Level) for a total of 133 Experience Points. Level for monsters is equal to their Hit Dice, but when a bonus is added to the dice, it bumps the Level rating up to the next highest, so a 2+1 HD monster is considered 3rd Level. For the purpose of computing experience only, any special or fantastical abilities also add to the Level determination on a one for one basis. Ghouls (HD 3) for example, have the potent ability to paralyze by their mere presence, so they add one to their HD for Level determination and so are considered Level 4 creatures. Dragons, who can both cast spells and breathe fire, would add two levels to their HD, and a defeated Balarauk (HD 10) who can immolate on touch, cast spells, and is resistant to magic adds three levels and is considered

a level 13 creature when computing experience points earned by the victors. Exact figures will in some cases rest on the Referee's best judgement using the examples above as a guide. Each episode of combat should be calculated separately, and it is usually best to do this immediately after the combat is over, with the assistance of the players.

Group Kills:

Often a monster will be killed by several persons, not just a single Character. Two methods are given below to resolve this. Either method may be used, or both depending on circumstance. For example, the Referee may want to use method 1 for battles involving ferocious monsters with large amounts of Hit Dice, and method 2 for battles with lower level monsters attacking in groups:

Method 1, Individual Experience:

All of the above rules for determining experience points apply only to the Player Character or Non-Player Character who delivers the killing blow or otherwise ends the threat posed by the enemy. For example, if three Fighters take out four goblins, but one of the Fighters kills three of them and one of them kills the other one, then the first Fighter gets the experience points, as adjusted by level, for 3 goblin kills, the second gets points for 1 goblin, and the last gets no XP at all. This method may create a "friendly rivalry" between players.

Method 2, Shared Experience:

This method simply uses the average Level (round up) of combatants, living or dead, on the side of victory to calculate experience. In a fight where 2 first level and 2 third level characters defeat a group of monsters, the average level (2nd) will be used to calculate full or partial experience points.

Once the averaged Level is determined, each participant involved in the melee is awarded an equal share of the total. So, using the previous Kobold example, suppose instead of a single 3rd Level Fighter, there were two 3rd Level and one 1st Level Fighters who defeated the four 1HD kobolds; the

group average Level is 3rd and thus each of the 3 Fighters would receive an equal share of total of 133 XP, resulting in each Fighter receiving 44 XP. While the 1st Level Fighter might feel it is unfair, the player should remember that the character benefited from the protection and expertise of the higher Level Fighters. Further, higher Level characters can gain more experience against lower HD opponents than they normally might when they are allied with a large number of lower Level companions, but this reflects the fact that they are leading the less experienced in battle. In the example above, our three Fighters may or may not have been accompanied in melee by a mace wielding Cleric or a dagger waving Magic-user but neither would be included in the calculation because neither of these classes gets experience points for killing monsters with weaponry. Magic-users do get their fair share of XP for monsters killed and/or defeated with spellcraft, but Clerics normally earn no XP this way unless the monster was a particular enemy of the Cleric's faith.

Magic Users and Spells:
Magic-users gain 100 XP per level of spell for each spell cast, divided by the Level of the caster (round up). Thus, a third Level Magic-user, casting a 1st level spell, gets 1/3 the Experience; 33 points, a tenth Level Magic user casting the same 1st level spell would only get 10 points.

Stressful spell casting situations might, at the discretion of the Referee, grant bonus points, but never more than a 50% gain. Spells cast from scrolls count towards Experience Points and the amount of points given is calculated the same, but will never be more than 100 XP per level, even when they are of a level greater than the Level of the Magic-user.

Spells cast from magic items in normal situations do not count toward experience, however, during combat, a Magic-user who triggers a spell from a magic item that kills the foe, may partake in the Experience Points normally given for the spell, up to the maximum allowed per level.

Neither Magic-users nor Clerics receive any Experience Points for monsters they participate in killing by using melee weapons or any non magical means.

Hirelings and Combat Experience Awards
When calculating experience, participating hirelings and henchman of any sort are factored in just the same as Player Characters. However, experience points are not usually awarded to hirelings in full and this applies to combat experience also. After the calculations are made and experience points earned are determined, the amount given to hirelings and henchmen is usually cut in half. In other words, for the purpose of the calculation of points, hirelings figure just as Player Characters do, but when points are awarded they will only receive half the points they would if they were Player Characters. The Referee may make exceptions for hirelings whose actions were particularly important during the adventure, and award points to them accordingly.

EXPERIENCE POINT ADJUSTMENT SCORE
The table below details the adjustments available to characters through their Experience Point adjustment score. The percentile given in the table applies to the amount of experience points needed to attain the next Level and is cumulative with any other applicable bonuses, such as that given to dwarves.

Score	Experience Adjustment
3-6	+25%
7,8	+10%
9-12	0
13,14	- 5%
15-18	-10%

The Experience Point Adjustment score is based on the Prime Requisite of the characters' class, as modified by other traits:

Fighters: Experience Point Adjustment Score is equal to Strength. If either or both scores of Intelligence and Wisdom are above nine, then every three whole points above nine increase the Experience Point Adjustment Score by one.

Magic-users: Experience Point Adjustment Score is equal to Intelligence. If the Wisdom score is above nine, then every two whole points above nine increases the Experience Point Adjustment Score by one.

Clerics: Experience Point Adjustment Score is equal to Wisdom. If Strength is above nine, then every three whole points above nine increase Experience Point Adjustment by one. If Intelligence is above nine, then every two whole points above nine increases Experience Point Adjustment Score by one.

A 3rd Level Fighter with a Strength score of 11, an Intelligence of 10, and a Wisdom of 8 would gain no additional points from their Wisdom or Intelligence scores. The Fighter's Experience Adjustment score is therefore 11. Thus, following the table above, the Fighter gets no XP adjustment and will need the full 7000 XP (see Experience tables below) to reach level 4. If instead the Fighter had the same Strength score of 11, Intelligence of 10, but had a Wisdom score of 18, they would add 1 point for every 3 points above 9 in Wisdom. Thus their Experience Adjustment Score would be 11 + 3 = 14. With an Experience Adjustment of

14, the 3rd Level Fighter receives a 5% reduction in the Experience points required to reach 4th Level, e.g. 6650 XP (7000 – 350 or 5%).

LEVELS OF EXPERIENCE

Fighter Progression Table:

Level	Hit Point Gain	Experience Points
1	1d6+1	0
2	1d6	1000
3	1d6	2500
4	1d6	7000
5	1d6+1	14000
6	1d6	28,000
7	1d6+1	42,000
8	1d6+1	126,000
9	1d6+1	252,000
10	1d6+1	378,000
11	+2	504,000
12	1d6+1	630,000
13	1d6	750,000
14	1d6	870,000
15	1d6	990,000
16	1d6+1	1,110,000
17	1d6	1,230,000
18	1d6+1	1,350,000
19	1d6+1	1,470,000
20	+2	1,590,000

Cleric Progression Table:

Level	Hit Point Gain	Experience Points
1	1d6	0
2	1d6	750
3	1d6	3000
4	1d6	4500
5	+1	7000
6	1d6	28000
7	1d6	56000
8	1d6	112,000
9	+1	212,000
10	+1	312,000
11	1d6+1	412,000
12	+1	512,000
13	+1	612,000
14	1d6	800,000
15	+1	900,000
16	+1	1,000,000
17	1d6+1	1,100,000
18	+1	1,200,000
19	+1	1,300,000
20	1d6+1	1,400,000

Magic-user Advancement Table:

Level	Hit Point Gain	Experience Points
1	1d6	0
2	+1	2000
3	1d6	5000
4	+1	10000
5	1d6	15000
6	+1	20,000
7	1d6	60,000
8	1d6	80,000
9	+1	100,000
10	1d6	200,000
11	+1	300,000
12	1d6+1	400,000
13	+1	500,000
14	+1	600,000
15	1d6+1	700,000
16	+1	850,000
17	+1	950,000
18	1d6+1	1,000,000
19	+1	1,100,000
20	+1	1,200,000

ELVES

As magical creatures of nature, elves are special in that they can choose to adventure as either Fighters or Magic-users, regardless of whatever their Character Trait scores may be. Elves only earn experience points toward one class at a time, but otherwise have the abilities of a Fighter and a Magic-user simultaneously. Since they can only carry special magical arms and armor while casting spells, and because, like any usual character, they must prepare either their magics or their arms and equipment before any journey begins, the choice to adventure as a Fighter or as a Magic-user must be decided before the start. Therefore, the choice of Fighter or Magic-user determines to which class Life Levels any earned experience points will be devoted. Players can freely switch the character's class if they wish to, from adventure to adventure, but they cannot change the class played, and to which experience points are allocated, until after the current adventure has finished.

While having this dual nature is a great benefit for elves, the drawback they suffer is that they only receive half the gain in Hit Points per Level compared to the other races; meaning whatever Hit Points they might normally gain as a Fighter or a Magic-user when going up a Level are divided by two (round down, 1 minimum). So, for example, an elf who has achieved 2nd Level as a Fighter and 3rd Level as 4 a Magic-user would receive (1 d6+1)/2 and (1 d6)/2 from the Fighter chart and would also have gained (1 d6)/2, 1, and (1d6)/2 from the Magic-user chart.

Dual Class Characters:

In order for characters to become Fighter/ Clerics or Fighter/Magic-users, they must be unusual and exceptional individuals indeed. They must be at least 2nd level in their starting class and must have a minimum score of 16 in the Prime Requisite of the class they wish to add. A Magic-user having a strength score of 15, while quite high for most Magic-users, would still not be able to add the Fighter class. However, in such a case it may be still possible to achieve a Prime Requisite score of 16, using the same temporary adjustment method given for experience point bonuses, provided the Referee allows it.

Adding a second class places the character under the restrictions of both the new class and the old except that they retain any learned abilities (like reading magic) that they possessed formerly. It is thus recommended that the Referee require all saving throws to be made as the original class or to the class of the lowest Level, whichever may be better. Experience points earned, as with elves, may be devoted to whichever class they choose, from adventure to adventure, but not during the course of a single game. Unlike elves, they may also split their points between classes to advance simultaneously.

A Magic-user who chooses to become a Cleric, or vice-versa, must give up the old ways of their previous class and all its special abilities completely. Characters can never be Magic-users and Clerics at the same time. Such persons are also likely to be the objects of much suspicion and prejudice.

0 LEVEL CHARACTERS

Everyday normal folk of the common humanoid races, including most humans, are 0 Level, and will always be so, no matter how skilled they may be at a particular craft or industry. For humans, this means they are 1 Hit Die creatures with a Fighting Capability of 1 (see below). Depending on the background of the character, they may be competent in the use of a few weapons, but will suffer a significant penalty for use of any weapon with which they are not familiar. If the 0 Level character is a Cleric or a Magic-user, or aspires to be one, they are subject to the weapon restrictions of those classes but receive none of the class benefits. 0 Level characters do not get Saving Throws or any bonuses to any die rolls, but they can make as much use of magic items as Fighters do. Level 0 characters should always check Morale before and during combat. It takes 1000 experience points to become a 1st Level character.

AGEING

It is fundamental that most creatures begin life weak, grow strong, and eventually weaken once again with age. The chart below shows the Hit Points of sub-adult humans and also other affects as they age from infancy to seniority. Even great characters must face old age. At the ages shown in the table, the effects of growing old begin to manifest. When the character reaches these age grades, they subtract the factor listed from their Hit Points and their Strength Dexterity, and Constitution Traits but not from Intelligence, Wisdom, or Charisma, which are generally unaffected by age as far as Champions of ZED is concerned. The amount subtracted from the Characteristic Traits however, can never be more than 50% of the original total. For example, Fnord the Barbarian, an adventurous Fighter with a Strength of 16 can never see his Strength drop to less than 8 due to the effects of age alone. Notice that Hit Points first stop accruing at age 56 before beginning to decline at age 61, regardless of any Level gains. This loss of Hit Points due to advancing age stops once the

character's base, (1st) Life Energy Level Hit Point totals are reached. A character can never drop below Level 1 Hit Point value no matter how old. Also, there are magical means whereby both the loss of Hit Points and Characteristic Traits can be prevented or reversed, but sudden loss of that magic can have drastic and immediate consequences.

AGE – Humans and Hobbits* Hit Point and Character Trait Adjustment	
0 to 2	1 Hit Point
3 to 10	2
11-16	2-4
17-55	Full
*56-60	No Additional HPV gained
*61-UP	Every year, automatically loose 1 HP and 1 factor of Strength, Dexterity, and Constitution

The ageing range for other humanoids and character races should be determined by the Referee according to the details of the campaign. For example, elves may live twice as long as humans in your world, or three times, or 20 times. Adjust the age range for each type accordingly.

PART IV: STARTING THE GAME

COINS AND ECONOMY

Champions of ZED assumes a monetary system based on gold coins:

1 Gold Piece = 2 Electrum Pieces =
10 Silver Pieces = 100 Copper Pieces

Starting funds may be predetermined in a number of ways but the default method is to have each player roll three six-sided dice and multiply the total by 10. The result is the number of Gold Pieces the new character has to spend.

For the purposes of the game, a consistent underlying economy has been established with set values and prices. These values bear only vague relationship to historic real world economies and can readily be adjusted as the Referee sees fit, provided the Referee keep in mind the relative frequency and proportional cost of magic and the resulting adjustments to experience point awards that may be needed.

In fact, creating colourful economies can be just as important to establishing a unique and enjoyable campaign world as creating languages, histories and cultures. Names can be given to different types of coins and currency, (Dansii Crescents, High Elvish Zolars, etc.) barter systems developed (Two sheepskins for a bottle of lamp oil! That's extortion!), and pricing systems that vary wildly. The prices and values listed in *Champions of ZED* should only be taken as a guideline, and not as an unalterable "fact" of the game.

SCALE

Distances in *Champions of ZED* are written in inches as they often are in Wargames. While this may seem odd or confusing at first, it is very easy to get used to and has the advantage of allowing the use of different scales of distance without changing or rewriting the numbers. Generally, 1 inch can equal 1 yard or 1 meter as preferred. In some situations, such as while carefully exploring some ruin, movement rate may be reduced to feet or some other measure. Distance, travel time, and so forth

are changed by adjusting the scale, not the number.

TIME

The length of a sequence of play and how it is sub-divided depends upon the circumstances of the game.

When characters are on a journey or when events move at a larger scale, play is marked off by days, with a check for encounters during and/or at the end of the day.

When events are unfolding leisurely, play is broken into Moves of about 5 minutes each. The 5 minute Move represents an opportunity for Characters to engage in some range of related actions; such as "We negotiate with the Farrier to have our horses re-shod" or "I search the hallway for secret doors."

In combat and times of more immediate action, time is further reduced to one minute Turns. The Melee Turn as used in Basic and Strategic Combat, lasts for an average of one minute with some variation possible.

Tactical combat breaks the Melee Turn down even further into 10 individual Rounds of 6 seconds each.

MOVEMENT

Monsters and other beings will have their movement rates included in their description.

Each point of Strength allows a character to carry 80 Gold Pieces or 8 pounds of weight unencumbered. Thus a character with a 10 Strength can carry up to 80 pounds (a typical amount of gear soldiers have carried for millennium). Coincidently, in Britain, 8 pounds weight of certain commodities is referred to as a "Stone" and Referees may find it convenient to use this measure in their games.

Characters carrying up to double their unencumbered amount are considered to have a medium burden.

Characters carrying more than double their unencumbered amount are considered to have a heavy burden.

The maximum a character can carry is three times their unencumbered value.

Any amount above this limit and the character cannot move more than a few steps at most.

Encumbrance	Rate per Move	Normal Human
Unencumbered	100%	12"
Medium Burden	75%	9"
Heavy Burden	50%	6"

Players should have the weight of the equipment carried by their characters totaled and marked on the character sheets, so they know approximately how much more the character can carry. Because Encumbrance only affects movement, it usually only comes into play during chases. It is not necessary then to try to calculate a characters weight down to the feather's in their cap. Only the bigger and bulkier items need to be added together and this can be accomplished fairly quickly. If the character changes armor, or decides to carry a large sack full of treasure or other heavy items, the Encumbrance value will need to be reconsidered.

Common Item Weights

Item	Weight in Lbs.
10 Gold Pieces, Gems, or items of Jewelry	1
Leather Armor (AC7)	15
Chain Mail (AC5)	30
Plate Armor (AC3)	50
Helmet	5
Shield	15
Light Group Weapons	1
Medium Group Weapons	5

Heavy Group Weapons	10
Magical Staff	4
Potion	3
Typical Equipment Pack (clothes, rope, rations, chalk, etc., 8-10 items)	40

Time and Movement Scale

Distance for movement is always given in scale inches as shown in the Encumbrance table. The distance represented is variable and may be dependant on the terrain or time scale, such that <u>an inch may represent 10 yards</u> (or meters) in most circumstances <u>or 10 feet</u> in more closed or difficult environments. In fact, as an aspect of the game world, players and the Referee may wish to use world specific terms for both time and distance as is done in many fantasy and science fiction novels. For example, instead of yards and feet, perhaps the equivalent distances are Arns and Gygs or Spans and Paces. Alternatively, a set of historical measurements no longer in use could be chosen.

Movement by Momment

When play unfolds in a more immediate fashion the usual breakdown will be:

5 minute Move/ Exploring-Mapping – Searching - Shopping	=	Yards/Meters
1 Minute Melee Turn	=	2 x Yards/Mtrs
1/2 Minute Melee Move	=	Yards/Meters
6 second Round (combat/charging)	=	Feet/decametres

Note that when characters are searching for secret doors, traps and the like, their travel rate slows to 1/5th per Move. Likewise, in combat, movement increases by a factor of 3 as characters charge and dodge opponents in battle.

Movement on Journeys

On journeys across the world map, movement is most conveniently taken by treating the hexagons on the players map as spaces on a gameboard. Players usually will just describe what hex they are going into, but sometimes, players may want to put a miniature on the map to represent the party and move it like a game piece. Use of miniatures on the hex map is optional and isn't any more necessary than using them on the dungeon map.

A Movement Allowance is assigned to all travellers to indicate the number of 5 mile hexes that can be entered in one 24 hour period when travelling normally. Movement Allowance applies on a 1 for 1 basis, allowing one hex to be entered for each factor of Movement Allowance.

To derive the daily Movement Allowance on land, divide the usual movement number by three and round down. Make sure any encumbrance penalties are factored in. The Movement Allowance is thus 1/3 of the movement statistic.

For Flying creatures or objects, or waterborne vessels, no adjustment is made. For example, a Dragon with a flying movement of 24" also has a Movement Allowance of 24.

For periods of no more than 3 days in a row, the Movement Allowance may be doubled. This is called a forced march and requires at least 12 hours per day of hard travel. The fourth day must be a day of complete rest because the travellers will be fatigued on day 4. Sailing vessels, and the like, cannot increase their Movement Allowance in this manner.

Movement Allowance is not cumulative. Any unused points simply disappear.

When using hexes of a different scale, ten or twenty miles across, for example, Movement Allowance has to be reworked. To determine the Movement Allowance for hexes of other sizes, it will be necessary to first calculate the average number of miles travelled. Because standard hexes in *Champions of ZED* are 5 miles across, simply multiply the Movement Allowance by 5 to get miles, then divide the average miles allowed by the new hex size

in miles, rounding to the nearest whole number.

Example: The Movement Allowance for a small group of elves is 4 when using the default 5 mile wide hex method. To use 15 mile wide hexes for the map, the elves' movement rate must be converted to miles by multiplying 4 x 5, resulting in 20 miles per day. This is divided by 15 for the hex size resulting in 1.3, rounded down to 1. So in a 15 mile hex grid, elves can travel 1 hex per day.

When a total starting Movement Allowance is less than 1, movement is still made, but it will be up to the Referee to determine how many days it will take to reach the next hex.

The process of overland and sea adventuring is really no different than that in dungeons. However, in place of graph paper, the player in charge of mapping will have a blank sheet of hexagon paper which in effect becomes the game board. Hexagons provide a convenient way to regulate movement and delimit territory yet to be discovered. As the party moves into each new hex, the Referee will describe what they encounter just as when a party moves into a room underground. The mapper will fill in the kind of territory on the map as they explore, encounter the natives, engage in negotiation, battle monsters, trade, explore and so on.

Below are two examples – a player map and the Referees' master map created by Philippe Lemiraux using the methods outlined in section 1 and drawn to a scale of ½ mile per hex:
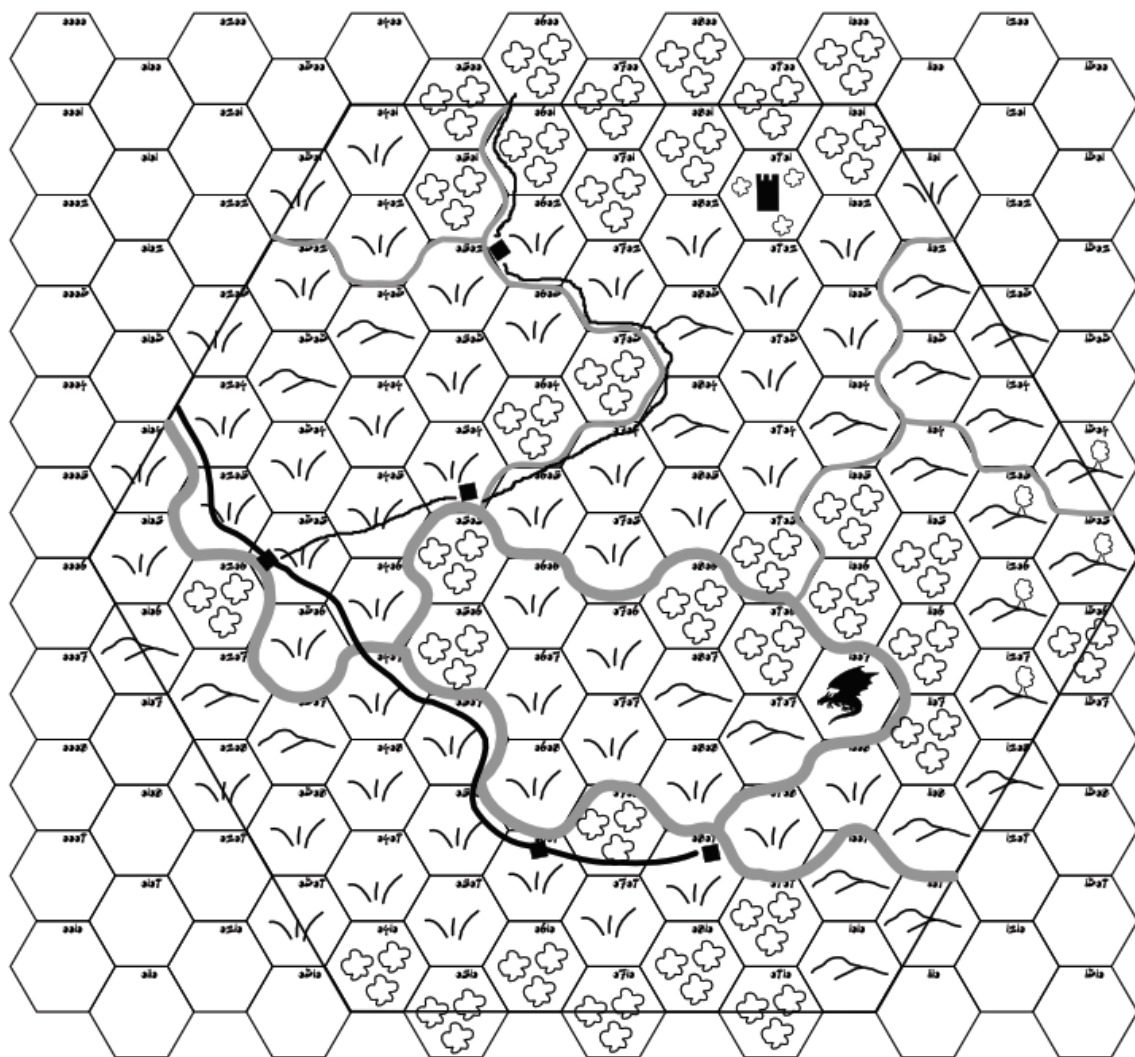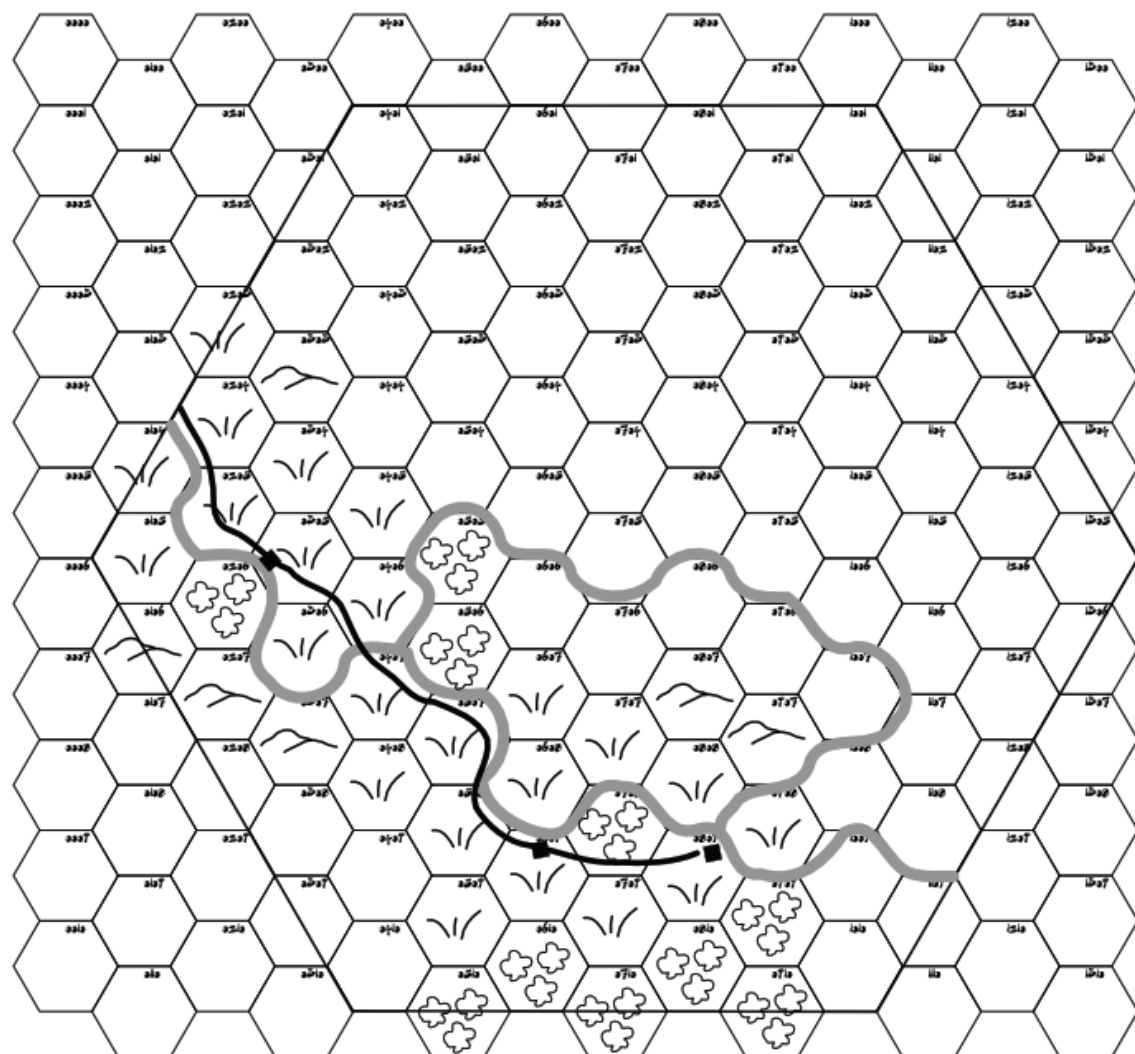
Sub hex map

	Wooded
	Open (farmland/grassland/...)
	Hills
	Hills wooded

If adventurers move into an unknown hex and find terrain they are ill equipped enter, such as a desert or a lake, they must either reequip themselves or go some other way. Even if the latter choice is made, however, the group can explore around the border of the new hex for long enough to map the border, find signs of natives and so forth.

Location in the Hex:

Provided they have not gotten lost, Player Characters can go to any part of a hex they have entered that they wish to (but not repeatedly back and forth across a hex). If they know of an exact spot – perhaps they have a map or are following a guide - then they can go to exactly that location, otherwise their placement will be more generally determined. If an encounter roll indicates that they have uncovered a lair, then their position within the hex will be wherever the lair is, provided the Referee has already established the lair location. Otherwise, if an exact location for the adventurers is needed, it can be generated randomly using the same method used for randomly placing lairs; that is starting at a randomly determined edge using the direction chart (Northwest for example), rolling a 1d6 to determine miles distant in the opposite direction. Treat a 6 as "0", meaning the party is on the starting edge of the hex. For increased granularity a greater die can be used – d12 for example to measure in half mile increments.

Hazards

In addition to monsters and other inhabitants, the creative Referee should consider what dangers may lie in the land itself. Such things as pits, cliffs, hunter's traps, disease ridden insect swarms, sudden floods and so forth may await unwary travellers.

Travel by canoe or raft through the wilderness can often be the most direct and safest way, however, there is always a chance of encountering rapids or waterfalls in unexplored hexes. The Referee should have these dangers and others prepared ahead of time. If the Player Characters unwittingly approach a rapid or a waterfall,

there is a 3 in 6 chance per vessel that it will not be able to reach the river bank in time to avoid the danger.

Terrain Penalty to Movement

The landscape characters move through can affect their speed of travel. Examples are provided below, applying to most two legged humanoids. Other creatures will suffer different penalties according to their normal means of locomotion.

Moving Through..	Penalty
Swimming	- 3/4 (75%)
Mountains/Hills, Crossing Rivers (unless very low), Fenced/walled fields, brushy undergrowth and swamps	-1/4 (25%)

The penalty represents how much to reduce movement by. Multiply the penalty amount and Movement Allowance for long distance travel or the usual movement rate for short distance travel and subtract that amount from the overall movement. For Example, to calculate the penalized swimming rate for a character who normally moves at 12", multiply 12" *3/4 = 9; then subtract 9 from 12 to get the swimming rate of 3". For fractional amounts, round to the nearest whole.

TRAVEL BY WATER

Shipborne travel on the oceans and rivers of the world may often prove the best means for Player Characters to get from place to place while providing an opportunity for some very unusual adventures.

Ship	Length x Width	Cargo	Crew	Hex Movement	Miles/ 12 hours	HP	Passage GP/Day
Canoe	15' x 4'	½ ton	1	6	30	4	-
Caravel	55' x 15'	75 tons	10	9	45	75	9
Carrack	60' x 20'	135 tons	20	10	50	120	10
Galley, Small	100' x 15'	210 tons	90	8/5	40 / 25	75	8
Galley, Large	120' x 20'	375 tons	160	9/5	45 / 25	120	9
Raft/ Barge	per 10' x 10'	1 ton	2	4	20	12	2
Riverboat	50' x 20'	50 tons	10	6	30	30	3
Rowboat	15' x 6'	1 ton	1	5	25	8	-
Sailboat	40' x 8'	5 tons	1	8	40	20	8

The **Crew** figure given reflects the minimum number of sailors and/or rowers needed to operate the ship. Officers are not counted among these numbers, and of course it is always a good idea to hire extra sailors and/or rowers to ensure that any casualties will not slow down the ship.

Cargo is given in tons. If the ship sails night and day, each passenger requires living space equivalent to one ton of cargo; in addition, provisions for one man for one month occupy 1/10 of a ton of space.

Galleys are equipped with both sails and oars; the second listed movement rate for galleys is the rowing speed. A small galley will have around 20 rows of oars, with each oar pulled by two men (for a total of 80 rowers), while a large galley will have around 35 rows of oars (for a total of 140 rowers). For every rower short, speed should be reduced proportionally. Fatigue will slow movement rates as usual, but experienced rowers may be treated as high Level as appropriate. Galleys are generally much more maneuverable than sailing ships such as the carrack or caravel, and may be outfitted with rams.

Movement is given both in hexes and in miles for easy conversion. Travel distances are based on a 12 hour day, rather than the usual 8 hours per day. Note that sailed ships may travel 24 hours per day (if a qualified navigator is aboard), and so may be able to cover twice the normal distance per day of travel. This is in addition to the multiplier given below. If the ship stops each night, as is done by some vessels traveling along a coastline as well as those vessels having less than the minimum number of regular crewmen on board, the two-times multiplier does not apply.

Traveling upriver against a current will be slower, downriver faster, but the Referee must judge this on a case by case basis depending on how strong the current is estimated to be.

Movement of sailed ships varies depending on weather conditions, as shown on the following table. Sailing movement modifiers shown apply when sailing with the wind; sailing against the wind involves tacking (called "zigzagging" by landlubbers) which reduces movement rates two rows on the table (from Moderate Breeze to Very Light Breeze, for instance).

d12	Wind Direction
1	Northerly
2	Northeasterly
3	Easterly
4	Southeasterly
5	Southerly
6	Southwesterly
7	Westerly
8	Northwesterly
9-12	Prevailing wind direction for this locale

d%	Wind Conditions	Sailing
01-05	Becalmed	x0
06-13	Very Light Breeze	x1/3
14-25	Light Breeze	x1/2
26-40	Moderate Breeze	x2/3
41-70	Average Winds	x1
71-85	Strong Winds	x1 1/3
86-96	Very Strong Winds	x1 1/2
97-00	Gale	x2

Becalmed: Sailing ships cannot move. Oared sailing ships may move at 1/4 the given movement rate.

Very Strong Winds: Sailing against the wind (tacking) is not possible.

Gale: Sailing against the wind is not possible, and ships exposed to a gale may be damaged or sunk; apply 2d8 points of damage to any such ship, per hour sailed.

Underwater/Swimming

All characters and at least half of all sailors can swim unless the Referee rules otherwise. Characters from areas where standing water is uncommon may be assumed to not know how to swim. The swimming movement rate for most land based creatures (excepting those with aquatic adaptations) is ¼ their normal movement rate.

Swimming underwater further slows the character. Movement should then be reduced to smaller units. If the surface movement rate is being measured in yards, underwater it will be measured in feet; if meters are used for the surface rate, the underwater rate will be per 30 centimeters, etc. Thus, a character who swims at 22 yards per Melee Turn on the surface will swim at 22 feet per Melee Turn underwater. No projectile weapons may be used except crossbows and their range is reduced to point blank and short. All attacks result in half damage. Shields are useless. No fire - except magical - will function. Any release of Electrical energy (like a lightning bolt spell) can not be directed but will instead effect the entire area and everyone in it.

Armor and Burdens While Swimming

Wearing armor and/or being heavily encumbered creates a chance of drowning. Characters in water have a 50% chance to shed their armor before being dragged down. Roll once per turn in the water. Failure to remove armor or burdens results in the chances of drowning given in the table below:

Armor or Weight Allowance	Chance of Drowning
Plate or heavily Encumbered	100%
Chain-Type or medium Encumbrance	80%
Leather, unencumbered	20%
Unskilled swimmer or Storm*	+50%

* In a storm or for individuals who have not learned to swim, add 50% to the chance of drowning given. Unencumbered characters in no armor will still have a 50% chance of drowning in a storm. Unskilled swimmers caught in a storm face a 100% certainty of drowning.

Only weapons that can be held in the teeth or buoyant weapons (wooden, usually) can be carried when swimming, otherwise, the hands must be unencumbered.

Waterborne Encounters

Ships should normally have an encounter throw for every 40 miles (8 hexes) traveled.

Surprise – (See more on Surprise below) Ships are never surprised by objects on the surface provided visibility is sufficient and someone is on watch, but creatures or objects approaching from below will surprise as normal.

Water Vessel Combat

No rules are given here for ship to ship combat or ship manoeuvring as this can be a game in and of itself. If the Referee and players wish to engage in a naval wargame it is recommended that Gygax', Arneson, and Carr's *Don't Give Up the Ship*™, or some other Naval wargame such as *Trireme*™, be adapted to the purpose.

CHANCE OF ADVENTURE WHILE TRAVELING

Once an adventure location has been determined, it remains to be seen if the Player Characters discover it. If the players are following a knowledgeable guide, then discovering or avoiding the situation is automatic. Likewise, information passed to the Player Characters by any number of means can take them directly to an encounter, or allow them to avoid one. However, if they are simply passing through or otherwise unaware of the possible encounters in the area, they may randomly encounter lair inhabitant(s) while traveling through the hex. If the time of day of an encounter is unknown, assume a 30% chance the encounter occurs at night.

50

There are two approaches a Referee may use to determine the chance of random encounters occurring in any given hex. For long journeys across multiple hexes, Referees may find it most convenient to assign some chance of an encounter for each hex; perhaps a one in six chance, for example. If an encounter is indicated by the die, then the percent chance of finding a lair is checked as described below. Only one encounter will occur so if more than one creature has a lair in the hex, assign equal chances to each lair to determine which creature will be encountered.

The second approach is to make a separate encounter check for each group and lair present in each Hex using the Chance of Discovery column. Both approaches begin as follows:

1. First it must be determined if the Player Characters have found the Lair itself. The chance of randomly finding a lair is given as part of the creatures description as the % lair ((percent chance the PC's have found the creature(s) in its lair)). So, if the Referee has determined that a group of

Elves, 25% Lair, for example – comprise the adventure in question then the adventurers have a 25% chance of stumbling on the elven cave/village/city at the usual sighting distance (see below). Note that this is a typical chance, that may be subject to modification depending on circumstance. For instance, a band of trolls guarding a narrow mountain pass will present a 100% chance of having their lair discovered by anyone passing through.

2. Whether or not the adventuring group has discovered the creature's lair, it must next be determined how many are present in it, or - if using the second approach and it is a solitary creature - whether it is present at all. Unless otherwise specified in the creature description, this is always 40% to 90%. Roll a six sided die; a 1 indicates 10% are outside the lair; 2, indicates 20% out of lair, 3 = 30%, 4 = 40%, 5 = 50% and 6 puts a full 60% of the inhabitants outside the lair. So, if in our previous example the Referee had determined that there were 100 elves in the hex, with 50% present (a 5 on the d6), then 50 of them would be present in the elven lair and 50 out. If this were a solitary creature – a werebear perhaps – then there would be a 50% chance that it is in its den and not out hunting.

3. Unless there is only one creature, the next step is to roll a d6 to see how many groups those outside the lair are split into. A 1-4 indicate they are all together, a 5 or 6 indicates two equal sized groups and require another roll. If a 5 or 6 comes up again, one of the two split groups is split again, and so forth, until no 5 or 6 comes up or no more splits are possible. So to follow our example, a roll of 5, a second roll of 6, and a third roll of 1 indicates the 50 elves outside their lair are split into three groups, one of 25, one of 12 and one of 13 elves.

4. If the Referee wishes to randomly determine the direction the groups of creatures are away from their lair and distance from the lair, further die rolls can be used - consulting the random direction chart and rolling another 1d6 to determine miles distant for a 5 mile scale hex. A 6 would indicate departure from the hex. For a 1 mile hex a d10 might be used the same way.

OUT OF LAIR ENCOUNTERS

If the characters did not manage to find the lair, there is still a very good chance they will encounter some of its inhabitants. Once the number and size of all the groups that are present in the hex have been determined, the Chance of Discovery column on the table below should be rolled for each group to see if they come into contact with the Player Characters. Chance of Discovery merely indicates that the two (or more!) groups have come into sight (or hearing or smell) of one another and could potentially become aware of each other.

Parties which have "staked out" a location to watch for passersby, such as a troll hiding under a bridge or bandits hidden along a roadside, will automatically become aware of the encounter (see Sighting Distance below). However, for all other parties who may be simply traveling through an area or otherwise going about their business a roll to check for Surprise must be made (see Surprise below) to determine whether one or other of the parties concerned actually does become aware of the other.

The direction any NPC's are coming from will usually be from the direction of their lair unless there is reason for traveling otherwise. Whether both groups are moving or one is stationary or other specific details about them must be determined by the Referee.

# of Player Characters (on foot)	Number of NPC's Encountered Out of Lair	Chance of Discovery	Chance of Evading
1- 3	30+	50%	50%
	16- 30	30%	70%
	1-15	10%	90%
4-9	30+	70%	30%
	16- 30	50%	50%
	1-15	30%	70%
10-24	30+	90%	10%
	16- 30	70%	30%
	1-15	50%	50%
25+	30+	95%	5%
	16- 30	85%	15%
	1-15	75%	25%

- Woods subtract 10% to 25% to Chances of Discovery and add 10% to 25 % to Chances of Evasion and allow a 10% Chance of Evasion even when surprised.
- Mountainous or urban (buildings) terrain subtracts 20% to Chances of Discovery and adds 20 % to Chances of Evasion.
- Swamps and cities subtract 5% to Chances of Discovery and add 5 % to Chances of Evasion.
- Travel on roads adds 20% to Chances of Discovery and subtracts 20% to Chances of Evasion.
- Airborne travellers count as 25+ Player Characters
- Each horse or similar animal with or without riders counts as 3 Player Characters.
- Each natural Hit Die of larger than human sized creatures counts as 1 Player Character.
- Each wagon, carriage, palanquin or

similar conveyance counts as 15 Player Characters.

SURPRISE AND PURSUIT

Encounters, especially in the wilderness, may often be unexpected. Generally the Referee will know by the nature of the circumstances whether groups and individuals may be surprised by an encounter. When an unexpected encounter of some sort has occurred, surprise must be rolled to determine who will become aware of whom first.

Player Characters get the first roll – one per group using a d6. Surprise is indicated by result of a 1 or 2. A roll of 1 indicates 1 round of surprise; a roll of 2 indicates 2 rounds of surprise; a roll of 3 or more means no surprise.

If the PC's are not surprised, roll next for the encountered being(s) to see if they are surprised. If neither side is surprised then each will become aware of the other simultaneously.

Sighting Distance: Sighting distance will be no further than the edge of vision when travelling with lights in dark locations, but where vision permits, roll 2d4 for the distance (2" – 8") at which unsurprised characters will first become aware of any other person, groups or lairs in the area, unless circumstances are such that these would be clearly visible at a much greater distance. Note that in some circumstances, it may be sound or smells, not light, that generates awareness of an encounter.

Characters or creatures who are surprised will not become aware of any other unsurprised characters or creatures until they are within 1" – 3". Thus an unsurprised party who manages to become aware of an unsuspecting (surprised) creature/group at a distance of 4" or greater can automatically choose to avoid the encounter.

Unsurprised parties who encounter surprised character(s) or creature(s) at distances of 3" or less can still attempt to escape the encounter. If the encounter occurs in a castle, dungeon or any "indoor" setting, any attempts to flee must be described in detail by the players with the

movement rates of all involved informing the chase. Surprised individuals may begin the chase as soon as their surprise wears off. Outdoors, such as in wilderness and urban encounters, the chance of escaping a pursuer is indicated in the chance of evading column in the table above. Player Characters who have surprised an encountered creature or group gain a 10% increase to their chance of evasion.

Aggressive monsters who gain a surprise advantage will invariably attack unless severely outmatched. Such a monster cannot be avoided if within 3".

Player Characters surprised by a group of NPC's may well be surrounded (at the discretion of the Referee.

Surprised groups are caught unprepared and are unable to fight effectively or act decisively for the number of rounds indicated, essentially allowing unsurprised groups to act freely, provided their Morale permits it.

When neither side is surprised (i.e. each has become aware of the other, and they are not yet within Melee range (3" or less, one or the other may attempt to evade the encounter. When Player Characters choose to run the attempted escape must be described in detail and will largely depend on the movement rates of those involved. NPC's will often chase the intruders as long as they can see them or until they become fatigued. Running characters have 25% chance each that they might drop something they are holding in their hands on the first round of running, 10% on each subsequent round. If characters pass through doors, up stairs, across bodies of water and so forth most pursuers will stop most of the time (3-6 on a d6, or 2-6 if the area entered is hidden or secret, but clever players might also distract a pursuer with dropped food or, in the case of intelligent monsters, treasure – tactics that usually work half the time (1-3 on a d6 for low intelligence monsters, but only 10% of the time for clever pursuers. Encumbered characters may also attempt to lighten their load to increase their movement speed when pursued or may inadvertently drop items in their hands as explained above. Any items of value dropped have the chance to distract the pursuer. Creatures of limited intelligence will often guard their new-found treasures right where they found them or take them back to their lair, if they have one nearby.

Outdoors, the Chance for Evasion column is used. Adjustments for movement rates or other factors can be applied to the roll up to a 50% bonus, as desired. When the pursuit begins, a d6 is rolled to determine the direction the pursued are fleeing towards, using the random direction chart. This is followed by the roll on the appropriate row of the evasion table. If evasion is successful and the pursued enter a new terrain area or hex, a new direction roll and a new evasion roll is made, taking into consideration any changed conditions. In long pursuits fatigue must also be factored in. The pursuit will continue as long as the pursuers have the Morale for it and have not been sidetracked.

If Characters are surprised at very short distances – usually 15 feet or less – as is a distinct possibility when traveling by torchlight, they have a 25% chance of dropping something they are holding in their hands, similar to when running from an encounter, except the roll only applies to the first round of surprise.

CASTLE ENCOUNTERS

Tolls and Fees

A toll/travel tax will be expected by any castle, fortress, or similar stronghold forces the Player Characters encounter peacefully, unless the Player Characters have a pass, or are otherwise allied to the inhabitants of the of the place. Usually leaders from different classes will demand different sorts of tolls. Fighters and Clerics typically demand 1d6*100 gold pieces per group whereas Magic users will usually expect an equivalent amount of gold and additional magic items. On occasion, the stronghold leader may demand the recovery of an item or some other quest as payment for passage. Some leaders may accept a bet or challenge to a game or competition of some sort to resolve the toll. Failure to pay will result in attempts to capture the Player Characters for sale in the slave market, use as mercenaries, use of their heads to decorate poles, etc.

CHANCE OF ADVENTURE WHEN RESTING, OR FLYING

When characters are not moving overland, encounters may still occur, but different rules come into play. When the Player Characters stop to make camp, or find some other resting accommodations at the end of their travels each day, an additional roll takes place. If the Player Characters are taking an entire day of rest or otherwise staying in one location, check twice per day. Likewise, when travelling by air, encounters are usually checked once or twice a day rather than in each hex traversed. Roll a d6 and consult the table below.

Hex Terrain	Encounter Occurs
Swamp, Mountains	4-6
Forest, Desert, Rivers and Lakes, Or While Flying	5-6
City/village, Open Landscape	6

When an encounter is indicated, using this method, allow either a 1/3rd chance for it to occur at night or else the Referee shall decide the time of day. Further, the creatures encountered could be one of the individuals or groups present in the hex, at the Referee's discretion, but in most cases will be a "Wandering Monster" rolled for randomly on tables prepared for this purpose. If the encounter is with a creature or group of creatures from a nearby lair, then their numbers will be known to the Referee already, but if it is a randomly rolled monster generated from a table, then the number encountered should be determined exactly as is done in underworld encounters. Surprise applies as normal except sleeping groups without guards are automatically surprised.

Off the map

When players travel beyond the existing map, the Referee has two options;
1. Draw more map
2. Flip and reuse the existing map board
To reuse the existing map board when characters venture beyond the edge, simply have them re-enter from the opposite edge of the board; i.e. if the character exited the map by traveling south they then enter the north edge, traveling east, re-enter from the west, etc. It is possible to traverse 3 or 4 boards on long expeditions this way.

Typical Sequence of Play

1. The Referee determines if any encounters are going to occur
   a) If an encounter will occur, the Referee determines distance between those involved and confirms marching order of all involved
   b) The Referee determines if surprise has occurred
   c) The Referee determines the friendly to hostile nature of any encounter
   d) The Referee determines if any attempts at evasion will be made by NPC's or if combat will occur.
2. If combat has not occurred, players describe their actions
3. Referee relays results, tracks fatigue, spell durations and other time sensitive effects, encumbrance, and any changes effecting play in general.

NON PLAYER CHARACTERS

Hirelings

In general, it's a wise idea for every group of adventurers to have some hired mercenaries. In the early campaigns it was common for the Player Characters to be accompanied by groups of up to twenty or thirty men-at-arms. The party may also wish to hire guides and animal handlers or supply bearers if sufficient beasts of burden are not available. Even the smallest of hamlets will likely have one or two persons willing and perhaps eager to join an adventure for a share of the loot and/or a reasonable pay and a signing bonus of 100 GP. Offers of less than that (or less than the standard in the campaign) have only a 10% chance of success. Certain types may be more interested in payment in things other than gold for their service. For example, a Magic-

user or elf may want a magic item or two as payment.   Others, such as some monster types, if available, may be hired at ½ normal rates.   Any type of intelligent creature or "monster" can be lured or captured and forced into service. It should also be noted that slaves – if such are part of your game world – can also provide extra muscle.

Revised offers and continued posting of offers, with increasing amounts, will eventually result in some success, as modified by circumstances. Costs of particular types of Mercenaries are as shown below. These DO NOT include food and lodging!

Type	Cost per Month (GP) Equipped	Sans Equipment
Peasant Levee	4-5	3
Arquibusier	50	15
Crossbowman/Artillerist/Archers	20	15
Longbowman	30	15
Infantry	25	10
Light Horseman	30	10
Medium Horseman/Flying Mount Rider	45	15
Heavy Horseman	60-75	20
Level 1 Mercenaries	-	15
Level 2 Mercenaries	-	30
Level 3 Mercenaries	-	50
Level 4 Mercenaries	-	100
Level 5 Mercenaries	-	200
Level 6 Mercenaries	-	400
Level 7 +	-	Special

As indicated in the table, players may be given the option of hiring mercenaries and supplying the equipment themselves, or hiring mercenaries who come fully equipped. If players opt to equip the mercenaries themselves, the Referee should charge an upkeep fee, as appropriate, at the beginning of every new campaign to cover the cost of replacing damaged and worn out equipment. The exact fee must depend upon the time elapsed and the rigors of the intervening actions. While mercenaries may have training and some experience in a particular type of soldiering – longbow or light horse, for example, they are all 0 Level Fighters. Experienced veterans, heroes, and the like are often leaders with retainers themselves, and in any case will usually expect to be hired per Level as indicated. This is true of all three classes, not just Fighters. Leveled hirelings will expect all necessary equipment and lodging expenses to be paid by the employer, but will have their own personal gear also (spellbooks for Magic Users, weapons and armor for Fighters,

etc.). Leveled characters of six or greater rarely hire themselves out, but may choose to join an adventure or other endeavor for special compensation; such as 10 – 50% of treasure, a prize item and so forth.

The costs given in the table assume human (or equivalent) hirelings. Hirelings of less common origins may not be available for all types and will generally cost more. As a guide, increase costs by 25% for hobbits, 50% for elves, and 100% for dwarves.   Costs for many low level monsters should be reduced by similar amounts as the Referee sees fit.

Reputation and Hireling Behavior

As a campaign unfolds, character actions will have a large bearing on who and how many hirelings may be available. A party that has had many successful adventures should gain something of a reputation and attract would be hirelings. On the other hand, a party that often fights among themselves or barely lives from adventure to adventure will have a hard time finding hirelings and will have to pay a lot

more for them. For this reason, among others, it is very important for the Referee to keep track of the Player Character's reputation in various towns and villages where they adventure or spend any time. All that is needed is an index card or piece of lined paper with the name of the location and a brief note like "Sweetwater Village - PC's seen as bloody and unstable. Party leader Fnord the Barbarian is a reckless drunk – stay clear of this bunch. Triple price for hirelings; neutrals only."

Hirelings themselves, are each individuals, whose backgrounds and life stories the Referee must know (or be prepared to come up with on a moments notice). The backstories of these NPC's may well offer opportunities for adventure and can provide a pool of characters for players to take control of when their own character meets a grisly end.

Most of the actions of hirelings will be controlled by the players with bits of color, information, and veto power in the purview of the Referee.

No hireling can be of a higher Level than the players, unless they are disguising themselves for some nefarious or other purpose.

Freelance Adventurers and Others

In some cases, the party may be accompanied by, or may themselves be accompanying Non Player Characters who share similar goals or who travel with the group for their own reasons – not because they are paid to. They may be friends or relatives, an apprentice or lover, or something else. For example, an Elf Mage may hire the party to accompany her to recover a long lost book of spells, or a local sheriff may choose to accompany the party as they try to rout out a bandits lair. The careful use of NPC's of Levels higher than that of the party can help bring balance to adventures that would otherwise prove overwhelming to lower Level parties.

Command Control

In the din and dust of battle, control of hirelings, henchmen, and any other followers becomes much more difficult, including not just Loyalty and Morale concerns (see below), but simply receiving new commands or instructions. Only 2/3rds of new instructions (1 - 4 on a d6 for example) will be heard and understood, and those must be received within the Command Control radius of the person issuing the orders. The Command Control radius is 1" for every factor of Charisma the would be leader possesses, modified by circumstance as appropriate.

Hiring Specialists

Persons in various trades or possessing certain skills can also be hired, of course, and the list below provides the suggested costs range for various types of specialists.

Specialist	Gold Pieces Cost in
Alchemist	100 wages + 300-400/month expenses
Animal Trainer	100-150/month
Administrator	100+10% profit/month
Armourer	40-75/month
Assassin	1,300-2,000/mission
Builders, Carpenters. Masons	30-40/month
Engineer	200/month
Flying Mount Trainer	35-150/month
Horse Trainer	15-85/month
Hunter	15-25/month
Labourer	3-25/month
Priest	1-5/month
Sage	25 wages + 200/month expenses
Seaman	5-10/month
Ship Captain	30-225/month

Slave Trainer	30- 300/month
Smith	20- 30/month
Spy	400-500/mission
Treasurer	25/month

Loyalty Trait

All Non-Player Characters (including monsters) in the service of Player Characters must be given a Loyalty (aka Ego) Trait. Loyalty traits are a kind of Character Trait generated by rolling 1d12. It primarily determines possible benefits or penalties to Morale throws but can be used for other situations, such as temptations to steal or attempts at bribery. Adjustments to this score are made for the Player Character's Charisma Trait score and for other factors as determined by the Referee. For example, hirelings continually exposed to extra-hazardous duty, poorly paid, and so forth, may receive a -1 or -2 to their Loyalty. NPC's kept in service may receive a +1 bonus for every year of time in game. If they are treated particularly well, given bonus pay, and participate in successful adventures, this bonus may be increased to + 2 or + 3 a year. The players, of course, can not know the hirelings Loyalty trait, shy of reading their minds.

Loyalty Trait	Morale Effect
2 or less	- 3 on morale throws
3	-2 on morale throws
4	-1 on morale throws
5-7	No effect
8	+1 on morale throws
9-10	+2 on morale throws
11 and above	Need never check morale

In most cases, hirelings are employees, usually not servants or slaves. They may be ordered to perform certain duties, but are completely free to refuse to perform tasks not explicitly agreed to at the time the NPC was hired. Most hirelings will not sacrifice life and limb for the good of the party; they look out for their own interests first. The same may be said of henchmen, - NPC's who follow the party for their own reasons. If a hireling or henchman has been fairly treated, they will normally be willing to take an equal share of the risks. If given a full share of treasure when their first expedition is completed, the henchman's Morale should be raised by 1 while remaining with the characters.

Loyalty Trait for Players

Players may, if they wish, add a Loyalty or Ego trait to their Character Trait matrix. This would only be used by players who prefer to have the dice decide when their character might take a bribe or rebel against the other players or similar instances of self interested behavior that are normally handled through role play.

PAY

One month's pay will usually be expected up front. Additional money for "hazard pay" may be required for forays into some dungeons and other known dangers. The amount of pay agreed upon must be received by the hireling as often as expected or it will begin to have a negative impact on their Loyalty Trait and could result in hostility between the hireling(s) and the Player Characters, as determined by the Referee. Failure to meet pay expec-

tations will likely result in desertion and make it twice as hard to recruit more hirelings.

NON PLAYER CHARACTER REACTIONS

Often the Referee will decide how a Non Player Character should react in a given situation and determine play accordingly, but for those times when the Referee is uncertain or simply wishes to leave it up to fate, the following table may used by rolling two six-sided dice and adjusting for Charisma and any other appropriate factors:

Reaction Table	
Dice Score	Reaction
2	Hateful, Desires Violence
3-5	Dislike
6-8	Neutral/ambivalent
9-11	Friendly/agreeable
12	Enthusiastic (Loyalty +3)

When Alignment is unknown or Neutral no modification for Alignment is made. Other Alignment adjustments are as follows:

- Lawful aligned individuals receive a +1 when reacting to other Lawfuls
- Lawful aligned individuals receive a -6 when reacting to Chaotics
- Chaos aligned individuals receive no modifier when reacting to other Chaotics
- Chaos aligned individuals receive a - 3 when reacting to Lawfuls

Intelligence, cunning, fear, greed, special skills, and so forth could also modify the Reaction roll and should all be considered by the Referee.

Creating Player Characters

Characters for play in the game may be created ahead of time by either Players or Referee or both. Newly created characters **58**

should be of whatever Life Energy Level the Referee deems appropriate for the campaign. Many Players enjoy starting a new character at first Level, but any Level may be chosen as long as the Referee allows it. The basic steps of Character creation are as follows:

1. Roll and assign Character Traits.
2. Choose a Race:
3. Choose a Class:
    a. Fighter
    b. Cleric
    c. Magic User
4. Choose Alignment (Note a Player may keep the true alignment secret to themselves and the Referee)
    a. Law
    b. Neutral
    c. Chaos
5. Determine social background and starting funds.
6. Choose equipment, weapons, armor, spells, etc.
8. Calculate Encumbrance
9. Roll for Hit Points

Social Background

All societies, no matter how small, have some kind of role divisions. In chiefdoms and states, these kinds of divisions will mark significant differences in the upbringing, access, and social status of individuals. Players and Referees must decide and agree on the social background of all Player Characters in the campaign. Typically, this will be "peasant" in most pre modern style fantasy worlds, but some characters might elect to be merchants or nobles or perhaps members of some caste.

Mixing Levels of Characters - During a campaign, new characters often enter the game, either replacing lost ones or brought in by new players. At the same time, continuing characters will be growing in Life Levels. Thus a large difference between Life Levels of the different Player Characters may exist and create difficulties for the Referee in presenting adventures that remain fun and challenging for everyone. Playing with characters of greatly varying Levels can be a challenge for a Referee and they may find it advisable to design separate adventures for lower Level

characters to decrease the Level disparity quickly. As a guideline, if the difference in Levels is five or more, the Referee should consider having the characters adventure separately. This guideline will not apply at all times, and should not be applied to games employing numerous retainers.

Losing Levels - When a Player Character suffers defeat or loss - such as the destruction or theft of a Magic-user's tower, the destruction or bankruptcy of a Cleric's temple or monastery, a warrior's rout in battle or loss of face, the repeated failure of a Wizard's magic, etc. - or when the character engages in an uncharacteristic manner - The Assassin who refuses to kill or steal, a Lawful Cleric who hoards money, etc.- the Referee, should, after giving due warning, strip away 1-4 Life Energy Levels from the character as deemed appropriate.

When a character loses a Level for any reason, including an energy drain attack, they immediately loose all associated capabilities, Hit Dice, spells, and so forth. The victims' Experience Points are reduced to the mid-point of the new lower Level and Hit Points are reduced by dividing the victims' Life Energy Level into their Hit Point total to achieve an average number (round to nearest) and subtracting that average amount for each Level lost.

Character Death – Part of the fun for players is knowing there is a realistic potential for some very undesirable consequences to unfold as a result of their character's actions. Risk is certain and characters can be killed while adventuring. Low Level characters are particularly vulnerable. In the event of a cruel demise, players often simply roll up another character or take over some hireling or a secondary character if they happen to be playing several characters at once.

Another old school option to keep players involved after their character is killed is to allow them to play monsters or other Non-Player Characters appearing in the adventure. The Referee must brief the player on the monsters' goals and motivations – which are often no more complicated than "guard this room" or "hunt for intruders". The player is given total control of the monster, speaking for them if need be and otherwise controlling their actions and decisions. The player or players, as the case may be, can remain active in play and give the Referee a break by taking control of each group or individual monster encountered until such time as they can introduce a new or resurrected character back into play. In any case, character death should never mean a player is out of the game.

In the words of designer Dave Arneson, "never keep a good character down." If the players have developed a character to the point that a character's death would spoil everyone's fun, then by all means that character should be allowed back in the game – it is a game after all and a fantasy game at that. There are several means of "resurrecting" a dead character – usually done by a Cleric. In addition the Referee is free to make up some Hollywood-esque explanation of how the hero was brought back to life, or it was all just a dream, etc. A penalty – such as loss of a Life Energy Level or a factor of Constitution could apply depending on the situation and what will make the game most fun overall.

EQUIPMENT

What follows is a fairly extensive list of equipment. New players should realize that while choosing the right equipment can be important, it is not something to obsess over. The player can safely assume the character already has items, like clothing, tack, and a few days worth of food and water. Opportunities will abound to acquire all sorts of additional things as the adventure unfolds. It is also wise to have a few gold coins left in one's pocket after leaving the market, because you never know when you might need them.

For the start of a new campaign with beginning adventurers, purchasing equipment can be a great way to introduce play. The characters will have to explore the metropolis to find various shops and vendors to acquire what they need, picking up clues, rumors and information about their surroundings as they do so.

The prices are sometimes given in sets of three. These prices represent a basic item, a well made item, and a fancy/expertly crafted item. Animal prices are given in a range to reflect age and quality and similar factors.

Clothing	Price Range	Notes
Bedroll	3, 6, 10 GP	5 lb.
Belts	1, 2, 5 GP	
Blankets	1, 2, 5 GP	
Boots	5, 10, 20 GP	
Fur cloaks, coats	10, 30, 50 GP	5 lb.
Grass cloaks, coats	1, 3, 5 GP	
Hard sole shoes	5, 7, 10 GP	
Hose	1, 2, 3 GP	
Sandals, slippers	1, 2, 5 GP	
Woman's dress, fancy	10, 20, 80 GP	
Woman's dress, plain	1, 3, 5 GP	
Wool cloaks, coats	3, 5, 10 GP	

Containers	Price Range	Notes
Backpack (empty)	1, 3, 5 GP	
Barrel (10 gal. empty)	25 SP	30 lb
Belt pouch (empty)	1, 2, 3 GP	
Bucket (empty)	3 GP	
Chest (empty)	20 SP	25 lb.
Cloth sack	1 SP	
Drinking Horn	5SP, 2GP, 20GP	
Holy Water vial	3 - 4 SP	pint
Waterskin (1 gallon capacity	1, 3, 5 SP	8 lb. full
Wicker back-pack	5, 7, 10 SP	

Tools	Price Range	Notes
Candle	1 SP	Burns 1 hr
Carpenter's tool kit (plumb bob, drill, awl, 50' twine, ink, hammer, level)	25, 30, 40 GP	
Cooking utensils/pots	1, 2, 5 SP	
Digging Bar	10, 15 SP	10 lb.
Entrenching Shovel	5, 10 SP	Can be sharpened and used as weapon
Fire starting kit	1 SP	
Fishing net	5 SP	
High tensile rope, 50 feet	10 GP	50 Minutes
Iron Spikes	5 SP	Bundle of 12
Lantern, mirrored	10 GP	
Metal mirror	1, 5, 10 SP	
Oil lamp, "hurricane"	10 GP	Burns 50 Minutes
Pick	10, 15 SP	8 lb.
Shovel	8, 12 SP	6 lb.
Small oil lamp	1 SP	Burns 10 Mn
Standard rope, 50 feet	1 GP	3 lb.
Surgeon's scalpels	1, 4 SP	
Torch (bundle of 6)	1 GP	Burns 10 Minutes ea.
Twine, 50 yards	1 SP	

Ranged Weapons	Price Range
Atlatl	1, 5 10 GP
Arrows (20)	1, 3, 5 GP
Axe	5, 12, 25 GP
Blowgun	5, 8, 15 GP
Bolas	5, 10, 20 SP
Boomerang	1, 5, 10 GP
Composite Bow	40, 50, 60 GP
Crossbow	30, 35, 40 GP
Dagger	1, 10, 20 GP
Dart	1 GP
Discus	5, 8, 15 GP
Heavy Crossbow	35, 40, 45 GP
Javelin	5, 10, 15 GP
Longbow	30, 35, 40 GP
Recurve Bow	10, 15, 25 GP
Shuriken	1 GP
Sling	5, 10, 20 SP
Staff Sling	10, 15, 20 GP
Throwing Spear	10, 15, 20 GP
Whip Bow	10, 15 20 GP

Animal, Live	Price Range
Donkey/pony/llama	I-8 GP
Hawk	15 -20 GP
Horse – heavy	5- 30 GP
Horse-light	1-40 GP
Large farm animals	1-10 GP
Small Farm animal	50 – 80 SP
Tarn	200 – 400 GP
War or hunting dog	1-5 GP

Transport Devices	Price Range	
Boat, 10 ft long	5, 10, 15 GP	
Cart	15, 20, 30 GP	200 lb.
Skis	5, 10, 15 GP	5 lb.
Sled	5, 10, 15 GP	300 lb.
Sledge	15 GP	10 lb.
Snowshoes	15, 25, 30 GP	
Travois	1, 5, 10 SP	
Wagon	40, 50, 60 GP	400 lb.

Miscellaneous	Price Range	
Blowing Horn	8, 9, 10 SP	
Chain (10 ft.)	40, 45, 50 GP	4 lb.
Chalk, 10 pieces	1 SP	
Climber's chalk in pouch	3, 5 CP	
Cosmetics	1, 3, 5 GP	
Disguise Kit	15, 25, 30 GP	
Fishing Tackle	3 GP	
Glass Bottle	1, 5, 15 SP	
Grappling Hook	1 GP	
Ladder, 10-foot	1 GP	15 lb.
Lamp Oil/Kerosene	1 SP	1-pint flas
Lock	10 , 15, 30 GP	
Manacles	1-5 GP	
Musical Instrument, common	5, 20, 40 GP	
Packsaddle	5, 7, 10 GP	15 lb.
Parchment/papers	1 SP	(30 1 ft sq sheets)
Piton (5)	2 SP	
Pole, 10-foot	2, 5 CP	5 lb.
Rations, trail (per day)	8 SP, or 2* GP	
Salt	1 SP	5 lb.
Shield	10 GP	3 lb.
Saddle	15, 25, 50 GP	10 lb.
Saddlebags	3, 4, 6 GP	4 lb.
Sewing Kit	5 SP	
Tack	2, 3, 8 GP	1 lb.
Tent	5, 10, 20 GP	30 lb.
Thieves' Tools	50, 60, 80 GP	
Whetstone	1 SP	1 lb.

* *Iron Ration: consisting of biscuit; preserved meat or bacon; preserved vegetables; cheese; tea or coffee sachet; and salt, sealed for preservation in metal cans.*

Other Items cost may be estimated by comparing to similar items in the lists.

BUYING AND SELLING

On most worlds, mundane items may be bought in small shops and bazaars and Player Characters can usually sell common items in such places also. The purchase of magical or rare items will usually entail seeking out a specialist; however, almost every town will have occasional auctions. Some cities may even have auctions famed for particular types of goods. Auctions

provide an opportunity to try to sell prizes characters have won, or to buy magic items – or anything else for that matter.

To run an auction, the Referee must determine what items will be sold. The number of NPC bidders on each item can be determined randomly – the die used being dependant on the crowd size. To determine competing bids, a die can be rolled for each NPC – for example each pip on a d6 equaling a multiple of 5 GP. Items sold at auction should usually be described by appearance only – leaving players to guess at the items true worth!

IDENTIFYING MYSTERY ITEMS

Objects acquired at auctions, or found in dragon hoards, troll dens and the like, whether magical or not should have an air of mystery about them. The Referee should avoid revealing details about the history and nature of items when they are first acquired. Magic items can often be identified through trial and error – a potentially dangerous and potentially hilarious undertaking.

CHARACTER INHERITANCE

Characters live dangerously. Realizing fate may turn against them, players may designate a relative or companion (usually their new PC) as the heir of the deceased. Inheritance may be immediate but if there are any questions regarding the death or no body is present, a month or more may be required for local authorities to recognize the inheritance. A 10% tax on the value of the inherited property may be assumed and "collected" by the Referee.

If a presumed dead character should suddenly return and want the property back, the character should generally be allowed to have it as far as any authorities are concerned – along with another 10% tax – provided there are no particular quirks to local culture that might suggest otherwise. The heir in such a case must have a Loyalty score which would be given a 0-2 penalty. The resulting Loyalty modifier is then applied to a Reaction roll (rather than a Morale throw) to see how they "feel" about the return of the property to the previous owner.

PLAYER CHARACTER UPKEEP AND EXPENSES

Once per month above ground or once per week for extended below ground forays, Player Characters must pay personal living expenses, in addition to any other possible expenses such as taxes, and wages for hirelings (guild memberships may be assumed to be part of the living expenses, however). These costs vary according to the Life Energy Level of the character, so that the amount due in gold pieces equals 1% of the experience points required for the character's current Level. For example, a 2nd Level Cleric is required to pay 7.5 GP a month but a 5th Level Cleric will pay 170 GP a month. For Clerics, most of this money will be given in the service of their faith.

BUYING PROPERTIES AND ERECTING BUILDINGS

Should characters have the financial means to do so, they may begin to purchase property or build establishments, strongholds, and so forth. See appendix III for guidance.

DOMAINS, WARS, BUSINESS AND POWER PLAY IN ORGANIZATIONS

Building guilds, trade factories, strongholds, temples and structures usually entails entering into "Domain" level play.

This is a larger scale of the game in which the characters may be engaging in local politics, or carving out new territories, gathering followers, tenants, workers, subjects, students and so forth. High level politics, warfare, trade, taxation, construction, investments and expansion become critical elements of play. Detailed rules for domain level play are not given here, instead players are referred to the fine products published by *Autarch*™.

RUMORS AND LEGENDS

The players may not realize it, but the activities of their characters are very likely to spark the gossip mill. Advertising for hirelings, spending handfuls of gold, hanging about in the local tavern or heading fully armed, off into the wilderness with a string of heavily laden pack llamas and so forth are all very likely to attract attention and engender comment, particularly as characters become better known. Referees should keep these things in mind when handling interactions between local NPC's and the Player Characters.

OBTAINING INFORMATION

News, clues, and information can be obtained in a number of ways and the Referee should be creative in the ways such things are divulged beyond simply having the players slip the barmaid a few coins for gossip (although sometimes, that will work too). All NPC's in a given location are bound to know things and have various motives for wanting to inform or misinform the players. Books, notices, entertainers, overheard conversations, and so forth are all ways of learning what is going on. The Referee can also add random elements through the use of rumour tables. Rumour tables list random rumours which the Referee can roll for and read to the players. These must be made up ahead of time and contain information relevant to the campaign, and can lead to all sorts of adventures, planned or unplanned. Rumours may be delivered deliberately through role play to encourage the players to undertake a particular adventure, but may also be randomly determined by numbering the rumour table and rolling dice.

CHANCE CARDS

Chance Cards add random, major events to a given area. A Chance Card details a single event written out on a small card. The Referee can prepare a stack of these cards to reflect what might possibly occur in the campaign area throughout a specified length of time, often a year. However it is important to note that Chance Cards can be used to cover various sized areas and calendar frequencies; meaning they could be used on an hourly, daily or weekly basis as may be suitable for a particular overland journey or adventure. Chance Cards can be prepared for all sorts of things, from when reinforcements arrive in a battle to random events at a carnival. At the campaign level, a common application of Chance Cards is to have a Player pick from a shuffled deck at the beginning of each campaign month (or the equivalent period of time for your campaign world) of the year. Details will, as always, depend on the circumstances of the individual campaign but could include things like an orc invasion, the stirring of a long sleeping dragon, the arrival of a magical circus or carnival, a plague, the assassination of some important figure and so forth.

For a shorter interval of time, Chance Cards might be made to reflect the hazards of a particular location, such as the danger of flash floods, volcanic eruptions, insect swarms and such on a lost jungle island, for example. Chance "cards" can, of course, be rolled for on a random table but they are best, and most fun, when made as actual cards the players can choose from a shuffled deck at the right times during play.

KEEPING TRACK

To play *Champions of ZED* it is necessary to have paper and pencils to hand. There are many things to keep track of – time, Hit Points, Spells, etc. These things will become obvious as play progresses, but some matters of record keeping deserve special attention.

Campaign Handouts

If a Referee is planning a long campaign, a handout should be prepared and given to the players. The information contained

in the handout should include things that characters would know but players probably don't; things like the famous and powerful Non-Player Characters, major religions and deities, local conditions, politics, and so forth. It is best to keep such information brief, as few players have the patience for more than a page or two of notes. For long or ambitious campaigns a brief recurring newsletter may also be desired.

Calendar Time

For short adventures, keeping track of days, weeks, and months is irrelevant but for ongoing campaigns it can be crucial. The Referee should keep a calendar record for each Player Character. As Player Characters engage in between adventure activities, such as going on a pilgrimage, healing from debilitating wounds, or becoming an apprentice to learn some new skill, the Referee needs to know how long each activity will take and when the character may be available to join the party for an adventure. Likewise, if the characters split up, or several parties of players are gaming in the same world, the Referee(s) need to know who is where when to manage potential intrigues and encounters.

For added flavor, the Referee should use a historic calendar or create a calendar of their own with unique and interesting names for days, months, seasons, or whatever units are used to mark the passage of time. For example, perhaps your game world measures time in years and "months" based on the zodiac symbols, so a possible date could be 31st day of Taurus, age of Aquarius, or some such. These time records need to be kept by the Referee with entries for each Player Character and any important NPC's whose' activities might intersect with the PC's at some point. Following dates and times can be critical and is necessary to track Character aging, seasonal changes, the course of plans and invasions, plagues, and so on.

Chronicling

It is wise for one of the players to keep a brief "Chronicle" or record of the monsters killed, characters met, facts learned, treasure obtained, marching and sleeping order and so forth.

Mapping

Mapping during play of the game is a crucial activity in *Champions of ZED*. In addition to the area and lair maps created by the Referee, players must keep their own map as they move about in the game. There should be two maps at the table. A blank one the players have, and a detailed one the Referee has. When running a dungeon adventure, mapping is usually done on graph paper, whereas wilderness adventures utilize hex paper. The player who is the mapping keeps the blank map on the table so all the group can see and comment.   When the players have their characters move into a new area, one person – not the chronicler - should actually draw a map on graph or hex paper using the Referee's descriptions. The player's character may be imagined to be simultaneously sketching a corresponding map in the game. The player mapping should pay particular attention to the Referees descriptions and sketches so as not to ask for repeated information and slow down play. When giving these descriptions the Referee should keep in mind that the Player Characters are not a team of surveyors and are likely working under poor lighting conditions at best. Descriptions like "A passage angles off, oh, about 45 degrees, you're not sure" and "Looks like it's close to 20 feet or thereabouts" should be the norm. The Referee need not attempt to correct the mapper except where it would be obvious to the characters that the map does not reflect what they see. This map is essential in the game for characters to be certain of navigating in complex and unfamiliar interior spaces like castles and dungeons. It also provides a reference for the Referee to point to when describing thing occurring in game.

Loss of the map can spell trouble for the adventuring party because they may very well become lost themselves. This situation can be particularly bad for a group that has been wounded and is attempting to escape to someplace safe. Even situations where the adventurers have been attempting to mark their way with chalk or the proverbial bread crumbs, they

may find that someone or something has tampered with their system. To get their characters out of complex places following the loss of a map the players themselves must attempt to recognize or remember the way out, find a guide or some other means of getting directions, or simply try avenues at random until they luck out.

Scale, particularly for hex mapping, can be refined as desired. Overland journeys are usually undertaken in the 5 mile scale of hex, but if players stop to explore a particular part of a hex, then a new map - usually in 1 mile or half mile scale – should be created. This map, in turn will often shift again to a village or a castle or dungeon map on graph paper.

Teamwork

Usually, players will have the most fun when they have their players work together as a group or party of adventurers. This is especially true for lower level characters who can benefit from each others strengths. Competitive forms of play are possible and can be fun too, but it is generally easier for all concerned if teamwork is encouraged by the Referee at least in the early stages of a campaign.

Caller

How the Player Character group is organized is entirely up to the players. Many groups are anarchical and provided the players are accustomed to working together, this works fine. Some groups, particularly if players are talking over one another and bickering, may find it useful to decide on a structure for the group and elect a Player Character leader. Usually just a first and second in command are selected. If that character dies or is otherwise separated from the party, the character next in line then becomes the captain. The player who's character is the PC captain is known as the "caller". As representative of the captain of the PC group, the player acting as caller is responsible for relaying accurate information regarding the actions of the players to the Referee. Unless the game group is playing some unusual scenario where the characters are commandos in some military outfit, the Caller should never dictate actions to other players or give firm orders but should make suggestions to players and should make decisions as to direction of travel, whether to attack or negotiate etc. Further, the Caller can be given the task of handling initiative during combats. The Referee will let the caller know the timing and the caller will consult with each player as their moment comes. The Caller will then relay the decided action to the Referee.

Party Order

By this ambiguous and potentially contradictory term is meant the marching order – who is physically first, second, third and so on in the adventuring group. It is important for the Referee to know this at all times and to know immediately of any changes in order, such as "Lotsa the Elf Princess is going to climb that ladder on the right and attempt to lasso the chandelier". The players must jot down two copies of the parties' marching order, with the leader usually in the front rank. The players will then keep one copy of this, and the other goes to the Referee. When combat takes place, miniatures can be used, or paper and pencil, to mark positions. If any doubt exists, the Referee should ask the players to mark their positions on their map. It is important that both the players and the Referee be clear on where everyone is positioned throughout an encounter.

Sleeping Order

In addition to knowing the party order when marching down roads, corridors, entering rooms and the like, it is also important to know sleeping location and any plan for guard duty. Generally speaking, when the characters are in potentially hostile territory, The Referee should throw for wandering monsters 1 - 3 times each night, depending, of course, on the nature of the area.

LIGHT AND VISION

Adventure role playing games are most often played around a table indoors under electric lights, or at the very least under circumstances where there is plenty of light to read by. These sorts of circumstances can make it easy to forget that many adventuring situations are dark and

Creatures who inhabit the underworld; monsters who live in the dark; denizens of cracks and crevices swathed in inky black; these beings can be assumed to have a natural or perhaps supernatural ability to see without light, like the effect granted by the Dark Sight spell.

TRAVEL OUTDOORS AND GETTING LOST

Much of the characters time is likely to be spent travelling overland. If the Player Characters venture out of sight of a trail, road or marked path, without a guide or map, they may very well get lost. Since knowing the true direction one is travelling in is often in question for the players, the Referee must track where and how the PCs actually move.

Getting Lost - If there are no direction indicators or navigational aids or the characters are not actively noticing them, there is a chance they may get lost, depending on the terrain type. A roll must be made to see if the players are lost every time they stop to rest or at least twice a day. Roll a d6 add or subtract any appropriate modifiers, and consult the following table:

shadowy and lit with flickering flames or eerie magical glows. What is important to remember about this is not just the atmosphere, but the limits to what the characters can and cannot clearly see.

The chart below lists common vision circumstances and the distance to which characters can see clearly.

Light Source	Vision Radius in feet
Torch/Oil Lamp	15
Candle/small lamp	8
Mirrored Lantern	30' in ½ radius (not a full circle)

Characters may also be able to dimly see reflective objects at up to twice these distances. Such objects include gems, shiny metal, and yes, eyes.

Chance to be Lost by Terrain Type:

Terrain	Die Roll
Clear	1
Woods	1,2
River	1
Swamp/Jungle	1- 3
Mountains	1,2
Desert	1- 3

If the roll is outside the number or range shown on the table, the group continues to travel in the direction desired.

Direction Checks - If the number rolled falls within the range indicated on the Chance to be Lost table the characters are lost and a Direction Check must immediately be made by the Referee. Fur-

ther Direction Checks must be made every time the players stay in one location for one turn or longer. To make a Direction Check, roll a d6 and consult the table:

Random Direction Table

Roll	Direction of Actual Travel
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Food and Water

If players are in a situation where food and water is running out, penalties to Movement and Hit Points will apply. The amount of daily food and water required by each character must be determined by the Referee based on character race and the external conditions. There are far too many variables to supply such rules here, but as a basic starting point, under comfortable temperature conditions the average human requires a daily minimum of about a quart of water and 1500-2000 calories of food (1-2 meals) to function normally.

Days without adequate water:

Day	Movement Reduction	Hit Point Reduction
1	-	-
2,3	1/6	1/6
4	1/6	1/3
5	1/3	½
6	No Movement	2/3
7	No Movement	0 HP

Days without adequate Food:

Day	Movement Reduction	Hit Point Reduction
1- 3	-	-
4-7	1/6	10%
8-10	1/6	20%
11-13	1/3	30%
14-16	1/3	40%
17,18	½	50%
19,20	½	60%
21	2/3	80%
22	5/6	1 HP
23	No Movement	0 HP

Subtract the fractional amount of points from the full, normal total each time.

WEATHER

Seasonal and local conditions are the first consideration regarding weather. Referees may wish to assign appropriate weather conditions to fit the tone of a given adventure, but the tables below can be used instead to randomly determine weather suitable for most adventure locations. Other special conditions – such as fog or sleet, should also be considered by the Referee and assigned as seems good. Begin by rolling on table I for windiness and table II for weather condition. Continue to the other tables only when indicated.

Weather table I

D6	Winds
1- 3	Calm 0-14 mph
4,5	Windy 15-24 mph
6	Blustery 25mph +

Weather Table II

D6	Condition
1	Temperature Extreme + roll again
2-4	Clear
5,6	Roll on Weather III

Weather Table III

D6	Condition
1,2	Partly cloudy
3	Cloudy, but clearing
4-6	Overcast, Roll on Weather IV

Weather Table IV

D6	Condition
1	Fine, intermittent precipitation
2	Light precipitation
3	Varying precipitation
4	Heavy intermittent precipitation.
5	Heavy precipitation
6	Extreme conditions

CATCHING DISEASES

Although disease is historically a far greater killer than warfare and combat, there are not many players who find it fun for their character to randomly come down with a fatal illness they caught from the fleas on the back of their pack animal or some such inane situation.

However, simply breathing the air when battling many types of undead can be deadly, let alone the various nefarious uses to which Wizards can put diseases. Weaponized diseases should be roughly as common as poisons. Dungeons and ruins are also notoriously damp and noxious places where all manner of foul contagions fester.

Characters who contract a disease,

whatever its source, are affected differently based upon their Constitution score, as shown in the table below.

Constitution	Effect
3, 4	Double recover time
5, 6	Recovery time increased by ½
7-15	Average recovery time
16, 17	Recovery time reduced by 1/3
18	Recovery time reduced by ½

As symptoms become evident, the victim must take to bed or loose 20% of their Strength score (round up any fraction) for each day they remain active during the course of the disease. The strength loss occurs at midnight or sunrise as preferred by the Referee. For each 24 hour period the victim does not rest per day afflicted with the disease, that days' strength loss becomes permanent. If the victim never rests, this Strength loss is accompanied by a loss of ½ the victims Constitution. Otherwise, for each day of rest taken, lost Strength factors will return as the victim recovers.

Sick hirelings will take to bed unless ordered otherwise and only then if they pass a Loyalty check.

Referees should keep in mind circumstances which favour disease break outs and add 10 or more per cent as appropriate. It's also very possible that several diseases can be current at once. The rate of spread of a disease is the same as the chance to catch it, but it is always calculated as a percentage of the living, previously uninfected, population; thus as the population shrinks, so does the number of infected victims.

Below follows a short sample list of Non-humanoidal and real world diseases adapted to use in the game. It is suggested that the Referee either not use the common name of real world diseases or

make up a fantasy name (Hepso Zudiack, for example), along with other adaptations or innovations, to fit the campaign world. Cures can likewise be inventive and possible sources of adventure quests.

Disease strikes when and where it will, but Player Characters should be given the advantage of subtracting any bonus granted in the Constitution Bonus Table from the Death Rate % shown to increase their chances.

The infection and symptoms of any diseases used as the effect of **Cause Disease** spells, or diseases from curse scrolls or potions etc., should be immediate, when the saving throw is not successful.

Mummy's Curse (Aspergillus)

Where: Graves/undead
Season: Any
Chance: 10%
Incubation: 3- 6 hours
Duration: 3-6 days
Recovery Weeks: 2
Death Rate: 5%

This is a virulent form of fungus that grows slowly and usually invisibly in the flesh and bones of the undead. Anyone combating the undead or even entering the dwelling place of most undead must make a Type II Saving Throw. Failure of this roll results in contraction of the disease, which will begin to manifest pneumonia like symptoms (fever, persistent cough, short breathing) in 36 hours. These symptoms will incapacitate the victim within 3d6 hours of the onset of symptoms, at which point a second Saving Throw must be made, applying adjustments based on the victims Constitution. Failure of the second roll results in death for the victim; success means the victim will recover in 3-6 days.

Mykamoor

Where: Any
Chance: see below
Duration: permanent
Death Rate: 0%
Season: Any
Incubation: 2 days
Recovery Weeks: 2

Mykamoor is a disease arising from exposure to gold – 2% chance per 10,000 GP encountered. It is transformative in character in that those who develop the disease undergo an almost immediate mental change and a much slower physical one. The victim is inflicted with paranoia and greed and becomes a compulsive and elaborate liar. They will attempt to hoard and hide wealth, particularly gold. Further, the victim will grow increasingly larger, gluttonous and slovenly as the disease progresses. After two years, the character's skin will split open and a young Brown dragon will emerge. Mykamoor dragons are shunned by all other dragons as an abomination.

Pacevon

Where: Any
Chance: 100%
Duration: 2 - 3 days
Death Rate: 95%
Season: Any
Incubation: 0
Recovery Weeks: 2

Pacevon is an airborne disease with a 95% kill rate. The victim's blood thickens, causing bodily swelling, unconsciousness and usually death within 4 hours of exposure. Typical signs are slurred speech and the spontaneous development of bruises all over the victims skin. Those few who manage to survive the disease awake after 24-48 hours suffering from some temporary (1d3 days) memory and speech loss.

Tarantism

Where: Any
Chance: 16%
Duration: 2-6 months
Death Rate: 5%
Season: Any but Winter
Incubation: 1-4 hours
Recovery Weeks: 8-24

Transmitted through the bites of poison spiders, there is (if the character survives the poison) a 1 in 6 chance a bite victim will be infected with Tarantism. The primary symptom of Tarantism is an uncontrollable jerking of the legs and hands so as to make the victim appear to be dancing, (-4 to Fighting Capability). The effect will last until the victim collapses from Fatigue, and will reoccur once every three hours the victim is awake until the disease is cured or has run its course.

Weils Disease

Where: Any
Chance: 50%
Duration: 1 month
Death Rate: 15%
Season: Any but Winter
Incubation: 4-14 days
Recovery Weeks: 2

Weils disease (Leptospirosis) causes high fever, severe headache, chills, muscle aches, and vomiting. After two weeks these symptoms are followed by jaundice, red eyes, abdominal pain, diarrhea, and rashes. This disease is prevalent in damp, dark dungeons, especially in areas frequented by rats, giant rats, trolls, and other creatures frequently associated with filth. The disease may be present on any damp surface or in stagnant water. Characters with open wounds or characters who ingest anything exposed to these conditions (for example, drink from a potion bottle recovered from a rat's nest without cleaning it first) may become infected.

Wisp Spores

Where: Swamps
Chance: 80%
Duration: 1 month
Death Rate: 95%
Season: Any
Incubation: 3 Weeks
Recovery Weeks: 2

Wisp Spores are tiny, dust like parasites that lodge in the lungs of victims who breathe them in. The spores are actually the offspring of certain kinds of Will of the Wisps, and will remain dormant, attached to swamp vegetation or virtually any dry surface until disturbed. Upon lodging in the lungs of a victim, the wisp spores will begin to grow, causing internal bleeding and coughing fits in the victim that are difficult to distinguish from the symptoms of advanced tuberculosis. After 30 days of growth 1d6 of the spores will have reached an inch or more in diameter and will tear through the lungs and esophageal passage to emerge through the mouth of the victim, who will usually die as a result (4d6 damage). The spores may be killed by a priest or by inhaling the smoke from the burning of the byaku plant.

PART V: CONFLICT

As a game of adventure, dangerous and deadly situations naturally occur often in *Champions of ZED*. All Player Characters and Non Player Characters have a defensive value known as Hit Points. Hit Points are an abstract number representing how many points of damage are necessary to kill, subdue, or render the victim unconscious. The value of a point is circumstantial and fluid and not the same from situation to situation or creature to creature.

Hit Points may fluctuate depending on combat circumstances. Some magic spells and items may affect the HP's in some circumstances but not in others. For example a magical macana may give a double or more bonus to HP's for melee combat but

not against projectile weapons. Similarly a holy symbol may grant the faithful triple Hit Points against vampires or ghosts but not any other creatures.

Damage

When damage is inflicted, the usual method is to subtract an amount of Hit Points. Many common monsters will often inflict damage with the same sorts of weapons the Player Characters use and have the same damage range – usually 1d6, but others are much more deadly, and some less so. To determine how much damage a creature inflicts, consult the following table:

Creature Hit Dice	Damage per Hit
0 to <1	Damage is equal to creature Hit Points
1 to 7	1d6
(7 +) to (11+)	2d6
12 to (15+)	3d6
16 and greater	4d6

Individual creatures may have various + or – damage modifiers, some of which may depend on special circumstances or on a Strength bonus.

Special Attacks

Many types of monsters also have "special" attacks. Special attacks will often deal damage in amounts other than the usual 1d6, or will inflict damage of a particular transformative type. This may be something that simply occurs, and usually requires a Saving Throw, such as the paralyzing aura of a ghoul, or it may be an attack form that a monster may choose to use or not, such as dragon fire or the bite attack of a thoat. In any case, where a special attack form exists which is optional for the monster on any given round, a die roll must be made by the Referee to determine if the monster has chosen to use it. In most cases, unless otherwise specified, the Referee should roll 2d6. If the result is 7 or better, the monster has opted to use its special attack form, i.e. the dragon is going to breathe, the thoat bite, etc.

ACCUMULATIVE DAMAGE EFFECT

For those who wish to use it, the following optional rule is given for the effects of damage on abilities in combat. When Hit Points drop below ½ due to physical injury, 2 factors are removed from the Dexterity Trait and movement rates are cut in half. When Hit points drop below ¼ due to physical injury, 4 factors (total, not in addition to any factors already removed) are taken from the Dexterity Trait total and movement rate is reduced to ¼ of normal.

DEATH AND DYING

Upon reaching 0 Hit Points, Non Player Characters of 1 HD or less are unconscious. For each Level a Player Character has (and optionally NPC's), plus 1, they can survive in a state of unconsciousness for 1 turn, when damaged below zero Hit Points. Thus a 1st Level PC is unconscious from 0 to -2 and dead at -3, a 2nd level PC is unconscious from 0 to -3 and dead at -4, etc. Characters in this state of unconsciousness will die if not given medical attention within 1 turn. A healing potion or cure spell restores consciousness and Hit Points immediately.

HEALING

Recovering Hit Points can only begin when the character is able to rest. Low level creatures may naturally gain 1 or 2 points every other day; more for higher Life Levels per Referee discretion. A recovery rate of 1 HP per day per Level is a common method, for example, but recovery from serious damage should never occur too quickly at any Life Level.

Life Energy Levels lost can only be restored through regaining the necessary Experience Points.

COMBAT AND DAMAGE DICE

FIGHTING CAPABILITY - This statistic lists the number of ordinary men a character or monster is worth when engaged in melee. Think of it as a fighting equivalent of Horsepower. The average human fights as well as – no surprise here – one man, which is to say they have a Fighting Capability (FC) of one man. A heroic 4th level Fighter, on the other hand, fights as well as 4 ordinary men, giving them a Fighting Capability factor of 4.

The default Fighting Capability of any creature or monster when confronting Mundane opponents is equivalent to their Hit Dice unless otherwise noted. The Fighting capability of creatures or monsters confronting Fantastic creatures is identical to that given for the Fighter class unless noted otherwise in the creature description. Some individuals or subtypes of individuals will have a greater or lesser than normal Fighting Capability, which may or may not match their Hit Dice as noted in the individual's description. This is notably true of characters progressing in Levels in the three classes. Humans, as mentioned, are 1 HD creatures, but Player Characters, for example, can gain significantly more Hit Points than a typical 1 HD creature. Similarly, but to a somewhat lesser extent, more FC are gained too.

The Fighting Capabilities of Fighters, Magic Users and Clerics are as listed in the tables below.

Two separate Fighting Capabilities are given. The first – Mundane - repre-sents all combat against common flesh and blood creatures and all projectile combat. The second – Fantastic - represents melee combat against otherworldly, gigantic, and/or magical creatures, such as vampires, ghosts, djinn, and dragons. Exactly what constitutes a "Fantastic" creature may depend on the specifics of your campaign world and the decision of the Referee, but generally speaking, if a creature has supernatural characteristics, it should be considered "Fantastic" as should very large, to giant creatures, and indeed most <u>creatures with a maximum Number Appearing of 25 or less</u>. Conversely, Mundane creatures, as a general rule, will have a Number Appearing maximum greater than 25.

<u>All Player Characters and Non Player Characters of Heroic Tier or greater in any of the three classes are also automatically considered "Fantastic" creatures when they are attacked</u>. Veteran Tier characters are Mundane creatures.

The vast majority of monsters will use the Fighter's table for Fantastic combat. Those having less than 1 Hit Die use their HD as FC; most often this will be a ½ HD and thus a ½ FC.

Fighters Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Fantasy and Magical Creatures
1	1 (+1)	1 (- 3)
2	2 (+1)	1 (-2)
3	3	1 (-1)
4	4	1
5	4 (+1)	1 (+1)
6	5 (-1)	1 (+1)
7	5 (+1)	2 (-1)
8	6 (-1)	2
9-11	6 (+1)	2 (+1)
12+	7 (-1)	2 (+2)

Note: The Fantasy FC tables accord with FC statistics found in BTPbD. Some Referees may instead prefer a simple FC of 1 for all Fantastic combatants.

Cleric Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Fantasy and Magical Creatures
1,2	1	1 (-5)
3	1 (+1)	1 (-4)
4	2	1 (-3)
5	2 (+1)	1 (-2)
6	3	1 (-1)
7	3	1
8	3	1 (+1)
9-12	3 (+1)	2 (-1)
13-16	3 (+1)	2
17 +	3 (+1)	2 (+1)

Magic User Fighting Capability Table

Level	Fighting Capability Mundane Creatures	Fighting Capability Fantasy and Magical Creatures
1	1	0
2	1 (+1)	1 (-5)
3	2	1 (- 3)
4	2 (+1)	1 (-1)
5	3	1
6	3 (+1)	1 (+1)
7	4 (-1)	1 (+ 3)
8-13	4	2
14,15	4	2 (+1)
16 +	4	2 (+2)

An FC with a (-#), or (+#) indicates a - or + adjustment amount applied to one or more dice, as determined by the mode of combat.

* In **Strategic Combat** the adjustment applies to a single attack die which, when multiple dice are thrown, must be identified before it is thrown. Ideally the adjusted die should be a different color to the other dice.

* In **Tactical Combat** the adjustment applies to every attack roll.

* In **Basic Combat** the adjustment applies to the damage roll only

The FC numbers given are not cumulative from level to level.

COMBAT

The combat options of *Champions of ZED:*

As indicated above, there are three separate ways to resolve combat in Champions of ZED. The Referee chooses whichever method is best suited to the situation, bearing in mind that each is a tool with specific usefulness. The first is a relatively abstract method for those who prefer combat without referencing charts and tables. The second and third methods are firmly grounded in the wargaming history of the game.

Basic Combat is a "quick and dirty" approach utilizing the roll of a single d20 against a target number and an abstract one minute combat Turn.

Strategic Combat is a traditional and abstract adaptation of rules for medieval miniature warfare also utilizing a one minute combat Turn. Strategic combat entails the use of d6 dice – possibly whole handfulls for combat at higher levels – and the cross referencing of a table reworked from mass combat to fit an individual combat scale.

Tactical Combat allows a more granular, moment by moment battle in six second rounds, where weapons, armor and tactical movements play a more prominent role in deciding the outcome.

It must be noted that there are many methods of determining hits in combat that will work just fine in conjunction with or a as a replacement for any of the above, including traditional approaches detailed in the games of the '80's and 90's, and more recent developments. Experienced Referees may confidently use any method they are comfortable with as no other aspects of the game will be affected. For an example of an "alternate" combat method using a traditional approach, see Appendix IV.

Number of Combatants

Provided there isn't a wall or some other obstructions, up to 6 human sized combatants may exchange blows with a single other character at a time.
Combatants with multiple attacks can concentrate on one opponent, or against all opponents in their Area of Control (10'). How to apply their attacks is a player's choice, subject to circumstance. If a 5th level Fighter (FC 4+1, Mundane) were to be engaged with 5 mundane opponents – orcs, lets say. Then the Fighter could attack effectively against 4 of the orcs, and employ the +1 FC bonus, but that fifth orc is one more than the Fighter can handle, and remains safe from attack until or unless a fellow orc is killed.

MULTIPLE ATTACKERS

When a pack of animals (wolves, dogs, or hyenas, for example), or a group of creatures (orcs, goblins, peasants) attack a single human sized defender, two or more successful, simultaneous hits from separate attackers will knock down the defender and put them at a considerable disadvantage - usually a -4 on all rolls. The Referee may allow a Type IV Saving Throw with Strength bonus for a chance the character will remain on their feet.

Offensive Bonuses and Penalties

Offensive adjustments, such as the plus rating of a magic sword or the minus rating of a cursed sword are handled differently depending on whether the combat is being conducted using Strategic, Basic or Tactical combat methods.

In **Tactical or Basic combat**, bonuses are added to the total result of the dice roll; for example a die result of 4 with a +1 bonus becomes a total of 5.

For **Strategic combat**, each point of bonus grants an additional d6 to Hit Dice or Fighting Capability; for example a Fighting Capability of 2 with a +1 bonus for a magical weapon means 3 dice will be rolled.

N.B. Bonus and penalty here does not refer to the + and − found in the Fighting Capability statistics but only to additional bonuses and penalties that may be granted from magic items or circumstance. Here's an example of how a FC modifier and a magical bonus would work together in combat:

Suppose our attacker had a +2 magic sword and had Fighting Capability of 3+1.

In **Basic combat**, magical weapon bonuses are added to the base FC; (so 3, +2 from the magic sword = a FC of 5), any FC bonus (+1 in our example) is then applied to the damage roll, if any.

In **Tactical combat**, the FC modifier (like the "+1" of FC 3 +1), is applied to each 2d6 attack roll every round. The "+" rating of a magic weapon, +2 in our example, is also added to each attack roll made. Some magic weapons may also have a bonus that adds to damage as specified by the weapon description.

In **Strategic combat**, the FC bonus, and only the FC bonus (usually), is added to one of the d6 attack die thrown against a single opponent. So, in our case that would mean a +1 added to the result of one d6. The +2 of the magic sword is not added to the die roll, instead it becomes 2 more d6 to add to the attacking dice pool. So if our hypothetical attacker is supposed to roll 3d6 on the Strategic Combat "to hit" table, with a +2 magic sword they roll 5d6, and since the attacks' FC is 3+1, +1 is added to the result of one of the d6 die rolls.

Defensive Bonuses and Penalties
In **Tactical or Basic combat**, the defensive bonus is added to the target number needed to achieve a damaging hit on a defender. So, for example, an attacker who needed to roll a 10 against a defender to hit them successfully will instead need to roll an 11 if the defender has a +1 defensive bonus.

In **Strategic combat**, defensive bonuses, such as the plus rating of magic armor, are about removing a number of whole d6's from the attacker's dice pool before any other steps have been taken. Thus, + 3 armor could only be hit by an opponent having 4 or more Hit Dice or a Fighting Capability of 4 or more, because 4 minus 3 would leave the attacker with a Fighting Capability of 1. Defensive penalties, such as a cursed ring, function in the opposite fashion, adding d6 to the attacker's dice pool.

Attack/Defense Multiples
Some situations and some creatures may call for a doubling, tripling, etc. of attack and/or defense values. This means the appropriate multiplier (i.e. tripling = x3) is applied to the Fighting Capability (Player Characters, mostly) or Hit Dice (creatures) and/or Hit Points (the defense value) for the particular creature or situation only.

In some cases it may be specified, (or undertaken at the Referee's discretion), to also apply the corresponding integer (+2 for doubling, + 3 for tripling, etc.) to Armor Class and Saving Throws.

Example: a male cockatrice (AC6, HD 5, HP 22) finds a group of Heroic Tier adventurers about to attack his three hatchlings in their lair. Because he is defending his family, the Referee elects to triple the cockatrices' normal values for the combat giving him 15 HD and 66 Hit Points – ouch!. Of course, if the cockatrice is fighting against Player Characters, as seems likely, he fights as a level 5 Fighter on the Fantastic creature column because the PC's are heroic creatures. His FC is then 2 (+1) giving him a 6 (+ 3) after tripling.

Side and Rear Attacks
In any case where characters are attacked from the side in such a way that they could not turn or twist during the combat round to face the attack, the attacker receives a +2 to the attack and to damage. Similarly attacks to the rear of an opponent are at + 3 to hit and + 3 to damage. Anyone struck in a side or rear attack in Tactical combat cannot make a counterattack that round (they have to turn to face the attacker first), but can strike back on subsequent rounds.

Surprise in Combat
In some specific circumstances, a condition of surprise may apply. A group may be caught in an ambush or simply run into another unexpectedly, although in the latter case any noise or light can be a give away (see Surprise section). Surprised individuals may not attack.

ARMOR
Armor is divided into 9 different classes. First Class armor, (AC1) is simply the best there can possibly be, barring magical bonuses. In *Champions of ZED* there are in fact no known examples of armor that good, but perhaps there is in your campaign world. The best that can usually be obtained by Player Characters is second class armor (AC2) which is a full suit with shield. Unarmored humanoids are rated as Armor Class 9 normally. Wearing armor changes the wearer's AC to the listed value - but note the rule below regarding helmets.

Armor Types

Armor	Price	AC
Chain Mail/flexible linked armors	25 GP	5
Helmet	2 GP	*
Horse Armor (Barding)	150 GP	3
Hard Leather Armor (Cuir Bouilli)	22 GP	7
Plate Mail (Field Plate)	40 GP	3
Heavy cloth or light leather armor	2 GP	8

Anyone in armor (or just carrying a shield) but not wearing a helmet or wearing a helmet of a lesser class than their body armor, has a 10% chance of being hit in the head per attack roll. This is determined by rolling percentile dice prior to the attack roll in appropriate cases. Hits to the bare head are rolled as against Armor Class 9 with no defensive modifiers allowed.

Price

Three prices are listed, indicating basic, better and excellent quality items. Basic quality, while serviceable, can be expected to not last long under the strains of adventuring. Characters outfitted with a majority of such equipment may well be perceived as somewhat shabby, affecting how people react to them.

MAGICAL ARMOR

As noted, magical armor will have a + (or – if cursed) factor to be applied defensively in combat. Generally plate (AC3) will be the only armor found with magical enchantment; leather, does not enchant well and steel chainmail rings are too numerous.

SHIELDS

A shield improves the wearer's AC by 1 such that Armor Class 5 Chain Mail becomes Armor Class 4 when the wearer carries a shield. This protection only extends to frontal and side attacks. The benefit does not apply to attacks from the rear.

MAGICAL SHIELDS

Magical shields function with the same benefits and restriction as their mundane counterparts. The bonus or penalty is added to any other defensive bonuses or penalties, such as that of magic armor. At the Referees option this "stacking" of bonuses may only apply 50% of the time (every other combat round or turn) to reflect swings which circumvent the shield.

A magical shields' bonus is defensive only, and does not apply when the shield is employed as a weapon.

WEAPONS

As with Armor, melee weapons are also divided into 9 different classes. The tables below show these 9 classes along with the most common types in each. To determine the class of a weapon not listed, simply match it to whichever type of weapon it is closest too and use that class.

The classifications of Concussion and Incision describes the kind of damage the weapon inflicts; information which is primarily useful for Cleric characters who cannot use incision weapons. Magic weapons are generally 100 x cost below per bonus point.

Weapon Class 9 - Light/short

NAME	Hands	CONCUS- SION	INCISION	COST (GP)
Arrows/ dozen	1	-	Y	1, 2, 5
Gauntlet, spiked	1	Y	Y	20
Hammer, carpenters	1	Y		5, 6, 10
Knife	1	-	Y	1
Nightstick/ warclub	1	Y	-	1
Unarmed/ natural claws/ teeth	n/ a	Y	Y	

Weapon Class 8 - Light/standard

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Axe, throwing	1	Y	Y	10
Dagger	1	-	Y	3
Macana (stick)	1	Y	-	10
Rapier	1	-	Y	30
Short handled mace	1	Y		6
Shortsword	1	-	Y	10
Waster	1	Y	-	3

Weapon Class 7 - Light /long

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Guanches Vara (light 5' staff)	2	Y		1
Whips	1	Y	Y	1

Weapon Class 6 - Standard

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Battleaxe	1	Y	Y	7
Club	1	Y	-	1
Morningstar	1	-	Y	6
4' spear	1	-	Y	2
Sword (all one handed types)	1	-	Y	10-15

Weapon Class 5- Standard/Long

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
6' Spear	1	-	Y	2
Garrote o Lata (heavy, 6'+ staff)	2	Y	-	10

Weapon Class 4 - Heavy/short

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Warhammer	1	Y	-	2
Mace, heavy	1	Y	-	6

Weapon Class 3 - Heavy/standard

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Two handed axe	2	Y	Y	15
Two handed sword	2	Y	Y	15-20
Flail	1	Y	Y	8
Long handled mace	1	Y	-	10
Ball and chain	1	Y	Y/N	7-12

Weapon Class 2 - Heavy/Long

NAME	Hands	CONCUS-SION	INCI-SION	COST (GP)
Great club	2	Y		2
Poleaxe/ Glaive	2	Y	Y	6

Weapon Class 1 - Heavy/Very Long

NAME	Hands	CON-CUS-SION	INCI-SION	COST (GP)
Lance	1 mounted, 2 dismounted	Y	Y	15
Cavalry Spear/pike	1	-	Y	10

WEAPONS GROUP

Weapon Classes are further condensed into three Groups, which correspond to a troop type category in mass combat. The Groups are as follows:

Weapon Class 9-7 (light)
Weapon Class 6, 5 (medium)
Weapon Class 4-1 (heavy/long)

Weapons Group Effects
Differences in the Groups of Weapon Classes between attackers and defenders affect the flow of combat as shown on the table below.

WEAPON SPEED

Weapon Wielded	Effect
1 or more Groups heavier than the opponents	Automatic loss of initiative.
Identical or lighter Groups	The defender may parry.

In Strategic and Basic combat, all normal weapons deal 1-6 points of damage when they strike, but in Tactical combat the option is given to vary damage based on the speed and size of the weapon as follows:

Weapon Class 9-7 (light Group) add 1 to Fighting Capability but cause 1 - 3 damage points.
Weapon Class 6, 5 (medium Group) – as normal
Weapon Class 4-1 (heavy/long group) sub-tract 1 from Fighting Capability but cause 2d6 damage – however FC will not be reduced to less than ½, so that an FC of 1 will still be able to strike every other round in tactical combat.

ENGAGEMENT
Melee Range is 3" (30 yards per Melee Turn, 30 feet per Tactical Round) in the forward facing direction. Melee Range is the distance within which an attacker can rush in and close with the enemy. At this distance a fight can begin without having to use any movement allowance or go into another Round or Turn.

All Characters also have an *Area of Control* of 1" on all sides, within which no opponent can move past or through without first being engaged in combat (1" equates to either 10 yards in Melee Turns, or 10 feet in Tactical Rounds). So, a Cleric, for example would get an extra "free" attack on a goblin attempting to run past them toward an open door, provided the goblin passes within 1" of the Cleric.

ENGAGED MELEE MOVEMENT RANGE
Special rules exist for Fighter Specialists who kill their opponents, but unless otherwise specified, combatants engaged with a standing enemy cannot move beyond Melee Range and fight at the same time. Otherwise, combatants are able to move their full movement allowance each Round or Turn and attack any enemy within Melee Range, even when the total distance to the opponent exceeds the movement allowance by the full length of Melee Range. If an opponent flees, pursuers may move their full movement and attack each round they can close to within Melee Range with the usual +3 bonus for a rear attack.

ORDER OF ACTION
When the combat begins, the Referee must establish a clear and definite order, altered by circumstance in the flow of battle.

The character with the highest Dexterity has the option to act first unless:

a) Surprised

b) Approached from behind

c) Wielding a weapon from a Weapons Group heavier than the opponent's

d) Charging more than 10 feet against an opponent armed with spears, pikes, or lances.

e) The opponent is fighting from much higher ground

f) Morale condition or an enchantment causes hesitation

Players may always elect to have their characters wait to go last.

Referees should keep track of the order of combat by writing the names in order along with HP totals on a sheet of scrap paper, leaving enough room to revise the HP scores as damage is taken and kills are made.

Note that Melee combatants will either be within the Area of Control of an opponent (and vice versa) or they must rush towards them to make it so. When an attacker charges a new opponent at a distance beyond the attackers Area of Control, the defender has an opportunity to strike first if armed with a spear, pike, lance or similar pole arm, due to the length of the weapon. If the defender successfully hits the onrushing attacker, the attacker must make a successful Type 1 saving throw or be impaled for double damage or more.

BASIC COMBAT
The Basic method given below is not traditional and is in a form not used until decades after fantasy roleplaying games grabbed the public's attention. Nevertheless, contemporary Referee's may feel the need to begin play with a fairly simple and table-free combat mechanic in place of more traditional methods. Inspired in part by Daniel R. Collins's brilliant Target 20 methods, this Basic method is not a means employed by the original game designers. Justification for inclusion here is its' broad similarity to Arneson's method of rolling under a weapon skill target number, and the expectation present within the source materials that Referee's will customize their methods of resolving combat.

All rules apply as usual when using this method except that bonuses and penalties in melee are handled as they are in the Tactical method (see Below) – that is
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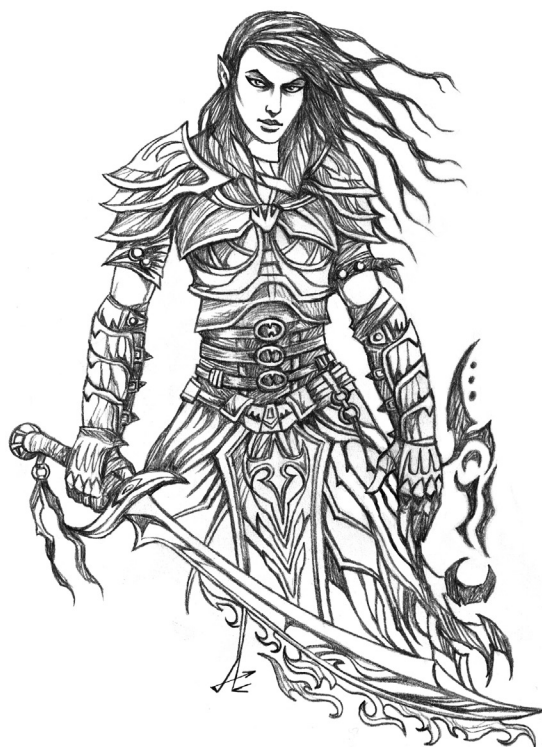
they add or subtract pips, not whole dice. Projectile weapons are handled normally (see Projectiles section for details).

Basic Combat Attack Rolls:
Roll a d20. To this result add:
1) Fighting Capability of the attacker
2) Armor Class of the defender
3) Any other modifiers (such as for magic weapons)

If the result is 20 or more, a telling blow has occurred. Roll appropriate damage, once, for every 4 pips above 20. For example, if the damage roll is a typical 1d6, a total attack result of 27 would indicate two hits of 1d6 in damage, an attack result of 30 would indicate 3 hits of 1d6 damage, and so on.

Important!: only add the base FC number not any + bonuses. So for example a character with an FC of 2+1 fighting an opponent with AC 7; add 2+7 for a total of 9. The + bonus number is added to the damage total, but does not figure in the attack calculation.
Size Variation
Original designer Dave Arneson favored adding additional modifiers to attack rolls for such things as size, level disparity

and hit location. The following steps can be used as a somewhat more complex version of the Basic Combat method to closely replicate Arneson's methods for mitigating size differences between opponents.

Step 1) Apply Size modifier (For combatants of significantly different physical sizes only) – Compare the base creature's/race's Hit Dice of the combatants, disregarding any +/- bonus attached.

To get the adjustment factor, divide the smaller HD # into the larger HD#. Treat all results greater than 3 as 3 (3 is the maximum adjustment factor). If the attacker is physically larger than the defender, subtract the adjustment factor from the equation. If the defender is physically larger than the attacker, add the adjustment factor to the equation.

Step 2) Apply any special modifiers. (such as for magic weapons)

Step 3) Roll a D20. If the result is 20 or more, a hit is scored, as usual.

Step 4) Damage, apply as usual.

Multiple Defenders

In Basic Combat, an attacker in melee may possibly damage more than one defender at a time through shared damage, provided they are within the attackers Area of Control. The number of opponents who can be damaged is never more than the base Fighting Capability number of the attacker. Damage is shared beginning with the defender having the least Hit Points and progressing to the next least and so on. Each defender must be reduced to 0 Hit Points before any damage is carried over to the next defender. Only defenders who can be hit by the attack roll are affected. If the attack roll is insufficient to hit a defender, the defender can not take damage in this fashion.

For example, a 5th Level Cleric with a Fighting Capability of 2+1 faces 4 kobolds in their Area of Control. Each kobold has an Armor Class of 7 and 2, 3, 1 and 3 Hit Points. The Cleric rolls an 18 and adds a base FC of 2 and the Kobolds' AC of 7 for a total of 27, resulting in 2d6 damage since the roll is more than 4 pips above 20. Suppose then that the damage roll results in 4 and 3 plus one for the Cleric's Fighting Capability bonus (+1) giving 8 points total.

Beginning with the weakest 1HP kobold, these 8 points are applied to each kobold in turn, killing 3 of them and leaving the surviving kobold with only 1 HP.

Note that this method of shared damage applies only in Basic combat, as the other combat methods use different means for resolving attacks against multiple defenders.

Basic Combat Example

Our three intrepid adventurers, Miragel (a Magic-user), Diego Salazar (a Cleric) and Darghast (a Fighter – Warrior Specialist), stand outside an open door facing two goblin guards rushing towards them down a narrow corridor. Their relevant stats are as follows:

Miragel (Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13) Level 1, FC 1, 0; AC 9, WC 8 (macana), HP 4, Spell: Hold Portal; Scrolls carried: Sleep, Knock.

Diego Salazar (Str 10, Int 12, Wis 14, Con 10, Dex 11, Cha 12) Level 1, FC 1, 1(- 5); AC 7 (leather and helm), WC 4 (mace), HP 5, Spells: none.

Darghast (Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9) Level 1, FC 1 (+1), 1(- 3); AC 3 (plate armor, and helm), WC 3 (Two-handed sword), HP 7,

Goblin 1 and 2, (Dex 11) HD ½, AC 6 (leather, helm and shield), WC 6 (spears), HP 2 each.

The Referee jots down the goblin's Hit points and determines combat order. In this case Miragel has a weapon of a lighter Weapons group than the goblins, and Darghast's and Salazar's weapons are heavier; there are no mitigating factors, so the order of combat will be Miragel, Goblin 1, Goblin 2, Salazar, Darghast. Further, the Referee notes that Miragel and Salazar are in front of Darghast so they will be engaged first if nobody moves.

> **Referee**: Miragel's first.
> **Miragel**: I want to fall back behind Darghast.
> **Darghast**: I'll step forward to block for her if I can.

Referee: The Goblins are on top of you now. Goblin 1 attacks Darghast and the other is after Salazar. Rolls a d20 for Goblin 1 and gets a 7. The Goblin has a Fighting Capability of ½ and Darghast has an AC of 3. The attack total is 10 ½, a miss. Rolls again for Goblin 2 and gets a 6. Salazar's AC is 7, plus ½ for the goblin's FC, for 12 ½ total: another miss.

Referee: You've both kept them at bay. Salazar, your move.

Diego Salazar: By the gods! I'll smash his skull in! (Rolls a d20 and gets a 13. He adds 1 for his Fighting Capability and 6 for the goblin's AC: total 20.) Twenty. A solid hit!

Referee: Roll damage.

Diego Salazar: (rolls a d6) Uh, a one.

Miragel: Oaf! My grandmother hits harder!

Referee: You hurt him, but you didn't exactly smash his skull in. Darghast, your roll.

Darghast: Now you will see something! (Rolls a d20 and gets a 6. He adds 1 for his Fighting Capability and 6 for the goblin's AC: total 13.) I missed.

Miragel: <sigh> I don't want to waste a spell on two goblins. Can I step forward and attack one?

Referee: Sure, there's plenty of space, but if you do that the goblin might attack you instead of Darghast or Salazar.

Miragel: Okay, I move to attack the wounded one with my macana. (Rolls a d20 and gets a 17. She adds 1 for her Mundane Fighting Capability and 6 for the goblin's AC: total 24.) Twenty four. That's a hit.

Referree: Yes, a double damage hit, and since you are close enough to both goblins, a good damage roll could end this fight. Roll 2d6.

Miragel: (rolls) One and, uh, another one.

Referee: Heh, well, you killed the one in front of you and landed a solid hit on the other one. (Rolls dice for Morale Check. The goblin fails, and the Referee decides that under the circumstances it means he is going to run.) The last goblin, realizing he is hopelessly outmatched, throws his spear wildly at Darghast and turns to run. Salazar, your go.

Diego Salazar: Can I hit him?

Referee: Yes, the goblin is within your reach and with his back to you, he's an easy target (+ 3 rear attack).

Diego Salazar: I'm attacking. (rolls a d20) I got 15.

Referee: Dead! Now what are you going to do?

STRATEGIC COMBAT

Strategic combat takes place in one-minute Melee Turns.

Strategic combat in *Champions of ZED* is a fairly straightforward and abstract system derived from the wargames that preceded role playing games. The first step is to find the general category the combatants belong in. All combatants must be classified by their battlefield character. This simply means that they must be rated as if they were a soldier in a type of military unit or troop. There are three such general categories for foot soldiers, and a similar grouping for cavalry. Unless the characters are fighting from the back of a mount, they will usually be rated as a type of infantry, but some large monsters - Dragons, for example - will be rated as cavalry rather than infantry when determining attack and defense capabilities.

INFANTRY	CAVALRY
• Light Foot	• Light Horse
• Medium Foot	• Medium Horse
• Heavy Foot	• Heavy Horse

ALL creatures must be given a rating in the categories above.

Further, each character and creature will have a separate troop type rating for defense and for attack. For Player Characters and most humanoid and Mundane creatures this will depend on the armor they are wearing, the weapons they carry, and/or other details about them.

Generally speaking, this means the troop type will be based on Armor Class for defense and Weapon Class for attack as detailed below.

Attack Rating (determined by Weapon Class):

Light Foot
Weapon Class 9-7, including projectile and throwing weapons.
Medium Foot
Weapon Class 6, 5
Heavy Foot
Weapon Class 4-1

Defense Rating (Based on Armor Class)

Light Foot
AC 9-7 (No Armor through Leather or Leather & Shield)
Medium Foot
AC 7-4 (Leather & Shield through Chain Mail & Shield)
Heavy Foot
AC 4-2 (Chain Mail & Shield through Plate & Shield)

- Armor Class 7 can be classed as either Light or Medium, and AC 4 can be either Medium or Heavy, taking into account the nature, training, background, and fighting style of the combatant.
- Many monsters, including virtually all Fantastic creatures, are given special attack and defense ratings regardless of their weapons and armor and may have a specified troop type and/or Fighting Capability (explained below) as part of their description. Dwarves, for instance, are considered equivalent to 4 Medium Foot on the strategic combat tables. Often this is just a matter of best judgement.
- Players should note their attack and defense classes on their character sheet. As mentioned, larger and/or deadlier monsters often defend and attack as a Cavalry type, as determined in the monsters description. The differentiation between Light and Medium Horse is dependent upon whether or not the horse is barded. Heavy Horse indicates full armor for both horse and rider.

Determining Hits

Attacker	Defender						
	Unarmed	LF	MF	HF	LH	MH	HH
Unarmed	1 (6)	1/2 (6)	1/3 (6)	1/4 (6)	1/4 (6)	1/5 (6)	1/6 (6)
LF	1 (5,6)	1 (6)	1/2 (6)	1/3 (6)	1/2 (6)	1/3 (6)	1/4 (6)
MF	1 (4-6)	1 (5,6)	1 (6)	1/2 (6)	1/2 (6)	1/3 (6)	1/4 (6)
HF	2 (4-6)	1 (4-6)	1 (5,6)	1 (6)	1 (6)	1/2 (6)	1/3 (6)
LH	2 (4-6)	2 (5,6)	2 (6)	1 (6)	1 (6)	1/2 (6)	1/3 (6)
MH	3 (4-6)	2 (4-6)	2 (5,6)	2 (6)	1 (5,6)	1 (6)	1 (6)
HH	4 (4-6)	4 (5,6)	3 (5,6)	2 (5,6)	2 (5,6)	1 (5,6)	1 (5,6)

Multiply Fighting Capability times the first number in the column (The number in parenthesis indicates what is needed on each individual die to achieve a telling blow).

For fractions less than 1, attackers may only roll an attack die in the Melee Turn when their fraction, when added to itself each Melee Turn, equals 1. To explain, a 1 FC attacker with a 1/3 on the chart above would roll no dice for two Melee Turns and then roll 1 d6 on the third Melee Turn (1/3 + 1/3 + 1/3 = 1). Likewise, a one HD attacker with a 1/2 on the chart above would roll a die every other Melee Turn. However, a lot can happen in a one minute Turn and it is recommended the optional Critical hit rules be employed (Appendix II). If critical hits are in use, combatants using a fractional amount on the attack table should still roll every Turn, with only the possibility of a critical hit on the "in between" Turns and both the normal chance and critical hit chance operating on the full Turn.

To this total, add/subtract modifiers from **magic armor, weapons or other factors**.

Roll # of dice indicated. **The number in parenthesis** above represents the minimum number needed to hit.

For each successful hit, roll 1d6 damage or other damage die as specified. If more than one successful hit is achieved, each damage roll may be directed against a single defender or against more than one defender of the same defense classification within the Area of Control of the attacker.

Combining Attackers

In Strategic combat, when more than one attacker of the same classification is within the Area of Control of an opponent, the Referee may treat them as a single attacker. For example, suppose a Fighter is being attacked by four kobolds, all within the Fighter's Area of Control (10 yards). Each kobold attacks as Heavy Foot and has ½ HD. Lumped together that amounts to 2HD. The kobolds may make a single attack roll as a 2HD, Heavy Foot monster. Doing so will not change the kobold's Fantastic or Mundane status, or their troop type classification, but will speed up combat and allow them to attack every round.

Strategic Combat Example

Our three intrepid adventurers, Miragel (a Magic-user), Diego Salazar (a Cleric) and Darghast (a Fighter – Warrior Specialist), stand outside an open door facing two Goblin Guards rushing towards them down a narrow corridor. Their relevant stats are as follows:

Miragel (Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13) Level 1, FC 1, 0; AC 9, WC 8 (macana), Attack Light Foot, Defend Light Foot, HP 4, Spell: Hold Portal; Scrolls carried: Sleep, Knock.

Diego Salazar (Str 10, Int 12, Wis 14, Con 10, Dex 11, Cha 12) Level 1, FC 1, 1(- 5); AC 7 (leather and helm), WC 4 (mace); Attack: Heavy Foot, Defend: Medium Foot; HP 5, Spells: none.

Darghast (Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9) Level 1, FC 1 (+1), 1(- 3); AC 3 (plate armor, and helm), WC 3 (Two-handed sword); Attack: Heavy Foot, Defend: Heavy Foot; HP 7,

Goblin 1 and 2, (Dex 11) HD ½, AC6 (leather, helm and shield), WC 6 (spears), AT: Hvy Ft, DF: Lt Ft; HP 2 each.

The Referee jots down the goblin's Hit points and determines combat order. In this case Miragel has a weapon of a lighter Weapons group than the goblins and Darghast's and Salazar's weapons are heavier, and there are no mitigating factors, so the order of combat will be Miragel, Goblin 1, Goblin 2, Salazar, Darghast. Further, the Referee notes that Miragel and Salazar are in front of Darghast so they will be engaged first if nobody moves.

> **Referee**: Miragel's first.
> **Miragel**: I want to fall back behind Darghast.
> **Darghast**: I'll step forward to block for her if I can.
> **Referee**: The Goblins are on top of you now. One attacks Darghast, the other goes after Salazar.

(the Referee consults the chart for the attack on Darghast: ½ FC, Heavy Foot vs Heavy Foot, This requires 1d6 roll with a 6 needed to hit. Because the goblin has ½ FC multiplied by the 1 on the chart, he cannot hit Darghast this round but must wait till next round to roll 1 die (½ + ½ = 1). The Referee now checks for the attack on Salazar; Heavy Foot vs. Medium Foot. In this case the goblin can hit on a 5 or 6 result, but again the chart calls for 1 die multiplied by the attacker's FC, leaving a fraction of ½ and this goblin must also wait till next round to try for a hit. The Referee does not explain these mechanics to the players.) Neither of you are hit. Salazar, your go.

Diego Salazar: By the gods! I'll smash his skull in!

Referee: (looks at the stats for Salazar. His FC is 1 and he attacks as Heavy Foot. The goblin defends as Light Foot. The chart indicates 1, hit on 4-6. Salazar's FC is 1, so multiplying 1x1=1.) Roll 1d6.

Diego Salazar: (Rolls a d6 and gets a 6). Six. That's a hit right?

Referee: Roll 1d6 damage.

Diego Salazar: (rolls a d6) Uh, a one.

Miragel: Oaf! My grandmother hits harder!

Referee: You hurt him but you didn't exactly smash his skull in. (looks at the stats for Darghast. His FC is 1+1 and he attacks as Heavy Foot. The goblin defends as Light Foot. The chart indicates 1, hit on 4-6. Darghast's base FC is 1 so multiplying 1x1=1.) Roll 1d6 Darghast.

Darghast: Now you will see something! (Rolls a d6 and gets a 3.) Three.

Referee: (Darghast needs at least a 4 to hit. Three is not enough by itself, but Darghast's FC has a +1 bonus raising the total to 4) You connect once with your mighty two handed sword. Roll 1d6 for damage.

Darghast: (rolls) Two.

Referee: That's enough. You cut the little bugger in two. (The Referee now thinks it is a good time to check the Morale of the last goblin. He rolls 2d6 and gets a 12. ((see Morale section)) The goblin is Flushed, likely enraged at the death of his friend, and attacks at double FC which effectively raises his FC to 1.) The other goblin seems really mad. Miragel it's your go.

Miragel: <sigh> I don't want to waste a spell. Can I step forward and attack it?

Referee: Sure, there's plenty of space, but if you do that the goblin might attack you instead of Darghast or Salazar.

Miragel: Okay, I move in and whack it with my macana.

Referee: (looks at the stats for Miragel. Her FC is 1 and she attacks as Light Foot. The goblin defends as Light Foot. The chart indicates 1, hit on 6. Miragel's FC is 1 so multiplying 1x1=1.) Roll 1d6

Miragel: (Rolls) Three.

Referee: No good (rolls a die to see who the goblin attacks) Miragel the goblin goes after you. He gets a roll and then Darghast and Salazar can automatically damage the goblin since he can only engage with one opponent at a time. (The Referee notes that Miragel does not have a helmet and rolls percentile dice to see if it is a head attack. Since Miragel has no armor at all it won't affect her Defense rating in any case, but the Referee might use it in his attack description. He gets a 65, so it is not a head attack and he continues with the usual attack procedure. Goblins attack as Heavy Foot, and this one has an FC of 1 because of his Morale Condition. Hvy Ft vs LF on the chart is 1, hit on 4-6. The Referee rolls a d6 and gets 6.) He tears into you, and you are hit.

Miragel: Ouch.

Referee: (Rolls a d6 for damage) Five points.

Miragel: Really ouch. I only have 4!

Referee: (Realizes she is only unconscious below 0 HP at level +1. She's level 1 so she can remain alive but unconscious to -2 HP. She's at -1 HP now.) You are down and out; bleed-

ing but not dead yet. You will die if you don't soon get help. Darghast and Salazar, you can roll damage against the goblin if you want. He's defenseless against you.

Both: Yeah! (rolling d6) Two and Four.

Referee: You two make short work of him. Now what?

TACTICAL COMBAT

For those who like a more nuanced fight, the Tactical method may be used. Rounds are 6 seconds long and all movement and melee distances are measured in feet, rather than yards.

In each Round, combatants get one attack (or parry if they are able to) per factor of Fighting Capability plus any Weapons Group difference attacks they may have. Combatants with an FC of less than one can only make a normal attack roll when their FC, when added to itself each round, equals 1. For example, a combatant with an FC of ½ can only make a normal attack roll every other round (½ + ½ = 1).

When the melee involves combatants with a Fighting Capability or Hit Die greater than 1, and or multiple combatants engaging each other, the attack rolls may be carried out all at once or in alternating order such that the attacker then defender roll their attacks/counterattacks. In the case of a 7th level Fighter (FC 5 +1) attacking either a 3rd level Fighter (FC 3) or three 1HD monsters, the rolls would be Attacker (A) then Defender (D), A then D, A then D, A, A, - so the 5th level attacker gets two "free" attack rolls at the end with no chance the defender will parry or counter attack. If both survive the sequence starts over in the next Round.

TACTICAL COMBAT TABLE:

Roll 2d6. A score equal to or greater than the number shown indicates a damaging blow.

Class	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	Large Creature
WC 9	5	6	8	8	8	10	11*	12*	+2
WC 8	6	7	8	9	9	10	12*	12*	+2
WC 7	7	7	8	10	10	10	11	12	+2
WC 6	8	8	8	8	8	9	8	9	+2
WC 5	7	8	8	8	8	9	10*	11*	+1
WC 4	6	7	9	8	8	9	9*	10*	+2
WC 3	5	6	6	6	6	7	7	8	-
WC 2	7	8	8	6	6	6	7	8	-1
WC 1	5	5	7	6	6	7	7	8	-2

If dismounted and recumbent a score of 7 or better scores a hit.

Large creatures – that is creatures of a size notably larger than human, may receive a modifier shown in the last column. This modifier is applied to the target number needed to hit the creature.

TACTICAL RULES FOR TACTICAL COMBAT

In the original editions of the game, combat remained largely abstract, but many "house rules" soon developed for special moves and actions like disarming, bashing opponents, tripping, and so on. Referees are encouraged to use whatever guidelines for tactical maneuvers they find appropriate. Two examples are given below of how these rules can be structured. The first, a Parry rule, emulates an example in the CHAINMAIL™ medieval miniatures rules of 1971. The second tactical combat rule on two weapon fighting is derived from the 1979 rules publication by Dave Arneson and Richard Snider:

PARRY

Instead of making a counterattack, a defender may opt to fight defensively against any single attack. The defender must be armed with weapons of an equal or lighter Weapons group than the attacker in order to be able to attempt to parry and dodge the blows. The defender must state any attempt to Parry prior to the attack roll being made. The attackers roll then receives a -2 penalty subtracted from each attack rolled.

TWO WEAPON FIGHTING

Players may gain 1 extra attack with their shield (WC 4) or with a second hand held weapon if they are not holding a shield, per tier of advancement i.e. Heroes could get 2 fantastic attacks, Superheroes 3, etc. Using a shield in this manner negates any defensive bonus to AC. All shield or second weapon attacks inflict ½ damage when a successful hit is made.

Tactical Combat Example

Our three intrepid adventurers, Miragel (a Magic-user), Diego Salazar (a Cleric) and Darghast (a Fighter – Warrior Specialist), stand outside an open door facing two goblin guards rushing towards them down a narrow corridor. Their relevant stats are as follows:

Miragel (Str 11, Int 14, Wis 8, Con 9, Dex 12, Cha 13) Level 1, FC 1, 0; AC 9, WC 8 (macana), HP 4, Spell: Hold Portal; Scrolls carried: Sleep, Knock.

Diego Salazar (Str 10, Int 12, Wis 14, Con 10, Dex 11, Cha 12) Level 1, FC 1, 1(- 5); AC 7 (leather and helm), WC 4 (mace), HP 5, Spells: none.

Darghast (Str 14, Int 13, Wis 7, Con 12, Dex 11, Cha 9) Level 1, FC 1 (+1), 1(- 3); AC 3 (plate armor, and helm), WC 3 (Two-handed sword), HP 7,

Goblin 1 and 2, (Dex 11) HD ½, AC6 (leather, helm and shield), WC 6 (spears), HP 2 each.

The Referee jots down the goblin's Hit points and determines combat order. In this case Miragel has a weapon of a lighter Weapons group than the goblins and Darghast's and Salazar's weapons are heavier, and there are no mitigating factors, so the order of combat will be Miragel, Goblin 1, Goblin 2, Salazar, Darghast. Further, the Referee notes that Miragel and Salazar are in front of Darghast so they will be engaged first if nobody moves.

> **Referee**: Miragel's first.
> **Miragel**: I want to fall back behind Darghast.
> **Darghast**: I'll step forward to block for her if I can.
> **Referee**: The goblins are on top of you now. One attacks Darghast and the other is after goodly Salazar.
> (The Referee observes that the goblins have a Fighting Capability of ½ and so can only roll an attack every other round. He does not share this information with the players.) Their attacks on both of you fail to hit home. We are using the Weapon Speed rules, so Salazar, and Darghast your heavy weapons slow your attack and you have to wait till next round to strike. Miragel it is your move again.
> **Miragel**: I want to move a little further back and pull out my sleep scroll.
> **Referee:** Okay, time to roll for the goblins. (The Referee rolls 2d6 for the goblin facing Darghast. He gets a

6. The goblin wields a spear, WC6 versus Darghast's AC3. According to the table, an 8 or better is needed to hit.) Darghast is not hit. (The Referee again rolls 2d6 for the goblin facing Diego Salazar. He gets a 9. The goblin wields a spear, WC6 versus Salazar's AC7. According to the table, an 8 or better is needed to hit.) Oh, but Salazar is not so lucky. The goblin's crafty spear wielding got through your defenses for a clean hit. (rolls 1d6) You take 2 points of damage.

Diego Salazar: By the gods! My mace will smash his skull in!

Referee: Only if you hit him. Roll 2d6.

Diego Salazar: (Rolls and gets a 9). Nine. That's a hit, right?

Referee: Roll 2d6 for your heavy weapon damage.

Diego Salazar: (rolls 2d6) Uh, only 4 points total.

Miragel: Oaf! My grandmother hits harder!

Referee: No matter, that's plenty to cave in his ugly brain pan. He's dead and drops at your feet. Okay Darghast your attack. Roll 2d6 and add one for your FC bonus.

Darghast: How many times?

Referee: Your Fighting Capability is 1+1 so you only roll one time per round but you can add that +1 to the roll.

Darghast: (rolls 2d6) Looks like six. Uh, no, seven with the bonus.

Referee: That's enough to hit. Roll 2d6 for your heavy weapon damage.

Darghast: (rolls) Eight.

Referee: Your two handed blade has split him in two. He's dead, and since you are a Warrior (specialist) you could attack another nearby opponent, but as you look around it seems your foes are all vanquished. What now?

SPECIAL COMBAT CONDITIONS

Poison and Poisoned Weapons

Poisons vary, but usually inflict a range of damage or are instantly fatal. Successful Saving Throws against being poisoned will reduce the amount of damage being sustained by ½, or cause fatigue for poisons

that are otherwise always fatal. If a hit is scored by a poisoned weapon, the victim must make a Saving Throw and also take the number of damage points indicated by the die roll. If the victim makes the Saving Throw, the poison failed to penetrate, but if the character does not make the Saving Throw, the character is poisoned!

PROJECTILES

The method for resolving the use of projectile weapons in combat is the same regardless of whether Basic, Tactical, Strategic or some other method for melee is in use. Projectile bonuses and penalties are always about either subtracting or adding whole dice or subtracting or adding Fighting Capability, regardless of the hand to hand method being used.

Ranged Hand Weapons

Weapon	Point Blank	Medium	Long	Extreme
Atlatl	15	120	580	740
Axe	10	60	100	120
Blowgun	10	30	50	60
Boomerang	10	60	100	120
Bolas	15	80	140	160
Composite Bow	15	200	600	780
Crossbow*	15	220	420	540
Dart	10	60	100	120
Discus	15	80	140	180
Heavy crossbow**	15	220	640	840
Javelin	15	120	180	200
Long Bow***	15	220	640	840
Recurve Bow	15	120	500	660
Shuriken	10	20	40	50
Sling	15	100	240	360
Staff Sling	15	120	480	640

Throwing Knife	10	30	50	80
Throwing Spear	10	30	60	80

* Can be fired only once every three rounds in tactical combat but adds +2 Fighting Capability.
** Can be fired only every other round in Tactical combat.
*** Adds + 3 to Fighting Capability but requires strength of 14 or more to use.

The distances given are in feet. If the distance is greater than the one listed, then it falls in the next column.

Hit Determination Table

Use the column appropriate to the targets Armor Class and roll 1d6. Check attackers Fighting Capability against the results of the die roll to determine hits. For each hit indicated, roll 1d6 damage.

Mundane Fighting Capability	Armor Class 9		Armor Class 8-5		Mundane Fighting Capability	Armor Class 4-2	
	1- 3	4-6	1- 3	4-6		1- 3	4-6
1-2	0	1	0	0	1- 3	0	0
3-4	1	2	0	1	4-8	0	1
5-6	2	3	1	2	9-12	1	2
7-8	3	4	2	3	13-16	2	3
9-10+	4	5	3	3	17-20	3	4

Apply any + or − attack modifiers, such as that for magic weapons, to the Fighting Capability of the attacker. Magical projectile weapons (bows, etc.) provide a bonus to hit, not to damage. That means that a +1 bow gives +1 Fighting Capability on the Projectile Table. Magical projectiles (arrows, etc.) can give a bonus to hit and/or a bonus to damage; meaning a +1 magic arrow would give a +1 FC to hit, and a +1 point of damage to any damage roll that results from a successful hit.

Subtract any defensive bonus held by a defender from the number of damage dice to be rolled, meaning, for example, a shot fired against a +1 shield would require 1 six sided die be removed from the number of dice thrown for damage.

Further, it is recommended that a **+1 (Point Blank), 0 (Medium), -1 (Long) and - 3 (Extreme)** be applied to the attackers Fighting Capability.

The number of hits shown in the table represents maximum individual strikes (arrows, knives, etc.) and may be divided among the possible targets in range or directed against a single target as the player desires. If more than one target is chosen, the shooter must have a sufficient number of the projectiles. Of course, the shooter always has the option to roll less dice than the maximum allowed, particularly if they only have a single arrow, knife, etc. left.

If the player targets opponents of varying AC types, they may take away one or more successful hits from one armor class group for a hit against the other group or an attempt to roll against the second group if a miss is possible. If the second hit is also successful it will only count as one hit, regardless of the numbers in the table.

The projectile table applies equally to Basic, Tactical and Strategic combat. Each method allows two opportunities to shoot per one minute Turn for characters not involved in melee. In all cases, players and Referee need to track the numbers of projectiles loosed, so that they are aware when they run out!

Launch Type	Range	Hit Area	Fire Rate	Damage
Small/light	15"-30"	2"	Once per 2 Melee Turns	2d6
Narrow/pointed (Ballista)	0-30"	-	Once per 2 Melee Turns	2d6
Large/heavy	24"-38"	3 ½"	Once per 3 Melee Turns	3d6

To determine a miss or hit, roll dice as indicated and adjust the result by a factor of one in the shooters favor for every third attempt against a stationary target, or if the shooter is a creature (not a machine) and they have a Dexterity score of 13 or higher. A result of 7 on 2d6 indicates a direct hit (6,7,8 with high Dexterity). Every pip on the dice away from seven indicates a miss by 30'. A miss having a lower result indicates a miss either left, right or short of the target. A higher result indicates a miss either left, right or beyond the target. To determine the precise hit location, roll a d6 and look to the table below:

D6	Low Roll Miss	High Roll Miss
1	Left	Left
2	Right	Right
3	Short and Left	Long and Left
4	Short and Right	Long and Right
5,6	Short	Long

Movement while shooting/throwing projectiles

Elves may shoot anytime before, after or during movement. All others can move and shoot, or shoot and then move, but cannot move and shoot simultaneously unless the player successfully throws a Type II save. Failure to make the Saving Throw means no projectiles could be fired, but the movement itself can still be made.

Giant Projectiles

Giant projectiles can be, well, just projectiles, like boulders, hurled by giants, or of course by large machines such as catapults, ballista and cannon.

Throwing Objects

The technique outlined above may also be used for any objects thrown – a rock or bottle of holy water, for example – when the intent is merely to hit the object, not necessarily penetrate hide or armor. The range given for throwing knives can be used as a guide for most objects and the modifiers used for projectile weapons should also be applied; +1 (Point Blank), 0 (Medium), -1 (Long) and -3 (Extreme). Misses should be measured in 3 feet increments instead of 30'. Hobbits, as mentioned in their description, will not use this method.

Battle Order and Fighting Space

Battle Order refers to the physical position of the adventurers - the marching order – who is first, second, third and so on in the adventuring group. It is important for the Referee to know this at all times and to know immediately of any changes in order such as "Miragel is going to climb that ladder on the right and cast her Fireball spell". If any doubt exists, the Referee should draw a quick sketch of the room and have the players mark their positions. Miniatures, small chits or game pieces can also be used. It is important that both the players and the Referee be clear on where everyone is positioned throughout an encounter, keeping in mind the available space. Many dungeon corridors are approximately 10' wide. Combatants will need a minimum of about 4-6 feet of space on all sides in which to maneuver. Thus in a typical corridor, only two may face an enemy at a time in the front rank. Those in a second or third rank may attack with spears or bows, etc., but not with typical short reach weapons (sword, axe, knife, etc.). Spellcasters must be in the front rank, or have a clear, unobstructed height advantage in order to cast their spells.

MORALE

Non-Player Characters and hirelings must make Morale throws whenever faced with a highly dangerous or un-nerving situation, including combat, of course.

Generally, Player Characters will decide their character's Morale state and no Morale throw will apply to them. Exceptions can be made based on game or campaign circumstances as desired. Some Referee's may prefer to have low Level characters make Morale Saving Throws. In this case, Player Characters could receive a +1 or +2 bonus in situations where they are actively exploring an adventure area or otherwise going forth boldly. A leader bonus (or minus!) may also apply. Note that at times when the Player Characters are not actively adventuring, such as attending a jousting match or shopping for new armor, no adventuring Morale bonus would apply.

Morale Throw Situations

Morale Throws should be made when there is some great challenge or when the danger appears unusually threatening, extreme or shocking. The characters must know, suspect, or believe that they are overmatched and in serious danger. If, however, the character is facing the danger on purpose as a means of protecting the life of others – an act of bravery, the Referee may rule that there is no need for a Morale throw.

Typical examples of appropriate times to require a Morale throw:

• The beginning of every new combat.
• **Every time** a group takes casualties of 10% or more of the original total.
• The character suddenly experiences a severe shock from something unexpectedly horrible.
• The character's Hit Points drop to less than one third.
• The character could be killed in just one round.
• Neither the character nor the group has physical or magical means of dealing with the challenge they are facing.
• Death of a leader or the most experienced character.

Both Player Characters and NPCs may also have no way of knowing, in any gi-

ven situation, the true level of danger they are in. Characters who do not even suspect the amount of danger they are in require no special Morale throw. When determining whether to require a Morale throw, what the characters believe is more important than what they know. For this reason, a powerful illusion is certainly cause to make a Morale Throw, even though the threat is false.

Morale in Combat

The first Morale throw should occur before a fight begins. Intelligent creatures may begin with a "normal" Morale Condition or the Referee may set the Morale Condition due to circumstance. Alternatively, the Referee can roll for the monsters starting Morale Condition by using a d6, allowing Flushed on a result of 1; Normal as 2 or 3; Shaken 4; Disrupted 5; and Routed 6 (see below).

Thereafter, Morale Checks must be made when the Referee decides some event, such as those outlined above, warrants another Morale throw. Particular attention should be paid to casualties, and making new Morale Checks at each 10% threshold. Fleeing compatriots should also trigger a Morale Check.

Inspiring

Spells, magic items, and other methods which instill courage, will negate the need for a Morale throw. Likewise an inspiring orator or leader with a high Charisma can lift the Morale of any group.

Leader Death or Panic

Leader death results in any Morale bonus the leader may be imparting being turned into a negative – thus the more popular the leader the bigger the loss of Morale. Leader death always requires a Morale throw. Much the same result occurs if a leader panics.

Morale Tables

To make a Morale Throw, roll 2d6 and apply appropriate pluses or minuses, according to the situation. The result must be equal to or greater than the number on the following table:

Morale Saving Throw Table:

Fighting Capability	Saving Throws
4+	5
3	6
2	8
1	9
Less than 1 HD	11

Fighting Capability (Normal or Fantastic as usual) indicates the minimum Saving Throw number to succeed. In group situations, it is faster to make one group roll for NPCs of the same type. Player Characters who are required to roll always do so individually. When any number below the Saving Throw number is rolled, the Morale throw is failed.

The effects of failing Morale can vary as the Referee desires and can be kept as simple as "you fail, you run", or "you fail, you refuse to even try", but a more nuanced system as used in the *Don't Give up the Ship*™ rules gives another option.

In this method, when a Morale Saving Throw failure occurs, Morale Condition drops one step and the effects of that step are applied according to the table below:

Morale Condition Table:

Condition	Combat Adjustments	Duration
Flushed	Double Fighting Capability	2 Melee Turns
Normal	None	
Shaken	50% Fighting Capability	2 Melee Turns
Disrupted	20% Fighting Capability	6 Melee Turns
Routed	0% Fighting Capability	18 Melee Turns

Combatants who drop one or more steps below "Normal" will remain in their new Morale Condition for the number of Melee Turns indicated in the table. To return to the Normal condition each step on the table must be passed through first; taking the time in Combat Melee Turns

as listed. For example, an orc who's Morale has dropped to "Disrupted" will be in "Disrupted" for 6 Turns, then will rise to "Shaken" for 2 more Melee Turns before finally returning to "Normal". Of course, this example assumes the orc does not fail any more Morale Throws during the Melee Turns in which its' Morale is recovering.

When Morale Condition drops during combat it often indicates a momentum shift has occurred. Both Player and Non-Player Characters so affected should always act last in the combat round, regardless of Dexterity or other factors.

Note that a Routed condition requires running away if possible, or surrendering if running is not an option. Some creatures may, if it is their nature or if it has been decided by the Referee, attack in suicidal fury if surrender is not an option.

Immediately after a victory, the victors automatically rise one step in Morale, and this is one possible way to achieve a Flushed "with victory" condition for 2 Turns.

Changing circumstances should affect the Morale Condition at which creatures begin a combat. For example, a group of adventurers encounter and attack hobgoblins in a dungeon hallway, slaying half of them in the first round. Goblins in a nearby room take up their weapons and rush to the sound of the commotion. Seeing the destruction the adventurers have already dealt to their larger brethren, the goblins, as decided by the Referee, begin their Morale check in a Disrupted state.

If the Morale Condition is affected for reasons other than combat, the Condition effects apply to the challenge being faced just as well as to Fighting Capability.

FATIGUE

Even heroes get tired:

Activity	Rest Required
5 days of overland travel	1 day
3 days of forced marching	1 day
10 Moves of 5 minutes	10 minutes
20 minutes of running	5 minutes
3 Melee Turns (minutes) of combat per Level, tests of strength, climbing (unskilled). For zero Level characters fatigue begins at only 3 Rounds.	1 Melee Turn per level

Failure to rest results in fatigue. Fatigued characters fight less effectively. Strength and Dexterity suffer a -1. Fatigued characters must also subtract 2 from all attack rolls and damage rolls, drop 1 Morale Condition automatically, before any throws are made, and drop to 1/3 normal movement rate.

NON-LETHAL COMBAT
Not all combat must be to the death. Melee attacks may be used to beat down and even take captive an opponent without inflicting lethal damage. The players must declare their intent to attempt to subdue the creature at the beginning of every combat round. The damage a creature takes that round is added to any damage already suffered and written as a fraction over the creature's normal Hit Points. Convert this to a percentage and roll under to see if subdued. This percentage represents the chance that any creature is successfully "beat" and subdued. If the attempt fails, the damage dealt that round is NOT applied to the creature and a new round of combat begins. Each combat round that a non-lethal subdual is attempted a new check must be made until the opponent is subdued, killed, or victorious. For a simple example, let us suppose that the Player Characters are attempting to subdue a creature with 20 Hit Points. The first

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round of attack they score 3 points of damage. The second round they declare their intent to subdue and score 7 HP of damage in the round. The total damage scored thus far is 10 HPs, which, when written as a fraction of the creatures total HP, is 10/20 or 1/2, converted to percentiles as 50%. The subdual roll must be under 50% to succeed. If not, the 7 points of damage scored in that round do not count.

Depending on the campaign setting, many fantasy worlds can be expected to have thriving markets in the larger towns and cities for the sale of exotic and powerful creatures, particularly those which can be employed – like dragons – in the armies of competing kingdoms.

Undead creatures, automatons or mindless creatures and creatures lacking a physical form cannot be subdued, however, Player Characters can be! Non-Player Characters who attack with intent to subdue will often attempt to gang up on and overwhelm a Player Character, exceeding their ability to fend off attacks. Many monsters will prefer to take captives when the opportunity arises, and Referee's should not be in the habit of thinking attacking monsters are always, or even usually, attempting to kill.

MOUNTED COMBAT

When at least one of the combatants is riding a mount, some additional factors may apply.

Mounted attackers combating opponents on foot who are smaller than the mount and rider combined receive a +1 bonus to their attack. No bonus should be applied to mounted attacks against creatures as large as or larger than the mount and rider.

Similarly, opponents on foot who are smaller than the mount and rider must take a -1 penalty to their attacks against mount and/or rider.

Unhorsing

Riders may be knocked off of their mount by opponents, but the player or Referee must state they are attempting it before dice are rolled. The -1 penalty for attacking a rider from on foot does not apply in this case and any successful hit indicates

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the rider has been taken off the mount. No damage is received by the rider but they must make a d6 Saving Throw or be stunned as indicated in the following table:

Die Score	Result
1-2	Not stunned
3-5	Stunned 1 Melee Turn
6	Stunned 3 Melee Turns

Stunned individuals are recumbent and unable to do much until they recover. While being unhorsed is perhaps the most common use of the stunned table, the Referee may find it applicable in other situations just as well; for example, being knocked aside by a running ogre or hit by a wave of water.

COMBAT SEQUENCE

There are two moves to the turn or 10 rounds of combat per turn (Tactical).

I. If appropriate, check for Surprise; distance is 1"-3" (Melee distance), or check unsurprised Sighting distance - 2"-8".

II. *First Move* - Morale, Loyalty or Reaction Checks as needed.

III. Order of Action
   A. Movement or projectile weapons or Spells or Turning
   B1. If Melee is now entered, then
       a. Continues until a victory condition is met or up to 10 rounds (Tactical)
       b. Command Control Checks as needed (p56)
       c. Morale Checks if triggered (p91)
   B2. If not in Melee, *Second Move*
       a. Second movement or projectiles (or spells or turning if not already done at the start of the first Move)
       b. Melee may be entered (as above)

IV. New combat turn begins at step II

Nota Bene: Basic and Strategic combat do not break phase B1a into rounds.

PART VI: MAGIC

Cleric SPELLS

The table below lists the known Cleric spells by level. The level of the spell represents its "power" and is not related to the experience level of the caster, except in that low level casters are unable to master higher level spells. To acquire new spells, Clerics must find scrolls, spellbooks, or a knowledgeable teacher.

Cleric Spells by Level				
1	2	3	4	5
1 Cure Light Wounds*	Bless*	Animate	Circle of Protection*	Commune
2 Detect Evil*	Find Traps	Continuous Light*	Create Water	Create Food
3 Detect Magic	Hold Person	Cure Diseases*	Cure Serious Wounds*	Dispel Evil*
4 Light*	Speak with Animals	Locate Object	Neutralize Poison*	Insect Plague
5 Protection from Evil*	Tranquilize*	Remove Curses*	Speak with Plants	Quest
6 Purify Food & Water*			Sticks to Serpents	Raise Dead*

Reversible Spells
Spells marked with an asterisk have a reversed version. The reverse spells are all Chaotic in nature and can only be cast by a like aligned Cleric. A Lawful Cleric may not even attempt to cast the reverse spell without immediately undergoing a change of Alignment to Chaotic.

Magic-user SPELLS
The table below lists the known spells by level. As with Cleric spells, the level of the spell represents its' "power" and is not related to the experience Life Level of the caster, except in that low Level casters are unable to master higher level spells. Unlike reversed Cleric spells, all Magic-user spells can be cast by characters of any Alignment. To acquire new spells, Magic-users must find scrolls, spellbooks, or create them through research.

Magic-user Spells by Level					
Spell Level					
1	2	3	4	5	6
1 Charm Person	Continuous Light/Dark	Circle of Protection	Charm Monster	Animate	Anti-Magic Shield
2 Detect Magic	Detect/Conceal Evil	Clairaudience	Confusion	Cloudkill	Create Weather
3 Hold Portal	Detect Invisibility	Clairvoyance	Dimension Door	Conjured Elemental	Death Strike
4 Light/Darkness	E. S. P.	Dark Sight	Grow/ShrinkPlant	Contact Transcendent	Disintegrate
5 Protection From Evil	Illusion	Dispel Magic	Hallucinatory Terrain	Feeblemind	Displace Water
6 Read Scripts	Invisibility	Fireball	Massmorph	Grow/Shrink Animal	Flesh to Stone
7 Sleep	Knock	Fly	Polymorph Another	Hold Monster	Geas
8	Levitate	Haste/Slow	Polymorph Oneself	Magic Jar	Invoke Servant
9	Locate Object	Hold Person	Redirect Edged Wpns	Passwall	Move Terrain
10	Web	Invisibility Sphere	Remove/Bestow Curses	Telekinesis	Project Image
11	Witch Lock	Lightning Bolt	Wall of Fire	Teleport	Reincarnate
12		Protection from Normal Projectiles	Wall of Ice	Transform to Mud	
13		Water Breathing	Witch Eye	Wall of Iron	
14				Wall of Stone	

Spell Descriptions

Duration – indicates the length of time a spell can last. Melee Turns are usually written simply as minutes for clarity.

Range – indicates the distance within which a spell can be made to trigger from a Focal Point. The magic itself may have a very different area of effect once it has been triggered as indicated in the description. Note; ranges for spells are given in feet rather than inches. This is to avoid confusion regarding the size and range of spell effects in shifting movement scales.

Area of Effect – is generally detailed in the text of the spell.

Focal Point – also generally detailed in the spell description when necessary. All spells have a Focal Point; that is a point somewhere within the range of the spell where the effect of the spell originates, as determined by the caster, usually. The Focal Point must be placed so that the area of effect of the spell remains within the given range. So, for example, a spell having an area of effect of a 30 foot radius and a range of 240 feet could not have a Focal Point beyond 210 feet.

Reversal – Spells marked with an asterisk may be chanted backwards by Chaotic Clerics to achieve an opposite effect. Only Chaotic Clerics cast reversed Cleric spells, and they may do so either to counter another Clerics spell (see below) or to create a spell effect. The Chaotic Cleric always has the option to chant either the forward or backwards version of a spell they have readied.

Magic-users, can chant spells in reverse to achieve a countering effect only. Some Magic-user spells do have separate opposing spells, but those are entirely separate spells and must each be prepared as such. Magic-users can only cast the exact spell they have readied, not an opposite version. For Example, if a Magic-user wants to cast a **Slow** spell, they must have studied a **Slow** spell, even though for efficiencies sake it is described under the **Haste** listing, it is truly a separate spell.

Counterspell - In addition to using Dispel Magic, a Magic-user or Cleric may counter or nullify the effects of any spell or spell-like magical effect cast by another Magic-user, Cleric, or fantastical creature if they have the exact same spell prepared. They must cast the spell, chanted backwards. The countering effect is instantaneous, so that a Magic-user casting Fireball chanted backwards can nullify a Fireball cast by another Magic-user while still in flight, immediately ending both spells. Likewise, casting Flesh to Stone chanted backwards on a being that has been petrified (recently or not) returns them to flesh.

Disruption – Interruptions occurring while a spell is being cast may require a Saving Throw to prevent the spell being lost or miscast. See Spell Disruption in Luck and Skill.

Casting – When cast successfully and unless otherwise noted in the spell description, spell effects take place immediately during the casters move in the order of action in the turn, before the actions of the next character in order, unless they are act-

ing simultaneously. Optionally, to allow a greater chance for disruption and countering, the Referee may delay the enactment of the effects of any spells cast until the very end of the combat round, or, following Gygax's 1976 miniatures rules, use this scheme:

* Spells from magic items or 1-2nd level take place immediately;

*Scroll spells of 1st and 2nd level, or cast spells of 3rd-6th level require 1/2 Melee Turn (5 rounds) between cast and effect;

*Scroll spells of 3rd level and above require 1 turn (10 rounds) to take effect.

(*Nota Bene*: Two of the spells listed here are traceable to Beyond This Point be Dragons, the rest to the published game of 1974. Details of duration, range, and effect are often vague in both sources. Champions of ZED agrees in these particulars with whichever of the two seemed clearest or best, and if these details were still lacking, clarification was sought in Gygax and Arneson's other period sources, especially Gygax's '76 Swords & Spells. Rarely, the data from the OGL source was used as is. I did not create new "crunch", except in avoideding contradiction by changing "5 feet for every level above 5 (Thaumaturgist)" in detect evil to 10' per tier. and the time of effect of the Sleep spell, based on a discrepancy found in Holmes' blue book.

Lastly, the way a Magic-user dispels magic was a necessary reconciliation of various sources, to conform to the greater power to dispel accorded to the Cleric in BTPbD .)

SPELLS

Animate (Substitutiary Locomotion)

Cleric 4, Magic-user 5 (Range: 100'+10'/ Level, Duration: special)

This spell imbues inanimate objects with mobility and a semblance of life. The animated object(s) can be of any non-magical material and will follow the caster's spoken commands. This spell can never animate

objects carried or worn by a creature, but can animate corpses or even skeletons, in imitation of the undead zombies and skeletons. Skeletons and corpses (zombies) animated by this spell are mindless and cannot be turned.   The caster can animate one object per Level, up to a maximum of 500 lbs in weight. Movement rates for animated objects can vary at Referee discretion with small objects moving quickly, but bodies, clothing, or armor should move no faster than 6". Once animated, the object will remain so until dispelled or its purpose has been fulfilled.

Anti-Magic Shield

Magic-user 6 (Range: 10' radius, Duration: 12 Minutes)

Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.

Bless*

Cleric 2 (Range: 50' radius, Duration: 6 Minutes)
This spell gives the caster and any allies within a 50' radius of the caster, a bonus of +1 on attack rolls, morale throws (for monsters or NPCs allied with the caster), and saving throws against magical **Fear**.
The reverse of **Bless** is called **Bane**. It fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected creature to suffer a –1 penalty on attack rolls, morale throws, and saving throws against magical Fear.

Charm Monster

Magic-user 4 (Range: 30', Duration: 6 minutes + 1 Minute/caster level)

This spell functions like Charm Person, except it affects up to 3d6 hit dice of creatures of 3 or fewer hit dice, and the effect is not restricted by creature type or size, except that undead remain unaffected.   Saving

Throws apply just as for Charm Person. If the spell is cast on but a single victim, they must make their save at -2.

Charm Person

Magic-user 1 (Range: 1 20', Duration: 6 minutes + 1 Minute per Level of the caster)

Charm Person affects a single living (not undead) humanoid mammal of 3 Hit Dice or less within 30' of the Focal Point, rendering them under the complete control of the caster unless a Type VI Saving Throw is made successfully. The victims' mind is fogged and consumed with the thought of obedience to the master. The victim will seek only to please their master, regardless of the circumstances. Commands will be obeyed fully and obsessively, even to the extent of attacking former allies and friends. The hold the caster possesses on the victim is total and unshakeable. The caster must speak the target's language to communicate any commands, or else be good at pantomiming.

Circle of Protection

Cleric 4, Magic-user 3 (Range: touch, Duration: 12 minutes)

This spell creates an area of protection with a 12' radius, having three major effects:

First, anyone fully within the circle gains a +1 bonus on saves and subtracts 1 from attack rolls made by opponents of evil intent or nature.

Second, the spell blocks all attacks through the circle from any conjured creature (regardless of whether they are "evil" or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such at-tacks require touching the barrier. The protection against contact by summoned creatures ends if anyone inside the circle makes an attack against the creature or tries to force contact between the barrier and the warded creature.

Third, the spell deflects all ranged magical attacks such as Lightning Bolt, Fireball, Death Spell etc., and prevents all mental attacks or intrusions.

All within the radius receive the protection; those who leave and then reenter, or who enter after the spell is cast, receive the protection also. It does not protect from illusions or phantasmal attacks.

Clairaudience

Magic-user 3 (Range: 60', Duration: 6 minutes)

The spell allows the caster to clearly hear any sound being made beyond walls, doors, or any surface less than 20' thick. Certain metals, such as lead or iron, may be impossible to penetrate with this spell.

Clairvoyance (x-ray vision)

Magic-user 3 (Range: 60', Duration: 6 minutes)

The spell allows the caster to visualize what lies beyond walls, doors, or any surface less than 20' thick. Certain metals, such as lead or iron, may be impossible to penetrate with this spell.

Cloudkill

Magic-user 5 (Range: 10', Duration: 6 Minutes/Level)

This spell creates a 9' x 9' x 18' cloud of poison gas which moves at a rate of 60' per minute under the control of the caster (so long as they concentrate on it). The gas kills outright any creatures of 5 or fewer hit dice or Levels it comes in contact with; creatures having 6 or more hit dice or Levels must succeed on a Type II Saving Throw or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it. An uncontrolled cloud will sink to the lowest area possible.

Commune

Cleric 5 (Range: self, Duration: special)

The Cleric spell puts the caster in contact with the Cleric's patron deity or an other-worldly servant thereof, who will answer one question. The being contacted will not be omniscient unless the Referee has determined otherwise, and though the being is technically allied with the caster, it may still not answer questions clearly or completely. The spell may only be cast once a week and four times in a year.

Confusion

Magic-user 4 (Range: 120', Duration: 12 minutes)

This spell causes up to 2d6 living creatures within a 30' area to become confused, beginning 2d6 minus caster Level minutes after the spell is cast (a result of zero or less means it takes effect immediately). Confused creatures will either wander around aimlessly in utter bewilderment (1-4 on a d6) or attack any allies they may be near. They can not comprehend orders or directions. They will not attack the caster or allies of the caster. Creatures of 7 or more HD may make a Type VI Saving Throw each minute to shake off the effects.

Conjured Elemental

Magic-user 5 (Range: 240', Duration: special)

This spell calls into existence a being made of the pure essence of one of the four elements. The forms Elementals take vary greatly but are often tied to the spell caster themselves in that a given conjuror will usually conjure elementals of consistent appearance. The conjuror has complete control over the elemental but must concentrate on it to affect the control. If the conjuror is wounded, killed or otherwise distracted, the elemental will break free of control and attack the conjuror, if still alive, or the nearest creature. A rogue elemental will continue to attack until killed. All elementals have a random Fighting Ca-

pability of 6-16 Hit Dice (2d6+4). Elementals never tire and are never affected by Morale. At most one elemental of each type may be summoned by the caster in a given day

Water – Move 60". Water elementals can only be conjured on or in water or ice. Loss of contact with water will cause the elemental to lose 4 HP's per minute.

Fire – Move 120". Fire elementals can only be brought forth in fire. They must remain in contact with combustible materials or loose 4 HP's per minute. They cannot cross water. Anything a fire elemental touches is affected as if hit by a Fireball spell.

Earth – Move 60". Earth elementals can only be brought forth in the presence of soil or stone. While in contact with soil or stone, earth elementals are able to regenerate 4 HP's a minute. Loss of contact causes loss of further regenerative ability.

Air – Move 240". Air elementals can only be brought forth in gasses in free environments. They cannot be summoned where they are surrounded by earth (caverns) or water. They may travel anywhere except into water or into confined spaces. Air elementals cause damage through sudden gusts of wind which lift and shove their target or blows objects into it. Confinement of any sort causes the loss of 4 HP's per minute.

Contact Transcendent

Magic-user 5 (Range: self, Duration: special)

Much like the Clerics **Commune** spell, except that the Magic-user is attempting to contact otherworldly beings of various sorts with which they usually have no special relationship. Magic-users may ask of such beings only yes or no or other questions that may be answered with but a single word; one question per caster Level. Also unlike Clerics, Magic-users may have

difficulty finding beings who can answer questions accurately. Higher Hit Dice beings are more likely to supply accurate answers, but are also more likely to corrupt the mind of Magic-user in the process, according to the following table:

Hit Dice of Contacted Being	Chance of Accurate Answer	Chance of Insanity
< 3	8%	0%
4	12%	10%
5	17%	20%
6	24%	30%
7	35%	40%
8	45%	50%
9	56%	60%
10	68%	70%
11	81%	80%
12+	95%	90%

The chance of the Magic-user going insane is checked only once per casting of the spell, not per question. Further this chance decreases by 5% per caster Level above 10th, such that a 20th Level Magic-user (- 50%) would have only a 10% chance of insanity from communing with a 9 Hit Dice otherworldly being, and no chance at all from an 8 HD or lesser being.

Continuous Light/Dark*

Cleric 3, Magic-user 2 (Range: 240', Duration: 24 hours (permanent if repeated))

Similar to the **Light** spell, but longer lasting and with the added ability to be focused on any object, or shaped to cover a lesser area as desired by the caster. The Magic-user version creates a light equal to torchlight which illuminates a 30' radius around the target location or object. The Cleric spell can be made as bright as full daylight if the Cleric desires. If not cast on an object, the effect surrounds the caster like a halo. It will stay with the caster or upon the object on which it is cast and thus can be carried about. This spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a Type I Saving Throw; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack rolls if the saving throw fails.

The reversed spell, **Continuous Darkness**, causes complete absence of light in the area of effect, overpowering normal light sources.

Create Food

Cleric 5 (Range: 10', Duration: permanent)

The food that this spell creates is simple fare of the caster's choice, highly nourishing, but rather bland. Up to 3 persons or one horse per caster Level can be fed for one day with this spell. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting **Purify Food and Water** on it.

Create Water

Cleric 4 (Range: 20', Duration: permanent)

This spell creates one gallon of water per caster Level. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Note: Water weighs about 8 pounds per gallon, and one cubic foot of water is roughly 8 gallons.

Create Weather

Magic-user 6 (Duration: 1 0 minutes, Range: 100')

Allows the caster to create any localized form of weather desired. The size of the weather phenomenon cannot exceed a square of 30' per side, unless Augmented. The effect can be moved slowly – 15' per Round – if the caster concentrates on doing so. Concentration does not have to be maintained otherwise. If the caster is within the area of effect of the spell, the caster will be affected by it. The impact

of the weather effects created must be determined by the Referee, but should not exceed natural conditions.

Cure Diseases*

Cleric 3 (Range: touch, Duration: 1 minute)

Cure diseases cures all normal diseases that the subject is suffering from. The spell also kills parasites afflicting the target creature. Diseases of magical origin will not be countered by this spell. Note: This spell does not prevent re-infection after a new exposure to the same disease. The reverse will **Cause Disease** of any type desired.

Cure Light Wounds*

Cleric 1 (Range: touch, Duration: 1 minute)

With this spell the caster heals 1d6+1 hit points of damage; all points being restored at the end of a full minute (Melee Turn).

The reverse form of this spell, **Cause Light Wounds**, causes 1d6+1 damage to the creature affected by it. A successful attack roll may be required in this case. Undead are affected by this spell, and its reverse in opposite fashion; they are injured by **Cure Light Wounds** and healed by **Cause Light Wounds**.

Cure Serious Wounds*

Cleric 4 (Range: touch, Duration: 1 minute)

This spell works exactly like **Cure Light Wounds**, save that it heals 2d6 points of damage, plus 1 point per caster Level. The reverse, **Cause Serious Wounds**, also works exactly like Cause Light Wounds, except that it inflicts 2d6 + caster Level in damage.

Dark Sight

Magic-user 3 (Duration: 1 day, Range: Touch)

The recipient of this spell can see in darkness as well as if it were broad daylight. The spell works in any amount of darkness including complete absence of light, but does not work in magical or supernatural darkness.

Death Strike

Magic-user 6 (Range: 240', Duration: special)

This spell will kill 1d12 +4 creatures in a 60' x 60' area centered wherever the caster wishes within the range limit. Only creatures of fewer than 7 Hit Dice will be affected. Creatures of 8 or more hit dice or Levels are immune to the spell, as are undead monsters, golems, and any other "creatures" that do not breathe.

Detect/Conceal Evil*

Cleric 1, Magic-user 2 (Range: Magic-user 60'; Cleric 120', Duration: 2 minutes)

This spell allows the caster to detect evil thought or intent within 20' of the focal point of the spell, plus an additional 10 feet per tier above Veteran. Specifically, the caster can detect evil intentions, magic items with evil enchantments, and possibly otherworldly creatures of evil nature. Alignment is not detected, nor is it especially relevant. Normal characters, even "bad" characters, cannot be detected by this spell, unless they intend to do evil to the spell caster or their allies. The caster simply becomes aware of the creatures or objects with "evil" purpose after casting the spell. Note that items such as ordinary traps or poisons are not "evil," and thus not detectable by this spell.

Reversed, this spell becomes **Conceal Evil**, which masks malicious thoughts and intentions in the same manner, including blocking Detect Evil, as these spells cancel each other.

Detect Invisibility

Magic-user 2 (Range: 20' + caster Level, Duration: 12 minutes)

By means of this spell, the caster is able to see both naturally and magically invisible characters, creatures and objects within the given range, seeing them clearly as though normally visible.

Detect Magic

Cleric 1, Magic-user 1 (Range: 60', Duration: 12 minutes)

The caster of this spell is able to detect enchanted or enspelled objects or creatures within 10 feet of the focal point of the spell, seeing them surrounded by a pale glowing light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog. If the caster, or any person or object, are the focal point, the spell will travel with them as they move about, thus allowing a large area to be searched.

Dimension Door

Magic-user 4 (Range: 10', Duration: instantaneous)

The caster of this spell instantly transfers themselves, or any single target creature within range, to any spot within 120' radius. The caster or target creature always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. Anything worn or carried by the caster or target creature will be transported also, including another character or creature if the transportee can lift it.

Disintegrate

Magic-user 6 (Range: 60', Duration: instantaneous)

This spell causes any single creature or object or cube section of a large solid object 10' per side, to entirely disintegrate, leaving behind only dust. A creature that makes a successful Type I Saving Throw is unaffected. The ray will target only one creature per casting, if that target saves, the spell affects a randomly chosen nearby object or creature.

Dispel Evil

Cleric 5 (Range: 30', Duration: 1 minute)

Causes instant dismissal or retreat to a minimum distance of 3", of all spells, sendings or summonings of evil intent.

Dispel Magic

Cleric 4, Magic-user 3 (Range: 120', Duration: instantaneous (1 Minute))

The caster can use dispel magic to end ongoing spells that have been cast on a creature or object, or to an area within 30' of the focal point of the spell. If a particular Dispel attempt fails, it may never again be attempted again by the same caster. Clerics casting this spell will be automatically effective on any spell cast at a Level lower than theirs. They have a 75% chance of a

successful Dispel cast at their own Level and 50% chance of dispelling magic cast at any Level higher than theirs. Magic-users are always able to dispel their own magic or magic of a Level below theirs, and like Clerics have a 75% chance of a successful Dispel of magic cast at their own Level but, unlike Clerics, every Level of magic above their own reduces their chances of a successful dispel by 5%. So, for example, a 5th Level Magic-user would have a 70% chance to dispel the enchantments of a 6th Level spell caster, a 65% chance to dispel the enchantments of a 7th Level spell caster, a 50% chance to dispel the enchantments of a 10th Level spell caster, and so on. The spell only temporarily affects (1 minute) objects which are inherently magical as part of their nature, such as magic items, potions and the like. Some spells cannot be ended by dispel magic; this specifically includes any curse, including those created by cursed items.

Displace Water

Magic-user 6 (Range: 300', Duration: 8 minutes)

This spell causes water or similar liquid to be pushed away from an area of 1200 square feet per caster level. The shape of the affected area can be determined by the caster as desired. For example, the effect can be used to create a path through rivers and lakes. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a **Slow** spell (the reverse of **Haste**); a Type VI Saving Throw is allowed, with success negating the effect. The spell has no effect on other creatures.

Extra Sensory Perception

Magic-user 2 (Range: 60', Duration: 6 minutes)

This spell permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a Minute in order to "hear" the thoughts. Each Minute the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. The target creature is not normally aware of being spied upon in this way. Rock more than 2 feet thick or a thin coating of lead or iron (such as a visored helm) will block the spell. All undead creatures are immune to this effect, as are all mindless creatures.

Feeblemind

Magic-user 5 (Range: 240', Duration: permanent until countered by Dispel Magic)

Scrambles the mental capacities of spell casters (Magic-users) for whom the mind is developed as the key conduit of the magic, causing them to suffer a penalty of -4 on all Saving Throws against magic, and have difficulty concentrating so that any attempt to cast a spell, read a spell or do anything demanding clear and logical thought requires a Type VI Saving Throw at a -4 penalty. Victims will appear scatterbrained and idiotic. Clerics and all non spell casters are unaffected by this spell.

Find Traps

Cleric 2 (Range: 30', Duration: 1 minute)

This spell permits the caster to detect a variety of traps, both mechanical and magical. When the caster moves within 30' of a trap, they will see it glow with a faint greenish-blue aura. The caster is not, however, able to detect certain natural hazards such as quicksand, a sinkhole, or unsafe walls of natural rock. The spell also does not bestow the caster with the knowledge

needed to disarm the trap, nor any details about its type or nature.

Fireball

Magic-user 3 (Range: 100% accurate within 50 feet, decreasing by 1% for every foot further, Duration: instantaneous)

This spell causes a small sphere to appear in the hand of the caster, which glows about as brightly as a candle. If thrown, the sphere will grow brighter and expand in size to a 2' diameter ball. Upon contact with a firm object, the sphere will detonate in an whoosh of flame and heat in 20' radius or less as desired by the caster, inflicting 1d6 points of fire damage per caster Level. In a confined space a Fireball will elongate accordingly. A Type VI Saving Throw for half damage is allowed. The explosion creates almost no pressure, but does set fire to combustibles and causes heat damage to objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

Flesh to Stone

Magic-user 6 (Range: 120', Duration: permanent)

This spell causes the subject, along with all its carried gear, to turn into a mindless, inert statue. A Type IV Saving Throw is allowed to resist the spell. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

Casting a second, **Flesh To Stone**, chanted backwards, restores any creature to just as it was prior to being petrified by the Flesh To Stone spell or similar petrification effects (such as a medusa's gaze). It does nothing if applied to stone that is not the result of or similar petrification effect.

Fly

Magic-user 3 (Range: touch, Duration: 1 Minute/Level + 1d6 minutes)

The subject of this spell can fly at speeds of equal to their normal ground movement rate in YARDS. Flying under the effect of this spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can neither charge nor run, nor carry aloft more than 60 lbs. of weight. Should the spell duration expire while the subject is still aloft, the magic fails slowly, and the subject floats downward 120' per minute for 1d10 minutes. A subject reaching the ground in that amount of time, will land safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

Geas

Magic-user 6 (Range: 30', Duration: special)

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. A Type VI Saving Throw will allow an unwilling target to resist a geas when it is first cast. However, the target may choose to accept the geas, typically as part of a bargain with the caster to perform some service. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through their own actions, the spell remains in effect for a maximum of one day per caster Level. A clever recipient can subvert some instructions. For every

24 hours that the subject chooses not to obey the geas (or is prevented from obeying it), it suffers a –2 penalty to Strength and Constitution Traits. No Character Trait score can be reduced to less than 3 by this effect. The Trait score penalties are removed 24 hours after the subject resumes obeying the geas. A geas (and all effects thereof) can be ended by a **Remove Curses** spell, or by a **Wish**. **Dispel Magic** does not affect a geas.

Grow/Shrink Animal

Magic-user 5 (Range: 1 20', Duration: 1 2 minutes)

This spell causes 1d6 mundane animals of any sort in the spell range to grow to giant varieties with commensurate Hit Dice, Armor Class, and combat abilities.

The corresponding form, **Shrink Animal**, may be used to render Giant sized creatures to their normal sized versions, with, as above, corresponding changes in combat characteristics.

Grow/Shrink Plant

Magic-user 4 (Range: 120', Duration: permanent)

This spell causes normal vegetation (grasses, jaggers, bushes, creepers, thistles, trees, vines, etc.) within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 300 sq. feet (a 10'x300' area or equivalent). The plants entwine to form a thicket or jungle that creatures must hack or force a way through. All movement within the affected area is reduced to no more than 5' per minute for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The opposite form, **Shrink Plants**, may be used to render overgrown areas passable. The area of effect is identical to the normal version. Growth of Plants and Shrink Plants are permanent until coun-

tered, either by the opposite form or by **Dispel Magic**. This spell has no effect on animated plant creatures of any sort.

Hallucinatory Terrain

Magic-user 4 (Range: 240', Duration: Permanent until touched)

This spell makes an area of up to 144 feet per side or diameter and anywhere within range to appear different, of whatever nature and with whatever features the caster imagines (i.e. field into forest, grassland into desert, or the like). The affected terrain looks, sounds, and smells like another sort of natural terrain. A Type VI Saving Throw is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so. The

hallucinatory terrain will disappear the moment it is touched.

Haste/Slow

Magic-user 3 (Range: 240', Duration: 3 minutes)

Haste accelerates the actions of up to 24 specific creatures within an area specified by the caster, but not to exceed 60'x120' maximum. Those affected move and act half again as quickly as normal, including having half again as many attacks per round, for the duration of the spell. Spells cast are not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine.

Slow causes affected creatures to move 50% slower and so forth, in exactly the opposite the effect of **Haste**. Creatures may attempt a save vs. Type VI to avoid the effect. **Haste** and **Slow** counter and dispel each other.

Hold Monster

Magic-user 5 (Range: 1 20', Duration: 6 minutes + 1 minute/caster Level)

This spell functions like **Hold Person**, except that it affects all living (not undead) creatures, from 1-12 individuals with 3 or fewer Hit Dice, 2-8 with 4-6 Hit Dice, 1-4 with 7-9 Hit Dice, and 1 with 10 or more Hit Dice, unless a successful Type VI Saving Throw is made.

Hold Person

Cleric 2, Magic-user 3 (Range: Cleric - 180', Magic-user 120', Duration: Cleric - 9 minutes; Magic-user 2d6 minutes +Level of caster minus Level of victim)

A single humanoid mammal of 3 Hit Dice or less and of the same type generally affected by a Charm Person spell, is also vulnerable to this spell, provided they fail to successfully make a Type VI Saving Throw. The victim(s) are paralyzed. Though still able to breathe and carry on basic life

functions, they cannot otherwise move. If the spell is cast on but a single victim, the save will be made at -2.

Hold Portal

Magic-user 1 (Range: 10', Duration: 2d6 + 1 minute/Level)

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A **Knock** spell negates it or a successful **Dispel Magic** spell can weaken a hold portal spell by reducing the time it will last by 1 minute for each level the caster is greater than the hold portal caster.

Illusion (Phantasmal Force)

Magic-user 2 (Range: 240', Duration: 6 minutes (or longer provided the caster concentrates on maintaining the illusion))

This spell creates the visual illusion, perfect in three dimensions, of an object, creature or creatures, or force, as visualized by the caster, but no larger than 30' in any direction. The phantasm thus created will have the smell, sound and appearance of whatever the caster thinks of at the moment they trigger the spell. A successful save vs. Type VI will allow victims to see the illusion for what it is. Anyone believing the illusion to be real can be damaged by it due to shock from apparent wounds. Damage is 1d6 + 1 point per two levels of the caster above level 3, i.e. a level 5 caster would add 1 damage point, level 7 would add 2 damage points and so on.

Insect Plague

Cleric 5 (Range: 480', Duration: 1 day)

This spell summons one vast swarm of insects filling a square of approximately 36 foot per side. The insect must be of a species known to the area, but is otherwise at the choice of the caster. Each swarm attacks any creatures occupying its area. The swarms are stationary after being

summoned. Any creature of 3 HD or less will automatically rout. All others must check Morale at any penalty the Referee feels is appropriate.

Invisibility

Magic-user 2 (Range: touch, Duration: 12 minutes + 1 Minute/Level of the caster above 5)

The creature or object touched becomes invisible, vanishing from sight, including Dark Sight. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor allies can see the subject, unless they can normally see invisible things or employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). Chances of finding a stationary, quiet invisible object or creature are the same as for finding a secret door. Attacks against invisible creatures begin with a percentile dice roll having only a 10% chance (adjustable by circumstance) to land a blow. If this chance proves successful, a normal attack roll against the creature's Armor Class is made to determine if any damage can be applied.

Invisibility Sphere

Magic-user 3 (Range: 240', Duration: 12 minutes + 1 Minute/Level of the caster above 5)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the Focal Point. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Invoke Stalker

Magic-user 6 (Range: 10', Duration: special)

The caster summons an **Invisible Stalker** to do the caster's bidding:

Armor Class: 3
Hit Dice: 8
Attacks: 1 (1d6)
Move: 12"

Invisible Stalkers are faultless, silent trackers and indefatigable guardians. Their form is amorphous and shifting. They will obey the spell caster flawlessly, but will attempt to use the literal meaning of any given command requiring long periods of service to subvert their duties. For example, a spell caster ordering an invisible stalker to guard her spell books may find both spellbooks and stalker have gone to a "safe" place of the stalkers' choosing. Further, the spell and the task itself must be written down in the language of the Magi. If the writing is destroyed, the spell will be broken. Otherwise, the spell persists indefinitely until the creature is slain, or the task is fulfilled.

Knock

Magic-user 2 (Range: 60', Duration: special)

The knock spell opens stuck, barred, locked, **Held**, or **Witch Locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a **Witch Locked** door, the spell does not remove the **Witch Lock** but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will

not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate

Magic-user 2 (Range: personal, Duration: 6 minutes + 1 Minute/Level)

Levitate allows the caster to move up and down as desired, at a rate of 60' per minute and for a distance of no more than 20' per Level of the caster, up to a maximum of 200'. The caster must concentrate and cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half normal land speed). A levitating caster that attacks with a weapon finds itself increasingly unstable; the first attack has a −1 attack penalty, the second −2, and so on, to a maximum penalty of −5. A full minute spent stabilizing allows the caster to begin again at −1. Unless Dispelled, the spell will end gradually, depositing the caster on the closest horizontal surface.

Light/Darkness*

Cleric 1, Magic-user 1 (Range: 240', Duration: 6 + Level minutes)

This spell creates a light equal to torchlight but at twice the radius, illuminating 30 feet in all directions around the target location or object. The effect is immobile. It is not blocked by objects of any kind. The Spell takes a full minute to go into effect, gradually getting brighter. Conversely, in the final minute of effect the light dims gradually.

Reversed, **Light** becomes **Darkness**, creating an area of darkness just as described above. This darkness blocks out Dark Sight and negates mundane light sources. Any non magical light source within this area will cease to produce light. Fires will continue to burn as normal except no light will come from them. A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Lightning Bolt

Magic-user 3 (Range: 240', Duration: instantaneous)

This spell releases a powerful, deadly stroke of electrical energy into a target. The lightning bolt passes through an area 7 ½ feet wide, arcing and jumping, so that, while it is not actually 7 ½ feet wide, for game purposes treat it as if it is so. Anything directly in the path of the bolt will be instantly electrocuted (dead) with the force of a lightning bolt unless able to make a successful Type I Saving Throw. If a Saving Throw is made the victims are nevertheless stunned for 1d6 minutes.

The spot of the lightning strike occurs at the place the caster is aiming, the lightning bolt extends exactly 60 feet back from the spot it strikes in a straight line toward the caster. Therefore, any attempt to aim a lightning bolt at a distance of 60' or less runs the risk of killing the caster themselves. Furthermore should any solid, non-conductive barrier be between the intended target and the caster, the barrier becomes the new striking point, and the "tail" of the lightning bolt will extend 60 feet as normal.

For example, a Magic-user casts a lightning bolt at a target 100 feet away in a long corridor. However, a solid wall of clear glass only 30 feet down the corridor causes the bolt to strike at this non conductive surface. From this unfortunate strike point, the bolt will extend back toward the caster and 30 feet more behind them, potentially electrocuting all in its path. Should the tail end of the lightning not be able to extend its' full length of 60' due to some non-conductive barrier, the lightning will rebound, as many times as is necessary to reach full travel distance, each pass requiring a Saving Throw for any living being caught in the path of the rebounding bolt.

Lightning can not be cast inside solid objects, and if cast underwater the entire 240' sphere of range becomes elec-

trified, quite possibly killing the caster. The lightning bolt sets fire to any combustibles and scores and damages non-combustible objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

Locate Object

Cleric 3, Magic-user 2 (Range: Cleric – 90' + 10'/Level; Magic-user 60' + 10'/Level, Duration: 2 minutes)

This spell allows the caster to sense the direction of a single object who's dimensions, appearance, and nature are well known or clearly visualized by the caster. If there is more than one item of the type and more than one in range, the nearest one of its kind is located. The spell is blocked by even a thin sheet of lead or iron. Creatures cannot be found by this spell.

Magic Jar

Magic-user 5 (Range: 60', Duration: special)

By casting magic jar, the caster is able to replace the spirit of a victim with their own by first passing both through an intermediary receptacle known as the "magic jar", which can be any inanimate object – even a leaf or a rock - within spell range. The caster must first move their own spirit into the magic jar, leaving their own body lifeless. The caster may then attempt to take control of a nearby living creature within spell range, forcing its spirit into the magic jar. The caster's spirit may move back to the jar (thereby returning the trapped spirit to its body) and attempt to possess another body. The spell ends when the caster's spirit returns to the caster's own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range and the caster must know where it is, though the caster does not need to be able to see it. When the spirit is transferred upon casting, the caster's body is, as near as anyone can tell, dead, but does not undergo decay as a normal body would. Possession of a creature by

means of this spell is blocked by **Protection From Evil** or a similar ward. The subject may make a Type VI Saving Throw to resist. Failure to take over the host leaves the caster's life force in the magic jar, and that target creature is immune to further attempts for the duration of the spell.

If the caster is successful, the caster's spirit occupies the host body, and the host's life force is imprisoned in the magic jar. The caster retains their Intelligence, Wisdom, and Charisma Traits as well as Levels, class, attack bonus, Saving Throws, and mental abilities (including spellcasting ability). The body retains its Strength, Dexterity, Constitution, Hit Points, and natural abilities. A body with extra limbs does not allow the caster to make more attacks than normal. The caster does not have access to any extraordinary or supernatural abilities of the body. If the caster's spirit is in the magic jar, and the jar is broken (whether by **Dispel Magic** or physical damage): If the jar is in range of the caster's body, the caster's spirit returns to its body. Otherwise, the caster's spirit departs (the caster dies). In either case, the spell ends.

If the caster's spirit is driven from the host body by **Dispel Evil**:

If the magic jar is in range of the host body, the caster's spirit returns to the jar, and the host's spirit returns to its body. The caster will not be able to possess the same host again for the remaining duration of the spell. If the magic jar is not in range of the host's body, the caster's spirit departs, the host's spirit is freed from the jar (and departs), and the host's body dies.

If the host's spirit is in the magic jar, and the jar is broken:

If the jar is in range of the host's body, the caster's spirit departs, the host's spirit returns to its body, and the spell ends. Otherwise, the host's spirit departs, and the caster's spirit is stranded in the host body. Note here that the spell has not ended. **Dispel Evil** can still be used to drive the caster's spirit from the body,

which departs as noted, ending the spell. In any case where the spell ends with the caster's body unoccupied by a spirit, that body does truly die.

Massmorph

Magic-user 4 (Range: 240', Duration: indefinite)

With this spell the caster causes up to 100 HD total of man sized creatures to appear as if they are natural effects of the terrain (for example, trees in a forest, stalagmites in a cave, coral underwater, boulders in a cavern, etc.). All creatures to be affected must be within a 40' circle and within range of the caster at the time the spell is cast. Only those creatures the caster wishes to hide are affected. The caster may mask themselves among the affected creatures. Those affected are thus concealed from other creatures passing through the area for so long as they remain still. If an affected creature chooses to move or attack, the illusion is dispelled for that creature, but those who remain still continue to be hidden. The spell may be ended by a command from the caster or by **Dispel Magic**.

Move Terrain

Magic-user 6 (Range: 240', Duration: 6 minutes)

Allows the caster to shift around any terrain features (hills, ponds, ditches, rocks, roads, etc.) within the spell's range as if they were pieces on a game board. Only terrain features made of water, minerals, and earth are affected. Living things by themselves cannot be moved except when attached (grass, trees) or inside (gophers, fish) the terrain being moved. Rate of movement is 60' per Minute.

Neutralize Poison*

Cleric 4 (Range: 10', Duration: instantaneous)

This spell detoxifies any sort of venom in the creature or object affected. A poisoned creature suffers no additional effects from the poison. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. There is a 15% chance the spell will fail, unbeknownst to the caster.

Reversed, this spell becomes **Poison**. The caster must make a successful attack roll; if the attack is a success, the target must make a successful Type II Saving Throw or die. Only one creature can be affected by the reversed spell. If cast on objects, the effect is automatic.

Passwall

Magic-user 5 (Range: 30', Duration: 3 minutes)

Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10 feet deep plus, 5 feet wide and 8 feet high. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes

a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends (due to duration, **Dispel Magic**, or caster's choice), creatures within the passage are ejected out the nearest exit.

Polymorph Another

Magic-user 4 (Range: 60', Duration: See Below)

This spell allows the caster to change one target into another form of living creature, but does not grant the caster any control over the victim. Unlike **Polymorph Oneself**, the transformed target also gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target will loose 1 intelligence factor a day until it matches the creature's normal intelligence, and may not remember its former life. The target creature will have to reroll Hit Points based on the Hit Dice of the form assumed. A creature with shape changing abilities such as a doppleganger can revert to its natural form in one minute. Unwilling targets that successfully makes a Type IV Saving Throw are not affected. The spell ends when dispelled or the creature is slain, at which time the target reverts to their original form.

Polymorph Oneself

Magic-user 4 (Range: self, Duration: 60 minutes + 10 minutes per caster Level)

This spell allows the caster to change into another form of living creature. If slain, the caster reverts to their original form. The caster gains the physical capabilities and statistics of the new form but retains their own mental abilities. They also gain all physical attacks possessed by the form but do not gain any special, supernatural or spell-like abilities. Dragon breath is a special ability, for instance, so were the caster to assume the form of a dragon they could use the dragon's normal claw, bite, and tail swipe attacks, but not the drag-

on's breath. The caster can choose to end the spell as desired.

Project Image

Magic-user 6 (Range: 240', Duration: 6 minutes)

This spell creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. Being struck dispels the illusionary caster. Note that this spell grants no special sensory powers to the caster; for example, if the illusory self is positioned so as to be able to see something the caster can't directly see, the caster does not see it. Also, all spell ranges are still figured from the caster's actual position, not the illusory self's position.

Protection from Evil*

Cleric 1, Magic-user 1 (Range: touch, Duration: 6 minutes)

This spell wards a single individual and their gear from attacks of possession (such as **Magic Jar**) or mental control, long range magical attacks such as **Lightning Bolt** and **Fire-ball**, and from summoned creatures, in the same manner as a **Circle of Protection**. It does not protect from illusions or phantasmal attacks. The spell also improves Armor Class and Saving Throws by +1 for the duration of the spell. The protection afforded by the spell does not extend beyond the physical person.

Reversed, this spell becomes **Protection From Good**. It functions in all ways as described above, save the protection is from attacks of Lawful origin.

Protection from Normal Projectiles

Magic-user 3 (Range: 30', Duration: 12 minutes)

The creature or object at the focal point of the spell is completely protected from

small sized, non-magical projectile attacks. Magic arrows, or projectiles from magical devices are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, rocks, etc. will be fended off.

Purify Food and Water

Cleric 1 (Range: 10', Duration: instantaneous)

By means of this spell the Cleric can create Holy Water. The spell also makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage or neutralize poison.

Reversed, **Putrefy Food and Water** causes immediate spoilage. Neither spell will have any effect on creatures of any type or upon magic potions.

Quest

Cleric 5 (Range: 5'/Level, Duration: special)

Quest places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. It is identical to Geas, except that the target will suffer no damage if unable to fulfill the quest.

Raise Dead*

Cleric 5 (Range: 120', Duration: instantaneous)

This spell restores life to a deceased human, demi-human or humanoid. The Cleric points a finger at the deceased and implements the spell. Coming back from the dead is an ordeal and takes two weeks to recover from fully. Beginning with but 1 HP when first raised, the number of HP recovered per day are calculated accordingly. A character who died with spells prepared has none prepared upon being raised. Normal poison and normal disease are cured in the process of raising the sub-

ject, but magical diseases and curses are not undone. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature which has become undead can't be raised by this spell. Constructs and elementals cannot be raised.

The reverse of this spell, **Finger of Death**, will kill instantly any single creature within 120 feet (not just a human, demi-human or humanoid) unless a Type I Saving Throw is successful. The **Finger of Death** may be used no more than 3 times in 24 hrs, and may be reversed by a lawful Cleric without Alignment penalty in times of extreme emergency.

Read Scripts

Magic-user 1 (Range: 0, Duration: special)

This spell grants the caster the ability to read almost any written language, decipher a code, or comprehend the meaning of any mystical or magical symbols, or maps. It last so long as the caster continues to read or study the script, but ceases immediately when the caster stops or is interrupted.

Re-Direct Edged Weapons

Magic-user 4 (Range: 1' surrounding the caster, Duration: 6 minutes plus Level of caster above Level 7)

Creates a barrier surrounding the caster that will turn away any edged weapon, such as are forbidden to Clerics, including arrows. Blunt weapons, such as a vara magodo and the like, are not affected.

Reincarnate

Magic-user 6 (Range: touch, Duration: instantaneous)

With this spell, the caster brings back a dead character (or humanoid creature) in another body. A reincarnated character recalls the majority of their former life and form. Their class may change, as will the character's Charisma, Strength, and

Constitution Traits. These should be re-rolled.

Remove/Bestow Curses*

Cleric 3, Magic-user 4 (Range: 30', Duration: instantaneous)

Remove Curses instantaneously removes all curses on an object or a creature including the curse from a cursed shield, weapon, or suit of armor, causing them to become ordinary, non –magical items. Cursed scrolls are not countered by this spell and certain special curses may be countered only by a caster of a certain Level or higher or might, as with a powerful magic sword, be allowed a Type VI Saving Throw to avoid the affects.

The reverse of this spell, **Bestow Curse**, allows the caster to place a curse on the subject. A Type VI Saving Throw is allowed, to resist. The curse thus bestowed cannot be dispelled, but it can be removed with a **Remove Curses** spell.

Sleep

Magic-user 1 (Range: 240', Duration: 4-16 minutes)

This spell puts creatures of 4 or fewer hit dice into a deep slumber, according to the table below. Creatures of 4+1 or more hit dice are not affected.

Creature Hit Dice	# of creatures Affected
0 to 1+1	2d8
1+2 to 2+1	2d6
2+2 to 3+1	1d6
3+2 to 4	1 only

It takes 2-8 minutes to take full effect on each creature as they become increasingly drowsy. Each Creature affected by the spell gets a Saving Throw to resist the effect. When creatures of more than one HD Level are together in the area of effect, roll separately for each range of HD (thus the maximum possible number

of creatures affected by the spell is 35). Sleep does not affect unconscious creatures, constructs, or undead creatures.

Speak with Animals

Cleric 2 (Range: Personal, Duration: 6 minutes)

The caster can comprehend and communicate with any one animal that is within 30 feet of the caster and able to hear them. The caster may change which animal is being conversed with at will. The spell doesn't alter the animal's reaction or attitude towards the caster. A standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Speak with Plants

Cleric 4 (Range: Personal, Duration: 6 minutes)

The caster can comprehend and communicate with both normal plants and plant creatures. A normal plant's sense of its surroundings is limited, so it won't be able

to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. However, normal plants will obey limited commands such as untangling or parting and will generally communicate freely with the caster, as they have nothing else of importance to do. Intelligent plant creatures are more likely to be terse and evasive, behaving in much the same fashion as any other monster. If a plant creature is friendly toward the caster, it may be willing to grant some favor or service.

Sticks to Serpents

Cleric 4 (Range: 120', Duration: 6 minutes)

This spell transforms normal wooden sticks into 2d8's numbers of 1d4 hit dice worth of normal (not giant) snakes. One half of them will be poisonous. The snakes follow the commands of the caster. When slain, dispelled, or the spell expires, the snakes return to their original stick form.

Telekinesis

Magic-user 5 (Range: 1 20', Duration: 6 minutes)

This spell permits the caster to move objects or creatures within 120 feet of the caster by concentration alone. Any object or group of objects weighing no more than 20 pounds per caster Level can be moved up to 20 feet per Round. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next Round.

Teleport

Magic-user 5 (Range: 30' radius, Duration: instantaneous)

This spell instantly transports the caster to a designated destination, which may be as distant as desired, but must be a place the caster has some knowledge of. The caster can bring along objects or creatures within 30 feet of themselves, not to exceed 100 pounds weight per caster Level. Unwilling creatures are allowed a Type VI Saving Throw to resist the spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table below (the formula in parenthesis indicates the distance off target):

Familiarity	Under Target Area	Above Target Area	In Target Area
Vague	1-25 (1d6*10 feet)	26-75 (1d4*50 feet)	76 + (1d6*10 feet distant)
Average	1-10 (1d6*5 feet)	11- 30 (1d10*10 feet)	31+ (1d4*10 feet distant)
Well Studied	1 (1d4*5 feet)	2-5 (1d6*5 feet)	6+ Exact

Vague familiarity would apply to a place the caster had been to but once or twice or had not been to for many years, or had seen only in a vision, etc. Teleporting under a target area will no doubt very often result in the caster materializing in solid rock or earth. Such a situation results in immediate death for all involved. Materializing in water is not immediately fatal. Teleporting above a target area most often means materializing in air above ground, and instantly falling. This too can be fatal, depending on luck and circumstance.

Transform to Mud

Magic-user 5 (Range: 120', Duration: special)

This spell will transform any kind of soil, sediment, or rock into thick, gloppy mud. The amount of mud created is any

amount up to 900 cubic feet. For example a 30'x30'x1' patch of mud could be created, but the actual dimensions are up to the caster. The mud created will dry like normal mud. Structural stone, such as a castle wall, will most probably collapse if transformed with this spell.

Tranquilize*

Cleric 2 (Range: touch, Duration 3 Minutes)

Allows the Cleric to calm and make mellow any one character; even those suffering from hysterics, excessive fear, anger or insanity. It will also remove paralysis caused by undead and prevent sudden drops in Morale. It will not, however, restore any lost Life Levels. This spell does not prevent insanity from contact with powerful otherworldly beings as with the **Commune** or **Contact Transendent** spells.

Reversed, **Anxiety**, causes the victim to become hesitant and jittery, forcing them to move last in any combat round, setting effective Dexterity to no more than 7, and increasing the chance of being surprised by 50%. Morale will likewise be penalized by 3 factors.

Wall of Fire

Magic-user 4 (Range: 60', Duration: special)

An immobile, opaque, blazing curtain of shimmering fire springs into existence. Only creatures with 4+1 or more Hit Dice can pass through the flames. All others will bounce off and take 1d6 points of fire damage. The wall also deals 1d6 points of fire damage to any living creature passing through it. Twice that damage to undead creatures. The wall is up to 20' in height and either a sheet of flame 60' long, or a ring with a radius up to 30'. The caster may choose to make the wall smaller if desired. If the caster evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall; a Type IV Saving Throw is allowed to avoid damage. The caster must

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concentrate to maintain the spell and may do so indefinitely (within reasonable limits of endurance),

Wall of Ice

Magic-user 4 (Range: 60', Duration: permanent until dispelled)

As with **Wall of Fire**, the 6 inch thick ice wall is up to 20' in height and either a solid sheet 60' long, or a ring with a radius up to 30'. The wall will repel all fire based attacks, both natural and magical. The wall is solid and can only be broken by creatures of 4+1 Hit Dice or more.

Wall of Iron

Magic-user 6 (Range: 60', Duration: 1 2 minutes)

This spell causes a flat, vertical iron wall to spring into being. The wall is composed of one 5'x5' square section, three inches thick. The caster can increase the thickness of the wall with a proportionate reduction in the area; for example, doubling the thickness halved the area. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane, though the edges can be shaped to fit the available space. The wall may not be made less than one inch thick. The caster can create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left un-pushed. Creatures can push the wall in one direction rather than letting it fall randomly. Creatures with room to flee the falling wall may do so by making successful Type IV Saving Throw (with Dexterity bonus added). Any creature of Ogre-size or smaller that fails the save takes 10d6 points of damage. The wall cannot crush larger creatures. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Magic-user 5 (Range: 60', Duration: permanent)

This spell creates a two feet thick wall of normal rock in a single 100' square section of any shape or configuration desired. The wall cannot be conjured so that it occupies the same space as a creature or another object. It can be damaged and destroyed like any other stone wall.

Water Breathing

Magic-user 3 (Range: 30', Duration: 30 minutes/Level)

Creatures in range when the spell is cast can breathe water freely. The spell does not make creatures unable to breathe air.

Web

Magic-user 2 (Range: 30', Duration: 8 hrs.)

Web creates a 10' x 10' x 20' many-layered mass of strong, sticky strands similar to spider webs, trapping anything hit by them. The strands can be burned though in one minute. Anyone with Ogre Strength or greater can break free in 2 minutes. Otherwise it takes 2d8 minutes to cut or tear through the webbing.

Witch Eye

Magic-user 4 (Range: 240', Duration: 60 minutes)

With this spell the caster creates an invisible magical "eye" through which they can see. The eye has Dark Sight, but otherwise sees exactly as the caster would. It can move at a rate of 120' per minute as directed by the caster. The eye will not move more than 240' feet away from the caster under any circumstances. The eye has substance and cannot pass through solid objects, but it can pass through holes as small as 1 inch in diameter. The caster must be stationary and concentrate to use the eye.

Witch Lock

Magic-user 2 (Range: 10', Duration: permanent)

This spell cast upon a door, gateway, or lid magically locks it. The caster can freely open their own **Witch Lock** without affecting it, as can any Magic-user 3 or more Levels higher than the caster of the **Witch Lock** or by a Magic-user who makes a Saving Throw of 10 + the difference in Levels between the Magic-users, or minus the difference if the Magic user attempting to pass is 1 or 2 Levels above the **Witch Lock**; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful **Dispel Magic** or **Knock** spell.

MAGIC RESEARCH

Magic-users are, of course, usually very interested in expanding their powers and creating new ones. Creating new magic is a question of time, money, and the level of the magic according to the following chart:

Magic Level	Cost per Week (GP)
1	200
2	500
3	1000
4	2000
5	4000
6	8000
7	16,000
8	32,000

Chance of success is 20% and increases by 20% each time the Base Cost is doubled. An additional 5% chance is added for every week after the first that the research continues, so, for example, new magic research going into the fourth week would get a 15% bonus chance of succeeding.

Magic-users cannot create new magic of a magic level above that which they are normally capable of. Further, the costs given assume the Magic-user has ac-

cess to a library and/or laboratory where relatively undisturbed research can be conducted. Without such research facilities, it is still possible to do the necessary research but at 10 times the cost!

Determining the Level of Magic

Potions will be of the same level as an equivalent spell. A potion which does not have an exact spell equivalent may be assigned whatever level the Referee thinks best. The magic level of a scroll is equivalent to double the spell level for 2, 3, and 6 level spells (i,e. 4, 6, 12) and double plus one for 1, 4, and 5 level spells (i.e. 3, 9, 11). Other items are as follows:

Item	Item Magic Level	Magic-users Minimum Level	Cleric Minimum Level*
Holy Relics and Symbols	5	N/A	9
Wands, Crystal Balls, Basic Enchanted Objects	6	11	N/A
Rings, Amulets, Jewellery	7	13	N/A
Staves, Artefacts	8	16	N/A

*Default levels as given in the spells per level lists. Custom spells per level lists for specific campaign worlds or character variations will change this minimum level accordingly.

For those items with no exact spell equivalent, it will be up to the Referee. Likewise, determining the level of the new magic is somewhat subjective but must be done by the Referee, after carefully considering the existing spell levels and magic items, in addition to the particulars of the campaign world.

Magic Item Manufacture

Every magic item has a creator and should have a story behind its creation. Provided they have a formula or spell book to work off of, and a place to work, Magic-users of any level can produce potions and scrolls. All other types of magic items may be manufactured by Magic-users and Clerics of the appropriate Level and above - again provided they are familiar with it or have detailed directions; otherwise it counts as new magic and must be researched.

Magic Level*	Cost (GP)	Time to Manufacture
1	100	1 week
2	500	2 weeks
3	1500	3 weeks
4	4000	1 month
5	1600	2 months
6	10,000	3 months
7	25,000	6 months
8	50,000	1 year

*refers also to the + rating of magical weapons. For swords with more than one bonus, add them together for total cost.

Clerics are only permitted to create one magic item at a time as a fact of divine providence. Magic-users may attempt to manufacture more than one item at a time but doing so can be quite risky. If the magic is being created in the same laboratory as another magic item, or if it remains unattended for more than 8 hours, there is a 10% cumulative chance per day that a yellow mist will arise. Thus a magic item being manufactured and left unattended for 5 days has a 50% chance of becoming yellow mist, and the same is true of two magic items being manufactured in the same laboratory for the same period.

Yellow mist is a dense noxious gas that spreads at a rate of 60 yards a minute. The distance the gas spreads depends on the number of magic items involved, it being about one mile per spell. Additional magic items encountered by the mist will

react with it and contribute further to the mists' growth. The effects of the gas are choking, coughing, and a burning sensation in any exposed skin. Victims within a cloud of Yellow Mist are unable to breath and will loose ½ of their Constitution per round. Upon reaching less than 1 Constitution factor the victim is unconscious and will die in 1 round without medical or magical attention. Skin damage from the gas is 1d4 Hit Points per turn. The mist can be created by deliberately mixing any 2 potions of different types.

SCROLLS

Most scrolls contain some sort of magic which is activated when read, and which may only be used once; the letters burn away as the words are read.

Spell Scrolls are enchanted with one or more Magic-user spells of a single level. Each spell can be used just once, though of course the same spell may appear multiple times on a single scroll (Table p151). The level and exact spell(s) are diced for randomly, with the ability level of the effect being as indicated on page 118. Only a Magic-user can cast from a Magic-user scroll, and such spells can not be copied, only cast. To acquire a spell, the Magic-user must either research it or copy it from another spell book.

If a Magic-user attempts to cast a spell from a scroll and does not know that spell, there is a 10% chance the spell will fail. A Magic–user of any level may cast a spell from a scroll even if the spell is of a higher level than the highest level spell the Magic-user can cast.

Clerical scrolls are written in a normal language (being just specially chanted prayers), so the Cleric merely needs to know the language in which the scroll is written in order to learn the spell. Cleric spells can not be cast directly from scrolls, nor do they disappear when read, as only Clerics are granted access to the divine magics that empower the spell effect. It is, however, possible for both Clerical and Magic-user spells to exist on the same scroll. On occasion, Magic-users will place magic spells on Clerical scrolls in order to hide them.

A **Cursed Scroll** inflicts some curse upon whoever reads it. It need not be read completely; in fact, a mere glancing read of the text is enough to inflict the curse. A Saving Throw may or may not be allowed, as determined by the Referee (though a Type VI save should usually be allowed). The Referee is encouraged to be creative when creating curses.

Protection Scrolls can be read by any character class, assuming the character can read the language the scroll is written in (see the notes under **Language** in the **Character** section for details). When read, a protection scroll creates a 10' radius protective circle around the reader;

preventing the warded creatures from entering. The circle moves with the reader. Any creature other than the sort the scroll wards may enter, including, of course, the allies of the scroll-reader, who are themselves protected so long as they remain entirely within the circle. If any creature within the circle performs a melee attack against any of the warded creatures, the circle is broken and the warded creatures may freely attack. Normal protection scrolls last for 2 turns after being read.

Protection from Magic scrolls are special, as they protect against magic spells and items rather than creatures. No magical effect can cross the 10' circle of protection in either direction for 1d4 turns. As with the other protection scrolls, the circle created by this scroll moves with the reader.

Items, Artefacts and Alignments

Typically, magical swords are the most common magical item to have an intelligence and an alignment, but they are not the only ones. Other rare and unique magical items can have an intelligence, and if they have an intelligence they will have an alignment and may or may not have an ego.

Some magical items are so rare and so powerful they are the stuff of legends – the Throne of The Gods, The Orb of the Magi, the Doomsday Rod etc. These rare and wonderful items are known as Artefacts and must be designed by the Referee to fit the circumstances and history of the campaign world.

Artefacts, whatever else their characteristics may be, will have an alignment, and, as with swords, anyone willingly touching the Artefact had better share the Artefacts' alignment, or there will be consequences. Exactly what those consequences are should be specified by the Referee to fit the nature of the Artefact. Lesser Artefacts may be no more damaging to an oppositely aligned character than a magic sword would be (2d6 or 1d6 damage) but the more powerful or rare the Artefact the more severe the consequences of touching it become. Some examples:

Mismatched Alignment Contact Effect
Instant Insanity lasting 3-6 weeks
Frozen in stasis until freed by ameans specific to the objec
Switch Alignment and loss of up to six Levels for 1 Month
Switch Alignment and loss of up to four Levels for 1 Month
Switch Alignment for 1 Month and suffer 2d6 in damage from electric shock
Electric jolt as per Lightning

Because of the great power inherent in Artefacts, the character who makes a successful Saving Throw after touching an Artefact of a different Alignment, may suffer no immediate ill effect but may have to make additional Saving Throws later or may otherwise be affected depending on the nature of the object and the discretion of the Referee.

Also in common with swords, characters being forced to touch the

Artefact should suffer a lesser affect if they fail the Saving Throw.

Potions

A potion is an elixir concocted with a spell-like effect that affects only the drinker. Unless otherwise noted, a potion grants its benefits for 1d6+6 turns (even if the duration of an associated spell is longer or shorter).

Unknown potions must be tasted by a Magic-user to be identified. Further, 10% to 30% of all potions will turn out to be poisonous.

Clairaudience: This potion enables the drinker to hear sounds in another area through the ears of a living creature in that area, up to a maximum 60' away. This effect otherwise functions just as the spell **clairvoyance.**

Clairvoyance: This potion grants the imbiber the effect of the **clairvoyance** spell.

Control Animal: This potion functions like a **control human** potion, but affects only normal, non-magical animals.

Control Dragon: This potion functions like a **control human** potion, but affects only dragons.

Control Giant: This potion functions like a **control human** potion, but affects only giants.

Control Human: This potion allows the drinker to charm a human, demi-human, or humanoid by gazing at them. The effect functions like the **charm person** spell. If the charm is resisted, the drinker can attempt to charm up to two more targets before the potion's benefit is exhausted.

Control Plant: This potion grants the drinker control over one or more plants or plant creatures within a 10' square area up to 50' away. Normal plants become animated, having a movement rate of 10', and obey the drinker's commands. If ordered to attack, only the largest plants can do any real harm. Affected plant creatures (who fail a Type VI Saving Throw) can understand the drinker, and behave as if under a **charm monster** spell.

Control Undead: This potion grants the drinker command of 3d6 Hit Dice of free-willed undead monsters as if under a **charm person** spell. A Type VI Saving Throw is allowed to resist the effect. Mindless animated dead are unaffected.

Delusion: This cursed potion will appear, if tested or analyzed, to be one of the other potions (roll again on the potions table to determine what sort). Whoever drinks it believes it is working, and behaves thus (e.g. believes they swallowed a potion of invisibility and are actually invisible).

Diminution: This potion reduces the drinker and all items worn or carried to one-twelfth their original height (so that a 6' tall character becomes 6" tall). The drinker's weight is divided by 1,728; this makes an armed warrior weigh less than 2.5 ounces. The affected creature cannot make an effective attack against any creature bigger than a house cat, but may be able to slip under doors or into cracks and has a 90% chance of moving about undetected (both in terms of sound and vision).

E.S.P.: This potion grants the power of the spell of the same name.

Fire Resistance: This potion grants the imbiber the power to remain unharmed when in contact with natural fire, and grants a +2 to Saving Throws involving magical fire such as fireball spells or dragon breath.

Flying: This potion grants the power of the spell **Fly**.

Gaseous Form: The drinker, but not their gear, becomes insubstantial, misty, and translucent. They become immune to non-magical weapons, and have an Armor Class of 2 vs. magical weapons. The imbiber can't attack or cast spells while in gaseous form. The drinker also loses supernatural abilities while in gaseous form. A gaseous creature can fly at a speed of 10', and can pass through small holes or narrow openings, even mere cracks, as

long as the potion persists. The gaseous creature is subject to the effects of wind, and can't enter water or other liquid. Objects cannot be manipulated in this form, even those brought along when the potion was imbibed. The drinker cannot resume material form at will, but must wait for the potion to expire; however, the potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Giant Strength: This potion grants the imbiber the Strength of a giant. For the duration, the drinker gains a bonus of an additional 1d6 on attack and damage rolls with melee or thrown weapons, and can throw large stones just as a stone giant can.

Growth: This potion of 12 doses will cause the drinker to grow 2 feet taller per dose, along with all equipment worn or carried. If quaffed in full, the enlarged character will possess a minimum Strength score of 18 - an increase only if the drinkers Strength trait is less than 18 to begin with.

Healing: The imbiber of this potion receives 1d6+1 hit points of healing (as the spell **cure light wounds**).

Heroism: This potion improves the fighting ability of the drinker. Fighters of less than 3rd level attack and defend as fourth level Fighters and recieve a total of 4 Hit Dice. All others gain +2 Levels for attack and defense and the appropriate additional Hit Dice. Hit Points gained are only temporary, and damage received is deducted from those HP first; any that remain when the potion expires are simply lost.

Invisibility: This potion makes the imbiber invisible (as the spell). This potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Invulnerability: This potion grants a bonus of +2 to Armor Class and Saving Throws. Imbibing the potion more than once a week will induce a reverse effect.

Levitation: This potion grants the power of the spell **levitate**.

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Longevity: The drinker of this potion becomes younger by 1d4 + 6 years, unless they are a Cleric, in which case they will actually age by 1d4 + 6 years.

Polymorph Oneself: This potion grants the power of the spell of the same name.

Speed: This potion gives the drinker the benefits of the spell haste.

Treasure Finding: The imbiber of this potion will immediately know the direction and approximate distance (within about 12 feet) to the largest treasure hoard in a one mile spherical radius.

Rings

A ring is a circular metal band worn on the finger (no more than one ring per hand) that has a spell-like power (often a constant effect that affects the wearer).

Control Animal: The wearer of this ring can charm up to 18 Hit Dice of animals. The effect works much like a **charm person** spell, but only affects animals (including giant-sized animals, but excluding fantastic creatures as well as anything more intelligent than a dog or cat). The wearer can activate the power at will, targeting any animal within 60' that they can see. The wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target.

Control Human: The wearer of this ring may cast the spell **charm person** at any human they can see within 60'. The wearer can use this power once per Melee Turn, at will, but cannot control more than 12 persons or more than a total of 36 hit dice at a time; however, the wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target. Anyone passing their Saving Throw is forever immune to the effect from that particular ring.

Control Plant: The wearer of this ring may create an effect equivalent to a **potion of**

plant control at will, affecting plants or plant creatures within 60' and visible to the wearer. The effect lasts as long as the wearer remains within 60' of the plants or plant creatures. A Saving Throw is allowed just as for the potion.

Eternal Slumber: Whoever puts this ring on will fall "asleep" instantly, their breathing and heartbeat being nearly imperceptible. They will stay in this state, unchanged, until the ring is removed, which may only be accomplished with a **dispel magic** spell.

Fire Resistance: The wearer of this shiny copper ring receives the same protection from fire and heat related damage that is given by the potion of the same name, but the effect of the ring is constant.

Illusion: This ring allows the wearer to become cloaked in a personal illusion, perfect in smell, sound, feel and appearance of whatever or whoever they wish to appear to be. The illusion does not extend beyond the wearer, but can disguise all carried possesions as desired. A successful save vs. Type VI will allow victims to see the illusion for what it is.

Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell. If the **invisibility** is dispelled (as described for the spell), the ring may not be reactivated for one full turn. The invisibility effect otherwise lasts as long as the ring is worn.

Lie Detection: A plain looking steel ring, which allows the wearer to determine with 100% accuracy the truthfulness of anyone they are listening to and are normally able to understand.

Protection: This ring offers continual magical protection in the form of a bonus to the Armor Class of the wearer (varying from +1 to + 3 as shown on the table). This bonus is also applied to the wearer's saving throw die rolls.

Protection Against Monster Type: This ring will provide immunity from physical attack by one specific type of monster. The protection will last up to and only for one full hour a day when worn.

Regeneration: This ring grants the wearer the power of regeneration, exactly as described in the description of the true troll, including the weakness with respect to acid and fire damage. However, only damage taken while wearing the ring is regenerated.

Spell Turning: This ring reflects spells cast directly at the wearer by a Magic-user back at the caster, not including spells from magic items. Spells cast by a Cleric are also reflected, but only up to 4th level spells. Fifth level Cleric spells are unaffected. Damage or other effects of reflected spells may be reduced by a random percent at the discretion of the Referee.

Telekinesis: The wearer of this ring can move material objects in sight range up to 30' per round, weighing up to 100 GP x wearer's intelligence. The effect may be used as many times per day as the wearer wishes, but lasts only as long as the wearer concentrates on it.

Water Walking: This ring allows the wearer to walk on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the wearer's feet hover an inch or two above the surface. Molten lava will still cause the wearer damage from the heat since they are still near it. The wearer can walk, run, or otherwise move across the surface as if it were normal ground.

Weakness: Whoever puts this ring on is cursed; their Strength Trait is reduced by 1 factor per turn until it reaches 50% (round down) of the wearers Strength Trait. The ring can only be taken off with **remove curses**.

Wishes: A ring of wishes contains the power to grant wishes to the wearer. 1 - 3 wishes will remain within the ring when it is found. Wishes of a limited nature should be granted without trouble, but wishing

Staves

A staff is a lengthy stick at lest 24 inches long with several different (but often related) spell effects. As with wands, a staff's abilities are permanent unless they are spell effects that are projected outward some distance upon other creatures or objects. A newly created staff that projects spell effects has 200 charges, and each use of the staff depletes one or more of those charges. Spell effects generated by a staff operate at 8th level. Staves are usable only by Magic-users, except those Staves useable by Clerics. For each use of a Staff, there is a 5% chance of malfunction. The user must roll successfully against Intelligence to repair, forsaking all other activity.

Python Rod: This walking staff grants +1 to hit chances and damage. When used by a Cleric, the user may command the staff to transform into a constrictor snake (instead of causing damage) on a successful hit. The snake will wrap around a target up to man sized and hold them fast for 1d4 turns, unless a Type VI Saving Throw is made. The snake does not attack in any other way, nor cause any damage. The snake may be recalled by the user at any point, in which case it returns to their hand and reverts to staff form. It also returns in this way when the duration expires, or if the save is made. The staff may be used any number of times per day, and neither has, nor uses, charges.

Staff of Charming: This staff can cast **charm person** and **charm monster** spells, and can grant a power equivalent to a **potion of plant control**. Each function uses one charge.

Staff of Healing: This staff can heal 1d6+1 hit points per charge expended, as the spell **cure light wounds**. This staff is only usable by a Cleric, any number of times, but only once on the same person each day.

Staff of Power: staff is has the powers of a **Wand of Cold** and the **Staff of Smiting**, below, and these additional powers: **Continuous Light**, **Fireball**, **Lightning Bolt**

for more wishes, or wishing for extraordinary, god like powers must always have averse, possibly deadly consequences. Curses may apply, or twisted interpretations of the players intended meaning, or perhaps the ire of a far more powerful being may be drawn. Players should understand that the more powerful the wish, the more dangerous and risky it becomes.

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if they were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead, iron or gold blocks the vision. A ten foot by ten foot section can be studied each minute.

and **Telekinesis**. These powers each use one charge when activated. If the user breaks the staff it will release a magical explosion of energy doing 8 x the number of remain-ing charges in damage points to all within 3".

Staff of Smiting: This staff has no at-tack bonus, but in the hands of a Magic-user or Cleric, operates as a magical wea-pon with respect to what sorts of mons-ters it can hit. Upon hitting, one charge expended does 2d6 damage or 3d6 for two.

Staff of Sorcery: This staff is equivalent to the **staff of power**, above, and has the following additional powers: **Invisibility**, **Passwall**, **Web**, & **Conjured Elemental**. These powers each use one charge when activated. Breaking a staff of Wizardry has the same effect as breaking a Staff of Power.

Staff of Wasting: When a hit is made with this staff, if does 1d6 points of dam-age as normal, but also ages the victim by 10 years (living creatures only). Several hits can effectively cripple the victim with old age.

Wands

A wand is a short stick, generally 12 to 18 inches long, imbued with the power to cast a specific spell or create a spell-like effect. Wands whose spell effect is limited to the wand itself, or to the user (such as Detection Wands, Healing, etc.) are permanent in their abilities but wands that project a spell effect upon an object or creature at some distance away from the wand (such as Fireball, Fear, or Lightning Bolt) are limited in the number of times they will work. This limitation is meas-ured in "charges". A newly created wand of this sort has 100 charges, and each use of the wand depletes one of those charges. If a wand generates an effect equivalent to a spell, assume the spell functions as if cast by a 6th Level caster. Wands are us-able only by Magic-users. There is a 15% chance per use the wand will malfunction. The user must forsake all other activity and must roll successfully against Intelligence to repair.

Wand of Cold: This wand generates a conical blast of cold doing 6d8 damage (save vs. Type VI for half damage). The cone spreads from the tip of the wand to a width of 30' at a distance of 40' away.

Wand of Enemy Detection: When this wand is within 60' of enemies of its' own-er, it will glow with a greenish white light and point in the direction of the foe. Even hidden or invisible enemies can be detect-ed in this way, as long as they are aware of the presence of the wands' user. The wand detects malicious intent, and will not activate if the potential enemy is unaware of the wands user. An "enemy" is any creature which is thinking of or otherwise intending to harm the user; also, all un-dead monsters and animated constructs within range will glow in this way regard-less of intent or thoughts (or lack thereof).

Wand of Fear: This wand generates the effect of the spell **Cause Fear** (the reverse of the spell **Remove Fear**).

Wand of Fireballs: This wand generates **Fireballs** smaller than those of the spell of the same name, inflicting 2d6 in damage to a distance of 100'. A successful Saving Throw results in no damage to the target.

Wand of Illusion: This wand allows the user to create illusions equivalent to the spell **Phantasmal Forces**.

Wand of Lightning Bolts: This wand gen-erates **Lightning Bolts**, exactly as the spell.

Wand of Magic Detection: This wand grants the user a power equivalent to the spell **Detect Magic**.

Wand of Metal Detection: When held, this wand points at the largest amount of metal within a distance of 2".

Wand of Paralyzation: This wand acts as a **wand of Fear**, except the victim is paralyzed as if affected by a ghoul. Elves and Heroes are not immune. If a Saving Throw is successful the victim is panicked (routed) instead.

Wand of Polymorph: This wand can be used to cast either **Polymorph Oneself** or **Polymorph Another**.

Wand of Trap Secret Door Detection: This wand grants the user a power similar to the spell **Find Traps**, but which also reveals secret doors.

Miscellaneous Magic Items

Amulet of Proof against Detection and Location: The wearer of this item is immune to all forms of scrying (including crystal balls, clairvoyance, clairaudience, and any other means of location or spying at a distance) as well as any form of mind reading (such as the spell **ESP**). Other characters who remain within 30' of the wearer are also immune to scrying, but not to mind reading.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a **bag of holding**, and in fact it performs exactly like one when first used. However, all items placed within disappear forever 1d6+6 turns later. The bag continues to weigh whatever it did after the items were placed within it (that is, one-tenth the total weight of the items), until it is again opened and discovered to be empty.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into an extradimensional space, and is able to hold more than should be possible: up to 500 pounds of weight, and up to 70 cubic feet of volume. A bag of holding weighs one-tenth as much as the total of the objects held within. Any object to be stored in a bag of holding must fit through the opening, which has a circumference of 4 feet.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to one turn, after which time they suffocate. Retrieving a specific item from a bag of holding takes a minute during which no movement may be made.

Boots of Levitation: On command, these leather boots allow the wearer to **Levitate** as if by the spell of the same name.

Boots of Speed: The wearer of these boots can activate **Haste** spell effect for up to 10 Melee Turns each day by clicking together the heels of the boots. The duration of the **Haste** effect need not be consecutive Melee Turns. The boots can be turned off and on as desired.

Boots of Traveling and Leaping: These boots increase the wearer's base land speed by an additional 50% and prevent fatigue from movement. In addition to this traveling ability, these boots allow the wearer to make great leaps, jumping up to 10' high and/or 30' across.

Bowl Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a water elemental appears and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full Melee Turn to speak.

Brazier Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a fire elemental appears and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full Melee Turn to speak. Only one such elemental can be called per day.

Broom of Flying: This broom is able to fly through the air for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom

can travel alone to any destination named by the owner as long as they have a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when the command word is spoken.

Censer Commanding Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth an air elemental which follows the commands of the summoner (as described for the Elemental monster entry).

Cloak of Displacement: This device appears to be a normal cloak, but when worn by a character its' magical properties distort and warp light waves, causing the wearer's apparent location to shift around constantly over a range of 3' from the true location. The first melee or projectile attack by any creature against the wearer will miss, and all further attacks by that attacker are made with an attack penalty of -2. This is not cumulative with a penalty for fighting blind.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. They may only be used by Magic-users, who can use the device to see over virtually any distance. A crystal ball can be used three times per day, for up to a minute each time.

The chance of success when using a crystal ball is as shown below:

Knowledge and Connection	Chance
Secondhand Knowledge (heard of)	25%
Firsthand Knowledge (seen briefly	55%
Familiar (known well)	95%
Possession or garment	+25%
Body part, lock of hair, bit of nail, etc.	+50%

The user of the crystal ball is the only one who will see the image. No sound will be heard normally. **Detect Magic**, **Detect Evil**, and **ESP** have a 3% chance per Level of the caster of operating correctly if used with a crystal ball.

Crystal Ball with Clairaudience: This item works exactly like the standard crystal ball, above, but also allows the user to hear any sounds in the location viewed as if they were there.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures of less than 6 hit dice within 120' (with the exception of those within a 20' radius safe zone around the drums) must make a Type VI Saving Throw or flee in fear.

Djinni Bottle: This item is typically fashioned of glass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the djinni imprisoned within issues from the bottle instantly. There is a 10% chance (01 –10 on d%) that the djinni is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the djinni of the bottle grants three wishes. In either case, the djinni afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to an hour per day for 1001 days (or until the djinni's death), doing as commanded. After 1001 days have passed, the djinni is freed from service and may return to its extradimensional home.

Elven Boots: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a 90% chance of success when moving silently.

Elven Cloak: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, the wearer becomes nearly invisible,

granting an 80% chance that the wearer can move about unnoticed. If detected by onlookers, the wearer can be attacked without significant penalty.

Flying Carpet: This rug is able to fly through the air on command. A flying carpet is typically 5' x 8' in size and can carry up to 500 pounds at a movement rate of 40" per Melee Turn, or up to 1000 pounds (its maximum capacity) at a rate of 20" per Melee Turn. A flying carpet can fly at any speed up to its maximum, and can hover on command.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with brass studs running across the back of the hands and fingers. They grant the wearer a Strength Trait of 19 and +2 to all damage rolls. Both gauntlets must be worn for the magic to be effective.

Gem of Spell Storing: A glittering, eye-sized gem, frequently mounted on a rod or staff, into which a Magic-user may enchant any spell they know. The spell will remain in the gem indefinitely until cast by a Magic-user. Any of the spells can also be set to trigger automatically under specific conditions occurring within 60 feet, such as if the gem is touched by a stranger or if the owner falls from a great height. The gem magically imparts to the possessor the names of all spells stored within it. If the contents of a found gem are unknown, roll 2d6 for the Level of the Magic-user who last charged the gem and determine the spells randomly from those available to the given Magic-user Level. A gem found in a treasure hoard may be completely charged, or discharged, or partially charged, at the Referee's option. Rumors tell of gems crafted by northern wizards whose spells are stored permanently, making them effectively miniature spellbooks.

Girdle of Giant Strength: This item grants the wearer the Strength of a giant. For so long as it is worn, the wearer can throw large stones as a lite catapult does and all damage rolls are doubled.

Helm* of Reading Languages and Magic: Appearing as a normal helmet, this helm grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. Understanding a magical text does not necessarily imply spell use.

Helm* of Telepathy: The wearer can read the surface thoughts of a target creature within 90'. Furthermore, they can send a telepathic message to anyone whose surface thoughts are thus being read (allowing two-way communication). Creatures of intelligence below that of the wearer may well not realize thoughts heard in their head are from an external source, and may well follow implanted suggestions. A Type III Saving Throw at -2 must be made to resist reasonable suggestions. Bizarre or highly uncharacteristic suggestions will be ignored.

Helm* of Teleportation: The character must first cast a Teleport spell onto this device while wearing it. They may then teleport endlessly wherever they wish anywhere in the universe, without difficulty, as long as they wear the helm. Once removed, the effect ceases and a new Teleport spell must be cast to have it work again. Only the person wearing the helm can teleport.

* Magic helms do not provide protection in combat.

Horn of Blasting: This horn appears to be a normal trumpet. It deals 2d6 points of damage to creatures within a cone 40' long and 40' wide at the far end, and causes them to be deafened for 1 turn. Affected creatures may attempt a Type 1 Saving Throw to take half damage and avoiding deafness if the save is made. Crystalline creatures take double damage. Nonliving creatures are generally immune to deafness, but still suffer damage as described. The horn can also be used to damage or destroy buildings, fortifications, etc. Double the damage listed for heavy catapults when a horn of blasting is used against a structure.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the **E.S.P**. spell. It can be used as many times per day as desired, but each such usage requires a minimum of 1 Melee Turn of full concentration to activate, and the wearer must continue to concentrate to maintain the effect. Every time non Magic-users make use of this device, they have a base 15% chance of failure, increased by 5% per factor of Intelligence under 9.

Medallion of Teleportation: This seemingly plain brass medallion functions as per the Teleportation spell for any wearer for a maximum of 12 uses.

Mirror of Life Trapping: This crystal device is usually about 2 - 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. Only a Magic-user can properly control this device. The same command word deactivates the mirror. The character who activates the device is immune to it. The mirror has twenty extradimensional cells within it; any creature within 30' and unaware of the nature of the device has a 9 out of 10 chance of being sucked into and trapped within the mirror in one of the cells, if they have seen their own reflection. Creatures who are aware of the nature of the device have only a 1 in 10 chance of becoming trapped each time they look.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, and constructs and undead are trapped as readily as the living. A victim's equipment (including clothing and anything being carried) is taken also. The mirror's owner can free any trapped creature by verbal command and anyone not affected by the mirror can call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. Creatures inside the mirror have no ability to affect those without in any way beyond conversation. They will not age or suffer from hunger or thirst or need for sleep. If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Rope of Climbing: This 50' long rope is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per Melee Turn, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. The rope must have something to tie itself to in order to support weight other than its own. One end of the rope must be held by the user when its magic is invoked.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab absorbs energy-draining attacks, death effects, and curses. Upon absorbing 2d6 such attacks, the scarab crumbles to dust and is destroyed.

Stone Commanding Earth Elementals: A stone of this nature is typically an oddly shaped piece of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the sum-moner and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full Melee Turn to speak.

Scepter of Light (Darkness): A rare and powerful device useable by any class, the scepter or wand of light will create a light spell on command for any who wield it, or a darkness spell, if it is instead a scepter of darkness. Fighters holding this device will also receive a +2 to any Type VI Saving Throw. Magic-users or Clerics who hold this device will find their daily spell inventory doubled, so that they will have 2 of every spell they have prepared. For example, a Magic-user who has one Charm Person spell prepared, will now be able to cast it twice, before the spell is gone from the mind.

PART VII: LUCK AND SKILLS

SAVING THROWS

Saving throws are made by tossing either three 6 sided dice or 1 twenty sided die and comparing the results to the appropriate category. The roll must exceed or equal the number listed. Generally, use of the d20 is preferred for the even distribution generated. Using 3d6 will make it very hard for low Level characters to pass Saving Throw tests, but very easy for high Level characters. Either way, be consistent with dice use.

Saving throws can be required in all sorts of situations, but in all cases they are attempts by a character to succeed in some difficult task, such as dodging a swinging

pendulum or a pretending to be frozen in place like a statue.

TYPE I - Luck – the most difficult of circumstances where only a miracle and a wink can save the character from an instant DEATH.

TYPE II - Robustness – a combination of physical conditioning and natural born Constitution that resists the effects of POISONs, diseases, injury, and the like.

TYPE III - Willpower - Anything that will cause the character to become PARALYSED, neutralized, possessed or otherwise overcome their will for freedom and strength of mind. Resistance to torture and pain is also a matter for Willpower.

TYPE IV - Limberness – Situations requiring the ability to balance, wiggle, reach, squeeze, twist, contort or perform slight of hand or to hold still, or move silently. This category should also be used for effects that may transform the character physically, such as being shrunk or Turned to a STONE statue and for situations in which a character might be attempting to do something tricky without getting caught, like burgle a trolls' pockets or picking the lock on a pair of handcuffs.

TYPE V – Situational Awareness – involves situations in which the character must primarily duck, dodge, or move carefully and quickly such as when disarming a trap or attempting to hide or to escape the fire of a DRAGON'S BREATH.

TYPE VI - Supernatural Resistance – This saving throw category is reserved for attempt to avoid the effects of magic in any form (Wands, STAVES, SPELLS etc.) and otherworldly powers not covered in the other categories.

Fighter Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1- 3)	12	12	15	16	15	16
Hero (4-7)	10	10	12	14	13	14
Superhero (8-11)	7	7	8	12	9	12
Lord (12+)	4	4	5	7	5	8

Cleric Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1- 5)	11	13	14	14	16	12
Hero (6-8)	9	9	10	12	14	8
Superhero (9-13)	6	6	7	8	11	4
Lord (14+)	3	5	4	6	8	3

Magic-user Saving Throws						
Tier (Level)	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
Veteran (1- 6)	15	14	14	13	15	15
Hero (7-10)	13	12	12	11	13	12
Superhero (11-15)	11	6	9	8	10	9
Lord (16+)	8	5	6	5	7	4

FEATS AND SAVING THROWS

Any character of any class may attempt feats or tricks of almost anything the player imagines. Things like breaking down doors, catching arrows, lifting jewelry or purses etc. from someone without them knowing it, disappearing in a cloud of smoke, landing in the saddle of trusted steed after jumping off a dragons back, or simply creeping up silently on opponents, for just a few examples.

Referees have many options for resolving such heroic situations. For simpler tasks with little immediate danger, such as trying to hear through a thick dungeon door or move silently through a room, requiring a roll of 1 on a 1d6 is a quick and common method. For more tricky and risky situations the Referee may find it best to assign the most relevant Saving Throw category to the attempt and have the player roll to see if they are successful. If the activity is one that normally takes some skill and practice to achieve – experience which the character does not have, the Saving Throw should be given an appropriate penalty or made at one Tier lower than the character's current Tier.

A street rat from the Capital City, for example, may be well practiced in lifting bread unseen from the baker's cart, but the young brave from Sweetwater Farms is not likely to be as discreet in his attempt. Following our example, suppose after enjoying his meal of fresh bread, the street rat, who is actually a 2nd level Cleric, hopes to pilfer a few coins from the purse of a rival priest by cutting loose the fat moneybag hanging from her belt as she shops in the market. The Referee decides this is a task fraught with danger and requires a Saving Throw. The Referee then looks through the Saving Throw Types and decides a Type IV, involving limberness, applies, requiring a roll of 14 or better to succeed, and since it has already been established that the Cleric has some experience in these sorts of things, no penalty is applied. Suppose now, that the thievery is successful, but since the rival priest was shopping, she soon discovers her money gone and

begins to make a scene. The Cleric – who has been caught by the city guard before - decides to try to duck behind some bric a brac and lay low. It is not the best hiding place, so the Referee decides there is some chance the Cleric might be seen, and requires another Saving Throw, this time a Type V, to see if our sneaky Cleric gets away clean. Now, if, in the above scenario, the thieving Cleric had been the farm hand from Sweetwater, having no background in five finger discounts and such, the Referee should proceed just the same, but apply a significant penalty, let's say +3, to the characters attempts. The reverse would be true if the feat being attempted was, say, climbing a rugged cliff without the aid of rope, which the Sweetwater lad may well have done before but the Cleric from the city certainly has not.

If a feat is being attempted against another Player Character or against a Non Player Character the Referee should take the Level difference into account if there is one. The differences between Levels or Hit Dice, might, for example be added to or subtracted from the Saving Throw.

Other modifiers might also apply, in particular circumstance, for example, if the character were intoxicated.

If the character fails the Saving Throw, they may not attempt the same task again during that adventure; the feat is beyond the character's skill and no amount of time spent attempting it will succeed until more experience is earned.

In any case, it is important that players keep track of aspects of Player Character background that may influence play.

Repeated success at a given feat, - walking a high wire for example - may be taken to mean the character has a knack for it, which may mean the Referee could elect to award a bonus to the player's throw when they attempt the trick or even rule that no roll is needed. In any case, it is important to understand that what a *Champions of ZED* character can and cannot do

well, is largely a function of role playing and story telling and will arise within the context of a given campaign, rather than through a series of complex and possibly inappropriate rules.

Skills and Background

As an alternative or as a complement to using the Saving Throws for special feats, some Referees may wish to add a skill system. The Education systems given in Dave Arneson and Richard Snider's *Adventures in Fantasy*™ or the background skill system of M.A.R. Barker's *Empire of the Petal Throne™* can be ported in almost directly with little or no modification for those so inclined, and these are some of the simpler forms of skill systems used in the early days of gaming.

However, a traditional method which works very well is simply to encourage players to create a background description of their characters. A Player Character background provides a basis for "free" skills. For example, the Fighter, Bicarill of Dansii, is the second son of a groomsman in the stable of a wealthy merchant. Bicarill naturally knows a great deal about caring for horses and other types of mounts, but has also learned to converse in a half a dozen languages from the merchants far ranging contacts and servants of many backgrounds always present in his employ. It was from one of those servants that Bicarill first learned the rudiments or wielding a sword. Bicarill is also skilled at bargaining, having often been sent by the merchant on purchasing errands as a boy, where he was allowed to "keep the change".

Background stories need not be any more elaborate than the example given above (and probably shouldn't be given the potentially fatal nature of adventuring), but players can be as creative as they like with backgrounds as long as the Referee finds the details compatible with the facts of the campaign world. When a player feels something in the Character's background should allow them to do something, all they need do is point out that background detail to the Referee. In many cases the Referee will simply allow the activity but might require a die roll for something tricky or unusual all the same.

SAGACITY AND EXPERTISE

There are, of course, many possible areas of expertise. By seeking out a particular teacher or a place of learning, an individual may gain knowledge and expertise in almost any given subject or activity. When a situation arises which calls on a need for expert knowledge and such knowledge is either sought out by a Player Character from an NPC or claimed by the player as something within the prevue of their character, the Referee must judge whether the challenge is one the individual in question would automatically be able to resolve, or if it could be unusual or difficult enough that a roll of the dice is required. The Referee must determine the degree of Expertise which applies in the given situation and consult the following table:

Expertise is:	Chance to Succeed
Low	4
Average in asimilar area	7
High in asimilar area	8
Average in 2 similar areas	12
High in 2 similar areas	17
Average in 3 similar areas	13
High in 3 similar areas	18

A d20 roll equal to or less than the number shown indicates success.

NPC experts in various fields, will naturally take whatever time and expense is necessary, and may in the end still not produce correct answers or proper solutions.

Any field of expertise may be increased by 1% or 2% per month of study and 10,000 GP spent.

FALLING SAVING THROW

Damage from falling is determined by rolling one six-sided die for each "level" fallen; that is, every full 10 feet to a hard surface or every 20 feet if the fall is broken by

water or some yielding substance. Partial distances are rounded down. Those falling must roll a d6 and score the Save Number or greater shown in the table below to avoid being damaged by the fall. When damage is taken, one d6 is rolled for each level of the fall and the results added for the damage total.

Level Fallen	Save #
1	2
2	3
3	4
4	5
5	6
6+	7

For example, a character falls 35 feet: that's 3 full levels. A 6 sided die is then rolled, on which a 4 or greater must come up for damage to be avoided. If the character fails to Save, 3d6 in damage would be taken. This table may also be used when a faling object hits normal (0 level) individuals or higher level characters who are unaware of their surroundings (sleeping, blindfolded etc.)

For 6 levels and greater, the character would save and take no damage if a 7 or higher were rolled, and while that is normally impossible, a DM could assign bonuses based on circumstance that might make it possible. Otherwise falls of 6 levels or more automatically fail the save and damage is d6 per level fallen.

SPELL DISRUPTION

Spell casting is tricky business. When a spell is cast from a scroll or from the mind, the spell caster must be able to focus on casting it properly. If a sudden distraction, such as being shot by an arrow or having the floor collapse, occurs while the caster is in the process of casting, the player must throw 2d6 and consult the following table:

Caster Tier	Spell Level I	Spell Level II	Spell Level III	Spell Level IV	Spell Level V	Spell Level VI
Veteran	4, 5	5, 6	6, 7	8, 9	9, 10	10, 11
Hero	3, 4	4, 5	6, 7	7, 8	8, 9	9, 10
Super-hero	3	3, 4	5, 6	6, 7	7. 8	8, 9
Lord	2	2	4, 5	5, 6	6, 7	7, 8

If the numbers shown are rolled, the spell is delayed a full turn. If values greater than those indicated are rolled, the spell is cast normally; lower values indicate failure and complete loss of the spell. An extremely poor throw, might at the Referee's option, result in some terrible miscasting of the spell.

Non Player Character Saving Throws

Saving throws for NPC's are the same as those of Player Characters of the same class. Non Fantastic creatures will save as Fighters. Fantastic creatures will make Saving Throws appropriate to their abilities and Hit Dice/Level. Appropriate here usually means either as a Fighter or a Magic-user depending on which abilities they have the strongest characteristics in and which will give them the best Saving Throw chance.

UNDEAD SAVING THROW VERSUS TURNING

As mentioned in the Cleric description, undead receive a Saving Throw against the Cleric's power to Turn them. In any given round of combat, a Cleric may attempt to use a religious symbol to turn away an attack from up to 12 undead creatures (2d6). Certain bane objects specific to the undead creature (such as garlic to vampires) may also be used. The Cleric must present the object or holy symbol firmly and the creatures must be able to see the Cleric. A roll of **3d6** will then be made on the Turn Undead table and if success is indicated and more than 2 undead are present, 2d6 will again be rolled, to determine the number of undead repelled from the Cleric. Those so affected must remain beyond striking distance (10") and cannot engage in a frontal attack on the Cleric that round. The Cleric will be protected from the undead to

UNDEAD TURNING RESISTANCE

	Undead Level							
Cleric Level	**<1**	**1**	**2**	**3**	**4**	**5**	**6**	**7+**
1	15	13	10	no effect	no effect	no effect	no effect	no effect
2	T	15	13	10	no effect	no effect	no effect	no effect
3	T	T	15	13	10	no effect	no effect	no effect
4	XX	T	T	15	13	10	no effect	no effect
5	XX	XX	T	T	15	13	10	no effect
6	XX	XX	XX	T	T	15	13	10
7	XX	XX	XX	XX	T	T	15	13
8+	XX	XX	XX	XX	XX	T	T	T

Number = this number or more on a 3d6 throw, indicates the undead creature has successfully resisted and is not turned.

T = automatically turned away (routed), up to 12 undead

XX = up to 12 undead are automatically destroyed

the fore only, remaining vulnerable to attack from behind. The undead may still move or attack other characters, however, as normal, provided they can maneuver around the Cleric. Undead creatures which have been repelled <u>three</u> times in a row will attempt to flee from the area as fast as they can. Those unable to flee will be dissolved or dispelled as if a result of D on the Turn Undead table had been obtained. For undead of stronger than usual level, or use of non-silver holy symbols, or for any result of D on the table, referees may allow the undead a Type VI Saving Throw.

Item Saving Throws

Area effects (such as fireball or lightning bolt spells) may damage items carried by a character just as well as injuring the character. For simplicity, assume that items carried are unaffected if the character or creature carrying them makes the Saving Throw. However, very fragile items (paper vs. fire, glass vs. physical impact, etc.) may still be considered subject to damage even if the bearer makes their save. Where one or more mundane items may be subject to damage, use the Saving Throw roll of the bearer to determine if the item is damaged or not. For example, a character holding an open book is struck by a Fireball spell; they must make a Type VI Saving Throw, and then save again at the same odds for the book.

Items not on someone's person or carried on someone who has failed a Saving Throw or who has died should generally be considered destroyed or ruined. Magic items (other than scrolls), are somewhat more resilient, however, and are allowed a special Saving Throw to see if they have survived, shown in the table below.

Magic Saving Throws

Item	Save
Holy Relics and Symbols, Potions	16
Wands, Crystal Balls, Basic Enchanted Objects, Magic Armor/Shield/Weapon +1	14
Rings, Amulets, Jewellery, Magic Armor/Shield/Weapon +2	12
Staves, Artefacts	11
Magic Armor/Shield/Weapon +3	10

Dungeon Design and Exploration

1. Think About Why

When creating a dungeon, the first question you must answer is: Why would the Player Characters risk going into this dangerous dungeon full of monsters and traps?

Here are some possible scenarios:

To Explore the Unknown: This is common in pulp fiction. One or more of the Player Characters has heard of some ancient site, and wishes to explore purely for knowledge. Possibly some of the other Player Characters are involved for other reasons.

To Battle An Evil Incursion: Goblins are raiding farms in the area, and the Baron has offered a reward for stopping the raids; the Player Characters are happy to help.

To Rescue A Kidnapped Victim: Some friend of the Player Characters has been kidnapped, and they must sneak into or storm the villain's tower/cave/dungeon to rescue the victim. Or, perhaps, the victim is the son or daughter of the local Baron or a wealthy merchant who offers a reward for the safe return of his or her offspring.

To Fulfill A Quest: The local church, to whom the Player Characters owe a favor, would like an ancient relic recovered from a lost mountain fortress, and the High Priest asks them to look into it; or some similar task might be assigned, depending on who the Player Characters owe a favor.

To Get Loot: This is a surprisingly common scenario (well, perhaps not so surprising). The dungeon is rumored to contain a hidden treasure of great value, and the first characters to find it will be rich! Of course, the treasure might not be that huge, and might be guarded by any number of horrific monsters…

To Escape Confinement: The Player Characters have been captured by an enemy, and find themselves incarcerated without their weapons, armor, or equipment. This scenario must be used with care, or the players may feel they are being "railroaded" into the adventure.

There are many other possible scenarios, and each has many variations. Knowing the answer to this question will make the next questions easier to answer.

2. What Kind Of Setting Is It?
Is the dungeon beneath a ruined fortress, or an ancient wizard's tower? Or perhaps it's a natural cave, which has been expanded by kobolds… or the tomb of an ancient barbarian warlord, guarded by undead monsters… there are many possibilities.

3. Decide on any Specials
Now you know why the Player Characters want to go there (or why they will, when they learn of the dungeon), and you know what sort of place it is. Next, choose if any special monsters or treasures are present. For instance, the natural cave expanded by kobolds contains kobolds, obviously, while the warlord's tomb contains some undead, zombies and skeletons, perhaps.

4. Draw The Dungeon Map
Dungeon maps can be drawn on graph paper in pencil, or created on the computer with any of a broad variety of dungeon-drawing programs. Below is an example of a hand-drawn dungeon map, with the various symbols noted:
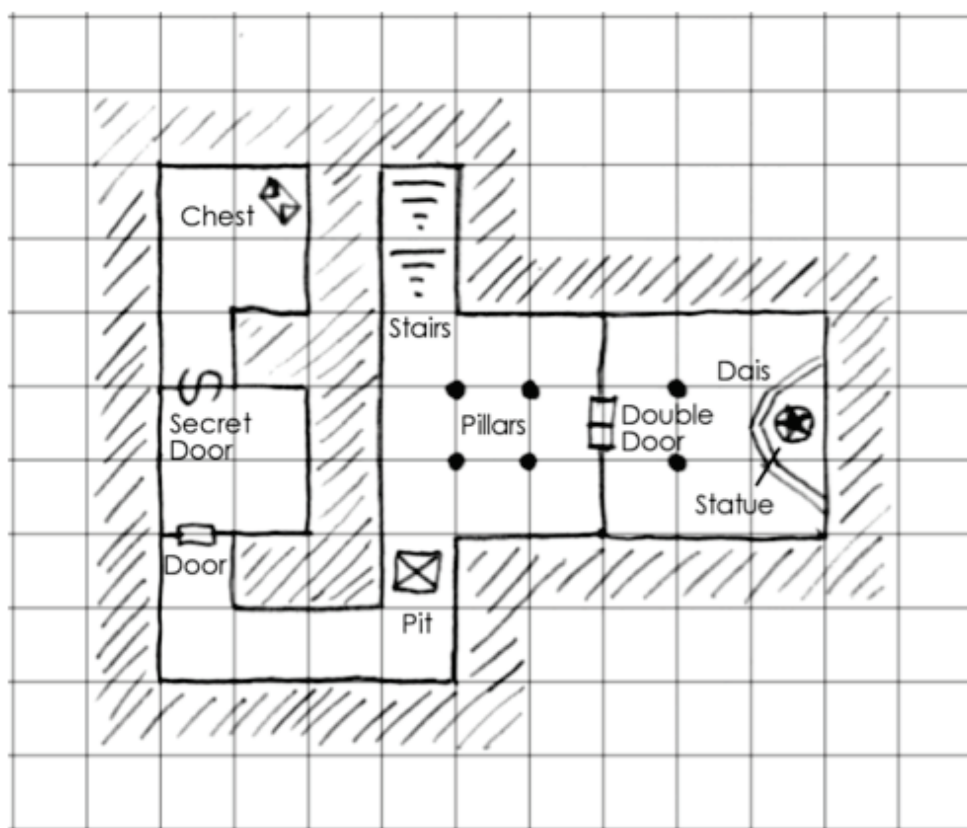
Location Number

Usually, symbol descriptions such as "door" and "statue" won't be written on a map but on a separate key instead. Each room or special location will have a reference number or letter which corresponds to the same number or letter in the text followed by a detailed description, so the Referee may quickly and easily reference the location to know precisely the nature and contents of the place.

Doors

Doors will usually open easily for dungeon inhabitants, but may be locked or stuck when approached by adventurers. A stuck door can be opened on a d6 roll according to the table below:

Strength Trait	d6 result
3-8	1
9-12	1,2
13 +	1- 3

There is a one-third chance (die 5-6) that any attempt to spike a door open will fail and the door will shut. On a roll of 1 for humans and Orcs, and 1 or 2 for Elves, Dwarves, or Hobbits, sounds coming from behind a door can be clearly heard.

Secret Doors

Under normal conditions, searching for secret doors takes one minute per character per 10' of wall searched. The same area may be searched more than once. A secret door is found on a roll of 1-2 on 1d6 for Dwarves (and Hobbits with a Wisdom Trait of 13 or greater); and on a roll of 1 for all others, assuming the door is not buried behind bricks or plaster or something else which would make it impossible to use without removing the blockage. At Referee's option, the chances of finding a secret door may be increased by 1 pip per Tier. Each player may roll only once for each section (wall, floor etc.) searched. Note that finding a secret door does not grant understanding of how it works. The Referee should note what trigger must be activated, such as pulling a certain book out of a bookcase or touching a certain sequence of shapes in a mural, before the door can be opened.

Levels

Dungeons should have at least six levels beneath the surface just as a building will often have many stories above ground. Each level should be drawn on separate sheets of graph paper and keyed in such a way as to clearly indicate the various means to traverse between levels. Stairways, for example should be marked to indicate what level they exit on. Each level must be carefully prepared and be distinctive relative to the other levels. That can be accomplished either by the architecture of the level, whether it is a cavern, a series of rough tunnels, stone lined rooms etc., and/or by the types of inhabitants, such as a balarauk's lair or an orc den.

5. Stock The Dungeon

"Stocking" the dungeon refers to assigning contents to each room. There are several possibilities; a room might contain a monster (which might or might not have treasure), a trick of some sort, a trap (which might guard a treasure, or might not), or be "empty."

Some rooms may be assigned special contents and denizens by the Referee, but an overall rate of uninhabited rooms should be maintained, which will vary depending on the dungeon level, as shown in the table below. Each unassigned room remaining in the dungeon should be checked to see if it contains a monster or other inhabitant.

Dungeon Levels	Chance of aMonster
1, 2	17%
3 – 6	33%
7+	50%

A monster might be selected by the Referee or rolled for on random encounter tables. It may be an individual creature, or a group of monsters. It may be camping for some reason before moving on, or the

Referee might decide the room is a lair or part of a lair, in which case, if it is a large group of monsters, several of the nearby rooms may become included. Each level can vary in size as desired, from a handful of rooms to hundreds. It is traditional that the first level (below ground) contains monsters of 1 Hit Die or less, the second level contains monsters of around 2 Hit Dice, and so on, but the Referee should allow some chance, say 1 in 6, that every inhabited location may have a much stronger or weaker monster than usual. The following table may be used as a guide:

Level Beneath the Surface	Dice Result (d6)					
	1	2	3	4	5	6
1	HD ≤1	HD ≤1	HD 1	HD 1-2	HD 1- 2	1D12+2 HD
2	HD 1	HD 1-2	HD 2	HD 2	HD 2-3	1D12+2 HD
3	HD 2	HD 2-3	HD 3	HD 3	HD 3-4	1D20 HD
4-5	HD 3-4	HD 4	HD 4-5	HD 4-5	HD 5	1D20 HD
6-8	HD 4-6	HD 5-6	HD 6-7	HD 6-8	HD 7-8	1D20 HD
9-11	HD 6-9	HD 8-9	HD 9-10	HD 10	HD 11	1D20 HD
12	HD10	1D4 +10 HD	1D4 +10 HD	1D4 +10 HD	1D4 +10 HD	1D10 HD
13+	1D6 +10 HD	1D6 +10 HD	1D6 +10 HD	1D6 +10 HD	1D6 +10 HD	1D10 HD

Each room should also be checked to determine the presence of treasure using the table below. Trap frequency usually varies by case; for example, the private lair of a Magic-user, should have one spell trap per Magic-user Level +1 (up to a maximum of +10) for every year of residence, up to ten years worth of such magical booby traps.

Contents	Chance Present
Inhabited Room	50% Treasure
Unoccupied	17% Treasure
Trap	8% (varies)

Empty rooms contain no monsters, traps, tricks or treasures. Some detritus and trash typically will be scattered about, or in some cases the room may be furnished and in use but appear mundane enough that players will learn to spend little time there. In some cases, special items of interest might also be present, such as a book with a secret message or other types of clues, but nothing of monetary value or anything that might be physically threatening.

A treasure might be part of a lair hoard, or it might be a hidden stash of coins, or jewels, or perhaps a magic potion, etcetera, chosen by making free use of the treasure tables and a few random dice rolls. Non-lair treasures should be small on the upper levels of the dungeon but increase in value as the dungeon goes deeper and becomes more difficult. The chance of a magic item being present in a hidden treasure, for example should only be 5% for the first two levels, but increase by 5% every two levels after, to a maximum of 30% on levels 13+, and coins, especially silver, should only be a few hundred at most on level one but increase to thousands lower down.

A trap is some sort of device intended to harm or waylay the Player Characters, including such things as pendulum blades, hidden pits, cages falling from the ceiling, and so forth, possibly protecting a hidden treasure if one is present. The Referee must decide what is required to trigger a trap, and what happens when the trap is triggered. There must be some way to avoid or reduce the effect of the trap being sprung. For instance, a Type 1 Saving Throw is appropriate to avoid falling into a covered pit (with Dexterity bonus added), while spear-throwers, automated cross-

bows, and the like are sometimes treated as if they were monsters, attacking vs. the victim's Armor Class at some given Fighting Capability.

The primary goal when placing a trap is to challenge and possibly injure Player Characters, not simply kill them, and to cause delays that may alert the dungeons inhabitants or allow wandering monsters to catch the Player Characters in disarray.

Traps vary in how difficult they are to find, often being noticed only on a roll of 1 on a 1d6, though Dwarves should always have a better chance than others when underground. Finding a trap is not the same thing as disarming it! Traps will often spring on a roll of 1 or 2 on a d6 unless otherwise specified. Traps should always have some means of being overcome if players are clever enough. The denizens of the dungeon should generally know how to disarm or avoid them.

Dungeons should also have tricks, like a floor slide to a lower level, a teleporting section of hallway; or a puzzle of some sort, such as a door that can only be opened by a combination (hidden elsewhere in the dungeon); or perhaps an oracle that answers questions about the dungeon (but possibly it lies), or a magic fountain that randomly changes the Character Traits of

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the drinker. For benefical features, some sort of limit should be imposed (such as, the device only affects a given creature once, or the device causes harm more often than it gives aid) to prevent abuse.

Nota Bene: Both tricks and traps can become cliché very fast and need to be carefully considered and constantly re-invented for each new dungeon. Consideration should also be given to the age of the trick/trap; devices may well wear/rust/decay over time and may not function completely or properly.

6. Wandering Monsters

The Referee should create one or more custom wandering monster tables for the dungeon; monster patrols, if any, may need to be described. Instructions for how often to check for wandering monsters should also be given. As a default, check for wandering monsters once per hour of game time underground.

When creating these tables, use the table given above to determine the Hit Dice of the Monsters by level beneath the surface.

Number of Wandering Monsters Appearing: Generally, except in special lair situations where precise numbers may be important, wandering monster tables should not include the number appearing, unless the creature is solitary. When there is a possibility of a group of monsters – such as a band of orcs - the number of wandering monsters encountered should instead be determined based upon the strength of the adventuring party. To determine the number, compare the Hit Dice of the monster to the Level of the highest character in the players' group. If the monster's Hit Dice is equal to or greater, roll 1 d6 for the number encountered. If the player's highest Level character is greater, subtract the monsters' Hit Dice from the players group's highest Level, and then multiply the result by 1d6.

For example, let's suppose a group of adventurers with at least one character of 6th Level encounters a 4HD wan-

dering monster. Since the monster HD is less than the players' highest Level, the Referee subtracts HD (4) from Level (6) and gets 2. The Referee then rolls 1d6, gets a 4, and multiplies that by 2 for a final result of 8 wandering monsters. The only exception to this method is with 1 HD monsters, whose numbers should always be adjusted to outnumber the adventurers. The Referee will need to exercise best judgement in regard to exact determinations.

7. Dungeon Ecology

While fantasy worlds are probably best not over-analyzed, the Referee must now look over the dungeon and consider what may need to be altered to make enough sense so as to make the underworld seem real to the players.

1. Living creatures need to eat. This means they must have a reasonable exit to the surface or a means of procuring food underground.

2. Neighbors interact. There must be some kind of relationship between creatures in various rooms and on various levels. Generally speaking the levels should also "make sense" in that if a balarauk and a tribe of orcs are in the same dungeon, the orcs may be presumed to serve the balarauk or be at war with it or have some other relationship rather than simply be there.

3. Space matters. Creatures won't willing inhabit places that are too small for them or which have no passages big enough for them to enter and exit. Usually, they also won't live crowded together. As a general guide leave at least 100 feet of corridor between groups and each individual room should have a minimum of 2.8 square feet per creature times total Hit Die. For example, a single 2HD creature should have a bare minimum of about 6 square feet (2.8 x 1 creature x2HD) and a group of six 1 HD creatures should have about 100 square feet of room (2.8 x 6 creatures x 6HD).

4. Access is important. Multiple entrances/exits should exist if different and non-aligned creatures inhabit the dungeon. For example, if a tribe of orcs live on level 1 and a tribe of hobgoblins live on level 3, the hobgoblins need a way out of the dungeon that doesn't involve traveling through the orcs. Otherwise, the hobgoblins or other creatures may be considered trapped, and this must be taken into consideration in both the dungeon design and monster behavior.

8. Finishing Touches

Once the basics are down, its time for flourish. Some locations may have unusual sounds, smells, graffiti, etc. which need to be noted. Adding individual flavour and color is like adding a music soundtrack to a movie; without it the scene can seem stale and dull, but the added detail drives interest. Usually, a subtle and occasional splash of the unusual or unexpected is just enough to liven the game without overdoing it.

Common Dungeon Tactics

- Avoiding traps can be accomplished by sending animals or captured monsters ahead of the party, probing with a long (10') pole, throwing objects etc.

- Chalk, to mark passages can be quite useful, particularly to recognize when the adventurers have become the victims of hidden teleportation devices. Many monsters can follow chalk marks too, however…

- Small birds are sometimes used to detect poisonous gasses, because they will pass out first.

- Dogs or other creatures may be sent ahead to ferret out dangers.

- Oil, such as is necessary to fuel lamps and many kinds of torches, can be spilled to create a slippery surface. A single small flask will form a pool about 5 feet in diameter. The pool can

be ignited and the resulting fire will cause 1d6 dice of damage to anything in the flames for the first Round (6 seconds) and 2d6 per Round thereafter. Lamp Oil – (kerosene) – will not explode, and can only be ignited when exposed directly to flame or spark.

- Holy Water is often also carried by adventurers and causes damage like that of flaming oil to creatures that are vulnerable to it.

- <u>Encounter is not a synonym for combat</u>. Situations will (or should) often arise where combat seems out of the question to the players and negotiations will take place. When these fail or are a non-starter in the first place, attempting to come up with clever solutions is one of the fun challenges players can face. The Referee should never feel constrained to ensure encounters which are "fair fights" or always with-in the strength of the adventurers to defeat in combat. Part of the fun and challenge for players of *Champions of ZED* is learning to gauge or make a good guess about which encountered monsters they have a fair chance of beating in combat and which they are better off running from, outsmarting, outmaneuvering or striking a deal with.

Nota Bene: for a more detailed look at dungeon creation see *Setting up a Proper Dungeon,* by D. H. Boggs.

The Rewards of Success

PART IX: PRIZES

Individual Treasures

Most intelligent monsters have some chance of having some wealth about their person. This is an area where the Referee must exercise judgement regarding the best course to follow in rewarding the players. If little loot has been encountered in the game despite sound play by the players, the Referee should consider increasing the amount of treasure a defeated monster may happen to have in its pockets. Perhaps it has a valuable bit of jewelry or a bag of gems. Typically, however, monsters should have only a few coppers, perhaps 1-20 silver pieces, and 1-10 gold with them.

Random Lair Treasure Generation

The tables below describe the various treasure types assigned to monsters in their lair. To generate a random treasure, find the indicated treasure type and read across; where a percentage chance is given, roll percentile dice to see if that sort of treasure is found. If so, roll the indicated dice to determine how much.

Tables for the random generation of gems, jewelry and art, and prize items are provided after the main treasure tables.

When a Prize Item is indicated, first roll on the Prize Item Type table to determine the specific further table(s) to identify the item.

Lair Treasures

Type	Average GP Value*	Copper	Silver	Gold	Electrum	Art & Jewelry	Gems	Prize Items
A Water	70,314	None	None	75% 1d6 x 100	80% 5d4 x 10	75% 1d6 x 10	75% 1d6 x 10	50% Map 75% 3 non weapon 95% 1-10 captives
A Land	25,105	None	40% 1d6 x 1000	25% 2d6 x 100	40% 1d6 x 1000	25% 6d6	65% 6d6	50% Any 3 95% 1-20 captives
B	381	50% 1d6 x 1000	25% 100 x 1d6	25% 10 x 1d6	50% 4d8	None	25% 1d6	10% 1 weapon or armor
C	1,163	5% 1d10 x 1000	50% 1d12 x 1000	25% 1d8 x 100	40% 2d6 x 10	10% 1d4	10% 1d4	15% each, 2 items
D	4,496	5% 1d8 x 1000	10% 1d12 x 1000	60% 1d6 x 1000	None	25% 1d6	25% 1d6	25% each, 3 items
E	2,848	None	10% 1d12 x 1000	25% 1d8 x 1000	50% 1d8 x 100	10% 1d8	10% 1d8	50% each, 1-4 items
F	5,601	None	None	50% 1d12 x 1000	20% 1d6 x 1000	10% 1d8	25% 1d12	50% each, 1- 5 non-weapon
G	2,163	None	None	None	None	15% 1d8	25% 1d12	50% each, 1- 3
H	66,201	25% 2d12 x 1000	50% 1d10 x 1000	75% 1d6 x 10,000	75% 1d8 x1000	50% 6d6	50% 1d6 x 10	25% each, 1-6
I	3,940	None	None	None	None	30% 2d8	50% 2d8	30% 1 item

Does not include the value of any Prize Items.

Jewelry and Art Objects

Consult the table to determine object type:

d%	Type	d%	Type
01-06	Anklet	56-62	Earring
07-12	Belt	63-65	Flagon
13-14	Bowl	66-68	Goblet
15-21	Bracelet	69-73	Knife
22-27	Brooch	74-77	Locket
28-32	Buckle	78-80	Medal
33-37	Chain	81-82	Necklace
38-40	Choker	83-89	Painting
41-42	Circlet	90	Plate
43-47	Clasp	91-95	Pin
48-51	Comb	96	Sceptre
52	Crown	97-99	Statue
53-55	Cup	00	Tiara

Base values are determined as follows: Roll d6. 1 - 3 = 100 GP; 4-6 = 1000 GP.

Next, for base 100, roll 3d6 and multiply by 100; for base 1000, roll 1d6 and multiply by 1000.

Gems

For the base worth of gems: roll a d6. 1 = 1000 GP; 2 = 500 GP; 3-6 = 100 GP. The values of gems vary for reasons of quality, size, etc. The Referee may use the table below to adjust the values of the gems in the hoard.

2d6	Value Adjustment
2,3	-90%
3,4	-50%
5-9	Normal Value
10	1.5 Times
11	2 Times
12	1d4 + 1d6 Times

DETERMINING PRIZE ITEMS

First find the prize type on the table below and then refer to the specific item section to determine the item details.

d%	Prize Item Type
01-12	Magical Armour
13-32	Magical Swords
33-44	Magical Weapons
45-57	Maps and Manuscripts
58-64	Miscellaneous Magic
65-79	Potions
80-82	Rings, Amulets, Mdllns
83-95	Scrolls and Spellbooks
96-00	Wands and Staves

Magical Armour

Generate the type and bonus of each item of magic armor on the tables below.

1d10	Armour
1-4	Plate Suit
5-10	Shield

d%	Armour Bonus
01-50	+1
51-80	+2
81-90	+3
91-95	Cursed *
96-00	Cursed, AC 8 **

* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

** This armor has AC 8 but appears to be +1 when tested.

MAGICAL SWORDS

Magical swords in *Champions of ZED* are uniquely special weapons. Among the attributes swords possess are an alignment (Lawful, Neutral, or Chaotic), an Intelligence factor, and an egoism rating.

Magical swords are essentially Non Player Characters. Like Hirelings they can be very useful but they might also turn against their "owners" at an inopportune time. Swords have their own agendas.

Like other magical weapons, swords all receive bonuses to the chance of hitting an opponent. Some swords having a bonus against specific creatures also gain a damage bonus when they hit. So, for example a sword + 2 versus Lycanthropes is not just +2 "to hit" but also +2 to the damage total.

These determinations are made as follows:

Step I: Determine Side:

Roll one 8-sided die:

1 - 4	Law
5 - 6	Neutral
7 - 8	Chaos

Step II, determine Origins

Roll one 6-sided die:

1	Holy Sword, forged by Clerics
2 – 6	Fighter's Sword, forged by Magic – users

Step III, Check for Rare or Unique Characteristics

Here is an opportunity for the Referee to create very special, or very rare features that may only exists in a handful of blades in all the known universe. The chance of a magic sword having this feature should only be 1 out of 100. For example:

Life Stealer – Upon each successful kill, the sword transfers 1/10th (round up) of the victim's Hit Points to the wielder. The Hit Points are a permanent addition to the wielder's HP score, as long as the user remains in possession of the blade.

Step IV, Determine Intelligence:

Roll one 12 sided die:

Intelligence 1d12	Mental Power	Communicative Ability
1- 3	1 Primary Power	None*
4-5	1 Primary Power	Empathy
6-7	2 Primary Powers	Empathy
8-10	3 Primary & the ability to use Languages**	Speech
11-12	Sword of Legend; As above, but also has Extraordinary Magic Ability	Telepathy

* The primary power must be discovered by the user, since the sword cannot communicate. Healing, for example, being discovered only after a battle.

Primary Powers	
Roll d12	**Power**
1	Note Shifting Walls & Rooms and Sloping Passages
2	+1d4 to Morale & Reaction Checks
3	Locate Secret Doors and Traps
4	Detect Treasure (500 GP value or greater)
5	Healing (1d6 Hit Points)
6	Flaming Sword
7	Detect Metal and What Kind
8	Detect Magic
9	Detect Evil
10	Light
11	Detect all Living Beings within 100'
12	Break Opponents Weapon 20% chance/round

** Languages: Magic swords with intelligence of 4 or greater will understand the

language of their forgers. To determine the number of additional languages known by swords having an Intelligence of 8 or greater, roll 1d6 for the number and pick that many specific languages, which best suit the history of the sword.

Primary powers only work for the person holding the sword.

Intelligent swords who remain loyal to their owners (see Ego below) may also at times take action of their own volition, such as activating one of their powers in situations where it would be of a benefit to the owner. For example, the sword might activate a healing spell on an unconscious owner. To determine the chance that a sword will act on its own, perform an Intelligence check: roll 1d12; if the result is less than the sword's Intelligence score, the sword may act.

Step V. Determine Egotism:

Ego - the sword's self-interest and loyalty to its owner, measured as 1-12, with twelve being a highly loyal and 1 being highly selfish. (1d12). Ego is a useful measure for determining whether or when a magical sword might attempt to influence its owner or be uncooperative. A sword with a low Ego score might believe it isn't getting enough use or that it deserves a finer scabbarding, a daily oiling, and so forth, and may deliberately work to achieve a trade up to a better "owner".

When the Referee suspects a sword may want to place its own interests above that of its owner a loyalty check is called for: Add any modifiers to the swords Ego score, including a +1 for each experience Tier of the owner, or if the character is wounded or has a low Intelligence trait, subtract 1d3 from the total for each, or subtract 1d6 if the character is fatigued or reduced to below 50% their normal Hit Points. Roll 1d12 and compare the result to the swords modified Ego score. If the roll is equal to or greater than the modified Ego score, the sword will refuse to

use any primary or extraordinary powers it posses and may well choose to use them against the wielder or the wielder's companions. Further, the sword may actively work to corrupt the mind or induce insanity or panic through its communication link.

Step VI, determine magic level (Sword of Legend only)

Holy Swords: Roll 1d4 + 1. The result is the Cleric spell level the sword will posses.

Fighter's Swords: Roll 1d6. Reroll a result of 1.

Step VII, Extraordinary Magic Ability:

The result of step VI shows what level of spells the sword posses. To determine the actual spells, first consult the table below:

1d20	# of spells known
1	3 spells
2,3	2 spells
4-20	1 spell

Consult the spell level determined in step VI and either choose or roll randomly from the list.

Step VIII – Determine Mission

All magic swords, regardless of intelligence or ego, are imbued with a purpose. If they are somehow not created with an inherent purpose, they soon develop one from the continuing relationship with their first user or users. The possible purposes are:

D20	Purpose	Bonus To Hit	Bonus to Damage
1-9	Defeat opposite Alignment (for Neutral swords, 50/50 chance of either Law or Chaos}	1d3 vs. Alignment	None
10	Slayer (Roll again, if 10 comes up a second time the blade is also a Life Stealer**)	1d4 vs. all	1d4 vs. all
11-14	Slay Monsters*	1 + 1 (or more) for each monster	Per monster
15	Slay Mundane Monster	1 + 1d4 for one monster	Per monster
16	Slay Fantastic Monster	1 + 1d4 for one monster	Per monster
17-18	Slay Fighters	1 + 1d4 vs. Fighter Class	Fighters Only
19	Slay Clerics	1 + 1d4 vs. Clerics	Clerics Only
20	Slay Magic users	1 + 1d4 vs. Magic-users	Magic-users Only

*Roll 1d4 for Mundane Monsters and 1d4 for Fantastic creatures. The results are how many Mundane monster types and how many Fantastic monster types to the sword will give a +1 against. Next roll the number of times indicated on an appropriate Wandering Monster table. For each time the same monster comes up, one additional bonus point is given. For example, lets say the dice roll for Fantastic creatures comes up 1. The Referee then rolls a Wyvern on a Wandering Monster table containing Fantastic creatures; thus giving the sword a +2 versus Wyverns. Further suppose the die roll for Mundane Monsters is 4 which generates the following results on a wandering monster table: Snakes, Giant Lizards, Orcs, Giant Lizards; that would give +2 versus Snakes, +3 versus Giant Lizards, +2 versus Orcs, along with the general +1 for all other opponents.

Swords and Alignments

A character may handle magic swords having an Alignment identical to the characters with no trouble. However, voluntarily touching with bare flesh any magic sword of a different Alignment than the character's will result in damage unless the character makes a Type I Saving Throw. The type of effect depends upon the Alignment difference: Neutral Characters receive 1d6 points of damage when touching Law or Chaos blades; Law and Chaos Characters receive 2d6 damage points for touching opposite aligned blades or 1d6 for touching neutral blades.

If the character is being forced to touch the object, only half damage is suffered in the event of a failed Saving Throw.

The Saving Throw need only be made once, but characters who Save successfully and continue to use a sword of a differing Alignment, run the risk of having their own Alignment changed to match that of the sword. The sword will attempt to alter the character's Alignment at times when the character is vulnerable. To see if the sword is successful, roll a 1d10 and add the result to the character's Intelligence score. If the character is of shaken Morale, subtract 2 from the total, or subtract 4 if the character is fatigued, panicked or reduced to below 50% their normal Hit Points. Roll another 1d10 and add the result to the sword's Intelligence score. Compare the two scores. High score wins. Ties resolve nothing.

Magical Weapons

First, roll d% on the following table to determine the weapon type:

d%	Weapon
1	Atlatl
2-8	Arrows
9	Bolts
10-12	Axe
13	Blowgun
14	Bolas
15	Boomerang
16-20	Composite Bow
21-23	Crossbow
24-28	Dagger
29	Dart
30	Discus
31- 33	Heavy Crossbow
34	Javelin
35-42	Longbow
43-47	Recurve Bow
48	Shuriken
49-50	Sling
51	Staff Sling
52-54	Throwing Spear
55-59	Greatclub
60-65	Poleaxe/Glaive
66-70	Two handed axe
71	Cavalry Spear/pike
72	Flail
73	Long handled mace
74-78	Warhammer
79	Morning Star
80	6' Spear
81-82	Garrote o Lata (heavy, 6'+ staff)
83-86	Battleaxe
87	Club
88	Mace, heavy
89	4' spear
90-94	Guanches Vara (chest high quarterstaff)
95	Whips
96-98	Macana (stick)
99	Rapier
100	Waster

Next, roll on the Weapon Bonus tables.

Follow the directions given if a roll on the Special Enemy or Permanent Spell Effect tables are indicated; generally multiple rolls on the Permanent Spell Effect table should be ignored when rolled.

Weapon Bonus	
D20	Bonus
1-6	+1
7-9	+2
10	+3
11-14	+1, +2 vs. Special Enemy
15,16	+1, +3 vs. Special Enemy
17-19	Roll Again + Permanent Spell*
20	Roll Again + Cursed

Arrows, Darts and Bolts will not have Permanent Spell Effect.

1d6	Special Enemy	1d6	Special Enemy
1	Dragons	4	Mundane
2	Fantastic	5	Humanoid
3	Lycanthropes	6	Undead

After rolling on the Special Enemies table, roll 1d6 again. On a 1- 3, all creatures in the special enemy category chosen are affected (all undead for example). On a 4-6, the weapon targets a specific creature of the special enemy category chosen (ghouls, for example). Roll for the specific creature on the appropriate wandering monster table.

1d20	Permanent Spell Effect
01-09	Casts Light on Command
10,11	Charm Person
12,13	Deceiver (illusion affecting wielder appearance)
14,15	Defender (bonus also applies to wielder AC)
16	Drains Energy (as wight)
17,18	Flames on Command
19, 20	Locate Objects

MAPS

Treasure Maps are generally non-magical and must be created by the Referee. There is a 20% chance that the map will require the use of a **Read Scripts** spell to be understood. The prize indicated on the map is either items of wealth or magic or both, and may be guarded by some sort of monster, determined by the Referee as desired.

d%	Map leads to…
0-15	Roll again and add 1d6 Prize items or 1d10 x 1000GP to treasure result
16- 33	2d6 x 1000 SP
34-42	1d6 x 1000 GP
43-48	2d6 x 1000 SP, 1d6 x 1000 GP, 4d6 Gems
49-51	2d6 x 1000 SP, 1d6 x 1000 GP, 8d6 Gems, 2d6 Jewelry
52-54	2d6 x 1000 SP, 1d6 x 1000 GP, 2d6 Gems
55-64	2d6 Old Books
65-74	1d8 Ancient Manuscripts
75-79	1 Prize Item
80-85	2 Prize Items
86-91	3 Prize Items, (no swords)
92-95	5 Prize Items, (no swords)
96-97	7 Prize Items
98-00	2d6 x 1000 SP, 1d6 x 1000 GP, 8d6 Gems, 2d6 Jewelry, 1d6 Prize Items

MISCELLANEOUS MAGIC ITEMS

d%	Type
01, 02	Bag of Devouring
03-08	Bag of Holding
09-13	Boots of Levitation
14-18	Boots of Speed
19-23	Boots of Traveling and Leaping
24	Bowl Commanding Water Elementals
25	Brazier Commanding Fire Elementals
26-31	Broom of Flying
32	Censer Commanding Air Elementals
33-35	Cloak of Displacement
36-39	Crystal Ball
40-41	Crystal Ball with Clairaudience
42, 43	Drums of Panic
44, 45	Djinni Bottle
46-53	Elven Boots
54-62	Elven Cloak
63-66	Flying Carpet
67-71	Gauntlets of Ogre Power
72-74	Gem of Spell Storing
75-77	Girdle of Giant Strength
78-83	Helm of Reading Scripts
84-89	Helm of Telepathy
90	Helm of Teleportation
91, 92	Horn of Blasting
93	Mirror of Life Trapping
94-98	Rope of Climbing
99	Scepter of Light (Darkness)
00	Stone Commanding Earth Elementals

POTIONS

d%	Type	d%	Type	d%	Type
01-03	Clairaudience	33- 35	Diminution	69-72	Invisibility
04-07	Clairvoyance	36- 39	ESP	73-76	Invulnerability
08-10	Control Animal	40-43	Fire Resistance	77-80	Levitation
11-13	Control Dragon	44-47	Flying	81-84	Longevity
14-16	Control Giant	48-51	Gaseous Form	85-86	Poison
17-19	Control Human	52-55	Giant Strength	87-89	Polymorph Self
20-22	Control Plant	56-59	Growth	90-97	Speed
23-25	Control Undead	60-63	Healing	98-00	Treasure Finding
26- 32	Delusion	64-68	Heroism		

RINGS, AMULETS, & MEDALLIONS

d%	Type
01-07	Control Animal or Plant
08-12	Control Human
13-16	Eternal Slumber
17-22	Fire Resistance
23-29	Illusion
30-33	Invisibility
34-39	Protection + (1d3)
40-46	Protection Against (X)
47-51	Lie Detection
52-56	Regeneration
57-59	Spell Turning
60, 61	Telekinesis
62-70	Water Walking
71-77	Weakness
78	Wishes
79-80	X-Ray Vision
81-84	Amulet of Proof Against Detection and Location
85-89	Medallion of ESP
90-94	Scarab of Protection
95-98	Amulet of Dexterity (+1d6)
99-00	Medallion of Teleportation

SCROLLS

d%	General Type
01-05	Cleric Spell Scroll (1 Spell)
06-08	Cleric Spell Scroll (2 Spells)
09,10	Cleric Spell Scroll (3 Spells)
11, 12	Mixed Mu & Cl Scroll (2d4 Spells)
13-27	Magic-user Spell Scroll (1 Spell)
28-38	Magic-user Spell Scroll (2 Spells)
39-45	Magic-user Spell Scroll (3 Spells)
46, 47	Cleric Spell Book (2d6 Spells)
48, 49	Magic-user Spell Book (2d6 Spells)
50- 59	Cursed Scroll
60-73	Protection from Lycanthropes
74-77	Protection from Undead
78-86	Protection from Magic
87-95	Protection from Elementals
96-00	Magic Potion Formula Scroll

WANDS AND STAVES

d%	Type
01-08	Python Rod
09-13	Staff of Wasting
14-17	Staff of Charming
18-28	Staff of Healing
29- 30	Staff of Power
31- 34	Staff of Smiting
35	Staff of Sorcery
36-40	Wand of Cold
41-45	Wand of Enemy Detection
46-50	Wand of Fear
51-55	Wand of Fireballs
56-60	Wand of Illusion
61-65	Wand of Lightning Bolts
66-73	Wand of Magic Detection
74-79	Wand of Paralyzation
80-84	Wand of Polymorph
85-92	Wand of Secret Door & Trap Detection
93-00	Wand of Metal Detection

Placed Treasures

The Treasure tables are carefully crafted to provide awards in balance with the needs and abilities of the three classes as they advance in Life Level. Referees should ALWAYS generate treasures by use of the tables, but use discretion in their placement throughout the adventure location. Treasure may be placed, or carefully amended, as needed for the purposes of the adventure, but should never be radically altered. At times this may mean the Player Characters receive an especially large reward without much challenge. So be it. Clever Referees should however not neglect to introduce financial hazards into the PC's existence. Taxes are inevitable. Local lords, princes and powers will naturally demand a share of loot recovered in their realm when they learn of it. Bandits will plan ambushes, "friends", associates, relatives and confidence artists will seek out the gullible (both PC's and hirelings), and former owners will no doubt make claims on lost items. An easy re-

ward may prove not so easy to hold on to…

Use of the tables across the course of a campaign may eventually result in a redundancy of some items. If a Referee feels a particular prize has appeared one too many times in a campaign, a new roll should be made on entirely new treasure tables, such as those provided in Mentzer and Gygax's *Book of Marvelous Magic*™.

Special prizes and extraordinary items, it should be noted, are always placed by the Referee; for example, a special magic item needed to complete an adventure.

Divvying out the Treasure

Its really up to the players to decide how they want to split their gains, but dividing the coinage evenly and "picking straws" for items is a common enough method. Using real straws can be fun but can also be simulated using dice. Whoever rolls highest gets first pick, second gets second pick, and so on. Characters who want certain items can bargain with each other to get them. In some scenarios, group captains may receive a higher cut or first pick or some such arrangement.

Afterward:

There is a great deal of ambiguity in the original published work and in a few places herein that ambiguity has been deliberately left to encourage personal interpretation in keeping with the "sandbox toolkit" approach of these rules, provided it did not lead to excessive confusion. In addition to taking seriously the original call to make use of the 1971 Rules for Medieval Miniatures, my approach in producing this work was to treat the three little brown books of the printed work as an unpolished draft of author Gary Gygax, and compare it carefully to the unpublished earlier draft *Beyond This Point be Dragons*, a draft which clearly represents an earlier phase of the game in which Arnesons' influence was in many ways more directly felt. The justification for treating the 3LBB's as simply one of two competing drafts rather than a finished and superior work is simply because, according to comments from both Gygax and Arneson, that is exactly what it was; for example the following statement by Gygax in *Dragon* #35, March 1980, "The booklets were hastily put together in late-night and spare-time hours, by and large, with little or no editing." While *Beyond This Point be Dragons* was therefore given equal or almost equal footing, it was primarily used to fill in lacunae, solve ambiguities, and flesh out certain sections, but limited in use where too contradictory or out of sync with Gygax's last version, lest we go too far against the weight of tradition. A few elements appear in the original 3LBBs which do not have their counterparts in BTPbD or other sources, and appear to be contradicted in other parts of the 3LBBs – the Charisma to number of Hirelings chart being a principle example. Such items not present in any of the other source material and often more in keeping with later developments were usually not included in CoZ. Where differences existed between sources, some compromise figures or methods were chosen to harmonize the material while remaining consistent with the overall original pattern. Where possible, the inconsistent figures were presented as ranges (20 - 50% knowledge of Common, for example) but in some cases it was necessary to choose one text over the other or attempt to split the difference. As a good editor would have pursued in 1974, the goal throughout was to harmonize the "drafts" and such material from the *Chainmail™* miniatures rules and the *Outdoor Survival™* game as the drafts refer to. Arneson and Gygax's published notes and houserules, especially Arneson's *First Fantasy Campaign™*, were also given priority and significantly enrich the text. Since the traditional d20 combat system is presented as "alternate" in the printed game, (see Appendix IV) and a great number of differences exist between the versions in each source, the default miniatures rules were relied on instead, and presented in a reasonable adaptation based on the input from many practitioners including the use of the mass combat tables extrapolated by Marv Breig (thanks Marv!) from the original and a generalized version of the man to man tables. The use of the original tables is, of course, prohibited by copyright and problematic in any case in that they have to be adapted in some fashion for RPG play no matter what. The miniatures rules also provided missing information on movement, fatigue, weather and creature characteristics. *Outdoor Survival™* informed the sections on food, water, and getting lost.

It is clear the two authors intended certain things be utilized in play with the original rules, at least as they played them, and where they do not conflict with one another, or add undue complications, it would be remiss not to include them. Such additions arose out of material from both print and internet sources including magazine articles by Gary Gygax and draft materials prepared for the original printed work and later included in the 1977 publication of the *First Fantasy Campaign™* by Dave Arneson, and short communications given by both men on internet forums to clarify or build upon material in the original 1974 text. Included among these "Author House rules" are the effects of fatigue on movement, the effects of a fireball wand, and the failure rates of

wands and staffs from an adventure published by Dave Arneson in 1986, notes on dungeon design and ecology and wilderness evasion found in *Adventures in Fantasy™*, mage lairs and spell traps from *Thieves World Adventure Pack, Book* III™, and his method of rolling Character Traits detailed on the ODD74 forum. Some of the additions from Gary Gygax include the rules for less than 0 Hit Points, the Hit Dice halving of Elves, the averaging of Levels to calculate experience and the allowing of a first level spell to a Cleric with a high Wisdom score.

The expansionary or revisionist ideas present in later, post 1974, "supplements", and revisions were studiously avoided, as they essentially constitute a game changing (and supposedly "advanced") direction for the game, but much more importantly, include an increasing amount of ideas and advice from numerous other authors and may be best viewed as the "house rules" of the Lake Geneva gaming group. Since the goals of *Champions of ZED* are to harmonize the work of the original two designers, bringing in works from later publications with additional authors would be largely self defeating, no matter how tempting. Five points of influence out of the first supplement have been allowed to creep in to CoZ, those being maximum Level and sight ability of dwarves, the idea of a Paladin as a Fighter specialist, the druidic nature of the Monks of the Green Robes, clarification on the nature of Clerical magic, clarification on magical armor being restricted to plate mail and shields, and the explanation of handling experience point awards for Hirelings. These were clearly all directly from Gygax and the Paladin in particular provides an excellent example of how the Fighter can be specialized. Somewhat more influence was taken from the much neglected second supplement, because it is the only product following the 3LBBs on which both Arneson and Gygax worked. The influence of this material can be found in certain details in Combat Values, Accumulative Damage Effects, Expertise, Disease and Swimming. These are largely necessary to complete vague

statements in the original, and as it happens, these additions, with the possible exception of the swimming rule, derive directly from Dave Arneson anyway. Also, since a rule for sustaining accumulative damage was suggested in the original work but no method given, the rule in *Champions of ZED*, while original, is directly in line with the effects of a specific location damage system given by Dave Arneson in the same supplement.

The Morale Tables reflect a similar collaboration between Gygax and Arneson. While the original rules and drafts often reference Morale, only vague instructions are given for how to resolve it, apparently under the assumption that most players would be wargamers who would already be familiar with more than one method or that some adaptation of the methods given in the 1971 miniatures rules would be applied. There is more than one morale method in those rules and each requires some reworking and guesswork. However, *Don't Give up the Ship™*, the 1972 collaboration between Arneson and Gygax, (with additions by Mike Carr) provides an alternate and more granular method that can be just as readily adapted to Role Playing Games and has the advantage of being a joint work of the authors. In fact, Gary Gyax provided a version of this very system in his 1976 *Swords and Spells™* supplement and, judging by comments regarding Morale Levels in the 1977 publication of his campaign notes (FFC), Arneson also seems to have used the DGUTS system in some RPG circumstances. Also as mentioned in the text, the Two Weapon fighting rule, and two or three clarifying details as explained in the note for spells and magic items, look to examples provided in Arneson's 1979 *Adventures in Fantasy™* game.

There are a few instances of exception to the original designer only ethic expressed above. Most of these exceptions are in the nature of either using new or later terminology for concepts present but unlabeled in the original work (Tiers and "d6", for example), or of brief bridging

material, which seemed either necessary or intuitive to bring together the ideas and methods already present. It is important to point out these heresies so the players are clear regarding original material. Beginning with Character Classes, specialists are not expressed as a concept in the original material. Nevertheless, some means of handling the multitude of ideas regarding classes had to be addressed. Historically, Fighters and Wizards were first, but were soon complemented by Clerics, Merchants and more in Dave Arneson's campaign. While Clerics were given some significant class distinctions, the other classes in Dave Arnesons campaign were basically Fighters with some special aspects. Fans almost immediately began creating and adding their own new classes in a fairly haphazard fashion. Rather than walk that road again, I choose to present the three classes as the macro categories they originally represented (Arcane, Divine, Mundane) but provide a means, using the existing guidelines and ideas put forward by Gygax and Arneson, such as the already mentioned Paladin and Druid specialists, to create more specialized sub-types for those who want them. Likewise the paragraph on the effects of ageing is not to be found in the original material even though references to ageing and magic items that can cause or reverse ageing are. To fill in the omission I modeled the ageing table closely on that given by Arneson and Snider in Adventures in Fantasy™.

Another exception of sorts is found in the description of the orc and balarauk Player Character races. Some may find the inclusion of orc or balarauk as a player race surprising, and it is true that neither is one of the Player Character races singled out in the original rules. Notwithstanding what it says in the drafts, several original players choose to play both orcs and balarauks (under a different name), so they cannot be left out. Mike Mornard and John Soukup are two of the better known players with balarauk characters and Fred Funk III's orc character has become the stuff of legend. For orcs, the special disease resistance and tracking ability in the Orc Player Characters description seemed both a natural

fit and necessary to reflect the similar special abilities of elves, dwarves, and hobbits. Along the same lines, numerical lists, such as the experience point requirements per Level or the ranges of projectile weapons – copyright protected lists – are original herein. In the case of Experience Points, the numbers required (which vary a good deal in the source material anyway) were rewritten to reflect the concept of tiers of advancement present in the printed work but never clarified or developed. It should also be mentioned that a key feature of *Champions of ZED* - the section on creating and populating hexmaps – is also somewhat unique in its material and precise method – not because the material is new, so much as because, like a puzzle, it is pieced together from a number of sources from the authors, and required some trimming to make it fit together and apply to a wide range of campaign settings. Creating and adventuring across a game generated hex map is repeatedly referenced in all the original sources. It is very clearly the assumed method of play in the original edition game, along with the creating of adventures and campaign worlds as part of play, but the methods for doing so were nevertheless left largely unexplained and fragmentary. For this section, *Champions of ZED* weaves together material in the 1974 rules and several later methods published by Dave Arneson in 1977 and 1978, and Gary Gygax in 1979, and necessarily adds a small amount of original bridging material, particularly the "Chance of Discovery" column.

Encumbrance has another instance of "bridging material". While a method of relating carrying capacity to the strength ability score was practiced by designer Dave Arneson, I am responsible for assigning 8 pounds per strength point, in an effort to rationalize the rules as given and provide a much needed granularity. Eight pounds was not a figure chosen at random however, it derives from the figure provided in AiF. Movement Allowance was also created by me as was the forced march rule. Both were needed and designed to mirror rules similar to others used by the designers. Movement Allowance in particular

was necessary to account for a much wider range of possible types of travelers than the original rules took into account for hex grid play by providing a general rule rather than the fixed set of distances per creature given in the original. Nevertheless, the resulting Movement Allowance figures are close to the originals in most cases. Yellow mist should also be mentioned, for although it appears in Arneson's campaign notes and was explained to me by original player John Snider, its' exact effects were never spelled out mechanically so I created the appropriate rule to match the description. The example diseases given are also necessarily new material, but the rule and format is in keeping with the traditional material. Several of the magic items, may also seem new, however the rings of Lie Detection, Illlusion, and Eternal Slumber, and the Scepter/wand of Light are all found in BTPbD. Details for the ring of Lie Detection and the Scepter of Light come from later Arnesonian sources, but the ring of Illusion required wholly original text. The gem of Spell Storing combines features of the BTPbD glittering eye spell and the game-breakingly overpowered 3lbb ring of spell storing. The ring of Protection against (x) originates in the adventure in supplement II and both the amulet of Dexterity (reaction time) and the medallion of ESP, are present in the portion of the FFC containing the treasure table source materials used by Arneson and Gygax to write the drafts of the original game.

I should also mention the Basic combat method which derives from Dan Collins Target 20 procedure, but can also incorporate the shared damage method used by M. A. R. Barker and Dave Arneson in their games together. Inclusion of the shared damage rule brings the casualty rates in Basic Combat in line with those of the Strategic and Tactical methods.

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In all respects, Champions of ZED relies heavily on the Open Game content of Wizards of the Coasts System Refer-ence Document. Rules not included in the System Reference Document or oth-er open game content yet integral to the original edition game are related in an original fashion so as not to infringe on the property rights of any concerned. All text used from open gaming sources has been edited where required in compliance to the terms of the OGL, in order to ensure faithfulness to the original source material that Champions of ZED emulates

A final nod must be given to the participants in the ODD74 forum, whose inquisitiveness and collective knowledge make possible this work.
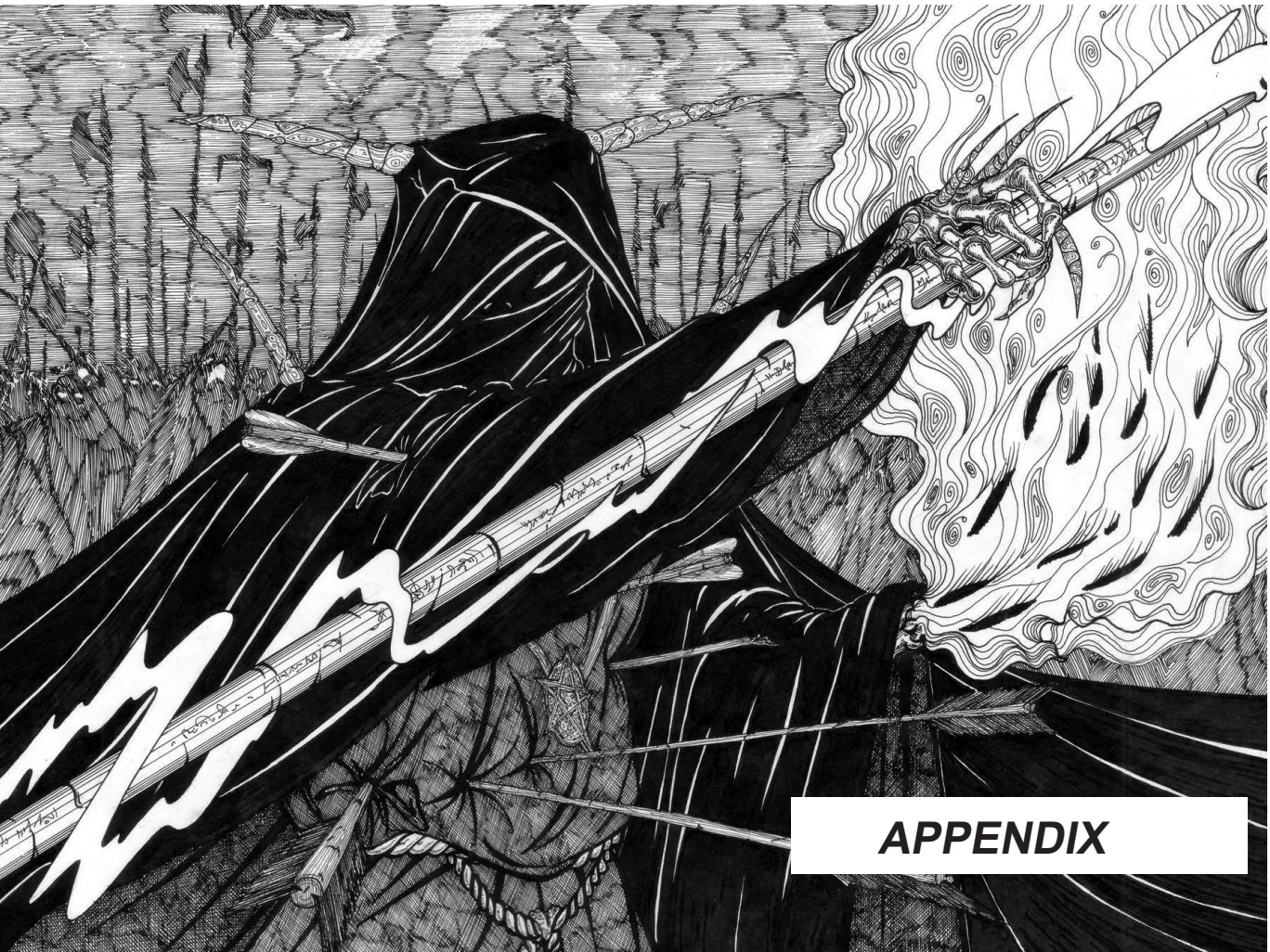
Appendix I - ON MONSTERS & MEN

The threat of deadly, dangerous encounters with villainous beings is part of the spice of gaming in *Champions of ZED*. But like any spice overused, encountering the same old monsters time after time soon losses its appeal. Referees should always feel free to create interesting exceptions to the norm and players should never assume that the particular dragon they are facing is just like the one they subdued last week.

Monsters aren't just there as cannon fodder but as obstacles and opportunities for the players. Any sort of interaction between the PC's and the NPC's is possible and provides endless avenues for creative fun beyond combat. Even in combat, many creatures will attempt to run or surrender when things aren't going their way and players need to be prepared to deal with that. One profitable goal players may engage in is "bring 'em back alive" monster hunting. Possible buyers for live monsters include wizards, army captains, trainers, zoos and slave markets if your world is the gritty sort where such markets exist. Another means of profit is from the sale of hides, scalps, and various parts of monster anatomy to wizards, physicians, armorers and merchants and others. Dragons blood, for example, is particularly prized for its magical properties. Coin and treasure are not the only things of value to be found by an adventuring party.

NotaBene: The monsters listed herein are restricted to only those which were assigned a "troop type" classification in official printed sources or in the BTPbD manuscript. The OGL source material information on statistics and description has been edited in most cases to conform to the original designers' material. Information on gender differences and organization of certain monsters had been derived from the introductory B series game adventure written by Gary Gygax for the blue box set edition of the classic rules.

HUMANS (BY TYPE):

ANGRY MOB (temperate, tropical and sub tropical areas, population centers any-where)

appearing - 1 - 100

These enraged citizens will rarely listen to reason and fight as if berserk (+2 on all dice) acting en masse like a single creature (add all HD). Most will be normal 1 HD individuals armed with clubs, pitchforks, spears, knives, and the like. 5% may have bows. Any attack will continue until 80% casualties have been suffered or 95% if they seem to be making some gains, after which the remaining mob will rout. Mobs faced with obviously very powerful persons need to make a Morale throw or disperse.

BANDITS and REBELS: (Anywhere)

appearing 1 - 500

Although separate entries in the lists, Bandits and Rebels are identical in structure and stats. Bandits, however, are always chaotic and are principally interested in robbery, whereas Rebels may be of any alignment and purpose.

#	Fighter	Cleric or Magic-user (never both)
1- 30	10% chance	None
30	1 Hero	10% chance
30 – 100	3 Heroes	Hero 25% Chance
101 – 200	6 Heroes 1 Superhero	Hero 25% Chance per 100
201+	3 Heroes per 100; 1 Superhero per 100	1 superhero Per 300

Bandits and Rebels may have magic items as determined on the table below at a chance of 5% per level:

Class	Item (throw once for each)		
Fighters	Armor	Shield	Sword
Magic-users	Wand/Staff	Ring	Misc. Magic
Clerics	Misc. Weapon	Armor	Shield

Composition of Forces

Bandits of less than 100 may be all of one type 75% of the time, usually Light Foot. For larger or more varied forces, use the table below.

Heroes and individuals of greater rank will be riding Heavy, barded horses.

Composition of Forces	
Light Foot (Leather Armor & Shield)	35%
Archers or Crossbowmen	25%
Light Horse	25%
Medium Horse	15%

RETAINERS (anywhere)

appearing (determined by leader on tables below)

Retainers are individuals in the pay of another - a person of power, wealth and authority. Use the tables below to determine the group's general characteristics.

Retainer Leader Table

D6	Rank
1	Lord
2,3	Superhero
4-6	Hero

Alignment can likewise be determined randomly, or assigned as appropriate to the setting.

Retainer Leader Class Table

D6	Rank
1- 3	Fighter
4,5	Cleric
6	Magic-user

Retainer # per Leader type

Retainer Leader Table

Leader Tier	Men at Arms	Fantastic Creatures	Companions
Lord	100-500	1-20	0-9 (1d10-1)
Super-hero	1-100	1-10	0-7 (1d8-1)
Hero	1-10	1-4	0- 3 (1d4-1)

If the leader has companions in their retinue, determine their type on the table below.

Leader Class	Companions Class	D8	Levels Below Leaders
	Fighter	1,2	0-5
Fighter	Magic-user	3,4	2,3
	Cleric	5-8	1-4
Magic-user	Fighter	1,2	1-4
	Familiar	3,4	
	Apprentice	5-8	1-4
Cleric	1-6 Cleric Assistants	1-6	2-4
	Fighter	7,8	0-5

Composition of Retainer Forces	
Medium foot	30%
Archers or Crossbowmen	30%
Light Horse Crossbowmen	20%
Heavy Horse	20%

NOMADS

Nomads are travelers who live a gypsy existence, never owning land or camping in one location for more than a few months at a time.

There are three basic types of Nomads, depending on climate; Drifters, Raiders, Buccaneers.

DRIFTERS (temperate, tropical and sub tropical areas)

appearing 2-12 wagons, with 2-12 persons per wagon.

Drifters travel by wagons wherever possible. They are often seen as outcasts and parasites by the local propertied individuals. Any band of Drifters has a 50% chance of having a hero level magic user or Fighter.

Drifters may have magic items as determined on the table below at a chance of 5% per level:

Class	Item (throw once for each)		
Fighters	Armor	Shield	Sword
Magic-users	Wand/Staff	Ring	Misc. Magic

Composition of Drifter Forces	
Light Foot (Leather Armor & Shield)	60%
Archers or Crossbowmen	20%
Light Horse	20%

RAIDERS (arid areas and open plains)

These bold and hardened people will defend their lair fanatically without need of morale throws unless outnumbered more than 4 to 1.

# of Raiders in Group	Fighter and/or Magic-user	Cleric
1- 30	50% chance	None
30	1 Hero	10% chance
30 – 100	3 Heroes	Hero 25% Chance
101 – 200	6 Heroes 1 Superhero	Hero 25% Chance per 100
201+	3 Heroes per 100; 1 Superhero per 100	1 superhero Per 300

Raiders may have magic items as determined on the table below at a chance of 5% per level:

Class	Item (throw once for each)		
Fighters	Armor	Shield	Sword
Magic-users	Wand/ Staff	Ring	Misc. Magic
Clerics	Misc. Weapon	Armor	Shield

Composition of Raider Forces

Raiders of less than 100 may be all of one type 75% of the time, usually Light Horse. For larger or more varied forces, use the table below.

Heroes and individuals of greater rank will be riding Heavy, barded horses.

Composition of Raider Forces – open plains	
Light Horse (Leather Armor & Shield)	20%
Light Horse Archers	50%
Medium Horse	10%
Medium Horse Archers	20%

Composition of Raider Forces – Desert	
Medium Foot Archers	20%
Light Horse	50%
Light Horse Archers	10%
Medium Horse	20%

BUCCANEERS (large bodies of water or rivers)

The bandits of the seas; buccaneers will have 1 hero Fighter for every 30 and one Superhero Fighter for every 100. There is also a 10% per level of one Magic user (level 1-6) to be present among every 30 buccaneers.

Buccaneers may have magic items as determined on the table below at a chance of 5% per level:

Class	Item (throw once for each)		
Fighters	Armor	Shield	Sword
Magic-users	Wand/ Staff	Ring	Misc. Magic

Composition of Forces	
Light Foot (Leather Armor & Shield)	60%
Heavy Crossbow	10%
Light Crossbow	30%

Name	#'s per Lair	Mv	Attack	Defend	AC	HD	% Lair	Trsr Lair
Balarauk	1-6	6" 15" Fly	2 Hvy Hrse	2 Hvy Hrse	2	10	33%	F
Basilisks	1-6	6"	Hvy Foot	Hvy Foot	4	6+1	84%	G
Centaur	2-20	18"	1 by man type, 1 by Md Hrse	1 by man type, 1 by Md Hrse	5	4	5%	A
Cockatrices	1-8	6"	Hvy Foot	Hvy Foot	6	5	35%	D
Dragon	1-4	9" 24" Fly	4 Hvy Horse	4 Hvy Horse	2	1-12	60%*	H
Dwarves	4-400	6"	Hvy Ft	Lt Ft	4	1	50%	G
Elemental, Air	1	24"	Lt Horse	Lt Horse	2	8	-	-
Elemental, Earth	1	6"	4 Md Horse	4 Md Horse	2	8	-	-
Elemental, Fire	1	12"	4 Hvy Horse	4 Hvy Horse	2	8	-	-
Elemental, Water	1	6" 18" swim	4 Lt Horse/ land - Hvy Horse/water	4 Lt Horse/ land - Hvy Horse/water	2	8	-	-
Elves	30- 300	12"	Hvy Foot	Hvy Foot	4	1+1	25%	E
Ghoul	1-200	9"	Lt Horse	Hvy Horse	6	3	65%	E
Giant	1-8	12"	12 Hvy Ft	12 Hvy Foot	4	8-12	40%	E
Giant Eagle	2-200	12" 50" Fly	4 Lt Horse	4 Hvy Horse	4	12	5%	O
Giant Wolves	3-12	18"	Lt Horse	Lt Horse	6	3+3	10%	-
Goblins	30- 300	9"	Hvy Ft	Lt Ft	6	½	40%	C
Hobbit	30- 300	9"	Lt Foot	By armor	9	1	70%	B
Hobgoblins	10-100	9"	Hvy Ft	Hvy Ft	5	1 +1	40%	D
Horse Light	4-40	24"	Lt Hrse	Lt Hrse	7	2	-	-
Horse Medium	any	18"	Lt Hrse	Lt Hrse	7	2+1	-	-
Horse Draft	any	12"	Md Hrse	Md Hrse	7	2+1	-	-
Horse War	any	12"	Hvy Hrse	Hvy Hrse	7	3	-	-
Kobolds	30- 300	6"	Hvy Ft	Lt Ft	7	½	40%	C
Lycanthrope	2-20	*	4 Armd Foot	4 Hvy Foot	*	*	15%	C
Lycanthrope WereBear	1	*	8 Hvy Foot	8 Hvy Foot	*	*	15%	C
Ogres	2-20	9"	Hvy Ft	Hvy Ft	5	4+1	30%	B
Orc, Giant	30- 300	9"	Hvy Foot	Hvy Foot	6	1	50%	D
Orc, tribal	30- 300	9"	Hvy Ft	Hvy Ft	6	½	50%	C
Roc	1-20	6" 48" Fly	Lt Horse	Hvy Horse	4	3+1	16%	I
Tarn, Cargo	1-20	3" 25" Fly	Lt Horse	Hvy Horse	3	5	-	-
Tarn, Racing	1-100	18" 63" Fly	Lt Horse	Hvy Horse	4	2	-	-
Tarn, War,	1- 300	12" 50" Fly	4 Lt Horse	8 Hvy Horse	3	8	-	-
Thoat, Heavy	1-10	12"	2 Hvy Horse	2 Hvy Horse	7	8	-	-
Thoat, Light	6- 30	21"	Hvy Horse	Hvy Horse	7	5	-	-

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Treant	2-20	6"	6 Hvy Ft	6 Hvy Ft	2	8	100%	-
Troll	2-16	6"	Hvy Foot	Hvy Foot	4	5	16%	D 20% 1d6 captives
True Troll	1	7"	Hvy Foot	Hvy Foot	4	12	60%	G
Unicorn	1-4	24"	Hvy Horse	Hvy Horse	2	4	-	-
Wargs	2-8	18"	Hvy Foot	Hvy foot	4+4	1	10%	I
Wights	2-24	12"	Lt Horse	Hvy Horse	5	3	80%	E
Wraiths	2-16	12" 24" Fly	Hvy Foot	Hvy Foot	3	4	20%	E
Zombies	3- 30	6"	Hvy Ft	Hvy Ft	8	1	20%	40% I

* See creature description

Balarauk

The very skin and blood of these beings from deep below the surface can reach temperatures hot enough to ignite wood and severely burn human flesh upon contact, depending on the age and size of the creature. Balarauks are winged beings of the dragon family but are not capable of true flight and have a more humanoid form. A full grown Balarauk is truly fearsome, standing up to 15 feet tall with a, heavy tail, short thick legs, thick arms and bat like wings. They use their wings to glide about in the vast and rugged underground caverns they call home, remaining airborne for 1d3 minutes at a time unless able to ride updrafts, at a rate of 150". Like frogs, they do not breathe, but absorb oxygen through their skin. Balarauks found near the surface are often younger and less powerful. Movement rate is 60". At the age grade of Adult, Balarauks gain the ability to cast the Dispel Magic spell as a Magic-user and become immune to normal weapons and projectiles so that they can only be hit by magic weapons.

Exact Hit Points and Hit dice, height and immolation damage caused by touch are as shown on the table below:

D6	Age Grade	Years	Hit Points per Hit Die	Hit Dice	Immolation Contact Damage	Height
1	Very Young	10-25	1d6	1	0	6'
2	Young	25-55	2	4	1d4	7'
3	Adult	55-85	3	8	1d6	9'
4	Mature	85–115	4	10	2d6	11'
5	Old	115–200	5	10	3d6	13'
6	Very Old	200+	6	10	4d6	15'

Due to high quantities of hot iron in their makeup, balarauk are highly resistant to Magic-user spells, depending on their Hit Dice as shown in the table below:

Balarauk Magic Resistance

Balarauk HD	Caster Level						
	1	2	3	4	5	6	7
1	20%	25%	30%	35%	40%	45%	50%
2	15%	20%	25%	30%	35%	40%	45%
3	10%	15%	20%	25%	30%	35%	40%
4	5%	10%	15%	20%	25%	30%	35%
5	-	5%	10%	15%	20%	25%	30%
6	-	-	5%	10%	15%	20%	25%
7	-	-	-	5%	10%	15%	20%
8	-	-	-	-	5%	10%	15%
9	-	-	-	-	-	5%	10%
10	-	-	-	-	-	-	5%

A spell caster of eighth Level and above increases their effectiveness in casting spells against Balarauks by 5% per level. Note: Cleric spells function normally against Balarauk.

Basilisk and Cockatrice

A basilisk is an eight-legged reptilian monster that petrifies living creatures with a mere gaze or touch. The creature weighs about 300 pounds. Any living creature which meets the gaze of the basilisk must succeed at a Type IV Saving Throw or be turned to stone instantly. In general, any creature surprised by the basilisk will meet its gaze. Those who attempt to fight the monster while averting their eyes suffer penalties of -4 to attack and -2 to AC. It is possible to use a mirror to fight the monster, in which case the penalties are -2 to attack and no penalty to AC. If a basilisk sees its own reflection in a mirror it must also make a Type IV Saving Throw or be turned to stone; a petrified basilisk loses its power to petrify. Basilisks instinctively avoid mirrors or other reflective surfaces, even drinking with their eyes closed, but if an attacker can manage to surprise the monster with a mirror it may see its reflection. While engaged in combat with a basilisk, the character will be touched at some point in every round regardless of whether the basilisk scores a hit on the combat table or not. Thus, each round, a Type IV Saving Throw is required and characters who fail are turned to stone at the end of the round.

A Cockatrice is a much smaller form of flying basilisk with a pair of wings instead of the third set of legs, and a more bird-like head. It is otherwise treated the same with regard to strengths and vulnerabilities.

Centaur

Centaurs appear to be half man, half horse, having the torso, arms and head of a man in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a man on horseback, with the same bonuses. Centaurs are generally haughty and aloof, but very honorable. Most would rather die than allow humans, demi-humans, or humanoids to ride on their backs. Centaurs chose a glen as their home and their treas-

ure will be found there. In their lair centaur females will outnumber males by 2 to 1, and there will be about as many young, who do not fight, as males.

Dragon

There are seven varieties of Dragons:

Dragon Type	Breath Weapon	Range & Shape	Magic Chance	Intelligence	% In Lair/ Talking*	Sleeping	Save
White	Cold	8" x 3" cone	2%	7	10%	80%	F5-7
Black	Acid	6" x ½" line	2%	8	5%	75%	F6-8
Green	Chlorine Gas	5" x 4" x 2" cloud	2%	10	15%	70%	F7
Brown	Fireball	10" x 5" x 4" cloud	30%	16	65%	80%	F12-15
Blue	Lightning	10" x ½" line	10%	12	5%	65%	F8-10
Red	Fire	9" x 3" cone	20%	15	60%	60%	F9-11
Golden	Fire	9" x 3" cone	40%	18	100%	55%	F10/ M12

Chance of % in lair is the same as the chance a dragon will talk to an intruder. Chance of talking increases by 10% for every 10,000 GP offered and every age grade below adult.

Breath Weapons: Special rules apply to Red dragons (see below); all other Dragons are able to use their breath weapon only three times per 24 hour day.

- Cloud and Cone-shaped breath weapons originate from the mouth of the Dragon at ½" diameter.

- Linear breath weapons express in a straight line from the Dragon's mouth.

Fear: Dragons are terrifying creatures. All characters of less than Hero Tier must make a Morale check when encountering a dragon, with appropriate age grade penalty applied.

Sense: Due to their magical sensitivities and keen senses, all awakened dragons are able to detect invisible creatures within 1" per age grade.

Attacking Dragons:

They are excellent and fast flyers but a bit slower on the ground, relying on their weight and their tails in combat. Dragon legs are long, limber and muscular and their feet are very tough and capable of squashing a man in full plate with little damage to the foot. Each foot has 5 long but thick digits with a very sharp (non retractable) claw. Dragons have an opposable thumb on each foot. When dragons trample on victims they usually also pierce them with their claws.

To determine what attack a dragon will employ in battle, roll 2d6 and consult the following table:

Result	Attack	Damage
1-6	Bite*	2d6 per age grade
7,8	Breath Weapon	Per tables
9	Tail	2d8 per age grade
10	Claw	2d4 per age grade
11,12	Claw and Stomp	2d6 per age grade

Bite attacks from Adult or older dragons have a chance of resulting in victims of ogre size or less being swallowed whole (or

mostly whole). *Any attack roll of three 6's in Strategic Combat; three or more factors above the number needed to hit in Tactical or Basic combat, indicates the victim may have been swallowed. Leveled Characters may attempt a Type V saving throw to escape, otherwise, should they somehow still be alive after being swallowed, the victim must immediately begin taking damage as if engulfed in the Dragons Breath weapon.*

A Dragon's tail is perhaps their greatest, but least respected, weapon. The tail of an adult Dragon is so powerful it can uproot half a dozen medium sized trees in one flick. In fact, the flick of the tail is very quick and many a would-be dragonslayer has met their end thereby.

A dragon found sleeping can be attacked twice with a +2 to hit and damage on the first attack. The dragon will wake after the first attack and counter attack after the second.

Dragon's scales are as hard as the best steel and make an excellent armor. There are only a few points where the leathery skin is exposed – the armpits and the belly and groin. These unprotected areas are only Armor Class 8, but are usually quite difficult to reach; the chances of doing so being dependant on circumstance and must be determined by the Referee. The dragon is aware of its vulnerabilities and takes precautions to protect them. As a coup de grace, a dragon may rise on its hind legs, using its full weight to squash a victim, but would never do so if faced with more than one opponent as it exposes the vulnerable underbelly.

Age:

D6	Age Grade	Years	Morale Check Penalty
1	Very Young	10-25	-
2	Young	25-55	-
3	Young Adult	55-85	-
4	Adult	85 – 115	-1
5	Old	115 – 200	-2
6	Very Old	200+	- 3

Hit Dice and Hit Points: Dragons are large, very powerful, and extremely deadly. Exactly how big and powerful is determined by age and sex, because dragons never stop growing as long as they are alive. The value of the Hit Dice indicates both the damage dice of the breath weapon and the hit points of the dragon according to the maturity and level of the Dragon.

Hit Dice Categories: Female dragons will either be Hit Dice Category A or B; male dragons will be either B or C. The age grade gives the number of Hit Points a dragon has, times the number of Hit Dice. For Example, a young female brown dragon (age 25- 55) of category B will have 8 Hit Dice, and, at 2 HP per Hit Dice, 16 Hit Points, and her breath weapon inflicts 16 points of damage.

White Dragons will be found only in cold regions or high, snow covered peaks. Warmth will stimulate them to awaken and seek to feed. As long as they feel only cold, they will sleep long and deep. White dragons are very aggressive and will attack any creature, including other dragons, without hesitation.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1 (-1 HP)	1	1 (+1 HP)	24"	1				
2	Young	2	2	2 (+1 HP)	2 (+2 HP)	24"	2				
3	Young Adult	3	3 (+1 HP)	3 (+2 HP)	3 (+3 HP)	24"	3	1			
4	Young Adult	3	4 (+2 HP)	4 (+3 HP)	4 (+4 HP)	24"	3	1			
5	Adult	4	6 (+3 HP)	6 (+4 HP)	6 (+5 HP)	24"	4	2			
6	Adult	4	7 (-2 HP)	7 (-1 HP)	7	24"	4	2			
7	Old	5	8 (-1 HP)	8	8 (+1 HP)	23"	4	2	1		
8	Old	5	9	9 (+1 HP)	9 (+2 HP)	22"	4	2	2		
9	Very Old	6	9	9 (+1 HP)	9 (+2 HP)	21"	4	3	2	1	
10	Very Old	6	9 (+1 HP)	9 (+2 HP)	9 (+2 HP)	20"	4	3	2	1	

Black Dragons found in steamy swamps and jungles.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1	1 (+1 HP)	1 (+2 HP)	24"	1				
2	Young	2	2	2 (+2 HP)	2 (+4 HP)	24"	2				
3	Young Adult	3	3 (+2 HP)	3 (- 2 HP)	4	24"	3	1			
4	Young Adult	3	4 (- 2 HP)	5	5 (+2 HP)	24"	3	1			
5	Adult	4	6	6 (+2 HP)	6 (+4 HP)	24"	4	2			
6	Adult	4	7 (+2 HP)	8 (-2 HP)	8	24"	4	2			
7	Old	5	9 (-2 HP)	9	9 (+2 HP)	23"	4	2	1		
8	Old	5	10	10 (+2 HP)	10 (+4 HP)	22"	4	2	2		
9	Very Old	6	10	10 (+2 HP)	10 (+4 HP)	21"	4	3	2	1	
10	Very Old	6	10	10 (+4 HP)	10 (+4 HP)	20"	4	3	2	1	

Green Dragons inhabit temperate mountainous regions and are known to be great enemies of mountain giants. Their lairs are deadly places filled with low pockets and pools of chlorine.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1 (+1 HP)	1 (+2 HP)	1 (+3 HP)	17"	1				
2	Young	2	2 (+4 HP)	3 (- 1 HP)	3	17"	2				
3	Young Adult	3	4 (+1 HP)	4 (+2 HP)	4 (+3 HP)	17"	3	1			
4	Young Adult	3	6 (- 2 HP)	6 (- 1 HP)	6	17"	3	1			
5	Adult	4	7 (+1 HP)	7 (+2 HP)	7 (+3 HP)	17"	4	2			
6	Adult	4	9 (-2 HP)	9 (-1 HP)	9	17"	4	2			
7	Old	5	9 (+ 1 HP)	9 (+ 2 HP)	9 (+3 HP)	16"	4	2	1		
8	Old	5	11	11 (+4 HP)	12	15"	4	2	2		
9	Very Old	6	11 (+4 HP)	12	12 (+3 HP)	14"	4	3	2	1	
10	Very Old	6	11 (+4 HP)	12 (+3 HP)	13	13"	4	3	2	1	

Brown Dragons are found in any temperate area. They are also known as Great Dragons for their size. Most are indeed brown in coloration but some have a more grayish appearance. They are the only dragon who's flight speed actually increases with age. Only 5% of female brown dragons breed, but those who do, breed continually and are rarely without hatchlings.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1 (+3 HP)	2(+3 HP)	3 (+3 HP)	15"	1				
2	Young	2	6	8	10	15"	2				
3	Young Adult	3	12	14	16	15"	3	1			
4	Young Adult	3	13	17	18	15"	3	1			
5	Adult	4	14	20	22	15"	4	2			
6	Adult	4	19	23	25	15"	4	2			
7	Old	5	24	26	28	17"	4	2	1		
8	Old	5	26	28	30	19"	4	2	2		
9	Very Old	6	28	30	32	22"	4	3	2	1	

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Level I	Level II	Level III	Level IV	Level V
10	Very Old	6	30*	32*	34*	24"	4	3	2	1	

* add 4 HD for every 25 years over 200

Blue Dragons found in desert lands. If pierced by a long iron rod, such as a lance, their entire daily charge of electric attacts will discharge in one burst. True Trolls are said to highly prize this dragons's blue hide, and to actively hunt them for it.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1 (+1 HP)	1 (+2 HP)	1 (+4 HP)	24"	1				
2	Young	2	2 (+4 HP)	3 (- 1 HP)	3 (+ 2 HP)	24"	2				
3	Young Adult	3	4 (+1 HP)	4 (+2 HP)	5	24"	3	1			
4	Young Adult	3	6 (- 2 HP)	6 (-1 HP)	6 (+4 HP)	24"	3	1			
5	Adult	4	7 (+1 HP)	7 (+2 HP)	8 (+2 HP)	24"	4	2			
6	Adult	4	9 (-2 HP)	9 (-1 HP)	10	24"	4	2			
7	Old	5	9 (+ 1 HP)	9 (+ 2 HP)	11 (+4 HP)	23"	4	2	1		
8	Old	5	11	11 (+4 HP)	13 (+ 2 HP)	22"	4	2	2		
9	Very Old	6	11 (+4 HP)	12	15	21"	4	3	2	1	
10	Very Old	6	12*	15*	16 (+4 HD)*	20"	4	3	2	1	

* add 2 HD for every 25 years over 200

Red Dragons found in lonely mountainous areas of any but the hottest and coldest climes. Red Dragons have limitless use of their fiery breath, but, unlike other dragonkind, Reds must be airborne to use their breath weapon. They are not capable of breathing fire when standing, sitting, or lying, only when flying. They also must "catch their breath" so to speak, after every three acts of fire breathing, by landing and remaining on a solid surface for one minute (combat turn).

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1 (+1 HP)	1 (+3 HP)	2 (-1 HP)	24"	1				
2	Young	2	3	3 (+ 2 HP)	3 (+ 4 HP)	24"	2				
3	Young Adult	3	5 (-1 HP)	5 (+1 HP)	5 (+3 HP)	24"	3	1			
4	Young Adult	3	6 (+ 4 HP)	7	7 (+2 HP)	24"	3	1			

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Level I	Level II	Level III	Level IV	Level V
5	Adult	4	7 (+3 HP)	8 (- 1 HP)	9 (+1 HP)	24"	4	2			
6	Adult	4	10 (+2 HP)	10 (+4 HP)	11	24"	4	2			
7	Old	5	12 (+ 2 HP)	12 (+4 HP)	13 (-1 HP)	23"	4	2	1		
8	Old	5	14	14 (+2 HP)	14 (+ 4 HP)	22"	4	2	2		
9	Very Old	6	16 (-1 HP)	16 (+1 HP)	16 (+3 HP)	21"	4	3	2	1	
10	Very Old	6	16* (-2 HP)	18*	18 (+2 HP)*	20"	4	3	2	1	

* add 2 HD for every 25 years over 200

Golden Dragons are found in all climes and locations and are the most intelligent of dragon kind. They often are polymorphed into humanoid forms to travel unnoticed about the world. They are also unusual among dragonkind in being generally Lawful. They are a proud species however and will not usually take direction from others.

Dragon Level	Dragon Age	Hit Points per Hit Die	HD category A	HD category B	HD category C	Fly	Magic Ability				
							Level I	Level II	Level III	Level IV	Level V
1	Very Young	1	1	1 (+3 HP)	2	20"	1				
2	Young	2	2	3	4	20"	2				
3	Young Adult	3	4	5	6	20"	3	1			
4	Young Adult	3	6	7	8	20"	4	2			
5	Adult	4	8	9	10	20"	4	2	1		
6	Adult	4	10	11	12	20"	4	2	2		
7	Old	5	12	13	14	19"	4	3	2	1	
8	Old	5	14	15	16	18"	4	3	3	1	
9	Very Old	6	16	17	18	17"	4	3	3	2	1
10	Very Old	6	17*	19*	20*	16"	4	3	3	2	1

* add 2 HD for every 25 years over 200

Captured Dragons: Dragons that have been captured and subdued are highly prized. They will generally remain under control but will usually not pass up an obvious opportunity to escape and or dispose of an unwanted master. Many larger towns have markets where a captured dragon may be sold. The base value of a subdued Dragon is 1,000 Gold Pieces per current hit point.

Society: Where two dragons are found together, they will be a mated pair with an additional 30% chance of being found in lair. Females of at least Adult age will breed and remain with their young until they reach the age of ten. In family groups, there will always be a mother present, otherwise to determine the sex of a dragon roll a ten sided dice: 1-7 = male, 8-10 = female. When 3 or more dragons are present in a hex, a fam-

ily group is indicated, except under some special circumstance. Family groups may consist of a mother, father, and 1-6 eggs (40% chance) or hatchlings. Dragon eggs each have a 50% chance of hatching. There are rarely more than three hatchlings in a dragon lair.

When tending young, mother dragons are more active and will only be encountered in the Lair 60% of the time. Hatchlings will be present 90% of the time. Fathers will be present 30% of the time. Dragon parents will fight at DOUBLE Fighting Capability while defending their young, and possibly more at Referee discretion, if one of the younglings is captured, wounded or killed.

Hatchlings (age 0-9) have 1 HD, AC 8, are all 3HP each and fly at ½ adult speeds. They will often forage for themselves for water and medium sized animals like raccoons and beaver but will remain within 1-6 turns (minutes) at flying speed of their den.

Dragons do not breed true to type. Hatchlings have an equal chance of being of any breed, regardless of the color breed of the parents.

Dragon Lairs: Numerous subspecies of Dragons exist and dragon Lairs may be found in virtually every biome. Some common Lair types can be determined randomly with a ten sided die and the table below:

1-7	Cave or Cavern
8	High Cliff Overhang
9	Crater of (mostly) inactive Volcano
10	Large Structure or Ruins

Dragons are always carnivores and require a large food intake to remain active. However, they will often lay without eating in a semi dormant state - for up to several decades for the oldest – in order to conserve energy.

Dragon Treasure: Dragons love to surround themselves with gold and gems, hoarding as much as they can in their dens. All Treasure the dragon has will be kept in a pile where the dragon sleeps. Very Young and Young Dragons will probably not have had the opportunity to acquire a great amount of treasure, having about half the amount listed in the treasure type. Adult Dragons will have the full amount. Mature and Old dragons can have as much as twice the indicated amount, whereas Very Old dragons can have unbelievable treasures, four or more times the usual.

N.B. This delineation of dragons collates the 1974 publication, BTPbD, Arneson's (1977) *First Fantasy Campaign™* notes, his "*Garbage pits of Despair™*" adventure (especially useful for fleshing out brown dragon details beyond that in the FFC), the 1979 rules he co-authored with Richard Snider, the *Rumormonger* newsletter and Gary Gygax's monster manual (intelligence scores)and dragon articles in *Thangorodrim™* (1969-70). John Whites' *The Iron Scepter*, likewise provided some inspiration for details on how dragons fight.

Elemental

Elementals are incarnations of the elements that compose existence.

Elemental, Air

Due to their highly magical nature, Air elementals sometimes resemble "dust devils," that is, small whirlwinds, but they are much more powerful. Air elementals can only be brought forth in gasses in free environments. They cannot be summoned where they are surrounded by earth (caverns) or water. They may travel anywhere except into water or into confined spaces. Confinement of any sort causes the loss of 4 Hit Points per minute. An air elemental may choose either to attack a single opponent, thus receiving one attack per round at the listed damage, or may choose to knock all opponents in a 5' radius to the ground; if the latter attack is used, all creatures of 2 hit dice or

less must Make a Type I Saving Throw or fall supine. Creatures of 3 or more levels or hit dice are not so affected. Air elementals do an additional 1d8 points of damage against creatures or vehicles which are air borne.

Elemental, Earth

Earth elementals can only be brought forth in the presence of soil or stone. While in contact with soil or stone, earth elementals are able to regenerate 4 HPs a minute. Loss of contact causes loss of further regenerative ability. Earth Elementals cannot cross a body of water wider than their own height. Earth elementals take double damage when attacked by fire (including fire elementals). They do an additional 1d8 points of damage against creatures, vehicles, or structures which rest on the ground.

Elemental, Fire

Fire elementals can only be brought forth in fire. They must remain in contact with combustible materials or loose 4 HPs per minute. They cannot cross water. Anything fire elementals touch is affected as if hit by a Fireball spell. Fire elementals take double damage when attacked by water (including water elementals). They cannot cross a body of water wider than their own diameter. They do an additional 1d8 points of damage against creatures which are cold or icy in nature. Remember that a fire elemental is burning; such a creature may easily start fires if it moves into an area containing items which burn easily, such as dry wood, paper, or oil.

Elemental, Water

Water elementals can only be conjured on or in water or ice. Loss of contact with water will cause the elemental to lose 4 HPs per minute. Water elementals often resemble roiling waves of water, which seem to fall upon any creature attacked, only to reform the next Round. They take double damage when attacked with air or wind attacks (including air elementals). They do an extra 1d8 points of damage against creatures, vehicles, or structures which are in the water.

Ghouls

Once human, ghouls are hideous twisted creatures who feed on both the living and the dead. Ghouls are subject to damage from normal weapons but are unaffected by normal projectiles. They see well in darkness (Dark Sight) but hate normal light and will suffer a -1 penalty if forced to fight in sunshine or bright light. They cannot be subdued. Ghouls paralyze any human/humanoid figure they approach to within Melee Distance (30 feet) of; with the exceptions of elves of any level or Heroic Tier and above characters. Hero types and elves are thus immune, but all others must attempt a Type III Saving Throw against being paralyzed when with the Ghouls "aura" of 30 feet. Any non elf/non-hero characters who fail to save has but one round to act before becoming frozen with paralysis. The paralyzation can be relieved by the touch of an elf or by magical means, otherwise, the victim will remain "frozen" until rising themselves as a ghoul the next midnight, provided they have not been eaten first. Typically, ghouls will feast on only one victim when several are taken, allowing the others to turn to ghouls and expand their ranks. A human who becomes a ghoul retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. Ghouls will raid civilized areas for food and large groups of them have been known to "clean up" after battles, plagues and natural disasters.

Giant

There may be many types of giants, but all will do damage equal to twice normal (2d6), due to their size. Giants often carry gold with them as they travel (1000-6000 GP each). Giants' lair locations depend

upon their intelligence. Those with Intelligence Traits of 12 or less always live in caves or caverns. Those with higher Intelligence scores favor castles, where there will be from 3 to 16 Giants present, plus women and children (1-2 each for every male). Giants' castles will usually be guarded (75% chance) by some other monsters.

D6

1	3d12 Bears (watch "dogs")
2	3d12 Wolves (Hunting "dogs")
3-5	Hydra (7, 8, or 9 heads)
6	Dragon

Subdued Giants are worth 1000 GP per Hit Point.

Giant Eagle

The great kings of the birds, Giant Eagles are huge, highly intelligent creatures with wingspans of up to 180 feet. They are Lawful beings, who make their nests high in the mountains in caves and cliff shelves. There is a 28% chance any nest encountered will have 1 - 3 eggs or hatchlings (50/50 of either) present. Giant Eagles speak common, Elvish and their own unique tongue. They have no treasure and very few possessions of any sort. They hate dragons and often attack them on sight. Giant Eagles attack from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. Any successful hit with both claw (talon) attacks against a single creature results in that creature being carried off.

Giant Wolves

Giant (Dire) wolves are simply very large versions of normal wolves. They are efficient pack hunters that will kill anything they can catch. Giant wolves are generally mottled gray or black, about 4' at the shoulder, 9 feet long and weighing some 800 pounds.

Goblins

Goblins are small, tricksy humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. An adult goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are usually bright and crafty-looking, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of grey; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Some goblins ride **giant wolves** into combat, and large groups of goblins will often employ them to track and attack their foes. Approximately 5-10% of any goblin fighting force will be female, and they will have statistics identical to that of males. In lairs or settlements of 40 or more goblins, there will be a goblin king and 5 - 30 bodyguards, all of whom have the same combat statistics as Hobgoblins. Goblins have a +2 bonus to morale while their king is present (this is not cumulative with any other bonus). In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a goblin king is present). A shaman is equivalent to a regular goblin statistically, but has Clerical abilities at level 1d4+1. In addition to the fighting population there will be female non-combatants (additional 60%) and children (additional 5-10%) who also do not fight.

Hobgoblins

Hobgoblins are larger and more intelligent goblins, about the same height as humans. Like Hobbits, Hobgoblins can naturally move silently and they also have the same remarkable knack for blending into old ruins, graveyards, or crowded surroundings, becoming effectively invisible. Their hair color ranges from dark reddish-brown to dark gray. They have brown or dark orange skin. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins are cruel and calculating warriors, always looking to ex-

ploit those weaker than themselves. They have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first in preference over other opponents. Approximately 30% of any hobgoblin fighting force will be female, and they will have statistics identical to that of males, minus the +1 bonus to HD. In lairs of 30 or greater, there will be a hobgoblin king and 2-4 guard warriors, all having 4+1 Hit Dice apiece. In the lair, hobgoblins never fail a Morale throw as long as the king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present (or 1- 3 on 1d6 if a hobgoblin king is present), and 1 on 1d6 if a witch or warlock. A shaman is a hobgoblin with Clerical abilities at level 1d6+1. A witch or warlock is a hobgoblin, with Magic-user abilities of level 1d6. Children may also be found in lairs as an additional 5-10% of the population, but they do not fight.

Horse

Horses are creatures sometimes found in the wild in most worlds. Wild horses can be classed as light horses. Light, medium and draft horses only fight in self defense, normally, but all horses can be trained to fight if directed. While directing a light, medium, or draft horse's attack, the mounted character cannot themselves attack or cast spells, but can engage in some limited action as determined by the Referee (such as changing weapons). War horses are bred and trained to be able to fight on their own without direction. A light horse can carry 300 pounds of weight at the normal movement rate, or up to 600 pounds at half normal movement. A medium horse can carry 450 pounds of weight at the normal movement rate, or up to 900 pounds at half normal movement. A heavy (war and draft horse can carry 600 pounds of weight at the normal movement rate, or up to 1200 pounds at half normal movement.

Mules can be classed as a medium horse in most statistics, and make excellent pack animals. Being calm of nature,

they are thus able to be taken into dungeons and such places where horses would be unsuitable. They are able to carry 350 pounds of weight.

Kobolds

At only 1 ½ feet, Kobolds are diminutive and frequently dirty subterranean creatures with large mouths, ears and noses. They behave much like dwarves, but are inclined to a mischievous sense of humor. Like dwarves, they are expert miners and are highly resistant to magic, having a +3 on all saving throw dice except Type V. They have Dark Sight. Forty to fifty percent of Kobolds encountered will be female, and they will have statistics identical to that of males. In kobold lairs, one out of every twelve will be a guard warrior of 1+1 Hit Dice. For every 30 or greater in a lair, there will be a chieftain (AC 5, HD 2). Also, when in the lair, kobolds never fail a Morale throw as long as the kobold chieftain is alive. In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a kobold chieftain is present). A shaman is equivalent to a regular kobold statistically, but has Clerical abilities at level 1d4+1. Kobolds are cunning foes. They see all larger races as enemies, and are thus likely to be hostile when encountered. However, they are naturally cowardly, and prefer to avoid combat, leading enemies into ambushes or traps rather than facing them directly. Sometimes kobold tribes build and inhabit extensive dungeon areas. Kobolds will attack from hiding when possible, often with javelins or darts and will employ traps, tricks and the like to protect their lair. They sometimes keep giant rats as pets.

Lycanthrope

Lycanthropy is a disease that generates the ability in the humanoids who posses it to shift into a form that resembles a cross with a type of animal. Those who posses the disease also experience a personality shift in line with that of the creature type.

The known types of lycanthopes are:

Lycanthrope	Move	HD	AC	Damage
Werebear	9"	6	2	2d6
Werelion / Tiger	12"	5	3	2d6
Weresnake	6"	3	7	2d6
Werewolf	15"	4	5	1d6+2

Were-creatures cannot be harmed by normal weapons. Unless they are be-headed, any seeming damage will heal instantly. Silver and magic weapons however, will damage them normally. All were-creatures are repelled by wolfs-bane. They also all have Dark Sight, and tend toward a nocturnal existence.

When they are able to, lycan-thropes join together and form families (3-7 individuals) or packs (7+ individuals, 40% chance of the pack being multi-family group). Two thirds of a family group will be sub-adult of varying ages. Children born to lycanthrope couples will be inflicted with the disease. Male Lycan-thopes are quite protective of their mates and will fly into a rage if they are killed. Likewise, female Lycanthropes are even more protective of their young and will fly into a rage when their children are threat-ened. Whatever the cause, lycanthrope rage lasts for 4 turns and allows them to attack and defend at 2 – 4 times normal values, but once the rage has passed, their defensive and fighting capabilities will be half of normal until a full sleep is com-pleted. If all adult Lycanthropes present in a family group are killed, children of age 13 and younger will become subdued.

Lycanthropy in Player Characters affects both Strength and Constitution Traits, adding 1- 3 points to each. Further, the character must always battle against the were-creature aspect asserting its' animal will. This is determined as with the method for intelligent/egoistic swords. The were aspect will be considered to have an ego of 16 for this purpose.

Any humanoid bitten by a were-creature and surviving, will themselves transform into a lycanthrope of the same type on the rising of the next full moon unless treated with a Cure Disease spell by a Cleric.

Werebears are often good and may render assistance.

Weresnake - weresnakes can transform from attractive humans into giant 1 2' snakes in a matter of seconds. Their favorite tactic is to sexually seduce a human victim and attack when they are distracted and vulnerable. The vic-tims are then eaten.

Ogres

Ogres appear as large, very ugly humans feared for their cannibalism. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres are brutish and aggressive, but in-herently lazy. They employ direct attacks in combat, typically using large clubs, axes, or pole arms, generally causing 1d6 +2 damage when normal weapons are em-ployed. Captured/subdued ogres are worth 1d6 GP.

Orc, Giant

Giant Orcs are so named only in relation to their brethren. It's not entirely clear why, but some tribes of Orcs simply grow taller by about a foot over normal Orcs, averag-ing about the size of humans or a little taller. These Orcs will have a full Hit die, but are otherwise identical to the normal variety.

Orc

(See Character Race description) Orcs typ-ically build palisaded towns, and walled fortresses when they are able, defended by catapults. Approximately 5-1 0% of any orc fighting force will be female, and they will have statistics identical to that of males. In the lair an additional 70% of the number of combatants appearing, will

be non combatant females, and non combatant children add another 10-15%. Orcs will sometimes capture dragon or balarauk eggs and raise the young as pets. There is a 1% chance per ten orcs in a lair that such is the case. The "pet" will prove a loyal guardian.

Roc

Rocs are birds similar to eagles, but even a "normal" roc is huge, being about 9 feet long and having a wingspan of 24 feet. Large rocs are about 18 feet long and have wingspans of around 48 feet; giant rocs average 30 feet long and have massive wingspans of around 80 feet. A roc's plumage is either dark brown or golden from head to tail. Like most birds, the males have the brighter plumage, with females being duller in color and thus more easily hidden (if anything so large can even be hidden, that is). A light load for a normal roc is 150 pounds, while a heavy load is 300 pounds. Obviously only the smallest characters can hope to ride upon a normal roc. For a large roc, a light load is up to 600 pounds and a heavy load up to 1200. Giant rocs can easily lift up to 3000 pounds, and are heavily loaded when carrying up to 6000 pounds. Tales of giant rocs carrying off full-grown elephants are somewhat exaggerated, but note that a young elephant would be rea-sonable prey for these monstrous birds. A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. Any successful hit from the air against a single creature results in that creature being carried off, unless of course the creature is too large for the roc to carry. While being carried, the victim will not be further attacked, so as to be as "fresh" as possible when given to the hatchlings (or consumed by the roc itself if it is solitary). A solitary roc is typically hunting and will attack any man-sized or larger creature that appears edible. A mated pair of rocs attack in concert, fighting at double Fighting Capability to the death to defend their nests or hatchlings. Roc nests may only be found on the highest peaks. Within each nest may be treasure and 1- 3 eggs (40% chance) or hatchlings. Captured adult Rocs are worth 10 GP times their Hit Point value; eggs or fledglings are worth 25-100 GP depending on maturity.

Tarn

Related to rocs, tarns are giant, predatory birds that have been domesticated, although, like cats, their level of domestication is questionable. They are sometimes quite difficult to control. Tarns are usually kept and bred for riding, there being special tack and saddles designed for this purpose. Tarns come in three standard breeds, each with differing characteristics:

Cargo Tarn – used primarily by merchants to carry goods over long distances. Cargo tarns are the most like their wild cousins, the Roc.

Racing Tarn – used for sport racing with jockeys. These tarns are the smallest and fastest of the breed.

War Tarn – The largest and fiercest of tarns, these fellows live for the fight and will often attack each other if not carefully controlled. War Tarns can carry two average riders without difficulty. War tarns are often barded, improving their Armor Class.

Thoat, Light

Long, large, desert living lizards, approximately the size of a horse but a little longer. They are mundane creatures, with normal abilities but are nevertheless particularly deadly combatants. Thoats are easily distinguished by their eight legs, but also have exceptionally large, wide mouths, thick necks, lean bodies and a medium sized flat tail wider at the tip than at the base, which is held out straight when they run. Tame varieties exits which are trained as mounts. Thoats normally attack by biting but may use a special trampling attack. Thoats see horses as prey and cannot be kept or stabled with them for this reason.

Thoat, Heavy

Specially bred for strength, these thoats are neither as fast nor as long as the lighter riding breed or the wild varieties.

Treant

A treant is a large, roughly humanoid tree-man. Treants have leaves of deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds. Treants speak their own language, plus Common and Elvish. Most also can manage a smattering of just about all other humanoid tongues, at least enough to say "Get away from my trees!" Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements. A treant can animate trees within 90' at will, controlling up to two trees at a time. It takes one minute for a normal tree to uproot itself. Thereafter it moves at a speed of 10' and fights as a treant in all respects. Such trees lose their ability to move if the treant that animated them is incapacitated or moves out of range.

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Troll

Trolls are nasty, dirty, hairy creatures who love to raid settlements for food. profit, and prisoners (particularly human females) but are as content to eat rats and snakes as mutton and pork. They also often eat their prisoners, sooner or later. At the start of combat, they will attempt to capture humanoid male opponents 30% of the time and humanoid female opponents 100% of the time. They have largish faces and protruding lower tusks. They average 5 feet tall.

True Troll

A true troll (a.k.a Giant Troll) is a much bigger and less hairy version of their shorter, cousins, with a notorious fondness for hiding under bridges, awaiting prey. However, just like their smaller relatives, they often live in caves and are none too picky about their meat. They can only be damaged by magical weapons. They also have the unusual ability to detach and reattach any part of their body, including their head, provided the detached body part is reconnected to the body in less than 12 hours. This feature also allows them to regenerate 3 HP's per round of combat, beginning on the third round after the damage was inflicted. True trolls can actually reassemble themselves after being cut into pieces and will be able to resume combat when back to 6 hit points. Their head or torso must be burned or dissolved in acid for the True Troll to be truly killed. True Trolls are extremely confident (or stupid) and never check morale. True Trolls can be especially deadly when their anger is aroused which can happen easily when property or persons they value have been threatened. When this "troll rage" occurs, the true troll's strength is tripled, along with Hit Points and damage rolls, for 2-12 minutes (turns), after which the true troll will drop to half strength and must sleep for 18 hours or remain extremely fatigued. True trolls are generally found only in the mountains and along seacoasts and are completely lacking in artisan skills of any type. They stand about 7-8 feet tall. True Trolls have a collector fetish

for magic weapons, hoarding all they find, regardless of whether they actual can use them. In addition to the treasure type indicated there is a 1/3 chance that any True Troll will posses 1d4 magic weapons. When True troll are encountered, the first two will be adult. If a third is present, it will be a child ¾ the size and statistics.

Unicorn

Unicorns are horse-like creatures having a single spirally twisted horn in the middle of the forehead. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males. A unicorn has deep seablue, violet, brown, or fiery gold eyes. Males sport a white beard. Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn. Three times per day a unicorn can cast **cure light wounds** by a touch of its horn. Once per day a unicorn can transport itself magically up to 360' in any direction while carrying a full load (possibly including a rider). A light load for a unicorn is up to 300 pounds; a heavy load, up to 550 pounds.

Vampire

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. They often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors. They speak any languages they knew in life. A vampire can charm anyone who meets its gaze; a Type IV Save is allowed to resist, but at a penalty of -2 due to the power of the charm. This charm is so powerful that the victim will not resist being bitten by the vampire. The bite inflicts 1d3 damage, then each Melee Turn thereafter one Energy Level is drained from the victim. The vampire regenerates 1d6

Hit Points (if needed) for each Energy Level drained. If the victim dies from the energy drain, they will arise as a vampire at the next sunset (but not less than 12 hours later). Vampires spawned in this way are under the permanent control of the vampire who created them. If using the bite attack, the vampire suffers a penalty of - 5 to Armor Class due to the vulnerable position it must assume. For this reason, the bite is rarely used in combat. Vampires have great Strength, gaining a bonus of + 3 to damage when using melee weapons, and a vampire will generally choose to use a melee weapon (or even its bare hands) in combat rather than attempting to bite. Vampires are unharmed by non-magical weapons, and like all undead, are immune to **sleep**, **charm** and **hold** spells. If reduced to 0 hit points in combat, the vampire is not destroyed, though it may appear to be. The vampire will begin to regenerate 1d8 hours later, recovering 1 hit point per turn, and resuming normal activity as soon as the first point is restored. Vampires command the lesser creatures of the world and once per day can call forth 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves (assuming any such creatures are nearby). These creatures arrive in 2d6 rounds (or within 1 Melee Turn) and serve the vampire for up to 1 hour. A vampire can assume the form of a **bat** or a **wolf** at will, requiring one minute to complete the transformation. The flying movement listed is for the giant bat form. In animal form, the vampire can use the normal attacks for that form. It can't use its other powers while in animal form, except that creatures summoned are still controlled, and charms already in effect continue in effect. For all their power, vampires have a number of weaknesses:

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror. These things don't harm the vampire – they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or a string of garlic and cannot touch or make melee attacks against the creature holding the item for the rest of

the encounter.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

While it does the creature no real harm, placing a brick in the mouth of a sleeping vampire will prevent it from rising, indefinitely, as long as the brick is in place.

Slaying a Vampire: Reducing a vampire's Hit Points to 0 or lower incapacitates it but doesn't always destroy it, as described above. However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can act for only one round and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed, by water or sunlight as described above, or by burning it completely in a funeral pyre.

Wargs

Wargs are highly intelligent, large, wolves, though usually not quite as large as a Giant Wolf.

Wights

Wights are a malevolent form of undead typically found in graves, battlefields, abandoned structures and so forth. Wights almost never travel far for very long from the last place their physical remains were placed (whether there are any remains left to be seen or not), and their form never leaves contact with the ground. A wight's appearance is a weird and twisted reflection of the form it had in life. In some
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cases, the grim silhouette of a wight might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life. Wights do not possess any of the abilities they had in life. When a wight scores a successful hit on a living creature, that living creature suffers one Level of Energy drain, i.e. removes one Life Level from the character. No saving throw is allowed. Any humanoid slain by a wight becomes a wight by the next sunset (but not less than 12 hours later). Like all undead, wights may be Turned by Clerics and are immune to sleep, charm and hold magics. Wights are harmed only by silver or magical weapons, and take only half damage from burning oil. Magic arrows, however do double damage to wights; triple if it is an elvish arrow.

Wraiths

Wraiths are a stronger form of wight, who no longer maintain any ties to their physical remains or any particular locale, but wander as they will. As such, wraiths have the ability to fly through the air to any height, and travel twice as fast this way. Like all undead, they may be Turned by Clerics and are immune to sleep, charm and hold magics. All NPCs and PC's of less than Hero Tier must immediately make a Morale check with a - 3 penalty every round they within Melee Range of a wraith. Due to their incorporeal nature, they cannot be harmed by nonmagical weapons. Magic arrows damage normally, but if the magic arrow is one of the elves, it will do double damage. Wraiths cannot cause energy drain while flying.

Zombies/Skeletons

Zombies are essentially skeletons created with the animate spell, still clothed in rotting flesh, or identical but perhaps more aware undead beings found in dungeons, graveyards, and more forsaken places. There is a 40% chance Treasure type I will be found nearby. For skeletons, halve treasure chance and all other statistics except movement.

APPENDIX II

Critical Hits

Dave Arneson created a hit location system for Supplement II that proved a bit unwieldy and too deadly in practice and it has been rarely used. Nevertheless, some of the details of that system lend themselves quite well to a more nuanced method of achieving critical hits. Frequency of hit location was determined by me through forensic data from the skeletal remains of casualties from the battle of Visby.

When using the Basic Combat method, a combat roll of a natural 20 indicates a Critical Hit may have occurred. When using the Tactical combat tables, a roll of a natural 12 (two 6's) indicates a critical hit. If Referees wish to use Critical Hits with the Strategic method, a separate d20 should be rolled once per turn with a natural 20 a indicating a Critical Hit against a single opponent, regardless of how many opponents may have been hit in a Turn.

When a Critical Hit is made, roll a 1d10 and refer to the chart below for the results. A Critical Hit always hits the opponent regardless of its Armor Class although a Saving Throw may apply in some cases. The only exceptions are targets that can only be damaged by particular types of weapons and the character is not using a weapon capable of hitting it. (Note: right and left below should be reversed if the attacking character is left handed.)

1 Strike on right arm or equivalent; arm severed if damage exceeds more than 1/3 of the character's remaining Hit Points, causing the further loss of ¼ of the character's remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

2 Strike on left arm or equivalent; arm severed if damage exceeds more than 1/3 of the character's remaining Hit Points, causing the further loss of ¼ of the character's remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

3,4 Strike on right leg or equivalent; leg severed if damage exceeds more than ¼ of the character's remaining Hit Points, causing the further loss of ¼ of the character's remaining HPs per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

5-7 Strike on left leg or equivalent; leg severed if damage exceeds more than ¼ of the character's remaining Hit Points, causing the further loss of ¼ of the character's remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

8-10 Head wound, instant reduction to 0 Hit Points if damage exceeds more than ¼ of the character's remaining Hit Points, otherwise the character is knocked unconscious for 1 – 50 Melee Turns.

Effects 0f Lost Limbs

Leg

Loss of a leg slows movement to a crawl for bipeds (1 /4 movement reduction for quadrupeds) and reduces Dexterity and Strength Traits by 1/3rd.

Two Limbs

Loss of an arm and a leg or two legs se-

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verely reduces movement to a ½ speed crawl or roll, reduces Dexterity by ¾, and causes loss of ½ of the characters remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied.

Primary Hand

Loss of primary hand (usually the right hand) in non ambidextrous characters means the automatic loss of all normal weapon use unless or until the character has equal skill with the secondary hand.

Arm

Loss of either arm prevents any use of bows or the loading of crossbows.

Two Arms

Loss of two arms causes loss of ½ of the character's remaining Hit Points per Melee Turn unless immediate medical or miraculous attention is applied.

Wing

Loss of a wing prevents any ability to fly and reduces the Dexterity Trait by 1/3rd.

Tail

Loss of a tail or other appendage reduces the Dexterity Trait by 1/3rd.

Appendix III

Construction

The source manuscripts for *Champions of ZED* give prices for various architectural features, primarily for the building of castles. It's useful but limited information in that not everything is (or really can be) covered that a Referee or player may imagine they want to build. So an alternative is provided here which, when using building stone, will work out to very similar costs as found in the original, but allowing custom building of anything desired.

Begin with a floor plan. Each story is usually 10' tall. The construction costs are then determined by the square footage of its walls, floors and roofs, the materials used, and the thickness of the walls, and the inclusion of special features, like stair and doors.

Make sure not to double-count corners on walls that are 5' thick or thicker – count the length of only one face. When determining wall length for round walls and towers, approximate pi by using 3 instead of (3.14), since the inner face of the wall has a shorter circumference.

The table below gives costs in GP for each 10' square section of wall. The number by the material is its hardness, which is deducted from damage to the wall.

Wall material	1' thick	5' thick	10' thick	15' thick	20' thick
Maximum Height	40'	60'	80'	100'	140'
Dry Stone (H8)	7.4				
Wood (H 6)	7.4	11			
Field-stone & Mortar (H 12)	10.4	52	104		
Brick (H 10)*	15	75	150	225	
Building Stone (H 16)	19.2	96	192	288	384

Use of Bricks cuts construction time by half.

A 1' thick wall is made of solid pieces of material held with mortar (or pegs and ropes for wooden walls); such walls may be at most 40' tall. A 5' thick wall usually consists of two 1' thick walls sandwiching 3' of earth and rubble; such a wall may be at most 60' tall. A 10' thick wall consists of a 4' thick outer wall and a 2' thick inner wall sandwiching 4' of earth and rubble, and may be built up to 80' tall. A 15' thick wall consists of a 6' thick outer wall and a 2' thick inner wall sandwiching 7' of earth and rubble; these walls may be built up to 100' tall. To attain the maximum height, thinner walls can be used on upper stories. For example, an 80 ft. tower must have at least 20' of 10' thick walls at the base, but more could be added. Characters will have to pay engineering costs for designing the stronghold, and tall structures are more difficult to design and to build.

For every 5th story added, costs are doubled, i.e. each floor costs twice as much at 5 -9 stories, four times as much at 10-14 and so on.

A building over 40' high must have a solid foundation, and if over 60' high, it must rest on bedrock.

A stronghold requires one worker-day of construction labor for every GP it costs to build. Adding more workers reduces construction time, but the time cannot be reduced below the square root of the time for one worker to build the stronghold.

Interior walls are not included; they are usually 1' thick.

Structural strength and breaches: A section of wall has as many hit points as its base cost in GP. Stone and brick walls only take damage from crushing blows, while wood walls are also affected by fire and chopping attacks. If a breach occurs on a lower course of wall, there is a 40% chance that the 10' section above it will be breached by collapse, and a 20% chance that the section below it will be breached. These secondary breaches have the same chances of affecting the next 10' section above or below them, and so on until the top or bottom course of wall is reached. If a breach occurs on a right or acute corner (90 degrees or less), the chances of breaches double in each direction.

Special Features costs:

Structure Costs	GP Cost
Basic Excavation – Tunnel or ditch (10'x10'x10')	40
dungeon corridor or tunnel reinforced with timber supports (10'x10'x10')	60
dungeon corridor (hewn stone walls, flagstone floo	100
Earthwork (including ramparts (10' x 10' x 10')	100
Revetted Fosse or ditch (10'x10'x10')	80

Structure Accessories Costs	Single/double
Battlement (5' high 10' long, crenel-lated) parapets)	55
Carvings/statuary (per sq foot)	20
Columns, fieldstone or bric	50
Columns, hard stone	75
Door, wood (3' x 7')	10 / 15

Door, reinforced wood (3' x 7')	20 / 30
Door, iron/stone (3' x 7')	50 / 75
Door, secret (3' x 7')	400
Drawbridge	500
Loop Hole/Window	10 / 15
Portcullis	1500 / 2000
Roof, Slate or Tile (10' x 10')	80
Roof, wood shakes	50
Roof, thatch	10
Shifting Wall (10' x 10')**	800
Stairs, wood (one flight, 3 x 10')	30
Stairs, stone (one flight, 3 x 10')	50
Wall defense - Hoardings (wooden structures that overhang the wall and are dotted with murder holes for attacks on those below them).	100
Wall defense – Stone Glacis (added to the base of a wall that angles outward and creates a sloped or slanted base.)	120
Wall defense – Machicolations (a stone hoarding),	144

Construction Variables

Facts surrounding the circumstances of construction affect the price, of course. These are things a Referee can invent and decide on as needed, but a table of the more common price altering variables is given below. All variables should be added together and the sum then multiplied against the base construction cost.

Appendix IV

The Alternative Combat Method

In the original game, an "alternative" method of combat was offered which quickly became the only combat method for many players. Many did not own or were not familiar with using the earlier medieval miniatures rules intended as the expected source of combat adjudication, and many of those who did own the miniatures rules simply found it easier to use the alternative rules and the twenty sided die than to make the necessary changes and rule adaptations needed to use the miniature warfare rules. While I have given a reasonable and very playable adaptation of those rules in the Strategic and Tactical methods, it would be remiss of me not to also provide a CoZ version of the popular Alternative method:

There is normally only one exchange of attacks per round When Fantastic opponents face each other in combat. Weapon Class is not considered.

When a Fantastic opponent faces Normal opponents, the Fantastic opponent receives one attack for each Combat Level (a term used only in the Alternative method). Combat Level is equivalent to Hit Dice except for leveled characters, for whom it is equivalent to Mundane Fighting Capability. Any bonus attached to the combat Level statistic (such as +1) is applied only to one attack roll.

When Normal combatants face each other, Weapon Class may be considered, such that Light Group weapons can be used to attack twice per round, Medium Group weapons attack once per round, and Heavy Group weapons attack once every two rounds.

As in Tactical Combat, rounds are 6 seconds in duration and the usual movement, morale, etc., rules apply.

Cleric Tier	Magic User Tier	Fighter Tier	Monster Hit Dice	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9
0	0	0	>1 - 1	20	19	18	17	16	15	14	13	12
Vetrn	Vetrn		1+ - 2+	18	17	16	15	14	13	12	11	10
		Vetrn	3 - 4	17	16	15	14	13	12	11	10	9
Hero	Hero	Hero	4+ - 6	16	15	14	13	12	11	10	9	8
Sprhro	Sprhro	Sprhro	6+ - 8+	13	12	11	10	9	8	7	6	5
Lord	Lord			11	10	9	8	7	6	5	4	3
		Lord	9 & up	10	9	8	7	6	5	4	3	2

To determine if a combatant successfully hits an opponent on the table above, reference the row indicating the attacker type with the column indicating the opponents Armor Class (AC). The intersection of row and column indicates the target number which must be equaled or exceeded in order to achieve a successful hit. The attacking player or the Referee rolls a d20, adding any bonuses or penalties, and if the attacker successfully hits, then damage is rolled using the appropriate number of d6. The result of the damage roll is deducted from the opponents HP.

In the Alternative method, the process for resolving projectile attacks is similar. Attacker row and defender column are again referenced on the table above as with melee combat, and a d20 is rolled to determine success. However, projectile attacks must also take account of the distance between the attacker and the target, applying a **+1** for point blank range, no ad-justment for medium range, **-1** for long range, and **-3** for extreme ranges.

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