

Tarnhelm's Tome of Wonder

An Original Edition (0e) Toolkit
Condensed Type (No-Art) Version





Tarnhelm's Tome of Wonder

Version 1.01 Condensed Type Version

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Tarnhelm's Tome of Wonder is a revised and expanded version of *Tarnhelm's Terrible Tome* (published 2013).

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PREFACE

I started playing tabletop RPGs in 1975 when I picked up a new game in with three small digest-sized booklets in a brown box and the game's first supplement at my favorite hobby shop. The game looked fascinating: you played a single character in a fantasy land. I immediately started designing my own world and dungeon so I could run a game for my friends to see if it was as much fun as it looked to be.

As I was setting things up, I noticed lots of places where the guidelines either were not clear and places where I thought of things that needed to be added or things I thought should be done differently. Like I did for any other game I might referee, I started writing these clarifications and ideas down in a loose-leaf notebook.

I have been expanding and rewriting the "rules" for this and many other roleplaying games ever since. After all, the rules need to fit the campaign I am running, the players in my campaign, and my own sensibilities. I certainly do not believe in forcing my vision of the campaign setting to fit the rules as written nor do I believe in forcing players to play in a way neither they nor I find fun just because I paid money for a rulebook.

For example, my main fantasy campaign world – the one I started working on in 1975—has all sorts of things that those original rules did not cover: ancient technology, characters who suffered mutations from exploring still radioactive sites with that ancient technology, characters going through gates into other worlds (WWII, Mars, various comic book universes, etc.) and sometimes bringing people from those worlds back to the campaign world, alien visitations, etc. To fill in the blanks, I would make my own rules or adapt those from other early RPGs – as needed. As new fantasy games were published, we did not stop the campaign and start over with the rules of the new game, we just added what we liked from the new game to our campaign. Some might call the result a Frankenstein monster, but it worked well for us back then and still does today. When I run an Original Edition campaign, we still use many of these rules. While they have been modified, rewritten, and in some cases replaced with something better (or even just less copyright violating) over the years, their origins are still recognizable to people who playing in my campaign back in the 1970s.

In 2014, I wrote an Original Edition supplement – *Tarnhelm's Terrible Tome* – with some of the rules mods I use. Unfortunately, instead of just giving the rules as options, I tried present them like they were a complete system to substitute in. This was a silly idea, but I was trying to follow the pattern of the supplements to the Original Edition.

Seven years later, I'm trying again with this volume – *Tarnhelm's Tome of Wonder: An Original Edition Toolkit*. This new version doesn't try to provide a unified revision of the major systems, but a toolkit full of options that can be added to Original Edition games by their Referees to create their own version of the Original Edition that suits the needs of their campaign and players without having to homebrew them all by themselves.

This tome is full of options – some of them mutually exclusive as they provide different ways of doing basically the same

thing -- for the Referee to select from to use as written or as a starting point for homebrewed material that better fits their needs.

Section I provides many optional rules and systems for character creation, classes, combat, magic, psionics, and more. Section II covers the "endgame" where PCs run their own domains and provides two systems: one simple and one more complex. Rules for mass combat are here as well. Section III has more monsters (mythos monsters and human cultists) and guidelines for NPC adventuring groups. Section IV provides new treasures, including some designed for use with some of the optional rules in Section I. Section V talks about "hazards" for both dungeons and wilderness areas. Section VI provides two different system for mutations – one simple, one complex – although mainly intended for Referees to mutate monsters, these rules can work for mutated player characters. Section VII gives a selection of comic book style superpowers designed to work with the Original Edition. While brief, experimental rules for superpowered PCs are included this section is really for the Referee to model comic book superheroes should the PCs ever encounter any. Section VIII gives some simple rules for firearms of different eras. Finally, Section IX provides random tables for the Referee.

Referees should remember to be selective in what they use from this book. Adding rules from *Tarnhelm's Tome of Wonder* (or any other source) to a campaign willy-nilly is more likely to result in disaster than it is likely to result in a wonderful experience at the table. Most of the author's campaigns only add a handful of these options rules, with the composition of that handful carefully selected to meet the needs of the specific campaign.

Randall Stukey
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SECTION I: OPTIONAL RULES

INTRODUCTION

Original Edition rules are easy for the referee to modify to fit the needs of their campaign or the needs of their group of players. This section lists a number of optional rules and replacement systems that the editor has used (or has seen used successfully) in various 0e campaigns over the years. These optional rules can be ignored completely or used/modified by the referee as need for their campaign. If nothing else, they show a few of the myriad ways that these rules may be modified.

Referees thinking of using some of these optional rules should think carefully about the effect they will have on their campaign before introducing the rule just as they would any rules, they "homebrew". Remember that the fact that an optional rule worked in one of the editor's campaigns, does not mean it will work well in your current campaign. Finally, the editor does not advise using all of these optional rules in a single campaign. While some would fit well in to just about any campaign, others will only fit well into specific types of campaigns. Some of these optional rules cover the same "subject" and would make little sense used together.

EXPERIENCE MODIFIER

Several Optional Rules make use of an Experience Modifier as a method of modifying character advancement (or help balance more powerful abilities introduced in some optional rules). Using this "Experience Modifier System" is easy. Add up the Experience Modifiers – if any – from the optional rules that apply to the character. Add this total to 100%. When a character is given his experience points for a session of play, the character's total Experience Modifier is applied to those assigned experience give the total experience points actually earned by the character.

Examples: The following optional rules with experience modifiers are being used in a campaign: Advantages and Disadvantages, Variant Classes, and Psionics.

Elena's character is a Fighter with the Low Self-Esteem disadvantage (a +5% Experience Modifier). This character has a total Experience Modifier of 105% (100% plus the +5% Experience Modifier). If this character is assigned 500 XP by the Referee at the end of a session, Elena adds 525 XP (105% of 500) to her character's total XP.

Jack's character is a Cavalier (-10% Experience Modifier) with the Danger Sense advantage (-10% Experience Modifier) and the Unlucky disadvantage (+15% Experience Modifier) who – in a rare bit of luck – is psionic and has the potential to

manifest 6 psionic abilities (-18% Experience Modifier). The character's total Experience modifier is 77% (100% -10% -10% +15% -18% = 77%). If this character is assigned 500 XP by the Referee at the end of a session, Jack adds 385 XP (77% of 500) to his character's total XP.



OPTIONAL CHARACTER CREATION RULES

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the Referee as suitable the campaign, the style of play, and the specific character. Things that any character should be able to try to do with at least some chance of success should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples., The Referee should remove the ones listed that do not fit the campaign or style of play and/or add new ones tailored to the campaign.

Sample Advantages

The following special abilities increase a character's abilities and powers at the cost of decreasing the number of experience points a character receives from a session of play.

Alchemy: Alchemists can create potions with the effect of Magic-User spells. With access to water, ingredients (50 gp per use per Spell Level), an alchemical recipe for the potion, and a successful roll of 1d20 + INT Bonus vs. a Target Number of 10 + (2 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/4 the Alchemist's Level (round up). Potions take 60 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (1 x Spell Level) to the TN. Each potion after the first created in a day adds +2 to the TN. An Alchemist with access to a scroll with a magic user spell may create an alchemical recipe from the scroll with one month of work per level of the spell. Experience Modifier of -25%.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally well, even at the same time. Experience Modifier of -5%.

Danger Sense: The character has a sixth sense for danger. For an Experience Modifier of -10%, he can never be surprised.

Direction Sense: For an Experience Modifier of -5%, a character always knows which direction is which (e.g., which way is north). For an Experience Modifier of -10%, a character not only always knows which direction is which but can always retrace his path (e.g., return the way he came in in a maze).

Former Magic-User Apprentice: The character began training as a Magic-User but did not complete it. The character has the Magic-User special abilities (Magic Dart and Minor Magic from the rules later in this section) but at a cost of 1 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of -25%.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of Clerical healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Remove Disease (2), Cure Serious Wounds (3), Cure Critical Wounds (4), and Neutralize Poison (5). Successful creation requires access to water, ingredients (50 gp per use per effect level), and a successful roll of 1d20 + WIS bonus vs. a Target Number of 10 + (2 x Effect Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience Rank modifier of -15%.

Photographic Memory: For an Experience Modifier of -5%, a character may remember details most would forget on a successful INT roll. For an Experience Rank modifier of -15%, a character can remember everything with true photographic detail on a successful INT roll.

Sample Disadvantages

The following major hindrances to a character increase the number of experience points a character earns from a session of play.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum gain 0). Experience modifier of +5%.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character +0%; much more powerful +2%; extremely powerful +4%. Frequency: 20% of game sessions +1%; 40% of game sessions +5%; 60% of game sessions +10%.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on ability rolls or saving throws (-1 penalty on D6 skill rolls) where this would be a factor. Experience modifier of +5%.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on ability rolls or saving throws (-1 penalty on D6 skill rolls) where this would be a factor. Experience Modifier of +5%.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Modifier of +5%.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a WIS roll. Severe phobias cannot be overcome. The Experience Modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: +1%; Uncommon

object/situation: +5%; Common object/situation: +10%.
Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on ability rolls or saving throws (-1 penalty on D6 skill rolls) where this would be a factor. Experience Modifier of +5%.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Modifier of +5%.

Unlucky: Your character just has bad luck, usually at the worst possible time. The Referee will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Rank modifier of +15.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks and increasing the character's change of being surprised by 1. Experience Modifier of +5%.

Vow: Your character has sworn an oath to do or not do something. The Experience Rank modifier is based on the amount of inconvenience the Referee thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: +5%; Major inconvenience: +10%; Great inconvenience: +15%.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience modifier of +5%.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on ability rolls or saving throws (-1 penalty on D6 skill rolls) where this would be a factor. Experience Modifier of -5%.

Notes for the Referee: Referees should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the Referee. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken make sense for the player's character concept and aren't just being used to min-max the character.

Allegiance

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the Referee may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance: A character's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In

general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

Person or Group: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

Organization: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

Nation: This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.

Belief System: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

Ethical Philosophy: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

Moral Philosophy: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

Allegiances and Influence: An allegiance can create an empathic bond with others of the same allegiance. With the Referee's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance-as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

Referee Notes: Allegiance is an expansion/enhancement of Alignment. If you choose to use this optional rule in your campaign, characters who do not take an Ethical Philosophy should be considered Neutral for purposes of standard Alignment (spell effects, magic items, etc.). This optional rule is somewhat more complex than the standard alignment rules but may enhance the verisimilitude many campaign worlds.

Alternative Advancement System

Characters gain levels by completing adventures. After completing a total number of adventures as shown on the chart below, the character progresses to the appropriate level. Characters who have no modifications under optional rules with Experience Modifiers have a total Experience Modifier of 100% and use the 96%-105% column.

Example: Elena's Fighter and Jack's Cavalier have completed 4 adventures and are currently both 2nd level.

Elena's character is a Fighter with the Low Self-Esteem disadvantage (a +5% Experience Modifier). This character has a total Experience Modifier of 105% (100% plus the +5% Experience Modifier). Elena's character needs to complete one more adventure to reach 3rd level.

Jack's character is a Cavalier (-10% Experience Modifier) with the Danger Sense advantage (-10% Experience Modifier) and the Unlucky disadvantage (+15% Experience Modifier) who – in a rare bit of luck – is psionic and has the potential to manifest 6 psionic abilities (-18% Experience Modifier). The character's total Experience modifier is 77% (100% -10% -10% +15% -18% = 77%). Jack's character needs to complete three more adventures to reach 3rd level.

Alternative Advancement

Total Adventures by Total Experience Modifier								
	106%-	96%-	86%-	76%-	66%-	56%-	45%-	
Level	116%+	115%	105%	95%	85%	75%	65%	55%
1	0	0	0	0	0	0	0	0
2	1	2	2	2	3	3	4	4
3	3	4	5	6	7	8	9	10
4	7	8	9	10	12	13	15	16
5	11	13	14	16	18	20	22	24
6	16	19	20	22	25	27	30	32
7	21	25	27	30	33	36	39	42
8	27	34	35	39	42	47	50	54
9	34	41	44	48	53	59	64	69
10	42	50	54	59	65	72	78	84
11	51	60	65	71	78	86	94	101
12	60	72	77	85	93	102	111	120

Notes for the Referee: This alternate advancement system does away with most of the bookkeeping and the calculation associated with using experience points. Some people find tracking XP tedious and/or error-prone. However, this alternate system also prevents "windfall advancement" if a party is lucky enough to somehow acquire a very large number of experience points in one session – whether this is good or bad is infinitely debatable. There is one case where this alternate system is definitely a great choice – a campaign that does not revolve around treasure finding.

Attributes

Instead of rolling 3d6 and assigning the result to an attribute in order, one of the following methods may be used.

Roll 3d6 and Assign: Roll 3d6 and the player may assign the result to an attribute of their choice.

Roll 3d6 Six Times and Assign: Roll 3d6 six times recording each result. The player may then assign each result to an attribute of their choice.

Roll 4d6 in Order: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice, assign the result to the next attribute in order.

Roll 4d6 and Assign: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice. The player may assign the result to an attribute of their choice.

Roll 4d6 Six Times and Assign: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice. Do this six times recording each result. The player may assign each result to an attribute of their choice.

Roll 2d6+6 In Order: Roll 2d6, Total the 2 dice and add 6 to the result, then assign the result to the next attribute in order.

Roll 2d6+6 and Assign: Roll 2d6, Total the 2 dice and add 6 to the result. The player may assign the result to an attribute of their choice.

Roll 2d6+6 Six Times and Assign: Roll 2d6, Total the 2 dice and add 6 to the result. Do this six times recording each result. The player may assign each result to an attribute of their choice.

Point Buy (Average): Characters have 63 attribute points. Assign these points to the character's attributes with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 75 attribute points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Notes for the Referee: These optional methods of determining character attributes tend to produce characters with higher than average attributes and/or more "optimized" attributes. Consider the effects on your campaign carefully before replacing the standard stat roll method with one of these. Remember also that high and low stats have less effect on the character's abilities in *Delving Deeper Brown Box* than they do in many games.

Background and Talents

Unlike many modern games, the Original Edition does not include character skills. Instead, players are expected to think like adventurers, tell the referee what their characters are doing and the Referee decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the referee decides a random success chance is truly needed, they may resolve the situation with a roll of their choice. The two most common methods of rolling for success are:

- **Roll under a Referee-Selected Attribute:** The referee asks the player to roll a D20 against one of the character's attributes, perhaps with a referee assigned modifier to the die roll. If the die (adjusted) die roll is under the character's attribute, the action succeeds. A natural roll of 20- always fails. Otherwise, it fails. This system makes having good attribute scores much more important than the designers of the original game probably intended.

- **Roll 6+ on a D6:** As the rules already give a 1-in-6 or a 2-in-6 chance of doing things like detecting secret doors, it is easy to just use this system whenever a random change of success is needed. While the Referee can add modifiers to the die roll according to circumstances, a natural roll of 1 always fails.

For those referees who really want a skill system, it is fairly easy to add a simple skill-like system on top of either of these methods of rolling for randomly determining success or failure.

Background

Characters should select, with the approval of the Referee, a background that represents their race, culture, and their previous (non-adventuring) training/experience. The selection of a character's background is as important as the selection of a class as a character's background gives the character a broad base of skills and knowledge. Note that a background is a few words, not an essay detailing the character's history.

The Referee will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Human (Holy Panamon Imperium) Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background – and an even better chance if that creek is in the territory of the Holy Panamon Imperium where the character knows more about the terrain and likely has contacts who could help. Having an appropriate Background is generally worth a modifier if Referee decides a success roll is required.

Races and cultures are generally limited to those the Referee has defined for the campaign.

For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Players should discuss their background ideas with their Referee to both to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure the player and the Referee are both on the same general page as to what skills and knowledge the background provides the character. For example, if a player picked a "knight" background, the Referee might be thinking "knight of the round table" while the player is thinking "knight templar."

Talents

At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the Referee approves), instead of selecting a new talent, a talent the character is already "Good

at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The Referee will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action.

If the Referee calls for a roll to determine the success of an action, having an appropriate talent with allow a modifier to the die roll that increases the character's change of success.

- **Roll under a Referee-Selected Attribute System:** An appropriate "Good at" subtracts 2 from the die roll, an "Expert at" subtracts 4 from the die roll, and a "Master at" subtracts 6.
- **Roll 6+ on a d6 System:** An appropriate "Good at" adds +1, to the die roll, an "Expert at" adds +2 to the die roll, an a "Master at" adds +3 to the die roll.

Option: The Referee may allow new characters to start the game with one to three talents strongly related to their background at the "Good at" level.

Notes for the Referee: Many players used to more "new school" styles of play want rules-based, mechanical ways to customize their characters. Talents provide a way to do this that does not add much complexity nor restrict characters from trying to do things anyone should be able to try because they failed to select some special mechanical customization feat or skill. Even if you do not desire to use skills in your game, having players select a background for their character can be helpful in defining the character both to the player and the referee. As referee, you should consider the character's background just like you do the character's class when determining when something the character does succeeds, fails, or should be determined by a random roll.

Class Special Abilities

Cleric Special Abilities

All Clerics have the following special abilities. The cleric must have a holy symbol of his religion in hand to use these abilities.

Minor Divination - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Minor Healing Prayers - Immediately after combat, a cleric may touch the wounds and pray over a being injured in that combat. This costs the cleric 1 HP and will restore 1d3-1 hit points. This may only be done once per being per combat and takes one minute per being.

Smite - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Notes for the Referee: While the Cleric has a good mix of combat and magical abilities, these special abilities add some nice minor powers. The Smite ability is particularly useful as it means that no party with a cleric will ever be caught fighting a creature they cannot possibly hit due to lack of special weapon types.

Fighter Special Abilities

Fighters may select one special ability from this list at levels 3 and at level 6. (Optional: for high powered campaigns, allow fighters to select one ability at levels 3, 6, 9, 12, etc.) Each fighter special ability may only be selected once.

Accuracy - A fighter with this special ability rolls a 1d6+2 for damage (instead of 1d6) with thrown or missile weapons.

Berserker Rage – A fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the always fighter attacks the nearest foe (determine randomly if multiple foes in range). His ferocity doubles his fighter bonus to his attack roll and his damage. To break off combat (before all foes are dead) the berserk fighter must make a save versus death (-1 for every opponent still standing) in order to break off from fighting. Each round the fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk fighter cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise fighter special abilities.

Brutal Attack – A fighter with this special ability rolls a 1d6+2 for damage (instead of 1d6) with melee weapons.

Cleave - After a fighter with this special ability kills an opponent, he may immediately make another attack against any still-standing foe. The maximum number of attacks he can make in one round is equal to his level.

Dodging - When not wearing armor, a fighter with this special ability may add 1/2 his level plus 1 for every point of dexterity above 15 to his AC.

Find Weakness - When attacking an unaware opponent, a fighter with this special ability may ignore any AC bonus the opponent has due to armor worn (that is, treat the opponent as AC 9 [10]). He is hitting at his opponent's weak, exposed areas.

Leadership - A fighter with his special ability has a number of Leadership Points per day equal to his level plus one for every charisma point above 13. These leadership points are like bonus HP for the whole party - useable at the fighter's discretion. For example - James the Mage has 2 HP left and takes 12 damage, which would knock him unconscious and reduce his STR by 10. John the fighter has 15 leadership points, so he lets his leadership absorb the blow rather than let James suffer a major injury. The fighter has only 3 leadership points left, but the James still has 2 HP and is still standing.

Tactical Expertise – A fighter with this special ability has a number of Tactics Points per day equal to his level plus one for every point of intelligence above 13. These points are spent directly before the attack roll of anyone in the fighter's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Unarmed Combat - A fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Notes for the Referee: Some people feel that the Fighter class is too weak at higher levels compared to the Magic-User and Cleric. These special abilities allow limited mechanical customization of Fighters without greatly increasing their power or making the game more complex to play or Referee. Nevertheless, they do increase the power of the Fighter so the Referee needs to carefully consider the needs of her players and her campaign before deciding to use these supplemental rules, especially if the option allowing fighters to select one special ability every three levels is used.

Magic-User Special Abilities

All Magic-Users have the following special abilities. All require the use of a special wand hand-made by the magic-user.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

Magic Dart - A Magic-User can shoot a 1d6-1 dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken. No saving throw is allowed. Requires pointing a handmade wand at the target and saying a command word. The visible effects (type of dart: metal, fire, ice, lightning, etc.) can be whatever the Magic-User desires; note that these visual effects not affect damage, they only add color to the ability.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Attempting something the Referee considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand in a pattern and saying a command word or phrase.

Some examples: Light a candle or pipe with a flame from the fingertip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level might dust the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand.

Notes for the Referee: Some people feel that the Magic-User class is too weak and uninteresting to play at lower levels. These special abilities add some magical flavor to the Magic-User without really increasing the power of the class. The Magic Dart ability is no worse than letting a magic-user use a sling (a fairly common house rule), but it has a more magical feel. Minor Magic lets a Magic-User use magic for minor mundane tasks which is fun but generally has no effect on the game except, perhaps, to impress peasants and the like. Note the 1d6-1 damage a magic dart can be either 1 to 5 points or 0 to 5 points at the Referee's option.

Goals and Personality Traits

The alignment system is a simple way to handle character “personalities” at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. If this system is used, the Referee will “enforce” it with Experience Point bonuses for using the character’s goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior Referee approval. The Referee may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPCS) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with Referee approval.

Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

Furtherance of Scholarly Studies*	History, linguistics, literature, etc.
Furtherance of Art*	Music, architecture, crafts, etc.
Furtherance of Science*	Astrology, engineering, etc.
Wealth	Accumulation of treasure or other wealth
Earthly Pleasures	Wine, women/men, drugs, etc.
Romance	True love
Power over Others	Political, religious, in criminal underworld, etc.
Fame	Personal renown far and wide
Rank*	On social scale or in institution like religion or military
Preservation of the Status Quo	Prevention of change (in government, religion, social system, etc.)
Preservation of Nature	
Preservation of Order	Prevention of breakdown of law and order
Comradeship	Establishment and maintenance of friendships
Risk Tasking	Taking physical, financial, or spiritual risks
Commercial Business	Setting up and running profitable businesses
Collecting*	Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use)
Religious Service	Serving religions and Gods
Battle Glory	Winning renown in battle
Image Cultivation	Adopting a distinctive appearance and style to impress others
Freedom	Preservation of individual freedoms
Chivalry	Mercy, fairness, compassion
Honor	Duty to liege, family, friends, or own dignity
Mystic Power	Finding spells, magic items, etc. for own use
Patriotism	Acting in country’s best interest
Discovery	Bringing new knowledge to own civilization

Experience Wonders	Travelling through strange lands, other planes, etc.
Intrigue	Political/Social secret scheming and plotting
Materialism	Spending money on displays of wealth: manors, castles, useless expensive items, etc.
Welfare of Others	
Responsibility	Desire to carry out duties, take care of charges, etc.
Expansion of Civilization	Into new lands, etc.
Wanton Destruction	Desire to destroy things for the pleasure of destroying
Cruelty	Desire to cause pain in others
Persecution of Evil	“Evil” as defined by your culture or religion
Competition	Desire to compete for competition’s sake
Personal Feats	The “do it because it’s there” spirit
Creation*	Make magic items, works of art, etc.
Self-Discipline	Controlling one’s behavior and emotions
Trickery*	Thwarting authority, playing practical jokes, etc.

Character Personality Traits: In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed may be used with prior Referee approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to the character while the positive trait is directed toward the behavior of others – which tends to make the character a hypocrite.

Suggested Personality Traits:

- True passion for alcoholic beverages
- Disapproves of drunken ways
- True passion for gambling
- Disapproves of gambling
- Enjoy a good public brawl and will start one given a good reason
- Disapproves of public brawling
- True passion for members of the opposite sex
- Disapproves of lewd and/or flirtatious behavior
- Braggart who exaggerates his/her deeds
- Modest about own deeds and disapproves of bragging
- Gourmet who will not tolerate poor cuisine
- Glutton who will eat just about anything and think it great
- Rather crude and rough manners
- Excellent manners, cannot tolerate bad manners
- Will lie when it suits his/her needs
- Truthful character who does not tolerate falsehood
- Grasping and greedy
- Miserly and begrudges spending money
- Spendthrift whose money never lasts long
- Tends to forgive (or forget) personal insults and injuries

- Tends not to forgive or forget personal insults and injuries, and always tries to get even – sometime
- Social snob who demands due respect from his/her social inferiors
- Social egalitarian that places little worth in social class differences when a person has shown his/her worth
- Character will not kill except in self-defense (and only after all else has been tried and has failed)
- Sexist who belittles the abilities of the opposite sex.
- Mild prejudice against a specific race or class (belittles their abilities)
- Overconfident of own abilities
- Little confidence in own abilities
- Always optimistic
- Always pessimistic

Notes for the Referee: Alignment (especially with the optional vices and virtues) is enough for many campaigns, but the systems here provide much finer control over character personality for those who want the fine control accompanied by mechanical effects that benefit a player who plays in character and penalize a player who does not.

Heroic Characters

The Original Edition is designed for “Swords & Sorcery” style zero to hero where characters start off as average people and grow to powerful characters – if they can manage to survive. Some Referees may desire to a more high fantasy approach where characters may still start off as farm boys, but they are special from the start. While they are virtually unknown in the campaign setting, they have a natural talent for adventure and special qualities and a destiny that calls them to be “High Fantasy” heroes.

Heroic Characters possess a Heroic Constitution, Perception, Destiny, Ferocity, and extra Heroic abilities.

Heroic Constitution: Heroic characters start with 12 hit points. When they roll their hit dice, they add 12 to the result. For example, a first level fighter who rolls 5 on his 1d6+1 hit dice would actually have 17 hit points. If the optional Hit Point and Wound Points rules are in use, Heroic characters have a minimum of 15 Wound Points and each three points (instead of the standard two) of Wound damage a Heroic character has suffered gives a -1 to all attack, success, saving, and similar rolls.

Heroic Perception: A group of Heroic characters automatically have the Initiative in combat unless they have been surprised (in which case the surprise round does not happen but the ambushers have Initiative for the first combat round).

Heroic Destiny: Each Heroic Character starts with a Referee determined number of Destiny Points. For purposes of example, we will assume all heroic characters have 5 points of Destiny. When a Heroic character would die (for any reason), the character loses a point of destiny and by some miracle (determined by the Referee) is not dead. (The character could be grievously injured, captured, etc., but they survive.)

Heroic Ferocity: When fighting enemies of equal or lesser hit dice, the Heroic character can roll a Ferocity die representing their mighty hewing, punching, kicking, biting, object-hurling, and other assorted fisticuffs or short-ranged combat spells delivered toward an enemy that does not clearly outclass them

in skill. This is a separate die that can be rolled once per round. This die always does damage regardless of the hit roll, so it is best to use a die of some different color than the others so it can be easily identified. Fighters roll 1D6+2 for their Ferocity die, clerics, thieves, and other non-strictly-martial classes roll 1d6, and magic-users and similar sorcerous classes roll 1d6-1.

The damage from a Ferocity die can only be inflicted on foes with equal or fewer hit dice than the hero- more experienced enemies are just too canny to be maimed without a focused attack. The exception is the Ferocity die of Heroic Magic-Users. Their eldritch bolts can harm any foe, even one of greater hit dice.

A hero character who wishes to do something other than make an attack roll in a round can still roll their Ferocity die against any foes within reach, representing the murder they might be wreaking incidental to their other activities.

Heroic Abilities: A Heroic Fighter always hits any creature they are attacking of equal or lower level, assuming that it is possible for them to hit the creature at all. The effects of the spells of a Heroic Magic-User or a Heroic Cleric are calculated as if the character were two levels higher than their actual level. A Heroic Thief performs thieving skills (including backstab) as if they were three levels higher than their actual level.

Notes for the Referee: If your campaign tends more to high fantasy than swords and sorcery, this optional rule will allow PCs that are more likely to survive and are more “heroic fantasy caliber” If you use this rule, you will probably want to have major enemies (dark lords, etc.) created as heroic characters. If the powers granted by this rule seem too much, you can always remove any that you wish to create the power level you need for the campaign.

Psychic Gifts

Characters have a single psychic gift which may manifest at some point in the character's character. When a character gains a level (including gaining first level at character creation), roll a D20, if the result is equal to or less than the character's new level, the character's psychic gift manifests. When the gift manifests, roll a d20 to determine the gift randomly on the Psychic Gift table below.

Using a Psychic Gift: Whenever a character with a psychic gift attempts to use their ability they must roll a saving throw. If that saving throw is successful, the character is able to use their psychic gift. Psychic gifts grant bonuses or special abilities in specific situations and have a specific duration which are listed in each individual description. Attempting to activate a psychic gift is considered an action, whether successful or not, if done during combat – though it cannot be interrupted. If a character fails in their attempt to use a psychic talent, they cannot attempt to use it again for twenty four hours. A character may also not have more than one psychic talent active at any given time. All saving throws made regarding psychic talents are considered to be saving throws vs. spells and staffs. This includes activating and resisting psychic talents, where applicable.

Psychic Gift Table

D20	Psychic Gift
1	Accelerate Healing
2	Amplify Hearing
3	Calm Animal
4	Charming Aura
5	Danger Sense
6	Dark Vision
7	Detect Deception
8	Direction Sense
9	Project Thoughts
10	Read Thoughts
11	Regulate Metabolism
12	Regulate Breathing
13	Sense Evil
14	Sense Extraplanar Being
15	Sense Life
16	Sharpen Vision
17	Stasis
18	Strengthen Resolve
19	Unnerve Target
20	Roll twice

Accelerate Healing: The character gains no additional benefit from magical healing, but instead character's natural healing rate is doubled for the next twenty-four hours. Duration: 24 hours.

Amplify Hearing: The character is able to hear even faint noises with particular clarity. Characters who have a "Hear Noise" or similar ability may roll twice when using this ability and take the more favorable of the two rolls. Characters who do not have the "Hear Noise" ability are instead able to hear faint noises on a 1-3 on 1d6. Duration: 1 Hour.

Calm Animal: Whenever the character encounters a natural beast that is hostile, they may active this ability in an attempt to calm the creature, though it may only be used to target a single creature. The target must make a saving throw vs. spells or immediately cease being hostile towards the character. While not friendly, it regards them with a benign disinterest for the duration of this psychic talent. Duration: 10 Minutes.

Charming Aura: The character is able to project an aura of charm and amiability if they successfully activate this ability. Once activated, the character using this ability receives a +2 bonus to all reaction or social rolls made when interacting with NPCs who speak a shared language and are able to communicate with the character. This is not a *Charm Person* or magical effect and if the character is caught acting in an obviously hostile or antagonistic manner the benefits of this talent immediately end. Duration: 1 Hour.

Danger Sense: The character has a kind of sixth sense making them aware of danger a split second before it strikes. When this ability is active the character can only be surprised on a 1 on 1d6, regardless of any stealth measures taken by an opponent. This ability only applies to danger to the individual character, and not to his allies or those nearby. Duration: 1 Hour.

Dark Vision: Once active, the character can see perfectly, even in pitch darkness. They can, however, still be blinded and suffer the normal penalties associated with that condition if they are rendered blind. Duration: 1 Hour.

Detect Deception: This ability allows the character to sense when an individual is knowingly deceiving them. Once active,

the character has a 1-4 on 1d6 chance of detecting when anyone within 60' of them is attempting to lie to or deceive them. Duration: 10 Minutes.

Direction Sense: The character who successfully activates this talent can immediately sense which direction is North as well as sense their distance from the ground, whether above or below it. Duration: Instant.

Project Thoughts: A character who successfully activates this ability may send a brief mental message to the mind of any intelligent creature within 360 feet. They do not need to see the target to use this ability, though they do need to have a general sense of their location. This message cannot be more than one sentence and comes into the target's mind as the character's voice speaking to them. Duration: 1 Round.

Read Thoughts: The character is able to read the surface thoughts of a single target within 60 feet if they successfully use this ability. They must be able to see the target. If the character and the target do not speak the same language then the character only gets a vague sense of the target's mental state and intentions. Duration: 1 Round.

Regulate Metabolism: The character is able to regulate their body to such a degree that while this ability is active they suffer no penalties from lack of food or water. They also receive a +1 to all saving throws made to resist poison while Regulate Metabolism is active. Once this ability wears off, the character immediately suffers all the effects that would be applicable from a lack of food and water. A character who would die from such things immediately drops dead when they reach that point, even if this talent is active. Duration: 24 Hours

Regulate Breathing: Once activated the character can hold his breath for the duration of this ability. This means they do not risk drowning, nor can they be affected by gas, odors, or poisons which must be inhaled to be effective. Duration: 1 Hour.

Sense Evil: When activated the character is able to detect the presence of any evil characters or items which are enchanted through evil sorcery within 120 feet. They do not know the nature of the evil detected, only that it is present and mildly unnerving. Duration: Instant.

Sense Extraplanar Being: When activated the character is able to detect the presence of any extraplanar beings within 120 feet. This includes any such beings which are masquerading in other forms or concealed. They do not know the nature of these creatures, nor to what plane they are aligned – only that they are present. Duration: Instant.

Sense Life: The character is able to detect the presence of any living creature within 120 feet. This does not include plant life and only detects mundane insects when they are present in vast quantities. Duration: Instant.

Sharpen Vision: When active, the character is able to see twice as far as normal. In addition, they receive +1 to all "to hit" rolls with ranged weapons. Duration: 1 Hour.

Stasis: The character enters a deep meditative state when this talent is activated. To the casual observer they will appear dead in this coma-like condition. However, while in stasis they do not need food or water to survive, though as soon as they exit the condition they immediately need to consume a day's worth of food and water. A character who suffers damage while

in stasis is immediately awakened, though he is not otherwise aware of his surroundings. Duration: 1 Week.

Strengthen Resolve: The character steals his mind against fear and doubt. Once this talent is active, the character receives a +4 bonus to resist all mind-influencing spells, such as Confusion or Feeblemind. Duration: 1 Hour.

Unnerve Target: By projecting an aura of menace, the character is able to sow fear and doubt in a single target's mind. The target of this ability suffers a -1 penalty to all attacks against the character and a -1 penalty to all saving throws made to resist spells cast by the character as terror gnaws at them from their subconscious mind. Duration: 5 Rounds.

Notes for the Referee: This is a simple way to allow special mental abilities into the game without having to deal with complex rules for psionics. There are many ways to modify this. For example, fighters (and other non-spellcasting classes, if any) might automatically get their gift at first level or only certain classes might be able to manifest psychic gifts at all.

Sanity Attribute

If used, Sanity is rolled just as other attributes in the game. Sanity (SAN) mainly comes into play when faced by intrusions into your mind or particularly horrible sights or revelations. If the referee requests a SAN check, roll 1d20. If the result is greater than or equal to your current SAN score, subtract half the amount by which you failed from your SAN score, rounded up, and roll on the following table:

Sanity Loss

D6	Effect of Sanity Loss
1	Affected as if by a <i>Fear</i> spell for (d6 1-2: 1 turn 3: 2 turns 4: 3 turns 5: 1 hour 6: 1d8 rounds)
2	Affected as if by a <i>Confusion</i> spell for (d6 1-3: 1d10 rounds 4: 1d6 turns 5: 1d6 hours 6: One full day)
3	Catatonic with despair (cannot attack, speak, or cast spells and must be led around by allies) for (d6 1-2: 1 round 3-4: 1 turn 5: 1 day 6: 1 week)
4	Afflicted with horrible maniacal laughter making it impossible to attack or cast spells for 1d4 rounds
5	Faints out of shock for 2d6 rounds
6	Going to be okay, but noticeably shaken up

SAN can be restored, although never over the amount a character initially had, at a rate equal to the character's WIS bonus (minimum of 1) per full week of rest in a safe, relaxing environment. If a character's SAN ever dips below 3, they are permanently insane and likely to either become a threat to themselves or others or retire from the adventuring life altogether to battle their personal demons.

Notes for the Referee: Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind.

Virtues and Vices

Players select six traits from the lists below for their character, at least two virtues and two vices must be selected as no character is perfect. Players can select virtues and vices not on the list with Referee approval.

Players are expected to role play their virtues and vices when they would come into play. However, while they should be

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apparent in the character's everyday personality, they need not dominate it to the extent the character becomes a caricature.

Virtues and Vices

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful



OPTIONAL CLASSES

The Mnemonic Mage

The Mnemonic Mage is a variant magic-user class based on the mages in Jack Vance's early Dying Earth stories. While the magic-users were very loosely based on the same thing, the Mnemonic Mage class tries to be a bit closer to the original source material while still using the standard magic-user spell lists.

The Mnemonic Mage is a mysterious figure, a student of ancient arcane powers lost to the modern world. Like the standard magic-user, a Mnemonic Mage is usually cloaked in robes woven with mystical symbols and can be devastating opponents. Also like the standard magic-user, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. Unlike a magic-user, a Mnemonic Mage casts spells by forcibly impressing ancient incantations into their mind which must retain them by sheer mental force. They cast magic by releasing the spell from their mind. The spell fades from their mind and takes effect in the world. While a normal person would go mad from trying to retain even one or two weak mnemonic spells in their mind, a high level Mnemonic Mage can hold 6 or more powerful spells in their mind at one time. Compared to a standard magic-user, a Mnemonic Mage has fewer spells available to cast, but they tend to be more powerful.

Prime Attribute: Intelligence, 13+ (+5% experience bonus)

Hit Dice: As Magic-User

Armor/Shield Permitted: None

Weapons Permitted: Dagger, staff, and darts (or by class)

Race: Only elves and humans may become Mnemonic Mages.

Mnemonic Mage Class Abilities

Spell Memorization: A Mnemonic Mage has a number of memory slots to hold spells equal to his level plus one. A first level Mnemonic Mage therefore has 2 memory slots while a tenth level Mnemonic Mage would have 11 memory slots. A Mnemonic Mage memorizes spells by reading them in his spell book and forcing them into his mind. The amount of time and effort this takes depends on the class of the spell. Each class of spell requires a different number of memory slots to hold the spell and takes a specific amount of time to memorize. If the Hit Point Powered Magic rules are in use memorizing a spell also costs the hit points listed in the HP Cost to Memorize column. This column is ignored if these optional rules are not in use.

Spell Class	Memory Slots	Time to Memorize*	HP Cost to Memorize
Cantrip**	0	5 minutes	1 HP
Minor	1	10 minutes	2 HP
Lesser	2	20 minutes	4 HP
Greater	3	30 minutes	8 HP
Extraordinary	6	60 minutes	11 HP
Most Extraordinary	12	120 minutes	15 HP

* A Mnemonic Mage must spend at least one hour of time studying his spell books to memorize any spells. Therefore, while it only takes 10 minutes to force a single minor spell into

memory, if that is the only spell the Mnemonic Mage wishes to memorize, it still takes him one hour to do so.

** The Cantrip spell is special. While it takes no memory slots, a Mnemonic Mage can only hold a number of Cantrip spells in memory equal to his Intelligence. The Cantrip spell is known by all Mnemonic Mages and casting the Cantrip spell has the effect of either one use of the Minor Magic or Arcane Blast magic-user special ability. A handmade wand is not required.

Spell Lists: The Minor spell class includes spells from the first and second level magic-user spell list. The Lesser spell class includes spells from the third and fourth level magic-user spell list. The Greater spell class includes spells from the fifth and sixth level magic-user spell list. The Extraordinary spell class includes spells from the seventh and eighth level magic-user spell list. The Most Extraordinary spell class includes spells from the ninth level magic-user spell list.

Spell Books: A Mnemonic Mage can only memorize spells he has personally studied and copied into his spell books. If he is copying the spell from the books of another Mnemonic Mage, it only takes one week to study and copy the spell. If he is trying to add a spell from a standard magic-user's books or scrolls, he must study the spell and try to convert it to mnemonic form before he can copy it into his spell book. This conversion process takes the Time to Memorize (in days instead of minutes) and requires a successful D20 + INT bonus roll against a DF equal to 10 plus the spell level of the magic-user spell being converted. If successful, the new mnemonic form of the spell can be studied and copied into the Mnemonic Mage's spell book in the usual manner. If unsuccessful, the Mnemonic Mage can try again once he has gained at least one level.

First level Mnemonic Mages start with a spell book holding the Cantrip spell and 3 minor spells, 2 lesser spells, and 1 greater spell. The player may select two of the minor spells from those the Referee allows were available to the mage during his apprenticeship, the others are selected by the Referee by whatever method he wishes.

10% of the Magic-User scrolls and spell books found as random treasure should contain spells in mnemonic form. These items are useless to a standard magic-user.

Spell Casting: To cast a memorized spell, all the Mnemonic Mage needs to do is to recite it. This releases the spell from his memory and causes it to take effect. Once cast, the spell is no longer in memory. A Mnemonic Mage cannot cast spells through ritual magic although he may perform special rituals (that do not duplicate spells) through ritual magic.

Memory and Lore: Due to the training required to hold spells in memory a Mnemonic Mage can set easily memorize long passages of speech or written text. As they must study ancient history and civilizations, they are storehouses of historical information, and can often identify legendary and magic items that appear in old tales.

Saving Throw Bonus: If using the single saving throw system from S&W, Mnemonic Mages gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Mage's Tower (11th): While a Mnemonic Mage often builds a stronghold for himself or herself to house their libraries and laboratories very early in their career, at 11th level, a Mnemonic Mage gains the title of "Mage". At this point,

assuming they have a stronghold, they will begin to attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to them and serve them with whatever loyalty the Mage can inspire.

Mnemonic Mage Advancement

Level	Experience Points Required for Level	Hit Dice	Fighting Capability	Memory Slots
1	0	1	Man	2
2	2,500	1+1	Man + 1	3
3	5,000	2	2 Men	4
4	10,000	2+1	2 Men + 1	5
5	20,000	3	3 Men	6
6	35,000	3+1	3 Men + 1	7
7	50,000	4	Hero - 1	8
8	75,000	5	Hero	9
9	100,000	6+1	Hero + 1	10
10	200,000	7	Wizard	11
11	300,000	8+1	Wizard	12
12	400,000	8+2	Wizard	13
13	500,000	8+3	Wizard	14
14	600,000	8+4	Wizard + 1	15
15	700,000	9+1	Wizard + 2	16
16	800,000	9+2	Wizard + 2	17

The Paladin

Paladins are a "subclass"/special type of Fighter. In order to become a Paladin, a Fighter must be Lawful and have a Charisma of 17 or higher. Any Chaotic act will result in the revocation of the Paladin's status; he will thereafter be a normal Fighter with no special powers.

Note that a Paladin remains a Fighter for all purposes; other than the alterations described on this section, they perform in all ways just like normal Fighters.

Powers of the Paladin

Lay on Hands: A Paladin may heal up to 2 hit points of damage per level of ability, and one disease for each five levels he or she has attained. Either or both of these powers may be performed once per day.

Immune to Disease: Paladins are immune to all forms of disease.

Protected: All of a Paladin's saving throws are made at a bonus of +2.

Challenge Evil: A Paladin of the 8th level or higher can detect evil at will at a range of 6", and can cast the spell dispel evil at will merely by proclaiming it.

Holy Sword: When a Paladin wields a special magic item called a Holy Sword, it nullifies all magic within its 1" radius circle of protection. When rolling for magic items on the sword table of Book 2 of the Original Edition consider a roll of 82 as indicating a Holy Sword +5. Also consider the Sword of Sharpness and Vorpal Sword as being Holy Swords for this purpose. As you might expect, the same Lawful- only alignment restriction applies to a "plain" Holy Sword +5 as applies to these two other swords.

Paladin's Steed: Each Paladin may acquire a specially gifted steed, as described below. If a Paladin's steed is slain, he or she may not obtain another such steed for a period of 10 years.

Restrictions of Paladinhood

Poverty: A Paladin may never have more than four magical weapons, one suit of magical armor, one magic shield, nor more than four other magic items. All treasure earned in excess of a Paladin's needs must be given away to proper religious orders or perhaps other charitable institutions. When a Paladin builds a stronghold, he or she may spend no more than 200,000 gold pieces to do so, and may employ no more than 200 troops in defense of it. A Paladin may choose to remain in the service of a Lawful king or religious leader instead of building a stronghold, if that seems a more effective way to promote the spread of Law.

Association: Paladins will never willingly associate with Chaotic characters.

Paladin's Steed (Horse, Heavy, Special)

AC: 5 [14]
 HD: 5+1 (19 hp)
 Attacks: hooves (2d8) or bite (1d3)
 Move: 180 feet
 Morale: 12
 Special: Highly intelligent, Lawful

A Paladin's Steed appears to be just a particularly fine example of a heavy warhorse. However, they are very intelligent and loyal. A Paladin's Steed need never roll a morale check, but will always act in accordance with its master's wishes (so long as he remains a faithful Paladin in good standing) or in defense of its master or of Law in general if its master is unavailable or unable to give it orders.

If for any reason the Paladin loses his or her status, the steed will no longer serve its former master in any way and will seek to flee as soon as possible.

Notes for the Referee: In the Original Edition a Paladin wasn't a class but a special type of Fighter. This optional rule adds this type of Paladin to the game. With these rules, there is no way for a Fighter who loses Paladin status to ever regain it. If you choose to allow a "fallen paladin" to attempt to regain their status, it should probably require a great quest or the like.

The Specialist

Specialists are unique characters that have special knowledge or skills that can be useful on adventures. In some cases, they cannot do anything that any character could not try to do, they just have a better (generally much better) chance of success due to their knowledge and training. There are two subtypes of Specialists: Action Specialists and Scholarly Specialists. Action Specialists can wear light or medium armor, use shields, use any weapon, and fight as a cleric. Scholarly Specialists can wear light armor, use any weapon, and fight as a Magic-User.

Specialists should take a background that covers the area they wish to specialize in. Action Specialists begin the game with 5 talents related to their area of specialization: two at the "Expert at" level and three at the "Good at" level. Scholarly Specialists

begin the game with 7 talents related to their area of specialization: one at the “Master at” level, two at the “Expert at” level, and four at the “Good at” level.

Specialist Advancement

Experience		Saving Throw Versus					
Thief Points	Hit	Wands		Paralysis		Breath	
Level Required	Dice	Poison	Rays	Petrification	Weapon	Spells	
1	0	1	13	14	13	15	16
2	1,250	1+1	12	14	12	14	15
3	2,500	2	12	14	12	14	15
4	5,000	2+2	11	11	11	13	14
5	10,000	3+1	11	11	11	13	14
6	20,000	4	10	11	10	12	13
7	40,000	4+1	10	11	10	12	13
8	70,000	5	9	8	9	11	12
9	120,000	5+2	9	8	9	11	12
10	180,000	6+1	8	8	8	10	11
11	240,000	7	8	8	8	10	11
12	300,000	7+1	7	5	7	9	10

A specialist requires 120,000 experience points per level beyond the 12th.

A specialist adds one hit die per four levels beyond the 11th.

Notes for the Referee: A campaign that includes the Specialist class must also use the optional Background and Talents rules found in this section. The Specialist class could easily be used for a thief or a ranger. Remember that a specialist normally cannot do anything any other character class could not try to do; they are just far better than the average character at tasks that clearly fall within their area of specialization. For example, anyone can try to disarm a mechanical trap, but a mechanician specialist should be much more likely to succeed and probably has something like Expert at “Mechanical Traps” to further Increase their chances of success. The referee will probably need to work with the player to ensure that both the player and the referee are on the same page as to what the character’s specialization actually covers and that the initial talents selected both match the specialization and are likely to be useful in the campaign. The Specialist class is particularly useful in campaigns set in non-standard settings (e.g., the Renaissance era or sword and planet).

Variant Classes

The referee may allow some, all or none of the variant classes listed below in their campaign. Each variant class functions very similar to one of the standard classes. This determines whether or not a class can be used by a non-human character and the experience point advancement table for the class. Note: Optional classes have an *Experience Modifier* of -10% unless otherwise noted.

Acrobats master feats of daring do. They function exactly as thieves; except they receive a -1 to their AC every level and use the Saving Throws of clerics. Acrobats may not wear armor or use shields.

Assassins are professional killers. They may attempt a Death Attack once per day in any situation where they could otherwise backstab. If the attack is successful, the target must make a saving throw or die. They otherwise function exactly like thieves.

Bards are wandering performers and minstrels. They function exactly as thieves; except they may cast Charm Person and

Detect Magic once per day. Once per combat they may sing an inspiring song, granting all allies +1 to all attack rolls for 5 rounds.

Cavaliers are mounted warriors. They function exactly as fighters; except they gain a +2 to any Saving Throw when mounted on a horse and gain +1 to-hit and damage with lances.

Druids worship nature. They may track foes in a wilderness environment with a 3+ on d6 and may cast Charm Person as a 1st level spell, though only on animals. They can only wear leather armor, but otherwise function as Clerics.

Illusionist: Magical tricksters. They can cast a limited number of Magic-user Spells as a Magic-user of one level lower. Spells castable are limited to: Charm Person, Light, Color Spray, Phantasm, Invisibility, Dispel Magic and Illusion (3rd Level, as Phantasm but continues for 1d6 minutes after Illusionist stops concentrating on it). Otherwise, they function as thieves.

Monks are wandering mystics. They function exactly as clerics except they receive a -1 to their AC per level and may make unarmed attacks which inflict 1d6 points of damage, which increases by +1 per level. Monks may not wear armor or use shields.

Necromancers master dark magical arts. They function as magic-users, but may also Turn Undead as if they were a Cleric. They gain control of any undead turned for 5 rounds.

Paladins are holy warriors that function exactly as fighters, except they may also cast spells (to a maximum of third level spells) as if they were a Cleric of one level lower than their Paladin level. Experience Modifier: -20%.

Rangers are skilled woodsmen that function exactly as fighters, except they can track foes in wilderness environments with a 3+ on a D6, or a 5+ on a d6 in dungeon or urban environments. They receive +1 to damage against goblin-kind, ogres, trolls, and giants. They can only wear leather or chain armor.

Sage: Scholar of the arcane and esoteric. On a roll of 6+ on a d6 a sage can learn an interesting fact about an object, person, location, etc. For every day spent researching the object, person, location, etc., the sage gets a +1 to the roll. A roll of ‘1’ always means a failure. They can also learn and cast spells from the Cleric Spell List as if they were magic-user spells of two spell levels higher (e.g., a first level clerical spell could be learned as a third level magic-user spell). Otherwise, they function as magic-users. Experience Modifier: -30%.

Swashbucklers are dashing swordsmen. They function exactly like thieves, but attack as a fighter when wielding a melee weapon.

Technicians are advanced technologies experts. They may use advanced technological equipment without making a Save to get them to work. Otherwise, they function as thieves.

Notes for the Referee: Your campaign and/or your players may need a little more variety in character classes. These variant classes are relatively simple modifications to the core classes, providing variety in a small package. You will probably want to carefully select which of the above variant classes you allow in your campaign. Feel free to create your own variant classes along these lines if your campaign needs them.

OPTIONAL COMBAT RULES

Action-Type Initiative

Roll initiative on a d6 for each side at the start of each round, the same as usual.

Talkers act first. This is any sort of attempt to negotiate, threaten, issue orders, or whatever, but either way represents a significant enough communication to remain the focus of your action during the round.

Doers act next. This represents any sort of miscellaneous action, including things like a thief attempting to pick a lock, a spellcaster beginning the incantation for a spell (more on this in a moment), searching through your backpack for a healing potion, et cetera.

Movers act third. This is when manoeuvring happens, as well as any attempts at fleeing an altercation.

Fighters act last. At this point resolve any attacks, including special ones like tripping. This is a caster's last chance to declare where she's aiming her spell for the round. Lastly, any spells cast during the round are resolved. If the spell has a specific duration, its duration is counted down from this point, not from the beginning of the round.

During any phase, a character can choose instead of taking their action to react to another action by taking an action of their own, so long as the action belongs to the same or an earlier phase; but only if she has not yet acted. This represents that character's action for the round. If your side has initiative, then your reaction can, if you so choose, take place before the triggering action is resolved-- for instance explaining to an ally why banging on a glass tank full of acid is a bad idea, cravenly begging for mercy from an attacker, or even retreating from an attacker before he can hit you! If your side does not have initiative, you can still react, but only after the triggering action is resolved.

Notes for the Referee: This alternative to the standard "strike rank" system is borrowed from a game about a time-travelling police box. It encourages players (and Referee ran intelligent NPCs) to play smart instead of immediately resorting to attack. It can result in very different encounters from what more action-oriented players may expect.

Armor for Everyone

All character classes can wear armor; however, wearing armor has negative effects on the abilities of some classes.

Base Armor Class: Each class has a base armor class that is in effect anytime the character is conscious and not tied up to the point they can't move at all. This base armor class takes into account the character's combat training which allows him to dodge and parry blows.

- Fighter -- Base AC of 5 [14]
- Cleric -- Base AC of 7 [12]

- Thief -- Base AC of 8 [11]
- Magic-User -- Base AC of 9 [10]

Any character that is unconscious or heavily restrained has a Base AC of 9 [10].

Armor: Armor subtracts from the character's Base AC when worn. Armor may have side effects for some classes.

Light Armor: -1 to AC. Magic-Users and Illusionists cannot cast their highest level of spells known while wearing Light Armor.

Medium Armor: -2 to AC. Magic-Users and Illusionists cannot cast their two highest levels of spells known while wearing Medium Armor. Thief abilities are halved while wearing Medium Armor.

Heavy Armor: -3 to AC. Magic-Users and Illusionists cannot cast their three highest levels of spells known while wearing Heavy Armor. Thief abilities are unusable while wearing Heavy Armor.

Shield: -1 to AC, only when character is conscious and mobile. Magic-Users cannot cast their highest level of spells known when using a shield -- if they are using a shield and armor the shield adds 1 to the levels of spells they cannot use. Note that a magic-user requires at least one hand free to cast spells.

Examples: An unarmored average fighting man is AC 5 [14]. The same fighting man in plate armor and using a shield would be AC 1 [18].

An unarmored 10th level wizard would be AC 9 [10] and could cast spells normally. If that tenth level wizard wears chainmail, she would be AC 7 [12] but would not be able to cast any of her 4th or 5th level spells. A 1st through 4th level magic user wearing chainmail would not be able to cast any spells at all.

Notes for the Referee: One thing that really seems to sit wrong with some players in early editions are the armor limitations on classes. Some players really want their magic-users to wield swords and wear armor. This optional armor system allows this while still trying to maintain the balance between classes.

Black Powder Weapons

In some campaign settings, early black powder firearms may be available. Black powder weapons have the potential to cause a lot of damage, if the maximum is rolled on a black powder weapon's damage die (for example, 8 for a pistol), roll again and add the new result to the total. Keep rolling as long as the maximum is rolled. A black powder weapon can only be fired once before it has to be reloaded, which takes an entire round.

Weapons	Range	Cost	Damage
Pistol	30ft	200gp	1d8
Musket	200ft	500gp	1d10

Notes for the Referee: Black powder can be considered an alchemical or even magical substance in a campaign setting if the Referee desires. Adding black powder weapons will not unbalance a campaign, but it will certainly change the feel of a campaign setting, especially if such weapons are common. For more

complete (and complex) rules on firearms, see the Section on Firearms.

Climbing on Enemies

Instead of attempting to grapple with an enemy much larger than herself, a character may choose to attempt to climb up its body. While you are clinging to your opponent, you get a +2 bonus to all attacks made against it, and in most cases the only attack it can safely make against you is to attempt to shake or throw you off. In this event, make a reflex save to hang on. If you fail, you take falling damage appropriate to the height you fell from or distance you were thrown. At the Referee's option, particularly huge monsters might offer a larger bonus in exchange for additional climbing. Large enough monsters that are possessed of hands, tentacles or other highly dextrous structures, might instead be able to grab and squeeze a creature that attempts to climb them, dealing an appropriate amount of automatic damage.

Notes for the Referee: This is a version of a popular optional rule on old school blogs. It's a fun alternative to grappling.

Combat Stance

Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are:

- *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5),
- *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2),
- *Standard* (Attack: Normal; AC: Normal; Strike: normal),
- *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and
- *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). S

Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional (and can only be used if the optional Strike Speed Initiative rules are used).

Combat Stunts (Simple)

At a cost of 1 hit point, Fighter, cleric, and Thief classes may adjust their armor bonuses, attack bonus, damage done, etc. for an attack to create a combat stunt. For each -1 a character takes, he may take a +1 in another area. A Fighter may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A Cleric or Thief may take up to his level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat stunt penalties of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For

example, +4 to damage, -2 to AC and -2 to hit would balance the bonuses and penalties.

Notes for the Referee: This can make combat more interesting at little cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Combat Stunts (Complex)

Fighters may modify their basic attack in the following ways by spending HPs: 1 hp + 2hp for each effect.

Hinder - inflict an extra 1d6 as a penalty until next turn

Cleave - hit all adjacent enemies, roll separate damage

Aid - give a 1d6 bonus any one character's to hit or AC this round

Extra Die - roll an extra damage die (can't be used with Aid or Hinder)

Effect - some extra effect like knocking the target back or disarming them. The target gets a saving throw.

The maximum number of hit points a Fighter can spend on stunts for a single attack is $((\text{Level}/2, \text{round up}) \times 2) + 1$. That is 3hp at levels 1 and 2, 5hp at levels 3 and 4, 7hp at levels 5 and 6, etc. – with an absolute maximum equal to the Fighter's STR.

Example: A fighter of level 3 or higher can spend 5hp to hit all the kobolds surrounding him with double damage (Cleave, Extra Die).

Example: A Fighter can spend 3hp to make a distracting attack that gives another named member of his party +1d6 to hit the same opponent (Aid).

Example: A fighter can spend 3 hp to knock the goblin off balance, giving him a -1d6 AC penalty (Hinder).

Example: A fighter of level 10 or higher could knock his opponent back, giving three named members of his party a +1d6 each to hit that same opponent, and reducing the opponent's AC by 1d6 (Effect, Aid x 3, Hinder).

If the Combat Stunts (Simple) rules are in use, Fighters may also adjust their bonuses as allowed under those rules as part of a complex combat stunt at no additional cost in hit points.

Notes for the Referee: This can make combat more interesting for fighters, but a relatively large cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Critical Hits and Misses

Critical Hits

A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Option: Fighting Men (only) do a critical hit on a natural roll of 19 or 20 that would otherwise hit.

Critical Hit Special Effects (optional): When a Fighter (or a monster, at the Referee's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- *Hinder:* Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a save to stop safely at the edge.

Critical Misses

A natural roll of 1 is a critical miss. Unless the optional rule below is used, the only effect of a critical miss is that the attack always fails, regardless of modifiers.

Critical Miss Special Effects (optional): When a Fighter (or a monster, at the Referee's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- *Counterattack:* You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.

- *Disengage:* You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- *Blind:* You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- *Redirect Attack:* Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- *Feint:* You quickly feign an attack against your foe. Until the end of his next turn, your enemy has a negative modifier equal to your level to all actions.
- *Steal:* You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Notes for the Referee: If you want to make critical hits more interesting, these rules will do it. These rules deliberately avoid "fumbles" as people dropping their weapons, accidentally hitting others, etc. 5% of the time is silly and unrealistic. The Critical Miss rule allows a fighter who chooses to fight defensively to force a "fumble-like" special effect on an opponent who rolls a natural 1 as his attack roll. Note, however, that these rules may interact strangely at times with other optional rules like Combat Stunts and Feats of Might. As Referee you will have to adjudicate any conflicts or unbelievable effects. This optional rule also increases combat complexity.

Feats of Might

All Fighters (and at the Referee's option, certain martially-inclined intelligent enemies) may, if they so choose, when making an attack declare that they wish to attempt a specific Feat of Might. To determine if you were able to perform the feat, at the same time as you roll to attack, roll the same kind of die as your weapon's damage (so a d6, by default). Add any enchantment bonus the weapon has, plus your STR modifier if it's a medium or heavy weapon or your DEX modifier if it's a light or ranged weapon. This increases by an additional +1 at 4th level and every four levels thereafter. If the attack hit *and* the result is equal to or greater than the highest possible result on the die (so 6, by default) the feat is successful. Whether or not the feat was successful, you still also roll damage if the attack hit.

The following are examples of suitable effects for a successful feat:

Trip: Target is knocked prone.

Disarm: Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.

Reposition: Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.

Shield Slam: If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).

Disorient: Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.

Hinder: Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

Blind: You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.

Feint: You quickly feign an attack against your foe. Until the end of his next turn, your enemy has a negative modifier equal to your level to all actions.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a Reflex save to stop safely at the edge.

Example: Emma is playing Lillith, a 5th-level Fighter, who is embroiled in combat with a vicious owlbear. When her turn comes, Emma declares that she wants to attempt a Feat in order to Hinder the beast. Lillith is armed with a +1 Scimitar, which is a medium weapon, and has 16 STR. To see if her Feat is successful, at the same time she rolls her usual 1d20 to hit, she also rolls 1d6 (the amount of damage a medium weapon deals) and to that 1d6 she adds +1 for the enchantment of the weapon, +1 from her STR bonus, and +1 for being a 5th-level fighter (this is the same Fighting Class bonus she adds to attack and damage), or +3 altogether. Since the highest possible result 1d6 can show is 6, if Emma's feat roll is a 3 or better *and the attack hits*, then she can apply the hinder effect in addition to rolling damage normally.

Notes for the Referee: This system can make combat more interesting at the cost of more complexity. If you use this system, you should deny any use of a Feat of Strength and Skill that does not make sense in the situation. If fighters are allowed this option, some fighter opponents (including some intelligent monsters) may use these rules at your option.

Mobs

Inexperienced adventurers are challenged by individual soldiers. The more experienced ones need to be challenged by whole battalions. Instead of putting 5 opponents of 1 HD each to face a character, the Referee can combine these 5 enemies into a single mob. This makes them more challenging and makes combat more manageable. When doing this, the mob is considered to be a creature with HD equal to the combined number of HD of its member. All other statistics remain the same, including number of attacks and damage. The mob has as many HP as the combined value of HP of its members. The damage suffered by the mob is applied individually to one member at a time. This way, as the individuals die, the mob becomes weaker. The Referee can likewise join two weakened mobs to make a stronger one.

Notes for the Referee: This is a simple way to handle mobs of opponents. The mob has the hit roll of a multi-die monster but only does the damage of a single individual (simulating the combat effects of trying to fight off a large number at the same time). As individuals of the mob are eliminated, the mob's

effectiveness in combat decreases (it's hit dice go down). It is quite abstract, however.

Overwhelming Opponents

Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member or monster would be at +1, a third attack at +2, etc.

Notes for the Referee: This allows multiple creatures to wear down a more powerful target by overwhelming the target with many attackers. It adds a bit more realism to combat and allows large number of "nuisance" opponents to be a real threat. If you opt to use this rule, remember that opponents that are not within weapon reach of a target cannot attack. Therefore, you as Referee must exercise common sense in applying this rule.

Shield Wall

Characters have and can use shields in battle can form a shield wall. Forming a shield wall grants each person in the wall (including hirelings) to automatically lose initiative in exchange for an additional +1 to AC per adjacent ally (so a max of +2) so long as they remain in formation.

Notes for the Referee: This is a defensive option that will not overpower your games. It's low complexity as well so it should not make combat more complex.



Strike Speed Initiative

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighters add one-half their level. Monsters add one-half their hit dice, rounded down if the Referee classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the campaign uses that optional rule.

Base Strike Speed	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

Notes for the Referee: While some form of group initiative works better in Original Edition games, this is a variation on an early version of individual initiative that works fairly well.

Weapon Damage by Class

Characters of any class can use any weapon. However, because of different levels of training, the amount of damage a character can do with a given weapon varies the type of weapon and the wielder's class. The Weapon Damage Table below is used instead of any other weapon damage given in the rules.

Weapon Damage Table			
Class Type	Light Wpn	Medium Wpn	Heavy Wpn
Fighter	1d6	1d8	1d10
Cleric/Thief	1d4	1d6	1d8
Magic-User	1d4	1d4*	1d6**

*Magic-Users wielding a Quarterstaff using both hands do 1d6 damage.

**Magic-Users wielding a heavy weapon do so at -1 to hit.

Magic Weapons: A character only benefits from a magical hit or damage bonus on a weapon if the character's class is able to use the weapon under the standard class rules.

Notes for the Referee: In some campaign worlds the weapon restrictions on classes make little sense. This optional rule allows any class to use any weapon but limits the damage a weapon does based on the amount of "weapons training" a class receives. A fighter wielding a two-handed sword will do more damage with it than a magic-user will because fighters train with them and magic-users don't.



OPTIONAL MAGIC RULES

Acquiring Spells

Clerics have an obvious advantage over Magic-Users, in that, in theory, they have access to any spell of any level which they can cast. However, note that Clerics are limited in their spell selection based on their deity, faith or ethos; for instance, a Cleric of the goddess of healing should not be surprised that his or her deity refuses to grant reversed healing spells. If a Cleric prays for a spell that is not allowed, the Referee may choose to grant the character a different spell, or optionally (if the deity is angered) no spell at all for that "slot."

Magic-Users begin play knowing two spells, read magic plus one other (unless the Referee grants more starting spells). Each time the character gains a level, he or she gains the ability to cast more spells; in addition, approximately every other level the Magic-User gains access to the next higher level spells (until all levels are available). However, gaining the ability to cast these spells does not necessarily mean the Magic-User instantly learns new spells.

Magic-Users may learn spells by being taught by another Magic-User, or by studying another Magic-User's spellbook. If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level. In either case, the spell learned must be transcribed into the Magic-User's own spellbook, at a cost of 500 gp per spell level transcribed.

A Magic-User may add a new spell of any level he or she may cast at any point; however, spells of higher levels may not be learned or added to the Magic-User's spellbook. The Magic-User must find a teacher or acquire a reference work (such as another Magic-User's spellbook or a scroll with the spell) in order to learn new spells, and the cost of such is in addition to the costs given above. Often a Magic-User will maintain a relationship with his or her original master, who will teach the character new spells either for free or in return for services. Sometimes two Magic-Users will agree to exchange known spells. In many cases the only option available to a Magic-User will be to pay another Magic-User (often an NPC) anywhere from 100 gp to 1000 gp per spell level in return for such training.

Notes for the Referee: The Original Edition is relatively salient when it comes to how spellcasters acquire spells. This optional rule provides one way to handle this. The god piece costs are based on an "average" campaign. If these costs seem too low (or too high) for your campaign, adjust them to fit your campaign.

Hit Point Powered Magic

Spell Knowledge

Magic-Users and Clerics can memorize and cast spells from their respective spell lists up to the maximum spell level listed for their character level. Magic-Users record spells they know in spell books. Clerics record spells they know in prayer books.

Magic-Users start with Read Magic and 1d2 additional first level spells in their spell book (which must be approved by the Referee) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book.

Clerics start with 1d2 first spells in their prayer book (which must be approved by the Referee) and can add more spells by finding (or buying) them on scrolls or books and copying them into his prayer book.

A Magic-User can memorize up to Level + INT bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User requires his spell book and 1 hour of time to change the spells he has memorized.

A Cleric can memorize up Level plus WIS bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Cleric requires his prayer book and 1 hour of prayer to change the spells he has memorized.

Memorized spells are not forgotten when cast.

Direct Spell Casting

Casting memorized spells is direct spell casting. Memorized spells can be cast very quickly, even in combat. Ritual magic allows a spellcaster to cast any spell recorded in their spell books (even if not currently memorized) but requires a time-consuming ritual lasting minutes or even hours.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + the level of the spell being cast if the spell is cast with an implement and 1 + twice the level of the spell being cast if the spell is cast without an implement:

HP Cost by Spell Level

Spell Level	1	2	3	4	5	6
HP Cost with Implement	2	3	4	5	6	7
HP Cost without Implement	3	5	7	9	11	13

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Signature Spells: Both Magic-Users and Clerics select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. Signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User, a holy symbol for a cleric) cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast. If the Cleric Special Abilities and/or the Magic-User Special Abilities optional rules are in use, the implements described therein also count as implements for the purpose of this rule (and vice-versa).

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. The fizzled spell costs caster only 50% of the normal HP casting cost of the spell and the caster loses his action for the round.

Hit Point Recovery: If the optional Hit Points and Wound Points rule is not being used, Healing magic (potions, cure

spells, etc.) will not restore hit points spent on casting spells. Hit points spent to cast magic are instead recovered by a full night's rest.

Ritual Magic

Both Magic-Users and Clerics can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Performance Cost: Ritual casting of a spell of a level the caster is able to cast normally takes 1 minute per level of the spell being ritually cast. The HP Casting Cost is equal to casting the spell with an implement (spell level + 1 HPs). Ritual casting of a spell of a level the caster is not yet able to cast normally takes 15 minutes per level of the spell and costs 4 hit points per level of the spell being ritually cast. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the Referee assigns these as needed when he creates the special ritual). Multiple casters may participate in a casting a special ritual with the HP cost of casting divided among them.

Sacrifices (Optional): One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Counterspells (Optional)

Magic-Users have the ability to disrupt other Magic-Users by attempting to counter their spell. Casters can attempt to counter any type of Magic-User spell; however, they get a -1 penalty when countering spells of a different type than their own (if there are different types).

The moment that a spell is cast, any caster within range (10 feet per level) and who has not yet acted that round may abandon their planned action to try to counter the spell. In order to succeed the countering caster must make a save vs spells at a cost of 3 + the level of the spell being countered in HP. Before rolling they may choose to use their magical energies to improve their chances of success: for each additional 2 HP spent, their roll gains a +1 bonus.

If a Magic-User was casting a spell and stops doing so to counter a spell, the spell the Magic-User interrupted to counterspell costs the caster 50% of the normal casting cost in HP.

Metamagic (Optional)

Magic-Users and Clerics may select one metamagic ability from this list at levels 3 and 6. A spell with metamagic abilities applied is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The Referee has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

Many spells are greatly facilitated by the odd bit of eye of newt, bat guano and sulphur, glass rods, holy incense or sacred mistletoe. Casting a spell with material components in hand reduces the HP cost of a spell as much again as does having an implement (to a minimum of 2).

Material Components (Optional)

Components for a 1st level spell cost 1 GP, for a 2nd level spell cost 5 GP, for a 3rd level spell cost 10 GP, for a 4th level spell cost 25 GP, for a 5th level spell cost 75 GP, and for a 6th level spell cost 250 GP. Some spells have components that cost a lot more, while some have comparatively cheap ones, so treat this amount as an abstracted average.

Notes for the Referee: Replacing the "Vancian" fire and forget magic system with some form of spell point system (where spell casting characters have a number of spell points and expend some of those spell points to cast a spell instead of forgetting the spell when cast. Most of these systems actually increase the power of spell casters. This system uses hit points for spell points therefore stays much closer to the power level of spell casters in the original rules. While this rule can be used alone, it works best if the optional Hit Points and Wound Points rule is also used.

Magical Research

General Rules for Research

At some point a Magic-User or Cleric may wish to start creating magic items or inventing spells. This is termed magical research. For any research, Magic-User must have a tower or laboratory, while a Cleric requires a properly consecrated temple or church of his or her faith. In addition, there will be a cost for the creation of each item, a minimum time required to create it, and a given chance of success. If the roll fails, generally the time and money are wasted and the procedure must be started again from the beginning; however, consult the detailed rules below for exceptions.

The Referee may want to make this roll in secret. There are many situations where the character (or the player) should not know whether the roll has actually failed, or whether the Referee has decided the research is impossible for the character. The Referee may decide to tell the player that the

research is impossible if the roll succeeds; if the roll is a failure, that is all the player should be told.

In general, Clerics may only create magic items reproducing the effects of Clerical spells; Clerics may also make enchanted weapons and armor, even those sorts which they may not use themselves (since they may be creating weapons or armor for other followers of their faith). Magic-Users may create any sort of magic item except for those reproducing Clerical spells for which no equivalent Magic-User spell exists.

Time spent doing magical research must be eight-hour workdays with interruptions lasting no more than two days. Longer interruptions result in automatic failure of the project.

The Referee may, if he or she so desires, grant Experience Points to characters who successfully complete magical research. It is suggested that the rate of such awards be 1 XP per 10 gp spent on the research. This award may be granted for all research, or only for creation of magic items, or not at all if the Referee prefers to emphasize adventuring for advancement purposes.

Spell Research

Researching new spells is the most common type of magical research. A Magic-User may research a standard spell, removing the need for a teacher or reference; alternately, a Cleric or Magic-User may research an entirely new spell. Of course, no character may invent or research a spell of a level higher than he or she can cast.

If the character is inventing a spell outright, the Referee must determine the spell's level and judge whether or not the spell is possible "as is." The Referee does not have to tell the player whether the spell is possible, and in fact this may be preferable.

The cost to research a spell is 1,000 gp per spell level for "standard" spells, or 2,000 gp per spell level for newly invented spells; in either case, one week is required per spell level to complete the research. The chance of success is 25%, plus 5% per level of the character, minus 10% per level of the spell; the maximum chance of success is 95%.

If the research roll is successful, the character may add the spell to his or her spellbook (if a Magic-User) or may subsequently pray for the spell (if a Cleric). On a failure, the money and time are spent to no avail. Clerics of the same deity, faith or ethos may teach each other the prayers required to access new spells; this takes one hour per spell level. The procedure to exchange spells with other Magic-Users between Magic-Users is up to the Referee. (See the Acquiring Spells optional rule for a suggestion).

As mentioned above, the Referee may decide that a proposed new spell is not "correct" for his or her campaign; too powerful, too low in level, etc. Rather than tell the player this, there are two strategies that may be used.

First, the Referee may decide to revise the spell. If the roll is a success, the Referee then presents the player with a revised writeup of the spell, adjusted however the Referee feels necessary for game balance purposes.

The alternative, more appropriate when the Referee believes the spell should be higher level than the player character can cast, is to make the roll anyway. If the roll fails, that is all the

player needs to know; but if it succeeds, the Referee should then show the player the revised version of the spell and explain that the character may try again when he or she attains a high enough level to cast it. In this case, the Referee may allow the character to reduce either the time or the cost by half when the research is attempted again at the higher level.

Magic Item Research

Any character who wishes to create magical items must know all (if any) spells to be imbued in the item. Items that produce effects not matching any known spell may require additional research (to devise the unknown spell) if the Referee so desires.

Some magic items require one or more special components that cannot usually be bought. Special components can only be used once on such a project. For example, the Referee might require the skin of a displacer to create a cloak of displacement, or red dragon saliva to create a wand of fireballs. Note that there are specific rules for components under Other Magic Items, below.

Special component requirements are entirely at the option of the Referee, and are usually employed to slow the creation of powerful magic items that might tend to unbalance the campaign. It's also a good way to lead the spellcaster (and his party) into dangerous adventures.

Chance of Success

Unless given differently below, the base chance of success creating a magic item is 15% plus 5% per level of the spellcaster, plus the spellcaster's full Intelligence (if a Magic-User) or Wisdom (if a Cleric). Thus, a 9th level spellcaster with a 15 Intelligence has a base chance of 75%.

Spell Scrolls

A spellcaster may create a scroll containing any spell he or she has access to (for a Magic-User, spells in his or her spellbook; for a Cleric, any spell the character might successfully pray for). The cost is 100 gp per spell level, and the time required is 1 day per spell level.

Reduce the chance of success based on the level of the spell being inscribed, at a rate of -10% per level.

If the roll fails, the enchantment of the scroll has failed; however, if the caster tries again to inscribe the same spell, either the cost or the time is reduced by half (at the character's option).

Other Single-Use Items

Scrolls (other than spell scrolls), potions, and a few other items (such as the rod of cancellation) are single-use items. These items may be created by Magic-Users or Clerics of the 7th level or higher.

The chance of success is as given for scrolls, above, when the item being created reproduces a known spell (or when the Referee decides a spell must be created, as described above). For other types of items, the Referee should assign a spell level as he or she sees fit, and the cost and time required is doubled (making up for the spell research or knowledge required for spell-reproducing items). The time required is one week plus one day per spell level (or equivalent), and the cost to enchant the item is 50 gp per spell level, per day.

Potions are a special case; the character creating a potion may create a large batch, consisting of several doses, which may be bottled in separate vials or combined in a larger flask. For each additional dose created at the same time, reduce the chance of success by 5% and increase the time required by one day. Note that increasing the time required will directly increase the cost. If the roll to create the item fails, the entire batch is spoiled.

Permanent Magic Items

Creating permanent magic items (rings, weapons, wands, staves, and most miscellaneous magic items) requires a Magic-User or Cleric of the 9th level or higher.

When enchanting an item with multiple abilities, each ability of the item requires a separate roll for success; the first failed roll ends the enchantment process. Such an item will still perform the powers or effects already successfully enchanted into it, but no further enchantment is possible.

Permanent magic items, including weapons (described in detail below), must be created from high-quality items. The cost of such items will generally be ten times the normal cost for such an item.

Enchanting Weapons

The base cost of enchanting a weapon or armor is 1,000 gp per point of bonus. For weapons with two bonuses, divide the larger bonus in half (don't round) and add the smaller bonus; thus, a sword +1, +3 vs. dragons would cost 2,500 gp to enchant. Enchanting a weapon takes one week plus two days per point of bonus; thus, the sword described would require twelve days to enchant.

Reduce the chance of success by 10% times the bonus; so, a sword +1 would reduce the base chance 10%, while the sword +1, +3 vs. dragons described above would reduce the base chance 25%. Further, the chance of success may be increased 25% by doubling the cost and time required (this decision must be announced before the roll is made).

For weapons having additional powers, combine the rules above with the rules for creating permanent items. All enchantments must be applied in a single enchantment "session."

Other Magic Items

Magic items can have several features. Each feature added to a magic item increases the cost and the time required, and decreases the chance of success. The features are as follows:

Creates a spell or spell-like effect: This is the basic feature of all non-weapon magic items. The base cost of this enchantment is 500 gp per spell level; time required is five days plus two days per level. If the magic item has multiple spell or spell-like effects, add the cost and time figures together. The chance of success is reduced 5% per spell level.

Has multiple charges: This includes, of course, wands and staves, but several other magic items would also have charges. Each spell or spell-like effect normally has a separate pool of charges (but see next). The table below shows the various maximum charge levels and the associated cost, time and chance adjustments:

Charge Level	Cost per Charge	Charges per Day Chance	
2-3	+150 gp	1	- 5%
4-7	+125 gp	2	- 10%
8-20	+100 gp	3	- 20%
21-30	+75 gp	4	- 30%

When using the table above, don't count the first charge for cost or time purposes. Note that each separate pool of charges in the item must be figured separately.

Item can be recharged: Figure the additional cost and time, and the penalty to the chance of success, for rechargeable items as being exactly twice the figures from the table above; so, creating a rechargeable item with 3 charges costs 600 gp more rather than 300 gp more, and takes two days per charge (or four extra days); the chance of success is lowered 10% rather than 5%.

Item recharges itself: Creating a self-recharging item is expensive; apply the following adjustments to the charge cost, time and chance for items that recharge automatically. Note that self-recharging items are never "rechargeable" in that they may not be recharged other than by themselves.

Charging Rate	Cost	Time	Chance
1 per day	x 3	x 2	- 10%
All per day	x 5	x 3	- 30%
All per week	x 4	x 2	- 20%

Charges are generic: This means that all the effects of the item draw power from the same pool of charges; most Magic-User staves are in this category. Items with generic charges are automatically rechargeable; don't apply the normal adjustments for this feature. Instead, combine the normal costs for the charge pools of each effect (which must all have the same number of charges), and then divide the charge cost, time and chance adjustments by two. Thus, two effects sharing one pool costs the same as a single effect with a single pool.

Item may be used by any class: By default, magic items may only be used by the class that created them; so a wand of fireballs is normally usable only by Magic-Users, or a staff of healing only by Clerics. This feature allows the item to be used by any class of character, and involves assigning simple command words and gestures to the item. Adding this feature costs 1,000 gp per effect. Note that all the item's effects do not have to be covered; it is possible to create an item where some effects may be used by any class, but other effects may only be used by the creator's class.

Item operates continuously or automatically: This feature supersedes both the charges and item use features. The item works whenever properly worn, or activates automatically when required. A ring of fire resistance is a good example; also, the ring of invisibility is in this category. Adding this feature multiplies the final cost and time figures by five and applies a 40% penalty to the chance of success.

Each feature above applied to a magic item will require a valuable, rare and/or magical material to support the enchantment. For example, a wand of fireballs has a spell effect that is powered by charges; these are two relatively ordinary features, so the Magic-User creating the item proposes a rare wood for the shaft and a 1,000 gp value ruby for the tip. The Referee may, of course, require something more rare or valuable if the magic item is particularly powerful.

The base cost of a spell effect feature can be reduced by 25% by applying limits to the ability. For example, a ring of charm dryad is an example of limited charm person spell effect, which would qualify for the deduction. This does not affect the chance of success or the time required.

Weapons which are to be enchanted with additional powers other than the normal bonus require combining the standard weapon enchantment rules with the rules given above. Perform the weapon enchantment first; if it is successful, then the character enchanting the weapon must immediately (within two days, as previously explained) begin the spell or spell-like power enchantment process. Failure of the second procedure does not spoil the weapon enchantment.

Cursed Items

Some cursed items, such as cursed scrolls, are created that way specifically by the spellcaster. The difficulty of creating such an item is roughly the same as the difficulty of creating a spell scroll of **bestow curse**.

Other cursed magic items may be the result of a failed attempt to create a useful item. The Referee must decide whether or not a failed research project will actually create a cursed item.

Notes for the Referee: The Original Edition provides limited guidance on magical research. This optional rule provides one way to handle magic research. The costs in time and gold are based on an "average" campaign. If these costs seem too low (or too high) for your campaign, adjust them to fit your campaign.

Mana Powered Magic

All spellcasters have a pool of mana points that they use to cast spells. The maximum mana a character has is equal to the total levels of spell the caster could memorize each day under the standard Original Edition rules. For example, a 5th level magic-user would start the day with 11 mana points (4 x 1 for their first level spells, 2 x 2 for their second level spells, and 1 x 3 for their third level spell).

Spell-casters memorize spells as usual, but do not forget spells when cast. Spells cost a number of mana points equal to their level to cast. Spells cannot be cast if the spellcaster does not have enough mana remaining in their pool to cast the spell. Optional: A spellcaster may cast a spell they know but do not currently have memorized by spending double the mana points to cast the spell. For example, casting a second level spell the caster knows but does not currently have memorized would cost 4 points of mana (instead of the normal 2 points).

A full night's rest will restore a caster's mana pool to their mana maximum. Interrupted sleep will only restore 50% of the caster's mana maximum (round down). Note that unused mana from the day before does not disappear so that if our 5th level had 3 mana points left in their pool at the end of the day, but their sleep was interrupted by an attack on their camp, the caster would regain 6 mana points giving him a total mana pool of 9 (instead of 11) the next morning. Rest will never boost a character's mana pool above their mana maximum.

Optional: Instead of calculating the mana maximum from the number and level of spells the character can memorize, calculate the mana maximum by totaling up the caster's levels. For example, a third level magic-user would have a mana

maximum of 6 (1 + 2 + 3) while a fifth level cleric would have a mana maximum of 15 (1 + 2 + 3 + 4 + 5).

Notes for the Referee: Spell point systems have always been popular with a certain segment of Players and Referees. Spell Point systems generally make casters more powerful at lower levels and somewhat less powerful at higher levels. This system is no exception. (For an exception, see the optional rule for Hit Point Powered Magic.) This system is simple to use, however.

Preparing Spells from Memory

Sometimes a Magic-User will want to prepare spells, but his or her spellbook may be unavailable; this includes when the book has been destroyed or stolen as well as times when the Magic-User has been captured or trapped. A Magic-User may only use this procedure to prepare spells that they know (i.e., have been recorded in their spell books).

A Magic-User can always prepare read magic from memory. Other spells require a save vs spells with the spell level as a penalty on the die roll.

Success allows the Magic-User to prepare the spell, adding to their memory just as if they were studying the spell in their spell books. Failure exhausts the spell slot being prepared, just as if it had been successfully prepared and then cast; so if a 5th level Magic-User attempts to prepare fireball from memory, and fails, he or she will have no third level spells for the day.

Optional: A failure stresses the Magic-User's mind. After two failures in a day, the Magic-User may not attempt to prepare any more spells until they have rested for a night.

Notes for the Referee: A Magic-User without spells is even weaker than normal. This rule allows Magic-Users who does not have their spell books available to at least attempt to prepare spells. It does not really increase the power of Magic-Users. It just makes it harder to leave them completely without access to spells.

Spellcasting as a Skill

Magic-users, clerics and other spell casters don't memorize spells and forget them when they cast them. Instead, they select a number of spells, from their available spells, equal to their Level +3 (note that if they have less available spells than this, they are stuck with what they have, no spell can be selected more than once). Note that a caster may not memorize a spell of a spell level he could not cast at his level under the standard rules.

Every time they wish to cast a selected spell, they must roll a D20, add their attribute modifier (INT for magic-users, WIS for clerics) and one-half their level (rounded up), against a Target Number of 10 + the level of the spell being cast. If they equal or beat the Target Number the spell succeeds. If they roll lower than the target number, the spell fails and they cannot cast that particular spell again that day.

Optional: Add +1 to the casting roll for every full round spent casting the spell, to a maximum bonus of the caster's level.

Notes for the Referee: This optional rule makes spell casters less reliable as casting spells will no longer be automatically successful, but so long as they do successfully cast a spell, they will retain it in memory. If you use this optional system, you may need to adjust the number of spells casters can memorize to fit your campaign. The number in the rule works well in a campaign where magic is not as common as it is in a campaign using the standard rules; for example, a swords and sorcery setting.

Common Magic (Sorcery)

Some campaigns may need weaker, but more common, magic. Such campaigns may remove the Magic-User class and have a set percentage of intelligent being (of some or all species) possess the power of sorcery. Such beings are known as sorcerers. Assume all player characters and major NPCs are among those able to do so. Common magic gives every sorcerer at these abilities: Sorcerous Casting, Sorcerous Blast, and Sorcerous Dueling. If the Referee uses it in their campaign, sorcerers will also have the Sorcerous Rituals ability.

Common Magic requires using the Mana Powered Magic Optional rule (using the optional rule for calculating mana by totaling levels).

Sorcerous Casting

Sorcerers can cast minor "everyday/non-combat" spells at will. Basically, any everyday thing someone could do mundanely that does not cause harm to another being, a sorcerer can do with a minor magic spell. Attempting something the Referee considers abusive fails and causes the sorcerer's wand to explode (doing 1d6 backfire damage to the sorcerer unless a save vs spells is made). Usable once per round if no other action taken. Requires waving a handmade wand. There is normally no cost to cast magic, however, the Referee may rule that more powerful effects cost 1 mana point per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Sorcerous Blast

A sorcerer can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d6 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 Mana point per use. The visible effects can be whatever the sorcerer desires; note that this does not affect damage, it only adds color to the ability.

Sorcerous Dueling

By forgoing their action on their turn, a sorcerer can engage another sorcerer in a Sorcerous Duel.

On each of their turns, both combatants roll a d20 and add their level plus their INT bonus - whoever scores higher wins that round. Each round costs the combatants 1 mana point, and the winner of the round inflicts their level in HP damage to their opponent. A draw roll means both neither opponent takes HP damage. An opponent can leave a duel at any time, but takes the opponent's level as damage (as though they had scored a successful hit) as they exit the duel.

Both players and Referees should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level PC and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level PCs and demigod wizards will have battles that look more like Rush album covers.

Sorcerous Rituals

A sorcerer may attempt to force magic to do his will on a large scale through a magic ritual. The player will describe the desired results of the magic and the Referee will work with the player to refine those desires into something that will work in the campaign. They will then give the player the requirements that must be met to perform the ritual.

Most rituals will require 2 or 3 (or more) of the following:

- *Special Item:* An ancient tome, heavy tablet or delicate scroll is required, and the item will prove difficult to obtain. It is rare, held in a distant land, etc.
- *Rare Ingredients:* An expedition is required to locate the necessary items to perform the magic.
- *Permanent Focus:* The sorcerer must undertake ritual tattooing to permanently inscribe the details of the ritual on his or her person in runes
- *Preparation Time:* The ritual will take at least 2d6 days of meditation, chanting, dancing, and other preparations just before the ritual is performed.
- *Ritual Sacrifice:* An animal (of at least the size of a lamb) must be sacrificed during the ritual.
- *Lunar Timing:* The spell may only be cast during a specific phase of the moon
- *Personal Ordeal:* The sorcerer must fast for 2d6 days
- *Wounds:* The sorcerer suffers their level in d6 damage when the ritual is cast.

If the ritual is extremely powerful (e.g., causing a "natural" disaster, a terrible curse spanning generations, summoning a demon prince, etc.), the Referee should also select 1 or 2 of the following requirements for the ritual:

- *Ritual Sacrifice:* One or more sentient beings meeting specific requirements must be slaughtered in a specific way during the ritual
- *The Stars are Right:* The ritual may only be performed when the necessary stars and planets are correctly aligned.
- *Place of Power:* There is only one place known where this ritual may be performed.

- *Horrific Wounds:* The sorcerer suffers twice their level in d6 damage when the ritual is performed.
- *Multiple Rituals:* A series of rituals is required. Each ritual has its own requirements and must be performed in the correct order and at the correct times.

Once all the requirements are met, the ritual may be performed. A ritual will take 2d6 hours to perform and any significant interruption will ruin it, causing it to automatically fail. All sorcerers involved in the ritual must spend all their mana at the start of the ritual to perform it. At the end of the ritual, the sorcerer must make a successful save versus spells for the ritual to be successful. Every additional sorcerer participating in the ritual (up to a maximum of six) adds +1 to the roll. If the ritual fails, all sorcerers involved in the ritual must save vs death or be incapacitated for 1d6 days.

Notes for the Referee: Common Magic is only useful for certain campaign concepts, where magic is much more common (but much weaker) than what is normal for an Original edition campaign. Allowing Sorcerous Rituals will increase the power again, but Sorcerous Rituals are generally not immediately helpful and can be costly in time and money to use (and those costs are completely under the Referee's control).



OPTIONAL GENERAL RULES

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the Referee decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal turn to act to come up. This cannot be used to cast a spell over 3rd level.

Try Again: Spending two action points allows the character to try any roll again that he has failed. The character must abide by the result of the second roll even if it is worse than the first roll. This simulates the character realizing he is failing and putting everything he has into turning failure into success.

Notes for the Referee: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider. You can reduce the number of action points characters receive for less heroic campaigns (e.g., gain 1 action point every 2nd level instead of every level).

Aspects

Aspects are non-mechanical parts of a Character that a player wants to mechanically influence the game. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and gain an additional aspect every 3rd level (at level 4, 7 10, etc.). For each Aspect, a player gets an Aspect Point (often measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending an Aspect Point, thereby gaining a +4 to the roll. The Referee may also invoke a Character's Aspect (called

a “compel”) for a -4 to the roll. The player may refuse a compel at the cost of one Aspect Point; if the player accepts a compel, he gains one Aspect Point.

Notes for the Referee: Aspects are popular feature from another RPG. This rule allows the limited use of aspects in Original Edition games without allowing them to take over the game or to have the silly effects (for example, being pitch black in the middle of the night has no effect on events unless someone spends a point to invoke the “darkness” aspect as is true in some games which use aspects).

Attribute Throws

When a character attempts to do something not covered by a guideline in the rules and which would not simply be automatically successful, the Referee may ask the character to roll against the attribute the Referee decides the action falls under. The player rolls a D20 and the action is successful if the roll is less than or equal to the character’s attribute. The Referee may assign modifiers to the roll.

Options:

- For exceptionally difficult actions, the Referee may ask for a roll against one-half or even one-quarter of the attribute score (round up).
- If the quality of success is important, the higher the roll (while still under the attribute value), the better quality the success. A roll exactly equal to the attribute is a critical success.

Notes for the Referee: While some do not like this method of determining success (generally because attribute values can vary greatly from one character to another), this method of determining success or failure of actions that do not have any other resolution procedure has been used successfully in many campaigns for many years. It is simple and easy to modify as needed.

Avoiding Save-or-“Die”

There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g., instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-“die” roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character’s STR stat. The Referee may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g., poison must still be neutralized) or may not be handled this way at all.

Notes for the Referee: Like level drains, some groups simply abhor “save or die/suck” effects. This rule will make them less severe without eliminating them completely, however, while it makes it easier for the characters to survive it also makes it easier for opponents to survive which may warp the “balance” of some encounters in published old school adventures.

Contest of Skills

A contest of skills is handled similar to combat, except the opponents aren’t trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who “attacks” first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker’s result is equal or higher than the defender’s result, he causes “skill damage” equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant’s Contest Points which are set equal to the score of the stat used by the skill plus the character’s level. When a character’s Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

Notes for the Referee: This is a simple system that can be used to resolve non-lethal competitions between characters (boxing matches, card games, poetry writing contests, etc.). It plays fairly fast but usually takes more than a single die roll for more suspense while taking into account differences in skill and level between characters.

Death and Dying

When a monster or minor NPC is reduced to zero hit points, they are dead. When a player character or major NPC is reduced to zero hit points, they are unconscious and are unable to act in any way. This is referred to as being “Out of Action”. When the fight is over or they are out of danger, a character who was taken out of action can roll on the Death and Dismemberment Table below to see what happens to them. If they survive, they immediately gain 1d6 hit points.

If an out of action character receives healing magic before rolling on the table below and the magic restores at least 1 hit point, the character no longer is out of action and no long needs to roll on the Death and Dismemberment table below.

Death and Dismemberment Table

D6	Result
1	KO’d -- Just knocked out.
2	Scar -- Just Knocked out and gains a new scar.
3	Impaired -- -2 on all D20 rolls for 2d4 hours
4	Injured -- -2 on all D20 rolls for 2d3 days
5	Crippled – STR or DEX is permanently reduced by 1d3
6	Killed – Character is dead.

Notes for the Referee: This is a simple system for reducing the death rate of characters while still having major consequences for dropping to zero hit points. This system is much less complex than the Hit Points and Wound Points optional rule. If characters are reduced to zero hit points without suffering physical damage, the referee may choose to simply rule that they are just knocked out without a roll on the Death and Dismemberment table.

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the Referee.

Divine Intervention: Deities will occasionally assist their followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics add 5 to their level before consulting the chart.

Greater Deity

Result	1-5	6-9	10-12	13-16	17+
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity

Result	1-5	6-9	10-12	13-16	17+
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity

Result	1-5	6-9	10-12	13-16	17+
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God

Result	1-5	6-9	10-12	13-16	17+
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00



Characters may make an offering to their deity before rolling for divine intervention. All offerings must be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering Modifiers

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the Referee.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of HP damage.

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics must spend 1d6 months (plus their level in weeks) in such study before they can cast Clerical spells above 2nd level again.

Spell Level Availability (Optional): A character's deity may limit the level of spells the character may cast. If the character's deity is a Demi-God, the maximum level of Cleric Spells the character has access to is 3rd level. If the character's deity is a Minor Deity, the maximum level of Cleric Spells the character has access to is 4th level. If the character's deity is a Major or Greater Deity, the maximum level of Cleric Spells the character has access to is 5th level. Spell slots for spells of a level the cleric cannot cast may be filled by spells of a lower level which the cleric can cast.

Special Spells by Deity (Optional): Deities may not offer all of the standard Cleric Spells to their clerics. They may simply

not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.

Notes for the Referee: Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by paying for a miracle. It doesn't work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously "deities acting in the world" if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.

Disease

Diseases often come from monsters, such as mummies or giant rats, in which case the chance of disease and its effects are described in the relevant creature text. There are a few other instances where disease may be contracted that are explained here.

First, plagues (such as the medieval bubonic plague or Black Death) may occasionally spread across the countryside. A character who comes into contact with plague will need to save against poison to avoid succumbing him- or herself. If the character saves, any future saving throws against the same disease will be made at +4. If he or she fails, then after an incubation period of 2d8 days, he or she will suffer a penalty of -1d6 on all characteristics and against all die rolls for the course of the disease, which lasts a further 2d8 days. If the disease duration roll was "8" then the character dies at the end of this period, otherwise he or she recovers at the rate of 1 point less each day until cured. Further saving throws against the same disease will be made at +4.

Second, certain wounds can become infected. This applies where the Referee feels it appropriate, but generally where a character with an open wound engages in high-risk activity such as exploring a sewer, a saving throw vs poison should be required, or else the character will become infected. The effects of infection in game terms are the same as plague, except that the onset time is measured in hours rather than days.

Notes for the Referee: While disease from all sorts of things (e.g., wounds) should be common in a realistic world, unless the campaign is extremely gritty and grim disease should probably be much less common than in the real world.

Encumbrance and Movement

A character's movement rate is determined by how much gear he is carrying, or how much he is encumbered. In the strictest sense, this should be determined by adding up the weight of all the gear a character is carrying. Realistically, no one keeps track of such things during a game. However, the Referee has the authority to call an audit of a character's inventory at any time, so players should make sure that their character is carrying a reasonable amount of equipment and that all of the equipment fits somewhere on the character or in a pack. Worn

items, such as cloaks, jewelry, backpacks, etc, do not themselves count as items for encumbrance purposes. Carried sacks full of stuff count as an oversized item. 100 coins count as one item.

Character wearing chain armor*	+1 Point
Character wearing plate armor*	+2 Points
Character is carrying 6 or more different items** overall	+1 Point
Character is carrying 11 or more different items** overall	+1 Point
Character is carrying 16 or more different items** overall	+1 Point
Character is carrying 21 or more different items** overall	+1 Point
Character is carrying an oversized item	+1 Point per item

* Armor only counts towards this category
** Multiple small items of the same type (spikes, arrows, etc) count as one item for this purpose.

Worn clothing/armor/jewelry do not count for encumbrance purposes. All weapons count as separate items. Very small single items do not count for encumbrance purposes. Oversized items are counted separately.

Oversized items include great and other two-handed weapons, any item that requires two hands to carry or is as tall as the carrying character.

Enc Points	Encumbrance	Move Rate per turn	Move Rate Per Round Combat	Running per round	Miles per day
0 1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
5 +	Over encumbered	0'	0'	0'	0

For mounts, use the following: If an animal is pulling a cart or other vehicle, the load of the vehicle (as per this scheme) is applied to the animal as well. Multiple mounts pulling a vehicle divide the total encumbrance points between them.

For every human or dwarf riding the animal	+5 Points (plus rider's Enc level)
For every elf riding the animal	+4 Points (plus rider's Enc level)
For every halfling riding the animal	+3 Points (plus rider's Enc level)
Animal is wearing leather barding	+1 Point
Animal is wearing chain barding	+2 Points
Animal is wearing plate barding	+3 Points
Animal is pulling a vehicle	+5 Points per axle
Per 5 items the animal is carrying	+1 Point
A Teamster has packed the animal's load	-5 Points

Enc Points	Encumbrance	Move Rate per turn	Move Rate Per Round Combat	Running Miles per round	Miles per day
0 – 10	Unencumbered	240'	80'	240'	48
11 – 15	Lightly Encumbered	180'	60'	180'	36
16 – 20	Heavily Encumbered	120'	40'	120'	24
21 – 25	Severely Encumbered	60'	20'	60'	12
26 +	Over encumbered	0'	0'	0'	0

Mules subtract five points from their encumbrance load but move at half the listed speeds. Ponies move at the listed speeds but automatically start with 6 points of Encumbrance.

All per day travel distances include periodic rests. Characters apply their Constitution modifier to their per-day travel distance on foot.

The movement rates shown on the table above are figured based on an 8 hour day of travel on open road. The terrain type will alter the rate somewhat, as shown on this table:

Terrain	Adjustment
Jungle, Mountains, Swamp	x 1/3
Desert, Forest, Hills	x ½
Clear, Plains, Trail	x 2/3
Road	x 1

Bad weather also affects travel:

Condition	Adjustment
High Winds or Precipitation	x ½
Storm Conditions	x 1/3

Characters may choose to perform a forced march, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters, and inflicts this damage on animals from the first day. An animal that suffers 5 or 6 points of damage in this manner dies at the end of a day's journey.

Notes for the Referee: Tracking encumbrance is an important part of the Original Edition as current encumbrance determines movement speed and movement speed in a major factor in exploration and running away. The Original Edition encumbrance system is fiddly and is often handwaved or even ignored completely. These optional rules are much less fiddly and don't require an accountant to track.

Energy Drain

If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Notes for the Referee: Some groups loathe level draining to the point they would rather lose a character than lose a level. These rules are somewhat less harsh.

Fame

A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

Gaining Fame: All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM +1, he rolls a d20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

Using Fame: Famous people might be recognized by others who see them, even if they do not wish to be. When the Referee thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

Effects of Fame: Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the Referee may adjust NPC reactions accordingly.

Notes for the Referee: Fame is an abstract way to track how "important" player characters are in the campaign. You may want to modify how Fame is gained and used based on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC's fame means that his life is not as private as he might like.

Feats

Feats are fairly unique special abilities that a character can use under circumstances appropriate to the feat. There is no standard list of feats, instead, players create feats for their character with the approval of the Referee. Players and Referees should ensure that feats fit the character's class, background, and personality.

Fighters start with three feats and add another feat at levels 2, 4, 6, 8, etc. Cleric and thief classes start with two feats and add another feat at levels 3, 5, 7, 9, etc. Magic Users start with two feats and add another feat at levels 3, 6, 9, 12, etc.

There are two standard types of feats. The Referee may create others or allow feats that do not fit the standard on a case by case basis.

Bonus Feats: Bonus feats give a character a bonus equal to his level when attempting certain actions under specific conditions. Use this template to create a Bonus Feat:

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a bonus equal to my level when I [do something that requires a roll] when [describe a circumstance].

Example Bonus Feats:

- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is not hostile to me.
- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-on-one swordfight with an audience.
- Because I am an expert on lycanthropes, I get a damage bonus equal to my level when I attack a lycanthrope.

Special Ability Feats: Special ability feats allow a character to do something cool or otherwise ignore the usual rules in some way. Use this template to create a Special Ability Feat.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], once per game session I can [describe something cool you can do].

Note: "once per game session" may be changed to some of similar rarity with the permission of the Referee (see the third example below).

Example Special Ability Feats:

- Because I am Well Connected in the Garvannic Empire, once per game session I can find a helpful ally in just the right place when I am in the Garvannic Empire.
- Because I am always squirrelling away stuff I find, once per game session I may declare that I have an especially useful non-magical item that lets me easily bypass one obstacle.
- Because I am a scholar, after researching a monster for one day per hit die, I know a way to defeat or constrain the monster without directly attacking it.

Advanced Feats: Referees may allow an advanced form of each feat which does more when an Action Point is expended to power it. For example:

- Because I am a famous duelist, I get a bonus equal to my level when I attack when engaged in a one-on-one swordfight with an audience. If I expend an action point to power this feat prior to the battle, even if I lose the fight the audience will consider me the "real winner" (because they think my opponent cheated, the fight was somehow fixed, etc.).
- Because I am a smooth talker, I get a bonus equal to my level when I am trying to convince someone to help me when I'm in conversation with someone who is not hostile to me. If I expend an action point, my smooth spiel will even affect someone hostile to me.

The Referee has the final say as to whether a feat is acceptable in the game and whether the current situation meets any situational requirements for a particular feat.

Notes for the Referee: Feats are a popular (but often abused) method of individualizing characters in modern versions of the world's most popular fantasy RPG. This optional rule module

allows for this type of character customization without long lists of feats. It also makes feats a definite extra ability, not something one has to take to be allowed to do normal things any character should be able to try to do. This system has been borrowed from another popular game system. It adds some character customization at the expense of additional complexity.

Funerals & Tombs

The various gods of the dead look favorably upon a proper burial. Entombment in a proper tomb with grave goods pleases him, and for this he grants a boon to the deceased's heirs. In game terms, the true beneficiary of a fallen adventurer's heroic funeral is the player of the deceased character. His new character may enter the game with experience points equal to 90% of the gold piece value of money spent on the funeral and/or interred with his character (including the gp value of any magic items interred). The new character should be a friend or relation of the deceased, and is assumed to be guided and inspired by the spirit of the slain.

A character can invest in building and furnishing a tomb during his life. This was the custom of Pharaohs in ancient Egypt: The mighty lord would erect a magnificent tomb (pyramid) during his reign in which to inter his embalmed remains after his death. Such a burial would then ensure his heir ascended the throne with the glory and might befitting a grand Pharaoh. In game terms, once the character dies and safely sleeps in his tomb, the above rules apply to his heir as well.

In campaigns using this optional rule, all members of cultures with such death gods will hope/expect to be buried with at least some honors. The main effect of this is that player characters will lose respect if they do not arrange funerals for those who die in their employ. If a being's body is completely destroyed or cannot be recovered appropriate ceremonies and burial/entombment of goods will still be expected, although the heir will only receive experience points worth 70% of the gold piece value of money spent on the funeral and/or interred with his character (including the gp value of any magic items interred). However, the heir will still receive 90% of the value of a tomb constructed for the character during the character's lifetime.

Should players abuse this rule by having their characters loot the tomb of a deceased player character following his funeral (to get back the treasure they interred therein), the curses and punishment of the gods of the dead will know no bounds.

Notes for the Referee: This optional rule does several things. First, it takes money and goods out of the campaign and rewards the characters (through their heirs) for doing so. Second, it explains why there are all these ancient tombs full of treasure in the land for the characters to find. Third, it allows a player to start a new character when their previous one is killed with experience points higher than 0.

Hit Points and Wound Points

Replace the standard character damage and healing system with the following:

Hit Points (HP) Hit Points are an abstract measure of the amount of damage a character can suffer before falling

unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Wound Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. *Optional:* To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Wound Points (WP) All characters have Wound Points equal to their CON. If Wound Points reach 0, the character is dead. Each two points of Wound damage an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls. Except for important NPCs, monsters generally do not have Wound Points and are therefore dead when their hit points reach zero.

Critical Hits: A natural attack roll of 20 (that would otherwise hit) is automatically a critical doing maximum damage and doing a number of wound points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Wound Point Damage: Wound Points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Wound Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional Wound Point. If a character with more 50% of Wound Point damaged does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional Wound Point.

Healing Magic: Cure spells or their equivalent no longer affect hit points on characters (but continue to do so on creatures who only have hit points). A Cure Light Wounds (or equivalent) will cure 1d2+1 Wound Points. A Cure Serious Wounds (or equivalent) will cure 3d2+3 Wound Points. In either case, 1 point will be cured per 10 minutes of rest after the spell is cast (up to the maximum rolled), if the rest is interrupted any remaining points of healing are lost.

Spell Casting (Optional): Casting a spell costs a spell caster hit points: 2 hit points to cast a spell of level 1 to 3, 2 hp to cast a spell of level 4 to 6, 3 hit points to cast a spell of level 7 or 8, and 5 hit points to cast a spell of level 9. For 5 additional hit points, the caster may try to retrain the spell in memory after casting it, doing so a successful save vs spells. Note: The optional Hit Point Powered Magic rules are a replacement for this optional rule.

Bleeding (Optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Wound Points (Optional): Wound Points should generally only be used for player characters and important NPCs. However, if the Referee does not mind the added complexity, monsters may have Wound Points as well. A monster's Wound Points are equal to twice the number of hit dice the monster has. This option is not recommended as it adds a lot of almost pointless Referee bookkeeping to every combat. If the Referee does not want to use this option, but still feels that the addition of Wound Points gives player characters too much of an advantage over monsters, the Referee may simply increase the hit points rolled for monsters by the number of hit dice the monster has.

Notes for the Referee: The exact meaning and "realism" of hit points has been an issue with some since the publication of the original game in 1974. This optional system clearly distinguishes between actual wounds and other types of damage and is also more "realistic" in that it provides negative effects for actual wounds. However, it makes characters somewhat more capable as their hit points are fully restored by a night's sleep if they haven't suffered any wound damage. The optional monster wound points rule is not really recommended except for Referees running adversarial campaigns.

Insanity

Insanity is possible as a result of certain spells or monster attacks (or Sanity loss if the optional Sanity Attribute rule is used). A character who becomes insane will receive an insanity from the table below. The kind of insanity may be decided by the Referee or rolled randomly.

D100	Insanity
01-06	Agoraphobia
07-13	Alcoholism
14-20	Amnesia
21-26	Anorexia
27-33	Catatonia
34-40	Claustrophobia
41-46	Dementia
47-54	Homicidal Mania
55-60	Kleptomania
61-66	Manic-Depressive
67-74	Megalomania
75-80	Paranoia
81-86	Pathological Liar
87-93	Phobia
94-97	Schizophrenia
98-00	Suicidal Mania

Agoraphobia: The agoraphobic individual will not willingly venture outdoors or into wide open spaces. If forced outside, the sufferer may (50%) become violent.

Alcoholism: The alcoholic character requires strong drink every day, and may become violent (50%) if this is denied. At least once a day, and every time alcohol is available (such as when in the vicinity of a pub or tavern), the character must have a drink. After drinking, there is a 3 in 6 chance that the

character will insist on a further drink. Such behavior will continue until the character passes out.

Amnesia: Amnesia is most dangerous for spellcasters. Every time the character attempts to cast a spell, there is a 50% chance that he or she will find the spell gone from his or her memory, in which case it cannot be recalled until the character memorizes it again. Special talents and proficiencies may also be forgotten, although the character may re-roll to see if the talent or proficiency is remembered each morning.

Anorexia: An anorexic character will refuse all forms of food or nourishment and, if force fed, there is a 50% chance that he or she will induce vomiting.

Catatonia: The catatonic character loses volition and there is a 50% chance that he or she will ignore any situation as irrelevant to him- or herself.

Claustrophobia: Particularly difficult in dungeons, claustrophobia is the opposite of agoraphobia. The claustrophobic individual will not willingly venture into enclosed spaces and will fight to escape them. If in an enclosed space, there is a 50% chance that the sufferer will become violent.

dementia: The insane character loses 1d6 points each of intelligence, wisdom and charisma.

Homicidal Mania: The character has an insatiable urge to kill. The victim must be of the same race as the insane character and normally (75%) of the opposite gender. The must kill at least once a week until cured.

Kleptomania: The character has an insatiable urge to steal. The character will take any opportunity to pocket a gem, coin or small magic item. If the stolen objects are taken away from the character, there is a 50% chance that he or she will become violent.

Manic-Depressive: During the manic phase (which lasts 2d6 days), the character will become very excited about something—virtually anything will do. The character will select a goal (which may be a very inappropriate one) and focus totally on achieving it. Then there is an intermediary phase, which lasts 2d6 days, and a depressive phase, in which the character will always assume that there is no chance of success. A depressive character will want to remain indoors in a place of safety, and in bed if possible. The depressive phase lasts 2d6 days, followed by which there is another 2d6-day intermediary phase before the cycle begins again.

Megalomania: The character will believe that he or she is the best—at everything. He or she will demand to be leader of the party, will issue peremptory orders to other party members, and there is a 50% chance that the megalomaniac will become violent if these are not obeyed. Any suggestion that he or she is not the leader and/or nor the best-qualified person for any particular job will always result in violence from the megalomaniac.

Paranoia: Paranoia is very dangerous in adventuring situations. The paranoid will believe that “they” are out to get him or her, and will suspect anyone and everyone of working for “them”—particularly party members. The paranoid will generally disobey orders and ignore suggestions on the assumption that they are intended to cause the character harm. Eventually the character will flee his or her group or normal social circle.

Pathological Liar: The pathological liar is concerned with deception, not necessarily untruth. Thus, he or she is capable of telling the truth, but will only normally do so if he or she will not be believed. Otherwise, the insane character must respond to all questions with lies.

Phobia: The character suffers from a strong and completely irrational fear of some substance, creature, or situation.

Schizophrenia: The character’s personality splits into 1d3 separate personalities, each of which may have a different alignment or even class. Typically, the personalities are not aware of each other.

Suicidal Mania: The character is driven to self-harm. He or she may never flee from combat or any kind of dangerous situation. Faced with a pit or chasm, the insane character must jump over it; faced with a chest, he or she must open it; faced with an enemy, he or she must fight it, etc.

Note for the Referee: These guidelines are intended as a description of insanity for gaming purposes. These descriptions are not accurate descriptions of real world mental illnesses. The reality of mental illness is very different to the discussion here. If a group is uncomfortable with specific insanities the Referee should substitute something like the effects of a confusion, fear, or feeblemind spell.

Item Saving Throws

Items carried by characters or creatures may be damaged by various attack forms. In general, if such a creature is not slain by the attack, its items should be considered unharmed. Exceptions to this must be ruled upon by the referee; for instance, a fire ball directed against a character with an unrolled scroll in his or her hands should almost certainly destroy the scroll.

Items in the possession of characters or creatures slain by a powerful attack may well be damaged or destroyed. Also, items not held by any character or creatures, such as an open chest of treasure, might be subject to a variety of destructive effects. In success cases, one of the following three methods may be used to determine the effects on the affected items.

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell *fire ball*, all ordinary possessions on a character’s body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character’s saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The Referee will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which “pluses” do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on

a roll of 1-3. If an item which has “pluses” is damaged, it may not be destroyed outright, but may lose one “plus.” Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

The Referee should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.

Method 3: Cross-reference the principal or most vulnerable material the item is made from against the type of attack, then roll a D20. If the number rolled is equal to or greater than the number found on the table, the item has otherwise, it is damaged or destroyed (at the Referee's option).

Jewelry damaged is usually reduced to 1d8 x 10% of its normal value; magic items are almost always destroyed outright. Note also the detrimental effects of destroying some magic items (the staff of power, for example, or even a simple flask of oil if destroyed by fire).

Material	Fire	Cold	Lightning	Impact
Paper	19	2	16	4
Fabric	16	2	12	3
Glass	7	7	5	18
Wood, Thin (Wand)	14	3	14	17
Wood, Thick (Staff)	11	2	11	14
Metal, Soft	10	2	6	15
Metal, Hard	14	2	2	8

Magic weapons or armor (and any other item having a "plus" value) add the lowest applicable bonus to the die roll. For example, a Sword +1, +3 vs. Regenerators adds just +1 to its saving throw. The referee may apply other adjustments, either bonus or penalty, as he or she sees fit.

Notes for the Referee: These rules are optional because some players really cannot stand the idea of losing a valuable item. Nevertheless, requiring item saving throw really should be rolled – at a minimum -- when the character carrying them is severely damaged by a method that likely would harm items. However, the other end of the scale, requiring item saving throws very time that anything happens that has even a remote chance of damaging an item is strongly discouraged.

Mooks (aka “Cannon Fodder”)

Sometimes a Referee may want to use a large number of monsters but not want to carefully track each one. Mooks are “cannon fodder” monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a PC or NPC (any being with a class level) will likely kill a mook, therefore the Referee can simply rule any mook hit is out-of-combat, either dead or unconscious. Mooks cannot be told at a glance from normal (non-mook) monsters. Mooks make excellent minions for powerful leaders as they are very effective against the normal people in a campaign world even if they cannot stand long against PCs and NPCs with class levels.

Notes for the Referee: This is a simple way to handle large groups of monsters. Each monster has all its damage and special abilities and therefore is still a large threat to normal people, they will just usually be knocked out of combat with one blow for any being with a class level.

Poison

This section describes different poisons that can be introduced into the campaign. They are particularly important if the assassin class is in play, but poisons can be used to make foes much more formidable or to add additional dangers to dungeons through unlabeled and mysterious potions, or poisoned traps and food.

Poison Basics

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a saving throw versus poison. If he fails, he dies or takes the poison's damage. Even if he succeeds, he may face damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Unless otherwise determined by Referee, any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Poisons are divided into four basic types according to the method by which their effects are delivered, as follows.

Contact (CT): Touching poison necessitates a saving throw. It can be delivered via a weapon or other physical attack. Even if the attack causes no physical damage, the poison may affect the target. An object can be smeared with contact poison as a trap.

Ingested (IG): Ingested poisons are virtually impossible to utilize in a combat situation. It could be administered to an unconscious creature or someone may be dupes into consuming something poisoned.

Inhaled (IH): Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack just as when throwing flasks of oil. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10' cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they enter the body through the nasal membranes, tear ducts, and other parts of the body.

Injury (IN): This poison must be delivered through a wound. If a creature does not suffer damage from an attack, the poison does not affect it.

Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on the Poison Table. Terms on the table are defined below.

Class: This is an abstract identifier for a specific poison. It does not suggest anything about the ingredients, as any number of formulas might produce similar effects.

Type: The poison's method of delivery; contact (CT), ingested (IG), inhaled (IH), or via an injury (IN).

Save Adjustment: Some poisons are weaker or stronger than others, and saving throws are modified accordingly.

Onset: The amount of time it takes for the poison to take effect.

Failed Save Damage: The damage the character takes immediately upon failing his saving throw against this poison.

Save Damage: The amount of hp damage the character suffers even if the save versus poison succeeds.

Price: The cost in gp of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. A character that rolls a natural 1 on an attack roll with a poisoned weapon must succeed in a DEX attribute check or he poisons himself and must make a save versus poison. Assassins are trained in the use of poisons and there is no chance an assassin will poison himself when employing it in any way.

Poison Table

Class	Type	Save Adj.	Onset	Failed Save Damage	Save Damage	Price
1	CT	+2	2d4 rounds	10	0	20
2	CT	+1	1d6+1 rounds	20	0	80
3	CT	-	1d4 rounds	30	10	800
4	CT	-1	1d2 rounds	40	15	2,000
5	CT	-2	1 round	death	30	4,000
6	IG	+4	2d4 rounds	20	10	6
7	IG	+3	1d4+1 rounds	30	15	35
8	IG	+2	1d2 rounds	40	20	220
9	IG	+1	1 round	death	25	520
10	IG	-	1d4 turns	death	30	1,200
11	IH	+3	1d4 rounds	5	0	5
12	IH	+2	1d2 rounds	10	5	25
13	IH	+1	1 round	15	7	35
14	IH	-	instant	20	10	150
15	IH	-1	instant	death	15	1,200
16	IN	+4	2d4+1 rounds	15	0	15

Class	Type	Save Adj.	Onset	Failed Save Damage	Save Damage	Price
17	IN	+3	1d3 rounds	25	0	75
18	IN	+2	1 round	35	0	650
19	IN	+1	1 round	death	0	1,700
20	IN	-	instant	death	10	2,500

There is a chance that a target in close proximity to poison will detect its presence due to its appearance, smell, or taste, before it is significantly contacted. The chance is related to the save adjustment of each poison. Poisons with +4 have an 80% probability of detection; +3, 60%; +2, 40%; +1, 20%.

Notes for the Referee: These rules allow poison to be used in complex ways. Most campaigns will not need this level of complexity, however, campaigns revolving around assassins or the like might find the very useful.

Potion Mixing

Referees may rule that it is dangerous to combine different potions. Potions are considered "mixed" when they are literally mixed before being imbibed, or when one potion is imbibed while another is in effect. It is entirely appropriate for the Referee to put down a set of guidelines for certain potion combinations. For instance, it might be ruled that combining any kind of *healing potion* is always safe with any other potion. However, it may also be desirable to simply use a random system to determine outcomes of mixing potions, since one might assume that no two potions, even of the same type, have the exact same formula. Refer to the table below when potions are mixed, or construct a similar table more appropriate for your campaign.

Potion Mixing Table

D20	Potion Mixing Result
01-02	Poisonous Brew: The imbiber must roll a saving throw versus poison with a penalty from -1 to -4 (roll a d4) or die.
03-04	Chemical Reaction: The potions create a reaction within the body, causing internal chemical burns for 2d6 hp damage.
05	Hideous Result: The potions combine to alter the imbiber's body in a horrible and permanent way. It could be mild, such as causing mottled skin, or terrible, such as a withered limb, melted eyes, or unusual growths, etc. Roll 1d6 to determine general severity: 1-2, mild; 3-4, moderate; 5-6, severe. Mild effects are usually only cosmetic, while moderate ones may impose some penalties to abilities, attack rolls, etc. Severe effects cause major crippling or profound body alterations.
06-15	No Effect: Both potions are rendered ineffective.
16-18	Normal Effect: Both potions function normally.
19	Greater Effect: One potion works 10%-100% more effectively (roll d00), while the other has no effect.
20	Different Effect: The potions combine to create an entirely new effect. This might mimic a different random potion at 150% normal efficiency, or a unique effect determined by Referee.

Notes for the Referee: These rules are designed to limit potion use. Most campaigns do not have a real problem with excessive potion use and probably do not need these rules.

Property and Finance

Comparing the wages of common workers and the starting money for PCs makes it obvious that the starting player character is already in a position of privilege. That the character will then likely pursue further wealth, and indeed such wealth is necessary to advance in level, makes it obvious that successful characters in this game will become quite rich. What can characters do with all that wealth?

Property

Owning property is a great way for characters to both spend, and invest, their wealth. The prices given for property in the Equipment section are averages; the Referee is of course free to create custom price lists for different locations and conditions. At the very least, a place to store excess treasure will be needed, as well as people to guard it and run things while the character is off adventuring.

Owning property gives a character a stake in local politics and will lead to many NPCs becoming involved in the character's life.

Note that for the purpose of these rules being a landowner does not imply rulership over anything other than the household staff. The complexities of being a political power are beyond the scope of these rules (see The Domain Game section for rulership), which assume characters are explorers and adventurers.

Upkeep

It costs 1gp per month per resident of the household for food and other essential supplies.

A landowning character must pay d6% of the property's value every year just for simple maintenance. This will be increased by d10% if there is no accountant on staff, and another d4% if there is no handyman or craftsman on the payroll.

A landowning character must pay d4+3% of the property's value per year in taxes, adding another d10% if an accountant is not on staff.

Investment

Another method of using (and hopefully growing!) wealth is investment. Merchant houses importing and exporting goods, explorers looking for sponsors for their latest expeditions, craftsmen looking for capital to open their own shop in town – all of these give a character opportunity to invest and profit.

These rules will be handled abstractly, unless the Referee wants to be specific. The player merely specifies how much the character wishes to invest and what level of risk the investment involves. It is assumed that even if a character owns a business, he will not be involved in the day to day operations, since the character is an adventurer!

Yearly Return

A stable investment will grow d8-4% a year. A risky investment will grow d20-10% a year. A wild investment will grow d100-50% a year.

Add +d4% if an accountant is on staff.

If the final growth is a positive number, the character will receive that much money in cash, to be kept, spent, or reinvested as the character wishes. If the final growth is a negative number, the character receives no money and the value of the investment decreases.

These yearly return amounts “explode.” If the maximum number on the die is rolled, roll again, adding the new number (without the modifier), and keep rolling and adding as long as the maximum number is rolled. If the minimum number is rolled, roll again, and subtract that number from the return (without a modifier), and keep rolling and subtracting as long as the minimum number is rolled.

Example 1: A character has 50,000sp invested in a Risky venture. On the yearly roll, he rolls a 20, meaning a 10% gain (alas, no accountant). Because he rolled a 20, he rolls again, and gets a 3. He adds this 3 to the original 10, totaling a 13% gain. He earns 6,500sp!

Example 2: A character has 10,000sp invested in a Stable venture. On the yearly roll, he rolls a 1, meaning a 3% loss (again, no accountant, the fool!). Because he rolled a 1, he rolls again, and gets a 7. He subtracts that 7 from the original 3, totaling a 10% loss. The character makes no money and his investment loses 1,000sp in value.

A character may only freely withdraw his investment at the time of the yearly return. Otherwise, there is a penalty of d6+4%.

All numbers include taxes due on the investment.

Bankruptcy

There is a chance that an investment will simply go bust during every given year, and the character will lose every last copper he has in that investment. The chances are:

Stable Investment	5%
Risky Investment	10%
Wild Investment	25%

Notes for the Referee: Characters often accumulate a lot of funds; these optional rules give simple guidelines for characters buying property and/or investing money. This gives characters something to do with their money rather than just hoard it. Owning property or investing in businesses will also help involve the character in society. Money earned from property and investments should not normally count for experience.

Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionics ability at character creation. Roll a d20 and add the character's INT bonus. On a roll of 20 or higher, the character may opt to have psionics abilities that will manifest as the character goes up levels. If the above roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. Each ability a character can manifest adds -3 to the character Experience Modifier. For

example, a character who can manifest 8 psionic abilities adds -24% to his Experience Modifier – which will increase the number of XP the character needs to advance in character level.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + INT bonus against a target number of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Psionic Attack and Defense Modes Manifested

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + INT Bonus + Level/2 versus the target number (TN) given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The Referee is free to create other abilities.

Psionic Abilities

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. TN is 12. HP Cost is 1 HP per

minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. TN is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a TN of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). TN is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. TN is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet + Ability Level x 10). TN is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). TN is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. TN is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. TN to establish is 15 + target's level/hit dice. TN to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. TN is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). TN is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. TN is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the TN (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. TN is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal damage they have taken quickly. A maximum of one 1d6 hit points per Ability Level can be healed. TN is 10 + number of dice of hit points to be healed. Trance lasts a number of hours equal to the dice to be healed, and 1 die is healed per hour of trance. HP Cost: dice healed x 2. If the optional Wound Point rules are used, this power operates as follows: Wound Points are healed instead of hit points. A maximum of one WP per Ability Level can be healed. TN is 10 + number of WP to be healed. Trance lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. TN is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a TN of 15. Character can move laterally Ability Level feet per minute by making an ability check with a TN of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. TN is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's damage quickly. Character must be touching target. A maximum of 1d6 hit points per Ability Level can be healed. TN is 10 + number of dice of hit points to be healed. Trance lasts a number of hours equal to the dice to be healed, and 1 die is healed per hour of trance. HP Cost: dice healed x 2. If the optional Wound Point rules are used, this power operates as follows: Wound Points are healed instead of hit points. A maximum of one BP per Ability Level can be healed. TN is 10 + number of BP to be healed. Trance last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. TN is 12 to make minor changes to appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. TN is 12 (18 if precise

control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. TN is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. TN is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. The Psionic Attack Roll is 1d20 + INT bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + INT bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful save vs Paralysis (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a save vs paralysis or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Hit Point Recovery: If the optional Hit Points and Wound Points rule is not being used, Healing magic (potions, cure spells, etc.) will not restore hit points spent on psionic abilities

or psionic combat modes. Hit points spent to use psionic abilities, psionic attack modes, and/or psionic defense modes are instead recovered by a full night's rest.

Notes for the Referee: Psionics were one of the least used and poorest described abilities in 0e. While the 0e system can be made to work, it does not work well. This psionics system therefore has been made to have similar abilities and power levels to the 0e psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the editor's) that do. While this rule can be used alone, it works best if the optional Hit Points and Wound Points rule is also used.

Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming an NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12; Strong: 2d6+18; Powerful: 2d6+24;

Languages: Spirits know one language for each point of intelligence above 10.

Powers: Spirits may have a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

Spirit Powers:

D20 Roll	Number of Powers
1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

Lesser Spirit Powers:

D20 Roll	Power
1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 7 [12], HD 2

Greater Powers:

d20 Roll	Power
1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 5 [14], HD 5+2, Move 6
20	Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Binding Spirits: Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Notes for the Referee: These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. Referees may also use these rules for humanoid monsters like orcs and goblins. Referees should feel free to create their own tables of spirit powers to reflect their campaign world.

Usage Die

The Usage Die is an alternative method of tracking the number of a particular item a character owns (e.g., arrows, torches, etc.). When such a resource is used is used (or once the combat is over for weapons/ammo UD) you roll its Usage Die, a result of 1-2 means the Usage Die for that item is downgraded to the next smallest die:

UD20 ->UD12 ->UD10 ->UD8 ->UD6 ->UD4

When a 1 or 2 is rolled on a UD4, this means the character only has 1 of the resource left.

As a rule of thumb, the average number of uses for each UD is as follows: UD4 (2), UD6 (5), UD8 (9), UD10 (14), UD12 (20), UD20 (30). The referee can use this information to assign a Usage Die to expendable items a character finds or buys.

Notes for the Referee: The Usage Die idea is popular in some modern revisions of TSR editions because it “reduces bookkeeping”. The editor finds it just substitutes tracking the current UD associated with each item for tracking the number of each item remaining. It also requires adding a D12, a D10, a D8, and a D4 to the types of dice required for players.

Vision

The following kinds of vision are common for monsters and some demi-humans or humanoids.

Infravision

Infravision, or infrared vision, is the capability to see in the infrared spectrum of light. Creatures have varying ranges for this ability. Most creatures have the ability to 60', and this means their eyes are collecting light much as any eyes do. These creatures can only distinguish differences in heat levels, and it is not in fine detail. However, warm footprints may be detected within 4 rounds of a creature's passage. Further ranges indicate that the eyes actually emit infrared light (and glow red) indicating the eyes are seeing infrared light as it bounces back. This form of vision allows the viewer much greater resolution. Note that if a heat-emitting light source is present, infravision cannot function.

Ultraviolet Vision

Creatures with this ability can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes high intensity radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a creature has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form. Note that magical weapons shed energy that interferes with *ultraviolet vision*, much like a fire source interferes with *infravision*.

Invisibility

The following guidelines can be used for ruling in situations where invisibility is a factor. As a general rule, an invisible character or creature may be struck with a -4 penalty to hit. In addition, invisible creatures receive a +4 to saving throws in regard to effects in which knowing the victim's location is a

factor. For instance, this bonus would not apply to poison, but it would apply to effects from a staff.

It must be noted that a character under the effects of an *invisibility* spell or similar effects is not rendered silent. In addition, an invisible character may betray his presence through other senses, such as smell. To account for various means of perception and alertness, the following optional chart can be used to check the probability that a creature or higher level character detects that an invisible creature is present. Note that this only gives knowledge of the creature's presence, and all normal penalties to hit apply. The roll should be made every round. If successful, the creature is aware of the invisible being from that point on.

Chance to Notice Invisible Creatures

INT	Level or Hit Dice							
	8	9	10	11	12	13	14	15+
0-3	-	-	-	-	-	5%	10%	15%
4-5	-	-	-	-	5%	10%	15%	20%
6-8	-	-	-	5%	10%	15%	20%	25%
9-12	-	-	5%	10%	15%	20%	25%	30%
13-15	-	5%	15%	25%	35%	45%	55%	65%
16-17	5%	10%	20%	30%	40%	50%	60%	70%
18	5%	15%	25%	35%	45%	55%	65%	75%
19	10%	20%	30%	40%	50%	60%	70%	80%
20	15%	25%	35%	45%	55%	65%	75%	85%
21+	20%	30%	40%	50%	60%	70%	80%	90%

Notes for the Referee: While these rules can be useful, they are somewhat fiddly and the chance to notice invisible creatures system adds extra work to each round an invisible creature is present for the referee.



SECTION II: THE DOMAIN GAME

INTRODUCTION

The “domain game” is the often forgotten “endgame of the Original Edition. Perhaps it’s forgotten because there never were many guidelines for it in the Original Edition. This section of *Tarnhelm’s Tome of Wonder* provides two sets of guidelines for running domain level play Strongholds & Domains and Dominions) – the first less complex than the other. Relatively simple guidelines for mass combat are also included to handle the inevitable military conflicts between domains.

STRONGHOLDS & DOMAINS

Strongholds

Strongholds allow characters to house their retainers, build military power, and project control over an area of land. Strongholds are generally built from scratch in unsettled regions, providing stability and protection to new inhabitants. Characters may gain strongholds in other ways, such as being gifted one from a local noble or repairing an old stronghold that has fallen into disrepair; the costs of these methods should be less than building a new stronghold, the exact cost will be determined by the Referee.

Building A Stronghold

Players will design the stronghold that their character wishes to build. Each story is about 10 feet tall. The construction costs for a stronghold are determined by the material and square footage of the walls, floors, and roofs. This cost includes typical features of construction like stairs, doors, and windows. Special additions to strongholds, like libraries or laboratories, may be added for additional cost. Building tall structures is more expensive than normal; increase the cost of a building by 10% if any portion of it is taller than 20 feet. Increase it by an additional 15% (for a total increase in price of 25%) if any portion is taller than 50 feet.

Walls are purchased in ten foot tall and ten foot wide sections. One foot thick walls are solid material, while five foot and ten foot thick walls are earth and rubble sandwiched by two one foot thick walls of the same material.

Walls	1 ft Thick	5 ft Thick	10 ft Thick
Max Height	50 feet	80 feet	100 feet
Wood	10 gp	-	-
Brick	20 gp	60 gp	-
Stone	30 gp	90 gp	180 gp

Flooring and Roofing material is bought in ten foot by ten foot areas. Having a peaked roof or interesting feature doesn’t affect the cost so long as it covers a 10 foot by ten foot area. Each floor of a stronghold needs flooring.

Material	Flooring	Roofing
Thatch	-	10 gp
Wood	10 gp	20 gp
Slate	20 gp	40 gp

Special features have a flat cost for their construction. If there is a special feature that you would like for a stronghold that is not listed here, talk to your Referee about a reasonable cost for it. For features that have variable lengths, the cost presented here is for 10 feet.

Special Feature	Cost
Bridge (10’ wide)	20 gp
Drawbridge (10’ wide)	10 gp
Earthen Rampart (10’ tall & 10’ thick)	5 gp
Laboratory	500 gp
Library	500 gp
Moat (20’ wide & 10’ deep)	10 gp
Portcullis	50 gp

The time it takes to build a stronghold is equal to the cost of the stronghold in worker days. So, to build a stronghold that costs 10,000 gold pieces takes one worker 10,000 days. Hiring multiple workers makes the work go by faster, one hundred workers could finish the 10,000 gold piece stronghold in one hundred days. Day laborers and workers who you hire to build strongholds are not retainers. They are paid 1 to 5 shillings a day while they are working (depending on the danger of the region). While constructing a stronghold you need an engineer (a specialist retainer).

A stronghold, without a domain, can be extremely expensive. The monthly upkeep for a stronghold is 1% of the cost of that stronghold in an uncivilized region or 0.5% the cost of the stronghold in a civilized region. So, the 10,000 gold piece stronghold has a monthly upkeep cost of 100 gold pieces in an uncivilized region and 50 gold pieces in a civilized one. Strongholds are assumed to be large enough to house any number of retainers. The Referee may limit this to a reasonable number if it matters.

Alternate Strongholds

Your character may not want to build a keep or castle, and instead prefer to construct a temple, mage’s tower, or something else. In any case, the costs for building these strongholds is the same as a normal stronghold but these strongholds cannot assert control over a domain or levy troops from the local populace. Although they may be more welcomed in civilized regions than a fortress geared for warfare.

Domains

A domain is a region that the characters control from their stronghold. To establish a domain the characters must clear the land they wish to control, or secure the fealty of any creatures living on that land. Land comes in two types, civilized or uncivilized. Civilized land is already controlled by some entity, like a government. To acquire a domain in civilized land the character will have to either conquer the land, or swear fealty to the local ruler in exchange for the land. In uncivilized

lands there are no additional complications to establishing domains; the characters simply need to go claim it and defend it. The size of the domain that a stronghold can control is related to the stronghold's cost. The size of the domain is given in hexes; one hex is six miles across and roughly contains 32 square miles of domain. For domains smaller than a single hex a stronghold may be any size. If you want a domain larger than twelve hexes you will need to build additional strongholds to control that territory.

Stronghold Cost (gp)	Maximum Domain Size
1000 – 9999	1 hex
10,000 - 24,999	3 hexes
25,000 - 99,999	7 hexes
100,000 +	12 hexes

Initial Conditions

The initial conditions of your domain will affect how you can grow it. If you are in an uncivilized area roll 3d6 x 10 per 32 square mile area (hex) to determine the number of families living in the region when you first take it. If you are in a civilized region roll 6d6 x 10 to determine the number of families living there. The quality of the land you have claimed will also affect your domain, roll 1d6+2. This is the amount of gold pieces that each family pays you per month as land revenue; a nominal fee in exchange for the right to work on the lands you control.

Rights & Obligations

As the ruler of a domain, you are essentially a member of the nobility. If you are beholden to another lord, you owe that lord fealty and they may tax you or call upon you to accompany them to war with an appropriate number of troops. Your lord has the right to use your lands to hunt and fish and you must house them should they visit you. If you are the ultimate authority you are only beholden to the set of duties that all lords adhere to (dependent on your setting). You are responsible for the protection and development of your domain. You also mete out justice in criminal and civil cases.

Domain Growth

Every month news of a new domain will go out and immigrants will come looking for a new life. In civilized regions the population of a new domain increases by 20% each month until the domain's population capacity is reached. In uncivilized regions the population of a new domain increases by 10% each month until the domain's population capacity is reached. Once the capacity is reached the population will steady. If an uncivilized region's population capacity is reached, the character may invest 2000 gold pieces per hex into reforms to make the region civilized, thus increasing the capacity. If a civilized region reaches capacity the character can invest 10,000 gold pieces to begin an urban settlement, increasing the population capacity.

Domain Wealth & Capacity

A character with control over a domain collects money from the inhabitants equal to the initial 1d6+2 rolled value (usually around 5 gold pieces per family per month) as land revenue. Land revenue is a result of the inhabitants practicing their

trades or working the land. In civilized regions the character may charge their inhabitants taxes for public services like roads, mills, and protection. A tax of 1 gold piece per month per family is a low rate, 2 gold pieces per month per family is average, and a tax of any more than that is oppressive.

A domain can only support so many people before it becomes overcrowded. In an uncivilized region no more than 100 families can live within one hex. In a civilized region no more than 200 families can live within one hex. If the region has an urban settlement the capacity becomes 500 families. A character may invest money into an urban settlement to increase its capacity. A hex may only have one urban settlement, and it must be at least one hex from any others.

Total Urban Investment (gp)	Capacity
25,000 - 74,999	1000 families
75,000 - 199,999	5000 families
200,000 - 499,999	10,000 families
500,000 +	20,000 families

Domain Management

Once a character has a domain, they must spend all of their downtime managing it. Every season (3 months) the Referee will assess the morale of the domain. So long as the taxes are not oppressive and the character is dutifully defending the people and enforcing the law the morale will remain content. If the character mistreats their people the domain may rise up in revolt. If a character has nobles under their power to whom they have granted fiefs of land, mistreatment of these individuals can result in revolt even if the vast majority of the inhabitants are living well. Natural disasters may occur during each season which will incur costs to the domain rulers and lower the population. Long term warfare causes unrest and lowers the population. Particularly long term or violent warfare can cause an urban settlement to be destroyed or a civilized region to revert to an uncivilized region. Domain rulers will probably have to engage in politics with nearby powers and religious institutions which can also be a source of unrest for a population.

Garrisons & Levies

As the rulers of a domain, the characters are responsible for the defense of their realm. A garrison is a force of professional soldiers that are paid for by the characters and kept under arms at all times. Levies are common people drafted into the army during times of war, still paid for by the characters. Garrisons and levies do not count as retainers; the number of each that a character may hire or control is not limited by their Charisma attribute score.

Garrison troops are not working the land and are a drain on local resources, the number of troops a garrison can have is limited by the number of families within the domain. The number of troops in a garrison cannot exceed 10 + 5% of the population of the domain (measured in families). So, a domain with 80 families can support a garrison of up to 14 people. Levies are short term (cannot be under arms for more than a season) and can make up 25% of a population (measured in families).

DOMINIONS (COMPLEX)

High level characters in Original Edition games are assumed to rule some area of land, be it a tower in the wilderness where a magic-user can research spells undisturbed, lands a fighter clears out of the wild and entices people to come and settle, a temple and its supporting lands where a high priest does the work of her deity, or lands granted an NPC ruler for services rendered. In some campaigns this may be a background activity that is handled abstractly by the Referee and players (and these rules may not be used in detail). However, in many campaigns ruling lands may be a central part of high level play and the information and rules in this section will come into their own.

Even if these rules are not used for player lands, they will help Referees design dynamic and interesting countries for players to explore and live in in the campaign.

Granted Lands

When characters have come to the attention of the rulers of their land, usually by performing the sort of deeds that only heroes can manage, they may be granted titles of nobility and land grants.

This will vary from campaign to campaign depending on the preferences of the players and the Referee. As a rough guideline, it should happen when the party are somewhere between 9th and 15th level—although some groups or some individual players may wish their characters to continue the life of a travelling adventurer rather than taking on the responsibility of ruling.

The area of land ruled by a noble (whether a player character or otherwise) is called a *Dominion*. This applies whether or not the noble is given their title by a ruler or the noble strikes out on their own and simply claims land and assumes a title. A single dominion consists of a stronghold and all the surrounding land that is ruled from and protected by the stronghold. If a ruler had more than one stronghold (except for when one is simply a garrison) then each one and its land is considered a separate dominion.

Titles of Nobility

Although there may be local and cultural variations specific to parts of the campaign setting, this chapter assumes that the following titles of nobility are in use (in ascending order of rank).

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non-royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance.

The title “Knight” applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as “Sir (Name)” and female knights are referred to as “Dame

(Name)”. Male knights are addressed as “Sir” and female knights are addressed as “Ma’am”.

Baron: A grant of Barony comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony.

The title “Baron (Name)” is used for male barons, and “Baroness (Name)” is used for female barons. Male barons are addressed as “Your Lordship”, and female barons are addressed as “Your Ladyship”.

Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler’s enemy and adds it to their ruler’s country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied barons to rule both their dominions.

A viscount who is granted more dominions by their ruler or who gains them by expanding into unclaimed land remains a viscount. Viscount is therefore the highest possible title for (non-royal) nobility who are yet to prove themselves as war leaders.

The title “Lord (Name)” is used for male viscounts, and “Lady (Name)” is used for female viscounts. Male viscounts are addressed as “Your Lordship” and female viscounts are addressed as “Your Ladyship”.

Count: A viscount who conquers a third dominion belonging to one of their ruler’s enemies and adds it to their ruler’s country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. Note that the “enemy” may not necessarily be a human country—but a distinction is made between the military capture of a domain formerly ruled by an organized goblin nation, and the annexing by an adventuring party of terrain formerly populated by a few sparse orc tribes, for example. The dominions ruled by a count are collectively referred to as a county.

Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first.

The title “Count (Name) of (County)” is used for male counts, and the title “Countess (Name) of (County)” is used for female counts. Male counts are addressed as “Your Lordship” and female counts are referred to as “Your Ladyship”.

Marquis: A count who continues to add dominions to their ruler’s lands (either by conquest or expansion into unclaimed land) may be given the title of Marquis. Although a marquis has greater station and influence at court than a “mere” count, there is little practical difference between the two.

The title “The Marquis of (County)” is used for male marquises and the title “The Marquise of (County)” is used for female marquises. Male marquises are addressed as “Your Lordship” and female marquises are addressed as “Your Ladyship”.

Duke: The highest rank of non-royal nobility is the Duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a “duchy”. It is rare (but not unheard of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the necessary status), although etiquette demands that the king or queen be informed before such grants happen.

The title “The Duke of (Duchy)” is used for male dukes, and “The Duchess of (Duchy)” is used for female dukes. Both male and female dukes are addressed as “Your Grace”.

Archduke: The title of Archduke is given to members of the royal family who are also dukes. Some archdukes may be minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but others may be princes or other high ranking royals who have been granted archdukedoms for reasons of nepotism rather than ability.

While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are sidelined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal.

It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who “defects” from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars.

The title “The Duke of (Duchy)” is used for male archdukes, and “The Duchess of (Duchy)” is used for female archdukes. Both male and female archdukes are addressed as “Your Grace”.

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption—such as the adoption that turns a duke into an archduke.

A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule—partly to keep them occupied and reduce internecine squabbling, and partly to “toughen them up” and get them used to responsibility.

A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality.

The title “Prince (Name)” is used for male princes, and “Princess (Name)” is used for female princes. Both male and female princes are addressed as “Your Highness”.

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion amongst nobility.

Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities

they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife.

The title “Crown Prince (Name)” is used for male princes, and “Crown Princess (Name)” is used for female princes, although occasionally (depending on the rules of succession in the country in question) only princes of one sex will be eligible to be crown princes. Both male and female crown princes are addressed as “Your Royal Highness”.

Imperial Prince: An imperial prince is a prince who is the heir to an empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion amongst nobility.

Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from barony rather than just have higher titles awarded to them.

Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die.

The title “Imperial Prince (Name)” is used for male princes, and “Imperial Princess (Name)” is used for female princes, although occasionally (depending on the rules of succession in the empire in question) only princes of one sex will be eligible to be imperial princes. Both male and female imperial princes are addressed as “Your Imperial Highness”.

King: A king is the ruler of an entire country. The title is passed down in a hereditary manner, and therefore the only way to become a king (if one is not already heir to a throne) is to declare yourself the king of an area and get away with it by having enough military and political support.

In some countries, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession for the country in question.

In theory, a king has absolute power over their country. In practice, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles.

The title “King (Name)” is used for male kings, and the title “Queen (Name)” is used for female kings. Both male and female kings are addressed as “Your Majesty”.

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries; but rather than simply expand to cover the whole area, the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire, and the king of the

country that is doing the taking over becomes the emperor of the entire empire.

The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did.

The kings of the client countries mostly run their states as before, although they may have policies dictated by the emperor—particularly foreign policies, and they may have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have (especially if it brings peace between previously antagonistic countries that have now become client states), or it may be seen as an oppressive force that the client countries would overthrow if they could.

In many cases, client countries lose control of their armies and find them replaced by a single “Imperial Army” which is paid by—and loyal to—the empire.

Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating; although the disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up.

The title “Emperor (Name)” is used for male emperors, and “Empress (Name)” is used for female emperors. Both male and female emperors are addressed as “Your Imperial Majesty”.

Rogue States

Of course, it is entirely possible for player character (or non-player character) to ignore this whole hierarchy and simply claim some area of wilderness and proclaim themselves the ruler of it using whatever title they feel like. Depending on the location they choose and the title they adopt, this may be met with anything from indifference to derision to downright hostility by other local rulers.

While it may be attractive to not have a ruler to pay salt tax to, the independent dominion runs the constant risk of While some lucky independents—usually those in the most isolated areas away from other states—are able to grow from a single stronghold to a whole country, the vast majority soon become part of a neighboring country; either by being taken over militarily or by the political expedient of the independent ruler accepting a title of nobility from the royalty of a nearby country and swearing allegiance to that country in order to avoid a war they cannot win.

And, of course, some simply disappear; struck by plague or famine or worse.

However, claiming wilderness and declaring oneself to be an independent ruler is always an option for a particularly desperate or adventurous character who wishes to own a dominion without having to impress someone else enough to grant them one.

Building a Stronghold

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative center for

the dominion, but also a secure place to store the dominion’s wealth and to retreat to in times of war.

The area of land covered by a dominion is measured in *Fiefs*. A single fief is an area of about 12 miles radius. If using hex maps, this translates to a single 24-mile hex that contains the stronghold, or a cluster of nine 8-mile hexes.

Usually, a dominion will consist of a single fief, with the stronghold roughly in the center so that no point is too far away for easy access.

A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that village trying to seek refuge in the stronghold limits the maximum size of the dominion to no larger than this.

If someone wishes to clear out more land and enlarge their dominion beyond this size then they must build another stronghold to protect the newly cleared land—and this then becomes the center of a second dominion.

Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties.

Once the area is clear, the stronghold itself can be designed and built. The building costs (in both money and time) for the different components of a stronghold are listed in Section 9.



Terrain & Resources

In order to determine the resources available to a dominion, the terrain of each fief must be determined.

If you are using 24-mile hexes, this is straightforward, as a single map hex will equal a single fief. If you are using 8-mile hexes or maps without hexes then you will have to classify each fief according to its predominant terrain type.

Each fief is classified as either *Civilized*, *Borderlands* or *Wilderness*, according to the Dominion Fief Classification table below, depending on the terrain type of the fief and how close it is to a major city or to other civilized fiefs. Note that the other civilized fiefs don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes).

Dominion Fief Classification Table

	Within 144 miles of a city	More than 144 miles from a city but within 72 miles of a Civilized fief	Not near a Civilized fief
Terrain Type			
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilized	Borderlands	Wilderness
Desert	Borderlands****	Wilderness	Wilderness
Forest**	Civilized	Borderlands	Wilderness
Grasslands*	Civilized	Borderlands	Wilderness
Hills*	Civilized	Borderlands	Wilderness
Jungle**	Borderlands	Wilderness	Wilderness
Mountains***	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilized	Civilized	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilized	Borderlands	Wilderness

*Fiefs of this type can become Settled if populated by anyone.

**Fiefs of this type can become Settled if populated by elves

***Fiefs of this type can become Settled if populated by dwarves

****Fiefs containing oases are considered to be Civilized

This civilization level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support. See the Civilization Level Table for details.

Civilization Levels Table

Level	Settling Families	Max Families
Wilderness	1d10x10	1,500
Borderlands	2d6x100	3,000
Civilized	1d10x500	6,000

Settled Terrain

Any *Clear*, *Forest*, *Grasslands*, *Hills* or *Woods* fief that is has over 1,000 families living in it is considered to be of terrain type *Settled* rather than its basic terrain type.

Mountains fiefs with over 1,000 families become *Settled* only if populated by dwarves, and *Forest* and *Jungle* fiefs with over 1,000 families become *Settled* only if populated by elves.

This has two effects. Firstly, settled terrain uses different columns on wilderness encounter tables than other terrain types (see *Chapter 12: Into the Wilderness* for details about wilderness encounters). Secondly, the change to settled terrain may change the civilization level of the fief, with a corresponding increase in the maximum number of families that the fief can contain.

The change in civilization level of the fief may have a knock-on effect on other nearby fiefs, since they may now be within 72 miles (three 24-mile hexes or nine 8-mile hexes) of a civilized fief.

Example: One of Lady Katrina's dominions consists of a castle and its fief. The entire area is Mountains, and is well away from other civilized lands. When the castle is first built, the fief is therefore at the Wilderness level of civilization.

After a few years, the population of her fief grows to 1,033 families. Because Lady Katrina's people are primarily dwarves, that fief is now considered to be Settled rather than Mountains, and therefore becomes Borderlands and can support a higher population.

Another of Lady Katrina's dominions is in the hills closer to the rest of the kingdom. It is also not within 144 miles of a city or within 72 miles of a Civilized fief, but two of the fiefs adjacent to it are within 72 miles of a Civilized fief.

Those two fiefs (which belong to allied barons) are therefore considered to be Borderland Hills and Lady Katrina's fief is considered to be Wilderness Hills.

After a few years, one of the adjacent Borderlands fiefs reaches 1,014 families. It is now considered to be Settled terrain rather than Hills. This changes the civilization level of the fief to Civilized.

This change in civilization level means that Lady Katrina's fief is now within 72 miles of a Civilized fief, and its civilization level is now upgraded from Wilderness to Borderlands accordingly.

Any fief that loses enough population that it no longer has 1,000 families also loses its *Settled* type, and reverts back to its normal terrain type. Again, this may have a knock-on effect on other fiefs; which may no longer be within 72 miles of a *Civilized* fief, and therefore may drop in civilization level themselves.

Should this cause the maximum population of a fief to drop below its current population, the population of that fief will reduce by 20% per month until it is no longer unsupportable.

Material Resources

Each fief of the dominion will produce between one and four resources that must be exploited to generate income for the dominion, determined by rolling a d10 and consulting the following list:

1	1 resource
2-7	2 resources
8-9	3 resources
10	4 resources

Although the actual resources available can be very varied, for game purposes they are simply split into three categories: Animal, Vegetable and Mineral.

For each resource found, roll 1d10 to see which type it is:

1-3	Animal
4-8	Vegetable
9-10	Mineral

The Referee or players may wish to go into further detail about exactly what types of resources these are; for example, a mineral resource could be a gold seam or a source of strong stone for building or a source of fine clay or any one of dozens of other types of mineral. This detail may enhance role playing, particularly if the players like doing trade negotiations, but it does not affect the dominion rules. In the example above, although gold is far more expensive than building stone, there will also be far less of it and the relative income for a gold mine or a quarry in a fief will be similar.

Example: When Lady Katrina was granted her land and built her castle, the Referee rolled for resources for the fief. He rolled that the fief had three resources: two mineral and a vegetable. Jim discussed what those three resources could be with the Referee, and between them they decided that there was a silver seam that could be mined, a source of granite that could be quarried, and—because the mountain fief is in a warm region and on the edge of the mountain range—olive groves in the valleys and foothills.

Ruling a Dominion

In *BX Advanced*, ruling of a dominion takes place in the timescale of months and years, dropping down to a day-to-day basis only during unusual situations.

To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a monthly basis, and the level of satisfaction—or unrest—of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Population Change

Each month, the number of families in each fief of the dominion will change due to a variety of factors. Rather than try to account for each individual factor, *BX Advanced* abstracts the whole population change for the month into a single check.

For each fief, the basic population change is based on the existing population of the fief:

Population	Change
1-100 families	+25%
101-200 families	+20%
201-300 families	+15%
301-400 families	+10%
401-500 families	+5%
501-750 families	+3%
750-1,000 families	+2%
1,001+ families	+1%

In addition to this percentage increase, each fief with fewer than 250 families must roll 1d6 and consult the following:

1-3	Lose 1d10 families
4-6	Gain 1d10 families

In the case of more populous fiefs, these small changes are

simply assumed to be irrelevant compared to the normal population growth.

Example: When Lady Katrina builds her castle, the fief is wilderness. Therefore, it attracts 1d10x10 families as settlers. Jim rolls a 7, so 70 families settle the fief.

After a month, Jim checks the fief for population growth. There are less than 100 families, so there is a 25% increase, making 94 families. Additionally, because there are less than 250 families in the fief, Jim rolls a d6 to see what the random fluctuation is. He rolls a 6, which is good news because it means that there is a further increase in population of 1d10 families, but is disappointed when he then only rolls a 2 on the 1d10. Two extra families arrive, making a total of 96 families at the start of month two.

Monthly Economy Check

Each game month, the ruler of the dominion, along with the Referee, needs to check the economy and tally up the income and expenditure for the month.

Income

Monthly income comes from four sources:

Resources: Each fief of the dominion will have between 1 and 4 types of resource in it. These resources provide income for the dominion ruler based on their resource type:

Animal	2gp/family
Vegetable	1gp/family
Mineral	3gp/family

Each family within the fief may work on a single resource within the fief.

The ruler of the dominion may simply let the populace split themselves evenly between the available resources, or may direct the populace to concentrate on exploiting a particular resource.

However, doing so is subject to a few limitations.

Firstly, given the infrastructure needed to exploit a particular resource (animals need breeding, crops need sowing, mines need digging), the ruler of a dominion can only change the emphasis once per year. The ruler must decide what their priorities will be at the beginning of each year, and the actual change to those new priorities will happen at the beginning of the *following* year. When doing so, it is convenient to assign priorities in terms of percentages of families rather than in absolute numbers of families, since the total number of families in the fief will change from month to month.

Secondly, the populace must work all the resources in the fief for the local economy to thrive and for the populace to be content. In particular, forcing too much of the population to work in dangerous and unhealthy mines makes the ruler very unpopular.

In game terms, each resource must be worked by at least 20% of the families in the fief. For each 1% below that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating. Similarly, no more than 50% of the families in the fief should be made to exploit mineral wealth. For each

1% above that threshold in a year, there is a cumulative –1 penalty to the dominion's Confidence Rating.

Thirdly, any fief that brings in a monthly revenue of 15,000gp or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service: Each family in the dominion brings in the equivalent of income worth 10gp per month in service, such as building works, growing food, tending animals, and so forth.

Unlike other sources of income, this is not actually received by the ruler of the dominion as money. However, it can be used to offset expenses such as holidays, tithes, salt tax, and the paying of armies (mercenary or otherwise). Any service income that is not used is wasted and cannot be stored.

Poll Tax: Each family in the dominion normally pays 1gp per month in poll tax. This is actual money-in-the-coffers tax paid in coinage.

The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 5sp that is paid per family, there is a –10 penalty to the dominion's Confidence Rating per year. For each 5sp less that is paid per family, there is a +5 bonus to the dominion's Confidence Rating per year.

Additionally, when the ruler increases the tax rate, this gives an instant –25 penalty to the dominion's Confidence Rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's Confidence Rating.

Salt Tax: If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion.

This income is normally paid in the form of services, and therefore doesn't actually arrive as coinage. However, like other service income it can be used to offset expenditure. Like service income, this income cannot be stored, and must be used or wasted.

Example: In the fief containing her castle, Lady Katrina has assigned 25% of the families to work in the silver mine, 25% of the families to work in the granite quarry, and 50% of the families to work in the olive groves. Since she has at least 20% of the population working on each resource and she does not have more than 50% of the population working on mineral resources there is no effect on her dominion's confidence level.

After a few years of growth, there are 447 families living in the fief. Splitting these families into the different resources (with some rounding) gives:

$447 \times 25\% = 112$ families mining silver

$447 \times 25\% = 112$ families quarrying granite

$447 \times 50\% = 223$ families farming olives

Therefore, the resource income for the fief in the first month of that year is:

$(112 \times 3) + (112 \times 3) + (223 \times 1) = 895\text{gp}$

The service income of the fief is simply ten times the population, which is:

$(10 \times 447) = 4,470\text{gp}$

Lady Katrina has not set taxes higher or lower than the 1gp/family, so in poll tax she receives:

$(1 \times 447) = 447\text{gp}$

Therefore, for this fief, Lady Katrina receives a total of 1,342gp in cash and 4,470gp in services that can offset expenditure.

The Referee then instructs Jim to add 920gp of extra service income for the salt tax paid to Lady Katrina by the baron who looks after her second dominion.

Expenditures

The following expenses must be accounted for:

Castle Staff and Maintenance: With the exception of armies, which must be accounted for, the cost of castle staff and routine maintenance is assumed to already be covered by the service income of the dominion.

However, extraordinary expenses such as rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket. Service income may be used to pay for these expenses.

Troops: Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for.

Armies and mercenaries can be paid for with service income, based on their costs in *Chapter 8: Equipping for Adventure*, but adventurers usually only work for cold hard cash.

In times of dire need, a peasant militia can be formed from the local populace.

Up to 10% of the families in an area can provide "poor" quality peasant militia (providing an average of 2.5 troops per family). A further 10% of the families in an area can provide "untrained" quality peasant militia (providing an average of 2.5 troops per family).

If either are called up, the families providing militia will not produce income of any type during the months in which the militia is active.

Tithes: One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are worshipped throughout the dominion.

Tithes may be paid with either service income or money, or a combination of the two.

Failure to provide the full amount of tithes results in the churches (and possibly Immortals associated with them) being angered, and they make their anger known to the populace.

The net result of this is that any year in which tithes are not paid in full gives a –50 penalty to the dominion's Confidence Rating.

If tithes are short-changed for more than one year in a row, there is a 25% chance each year that an extra "Disaster" event will happen that year as the Immortals show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

Salt Tax: In just the same way that the dominion may receive salt tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to.

Salt tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays: Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own.

The overall cost of a holiday is 5gp per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two.

If the holiday was one declared by the churches, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was one declared by the ruler of the country, its cost can be recouped from the salt tax paid to that ruler.

However, if the cost of the holiday is too great to be covered by the tithes or salt tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves.

Each time a regular holiday or festival that the populace are expecting is cancelled, a -5 penalty is applied to the dominion's Confidence Rating, and an immediate confidence check must be made.

Each time an extraordinary holiday or festival day is announced, a +2 bonus is applied to the dominion's Confidence Rating.

Entertaining Visitors: Etiquette demands that visiting nobles and royalty are entertained according to their station.

The following costs apply whenever a noble (and their retinue) are visiting:

Knight	No extra cost
Baron	100gp/day
Viscount	150gp/day
Count	300gp/day
Marquis	400gp/day
Duke	600gp/day
Archduke	700gp/day
Prince	As nobility + 100gp/day
King	1,000gp/day
Emperor	1,500gp/day

Example: Lady Katrina has a total income from her dominion for the month (including salt tax from her second dominion) of 1,342gp in cash, and 5,390gp worth of services.

Firstly, she takes 30% of that out (20% in salt tax to the queen and 10% in tithes to the church). She ends up paying 1,346gp to the queen and 673gp to the church for a total of 2,018gp.

The 2,018gp is all paid out of service income, leaving her with:

$$5,390 - 2,018 = 3,372\text{gp left.}$$

There was a religious festival for one day during the month. Since the population of her dominion is 447 families, this costs her:

$$447 \times 5 = 2,235\text{gp}$$

Since this was a religious festival, she can use tithes to help fund it. She should be paying 673gp in tithes, so that leaves:

$$2,235 - 673 = 1,562\text{gp to pay.}$$

She pays the 1,562gp out of her remaining service income, leaving her with:

$$3,372 - 1,562 = 1,810\text{gp left}$$

Out of this 1,810gp, she pays for her standing army consisting of 300 heavy dwarven infantry (costing 5gp each per month) and 100 dwarven crossbowmen (costing 6gp each per month).

These troops cost her:

$$(300 \times 5) + (100 \times 6) = 2,100\text{gp}$$

She can pay 1,810gp of this wage bill using services, leaving her:

$$2,100 - 1,810 = 290\text{gp to pay}$$

She pays the 290gp out of her 1,342gp cash income, leaving her:

$$1,342 - 290 = 1,052\text{gp}$$

Having balanced her finances for the month, Lady Katrina discovers that she has managed to pay most of her expenses out of service income, but she considers cutting back on troop numbers, since she's having to dip into real cash in order to pay them.

She keeps the 1,052gp of cash and puts it in her coffers.

Experience for Income

When calculating the amount of experience the ruler of a dominion gets from their monthly income, there are two rules that must be applied.

Firstly, only cash income (i.e., Resources and Poll Tax) provide experience points. Service income and income from Salt Tax of lesser nobles does not provide experience points.

Secondly, experience points are derived from the gross income of cash (income before any expenditure has been taken out). Even if all the income is spent due to heavy expenditure and the ruler ends up making a net loss, they will still receive full experience.

Example: Lady Katrina received 1,342gp of cash and 5,390gp of services this month. She gets experience for all of the cash even though she had to spend some of it, but does not get

money for the services. Lady Katrina therefore gains 1,342xp this month.

Confidence Level

Each dominion has a *Confidence Rating*. This is a number that represents the general state of content (or discontent!) of the populace.

There is a single confidence rating for the whole dominion—different fiefs do not have separate ratings.

When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll.

In addition to the confidence rating, a dominion also has a *Confidence Level*. The confidence level is based on the rating, and periodically a “confidence check” is made. Whenever a confidence check needs to be made, look up the current confidence rating on the Confidence Level Table and this will indicate the new confidence level.

Confidence Level Table

Confidence Rating	Confidence Level
49 or less	Turbulent
50 to 99	Belligerent
100 to 149	Rebellious
150 to 199	Defiant
200 to 229	Unsteady
230 to 269	Average
270 to 299	Steady
300 to 349	Healthy
350 to 399	Prosperous
400 to 449	Thriving
450 or higher	Ideal

It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made—even if the rating moves into a different range between checks.

Yearly Confidence Check

At the beginning of each year, the Referee checks the current confidence rating on *table 13-3* in order to determine the confidence level of the dominion.

This confidence check may also be required as a result of certain actions by the dominion ruler (e.g., when an expected holiday is cancelled) or as a result of a disaster striking the dominion.

Descriptions of the various confidence levels and their effects on the dominion are given below:

Average: The dominion is running smoothly. There are no special conditions or effects.

Belligerent: In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family).

No poll tax can be collected.

A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

There is a 50% chance that an enemy state will provide the peasant militia with military support.

Defiant: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Healthy: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Ideal: All income is 10% greater than normal.

There is a 75% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

A +25 bonus is applied to the confidence rating.

The confidence rating cannot drop below 400 before the next confidence check.

Prosperous: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Rebellious: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No poll tax can be collected.

A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A –10 penalty is applied to the confidence rating.

Steady: There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Thriving: All income is 10% greater than normal.

There is a 50% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Turbulent: 95% of families will form a peasant militia (providing an average of 2.5 troops per family).

No income of any kind may be collected, except by force.

A –10 penalty is applied to the confidence rating.

The confidence rating cannot rise above 100 until the ruler of the dominion is removed.

All trade caravans and travelling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

One or more enemy states will provide the peasant militia with military support.

Unsteady: There is a 20% chance that a –10 penalty will apply to the confidence rating.

Dominion Events

Each year, 1d4 random events will happen in the dominion.

Due to the huge variety of events that can occur, it is not possible to list them here. However, they can be roughly classified into types of event.

For each event that occurs, roll on *table 13-4* to determine the type of event.

Dominion Events

D100 roll	Event Type
01-05	Major Positive Event
06-20	Minor Positive Event
25-40	Neutral Event
41-75	Minor Negative Event
76-95	Major Negative Event
96-00	Disaster

Although this table is random, the Referee should be fair to the players and should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. If the dice seem to be against the players, then the Referee should

introduce plot elements or potential adventures into the game that can mitigate the worst situations. Similarly, if the dice are favoring the players and they are getting bored just raking in the money every month without challenge, the Referee should introduce plot elements or adventures that can cause additional problems.

However, in either case the Referee should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The Referee should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the confidence rating of up to +25, up to a doubling of income for a month, a population increase of up to +25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results—but there should be some positive results even if the ruler does nothing.

Examples: New resource type found, ancient treasure found, An Immortal decides to become the patron of the dominion, A clan of demi-human refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the confidence rating of up to +15, up to 50% extra income for a month, a population increase of up to +15%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits—but there should be no negative results even if the ruler does nothing.

Examples: A new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, passing adventurers clear out local bandits without needing to be hired to do so, A druid moves into the area.

Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the confidence rating of up to +/-10, up to 25% extra or less income for a month, a population change of up to +/-10%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples: A VIP visitor arrives unexpectedly, Comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the confidence rating of up to +15, up to 50% less income for a month, a population decrease of up to -15%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm—but there should be no significant positive results no matter how well the ruler handles the situation.

Examples: Bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

MASS COMBAT

Mass combat may be an important part of the game if the characters have elected to control and protect a domain. Battles are assumed to be between two armies. Armies are groups of units. A unit is a group of similarly skilled and armed individuals working together. A single unit consists of one type of soldier and cannot be split during battle. During a battle, units from each army maneuver and fight until one side emerges victorious. In mass combat it is assumed that a single person can rarely affect the outcome; this is about the clashing of armies in the old school handful of d6s style.

Scale

A figure is the smallest level of abstraction for mass combat. One figure represents a group of ten human-sized creatures, five monsters, or a single solo creature. Infantry are the creatures that fight on foot and are roughly human sized; a horde of goblins, a fist of orcs, or a regiment of skeletons. Cavalry are human-like creatures that fight while mounted, or are innately similar to mounted humanoids; like a centaur tribe or a group of dire wolves. Monsters refer to larger than human creatures that would fight in small groups; ogres and trolls are all considered monsters in mass combat. Solo creatures are so large or dangerous that they fight alone; a dragon, a heroic champion, or a war wizard are all solo creatures.

Infantry	Cavalry	Monsters	Solo
10:1	5:1	5:1	1:1

If you are playing the battle out with miniatures or on a map use a 1 inch to 20 feet scale. At this scale one figure of infantry should take up roughly one square inch. A figure of cavalry would take up double that, one inch by two inches, and monsters would take up bases double that of cavalry, two inches by two inches. Solo creatures or other unique units should take up an amount of space that the Referee finds reasonable.

Time & Phases

Time is measured in segments, 10 minute periods, for mass combat. During each segment both armies will advance through the three phases of the game. Once both armies have performed all three phases a new segment starts. The three phases that each army goes through are done in order, with both armies performing one phase and then going to the next.

Movement: Each army moves its units. The distance a unit can move depends on the type and equipment of the unit. If a unit will perform no other actions on their turn, they may move at march speed; move double the normal distance.

Shooting: Each unit within an army that can shoot may do so during this phase. Only units with ranged weapons may shoot during this phase. The range of their weapons is equal to that given in the equipment section.

Melee: Each unit that is within 20 feet of an enemy engages in melee combat with that enemy. Units in melee combat cannot perform any actions except fight in melee combat unless they fall back.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be some negative results no matter how well the ruler handles the situation.

Examples: One of the fief's resources runs out, an epidemic strike, a high level wandering monster enters the dominion, agitants foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a month, a population decrease of up to 25%, or some combination of the

above. It will also result in an immediate confidence check. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be seriously negative results no matter how well the ruler handles the situation.

Examples: An extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an Immortal smites the dominion.



Basic Combat

An attack is made by rolling 1d10 and rolling less than or equal to the enemy's AC. For each unit that is making attacks, shooting or melee, you will roll 1d6 for every figure within it that can reach their enemy. So, a unit with ten figures will have 10 1d10 attacks. For infantry and cavalry every hit removes one figure. For monsters and solo creatures, it takes a number of hits equal to their HD to remove a figure. Melee combat occurs simultaneously, both sides of the combat roll all of their attacks and then casualties are removed afterward. Once a unit has lost more than half of its figures it will make a morale check at the start of the next segment. If it fails it will flee the battlefield. If it passes it will continue fighting.

Starting Mass Combat

Each side rolls 1d6, the side with the higher value may choose to act first or second during each phase. Once they have chosen the order does not change.

Unit Positioning

The figures in a unit are arranged in ranks. A rank can be up to ten figures wide. A unit can have no more than 5 ranks (so an infantry unit holds, at most, 50 figures or 500 creatures). The number of figures in each rank, and how many ranks there are can be important during battles.

Movement Phase

The distance a unit can move is given in feet and depends on that unit's equipment. A unit may move at march speed (double the normal movement distance) if they do not make attacks or shoot that segment.

Unit	Movement
Cavalry (Armored)	100 ft.
Cavalry (Heavy)	140 ft.
Cavalry (Light)	180 ft.
Infantry (Armored)	80 ft.
Infantry (Heavy)	100 ft.
Infantry (Light)	120 ft.
Monster (Armored)	140 ft.
Monster (Unarmored)	100 ft.
Solo Creature	Referee's Determination

Units that are engaged in melee combat that want to move away from that combat may fall back. When a unit falls back it moves at half its normal speed (if it chooses to move back at its march speed it will move back its normal speed).

If a unit wants to change its positioning during combat it must spend its entire movement to do so. If a unit choose to reform at march speed it may reform and then move a distance equal to its normal movement. If it does so, it cannot make any attacks during this segment.

A unit may choose to change position into a hedgehog, presenting no flank or rear for an enemy to attack. This will take the entire movement of the unit.

Shooting Phase

A unit with ranged weapons can shoot them at another unit within line of sight and the range of their weapons. Only figures in the first three ranks of a unit with ranged weapons can make

attacks during the shooting phase. If a unit shoots during the shooting phase it cannot make melee attacks this segment. If a unit loses more than a quarter of its total number of figures during one shooting phase it will immediately make a morale check.

Melee Phase

Opposed units within 20 feet of each other will enter melee combat during the melee phase. Only the first rank of figures can make attacks during melee combat. Both sides make all of their attacks simultaneously and then remove any casualties afterward. Once casualties have been removed, any unit that took casualties in melee combat needs to make a morale check.

A larger unit may wrap around a smaller unit, if there is space to do so, and inflict the flank attack penalty to the smaller unit's morale check.

If a unit attacks another unit's rear, the attacking unit's attacks will hit first. Remove the casualties from the defending unit before they make their return attacks.

Morale Checks

A unit that makes a moral check rolls a saving throw. If they roll less than or equal to their saving throw value they will continue fighting, if they roll higher, they will flee the battle. Units that flee the battle are removed from the game and are treated as casualties. After the battle they may rejoin the army.

A unit that is attacked on one or both of its flanks lowers its saving throw value by one. A unit attacked in the rear lowers its saving throw value by two. A unit that charged the enemy increases its saving throw value by two. A unit that outnumbers the enemy increases its saving throw by one. A unit with high morale has advantage on this saving throw.

Arms & Armor

The specific weapons that a unit is wielding matters only insofar as their range. A unit equipped with melee weapons can only fight with one rank in melee combat but holds shields. A unit equipped with polearms can fight in two ranks in melee combat. A unit equipped with missile weapons can make missile attacks at the range described for that weapon.

The armor that a unit is wearing is already decided, but if you want more variety simply calculate the AC following the normal rules for armor presented in the Original Edition rules (use descending AC). The only exception to this rule is that AC cannot exceed a score of 2. Solo creatures use their own AC (*) value. AC scores naturally higher than 2 [17] are rare, but if they happen to be in a battle treat their AC score as 2 [17].

Hiring Units

A character with enough money may hire mercenaries to go on campaign with them for the wages listed below (per figure). A character cannot hire monsters or solo creatures without special Referee permission (***). Figures killed in battle are still paid - their next of kin receive the money instead of themselves.

Figure	AC	HD	ST	Wages (day)	Wages (month)
Cavalry (Armored, Melee)	2	1	16	15 gp	150 gp
Cavalry (Heavy, Melee)	3	1	14	10 gp	100 gp
Cavalry (Light, Melee)	4	1	12	6 gp	60 gp
Cavalry (Light, Missile - Shortbow)	5	1	10	8 gp	80 gp
Infantry (Armored, Melee)	3	1	14	8 gp	80 gp
Infantry (Armored, Polearm)	4	1	12	8 gp	80 gp
Infantry (Heavy, Melee)	4	1	12	5 gp	50 gp
Infantry (Heavy, Missile - Xbow)	5	1	10	6 gp	60 gp
Infantry (Heavy, Missile - Longbow)	5	1	10	8 gp	80 gp
Infantry (Heavy, Polearm)	5	1	10	5 gp	50 gp
Infantry (Light, Melee)	7	1	10	3 gp	30 gp
Infantry (Light, Missile - Longbow)	7	1	8	5 gp	50 gp
Infantry (Light, Missile - Shortbow)	7	1	8	3 gp	30 gp
Infantry (Light, Missile - Sling)	7	1	8	1 gp	10 gp
Infantry (Light, Polearm)	7	1	8	1 gp	10 gp
Monster (Armored, Melee)	3	2-4	10	***	***
Monster (Unarmored, Melee)	6	2-4	8	***	***
Solo Creature	*	5 +	**	***	***

Special Units

The rules for warfare are optimized for groups of human-like creatures engaging in battle consisting of infantry and cavalry. Monsters and Solo creatures add another fantastic element but require Referee arbitration. It should be easier for a monster or solo creature to hit infantry or cavalry (a flat bonus to hit) and they should have more than one attack per figure. The exact bonus or attack number is left to the Referee to determine.

Characters in Mass Combat

A character of level four or less is not powerful enough to make a significant difference in a battle. Characters of level five or higher function as a solo creature. Simply use the character's AC, HD, and saving throws as normal.

War Magic

Most spells are too small scale to greatly impact a battle. Those spells that are large enough to affect a mass combat (e.g., fireball) are called war magic. A magic using solo character can cast one war magic spell (assuming the figure has any available) during the shooting phase.



SECTION III:

MONSTERS

MYTHOS MONSTERS

Adversaries

A selection of adversaries from Lovecraft's fiction for Original Edition games. All Mythos monsters should be considered to have an alignment of chaos unless otherwise noted.

Cave Beast

AC: 7 [12]
HD: 2 (7 hp)
Attacks: Two claws +2 (1d3)
Move: 120 feet
Morale: 7
Special: Echolocation

Rare creatures that dwell in deep caverns, cave beasts have thin white hair, sunken black eyes, and long rat-like claws on their hands and feet. They are blind and rely on **echolocation** to traverse rough passages without hindrance and locate prey. Conjecture indicates that cave beasts were once humans, but devolved due to their long residence under the earth.

Color Out of Space

AC: 4 [15]
HD: 5 (18 hp)
Attacks: See description
Move: 240 feet fly
Morale: 10
Special: Focus Energy, Non-physical

Descending from the unknown reaches of Outer Space, Colors Out of Space seem to be a sentient form of radiation. They lack any distinguishable form and appear in darkness as a vague glow of an unidentifiable color from outside the normal spectrum. Their spore are born through the cosmos deep inside asteroids and are released when they crash into a planet's surface. The spore seeks a wet, dark den in which to reside, such as a well or lakeside cave. From there, it infects the immediate area with an unusual "sickness", drawing energy away from living things. Plant life is first affected, but as the Color gains power, it preys upon small animals and larger creatures. Its weird influence causes lifeforms to be mutated, sometimes doubling in size, before undergoing a miserable agony and crumbling to dust. By this time, the area exhibits serious decay and lifelessness. Once it has gained sufficient energy, the Color shoots off into space to infect other worlds.

Those spending more than 1 hour in an affected area must make a successful Saving Throw vs. poison or be afflicted by the Color's influence. Failing the Save causes the individual to lose 1 point of Constitution and Wisdom and become lethargic. For each additional day spent in the area, the character loses 1d4 Constitution. The Color cannot make physical attacks, however, if it feels threatened, it can expend an amount of its

stored energy to affect individual creatures. When a Color focuses energy, the target must make a Saving Throw or immediately lose 1d4 Constitution and Wisdom. All attribute damage caused by a Color is permanent. Finally, it is completely immune to physical attacks, but it may be susceptible to magic or the effects of weird science apparatus.

Cthulhu Spawn

AC: 3 [16]
HD: 10 (35 hp)
Attacks: Three tentacles (2d6)
Move: 80 feet (120 feet swim, 80 feet fly)
Morale: 10
Special: Psychic Abilities, Regenerate, Spells, Swallow Whole

Eons ago, the strange Cthulhu Spawn descended from the Outer Dark and infested the Earth. They are almost entirely octopoid or slug-like with a mass of tentacles where a face might be. Regardless of their shape, they have highly evolved brains capable of psychic abilities, which may be used in addition to normal attacks:

- They can communicate with any creature telepathically.
- They feed on psychic energy and can drain psyche; victim loses 1d4 Wisdom (Save for half).
- They can attack a character's psyche with a mind blast (1d4 Intelligence and affected as per the confusion spell; a Save negates the confusion effect and allows for half Intelligence loss).
- They can move objects through telekinesis.
- Finally, they can dominate a victim's mind, causing him to freeze in place, attack his allies, etc., as the spell. The victim is allowed a Saving Throw each round to break free.

Additionally, Cthulhu Spawn know 2d6 spells determined by the referee. When making physical attacks, Cthulhu Spawn will attack with claws, tentacles, or both, depending on their form. Finally, they regenerate 3 hit points per round.

Cthulhu Spawn are massive and fly via an impossible levitation. Any target struck by one of their tentacle attacks must make a Saving Throw against paralysis or be grabbed. Grabbed targets are swallowed whole the following round and suffer 1d6 damage each round after.

Deep One

AC: 5 [14]
HD: 2+2 (9 hp)
Attacks: Two claws (1d6)
Move: 240 feet flying
Morale: 8
Special: Breathe underwater

A fish-like humanoid race unimaginably older than humanity, deep ones live in undersea cities and worship Dagon and Cthulhu. They have scaled, rubbery skin, webbed digits, and round, staring eyes. Deep ones are known to cavort with humans in seaside towns, trading their favors and alien goldwork for service and worship of Dagon. Deep ones can

mate with humans, and the half-breed offspring are doomed to transform into sea-folk over time, eventually becoming entirely deep one. The creatures are immortal, dying only to violent causes, and continue to grow throughout their lives. Deep ones attack with savage claws. Though they can breathe underwater indefinitely, they can also survive out of water for several hours.

For every 20 deep ones, there will be a 4 HD leader who knows 1 or 2 spells; and for every 50, a 6 HD leader is present. All 6 HD deep ones know 1d4+2 random spells and stand up to 8 feet in height.

Elder Thing

AC: 4 [15]

HD: 5 (18 hp)

Attacks: Tentacle slap (1d6+2) or by weapon (+2 melee damage)

Move: 60 feet (30 feet swim, 30 feet fly)

Morale: 7

Special: Psychic Abilities

One of the first advanced races, Elder Things have a singular appearance. Somewhat barrel-shaped, they stand up to 10 feet in height and have membranous wings, gills, many-tentacled arms, and yellow, five-pointed starfish-shaped heads. They walk by means of a starfish-like "foot" and are equally at home underwater, on land, or flying in the air. The Elder Things once had an advanced scientific and artistic culture whose remnants might still be uncovered in hidden places.

They can attack with weapons or with their tentacles. They have psychic abilities that allow them to dominate others (as the spell), communicate telepathically, and place themselves into suspended animation. A few may have access to sorcery.

Ghast

AC: 5 [14]

HD: 3 (11 hp)

Attacks: Bite (1d6-1), Hoof kick (1d6+2)

Move: 180 feet

Morale: 9

Special: Sunlight Sensitivity

Strange creatures native to the Dreamlands, ghouls are carnivorous pack hunters that prey on ghouls, gugs, and other creatures. Ghosts are about the size of a mule, but stand on kangaroo-like hind legs, have scabrous skin, and a vaguely human face that is missing both nose and forehead. They attack by biting and kicking with their sharp hooves. Ghosts are not undead, but have a sunlight sensitivity, which causes them to take 1d6 damage for each round spent in direct sunlight. They can tolerate artificial light and the dim light of dusk or dawn.

Ghoul, Mythos

AC: 7 [12]

HD: 1+2 (6 hp)

Attacks: Claw (1d6) or by weapon

Move: 120 feet

Morale: 7

Special: Infectious Bite (1d6-1)

Ghouls are carnivorous humanoids that feed on cadavers and dwell predominantly in the Dreamlands. Ghouls regularly pass into the physical realm, sometimes keeping underground communities in remote caverns and unused sewer systems, slipping into graveyards and mausoleums in search of their grisly feasts. Ghouls are humanoid, with short, canine snouts, hoofed feet, and rubbery skin. They smell of mildew and mold.

Ghouls attack with claws or with weapons. If a claw attack hits, they may also bite the victim. Those struck by the ghouls' **infectious bite** must Save vs. disease or slowly transform into a ghoul over a period of time. The referee is free to determine how this transpires.

Great Race (Yithian)

AC: 7 [12]

HD: 4 (14 hp)

Attacks: 2 pincers (1d6+1) or lightning gun (5d6)

Move: 90 feet

Morale: 7

Special: Transfer Mind, Neutral Alignment

The Great Race originated on the planet called Yith and came to the campaign world by transporting their minds into the bodies of the race they now inhabit. Yithians have a conical form, 10-feet tall, and 10-feet wide at the base. They have black eyes on their round heads, two claw-like pincers, and a fourth limb ending in a cluster of weird trumpet-like appendages. They "walk" by means of expanding and contracting a viscous layer attached to the base of their bodies.

Yithians have the unique transfer mind ability that allows them to send their minds into the future or past, inhabiting the bodies of the native races of the era. This is accomplished through a combination of their own powerful minds and a weird science apparatus. The mind of the inhabited body is sent back to reside in the Yithian's own body. By this method, the Great Race has filled its libraries with an immense amount of scientific, historical, and cultural knowledge collected from across space and time. They command a bewilderingly advanced technical science as well. Their lightning gun was developed to fight off the polypous horrors, which they once waged war with. Some Yithians are known to practice sorcery.

Gug

AC: 4 [15]

HD: 8 (28 hp)

Attacks: Claw (2d6), bite (2d6+2)

Move: 120 feet

Morale: 10

Special: None

Gugs are a weird race of giants that dwell predominantly in the Dreamlands. They stand in excess of 20 feet high, are covered in black fur, have long talons, and display a fanged, vertically-opening maw that splits the head longitudinally. Gugs are mute and communicate via facial expressions. They attack with their claws and a vicious bite.

Hound of Tindalos

AC: 5 [14]

HD: 4 (14 hp)

Attacks: Bite (2d6)

Move: 150 feet
Morale: 6
Special: Travel through angles

Hounds of Tindalos are interdimensional creatures that appear as large hairless, hyena-like hounds with mottled black and green skin and toothy maws. They are able to traverse time and dimensions by travelling through angles, entering our dimension through any physical angle. By this means, they will hunt prey relentlessly through time and space. Any beings psychically travelling through time are in great danger of being scented by the Hounds of Tindalos.

Human, Witch (Mythos)

AC: 7 [12]
HD: 3 (11 hp)
Attacks: Fist (1d6-1) or weapon (1d6)
Move: 120 feet
Morale: 10
Special: Alchemy, Familiar, Spells

Witches are deceivers and seducers, magicians and alchemists, and have menaced mankind for millennia. These mistresses of the Old Ones have a supply of 1d4 alchemical potions, typically keep a familiar which will do its master's bidding, and can cast charm person, confusion, and 1d6+2 other spells. They are armed with a knife and a staff.

Men of Leng

AC: 6 [13]
HD: 2 (7 hp)
Attacks: by weapon
Move: 120 feet
Morale: 7
Special: None

The strange, almost-human denizens of Leng seem to be akin to the satyrs of myth, with shaggy manes and a pair of goat's horns growing from their heads. They are known to hail from the Plateau of Leng, wherever it may be located, and are a common sight in the Dreamlands. When travelling, men of Leng disguise themselves with hoods and voluminous robes. One in our men of Leng has access to the following spells: charm person, confusion, detect magic, and phantasmal force.

Mi-Go (Fungi from Yuggoth)

AC: 5 [14]
HD: 2+1 (8 hp)
Attacks: Weapon (ray gun, 2d6; sonic club, 1d6+deafened)
Move: 120 feet (120 feet fly)
Morale: 9
Special: None

Mi-go are a race of crustaceous humanoid spacefarers who maintain a base on the planet Yuggoth at the edge of the solar system. They come to the campaign world to mine minerals and metals that they cannot find elsewhere and are assisted by human conspirators. Mi-go are uncanny scientists, capable of creating wondrous machines and performing impossible biological and chemical operations. They use brain cylinders to maintain not only brains, but the intelligences attached to them.

Mi-go are the size of humans, with multiple pairs of wings and insectoid appendages ending in odd pincers. They may use their forelimbs for locomotion or for carrying objects. In place of a definable head, Mi-go have a mass of tentacles which glow in weird lights and seem to be a method of communication. When speaking to humans, they mimic human voices but with an ever-present buzzing or vibrating.

Mi-go attack with weapons of their own making, including ray guns and weather manipulators, and 1 in every 4 mi-go knows 1d6 spells.

Moonbeast

AC: 8 [11]
HD: 2+2 (9 hp)
Attacks: Claws (1d6) or weapon
Move: 90 feet
Morale: 7
Special: None

The cruel moonbeasts hail from the dark side of the Dreamlands' moon and sail black galleys between their homeland and trade ports of the Dreamlands. Moonbeasts are mute and have no eyes. Rather, they communicate, see, and smell by use of the mass of tentacles growing from their snouts. They are sailors and slavers, pirates and traders, and are loathed by other Dreamlands races, especially the cats of Ulthar who attack moonbeasts on sight. They arm themselves with spears, knives, clubs, and axes.

Night Beast (Carcosan Flyer)

AC: 6 [13]
HD: 3+2 (13 hp)
Attacks: Beak (1d6+1)
Move: 90 feet (180 feet fly)
Morale: 8
Special: Drain Life, Keen Senses, Space Flight

Interstellar creatures that travel the solar winds on furry, membranous wings, night-beasts are roughly the size of cows with beaked, bat-like heads and lumpy, mole-like bodies. Six insectoid appendages act as legs while their necks and underbellies are bare and scabrous. Wizards and Mythos humanoids summon night-beasts via sorcery and use them as steeds. Night beasts attack with their beaks and have keen senses that allow them to see in complete darkness. In addition to doing normal damage, a night-beast may drain life with a successful bite, causing the victim to lose 1d3 points of Constitution. Lost Constitution can be healed at a rate of 1 point per day, but characters die when they reach 0 Constitution. Night-beasts have the uncanny ability to travel through space, via an incomprehensible solar flight.

Night-Gaunt

AC: 6 [13]
HD: 1+2 (6 hp)
Attacks: Claws (1d6) or Tail Lash (1d6+1)
Move: 120 feet (180 feet fly)
Morale: 8
Special: Dreaded Tickle, Hide

Night-gaunts live primarily in the Dreamlands, acting as guardians of gates between various dimensions. When encountered in the mundane world, night-gaunts are performing some task or mission. They have rubbery, black skin, long barbed tails, clawed paws, curving horns, and bat wings. In place of a typical face, night-gaunts have only an emotionless, unadorned, smooth plane.

Night-gaunts usually attack from the wing, swooping upon their enemies to attack with their claws or their wickedly-barbed tails. Night-gaunts are known to employ their barbed tails to perform the dreaded tickle to torture captives, causing the victims to fall into madness, Save vs. insanity each round. Their black color allows them to hide in darkness and shadows with such efficacy that they are detected only with a roll of 6 on 1d6.

Polypous Horror

AC: 5 [14]
HD: 6 (21 hp)
Attacks: Bite (2d6) or weapon
Move: 90 feet (180 feet fly)
Morale: 9
Special: Control Wind, Invisibility, Electricity
Susceptibility

Polypous horrors are entirely alien to the campaign world. They have a composition that is only partly material that allows them some amount of plasticity. They speak in odd whistles, fly via a form of levitation, and lack eyesight, instead relying on ultramundane senses to perceive the world. They stand some 10 to 15 feet in height and their form is generally cylindrical, if amorphous, with insectoid legs ending in five toe-like stalks.

Polypous horrors attack with their bite, or with melee weapons of their own design, and can control winds to hinder opponents - knocking them prone, slowing (or speeding) their movement, and the like. Characters targeted by the wind must make a Saving Throw or suffer the effect chosen by the referee. Finally, polypous horrors can become invisible once per day.

Polypous horrors are susceptible to electricity, which causes double damage.

At one time, the polyps created great, basalt, tower-cities, but approximately 150 million years ago, the Great Race imprisoned the entire race of polypous horrors in subterranean vaults and caverns. Few of the creatures remain in the modern world.

Rat-Thing

AC: 7 [12]
HD: 1+1 (5 hp)
Attacks: Bite (1d3)
Move: 150 feet
Morale: 5
Special: None

Small, malignantly intelligent beings that resemble rats with human faces and hand-like paws, rat-things often serve as witches familiars. As such, some may have magical abilities or supernatural connections to their masters.

Serpent People

AC: 4 [15]
HD: 3 to 8 (11 hp to 28 hp))
Attacks: Bite (1d6 +poison), Tail Slap (1d6), or weapon
Move: 120 feet
Morale: 8
Special: Poison, Shapeshift, Magic

Serpent People are humanoids with scaled skin and snake-like heads. They are an ancient race that once controlled vast empires, the serpent people were overthrown by men and driven underground, where they operate weird techno-sorcery laboratories. Serpent people hate humanity and plot to one day retake the Earth.

Serpent people attack with a bite that inflicts poison. Any victim of the bite must Save vs. poison or become paralyzed (2d6 rounds) and lose 1d4 points of Constitution. They also employ weapons of their own make. All serpent people can shapeshift into the form of any human they have seen and can maintain the shape indefinitely. Certain eons old phrases are known to be beyond the speech capacity of serpent people, and by such means their perfect disguises may be found out. One of every three serpent people knows some form of sorcery; the referee should assign 1d6+1 (or more) random spells to such creatures. Most carry at least one poison or alchemical potion.

Shapeless Spawn

AC: 5 [14]
HD: 6 (21 hp)
Attacks: Bite (2d6), pseudopod (1d6+1 or entangle)
Move: 90 feet
Morale: 11
Special: Entangle, Resistances, Swallow

Terrible creatures of the elder world, shapeless spawn were summoned by the priests of Tsathoggua to protect their deity's fanes. They appear as greasy black amorphous blobs, able to take whatever shape best suits the task at hand. They may lie in wait as dark puddles, flow through small openings, or pursue victims as multi-legged, serpentine beasts with huge toothless maws. Shapeless spawn's resistances grant immunity to extreme temperatures, acid, and damage caused by normal weapons. They take only half damage from fire, but suffer full damage from electricity and spells.

Victims struck by the shapeless spawn's bite attack must make a Saving Throw or be swallowed whole, suffering 1d6 damage each round until slain or freed by the shapeless spawn's demise. Shapeless spawn may create long pseudopods capable of attacking opponents up to 20 feet away. The creature may choose to entangle victims struck by a pseudopod, allowing it to automatically do 1d6+1 damage on following rounds by constriction.

Shoggoth

Common
AC: 4 [15]
HD: 9 (32 hp)
Attacks: 2 pseudopods (2d6)
Move: 80 feet (40 feet swim)
Morale: 10
Special: Engulf, Regenerate, Resistances

Greater

AC: 8 [11]

HD: 15 (53 hp)

Attacks: 4 pseudopods (3d6)

Move: 60 feet (30 feet swim)

Morale: 11

Special: Engulf, Regenerate, Resistances

Shoggoths were created by the Elder Things as a highly adaptable and resilient slave race, but over time the servants gained some semblance of self-determination and rebelled. Shoggoths are a globular mass of ever-changing protoplasm, which continually forms and reforms eyes, mouths, pseudopods, and other necessary organs. Shoggoths vary in size from the size of a small auto to that of a train. They can use their sheer bulk to engulf nearby opponents, completely enveloping them. Engulfed victims suffer 2d6 damage each turn, as they are slowly crushed and chewed apart by innumerable mouths.

Shoggoths can survive on land as well as in water. Their resistances make them immune to extreme cold and they take only half damage from fire and electricity. Physical attacks do minimum damage. They regenerate 2 points of damage each round. They are masters of mimicry and speak in a mocking semblance of the Elder Things' piping language.

Underlurker

AC: 7 [12]

HD: 1 (4 hp)

Attacks: Bite (1d6-1) or Claws (1d6)

Move: 120 feet

Morale: 7

Special: Light Sensitivity; Darkvision

Cannibalistic man-eaters that dwell in underground caves which they dig with their mole-like claws, underlurkers fear the daylight and might be scared off by the flash of lightning. Darkvision allows them to see in total darkness, but their light sensitivity imposes a -1 penalty to all die rolls when in bright light. Possibly cursed or degenerated humans, the carnivorous underlurkers creep from their burrows to hunt food in the night. They appear as diminutive, grey-furred gorillas with yellow fangs and one blue eye and one brown eye.

Voormis

AC: 8 [11]

HD: 2 (7 hp)

Attacks: Claws (1d6) or weapon

Move: 90 feet

Morale: 6

Special: Savage

Voormis are a primal humanoid race of fur-covered, man-eating Beastmen.

They have sharp claws and fangs, but can use primitive tools and have a rudimentary language. Voormis are savage, and gain a +1 bonus to attacks and damage when in a group of three or more. According to legend, they dwelled in the environs of Mount Voormithadareth, where they hunted at night and worshipped the god Tsathoggua. Now, Voormis are quite rare indeed.

Mythos Deities

Atlach-Nacha

An Old One that may have come from Cykranosh, Atlach-Nacha takes the form of a gigantic spider with a fanged human face. The creature lives in a vast underground chasm and spins webs that connect diverging dimensions. Atlach-Nacha sometimes makes pacts with sorcerers.

Azathoth

Azathoth sits at the center of the universe where multiple dimensions come together. It is a shapeless mass of pure chaos and is surrounded by a court of weird servants. Some philosophers posit that Azathoth created the universe. Cults dedicated to the being are rare.

Cthulhu

An ancient alien being who descended upon the world millions of years ago in the accompaniment of his multitudinous spawn, Cthulhu is huge and roughly humanoid with bat-like wings and a tentacled, octopoid head. Cthulhu cults are incredibly old and varied and may be encountered anywhere in the world. Cthulhu's followers believe that he lies in the sunken city of R'lyeh, not dead but dreaming, and that he will awaken to rule the world once again. Cthulhu speaks to his followers, and sometimes to the uninitiated, through dreams.

Dagon

Sometimes called Father Dagon, the creature is the "god" of the deep ones and himself may serve Cthulhu in some manner. He appears to be a massively grown, fish-like deep one, and is likely simply the oldest surviving of that aquatic race. Dagon makes his home deep in the sea but might be summoned with the proper rituals. Human cults dedicated to Dagon, are sometimes uncovered in coastal towns where humans make unnatural pacts with deep ones.

Nyarlathep

Nyarlathep has been worshipped across the world in hundreds of guises and his true form is only rumored. Witch cults refer to him as the Dark Man and buy his secrets at a steep price. Nyarlathep takes great pleasure in dealing with humanity and causing the tide of chaos to rise, and his cults are frighteningly common. The shining trapezohedron is an important artifact among his followers.

Shub Niggurath

In her natural form, Shub Niggurath is a black, cloud-like entity. Usually depicted with female characteristics, Shub Niggurath is a fertility deity who bestows numerous children upon her followers, for a price. She is called the Black Goat of the Woods and is said to have a thousand young.

Tsathoggua

Tsathoggua is a primordial being who came from Cykranosh and experienced widespread veneration in Hyperborea. He is slothful and has the appearance of an eternally sleepy, furry bat-toad. Shapeless spawn and voormis are Tsathoggua's servants, and his human followers perform bestial, orgiastic

rites. The toad-god is said to reside in the lightless caverns of N'kai.

Ubbo Sathla

A quivering mass of primordial slime, Ubbo Sathla is a shapeless deity that once lived beneath Mount Voormithadreth in Hyperborea, though its current whereabouts are entirely speculative. It is connected with disease and corruption, but also with creation - Ubbo Sathla continually births new life forms via fission, but devours most of these. Though it may be the source of all life, few are the worshippers of Ubbo Sathla.

Wendigo

Known by various names among the people of the northern climes, the Wendigo is a terrible creature associated with winds. Wendigo appears as a shapeless, translucent mass that constantly expels vigorous winds, but also appears as a roughly human, large-footed mammalian who traverses the wilderness and the winds with equal ease.

The Yellow King

Known as the "Faceless God," for the mask he wears and as the "Unnameable," due to the power of his true name, the Yellow King reigns in Carcosa on the shore of the Lake of Hali, where the giant orange sun, Aldebaran, and nameless black stars hang in the sky. He is the patron of corruption, decadence, and madness, and his cultists believe that they will be transported to (or reborn in) Carcosa to live eternally in the king's splendor. The play *The King in Yellow* is said to reveal secrets about the Yellow King and his worship.

Yig

The serpent god, Yig, has had many names and appeared in myth cycles for eons. He is the deity of the serpent people who may be his offspring - and was also known in latter eras as Set, the patron of wizards. To those who displease him, Yig sends horrible curses of transformation, and he has control over all serpents, which will do his bidding without fail.

Yog Sothoth

A transdimensional being that appears as a disordered mass of luminescent spheres, Yog Sothoth has power over time and space and may exist outside both. In Mythos lore, it is said to be "the gate, the key, and the Guardian of the gate", but what this might mean is unknown to the uninitiated. Yog Sothoth is worshipped by the mi-go and also converses with sorcerers who seek its patronage.

Mythos Weird Science

While Mythos creatures seem primitive and monstrous, most are in fact highly advanced species with technology unfathomable to human concepts. Some of the weird devices that these creatures created have been lost, discarded, and forgotten across the globe and may be found by those exploring ancient Mythos sites.

Bio-Tech Armor: Mi-go scientists mastered bio-mechanical cybernetics millennia ago and learned to merge technology with biological material. One use of this technology, bio-tech armor is a wearable device that, once activated, releases a stream of spidery nanobot-like organisms that cover the user's

skin. The nanobots focus on protecting vital areas and grant a -5 [+5] Armor Class. Though mi-go suffer no ill-effects from the armor, humans who use the device suffer 1-3 HP damage when the device is removed and the nanobots detach from his skin. The bio-tech armor can be used for a total of 24 hours.

Brain Cylinder: These metal and glass cylinders stand about 1 foot tall and display on their surface a number of unusual buttons and ports. They are created and used by the mi-go to hold and transport living brains. Brains placed within a brain cylinder are basically immortal and can be placed into other bodies with the proper apparatus. The ports are used to connect the cylinder to brain cylinder sensory devices, allowing the brain to speak, see, and hear. When not connected to sensory devices, the brain is in a state of hibernation.

Brain Cylinder Sensory Devices: These weird electronic boxes have cables running from them which may be plugged into brain cylinders to allow the dormant brain to sense its environment. Separate devices are needed for speech, vision, and hearing.

Dark Lantern: A black lantern of strangely-wrought metal, the dark lantern emits an eerie purple light when it is lit. No fuel is necessary and the light extends to a 20-foot radius. The lantern's light reveals invisible creatures and objects as well as creatures disguised by sorcery or shapechanging abilities, such as a serpent person in human form or a deep one masked by illusion. According to legend, five of these dark lanterns exist, each manifesting different colors and additional powers.

Drug of Liao: This unusual compound may be found as a pill or in a serum form. The drug of Liao allows the user to send his mind back in time, reaching back throughout recorded history and into the ages of evolution and beyond, depending upon the dosage taken. The user must make a Saving Throw versus insanity or gain 1d4 Insanity, and he must be mindful to avoid other time-travelling creatures, such as the Hounds of Tindalos. Though the risks are great, the user may steer his mind to perceive specific event or allow his mind to wander into the primordial past to witness the true history of the universe (which grant 1d6 Mythos Lore).

Molecular Destabilizer: These metallic globes burst to release a wave of energy that nullifies molecular attraction, resulting in a disintegration effect with a 5-foot radius. Inanimate objects are affected according to their density - light objects, such as wood or paper are largely obliterated, while heavy substances, like stone and metal, are only partially affected. Living creatures caught in the area of effect take 4d6 damage, with a Saving Throw allowing for half damage. Molecular destabilizers must be "armed" before being thrown and are destroyed in their use.

Shining Trapezohedron: A 4-inch diameter, roughly spherical black gem with innumerable flat, trapezoid facets, the shining trapezohedron is likely the most powerful mythos artifact to ever curse the world. It is traditionally kept in a rune covered box of unearthly, yellowish metal and is activated by staring into its black depths for one round. After doing so, the user may employ the following powers:

- By plunging the shining trapezohedron into darkness immediately after activating it, the Haunter of the Dark will soon manifest within the nearest area of complete darkness. The Haunter and summoner will share a mental link, knowing the location of one another. The

Haunter must remain within 300 feet of the trapezohedron but will seek to possess the summoner's body (as ghost).

- The shining trapezohedron acts as a window into all time and space. The gazer may view any time or place of which he knows, but is unable to interact with the environment. The viewing lasts for 1d10+10 rounds. When the viewing ends, the gazer must make a Saving Throw or fall unconscious for 1d6 rounds.
- Once per month, the shining trapezohedron may be used to commune with Nyarlathotep (as spell).

The shining trapezohedron is rumored to have additional power that only manifest when forgotten rituals are performed with it and/or when the stars are right. There is only one shining trapezohedron and it is believed to be indestructible.

Spirit Bottle: These curious, rune-engraved glass bottles contain a small piece of lead hanging from a string and have a sinister purpose. When the mouth of the bottle is pressed against a victim's chest, it will suck out the creature's soul on a failed Save, trapping it inside the bottle. A **spirit bottle** can hold only one soul. The cork must be immediately replaced and sealed with wax, lest the spirit escape the bottle. When addressed with the name it knew in life, the trapped soul can communicate with weird, vibrating intonations and a swinging of the lead pendulum. The spirit knows only what it did in life.

Yithian Lightning Gun: The Great Race of Yith designed these weapons to be used in their war against the polypous horrors. These "guns" are camera-like in shape with one side acting as a handle while the opposite sports a short, cone-shaped "barrel." When the firing switch is depressed, a blast of electrical energy erupts from the barrel causing 5d6 damage with a range of 100 feet. A Saving Throw is allowed for half damage. The guns are slightly large for human hands and require both hands for use. When found, lightning guns have 1d6 charges remaining.



HUMANS, CULTISTS

Members of strange, often chaotic cults centered on a minor entity (demigod, demon, mythos deity, etc.) usually from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult. Cult priests can cast spells and their spell cast come from either the Cleric or Magic-User spell list (or both) as determined by the cult's patron entity.

Cultist

AC: 9 [10]
HD: 1/2 (2 hp)
Attacks: +0, improvised weapon (1d2)
Move: 90 feet
Morale: 8
Special: Cult powers, Fanatic

Competent in background, 6+ on D6 chance of 1 strange cult power beyond the normal rules usable 1d4 times per day. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, Guard

AC: 7 [12]
HD: 1+2 (6 hp)
Attacks: +1, weapon (1d6)
Move: 120 feet
Morale: 9
Special: Cult powers, Fanatic

Trained in combat. 5+ on d6 chance of 1 strange cult power beyond the normal rules usable 1d4 times per day. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, Guard Sergeant

AC: 5 [14]
HD: 1+3 (7 hp)
Attacks: +2, weapon (1d6+1)
Move 120 feet
Morale: 9
Special: Cult powers, Fanatic

Trained in combat. 1d2 strange cult powers beyond the normal rules each usable once per day. 4+ on d6 chance of 1 cult magic item. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, Guard Leader

AC: 3 [16]
HD: 1+4 (8 hp)
Attacks: +2, weapon (1d6)
Move: 120 feet.
Morale: 10
Special: Cult powers, Fanatic

Trained in Combat. Cult members under his direct leadership in battle are +2 morale. 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, Lesser Priest

AC: 7 [12]
HD: 1+2 (6 hp)
Attacks: +1, weapon (1d6)
Move: 90 feet
Morale: 9
Special: Spellcasting, Cult powers, Fanatic

Knows 1d2 first level spells. Has 1d3 strange cult powers beyond the normal rules. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, Priest

AC: 4 [15]
HD: 2+2 (9 hp)
Attacks: +2, weapon (1d6)
Move: 120 feet.
Morale: 10
Special: Spellcasting, Cult powers, Fanatic

Knows 1d3 first level spells and 1d2 second level spells. Has 1d3+1 strange cult powers beyond the normal rules and 1d2 cult magic items. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cultist, High Priest

AC: 2 [17]
HD: 4 (14 hp)
Attacks: +4, weapon (1d6)
Move: 150 feet
Morale: 11
Special: Spellcasting, Cult powers, Fanatic

Knows 1d2+2 first level spells, 1d2+1 second level spells, and 1d2 third level spells. Has 1d3+2 strange cult powers beyond the normal rules and 1d2+2 cult magic items. They are fanatic, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults and temples.

NPC GROUPS

In general, an encounter with NPCs will be with a group of 2d6 individuals of the same level as the dungeon level they are found on, i.e., first level characters on the first level of the dungeon, second level characters on the second level and so on. (For NPC encounters in the wilderness, see below.)

Encounters with NPCs fall into two main categories:

Same-Class NPC Parties: All members of the party will be of the same alignment (roll 1d10: 1-3 = Lawful, 4-5 = Neutral, 6-10 = Chaotic, except for a party of Thieves who will be 1-4 = Neutral, 5-10 = Chaotic). One member of the party will be a leader who is one level higher than the other party members.

A same-class party of Fighters is called a party of **Brigands** if they are Chaotic, **Bravos** if Lawful; Neutral parties may elect either name depending on whether or not they are acting mostly in accordance with the local law. A same-class party of Thieves is often referred to as a party of **Bandits**. Lower-level parties of Clerics may be called **Pilgrims**, but at higher levels they may prefer to be called a **Mission**. Magic-Users in a group may choose any of a number of appellations, such as **Coven** or **Cabal**. These names may or may not apply to non-human parties, of course.

Adventurer Parties: This sort of party can be extremely variable in composition. The referee is encouraged to create such parties personally, choosing the composition and giving them names and personalities. It will make for more memorable encounters.

But it will not always be possible to do this, nor necessarily always desirable. Sometimes, the referee just needs to put such a party together quickly. Consider the following to be merely guidelines, to be followed or ignored as you wish.

Roll for the general alignment of the party using the same odds as given above, i.e., roll 1d10: 1-3 = Lawful, 4-5 = Neutral, 6-10 = Chaotic. Remember that Thieves must be non-Lawful, so in a generally Lawful party any Thieves are almost certain to be Neutral. Most party members will be the same alignment, but the referee might wish to place a handful of other alignments in an NPC adventuring party.

Adventurer parties have an 85% chance of having a Magic-User. If the roll comes up 35 or less, there are two, where the second is one level lower than the party level (if possible). Deduct them from the total number.

Of the remainder, assume that as many as 1d4+1 will be Fighters. Divide any who are left between Clerics and Thieves as you see fit. Most parties will have a Cleric, so if the die rolls indicate none, you may wish to change one of the other characters to be one.

The leader of an adventurer party is 50% likely to be one level higher than the average level for the group (otherwise, he or she will be the same level).

In either case, most members of NPC parties will have a number of d6's of gold pieces equal to their levels on their persons; for example, a 5th level group of Fighters would all have 5d6 GP, excepting their 6th level leader who would

(obviously) have 6d6 GP. There is a 10% chance that the party will be carrying a type A1 treasure instead.

NPC parties will be equipped in a reasonable fashion, so excepting those met on the first level of a dungeon, they should all have the best type of armor allowed as well as reasonable weapons (swords for Fighters and Thieves, maces or warhammers for Clerics, etc.) Magic-Users who have access to charm spells may have charmed characters or monsters of appropriate types as a line of defense in front of them.

The table below can be used to determine the magic items an NPC party is equipped with. The percentages given are multiplied by the level of the character. The referee may wish to roll for each character, or assign them as he or she sees fit (perhaps using the percentages as a guideline). Items successfully rolled for should be selected from the Treasure tables, re-rolling items which may not be used by the character. Also, NPC parties carrying a treasure will generally make use of any magic items in that hoard if possible.

Type	Fighter	Magic-User	Cleric	Thief
Weapon	10%	4%	8%	8%
Shield	5%	—	4%	—
Armor	5%	—	4%	4%
Potion	3%	3%	3%	3%
Scroll	—	6%	5%	—
Ring	2%	6%	4%	2%
Wand or Staff	—	12%	6%	—
Miscellaneous	4%	4%	4%	4%

When encountered in the wilderness, NPC parties may represent nobles traveling, merchants transporting goods, and so on. Fighter parties might be warbands of berserkers, who fight without checking morale until all foes are dead or have fled beyond the possibility of pursuit. In some parties, there might be additional non-combatant NPCs (i.e., the children of a nobleman, the merchant and his scribe, and so on) at the referee's option. NPC parties encountered in a town or city will likely be similar. Being creative in describing NPC parties can enhance the experience for the players.

Create your NPC parties for wilderness or city encounters in the same way as for dungeon encounters. Roll 2d4-1 to determine the "average" level of such a party.

Non-Human NPC Parties: Some NPC parties will include non-human members. Same-class groups will generally consist of members all of the same race, while adventurer groups may be of the same race or mixed. The referee may wish to use the following table to decide what races of characters are encountered. Roll 1d20 and read down the column for the dungeon level (that is, the encounter table above) where the party was encountered:

	Dungeon Level				
	1-2	3-4	5-6	7-8	9-10
Human	1-13	1-13	1-14	1-14	1-14
Elf	14-15	14-15	15	15	15
Half-Elf	16	16	16	16	17
Dwarf	17-18	17-18	17-19	17-19	16-19
Halfling	19-20	19-20	20	20	20

If encountered in the wilderness, the referee should choose races for his or her NPC parties based on the terrain and any nearby kingdoms, i.e., Dwarves in the mountains, Halflings near their shire, etc. If rolling races for a party of NPC adventurers met in the wilderness, the dungeon level 3-4 column on the table above is probably the best choice.



SECTION IV: TREASURE

MUNDANE TREASURE

Scavenged Items

Poor or low level adventurers may be so desperate for treasure that they scavenge weapons, armor, or other equipment rotting in dungeons, littering old battlefields, or equipping slain foes. These items are almost universally in bad repair. Roll 1d20 on the following tables to determine the condition and value of any equipment scavenged. Effects are cumulative.

Bladed Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Blade dented	-1 damage	-20%
7-10	Blade rusty	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Loose hilt/haft	-1 damage	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Blunt Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Soft head	-1 damage	-20%
7-10	Wobbly head	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Wobbly head	-1 to damage	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Armor and Equipment

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Broken straps	+1 stone encumbrance	-20%
7-10	Rattles if moved	Cannot move silently	-20%
11-14	Rotting	-1 Armor Class / breaks	-20%
15-16	Makeshift work	-1 Armor Class / breaks	-20%
17-18	Torn / ripped	Breaks	-20%
19-20	Roll again twice	--	--

Damage penalties cannot reduce weapon damage to less than 1 point. Armor Class or attack throw penalties cannot be worse than -5. Weapons and equipment susceptible to breaks will be destroyed if the character rolls a natural 1 when using the item.

EXAMPLE: Marcus scavenges a sword from an ancient battlefield. He rolls a 19, and must roll twice more. He rolls a 7 and 15. The sword has a rusty blade and loose hilt, and imposes penalties of -1 damage and -1 initiative. Its value is reduced 40%, to 6gp, when he tries to sell it.

Gems

When gems are found, the Judge will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values. The average value of gems is 200gp per stone.

EXAMPLE: 10 gems worth 100gp are randomly generated. The Judge could actually place these as 1 1,000gp gem, 10 100gp gems, 4 250gp gems, 1 500gp gem and 50 10gp gems, or any other combination desired.

Gem Value

D100	Gem Value (gp)	Type
01-10	10	Azurite, hematite, malachite, obsidian, quartz
11-25	25	Agate, lapis lazuli, tiger eye, turquoise
26-40	50	Bloodstone, crystal, citrine, jasper, moonstone, onyx
41-55	75	Carnelian, chalcedony, sardonyx, zircon
56-70	100	Amber, amethyst, coral, jade, jet, tourmaline
71-80	250	Garnet, pearl, spinel
81-90	500	Aquamarine, alexandrite, topaz
91-95	750	Opal, star ruby, star sapphire, sunset amethyst, sunset topaz
96-00	1,000	Black sapphire, diamond, emerald, jacinth, ruby

Jewelry

Jewelry can vary in value in a similar manner to gems. The table below can be rolled on to determine the value of each individual piece of jewelry. The average value of jewelry is 1,000gp per piece.

Jewelry Value

D100	Jewelry Value (gp)	Type
01-20	2d10x10	Glass, shells, or wrought copper, brass, or bronze
21-45	2d4x100	Fine wood, porcelain, or wrought silver
46-75	3d6x100	Alabaster, chryselephantine, ivory, or wrought gold
76-95	5d6x100	Carved jade or wrought platinum
96-00	1d6x1000	Wrought orichalcum

Special Treasures

Not all treasure should be coin, gem, and jewelry. Ancient cities might hold terracotta pottery or rare dyes and pigments. The tombs of ancient kings might have trinkets of carved ivory. Goblin raiders might have captured spices, silk, or rare furs. These items are called special treasures. To include special treasures in a hoard, first calculate the treasure normally and divide it into lots: 1 piece of jewelry, 1 gem, or 1,000 coins is a lot. Roll on the table below for each lot of coin, gems, and jewelry and substitute the special treasure rolled for that lot of coin, gems, or jewelry. Any leftover coins worth less than 1,000cp always remain coin.

EXAMPLE: A treasure is rolled consisting of 2,200cp; 1,400sp; 1,100ep; and 4 pieces of jewelry. This yields 2 lots of copper, 1 lot of silver, and 1 lot of electrum. Rolling for the copper lots, the Judge gets a “9” and a “2”. One copper lot stays as coin, while the other is replaced by 1d3 barrels of preserved meat. Rolling for the silver lot, the Judge gets a “7”, and replaces the lot with 1d3 sacks of loose tea. The electrum remains coin, while 2 pieces of jewelry become rich fur capes. The Judge makes further sub-rolls, and the final treasure is 1,200cp; 400sp; 1,100ep; 1 barrel of preserved meat (10gp, 16 stone); 2 sacks of loose tea (75gp, 5 stone each); 2 pieces of jewelry worth 1,100gp each; and 2 rich fur capes worth 700gp and 1,300gp respectively.

Roll 1d20 per 1,000cp:

1	1d3 rugs or tapestries, worth 1d10gp each (2d6 stone each)
2	1d3 barrels of preserved food, worth 5gp each (8 stone each)
3	1d3 cord of hardwoods, worth 5gp each (8 stone each)
4	1d3 barrels of beer, worth 5gp each (4 stone each)
5	1d3 bricks of salt, worth 5gp each (4 stone each)
6	1d3 jars of lamp oil, worth 5gp each (1 stone each)
7	1d3 bundles of common hides, worth 5gp each (1 stone each)
8	1d3 bags of woven textiles, worth 5gp each (1 stone each)
9-20	1,000 copper pieces

Roll 1d20 per 1,000sp:

1	1d100 animal horns worth 1d10HD x 1d4+1sp/HD each (1 stone per 20HD)
2	5d6 animal skins, worth 1d10gp (1 stone)
3	5d10 bottles of fine wine, worth 1d6gp each (1 stone per 1d6 bottles)
4	1d3 cords of fine wood, worth 1d10x10gp each (16 stone each)
5	1d10 jars of dyes and pigments, worth 20gp each (2 stone each)
6	1d3 pieces of terra-cotta pottery, worth 50gp each (2 stone each)
7	1d3 sacks of loose tea, worth 75gp each (5 stone each)
8	4d20 typical fur pelts (such as bear, beaver, or fox), worth 1d4gp each (1 stone per 1d6 pelts)
9-20	1,000 silver pieces

Roll 1d10 per 1,000ep:

1	1d3 barrels of fine spirits or liquor, worth 200gp each (8 stone each)
2	1d3 cords of rare wood, worth 2d4x100gp each (16 stone each)
3	1d10 pieces of glassware, worth 80gp each (2 stone each)
4	1d3 rolls of fine linen, worth 1d4x100gp each (5 stone each)
5-10	1,000 electrum pieces



Roll 1d20 per 1,000gp:

1	1d3 bundles of rare fur pelts (such as ermine, mink, or sable), worth 500gp each (5 stone each)
2	1d3 jars of spices, worth 500gp each (4 stone each)
3	1d10x50 monster feathers, worth 1d6gp per feather (1 stone per 25 feathers)
4	1d100 monster horns worth, 1d10HD x 1d4+1gp/HD (1 stone per 20HD)
5	1d6 monster carcasses, worth 1d10HD x 1d10x10gp/HD (1 stone per HD)
6	1d10 pieces of fine porcelain, worth 200gp each (2 stone each)
7	2d20 pieces of ivory, worth 1d100gp per piece (1 stone per 100gp value)
8	1d3 rolls of silk, worth 2d4x100gp each (5 stone each)
9-20	1,000 gold pieces

Roll 1d10 per 1,000pp:

1	5d10 rare books, worth 5d6x10gp (1 stone per 2 books)
2	1d3 jars of rare spices, worth 2,500gp each (4 stone each)
3	4d6 typical fur capes, worth 1d6x100gp (1 stone each)
4	2d6 typical fur coats, worth 3d4x100gp (1 stone each)
5-10	1,000 platinum pieces

Roll 1d8 per gem:

1	1d3 sets of engraved teeth, each worth 2d6x10gp (1 stone per 100 sets)
2	1d10 sticks of rare incense, each worth 5d6gp (1 stone per 100 sticks)
3	d3 vials of rare perfume, each worth 1d6x25gp per vial (stone per 100 vials)
4-8	1 gem

Roll 1d8 per piece of jewelry:

1	1 rich fur cape, worth 4d6x100gp (1 stone)
2	1 rich fur coat, worth 1d6x1000gp (1 stone)
3	1d3 statuettes, worth 1d10x100gp (1 stone per 1d3 statuettes)
4-8	1 piece of jewelry

MAGICAL TREASURE

Charms

A charm is a magical fetish, amulet or device that is attached to the user's clothing, worn around the neck or even strung to a weapon or woven into the hair (including beards for many dwarves). To function, a charm must be visible. Activating a charm renders other charms on the user non-functional (although they can be activated in turn, rendering the first charm non-functional for the duration, and so on). If a charm-wearer has more than two charms on his person, it takes a full round to find the specific charm needed before it can be activated. The vast majority of charms are defensive, but there are some exceptions.

Basilisk's Eye: Made from exactly what it sounds like, this gruesome charm provides the wearer a +5 bonus on saving throws against petrification effects.

Blink Dog Charm: All teleport type magics and abilities that target someone within 30 feet of the wearer or that would result in moving to a location within that zone of effect are resisted by the charm. The caster of the effect (or the creature originating the effect such as for blink dogs) must make a saving throw versus spells for the effect to work.

Blood Charm: When activated, the wearer immediately takes 10 points of damage (which can be cured or healed normally). Any time thereafter (while the charm is still activated), the wearer can regain those hit points from the charm with a thought. If the charm is deactivated with the hit points still in it, they are lost.

Bone Rattle: Crafted from the skull of an intelligent creature and filled with teeth and then wrapped in skin, this fetish can be activated once per day, producing a cause fear spell (the reverse of remove fear).

Eldritch Charm: This crystalline charm grants the wearer a +2 bonus on all saves against magical effects. If the wearer casts a spell, all effects are calculated as if the wearer were two levels lower.

Horse Charm: This charm lends the wearer the ability to run like thunder. When activated, the character gains a +30' bonus to his normal (land) movement rate.

Jackal Charm: When activated, this charm grants the wearer 6 additional hit points (which brings his maximum hit point total up by 6 points also). The wearer must be careful about deactivating this charm, however, as he loses 6 hit points when the charm is deactivated – and this may indeed result in his death.

Manticore Charm: The wearer of this charm gains a +1 bonus on attack rolls with bows and crossbows.

Mighty Charm: Once activated, the wearer can trigger the charm's effect upon successfully striking an opponent in melee combat. The charm grants the wearer a +1d6 bonus to damage on that attack, and must then be re-activated as normal.

Monkey Charm: The wearer of the monkey charm can pick locks, disarm traps, and pick locks as a level 1 thief, and a character that already has these abilities can do so as if he were three levels higher.

Ox Charm: When activated, this charm grants the wearer 12 additional hit points (which brings his maximum hit point total up by 12 points also). The wearer must be careful about deactivating this charm, however, as he loses 12 hit points when the charm is deactivated – and this may indeed result in his death.

Phoenix Charm: The wearer if this charm gains a +1 on all saving throws against fire. If the wearer is slain, the charm is destroyed in a fiery explosion (treated as a 5d6 damage fireball) which does not harm the wearer's corpse. The wearer is then the target of a **raise dead** spell.

Pomander: This desiccated orange charm provides the wearer with a +2 bonus on saves against poisons and diseases, and grants all those within 10 feet with a +1 bonus on these same saves.

Rusty Charm: This charm has 1d6 charges when found. Whenever the charm-wearer's metal equipment would be subject to major damage such as destruction by a rust monster, or being the target of a disintegration, or merely broken by bad luck, one charge is expended and the equipment is spared the effect.

Sanctified Charm: When activated, this charm grants the benefits of a bless spell with all the normal benefits and restrictions. It can be activated twice per day and the duration is immediately ended if another charm is activated by the user.

Stealth Charm: When activated, the wearer gains the move silent and hide in shadows ability of a thief of one half his level. If he already has these abilities, they work as if he were three levels higher.

Tomb Raider's Charm: These black iron charms are engraved with wards against curses, hexes and the evil eye. The charm provides the wearer a +6 bonus on saving throws against curses. If the curse wouldn't allow a save normally, the wearer gains a saving throw against spells with no bonus from the charm to negate the curse.

Unicorn Horn Charm: Once per day this charm can trigger a cure light wounds spell on the wearer. If touched to a cursed item, the charm is destroyed, but the curse is removed.

Venom Charm: The charm-wearer gains a +3 bonus on saving throws against poisons and venoms. If there is not normally a save, then the wearer gains a save (with no bonus) to negate the effect.

Implements

N.B. The magic items in this section will should only be available in the optional rules needed for them to make sense are being used. E.g., Backgrounds and Talents for Talent Matrixes, Hit Point Powered Magic for Power Storage and Power Reduction Matrixes, etc.

The Implements are items that provide knowledge or magical power. The handmade wand commonly carried by magic-users is a simple example of an implement – it allows the magic-user to perform minor magic and cast arcane blasts. There are more powerful implements: Power Storage Matrixes, Power Reduction Matrixes, Spell Matrixes, and Talent Matrixes. Unlike most magic items, implements can come in many forms. For example, the most common form of power storage matrix is a crystal, but they can be found in many other forms, e.g., metal wands, staves, rods, headbands, bracelets, rings, etc.

Power Storage Matrix

A power storage matrix holds points of magical energy. Any spellcaster touching a power storage matrix can use its magical energy points instead of their own hit points/mana to cast a spell. Each power storage crystal has a maximum capacity and a recharge rate. A power storage matrix may hold a number of energy points up to maximum capacity. If it is below its maximum capacity, it will gain a point of magical energy each time its recharge period passes until it reaches its maximum capacity.

For example, the Eye of Ages is a small eye-shaped blue crystal and is a relatively weak power storage matrix with a maximum capacity of 8 and a recharge rate of 1 point per two

days. If it were full (8 points of magic energy) and a magic-user drew 5 points of energy out of it casting a Fireball spell, it would have 3 points of magic energy left. It would gain another point of magical energy after two days pass, giving it 4 points. Assuming no energy was taken from it before it completely recharged, it would take a total of ten days to recharge to its maximum capacity of 8 points.

To use a power storage matrix, a spellcaster must be touching it with his bare skin. Only one power storage matrix may be used at a time. If the power storage matrix does not have enough points of energy to fully power the spell being cast, the remaining points come from the caster's hit points (as is normal for a spell).

Power storage crystals come in many forms. Most are crystals or some item made of metal or stone. Not all are portable, for example, altars in some temples are power storage matrixes. Power storage matrixes with a maximum capacity of 40 or greater are generally so large that they cannot easily be carried or worn. While most power storage matrixes can be used by any spellcaster, some will only work for special people or under certain limited conditions. For example, power storage matrix altars generally can only be used by clerics of the deity the altar is dedicated to.

Roll on following tables are used to determine the maximum capacity and recharge rate of a random power storage matrix.

Power Storage Matrix Maximum Capacity

D100	Maximum Capacity
01-30	2d6
31-50	3d6
51-65	4d6
66-80	5d6
81-90	6d6
91-97	5d10
98-99	10d10
00	20d20

Power Storage Matrix Recharge Rate

D100	Recharge Rate
01-05	1 point per month
06-15	1 point per 2 weeks
16-30	1 point per week
31-50	1 point per 3 days
51-70	1 point per 2 days
71-80	1 point per day
81-85	1 point per 12 hours
86-89	1 point per 6 hours
90-92	1 point per 3 hours
93-94	1 point per two hours
95	1 point per hour
96-00	Special

A special recharge rate can be anything the Referee desires, but normally means that there is some special recharge requirement. Examples: a matrix that only recharges when left in the light of the full moon overnight – but completely recharges when that condition is met; an altar to a chaotic deity that only recharges from properly performed human sacrifices to the deity, gaining 50% of the total hit points of the sacrifice.

Power Reduction Matrix

A power reduction matrix reduces the hit point/mana cost to cast a spell (to a minimum of 1 hit point). A power reduction matrix can come in many forms, the most common of which

are wands, staves, and rings. The spellcaster must be touching the matrix while casting the spell to benefit from the reduction in hit point cost. A power reduction matrix in the form of a wand or staff counts as a handmade wand for those abilities that require the use of a handmade wand. A power reduction matrix need not be portable. For example, a magic circle formed of silver inlaid on the floor could be a power reduction matrix benefiting a caster standing within it. A power reduction matrix has a reduction rating from 1 to 9. It will reduce the hit point/mana cost of any directly cast spell by its rating. However, the hit point/mana cost to cast a cannot be reduced below one by a power reduction matrix.

Roll on the following table to determine the Reduction Rating of a power reduction matrix.

Power Reduction Matrix Reduction Rating

D100	Reduction Rating
01-60	1
61-85	2
86-95	3
96-99	4
00	Roll again and add 4 to the reduction rating result. If 100 is rolled again, the reduction rating is 9.

Spell Matrix:

A spell matrix gives a spellcaster the knowledge of a particular spell while the spellcaster wears it. Spell Matrixes are normally some wearable item like an amulet, a ring, a brooch, etc. After a spellcaster has worn the spell matrix for at least one hour (to attune it to his mind), the spellcaster may cast the spell held within the spell matrix as if it were memorized, but it does not count against the caster's memory limit. The caster must be able to cast the spell (that is, the spell must be found on the spellcaster's class spell list and must be of a spell level she is able to directly cast) to be able to actually cast the spell. The spell matrix only provides knowledge of the spell as if it were memorized by the wearer, it does not provide the energy to cast the spell. Note that the caster does not actually know the spell provided by the spell matrix – she cannot record the spell in her spell books or teach the spell to others.

Use the following table to determine the level and type of spell held by a random spell matrix. The Referee can then either select a spell from the appropriate list or determine one randomly.

Spell Type		Magic-User Spell		Cleric Spell	
Roll	Type	D100	Spell Level	D100	Spell Level
1-3	Cleric	01-25	1	01-30	1
4-6	Magic-User	26-50	2	31-55	2
		51-70	3	56-75	3
		71-85	4	76-90	4
		86-95	5	91-00	5
		96-00	6		

Talent Matrix

A talent matrix gives its wearer knowledge equivalent to a talent. After donning a talent matrix, it takes one full day for the wearer to attune his mind to the talent matrix and assimilate the knowledge, thereafter the wearer is treated as if he has the talent held in the talent matrix until he removes the talent matrix. Talent matrixes are normally some wearable item like

an amulet, a ring, a brooch, etc. Most talent matrixes provide their knowledge at the "Good at" level. Some provide their knowledge at the "Expert at" or even the "Master at" levels. Talents are part of the Extended Rules for Skills. If the campaign does not use the Extended Rules, the Referee may opt to either not use talent matrixes in the campaign or to use the talent rules only for talent matrixes. To determine the knowledge level granted by a talent matrix, roll on the table below. The Referee will have to assign the particular knowledge the talent matrix grants as this is very campaign dependent (and isn't something that can be put in a table). Optionally, some talent matrixes may give weapon mastery instead of a normal talent.

Talent Matrix Knowledge Level

Roll D20	Knowledge Level
1-15	Good at
16-19	Expert at
20	Master at

Spell and Talent Matrix Limitation: A character can only wear a limited number of spell and talent matrixes. A character can wear up to a total of 2 plus their INT bonus (regardless of modifiers, a character may always wear 1) spell and/or talent matrixes. Should a character ever wear more than this number, he will be confused until all spell and talent matrixes are removed and will remain confused for 2d6 rounds after all are removed.

When a spell or talent matrix is removed, the character loses the knowledge of the spell or talent provided by the matrix. If he dons the matrix again at a later time, he will have to attune his mind to the matrix anew before he can again use the knowledge it provides.

Potions

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g., a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Battle: The user gains a +1 bonus on to hit rolls, damage rolls from melee and ranged weapon attacks, and a +1 bonus to his armor class.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Celerity: This potion allows the character who drinks it to move 50% faster than normal. He gains a +1 bonus on individual initiative (if used) and a +1 bonus to Armor Class.

Climbing: The drinker gains the ability to climb sheer surfaces without the aid of any equipment. A proficiency throw of 2+ on 1d20 is required per 100' of climbing, at least once per climb.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30' (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1" and reach as far as 30'. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

Elemental Bane: These potions are anathema to elementals. Merely having the potion bottle uncorked within 20 feet of an elemental will inflict 1 point of damage per round. Shattering the potion (which can be thrown as a flask of oil) will release a cloud of mist that fills a 20 foot radius and then evaporates nearly immediately. Elementals caught in the area of the mist when it is released are dealt 4d8 damage. There are five types of elemental bane potion, the major elemental bane potion affecting all elementals, and the minor ones affecting only one type of elemental.

Roll 1d6	Elemental Type
1	Air
2	Earth
3	Fire
4	Water
5-6	Greater (All types)

Elixir of Oracular Vision: The drinker of this potion is immediately struck unconscious for 1 hour. At the end of this hour the drinker gains the benefits of the contact higher plane spell (including the chance of rendering the drinker insane) – with the plane contacted being determined by rolling 2d4+1.

Fulminating: This potion is treated as a potion of poison if imbibed. However, if thrown as a flask of oil, it will explode dealing 3d6 damage to all within 10 feet of it, and 1d6 damage to those within a 20 foot radius.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Hero's Heartblood: If Lawful, the user of this potion gains a +2 bonus on attack and damage rolls, retainer morale goes up by +2, and is immune to fear. Neutral characters gain half this bonus, and Chaotic characters must make a saving throw against spells – if successful they gain the full bonuses as they force the spirit of the hero to help them, otherwise the chaotic character suffers a -1 penalty on attack and damage rolls for the duration.

Horseman's Draught: The user gains +1 on all attack rolls and saving throws while mounted, and under his command his mount gains these same bonuses.

Immunity: This potent draught renders the imbiber completely immune to all other magical effects (both harmful and beneficial) for 1d6+1 rounds. This effect applies to area effects, healing and any spell-like effect, but doesn't provide immunity to the damage of magic weapons, nor does it grant the ability to cross through magical barriers (although any harmful magical effects of such a barrier would not trigger against the imbiber).

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time and will automatically step out when the potion's effect ends.

Oil of Sharpness: This potion resembles the dark oil used to clean arms and armor. When applied to the blade of an edged or pointed weapon, it temporarily enhances it to the equivalent of a +1 magic weapon. Weapons that are already enchanted gain an additional +1 while oiled. If drunk, the oil serves only to give the imbiber flatulence for several hours.

A single vial contains enough to coat 20 arrows, 2 one-handed weapons, or one two-handed weapon. The oil will evaporate 8 hours after it is applied.

Philter of Love: The imbiber of this potion becomes charmed by the next creature he lays eyes upon. However, the drinker will actually become charmed *and* besotted by the creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 6+1d6 turns, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Revival: This potion will remove any form of paralysis, and also makes the imbiber immune to sleep-type effects for the next 24 hours.

Saddle Born's Draught: The user gains the benefits of the Horseman's Draught (+1 on all attack rolls and saving throws while mounted, and his mount gains these same bonuses), and also gains the ability to speak with horses, hippogriffs, griffons and pegasi.

Satiety: This potion eliminates the need for food or drink for 1d6 days. The user feels neither hunger nor thirst but can still eat or drink if he pleases. At the end of the duration, there are no ill effects from having not eaten or drunk for the duration.

Shadows: After imbibing this potion, the user casts no shadow. Instead, a Shadow replaces his natural shadow and

follows his orders, even to the death. It can travel up to 240 feet away from the user in pursuit of its orders.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, and other non-potables into drinkable liquid. Further, sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time, it can be contaminated once again.

Rings

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Assassin's Ring: This magical ring also contains a non-magical secret compartment designed to hold a dose of poison. The magic of the ring, however, is to produce a tiny handful of dust once per day. This magic powder can conceal the passage of its possessor and any other. Throwing the dust into the air causes an area of up to 1,000 square feet to seem untraveled and untouched for years, possibly a decade. The powder must be used within a turn of being created, otherwise it loses its magical ability.

Awareness: The wearer of this ring is only surprised 1 time in 6 instead of the normal 2 in 6. If the wearer already has this ability, the ring provides no benefit.

Battle Prowess: When this ring is worn and activated, it increases the chance that attacks are successful. Whenever the character makes an attack while wearing this ring, roll two dice for each attack, and take the more favorable result. This power does not enact until it has been worn continuously for at least 24 hours. A ring of battle prowess can only function twice per day for up to three rounds per activation.

Cipher Ring: This ring is made of two interlocking bands that can be easily separated into their individual parts. When wearing only one half of the ring, the wearer's speech is a nonsensical babble that is only understandable by a comprehend languages spell, or to the person wearing the other half of the ring.

Command Animal: The wearer of this ring may control 1 giant animal or 1d6 normal-sized animals within line of sight. Magical monsters or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of -1. The ring may be used once per turn.

Command Plant: The ring wearer can control plants within a 10' x 10' area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Courier's Band: When worn, this ring "records" the movements of the wearer's hand while writing. The next time the ring is worn, and the wearer attempts to write something, the ring will immediately "play back" the movements recorded, making the wearer write exactly what was written when the ring was last worn (unless the wearer makes a saving throw vs spells, in which case he can write what he wants instead).

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements. The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Everlasting: If the wearer of this iron ring is slain, he rises as an undead in one turn, the type of which is determined by the level or hit dice of the wearer. Most (75%) of everlasting rings also have the abilities of another ring type – roll again on the ring table to determine the other powers of the ring.

Wearer's Level/HD	Undead Type
Less than 4 hit dice	Ghoul
4 to 6 hit dice	Wight
7 to 9 hit dice	Mummy
10+ hit dice	Vampire

Fire Drinking: This brass ring works as a ring of fire protection but only in regards to nonmagical fires. Also, the wearer can hold fire in his hands and drink the fire. This act replenishes the body's fluids, so he never needs water. The ring must be worn for seven consecutive days before it starts working.

Frigid Ring: The wearer of a frigid ring becomes immune to all forms of cold-based damage, and his own cold-based spells become more potent (all saves against cold-based spells cast by the wearer are at a -2 penalty). However, the wearer also suffers double damage from fire.

Horsemaster's Ring: The wearer of this ring (typically made to look like the head of a horse or a saddle) gains +1 on all attack rolls and saving throws while mounted, and under his command his mount gains these same bonuses.

Icebone Knuckle: The wearer of this ring made of skeletal knuckles bound together by silver wire may travel at normal speed across snow or even the most slippery horizontal (or nearly horizontal) ice surface without falling, slipping, or leaving visible tracks. 25% of icebone knuckles also provide the benefits of a ring of cold resistance.

Legacy: Legacy rings are alignment-specific rings that pass along the might and experience of one era of champions to the next. Each ring is imbued with the experience of a single great

hero who achieved at least level 9 (or their maximum class level for classes with less than 9 levels). When worn by someone of the same class and alignment whose level is below 9, a variety of benefits are gained. These benefits are lost when the character reaches level 9 (or maximum level for classes with less than 9 levels). The wearer gains a +1 bonus to his prime requisite (of the wearer's choice for classes with multiple prime requisites) which may also increase his XP bonus. Thieves make all skill checks as if one level higher. Spellcasters calculate all level-dependent variables for their spells as if one level higher (but do not gain additional spells per day). Fighters gain +1 on to hit rolls. Legacy rings are often combined with other useful types of rings such as rings of protection, spell turning and invisibility.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Perpetual Magic: All spells cast on the wearer of this ring last for twice as long as normal.

Potion Ring: This ring's stone setting is hinged. When open, a potion can be poured into the hole behind the stone and is magically absorbed by the ring. When the setting is closed again, the stone glows gently. The ring can be activated with a thought at any time, and the wearer gains the benefit of drinking the potion that was last poured into it. The stone then stops glowing and the ring is ready to receive another potion.

Rat: This ring grants the wearer +4 on all saving throws against disease and +2 on all saving throws against poison.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level Cleric. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

Skeletal Ring: This ring is composed of two interlocking bands in the design of a pair of skeletal hands and arms that grab each other at the elbows. The two bands can be snapped apart and if one is kept on the wearer and a second placed upon the finger of a corpse or skeleton, then the corpse will rise as if under the effects of an animate dead spell, under the control of the wearer of the matching band.

Souls: These rings can only be used by chaotic clerics. There are three varieties, lesser, normal and greater. While wearing the ring, the cleric can touch it to the forehead of a dying creature (one that was reduced to zero or less hit points in the previous round) in order to capture the creature's life essence or soul. The creature can make a saving throw to prevent this. A lesser ring can hold one soul, a normal ring two, and a greater ring can hold three souls. When making saving throws, if one of the souls within the ring would have a better saving throw than the wearer, then the wearer gains a +1 bonus on the saving throw. The wearer can also use the soul trapped within the ring to power clerical spells. The spell powered by the trapped soul gains +1 on every die rolled (for damage or healing or random duration), and increases in range and duration by 50%. The wearer has no control over which soul is used in this way – it is always the most “powerful” soul within the ring, which is freed from the ring when used.

Roll D20	Ring of Souls Type
1-12	Lesser
13-19	Normal
20	Greater

Stalker: The wearer of this ring is treated as being invisible to all creatures more than 40 feet away. Unlike normal invisibility, this effect turns itself back “on” on the wearer's next round so if he does something to break the invisibility (such as casting a spell or attacking), he only becomes visible to those more than 40 feet away until his next initiative.

Stones: These rings come in three varieties (+1, +2 and +3) and are studded with 3d6 (+1), 2d6 (+2) or 1d6 (+3) small beads or balls around the circumference. The wearer can fire two balls from the ring per combat round as if they were sling stones with the indicated enchantment bonus. Once all the balls have been fired, the ring becomes useless and non-magical.

Roll 1D20	Ring of Stones Type
1-14	+1
15-19	+2
20	+3

Stonesafe: This ring has 3 small pearls set within it. It grants a +2 bonus to saving throws against being turned to stone by spells or creature's powers. Further, if the wearer does fail his save and is turned to stone, one of the ring's pearls will turn to stone instead, leaving the wearer unscathed. Once all three pearls have been turned to stone the ring will no longer function. The pearls cannot be “reset” by casting stone to flesh on them.

Succor: Once the owner of this ring has worn it for 24 hours or longer, all healing magics applied to the wearer (such as cure spells and potions of healing) heal one additional hit point per die rolled.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful

and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 12th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Weakness: This is a cursed ring, and once put on it can be removed only with a remove curse spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 point of damage is dealt).

Special Types of Magic Rings (Optional)

While most magical rings are made of metal (generally silver, gold or platinum), there are some made of special materials or of special design that affect how they operate and what powers they imbue. Here are some suggested types of rings that can be applied to any existing ring in order to make it different from the norm. In addition, many of these rings may exist purely on their own, not combined with a “standard” magic ring (although most are at least fashioned into rings of protection). Approximately 1 in 20 rings are one of these special types.

Biting Ring: These rings have sharp protrusions of some kind or another, and are often sculpted to look like a creature's mouth or head. When worn, the ring reduces the natural healing of the wearer. Whenever the wearer rests to gain hit points, he gains 1 less hit point than normal.

Crystal: This clear or translucent crystal ring provides a +2 bonus on all saving throws against mind-affecting attacks and spells. It also provides a +2 bonus to the wearer's targets if he or she casts any mind-affecting spells.

Fletcher's Rings: These rings are meant to be worn further forward on the finger, and on the thumb instead of the ring finger. They provide a +1 bonus to attacks with long and short bows when worn.

Garnet: This red ring provides a +2 bonus on all forms of saving throws against lightning and electricity, and reduces electrical damage received by one quarter. At the Referee's option, it may also reduce the damage of any electrical spells cast by the wearer.

Ivory: This ornately carved white ring provides a +2 bonus on all forms of saving throws against fire, and reduces all fire damage received by one quarter. At the Referee's option, it may also reduce the damage of any fire spells cast by the wearer.

Jade: This green stone ring provides a +2 bonus on all forms of saving throws against cold, and reduces all cold damage received by one quarter. At the Referee's option, it may also reduce the damage of any cold spells cast by the wearer.

Jet: This black stone ring provides a +2 bonus on all forms of saving throws against acid, and reduces all acid damage received by one quarter. At the Referee's option, it may also reduce the damage of any acid spells cast by the wearer.

Puzzle Rings: These rings are made up of small, intricate parts that move when being put on or removed. The process of putting on the ring will always disturb the puzzle, and the wearer must then solve the puzzle before the ring's power will work. The first time this is done it requires 1 turn per check to figure out how the puzzle works, but once the puzzle has been solved once by the wearer, then in the future checks can be made once each round. In order to solve the puzzle, the wearer must roll a 5-6 on a d6. Apply a modifier to the roll based on the wearer's Intelligence (-3 for INT 3, -2 for INT 4-5, -1 for INT 6-8, +1 for INT 13-15, +2 for INT 16-17, +3 for INT 18).

Spellbinder's Band: Whenever the wearer of this ring is targeted by a spell, beneficial or otherwise, the diamond setting on the ring erupts into brilliant light for one round per level of the spell. This dispels any darkness effects within 30 feet and is otherwise treated identically to a light spell targeting the ring.

Thief Bane: When this ring is removed from the wearer's finger by anyone but the wearer, it triggers a 5d6 damage fireball spell one full turn later, centered on the ring itself.

Rods, Staves, and Wands

Rods are generally usable by any class, but a few are restricted to use by certain classes only. Wands may only be used by magic-users. A staff may be usable by either Magic-Users or Clerics, depending on the kind of staff. When a class-restricted item is described, the name of the item will be followed by either "C" if it is usable by clerics, "M" if it is usable by Magic-Users, and "CM" if usable by both.

Rod of Agelessness: The bearer of the ageless rod cannot age and is immune to effects that alter time (including slow and haste spells and effects). The rod's effects only work as long as the bearer holds the rod, making its possession something of a curse as well.

Rod of Air: This elemental rod grants the bearer a +2 on all saving throws when flying or otherwise not touching the ground. Once per week it can be used to summon an 8 HD air elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

Rod of Branding: A rod of branding can magically and permanently mark a target with a sigil specific to the rod in question. An immobile target can be marked in a single round, or the rod can be wielded as a +1 mace and will mark the target if a natural 20 is rolled on an attack roll.

Rod of Captivation: With the expenditure of 1 charge, all monsters and characters within a 20' radius are *charmed* by the wielder for 1 turn so long as they are at least minimally intelligent. All charmed beings will hold nothing but respect and awe for the wielder, and will seek to please him by doing nearly anything short of harming themselves or violating their alignment.

Rod of Dueling: This rod, looking like a rod of office or other similar implement, can be transformed into a Long Sword +1 on the command of the wielder (and transformed back into its rod form in the same way).

Rod of Earth: This elemental rod grants the bearer a +2 on all saving throws as long as he is standing on dirt or rock. Once per week it can be used to summon an 8 HD earth elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

Rod of Fire: This elemental rod grants the bearer a +2 on all saving throws against cold attacks or effects from creatures that have cold attacks. Once per week it can be used to summon an 8 HD fire elemental for 12 turns that will follow the bearer's will as long as he holds the rod. If the rod is released or the bearer is rendered unconscious before the duration of the summoning is done, then the elemental becomes hostile and uncontrollable and will attack the wielder and his friends and companions.

Staff of Dark Dreams [M]: This staff can cast the following spells at the command of a magic user. Cause Fear (1 charge), Sleep (1 charge), Feeblemind (2 charges).

Staff of Dispelling [CM]: When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Undeath [CM]: This black wrought-iron staff usually has several bones hanging from the head as noise makers. It can be used by both clerics and magic users. It can cast the following spells: Animate Skeleton (1 charge), Animate Zombie (1 charge), Animate Dead (3 charges).

Wand of Deflection: This wand will cast a shield spell on any target within 20 feet (including the wielder).

Wand of Detecting Enemies: This wand makes any enemies of the wielder that are within 60', whether invisible or hidden, become surrounded by a fiery red aura for up to 6 turns. This effect requires one charge.

Wand of Device Negation: The wielder of this wand may choose a wand, rod, or staff from an opponent, and render it powerless for 1 round. The item is powerless on the same round the wand of negation is used. Therefore, the action to use this wand must be announced prior to determining initiative. One charge is expended per usage.

Wand of Fire: A wand of fire produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: burning hands shoots forth a triangular ray of fire 12' long with a 10' wide ending width. Any being within this area of effect suffers 6 hp damage; pyrotechnics may be produced from the wand, and mimics the spell of the same name.

The wand of fire may produce the following effects with the expenditure of 2 charges: a fireball may be shot from the wand, performing exactly as the spell of the same name, as if cast from a 6th level character. It deals 6d6 hp damage to all within the area of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2. A wall of fire may be produced, like the spell of the same name cast from a 6th level character. The wall may be formed into a 22' diameter circle surrounding the wand wielder.

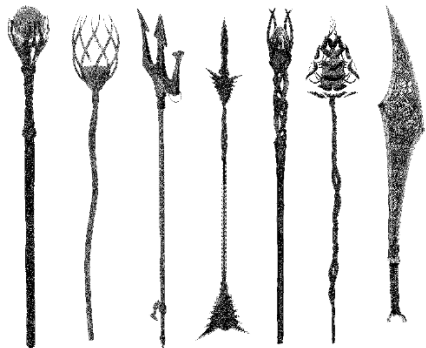
Wand of Ice: A wand of ice produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: an ice storm (as the magic user spell) wreaks its cold havoc to a distance of 60'; a wall of ice can be brought into existence. It always has a thickness of 6 inches, but may have any surface area as commanded by the wand wielder to a maximum of 600' (for example, 25' x 24' or 10' x 60').

The wand of ice may produce a cone of cold with the expenditure of 2 charges. The cone is 20' in diameter at its maximum length of 60'. It deals 6d6 hp damage to all within the area of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2.

Wand of Light: A wand of light produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: dancing lights as the magic-user spell, and light as the magic-user spell.

The wielder may spend two charges to create continual light. Finally, by spending 3 charges, the wielder may create a ray of intense sunlight. The bright golden-yellow light lasts only a moment, has a range of 120', and forms a 40' diameter sphere of light. Any being within the area must save versus wands or be blinded and stunned for 1 round. The golden sphere of light has a devastating effect on all undead, dealing 6d6 hp of damage, with no saving throw allowed.

Wand of Magic Missiles: This wand fires one or two magic missiles (user's choice) per round, as the Magic-User spell of the same name. The missiles inflict 1d6+1 points of damage each, and always strike. Each individual missile fired expends one charge.



Wand of Wonder: A wand of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Each use costs 1 charge. In some cases, a saving throw is appropriate. The effects should be considered typical of those possible, but the referee may adjust these or create new effects, depending on the situation. Typical powers of the wand include the following:

D00	Wondrous Effect
01-05	Slow creature pointed at for 1 turn.
06-10	Faerie fire surrounds the target.
11-15	Deludes wielder for 1 round into believing the wand functions as indicated by a second die roll (no save).
16-20	Gust of wind, but at twice the power.
21-25	Wielder learns target's surface thoughts (as with ESP) for 1d4 rounds.
26-30	Stinking cloud at 30' range.
31-33	Heavy rain falls for 1 round in 60' radius centered on wand wielder.
34-36	Summon an animal—a rhino (01-25 on D100), elephant (26-50), or mouse (51-100).
37-46	Lightning bolt (70' long, 5' wide), 6d6 damage.
47-49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder).
50-53	Enlarge victim if within 60' of wand.
54-58	Darkness, 30' diameter hemisphere, centered 30' away from wand.
59-62	Grass grows in 160' square area before the wand, or grass existing there grows to ten times normal size.
63-65	Vanish any nonliving object of up to 1,000 lb. mass and up to 30' cubed in size.
66-69	Reduce wielder to 1/12 height.
70-79	Fireball, 6d6 damage, as wand.
80-84	Invisibility covers wand wielder.
85-87	Leaves grow from target if within 60' of wand.
88-90	10-40 gems, value 1 gp each, shoot forth in a 30' long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits.
91-95	Shimmering colors dance and play over a 40' x 30' area in front of wand. Creatures therein are blinded for 1d6 rounds.
96-97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple.
98-100	Flesh to stone (or stone to flesh if target is stone already) if target is within 60'.

Miscellaneous Magic Items

Amulet against Possession: The wearer of this copper amulet is rendered immune to *magic jar*, *possession*, and other effects of a similar nature, including demon possession.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. There is a 20% chance for the first 1d6 uses that the wearer is transported to a random plane of existence.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location. As a result, the wearer may neither be located with a crystal ball, nor seen through spells such as ESP, clairaudience,

clairvoyance, or other spells used to predict actions, intentions, or to reveal alignment.

Animal Pelt: These magical pelts include the skins of many normal animals such as deer, wolves, bears, lions, tigers and so forth. An enchanted animal skin grants the wearer the ability to *polymorph self* into the type of creature in question for 1 hour per day or until the wearer wishes the ability to end.

Anklet of the Harlot: This finely wrought silver chain is studded with rubies. Designed to be worn about the ankle, this magic item was made famous by a woman of high social standing who used it to assist her in robbing men in their chambers. Once per day, the wearer may trigger a sleep spell centered on the wearer but that will not affect the wearer.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; Move 30' forward, 60' backward; AC -1 [20]; #AT 2 pinchers; Dmg 2d6. When attacking with the pinchers, the attack throws required are the same as the operator's, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 points of damage (roll of 1-5 on 1d20).

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with continual light inside/close "eyes"
9	Rise/sink in water (levitate)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Assassin's Robe: Once per day the wearer of this dark robe can make a backstab attack like a thief. When a thief uses this robe, his backstabs deal triple damage instead of double.

Beggar's Robe: Wearing this tattered robe causes the wearer's apparel to seem shabby, dirty and torn. This illusion doesn't affect other items in the wearer's possession, just his clothing. It further provides a -2 penalty to Charisma.

Bell of Turning: Once per day this bell may be rung to increase the ability of a cleric to turn undead. The cleric is treated as being one level higher when consulting the turning undead charts.

Belt, Snakeskin: The wearer of this belt gains a +2 bonus on saves versus poison and the ability to cast the following spells: At will: *polymorph self* into a giant python; 2/day: *sticks to snakes*; 1/day: *snake charm*.

Black Cat's Cloak: This cloak allows the wearer to cast *blight* (the reversal of *bless*) twice per day, and reduces the damage from all falls by 1d6.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Book of the Dead: This book must be held open and read from in order to work, and thus takes up one hand of the cleric who wishes to use it (typically being held instead of a shield). Reading from this massive 12 pound tome provides a +2 bonus on all attempts to turn undead. Once per day a chaotic cleric can cast *animate dead* by reading the prayers from the book in a ritual that takes one full turn.

Boots of Deception: The wearer of these fine leather boots can cast *hallucinatory terrain* once per day on the ground upon which he is standing.

Boots of Frost: These fur boots render wearer is impervious to all forms of ordinary cold, whether from chill rain to extreme arctic col. Further, the boots reduce damage from other kinds of cold by -1 per die of damage (minimum of 1 hp damage per damage die), and provides a +2 bonus to saving throws against such. Finally, the wearer can walk across still or slowly moving (less than 20 mph) water as the water freezes beneath the boots with each step.

Boots of Knocking: Whenever the wearer kicks a door, gate or similar object, it will fly open as if affected by a *knock* spell. These boots are found with 3d10 charges.

Bracelet of Death: Once per week, the wearer of this black iron bracelet can cast *death* spell on a single target.

Bracer of Radiant Power: On command, this bracer surrounds the wearer's hand with elemental energy - this allows the wearer's barehanded punches to deal an additional 1d6 damage of the elemental type chosen. There are four different command words, each producing a different elemental effect - fire, cold, electricity and acid.

Bracers of Security: Once per day, the wearer of these finely-tooled leather bracers can invoke an effect identical to the *hold portal* spell.

Bracers of Shattering Silence: The wearer of these bracers gains the ability to move silently as a thief of his own level, or if he already has the ability to move silently it improves it by four levels. Once per day the bracers can be struck together to create a mighty cacophony. All those within 30 feet of the wearer must make a saving throw against spells or be treated as if under the effects of a *confusion* spell.

Bracers of Spell Turning: Like the ring of *spell turning*, these bracers have 2d6 charges and each charge can prevent a spell

from affecting the wearer by deflecting it back on the caster. However, to work the wearer must first decide to use the bracers and then make a saving throw against spells. If the save succeeds, the charge is spent and the spell reflected. If the save fails, the charge is not spent and the spell strikes as normal – if the spell normally allows a save, the wearer of the bracers gets to make a save as normal after failing to activate the bracers.

Bracers of Thunder: These metal bracers may be struck together to create a deafening thunderclap 50 feet long and 25 feet wide at the far end. Victims within the area take 2d6 points of damage and must save vs. Spells or be deafened for one turn.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like effect. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

Broom of Cursed Flight: This magical broom will seem to be a broom of flying. However, when activated it will fly up to 50' in the air, or to ceiling height, whichever is lower, and cease working. The character and broom plummet to the ground, with the character taking the appropriate falling damage. The broom loses all enchantment.

Bugbear Warbeads: Worn by lesser goblinoids and occasionally by those attempting to infiltrate goblinoid settlements, this necklace of heavy wooden beads makes the wearer appear to be a Bugbear (a minor illusion effect) and grants a +1 bonus to reaction checks with goblinoids. The wearer of the warbeads can cast cause fear (the reverse of remove fear) three times per day.

Candle of Discovery: When lit, this candle burns with a pure white flame, but casts no visible light. However, any invisible items or creatures within 30 feet are instantly revealed in the mystical light (although their invisibility is not countered, so if they leave the range or the candle is snuffed, they are still invisible). Also, the mystical light of the candle shine on magic items and secret doors although this takes a turn of burning to make all magical items and secret doors within 30 feet of the candle visible in the candle light. A newly made candle burns for 12 turns when lit, and may be snuffed and re-lit as needed. A candle found in a treasure will typically have 2d6 turns of burning left.

Candle of Mayhem: When lit, this black candle burns with a foul smell and a pale flame. The candle burns for a total of one hour (6 turns) when lit unless extinguished first. For every turn that it burns it emits a field of confusion (as the spell) with a radius of 20 feet from the candle. Every turn the radius increases another 20 feet. The candle will remain lit in winds up to 20 mph, but can be extinguished instantly with a snuffer. When extinguished, the candle's effect ends immediately.

Chalk of Clairvoyance: The user of this chalk can draw a circle and then can see things that occur within that circle whenever he holds the chalk in hand and concentrates for one turn. The maximum range this can be used at is 360 feet, and the effect is blocked by two feet of stone or a thin layer of lead or gold. Only one active circle can be made at a time, and when a new circle is drawn, the old one ceases to function. The circles drawn with this chalk are not visible to the eye but can be seen with detect magic. The chalk can be used to draw

1,000 feet of circles (a 10' radius circle is 31 feet in circumference, a 100' radius circle is 310 feet in circumference, and so on).

Chime of Cannibalism: This item appears to be a chime of opening. It will function as this item for the first round of its use (and has 1d4x10 charges for this purpose). However, on the second chime all beings within 60' must save versus spells or become ravenously hungry, attacking the nearest humanoid to kill him and eat him. A new saving throw is allowed every other round. If no humanoids are around, affected creatures will attack any other creature present.

Circlet of Darkness: This black metal headpiece is designed to be mounted on a helmet, but can also be worn bare-headed. The wearer gains the ability to cast darkness (the reverse of light) 3 times per day, and also grants the wearer the ability to see 30 feet in any form of magical darkness.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a spider climb spell had been placed upon him. In addition, the cloak grants immunity to entrapment by web spells or webs of any sort—he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast web. In addition, he gains a +2 bonus on all saves against poison from spiders.

Cloak of the Cave Bear: This massive cloak made from the skin of a mighty cave bear still bears the head of the bear as a hood. The wearer of the cloak gains the ability to frenzy in combat once per day per 3 levels of the wearer (rounded down). For the next 1d6+1 combat rounds, the wearer cannot do anything except scream in rage, close towards opponents, and attack in melee combat. During this time the wearer gains a +2 bonus to hit and damage in melee combat, but suffers a -2 penalty to armor class.

Cloak of the Hunter: This dark green cloak provides the wearer with the ability to hide in the outdoors like a halfling (90% chance while immobile) and grants a +1 bonus to hit with bows.

Cloak of Pegasus Feathers: This white-feathered cloak (rarely black versions have been found) grants the wearer the benefits of a levitate spell at all times.

Crown of Eyes: This twisted hammered iron crown has six points on it. Each point is decorated with a single hideous eye. Some have had one or more of these eyes destroyed by whatever means (roll 1d12-7 to determine how many eyes have been destroyed on an individual crown). Each eye can be removed once per month to cast Wizard Eye as a level 14 magic-user.

Crown of Flame: This golden crown is set with rubies and crafted to resemble flames. The wearer of the crown is continuously wrapped in thin, ghostly flames that shed light like a torch. The crown provides the benefits of resist cold (immunity to regular cold, +2 on saves against magical cold, damage from magical cold is reduced by 1 point per die) and protection from normal missiles (complete protection from small, non-magical missiles). When either of these powers is needed, the flames intensify and in the case of missiles, actually instantly burn the missiles in mid-air as they fly towards the wearer.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the material plane. The Referee should choose the planes to which the other five sides are keyed. If a side of the cubic gate is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per turn that a being from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within a 5' radius.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Deck of Divination: This deck of tarot cards (or similar cards depending on the cosmology and culture of the area) has been enchanted to aid in divination. Using the deck increases the time to cast the spells by 3 turns, but provides the following benefits:

- Commune: allows the caster to ask one additional question
- Contact Other Plane: reduces the chance of lies by half.

Drums of Stunning: These drums resemble *drums of panic*; when both drums are sounded at the same time, all creatures within 10' must save versus paralyze or be stunned for 2d4 rounds. All creatures within 70' are instantly rendered deaf.

Eversmoking Bottle: This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50,000' cubed area in 1 round. If the bottle is left unstoppered, the smoke billows out another 10,000' cubed per round until it has covered 100,000' cubed. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Magnification: These crystal lenses are similar to eyes of the eagle and eyes of petrification. When worn, they allow the user to closely examine objects no further than 1' away. Thus, fine details normally invisible to the naked eye are seen, from small imperfections in gems to hidden cracks in walls, possibly even impressions left behind from writing. If only one lens is worn, the user becomes dizzy, effectively stunned, for 1 round. One lens may be worn if the other eye is closed.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. Determine randomly which token is found.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: This bird stays for one day and can repel other avian attacks or transport other creatures. It is the size of a giant roc.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship. This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at 240' (80'). It can carry eight horses and gear or thirty two human-sized beings or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5' diameter trunk, 60' height, 40' top diameter).

Whip: A token that forms into a huge leather whip and can be wielded against any opponent desired. It is a +1 weapon, and an opponent must save versus spells or become entangled for 1d6+1 rounds. The whip lasts no longer than 6 turns.

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Blue Baboon: This small lump of well-worn blue stone animates into a collection of a dozen hideously ugly and loud baboons, each roughly the size of a large dog. They follow the orders of the user as long as it involves stealing, fighting or travelling, but are never quiet, nor orderly. The baboons have typical statistics for a creature of their kind. The blue baboon can be activated once per day, for up to an hour per use. For each baboon slain while activated, the blue baboon cannot be activated for an additional 2 days. If all twelve baboons are slain before the duration expires or the command word is given, then the figurine is ruined and will not work again. (Baboon – AC:7, HD: 1+1, Att: 1, Dmg: 1d4, Sv: 18, M: 7, Align: Neutral)

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Carnelian Lizard: This red figurine is carved in the form of a long, heavy-jawed lizard. When animated under the command of its owner, the carnelian lizard becomes a blood lizard, a deep red scaled 5-foot long lizard (treated as a monitor lizard). If ordered to attack, the blood lizard will fight until it has slain a creature, at which point it will cease fighting in order to consume the flesh from the creature. It will cease this eating only to defend itself. This takes one turn to consume the flesh of a creature (two turns for giants and similarly large creatures). After this time, the victim is animated as a skeleton under the control of the carnelian lizard's owner, and counting against his or her normal limit of undead controlled. If the character would normally not be able to control undead via the animate dead spell (such as a character with no caster levels), then a single skeleton can be controlled in this manner. The carnelian lizard can be animated once per week for a period of up to four hours, but it immediately returns to figurine form once it has animated a skeleton.

Ceramic Armadillo: When animated, this brilliantly-painted little clay statuette becomes a giant armadillo of immense size with a pagoda built into the armor of its back. It is treated in this form as an elephant, but with an armor class of -2 and a single bite attack dealing 2d8 damage. The pagoda can fit a single large creature or up to four medium or small creatures, providing them with cover from the elements and attacks (granting +4 to AC). The statuette can be used twice per month for up to 24 hours at a time.

Clay Phoenix: This clay statuette is of a bird with wings spread and no legs. When animated, the clay phoenix is a huge bird with a 20-foot wingspan and is treated as a giant eagle, except it always remains in flight (although it can hover). The clay phoenix attacks at the user's command but cannot be used as a mount. On command, the clay phoenix can explode in a blast of hardened clay shards, dealing 6d6 damage to all targets within a 20 foot burst of its position. If the clay phoenix is slain, it also explodes in this manner. When it explodes, all that remains of the phoenix is a single lump of clay in the shape of an egg that slowly reshapes into the form of the original statuette over a period of 1 week. Otherwise, the clay phoenix can be animated twice per week for up to an hour per use. When an hour has passed or when the command word is spoken, the clay phoenix returns to its statuette form.

Copper Wolf: This miniature wolf animates into the form of a red-furred dire wolf with glowing red eyes. The copper wolf can be used under the command of its owner twice per week for up to 4 hours per use. When animated, the copper wolf takes no damage from but is instead healed by lightning attacks. When the 4 hours have passed or the second command word is spoken, the copper wolf returns to its miniature figurine form.

Diamond Eagle: When animated, a diamond eagle is the size of a normal eagle, with the standard statistics of such, except made of clear crystal, providing an AC of 2 [17]. The user of the diamond eagle can see through the eyes of the eagle by concentrating, wherever the eagle is as long as it is on the same plane of existence. The diamond eagle can be used twice per week for up to 12 hours per use. When the command word is spoken or the 12 hours have passed, the diamond eagle again becomes a tiny statuette, and the user can no longer see through its eyes. If slain, the diamond eagle cannot be used for one month.

Fulgurite Octopus: This very light and lumpy statuette looks vaguely like a multi-tentacled creature with a hollow interior made of a translucent mineral and sand. About an inch and a

half long, when animated, this statuette becomes a full-sized octopus that crackles with electricity. The fulgurite octopus is treated as a normal octopus, but it can operate equally well on land as in water and its attacks also deal 1d8 lightning damage. It can be animated for up to an hour at a time, but after it has been animated 8 times, it loses all magical properties.

Granite Lump: These lumps of dark grey granite have been worn smooth, as if having been handled and rubbed for ages. When the command word is spoken, the granite lump becomes a grey ooze under the command of the owner. The granite lump can be animated in this way once per week for up to an hour, and reverts to its figurine form when the command word is given again by the owner or when the hour is up. Unlike most figurines, if the granite lump is slain in grey ooze form, it is slain permanently and does not return to figurine form.

Granite Pegasus: This pink granite statuette is a very fine reproduction of a pegasus and is typically found attached to a sword or other weapon hilt by a fine silver chain. When animated, the statuette looks and acts in all ways like a normal pegasus with a fine military saddle under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the granite pegasus once again becomes a tiny statuette, linked to its fine silver chain.

Hematite Cat: This tiny hematite charm is intricately carved in the form of a domestic cat. When activated, it animates into a typical domestic cat that follows the orders of the user, typically used to attack a target. The first target attacked by the hematite cat each time it is animated also suffers as if the target of a blight spell (as the reverse of the bless spell). The hematite cat can be used twice per day for up to five minutes each time.

Iron Badger: This rusty little figurine of a common badger flakes and leaves a fine residue of rust on the hands of anyone handling it. When activated, the figurine animates into a badger the size of a large bear, but still made of iron. The iron badger is treated as a brown bear with an AC of 2 [17] and a 90% ability to track foes. The iron badger can be sent on the trail of any target, and will track to the best of its ability, attacking the target if it catches it. If slain in combat, the iron badger cannot be brought back from statuette form for a full month. Otherwise, it can be used once per week for 24 hours. It enlarges and shrinks upon speaking the command word.

Jade Leviathan: This large jade figurine, six inches long, depicts a massive sea creature with a wrecked ship upon its back. When animated within a body of water at least 100 feet across and deep, the jade leviathan becomes a gargantuan green baleen whale. When animated, the jade leviathan can be used to harmlessly transport up to twelve medium sized creatures through a body of water within its stomach. The figurine can be animated once per month for up to 48 hours at a time. If anyone is inside the jade leviathan when it transforms back into its figuring form, they appear beside the figurine, none the worse for wear.

Malachite Bat: This diminutive figurine is at most a half-inch in height, and is adorned by a small hole atop its head where it can be threaded onto a necklace. Most malachite bats are found attached to necklaces already, typically in styles that complement the deep green of the figurine itself. The malachite bat can be animated in two different forms, the first is that of a normal bat with an Intelligence of 8 that follows the orders of its

owner and can speak in common. In this form, the malachite bat can be used to communicate with others by sending and retrieving verbal messages, or as a scout, reporting back to the owner with what it observes. It can be animated into this form for up to 24 hours per week, although this duration does not need to be continuous. The second form of the malachite bat is that of a massive green dire bat with a military saddle suited for use as a mount. It can be animated in this form once per week for 12 hours. In all forms, the bat is still made of malachite, with an AC of 4 [15].

Mithral Ape: This figurine appears initially to be a misshapen lump of silver or finer metal, attached to a fine silver chain. When animated, the mithral ape becomes an ape, but retains the silver sheen of mithral, with an Intelligence and Wisdom of 16 each. The mithral ape also has two predefined areas of knowledge and are treated as Sages in these fields, typically fields such as Relics, Ritual Magic, Local Knowledge, the Planes, Ancient Battlefields, Nobility and Politics and so on. Most are also expert chess players. While designed to work as an advisor, the ape is a fair combatant as well. The figurine can be animated up to once per week for up to eight hours at a time, although it immediately returns to figurine form after any combat.

Oaken Turtle: This small wooden idol of a turtle is typically used to deter pursuit. When animated, the oak turtle becomes a giant turtle with a mighty horn on its armored beak. It has the same stats as a rhinoceros, but with half the movement rate. In addition, when animated, a second command word changes the turtle from its animated form to that of a huge magically hardened wooden wall. This wall is treated as a wall of stone cast by a level 11 cleric. A third command word returns the turtle to figurine form from either wall or turtle form. Otherwise, the turtle can be used once per week for up to a total of eight hours per use in either form.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a nightmare. The steed allows the person activating the figure to ride it, but if the rider is of lawful alignment, the steed is 10% likely per use to carry him to the demon planes of chaos and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Onyx Wolf: When commanded, this statuette changes into a creature with the same properties as a wolf except that it is endowed with a INT of 8-10, can communicate in common, and has exceptional olfactory and visual abilities. It can follow a scent 100% of the time, -10% per hour since the creature tracked has passed. Note that this ability may not be fooled in any way. It has 90' infravision, can see invisible 65% of the time, hidden doors and other hidden things 80% of the time, and phased, ethereal, or similar states 50% of the time. An onyx wolf can be used once per week for up to 6 hours. It obeys only its owner.

Opal Panther: This black figurine of a panther is speckled through with green and blue specks and glints with reflected light. When animated, the opal panther becomes a black panther, as dark as night. The opal panther has the same statistics as a leopard, but with an 85% ability to hide in

shadows, 60' infravision and the ability to see invisibility. An opal panther can be used once per week for up to four hours.

Pumice Sheep: These odd and misshapen sculptures of white sheep animate into perfectly normal, if somewhat large sheep, well suited to trimming the grass. A pumice sheep has the same stats as a donkey, but the first target attacked by a pumice sheep must also make a saving throw versus spells to avoid falling to sleep as if affected by a sleep spell (regardless of the target's hit dice). The pumice sheep can be used once per day for up to an hour at a time.

Serpentine Owl: This figurine becomes either a normal-sized horned owl (AC 7 [12], HD 2 hp, movement 240' (80', 2 attacks 1d2/1d2 or a giant owl (as a small roc) according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl has 90' infravision, can move silently (also while flying) 95%, and sees at night (above ground) twice as well as a human does in daylight. Any time a creature attempts to move silently in proximity to the owl, the probability can be no greater than 50% to the owl's senses. The owl communicates with its owner by telepathic means, informing him of all it sees and hears.

Slate Gargoyle: This dark and rough figurine animates to become a black, winged gargoyle of human size. Unlike most gargoyles, the slate gargoyle is lawful in alignment, and follows the orders of its owner to the best of its ability. It also has the ability to see invisibility. The slate gargoyle is typically used as a guardian and can be animated for up to 72 hours per month, continuously or in any combination of periods totaling 72 hours.

Sneaky Monkey: This little brass figurine is about an inch tall. When activated, it animates into a friendly and curious little monkey, still made of brass (AC:4), but with an intelligence of 10 and the abilities to Find Traps, Move Silently and Hide in Shadows as a level 9 thief. The monkey can speak in common. It can be animated once per week for four hours and only obeys the directives of its owner.

Turquoise Minotaur: This statuette of a minotaur is crafted of smooth blue turquoise with horns of a white bone-like material. It can be animated once per week by the owner, and takes on all the traits of a normal minotaur, albeit brilliant blue in color. The turquoise minotaur can be ordered to fight, carry goods, labor, or to guide the owner out of any maze or labyrinth. The turquoise minotaur has the exceptional ability to always know how to get to the entrance and exit of any maze or labyrinth that it is in, as long as such an entrance or exit is within its power to reach. While animated, the turquoise minotaur also provides its owner with immunity to the maze spell. The turquoise minotaur can be animated once per week for up to four hours at a time.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet are cursed as the spell (opposite of remove curse). After it is used the flask becomes powerless.

Gauntlets of Fireshield: When both of these iron gauntlets are worn, they grant a +1 bonus to the wearer's AC as well as providing the wearer and all carried items the benefits of protection from fire.

Gauntlets of Lightning: The wearer of these extremely fine silver gauntlets gains a +2 on all saving throws against electricity and takes half damage from all electrical damage sources. Once per day, the wearer can create a bolt of lightning in his hand that can be hurled and is treated exactly as Lightning Bolt spell cast by a 6th level caster.

Girdle of the Nereids: This belt grants the wearer the benefits of water breathing. In addition, the girdle has 2d10 charges to cast Lower Water and/or Part Water. Once these charges are exhausted, the girdle loses all magical abilities and no longer provides the water breathing ability.

Gloves of Demonhide: Gloves made of the horned, knobby and often unpleasant skins of demons (over the objections of the demons themselves) and then enchanted provide benefits when fighting both the infernal and the celestial. These gloves provide a +2 bonus to hit and to damage rolls when attacking demons, devils and their kin, as well as angels, devas and other celestial creatures.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. Weeds, obstructions, and the like block vision in the usual manner. If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal rate. All four shoes must be worn by the same animal for the magic to be effective.

Hot Rock Powder: A pinch of this red hot powder fills the user with an uncontrollable rage for 2d4 rounds. He is granted a +2 bonus to hit and damage in melee combat, and +2 on all saving throws. However, if all his foes are slain in this time, he will attack allies indiscriminately until the duration expires. A pouch of hot rock powder normally contains 1d4 doses.

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any cleric greater than 4th level. When a cleric lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast spells with maximum duration or effect, such as maximum healing potential. In addition, the probability of failing a survival roll after being brought back from the dead is halved. Any spell effects for which a target is allowed a saving throw makes the save with a -1 penalty. Each block of incense burns for 8 hours, and the effects persist for 24 hours. A total of 2d4 blocks of incense are found.

Incense of Obsession: These blocks of incense appear to be incense of meditation. If meditation and prayer are conducted while incense of obsession is burning nearby, its odor and smoke cause the user to become totally confident that his spell

ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed. A total of 2d4 blocks of incense are found.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20' square and 30' high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10' into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even knock spells can't open the door. The adamantine walls of instant fortress have 200 hp. The fortress cannot be repaired except by a wish, which restores 10 points of damage taken. The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage.

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head.

Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while sleeping, for example), but he loses the benefits of the stone during that time. Ioun stones have AC -4 [23] and 10 hp. A total of 1d10 stones will be found, to be determined randomly. There is a 10% chance that any stone found is gray, burned out, and worthless.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty rose	Prism	-1 bonus to AC
Deep red	Sphere	+1 to DEX
Pale blue	Rhomboid	+1 to STR
Pink and green	Sphere	+1 to CHA
Scarlet and blue	Sphere	+1 to MIND
Vibrant purple	Prism	Stores 1d6 spells, as a ring of spell storing
Iridescent	Spindle	Sustains creature without air
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower*
Pearly white	Spindle	Regenerate as the ring
Pale green	Prism	+1 character level
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower**

*After absorbing 1d4x10 spell levels, the stone burns out and turns to dull gray, forever useless.

**After absorbing 2d4x10 spell levels, the stone burns out and turns dull gray, forever useless.

Key, Entry: Once per day this key can unlock any (non-magically) locked door. Any lights (torches, lanterns, etc) in the room, chamber or hall beyond that door within 30 feet of the door become lit, and an unseen servant is summoned to butler for the user of the key as long as he remains in that area for up to one hour.

Key, Locking: This heavy iron key will cast Wizard lock on any door, chest, or portal touched. It has 3d20 charges when found.

Key, Smuggler's: Opens any locked box or coffer that the owner has had in his or her possession for a day or more, but opens to an alternate storage dimension instead of the actual contents of the chest. This area is treated as a bag of holding in all respects. Once closed, the box can be reopened normally to access the normal contents, or opened with the key to access the extradimensional space. Each box so treated uses one charge. It has 3d6 charges when found.

Marrow Flute: This flute is carved from a human tibia and is stained with dried blood. It produces a shallow, haunting tune and summons 1d3+1 ghouls that follow the user's commands for 1 turn before disappearing. If the flute is blown more than once in a week, any subsequent ghouls summoned will appear directly around the user and will attack the user immediately.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Only normal, inanimate objects can be created. Creatures can't be created. However, doorways, rooms, pits, holes, and the like can be depicted to create actual space. The pigments must be applied to a surface. It takes 1 turn to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs).

Mask of the Monkey God: These masks are made of wood or clay and are worn to bring the wearer into the good graces of the monkey god. It can be invoked once per day for 1 turn and provides the following effects at will: speak with animals (monkeys only), charm monster (monkeys only), and the ability to climb walls as a level 9 thief.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Net of Entanglement: This 10' square magical net may be thrown at an opponent 20' away to entangle him. The rope is extremely tough, requiring the equivalent of STR 20 to break free. The net turns away attempts to cut it, so it must be chopped or hacked, with an effective AC of -9 [28]. Alternatively, the net can be placed on the ground or hung in the air, and will drop or entangle with a command word.

Net of Snaring: This net can only be used underwater, but functions otherwise like a net of entrapment. It also springs at an opponent if the command word is given, to a maximum distance of 30'.

Obsidian Mirror: This polished oval of obsidian weighs nearly 60 pounds. Once per month it can be used to cast contact

other plane with a command word and with the chance of insanity reduced by half.

Ointment of Healing: This pungent ointment comes in small jars of 5 doses each. When applied to a wound, it heals 1d4+8 hp damage. In addition, it neutralizes poison and cures disease. A total of 1d4 jars are found.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to magic-users. Once per day on command, a pearl of power enables the possessor to recall any one spell that he had memorized and then cast. The spell is then available to cast again, just as if it had not been cast earlier. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower). Determine the type of pearl randomly. Note that there is a 5% chance the pearl is cursed to have the opposite effect of making the magic-user forget a spell each day. These pearls may not be discarded unless a wish or exorcism is cast.

D100	Spell Level
01-25	1 st
26-50	2 nd
51-70	3 rd
71-85	4 th
86-93	5 th
84-99	6 th
00	Roll 1d6 for spell level, can recall 2 spells.

Pearl of Wisdom: This magical pearl will grant +1 to WIS to any cleric who keeps it on his person for 4 weeks. After that time, the pearl must be carried always else the bonus goes away. There is a 5% chance the pearl is cursed for opposite effect; however, at the end of 4 weeks the pearl becomes powerless, therefore making the deduction permanent by anything short of a wish.

Periapert of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapert in his possession for more than 1 day, he contracts a terrible rotting affliction that permanently drains 1 point of DEX, CON, and CHA every week. The periapert (and the affliction) can be removed only by application of a remove curse spell followed by a cure disease and then a heal, limited wish, or wish spell. The rotting can also be countered by crushing a periapert of health and sprinkling its dust upon the afflicted character, whereupon the periapert of foul rotting likewise crumbles to dust.

Periapert of Health: This gem looks much like the periapert of foul rotting, but grants immunity to all disease, including supernatural diseases.

Periapert of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is 30% immune to poison, taken into account before -- or if -- a saving throw is allowed from exposure to poison.

Periapert of Wound Closure: This stone is bright red and dangles on a gold chain. The periapert doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapert.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord. There is

no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Phylactery of Undead Turning: This item allows a cleric to turn undead as if his class level were two levels higher than it actually is.

Phylactery of Youth: This small metal tube is attached to a cord and worn around the neck. While the item is worn, the character ages at only 75% the normal rate, even when considering magical aging effects.

Priest's Tabard: This tabard is worn by a cleric over his armor. It improves healing magic, increasing the healing by 1 point from any cure wounds spell. It also grants the cleric a +1 bonus to AC, and when dealing with clerics of the same alignment, it provides a +2 bonus to Charisma.

Robe of the Archmagi: This normal-appearing garment can be yellow (01–45 on d00, lawful alignment), gray (46–75, neutral alignment), or black (76–00, chaotic alignment). It may only be worn by a magic-user or illusionist. Its wearer gains the following powers:

- It grants a base AC of 5 [14].
- It grants +2 to saves versus spells or spell-like devices.
- It grants +1 to all other saving throws.
- Creatures save at -2 against any charm, hold, polymorph, suggestion, or similar spells directed from the wearer.

If a yellow robe is donned by a chaotic character, he immediately suffers 5d10 damage and loses 1d4x10,000 XP. The reverse is true with respect to a black robe donned by a lawful character. An evil or good character who puts on a gray robe, or a neutral character who dons either a yellow or black robe, suffers 5d4 damage and loses 3d6x10,000 XP. In addition, in these latter cases the character's alignment shifts to match the robe's.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors dazzle those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors are effective to a 40' range. Those who look at the wearer stand mesmerized for 1d4+1 rounds (saving throw versus spells negates, then after the allotted time a new save must be made each round in order to attack). Every round of continuous scintillation of the robe gives the wearer better concealment. Attacks against the wearer start at -1 and increases by -1 each round until it reaches -5. The robe illuminates a 40' radius continuously. Two rounds after the robe is activated, the wearer may cast spells, attack, and otherwise act so long as he does not move further than 10' from his original spot.

Robe of Sorcery: Robes of Sorcery come in a variety of colors, but the lining is either white (1-3 in 6, of lawful alignment) or black (4-6 in 6, of chaotic alignment). If worn by a

magic-user of the appropriate alignment, the robe grants the following:

- +2 bonus to AC
- +4 on saves versus spells
- All saves against the wearer's spells are at -1
- White robes: hold person 1/day
- Black robes: mirror image 1/day

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round.

Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Lantern (filled and lit)
- Mirror (a highly polished 2' x 4' steel mirror)
- Pole (10' length)
- Hempen rope (50' coil)
- Sack, large

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature. Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

d00	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6" x 6" x 1'), 500 gp value
16–22	Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24' long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 cubic feet)
60–68	Potion of extra healing
69–75	Rowboat (12' long)
76–83	Scroll of one randomly determined spell
84–90	War dogs, pair
91–96	Window (2' x 4', up to 2' deep)
97–00	Roll for one extra patch

Slippers of Spider Climbing: When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Movement is 60' (20'). Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 5 turns per day, split up as the wearer chooses.

Spell-Eating Crystal: These volatile crystals are usually found crafted into amulets, crowns and diadems. They come in several sizes from a half-inch across to 4 inches in diameter. Any spell cast within 30 feet of the crystal is consumed by the item, preventing the spell from having any effect. Each crystal has a rating, generally linked to its size (rated from 1 to 12), indicating how many spell levels of spells it can consume per day. If the total number of spell levels consumed in a day exceeds the rating of the crystal, it explodes in a fireball-like

effect of pure magical force dealing 2d6 damage +1d6 per rating of the crystal (so a rating 6 crystal will explode in an 8d6 damage explosion).

Two-Way Pouch: These two normal-sized pouches share the same contents. Anything placed into one pouch can be removed from either one. Items must fit entirely within the pouch.

Ward Crystal: There are a variety of types of ward crystals - ruby (fire), emerald (acid), diamond (lightning) and sapphire (cold). Each has 2d20 charges when found. Ward crystals can only be used by magic-users. Activating the ward crystal takes one minute and involves drawing a complex magical sigil, either on a surface or in mid-air. The sigil disappears when it is completed, and remains there, invisible, for 7 days. When the sigil is drawn, the wielder determines the conditions that will trigger it (such as someone approaching within a specified distance, or a command word being spoken, the surface the sigil is on being touched, broken or opened, etc). When the sigil is triggered, it explodes doing 6D6 damage of the appropriate type (explosion area is the same as a 6d6 fireball).

Well of Many Worlds: This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place.

Whistle of the Grim Wolf: This whistle is carved out of ash and looks like a howling dog. It produces a mournful howl when blown, and summons 1d3+1 dire wolves that follow the user's commands for 1 turn before disappearing. It can be blown once per week. If the user drenches the whistle in the fresh hot blood of a wolf or dire wolf it can be triggered a second time in a week, but this destroys the whistle.



SECTION V: ENVIRONMENTAL AND TERRAIN HAZARDS

Air, Still

Still air is an unusual natural event in which a bizarre magical phenomenon releases air from the Elemental Plane of Air into a small area of a Material Plane world. Within the affected area – which may be any size from an area not more than five feet in diameter to a vast region covering hundreds of miles – the air is perfectly still. Animals in the affected area, unnerved by these strange conditions, become frightened and refuse to remain in the area until the phenomenon ends.

A pocket of still air typically lasts for 3d6 hours though ancient reports seem to indicate that the conjunction of elemental and material planes sometimes lasts for years at a time. One bardic tale tells of a small farming community that was completely abandoned when a pocket of still air persisted in the region for over a decade. According to the tale the community still stands, run down and abandoned, the haunt of monsters and bandits. There is no known power strong enough to dispel a pocket of still air.

Air, Necromantic

The most foul and dreaded of necromancers, with their blasphemous knowledge, can fill the very air around them with dark, almost tangible evil power when a great number of spirits are forced into undeath as the necromancer's slaves. An evil cleric (7th-level or higher, and with the proper training or possession of certain evil librams) may – by willingly suffering the temporary loss of a point of Constitution (duration 1d6 days) when casting *animate dead* – fill the air with this unspeakably vile necromantic power. The necromantic air fills a sphere with a radius equal to twice the cleric's level in feet, and lasts for a number of days equal to half the cleric's wisdom score. The air remains affected by this unholy talent for a number of days equal to one-half the caster's Wisdom (round down).

Good-aligned characters and creatures that enter an area of necromantic air automatically suffer d6 points of damage every round that they remain in the affected area – no save allowed. Undead creatures that enter the affected area gain a + bonus to all attack and damage rolls for a number of rounds equal to the necromancer's level.

A paladin or cleric who enters the area and successfully turns undead (as a vampire) can dispel the effect.

Bridgeweed

This thick, vine-like plant grows in subterranean caverns and deep, damp caves. While bridgeweed grows anywhere underground, it earns its name because it is most frequently encountered growing across chasms and deep pits where it

looks more like a bridge than a plant. A typical patch of bridgeweed is rooted into a roughly circular area 10 feet in diameter on either side of a deep chasm, the two root-growths connected by a length of ropy strands 5-feet wide.

Bridgeweed is brownish-green in color and completely harmless – until someone attempts to cross the naturally-growing bridge. The plant is strong enough to support up to two characters at once but the instant that anyone reaches the exact center of the “bridge” the plant reacts violently to the intrusion. As a self-defense, the individual vines separate so that the “bridge” no longer exists, becoming a mass of flailing vines. A saving throw against breath weapons is required as soon as the plant begins to separate in order for a victim of the hazard to grab one of the vines. On a failed save the victim is taken by surprise and falls from the “bridge.”

The plant will reform 3d6+ minutes after it separates. Characters (such as druids) that correctly identify a bridgeweed will know that as long as they do not touch the exact center of the “bridge” it will not separate. If characters are to jump across the center, the Referee may apply whatever rules to determine the success of the jump that he feels apply to the situation. In general, the attempt is not difficult, and either a 1 in 6 chance of failure or a d0 roll under dexterity would be appropriate determinations.

Cave Ducks

Cave ducks are adapted to underground life, often kept as domestic poultry by enterprising dwellers of the subterranean realms. How else might dwarves eat roast duck with their ale? Cave duck eyes glitter from their enhanced darkvision, but these are basically normal ducks. Ducks are not, of course, a hazard. However, convincing a party of adventurers that the glittery-eyed ducklings swimming happily in the pool ahead aren't dangerous? Not likely. Obviously, the whole situation must be an elaborate plot by the Referee! Torches will burn low, and wandering monster checks will accumulate as the party makes plans to deal with the obvious peril. Time itself is a hazard in the dungeon environment, and a pool of ducklings may occupy considerable time and possibly even precious resources. A party that fireballs a pond of ducklings will never live it down.

Chasm

Chasms are normal dungeon fare, of course, but it's always worthwhile to take an old favorite and spice it up with some sort of additional or unexpected risk to challenge the players. Consider a few ways of spicing up one of these deep holes in the ground. The edge of the chasm might be slippery (from running water, perhaps, by growths of slippery algae, by means of magic, or even from bear fat spread by humanoids). The chasm's location might be displaced, seeming to be in one location when it is actually a few feet closer. The illusory chasm is, of course, always good for player-nervousness, and so is the chasm with a magical bridge of force that seems to be blinking in and out of existence. Perhaps the chasm vents a constant waft of poisonous gas, or some unusual type of fog (many fogs are listed below); and these might only be thick enough to be dangerous in the middle of the chasm. A chasm with crumbling edges, where the players have to decide how close their characters should approach, can cause interesting situations, and so can chasms that generate abnormal temperatures.

Collapsing Chamber

Either through natural causes (such as an earthquake) or artificial causes (such as a room rigged to collapse), adventurers sometimes find themselves forced to move through or flee a cavern chamber or dungeon room as it is collapsing around them.

There are, of course, a myriad of different ways for the Referee to handle such risks, but one method is outlined below:

A collapsing room will rain down rock and debris for a period of time equal to about one segment per square foot before it collapses, killing anyone within.

When moving through a collapsing chamber, the character has a 1 in 6 chance of being struck by falling stones or masonry (the Referee might alternatively allow a dexterity check rather than a flat 1 in 6 chance). Falling masonry inflicts 1d6 points of damage and has a 5% chance to knock down and pin the unlucky character. Escaping from beneath a piece of fallen rubble without assistance is as difficult as bending bars or lifting gates. Fortunately, an unpinned character may shift the heavy stone simply by rolling under his strength on a d0.

Example: A 10-ft. by 10-ft. room, if collapsing, will continue to be treated as a collapsing chamber obstacle for 100 segments (10 rounds).

It is the game referee's call as to whether or not the chamber has collapsed completely and is now no longer in existence or whether a treacherous pathway still remains through the collapsed interior. A truly terrifying encounter could end with the collapse of a dungeon, leaving the characters running toward the surface as the entire complex comes down around them. Any stairs they encounter on the way out could be treated as crumbling stairs.

Crumbling Stairs

In the older dungeons, and in natural caverns, stairs are not always properly maintained and over time they begin to show signs of age, cracking and shifting under the weight of anyone using them.

The Referee may rule that any character moving up or down a flight of crumbling stairs must make a Dexterity check each turn to successfully negotiate the hazardous ascent or descent — on a failed check the character has lost his balance and falls, tumbling down the stairs until he either encounters another figure (see below) or hits the bottom. The character suffers normal falling damage.

If a character tumbling down a flight of crumbling stairs encounters another figure he stops moving, but the next character must, in turn, make a dexterity check to avoid stumbling and falling like the next domino in the line.

Obviously, the condition of a staircase can vary greatly, and a truly deteriorated stair might be more akin to a climb than a walk. In this case, the Referee might assign a flat 25-50% chance of falling.

Regardless of the method used, if the members of the party are roped together the chance of actually falling would not be reduced. However, the characters above might have a chance to hold the falling character in place. Add the strength scores

of the characters above, and treat this as the percentage chance for them to prevent a fall.

Crystal, Harmonic

These beautiful but fragile crystals are often found near underground sources of magic; they are especially prevalent near the lands of the dark elves.

Harmonic crystals are very sensitive to noise and any loud noises (yelling, battle, even elevated talking or running) produce enough sonic energy to cause the crystals to shatter. The referee can decide whether or not the sounds in the area are loud enough to cause the crystals to shatter.

A small patch of harmonic crystals that shatters deals 1d6 points of damage as needle-like shards puncture everything within a 10-foot radius. Larger patches act as though they were made up of numerous small patches.

Dangerously Hot Floors

In the deepest levels of dungeons and caverns there sometimes exist vast pools of boiling, superheated lava. These lava pools, while dangerous in their own right, also heat the levels directly above, sometimes pushing stone floors to a point at which they are red hot and dangerous to touch.

This terrain hazard affects any characters that walk over the glowing hot floors. Characters passing over a floor affected by extreme heat below them suffer 1d points of damage per ten feet traversed, and falling onto the heated stone inflicts 2d4 points of damage.

Destroyed Floor

If a chamber collapses (see above), we can only deduce that somewhere above, a floor is affected. The adventurers might, indeed, precipitate a floor's collapse if they are not careful. More likely, they may encounter an area where the floor has already collapsed, posing a potentially dangerous obstacle.

As the floor collapses, falling away beneath the adventurers' feet, a character must make a Dexterity check each round or be swept up in the collapse of the floor, falling to whatever room or chamber lies below. A falling character will take 1d6 points of damage from rocks per ten feet fallen, in addition to falling damage. Additionally, there is a 10% chance that the character will be buried and a 5% chance that the character will be pinned beneath a large piece of rubble. A buried character cannot escape without assistance, and it will take d rounds to dig him out (a perilous undertaking when the ceiling is in the process of collapsing). As in the case of a collapsing chamber (see above) a pinned character can escape by making a successful roll equivalent to bending bars or lifting gates, and may be freed by another character who successfully rolls under his strength on a d0.

A stone floor takes as many segments to collapse as the floor has square feet (e.g., a 10ft by 10ft room takes 100 segments, or 10 rounds, to fully break away). During this time, treat the area beneath the floor, where fallen characters and their rescuers may end up, as a collapsing chamber (see above).

After the destruction has ended, the room's floor either no longer exists (in which case it is an obstacle and not a hazard) or it is nothing more than a few randomly-placed flagstones held together by a weak, soon-to-collapse framework of badly

damaged supports (usually timbers). Moving through a room with a destroyed floor requires a Dexterity check each turn; on a failed check the character slips and falls to the level below, taking whatever falling damage is applicable.

Truly cruel referees will take note of the fact that more than one level might be involved in a major architectural failure (or trap). In this case, the hapless characters may be trapped under a collapsing ceiling that is also smashing away the floor beneath them. Unspeakable cruel referees might use this scenario in connection with a portcullis trap closing off the exits.

Dry Haze

This thick, heavy cloud of sand drifts slowly across the lands of the desert during the early mornings, a typical cloud rarely extending more than six feet above the ground. Characters caught within a patch of dry haze – a typical patch appears as a cloud 0ft in diameter – run the risk of suffocation:

each character must make a successful Constitution check each round; on a failed check the character suffers 1d8 points of damage.

A patch of dry haze can be dissipated harmlessly with *gust of wind* or a similar spell.

Falling Trees

Some storms, lightning strikes, and dangerous floods can topple trees, leaving behind a mass of shattered branches and thick, twisted roots. During a storm or flood there is a 1% chance that a tree near the players' characters will be uprooted, sending the tree crashing to the ground in a random direction. Any characters or creatures in the path of the falling tree must make a Dexterity check to avoid being crushed – on a failed check the unfortunate victim suffers 5d6 points of damage +1d6 for each ten feet of the fallen tree's height. The fallen tree will also pin the hapless victim to the ground, but a successful strength check allows the character to force his way out in 1d rounds.

Floodfalls

Some dungeon and cavern complexes descend so deep beneath the surface world that their excavation stops alongside massive, subterranean pools of water. In most instances this is little more than a nuisance to the powerful wizards and horrid monsters that carve out dungeons, and most adventurers never need give these nearby underground reservoirs of water a second thought. Unfortunately, there are some instances in which, completely through the wonder and power of nature, these pools find entrance into an otherwise dry dungeon. A leak of this kind may be exploited for food by one common denizen of the subterranean world, the green slime, giving rise to a truly bizarre and dangerous symbiosis known as a floodfall. The players may never have a chance to figure out how it worked.

A quick explanation of the formation of a floodfall follows, for those Referees who enjoy dungeon ecology. When a reservoir begins to seep through dungeon walls, it creates a nutrient-rich source of water, attractive to slimes (usually green slimes). The slime will likely remain motionless over the water source even as the fissures widen and the water pressure begins to build. Over a period of years the slime ceases to attempt to drop down on passing by creatures and remains more and more

deeply embedded in the growing cracks in the wall, content to feed on the gifts that continue to wash up against it.

Arcane Floodfalls

While it is true that most floodfalls are created when green slime prevents an underground pool of water from escaping through a crack it is also not at all unusual for other types of slimes to act in similar fashion, including arcane slimes (see p. 6) and spell slimes (see p. 9).

An arcane floodfall behaves exactly like a normal floodfall except that any spellcasters caught in the rush of water must make a successful roll on a d0 against his Wisdom score each round or lose 1 point of Intelligence. Any magic items that come into contact with the water are drained of all magical ability for d6+6 rounds.

After a decade the slime comes to resemble a thick, gel-like substance – almost like a gelatinous cube – more than it does any form of slime; additionally, the slime is no longer treated as green slime. During this time the breach in the wall has continued to grow but the slime has continued to expand, completely sealing the crack and preventing the waters from rushing into the dungeon.

After many, many years the pressure may become greater than the slime can easily contain, and if nearby adventurers put the slime-dam under stress the crack rips apart, throwing rock, gel, and water outward into the dungeon and causing a sudden, violent flood. Any characters adjacent to the breach when the flood suddenly gives way must roll a d0 under their strength score each round or be thrown to the ground. The water rushes in for 6d6 rounds – dealing 1d6 points of damage each round to anyone on the ground in the affected area. If the water has no outlet, it will rapidly fill the chamber. During this time the current is powerful, reducing movement speed against the current and increasing movement speed when moving with the current.

After 6d6 rounds the slime still remaining on the wall and ceiling may manage to seal the breach, halting the rush of water. There is, however, a 5% chance that the slime will be washed away and unable to seal the crack. If this happens the water will continue to rush in, flooding the chamber until its depth equalizes across the complex.

A floodfall can be made to break by the actions of the party, by a monster, or even by a trap set to collapse it. A successful missile attack against the sealed crack (AC 5 [14]) that inflicts 10 or more points of damage will tear through the slime, releasing the avalanche of water, stone, and gel.

Mistaking a Floodfall for Green Slime

A green slime that has been changed over the years into a floodfall still resembles a normal green slime in appearance, but experienced players may notice the differences. A floodfall is a much lighter green in color than a normal green slime, and it usually seems to have a great, bulbous swelling in its center (actually the bulge caused by water pressure).

If the floodfall is mistaken for green slime there is a very good chance that a party of adventurers will attempt to destroy it with fire. Any fire damage inflicted on a floodfall will automatically cause it to break, releasing the water behind it (as described above).

Fog, Abyssal

Abyssal Fog is a nasty trick to play on a party that blithely destroys an evil altar or tries to sanctify a place imbued with the attentions of a powerful demon, demigod, etc. Such places are not lightly tampered with, and an encounter with Abyssal Fog can issue a stark reminder to the players that powerful forces lurk just beyond the thin fabric of the material plane. In fact, the party's interaction with the Abyssal Fog may be only the beginning of a new set of problems and opportunities (if it doesn't kill them first).

Sometimes created when an evil altar is destroyed, when places of evil are assaulted by zealous adventurers, or even occasionally when a demigod's favored demon or devil is slain, retribution or mindless wrath may result in the creation of Abyssal Fog. This dark red, dangerous fog is similar to crimson fog (see p. 16) but far, far more deadly.

When an encounter calls for Abyssal Fog, there is generally a lull of d6 rounds, during which a preternatural rumbling may be heard. Experienced adventurers, will, of course, flee immediately. The abyssal fog manifests with a tremendous explosion, inflicting a number of points of damage appropriate to the nature of the item or demon destroyed; 6d6 is an appropriate range of damage. The radius of the explosion is up to the Referee, but for most evil items and places the radius would be approximately 30 feet. A successful saving throw against spells reduces the damage by one-half. Instantly following the explosion, a dark red fog billows forth from the area of the demigod's wrath, expanding outward at a rate of 10 feet each round until it reaches a maximum size of 0-90 feet in radius (d6+3 x 10).

The abyssal fog is devilishly hot – any characters that enter the fog or any adjacent area suffer d6 points of damage each round. Unfortunately, the intense heat is not the only danger of an abyssal fog.

Once each day following the formation of an abyssal fog, unless the fog is destroyed (see below) there is a 15% chance that a gate will open, connecting to the appropriate plane or demiplane of existence. Once this gate forms, it will remain for a period of ten years and a day.

An abyssal fog cannot be dispersed through normal means (the fog is too heavy to be affected by winds, magical or natural) and can only be destroyed by a paladin or good-aligned cleric who spends four hours in prayer and supplication while kneeling within the fog. If anything disrupts this prayer the entire process must be repeated. Obviously, anyone planning to spend four hours within Abyssal Fog must be magically protected against heat, but the well-intentioned would-be hero will discover another challenge within the fog, one not so apparent as the explosion and the heat. Any prayers to a good aligned deity spoken within the fog require a saving throw every hour against spells; failure instantly kills the one who had the temerity to oppose the evil power's will. There are, of course, items and protections that will be effective against the fog's death-effect, and the intelligent party will seek these out before meddling in matters of such supernatural power.

Fog, Acidic

Acidic fog is normally found as a component of a magical trap, though it can be naturally occurring, found attached to a green dragon or other acid resistant creature.

When acidic fog is released, it streams out like poisonous gas, and most adventurers will treat it as such. However, this magical fog does not remain in place. It follows whatever living creature it first detects within 100ft, moving slowly but inexorably toward that target until it catches up. The fog's movement rate is only 0ft per round, but its ability to follow its target is flawless. A rapid escape might lead to the fog's appearance in a tavern weeks later. The fog inflicts 2d6 points of damage per round when it finally makes contact (no saving throw applies), but it will be neutralized once its acid has eaten away 30 hit points. Green dragons and other creatures immune to acid may carry these fogs around with them, for the fog never gives up but never does any damage that would neutralize it. Once the acid resistant creature is killed, of course, the fog will look for another target; likely one of the characters that just killed the acid-resistance creature. Acidic fogs are also occasionally found in potion bottles, which would normally inflict a nasty surprise; but as long as the potion remains stoppered it could also be used as a deadly missile weapon – if the party somehow figures out what's inside.

Fog, Crimson

This bright red fog, found in environments heavily covered by scarlet mold (see below), is a thick, noxious gas that inflicts those breathing it with a mild form of the same disease spread by scarlet mold. Crimson fog is simply the red smoke issuing from a patch of scarlet mold as it burns. Breathing the burning mold can cause a disease known as the Plague of the Red Ancients, well-known to sages and historians, but rarely encountered except by adventurers who delve deep beneath the surface in their search for treasure and fame. At some point in forgotten history, burial tombs were often trapped with complex arrangements of tubes and fire pits designed to blow Crimson Fog into trap rooms. The civilization that created these burial chambers is now remembered only for these unusual tomb-traps and the plague they inflict, and is called by sages the civilization of the "Red Ancients."

Crimson fog normally issues forth in a cloud, or a jet of smoke if it is projected by a tube or vent apparatus. Any character breathing the smoke must immediately make a saving throw vs. poison (with a bonus of + to the roll). If the saving throw fails, the character will become infected with the Plague of the Red Ancients (see box). A patch of crimson fog can be dissipated harmlessly with *gust of wind* or a similar spell.

Plague of the Red Ancients

The Plague of the Red Ancients is a disease propagated by a plant known as scarlet mold. It is highly contagious, spreading through inhalation, contact, or by introduction into the bloodstream by an envenomed weapon. Any person who comes into contact with the disease must make a saving throw versus poison or become infected. After failing the saving throw, the victim begins to turn into a viscous red puddle of highly infectious slime. Each hour, the victim must make a saving throw vs. poison or lose 1d points of constitution. If constitution is reduced to 0, the victim has finally died a horrible death and cannot be raised from the dead (being, at that point, a virulent and contagious puddle). If the Plague of the Red Ancients is cured by magical means, the lost points of constitution will return at a rate of one per day.

Fog, Draconic

Draconic fog is a highly flammable mist occurring naturally in some underground locations. It smells very much like beer, which may provide parties with some warning of its presence.

The most dangerous attribute of Draconic fog is its attraction to flame. Some sages have theorized that the fog is formed by an imbalance of the elements, and that its natural tendency is to remedy the imbalance, just as water always seeks its lowest level. The precise explanation is of little comfort, unfortunately, to adventurers fleeing pell-mell through the corridors of a dangerous underground complex in flight from a cloud of Draconic Fog.

Whenever a flame comes within 100ft of the leading edge of a draconic fog, the entire mass of the cloud begins moving toward the flame at a movement rate of 90ft. If the fog makes contact with the fire, it will flare in a brilliant explosion causing 4d10 points of damage (save vs breath weapon for half damage) to anyone in a 60ft radius of the point where the mist made contact with the open flame. Draconic Mist can be dispersed with a *gust of wind* spell.

Fog, Dragon's Breath

Hot gases are a familiar hazard for veteran adventurers, often found naturally occurring where cracks in the earth reach down into the depths where water is heated to steam by the earth's heat. Dragon's Breath Fog is an entirely different variety of superheated gas, formed by magical, rather than natural forces. In some cases, Dragon's Breath Fog may result from connections between the elemental planes of fire and water. In some cases, as described below, it may form in consequence of a dragon's decomposition. Whatever the cause of the phenomenon, what makes it dangerous is the fact that it shows no physical signs of its intense heat. The air around it does not waver with heat, and the fog itself gives off no heat until it touches a living substance. When a living being enters the fog, however, the sudden heat generated will cause d6 points of damage, and there is a small chance for items to ignite (+5 on item saving throws against magical fire).

A patch of dragon's breath may appear over a location in which an evil dragon has been buried. The dragon's slowly-decomposing body expands with the gas that eventually bursts forth from the surface – a single dead dragon produces the cloud constantly, for a number of days equal to the number of hit points the dragon possessed before it was slain. After this time has passed, the corpse no longer produces the deadly cloud of Dragons Breath fog.

A patch of dragon's breath can be temporarily dissipated with a *gust of wind* or similar spell, but the cloud will reform within 1 turn.

In the case of Dragons Breath fog caused by a dragon's decomposition, the only way to completely stop the generation of the gas would be to unearth the dragon corpse festering beneath the ground. If the fog is generated by some other magical means, the Referee will have to determine how (and whether) the source can be destroyed at all.

Fog, Efreet's

Existing where a rift has opened (deliberately or not) to the elemental plane of fire, efreet's fog is a dark gray cloud of superheated steam that randomly unleashes blasts of fire.

Normal *gate* spells, of course, are protected from the emergence of efreet's fog, but an improperly prepared or miscast spell might inadvertently result in this sort of magical disaster. The size of the planar gate or natural rift determines the size of the fog, though the largest patch ever encountered covered a 50-foot square area. A character or creature standing inside a patch of efreet's fog at any time suffers 1d4 points of fire damage each round.

Each round that a character or creature is within 10feet of a patch of efreet's fog there is a 0% chance that the fog will erupt, spreading great bursts of flame. Anyone within 10-feet of – or directly in a patch of – the efreet's fog when this occurs suffers 8d6 points of fire damage; a saving throw vs. breath weapons reduces the damage to half.

Fog, Frigid

This white, thick fog is made of the very essence of cold. It appears like a slowly churning blizzard of frost and snow and is usually found only on cold-based planes and demiplanes. Occasionally, however, frigid fog can be found in very cold places on the Material Plane. In such cases its presence is invariably the result of a gate or fissure connecting the Material Plane to a cold-based plane or demiplane from which the fog spreads.

The area covered by frigid fog is usually in direct correlation to the size of the gate or fissure. A small fissure will only allow a small amount of the fog to circulate (1d+1 x 10 feet) while a full gate may allow the fog to simply pour forth (1d+1 x 100 feet or more); according to legend entire lands and continents have fallen under a blanket of frigid fog. Frigid fog is extremely cold (below -0° F) and deals 1 point of temporary Constitution loss per round (no saving throw) to unprotected characters. Heavy winter clothing allows a saving throw each round. Regardless of how much clothing a character wears, the non-material plane nature of the fog's extreme cold takes its toll on all living creatures, acting as a *slow* spell (no saving throw) to any creature that is not immune to the effects of magical cold.

The fog obscures all sight, including darkvision, beyond 5 feet.

Frigid fog is heavier than air: a severe wind (31+ mph) will disperse small amounts of the fog in rounds; a windstorm (51+ mph) will disperse large volumes in 1 round.

Fog, Magnetic

Magnetic fog, sometimes also called "lode-mist," is a thin, silvery-colored mist found in underground mines and caverns that contain (or once contained) rich deposits of copper, iron, mithril, or silver. The fog is an irritation to miners and a positive hazard to adventurers, for it is highly magnetic and interferes with the use of metal tools and weapons.

A typical deposit of magnetic fog fills an area roughly 0x0x0ft. Characters attempting to use metallic tools or weapons within a cloud of magnetic fog suffer a -6 penalty on all attack rolls. Damage rolls are not affected by the fog. Any characters wearing metallic armor suffer a 50% reduction to their movement rates while within the fog. The area outside the fog, to a distance of five feet from the edge, is also magnetically charged, but not as powerfully as within the cloud itself; attack rolls in this area are subjected to a - penalty and movement is reduced by 5%. Any metal-wielding character within five feet of the cloud runs the risk of being pulled into the cloud by the magnetic attraction the cloud exerts upon the metal. The

player must roll a d0 if the character is wearing metal armor, an additional 1d if the character is carrying a metal shield, plus a second 1d if the character wields a metal weapon. The result of these dice are totaled, and if the result is higher than the character's strength the character is pulled from his feet and slides into the middle of the fog.

Gust of wind or a similar spell will dissipate a magnetic fog, but the affected patch will reform within d rounds at the end of the spell's duration. Magnetic fog tends to be a permanent feature in the places where it appears; it cannot be permanently destroyed.

Fog, Necromantic

This dark gray fog is found in some ancient cemeteries and burial chambers, a foul and blasphemous phenomenon greatly feared by tomb robbers. The fog drifts among the graves and sarcophagi, sometimes curling around the bodies of the dead but always seeping back upward to prowl mindlessly within its charnel-house domain. The origins of this vile, undead substance are not known. Any living creatures that happen through a region of necromantic fog are in deadly peril, for the foul mist will enter the pores of living skin and eat away at the souls of those foolish or ignorant enough to pass through it.

Necromantic fog is heavier than air, appearing more as a mist than a fog, clinging to the ground or the floor and rising to a height of not more than three feet or so. A typical cloud will occupy 00 to 00 square feet in this manner.

On the first – and each subsequent – round that a character remains within the patch of fog then the necromantic fog deals 1d6+1 points of damage to its victim. Any victim that suffers 10 points of cumulative damage from any number of patches of necromantic fog within one-hour of time automatically loses one level of experience, but may make a saving throw versus poison (at +6) to determine whether the level loss is permanent or temporary. A temporary loss of level persists for hours.

Necromantic fog can be completely destroyed by a successful turn undead check – the fog is treated as a wraith for these purposes. *Gust of wind* or a similar spell dissipates a necromantic fog but the affected patch reforms within d rounds.

Anyone reduced to 0 hit points or 0-level by necromantic fog will collapse and die, rising 1d+ rounds later as a zombie.

Necromantic fog restores 1d6 hit points each round to any undead creature standing within it.

Note: Necromantic fog is so close to being a monster that it makes sense to assign an experience point value for its destruction. A Referee who desires to assign an experience point value to necromantic fog may choose either to assign hit points and an armor class to the fog (it should likely only be hit by silver weapon or magical weapons), or to assign a source to the fog that can be destroyed with weapons. Such a source might include an evil idol, an ancient censer, or even another undead creature whose experience point value could include that of the fog it creates and/or sustains.

Fog, Putrid

Many of the things that can be encountered by an adventurer might cause nausea, of course, but in some cases the nauseating power can be considerably stronger than normal. Sources of putrid fog can include unusual fungi, magical herbs

set to burn in a brazier, unusual chemical reactions in an alchemist's lab. Mundane sources would include the smell of rot. Traps, of course, might involve gases specifically designed to induce nausea. The normal way of handling nausea is to allow the character a saving throw (perhaps with a bonus in the case of milder smells) and if the character fails the saving throw, the effect is normally to render the character helpless for a particular number of rounds.

Putrid fog, however, is a trick that can be more flexible in the hands of the Referee than the simple combination of a saving throw and helplessness. Consider: the check to see if a character is affected might be a flat percentage chance, rolled either with percentage dice or on a d6. The Referee might invent a smell that does not affect dwarves, or is only nauseating to elves. In terms of the effects of nausea, there is even more variation in terms of the Referee's ability to create interesting tactical problems for the players. Nausea might create a long-lasting penalty to die rolls; it might or might not affect spell-casting ability; it might come and go at random intervals; it might weaken characters rather than incapacitating them. Nausea is a much more flexible tool for the Referee than simply a saving throw to avoid a few rounds of incapacitation.

Ghost's Grave

Looking like nothing more than a common, lonely grave, ghost's grave is a residual connection between the ethereal plane and the material world. These minor hazards sometimes come into existence when a ghost is destroyed or otherwise forced from a Material Plane world.

As the ghost vanishes from the world it seeps slowly into the ground and, only seconds after it is gone, a perfectly formed grave stands exactly where the ghost was last seen. Any animal coming within 30ft of a ghost's grave becomes terrified and attempts to flee the area.

At random intervals (5% chance per round) during the night of a full moon a ghost's grave unleashes a horrific, spine-tingling moan.

At midnight on the night of a full moon a ghost's grave rips open, forming a deep and unnatural pit connecting directly to the Ethereal Plane. This gateway remains open for exactly one minute, during which characters or creatures may enter the Ethereal Plane, but the opening cannot be used to return.

Attempting to unearth whatever is buried within a ghost's grave is impossible; the grave instantly refills with earth no matter how quickly a shovel is worked against it. A ghost's grave cannot be destroyed by any means short of divine intervention.

Lichen, Blood

This bright red lichen, a symbiotic joining of algae and fungi, hangs from cave and dungeon ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reach the floor where it begins to slowly spread outward. Blood lichen is thick and slimy and slightly resembles fresh blood. When disturbed, a 5-foot diameter patch of blood lichen spatters bits of red fungus out to a distance of 0ft, staining anyone in the area with what resembles a spattering of blood (this may be avoided with a successful save vs. breath weapon). The algae causes an intolerable itching sensation, so intense that anyone splattered with it will begin scratching (dropping any items held) and will run in a random direction for d6 turns

Lichen, Harmonic

This white growth hangs from cave and dungeon ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reaches the floor where it begins to slowly spread outward.

A patch of harmonic lichen is, by itself, harmless. The lichen picks up sounds from one direction and amplifies the sound in another direction; in some cases, the lichen bounces amplified sound back toward the source. In some cases, the effect can actually be damaging to the ear if the original sound was particularly loud or shrill. When harmonic lichen grows near a patch of harmonic mushrooms or other creatures that may cause damage with sound, the damage is usually increased by 50%. Sounds that enchant or have some magical function (not verbal components) such as a harpy's song, may be strengthened, with saving throws against the effect being penalized by -1.

In addition to the lichen's potentially damaging properties, they can create strange deceptions by carrying distant sounds to the party's ears. A string of harmonic lichen patches can even serve as a warning alarm, possibly reaching very far into a dungeon, and allowing monsters to eavesdrop upon a party's discussions.

Mold, Arcanebleed

This dark green mold, created when yellow mold grows over a magic item and is left undisturbed for a great length of time, radiates faint light in even the darkest of conditions. Arcanebleed mold completely drains the magic item it has overgrown and, if disturbed, a 5-foot diameter patch of this mold explodes in a blast of arcane energy. All within 10 feet of the mold suffer d6 points of damage (save vs. spell for half damage).

Mold, Coffin

This black, thick growth is found coating ancient graves, sarcophagi, and tombstones. It may be found on the top of a grave, buried and coating the outside of these containers, and may also be found growing on the inside of a sarcophagus, coating the inside of the casket and growing thick upon the bodily remains within. If coffin mold is disturbed, it wafts forth a cloud of disease-carrying spores. Anyone within 15 feet of the mold must make a saving throw vs. poison at + or catch a disease of the respiratory system. This disease causes the sufferer to break into a hacking, convulsive laughter every 1d10 turns, with the loud gasps and barks lasting the full duration of that turn. The afflicted character does not laugh while asleep, but has a 1% chance of dying (not cumulative) per eight hours of sleep. Fire destroys coffin mold.

Mold, Dark

This sickly, black fuzzy mold grows on the damp floors of subterranean areas near cave mouths, feeding on the decaying seeds and vegetation dropped by transient cave dwelling animals. A prolific reproducer, dark mold constantly spews its infectious microscopic spores into the surrounding air, creating a hazy cloud that is difficult to see; any character approaching an area of dark mold spores has a 1 in 6 chance to notice the cloud.

Living characters or creatures that pass through a patch of dark mold, or areas adjacent to the patch, suffer no immediate

adverse effects. The microscopic spores are inhaled and lie dormant within the victim's lungs for 1d6 days, after which the victim must make a saving throw vs. poison at +1 or fall victim to the dark mold disease (see box).

Fire or intense cold of any type, magical or natural, completely destroys a patch of dark mold. When the mold is destroyed, it gives off a particularly intense exhalation of spores with the smoke (no bonus to saving throws). The spores dissipate after 6 turns, but if the party attempts to move through the area near the burned-off mold, saving throws will be necessary.

New Disease: Dark Mold: A character or creature that falls victim to this brutal disease spends most of his time coughing and suffers a - penalty on all die rolls. Dark mold is also known as thief's doom (reduces the chance of success on all thieving rolls by 50%) or mage silencer, the latter because spellcasters suffering from the sickness have a 50% chance of miscasting any spell with a verbal component. The disease cures naturally, with a cumulative % chance per day that the disease will have run its course. Until the disease has either been cured or the sufferer recovers naturally, the victim of Dark Mold disease's constitution is effectively reduced by 1d points.

Mold, Scarlet

Scarlet mold is, as its name suggests, a bright red mold, normally found growing in subterranean environments.

If disturbed, a patch of this bright red mold (normally 5 to 10 feet in diameter) bursts forth a thick cloud of gas that lingers over the mold and the adjacent area (a 15-foot diameter area) for d+3 rounds. All within this cloud must make a saving throw vs. poison at + or become infected with the Plague of the Red Ancients (see crimson fog, above) and immediately lose 1d6 hit points. Scarlet mold is flammable, and a growth of it will be destroyed within 1d rounds by fire of any kind. A *gust of wind* or a similar spell can be used to dissipate a released cloud of gas. Note that a patch of scarlet mold destroyed by fire turns into an equal-sized patch of crimson fog 1d3 rounds later.

Mold, Wilting

This sickly-looking patch of green mold is found in areas in which stagnant water has remained undisturbed for weeks at a time. The mold floats on the water and grows up walls and obstacles and, if disturbed, releases a cloud of spores that drains moisture from all living creatures in a 0-foot radius. All affected creatures suffer 3d6 points of damage (water and plants suffer 3d8 points of damage) - a successful saving throw vs. poison reduces this damage to half. The cloud remains over the affected area for d rounds and continues to deliver damage each round until it settles back to the earth or is dissipated by *gust of wind* or a similar spell. A typical patch of wilting mold is 10ft in diameter and can be destroyed by fire, cold, or acid.

Monolith, Spark

This single stone, typically 20ft tall and five feet square, can be either an unworked rock standing unnaturally upright or a sculpted rock that has been obviously placed. Also known as an obelisk or column, monoliths dot the landscape surrounding mountainous regions and many have religious, if not actual magical, significance to those living in the area.

Spark monoliths are apparently the remnants of some ancient civilization, baroque technology, or forgotten deity. It is not

known whether they served as religious objects or deadly guardians of important sites, treasures, or boundaries. Whatever their forgotten purpose, Spark Monoliths can be a significant hazard. These magical stones are charged with a mystical electric force that targets magical power of any kind. Any source of magical energy that comes within 50ft of the monolith will be attacked by bolts of lightning erupting from the ancient stone. If a spellcaster, or any individual carrying a magic item enters the spark monolith's area of effect they must make a successful saving throw against aimed magical items (such as a rod, staff, or wand) against the crackling blue lightning bolts hurled against them. On a failed saving throw the character suffers 3d6 points of electricity damage. A spark monolith can attack up to 30 different targets per minute, but it can only discharge the bolts once every other round.

A spark monolith that suffers 100 points of damage is destroyed.

Moss, Door

This dark brown and gray moss that grows up a wall appears – from a distance – as a common wooden doorway. Rangers and druids have a 50% chance to notice that the door is actually made of plant matter; characters of other classes are quite likely to be deceived, with only a 1 in 10 chance to notice that anything is awry).

Door moss has no destructive capabilities of its own. Instead, cruel dungeon designers place patches of door moss at the end of long, twisted corridors in an attempt to lure intruders into a mechanical or magical trap, usually hidden behind the moss with a trigger set about 15-feet out. Fire damage of any type completely destroys a patch of door moss.

Moss, Shadow

This gray-colored moss, typically 1-3-ft. in diameter, grows only on the northern side of a large tree. Shadow moss is vaguely luminescent and casts a pale light even at night (treat as a candle with a permanent duration as long as the moss exists).

Any creatures passing with ten feet of a patch of shadow moss must make a saving throw vs. breath weapon. On a failed save, bits of the moss cling to the affected character or creature, making the target faintly luminescent (treat as a candle) until the moss is cleaned off or wears out (the moss will remain luminescent for only thirty minutes after it clings to a character or creature). Washing off the shadow moss requires one minute and a gallon of water.

A patch of shadow moss is easily destroyed by fire, cold, or acid damage, if the party should be paranoid enough to do so.

Moss, Sleep

This soft, moist, slightly luminescent blue lichen (gives off light equivalent to a candle) is often cultivated by druids and underground races who use it to both decorate and guard their areas.

Any living creature that comes within 5 feet of a sizable patch of sleep moss must roll a d0 and add 3 to the roll. If the result is greater than the character's Wisdom score, the character falls asleep for 1d6 hours. This is treated as a mental attack for purposes of wisdom bonuses, although the bonus must obviously be subtracted, rather than added, to the d0 roll.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes a full round.

With time, individuals can build up an immunity to sleep moss. As a result, monsters and NPCs living near such moss tend to be immune to its effects, allowing them to safely tend to the lichen and use it to gain a tactical advantage against intruders or enemies.

There are rumors of certain groups of thieves and assassins that use sleep moss in capturing live victims; a handful of sleep moss thrust over a creature's mouth or nose has the same effect as a patch of moss.

Mushrooms, Green Draco

Green Draco mushrooms are dark green mushrooms with white spots, each one about 8 to 10 inches in height. They grow in patches of 6-1 mushrooms and are only found in dark, underground areas. A typical patch of Green Draco mushrooms, usually covering a 5-foot diameter area, releases a cloud of acidic gas when any warm-blooded creature comes within 10 ft. of a patch of the mushrooms. All characters and creatures within the affected area suffer 3d6 points of acid damage (a successful saving throw vs. breath weapons reduces the damage to half). There is a 50% chance that any character failing the saving throw will also be incapacitated for d6 rounds by pain.

The acid cloud remains suspended in the air for d rounds (during which time anyone in the affected area must check for damage as described above) after which it settles to the ground and is harmless. The cloud may be dissipated by a *gust of wind* or similar spell. The mushrooms require d6 days before they may once again release an acidic cloud.

A patch of Green Draco mushrooms is destroyed if it suffers any amount of fire or cold damage.

Mushrooms, Harmonic

These large, white mushrooms grow in damp, dark places. Roll 1d6 each round, an even roll indicates that the harmonic mushroom patch releases a destructive burst of sound that disrupts flesh and bone. All characters and creatures within a 0-foot radius must make a saving throw vs. aimed magic weapons (rods, staves, etc) or suffer d6 points of damage. A patch of harmonic mushrooms is instantly destroyed by extreme heat or cold, and bright light – natural or magical in nature – puts the patch into a dormant phase during which time the harmonic feature is inactive.

The area within range of a harmonic mushroom patch's destructive sonic effect exhibits signs of damage: rocks are cracked, any other hazards are completely nonexistent, and creatures avoid the area. Harmonic mushrooms can be rather deadly when coupled with Harmonic Lichen, and the two growths are often found in the same areas.

Mushrooms, Pit

These gray, stone-colored mushrooms are quite large, many growing to fill a 20-ft. or even 30-ft. diameter circle, all of which – excluding the mushroom's flat top – is buried deep beneath the ground. A pit mushroom grows to suit its surroundings, changing color and texture to match the surrounding cavern or dungeon. An underground pit mushroom can only be detected

on a roll of 1 in 6 by a non-dwarf; dwarves have a 2 in 6 chance of detecting the danger.

Any character or creature that enters any square in which a pit mushroom exists has a 3 in 6 chance of falling into the mushroom, as the center of the top collapses inward, dropping the character into the interior of the huge stem. Due to the spongy, soft nature of the pit mushroom, the fall inflicts only one-quarter falling damage but for every round a character or creature is inside the pit mushroom it suffers 1d points of damage as the mushroom's internal acids eat away at the victim, rapidly consuming flesh. 10 points of damage per 5 feet of the pit mushroom's diameter (the body is AC 9 [10]) are required to completely destroy the mushroom and cause it to stop secreting acid.

Less dangerous pit mushrooms, virtually identical to those described above but without the acid attack, have been encountered. These may simply be younger versions of the same plant. Due to the monster-like nature of these plants, the Referee may choose to assign an experience point value for killing them.

Mushrooms, Planar

Growing in patches of thousands, planar mushrooms are small, silver-colored growths that completely dominate the corner of a dungeon or cavern room in which they grow. A typical patch of planar mushrooms covers a 10-foot square area.

Unlike most hazards, planar mushrooms do not cause direct damage to any characters or creatures that come within the mushroom's area of influence. Instead, there is a 15% chance that anyone coming within 10-feet of a patch of planar mushrooms will be automatically transported to a random plane or demiplane – planar mushrooms are a natural, chaotic type of planar gate. Standing in a patch of the mushrooms increases the chance of being transported away to 5%.

Fire destroys a patch of planar mushrooms

Pool, Boiling

Various factors, including steam vents, geothermal heat, or magic can heat natural pools of water to a slow, rolling boil. Any character or creature walking through one of these boiling pools suffers 1d6 points of damage each round – if the character or creature is submerged in one of these pools the damage is increased to 10d6 points of damage each round. A boiling pool adversely affects any carried potions, canteens, or foodstuffs – there is a 5% chance such items will be completely worthless after submersion in a boiling pool.

Most boiling pools are, obviously, shrouded in a thick cloud of steam that may affect visibility, increasing the risk of stumbling into the water.

Pool, Lava

While a boiling pool can be dangerous to adventurers it is nothing compared to a pool of flaming lava. Red dragons – with their natural immunity to fire – sometimes make their lairs inside lava-filled chambers where the task of claiming the dragon's treasure is made more difficult for the adventurers. (Of course, unless the treasure is magically protected from intense heat it will be destroyed. Most dragons that live in

caverns filled with lava frequently have a concealed treasure chamber somewhere just beyond the lava-filled areas.)

Any character walking through a lava pool suffers 10d6 points of damage each round – if the character is submerged in one of these pools the damage is increased to 100d6 points of fire damage each round.

Truly subtle dragons might construct a fragile stone bridge over a conveniently placed lava pool and then lie in wait for intruders. The stone bridges are usually constructed so that they can be toppled with a single swipe of the dragon's powerful tail. Generally, only older dragons for whom flying is an effort, or dragons grown too large to escape the narrow tunnels of their own lairs will resort to such ambush tactics – dragons prefer their food raw, and prey normally emerges from a lava pool in an irritatingly cooked condition.

Pool, Profane

A profane pool is created when a pool of holy water is befouled by dark, unholy magic, corrupting a pool of holy water into an unspeakable thing of vileness. This dark, black-colored pool of stagnant water smells awful, the stench so powerful that any characters or creatures approaching within 0ft. of it must make a saving throw against paralysis or suffer a -6 penalty on all die rolls for d6 rounds. Even on a successful saving throw the smell is so powerful that the victim suffers a -3 penalty on all die rolls for 1d rounds.

A profane pool slowly consumes the land around it – for each year of the pool's existence a vile corruption spreads to contaminate the very earth in a 5ft distance from the pool. Any good-aligned characters or creatures walking upon this corrupted ground suffer a - penalty on all die rolls for as long as they remain in the affected area and must make a successful saving throw against paralysis each round or suffer 1d6 points of damage (a wisdom bonus against mental attacks applies).

A profane pool is created by the influence of evil deities, their power called into service by rituals performed by their mortal followers. According to the blasphemous writings of necromancers, any number of rituals may convert a holy water pool into a profane pool but the most common include:

- An evil necromantic priest or wizard bathes in the pool, chanting certain best-forgotten invocations. This act deals 3d6 points of damage to the necromancer but there is a % chance that the necromancer's dark god will smile on the act and reward the necromancer by poisoning the pool with evil.
- A paladin or other noble, honest soul is sacrificed in the pool, the victim's blood allowed to turn the pool's waters a bright red.
- A unicorn is led into the pool and then slaughtered, its head lopped from its body and left to float in the pool.
- An evil, intelligent magic item is brought into contact with the pool.

Regardless of the ritual demanded by the evil deity, considerable expenditures in gold and other materials are required to successfully create the abomination.

Once a profane pool comes into existence it can never be destroyed by mortal hands.

Red Button

All players know that their characters shouldn't press big red buttons or pull unlabeled levers. Nevertheless, it is inevitable that someone will eventually push the button or pull the lever. The wise game referee will occasionally (about one every three times) make the button do something helpful, like opening an otherwise undetectable secret door or opening a treasure chute. By giving the party an occasional good result, the Referee can ensure many enjoyable moments of frantic attempts by the party to prevent the dwarf from pulling the unmarked lever.

Rocky Ground

In some areas, numerous rocks of various sizes jut out of the ground, slowing movement and threatening to trip any adventurer foolish enough to run through the area. Any character or creature running through an area of rocky ground must make a successful Dexterity check at the start of his move or trip, falling to the ground and losing the ability to act further in that round.

Spell Towers

These massive stone towers, commonly known as brochs, are constructed entirely of stones that are carefully fitted together without the use of mortar (this type of rock construction is commonly referred to as drystone). Mundane brochs, many of which are used as defensive structures or homes, are common to the northern plains and mountains.

Spell towers are a special type of broch that radiate an overwhelming magical aura if *detect magic* is cast. These structures can withstand any natural or magical storm and cannot be destroyed by any power except that of a deity.

Any spellcaster that sleeps overnight inside a spell tower must make a successful saving throw versus spells or permanently lose one randomly determined spell slot. However, if the save is successful then the spellcaster automatically gains one bonus 1st-level spell slot. A lost spell slot may only be regained by means of a *wish*. A spell slot gained by sleeping in a Spell Tower may be dispelled by *dispel magic*, being treated as a magic item of 1st level for this purpose. The broch will only test an individual once in this manner.

A spell tower's true hazardous nature only manifests during a full moon, at which point all characters and creatures that enter the area within 10 miles of the structure must roll a d0 against their wisdom score each turn or suffer a -6 penalty on all die rolls for 3d6 rounds. A character or creature that fails this Wisdom check 10 times in a single night permanently loses 1 point of Constitution. Whenever the Spell Tower drains a point of Constitution there is a 5% chance that a gateway between planes will be torn open in or near the broch. This portal will remain open until sunrise, linking the material plane with a plane or demiplane of the Referee's choosing.

Stone Egg

This unusual rock formation – formed by the same process as a stalagmite – is created as water drips down from the roof of a cavern and lands on an abandoned dragon egg. If the egg does not hatch the calcium deposits from the dripping water

slowly build up until the egg is completely covered in a rocky substance.

Most stone eggs that are encountered in a dragon's lair are harmless rock formations. In some cases, though, the egg happens to sit near some form of magical nexus, or may be exposed to sort of unknown eldritch force. Regardless of the cause, in some cases such eggs can cause the unborn dragon within to be slowly transformed into a terrible, unnatural force waiting to be released. In such instances there is a 10% chance that, if disturbed in any way, the stone egg will shatter, releasing a wave of arcane fury that inflicts 4d6 points of damage to any characters within 0-feet of the stone egg. The wave appears as a ghostly dragon of blue flame.

A stone egg is completely destroyed when it unleashes its built up arcane power. A stone egg can be destroyed from a distance by inflicting 10 or more points of damage.

Slickstone

This porous, cool, gray-colored rock naturally secretes an oily substance that makes the rock treacherously slick. Anyone moving across an area of slickstone at any speed faster than 30ft/round must make a Dexterity check by rolling a d0 under his dexterity score or else slip on the slickstone, falling down and losing the ability to move, attack, or cast spells for a number of rounds by which the check failed.

Slickstone has also been found on vertical surfaces. Slickstone can be used in the construction of anything that can be built from ordinary stone or rock. Due to the difficulty of working with the slippery rock any object created from slickstone requires twice the normal construction time.

Slickstone is only found in the natural caverns that exist deep beneath mountain ranges, and even then it is rare to find more than 20 cubic feet of the material in a single location.

Stunspray

Resembling short, shattered stalactites – each one slowly dripping a thick slime – hanging from the roof of a natural cavern, a stunspray patch is typically of a 10ft diameter in size and difficult to identify as anything other than a harmless collection of stalactites. Stunsprays are formed when a stun jelly migrates from a wall to a ceiling where the twisted ooze dies naturally and then slowly, over a period of centuries, stalactites form naturally over the deceased ooze. Stunsprays are extremely rare.

If a stunspray patch is left undisturbed it is typically harmless. Characters may walk beneath the stalactites without fear of danger and as long as they're careful to avoid the dripping slime the hazard is little more than a nuisance. If any of the dripping slime comes into contact with a character a saving throw must be made or else the victim is paralyzed for 1d3 rounds.

A stunspray patch becomes a major threat when it is damaged (perhaps by a trap or a hiding opponent). 5 or more points of damage dealt to a stunspray patch (treated as AC 9 [10] for purposes of attacking the patch) destroys the stalactite-skin and rains down a torrent of the thick, anesthetizing slime. Any characters or creatures caught in the sudden rain of slime must make a successful saving throw against paralysis or else be drenched in the slime and paralyzed for 3d6 rounds.

For d8 rounds after a stunspray patch is destroyed, the area in a radius of ten feet below it is covered in a hazardous slime. Any characters or creatures walking through the affected areas have a 1 in 6 chance per round of slipping in the slime, falling down and (if failing a saving throw against paralysis) being paralyzed for 1d6 rounds. The slime dries quickly and once dry no longer poses a threat.

Once unleashed a stunspray patch is completely destroyed and will not reform.

Terror Stones

Stone circles and individual standing stones are a common sight in some forests and druid groves, the rocks marking holy sites and places of power. In many instances, the standing stones have been in a single location for so long that any knowledge of their creators or original purpose has been long forgotten. For the most part, standing stones pose no threat to adventurers *but*, as with everything in a fantasy landscape, there are always exceptions.

Terror stones, almost identical in appearance to common stone circles or standing stones, are sometimes created when powerful undead are destroyed nearby. Some echo of the creature's malevolence is somehow trapped within the stone itself, transforming it from a common rock into a standing stone of terror.

Skeletal patterns – etched into the standing stone when it is transformed – are the only visual clue that a terror stone is not a common stone. Anyone within 0ft that views a terror stone carefully for 1d6 rounds will suddenly perceive that the patterns resemble bones and strange skeletal shapes. If the character has reason to be familiar with terror stones, the eerie tracings will be a sure clue to the true nature of the stone.

A terror stone constantly radiates a 0-foot radius fear aura. Any characters within the radius of the terror stone's fear aura will be affected as though by a *fear* spell. A character that successfully saves cannot be affected again by the same terror stone's aura for one day.

Terror stones can be destroyed by a good-aligned cleric's turn undead ability. The terror stone is treated as a vampire for these purposes and a successful attempt instantly reduces the stone to a harmless pile of rubble.

Terror stones are also referred to as standing stones of terror.

Thorn Patch

In some forests the undergrowth becomes thick and tangled with thorny vines. In such areas simply moving becomes a slow, dangerous task as the thorns tear at the clothes and flesh of any adventurers foolish enough to move through the area. A thorn patch is a static hazard that takes no action. A thorn patch can be as large as the referee desires.

For each five feet of a thorn patch moved through, a character or creature suffers points of damage from the sharp thorns. Additionally, a character's speed is reduced by 50% when moving through a square filled with a thorn patch.

Each square of a thorn patch can be destroyed with fire, and can be chopped through by inflicting 10 or more points of damage with a sword or other large blade. Some thorn patches may be poisonous, especially in the tropical jungle.

Treasure-Covered Floor

One overlooked hazard in a dragon's lair is the treasure itself! The coins, gems, and other assorted baubles strewn about the chamber can create a serious nuisance by cutting movement rates in half for those characters who want to avoid tripping over pewter urns or tangling their feet in ancient necklaces. Thieves trying to move silently, in particular, must pay careful attention to scattered and potentially noisy valuables (not that thieves often fail to pay attention to valuables, of course). If the treasure lies deep enough around, or if the treasure contains many larger items like statuettes, it is perfectly reasonable to reduce the party's movement rates by 50%. If a character moves into an area that can legitimately be called a pile of coins, the Referee might even require a d0 roll under the character's dexterity to remain standing.

In some rare instances a dragon's lair will be devoid of treasure. Obviously in such cases this hazard will not be encountered, and if the party scouts in advance they will likely choose not to fight a poverty-stricken dragon anyway.

Vent, Poison

Similar in function and appearance to steam vents, a poison vent is a series of stalagmites sitting atop underground pockets of poisonous gas. Like a steam vent, the pressure eventually grows so great that the tops of the stalagmites shatter, unleashing clouds of poisonous gas that are harmful to any characters or creatures that enter the affected area. Poison vents are rarely encountered individually but, rather, in groups of six or more, each about 5 ft apart. The cloud from a poison vent expands out to fill an area ten feet in radius.

Anyone entering a cloud-filled area must make a saving throw against poison each round or suffer 1d points of damage and a - to all die rolls for a full turn (more virulent poisons, including lethal ones, have also been reported).

A poison vent can be capped, though if it is the gas pocket's only release the cap will be blown off within 1d6+1 days. Capping a poison vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent takes a full round.

Some subterranean regions contain poisonous geysers that boil over with lethal gas at regular intervals.

Vent, Steam

Natural stalagmites sitting atop underground pools of boiling water can form steam vents when the pressure beneath grows so powerful that it blasts through the natural rock above. When this happens clouds of billowing, heated steam shoot forth from the newly-formed steam vent. Steam vents are rarely encountered individually but, rather, in groups of six or more, each about 5 feet apart. The cloud from a steam vent expands out to fill an area approximately 15ft in diameter.

Anyone entering a cloud-filled square suffers 3d6 points of damage per round from the intense heat of the steam.

A steam vent can be capped, though if it is the underground pool's only release the cap will be blown off again within d hours. Capping a steam vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent requires a full round.

SECTION VI: MUTATIONS

INTRODUCTION

Traditionally, mutations are used in after the (nuclear) holocaust RPGs. However, mutations could be used in other games by rethinking the cause. For example, instead of being caused by exposure to high levels of radiation, mutations in a campaign could be caused by exposure to high levels of "chaos" or to extreme levels of magic (perhaps areas where strong ley lines cross or larger amounts of magic were once used (e.g., the creation of a true artifact). The rules for mutations are the same no matter how they are caused.

RADIATION

No matter what radiation actually is in the campaign (nuclear fallout, strong areas of chaos, strong areas of magic, etc.), areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a save vs death is made. A new save must be made every hour. Radiation does both Hit Point damage equal to the damage rolled (And Wound Point damage equal to the number of dice rolled if the optional Hit Points and Wound Points rules are in use; however, those affected by Radiation are allowed a second save vs death save to avoid the Wound Point damage).

Those who take radiation damage during a day must roll their mutation chance using the highest level of radiation they were took damage from that day by rolling a d20 against the mutation chance for the level of radiation, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

Radiation Level	Effects
Low Level	Save Modifier: 0 Damage: 3d6 Mutation Chance: 19
Medium Level	Save Modifier: -4 Damage: 5d6 Mutation Chance: 18
High Level	Save Modifier: -8 Damage: 8d6 Mutation Chance: 17

Mutations can be handled in two ways. The basic method is short and simple. The Advanced method has much more detail. One method isn't better than the other. Which method to use depends on the importance of mutations in your campaign. In some settings it might even make sense to both methods. For example, the Basic Mutation rules might be used for PCs and NPCs who suffer mutation from radiation while the Advanced Mutation rules are used to create mutated animal and monster species that generally breed true.

MUTATIONS (BASIC)

Mutations: The following random tables can be used to determine mutations of beings mutated by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.

Random Mutation Table

d10 Mutation Description

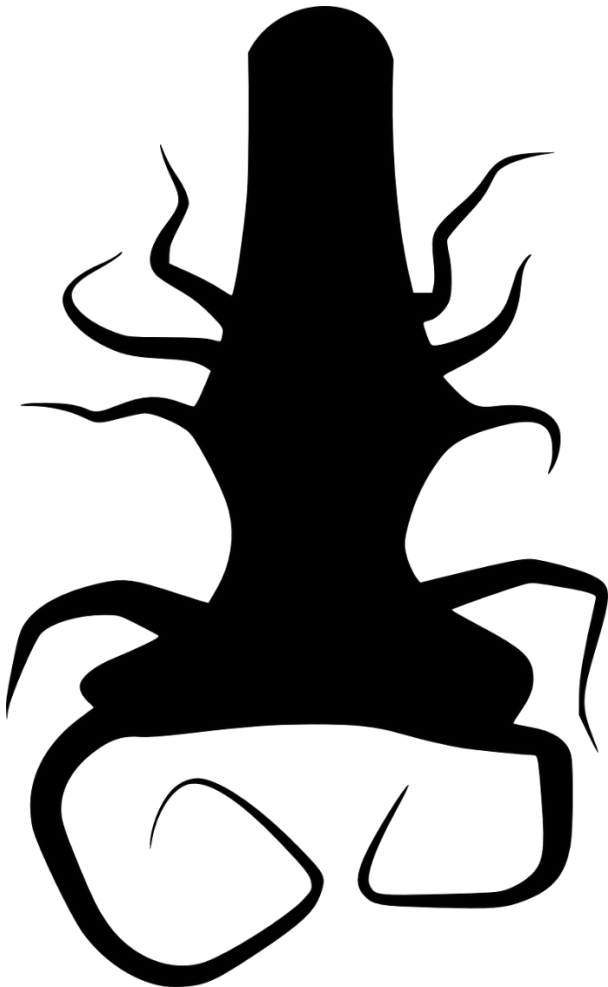
- 1 Amazing Stat - +1d6 to one stat: 1: STR, 2: CON, 3: DEX, 4: INT 5: WIS, 6: CHA
- 2 Amazing Defense - +1d6 to AC
- 3 Tougher - +2 Hit Points per level
- 4 Immunity - Takes no damage from: 1: Fire, 2: Cold, 3: Acid, 4: Poison, 5: Radiation, 6: Electricity, 7: Sonic, 8 Psionic
- 5 Better Senses - One sense is vastly superior 1: Sight, 2: Hearing, 3: Smell, 4: Low light (30'), 5 Thermal: (30'), 6: Blindsight (30')
- 6 Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d6 + WIS mod)
- 7 Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1: Fire, 2: Cold, 3: Acid, 4-6: Normal physical damage. Activation required.
- 8 Psionic Attack - Mental attack that inflicts 1d6+INT bonus up to 30'; source: 1: Fire vs. AC, 2: Cold vs. AC, 3: Sonic vs. AC, 4: Elec. vs. AC, 5: Psionic vs. MD, 6: Empathy (no damage, read & manipulate emotions, 7: Telepathy (no damage, read thoughts/mental communication), 8: Illusion (no damage, audio and visual illusions only the target can see). Activation required.
- 9 Special Mutation – 1: Extra Arms (hold extra weapons or shields), 2: Bigger (use med. Weapons as light and 2-hnd as med.), 3: Prescient (+1 surprise, +4 initiative, 4: Aquatic gills & webbed digits), 5: Psychic Shield (A) (entire party may use mutant's MD for defense), 6: Regeneration (heals 1 hp/minute as long as alive), 7: Faster (+1 Action Point), 8: Telekinesis (A) (lift 100 lbs. +100 lbs./ Mind bonus), 9: Special Move (A) 60' (teleport, fly, jump, etc.), 10: Player's choice. (A) means Activation required.
- 10 Player's Choice - Player may choose specific mutation subject to Referee approval (i.e., Immunity to Fire).



Random Defect Table

d10 Defect Description

1	Terrible Stat -1d6 to one stat: 1: STR, 2: CON, 3: DEX. 4: INT 5: WIS, 6: CHA
2	Poor Defense -1d6 to AC
3	Weaker -1 HP per level (min 1hp/level)
4	Vulnerability - Take x2 damage from: 1: Fire, 2: Cold, 3: Acid, 4: Poison, 5: Radiation, 6: Electricity, 7: Sonic, 8: Psionic, 9: Stun, 10: Player's choice subject to Referee approval.
5	Diminished Sense - One sense is much poorer: 1-2: Vision, 3-4: Hearing, 5-6: Smell, 7: Taste, 8: Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1d6 to Strike Speed and movement
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1: Ferrous Metal, 2: Non-ferrous Metal, 3: Certain Animals, 4: Sunlight, 5: Insect bites, 6: Alcohol, 7: Chemical, 8: Player's choice
9	Special Defect – 1: Hemophilia (-1 hp/round after taking combat damage), 2: Narcolepsy (falls asleep at very inconvenient times), 3: Phobia (intense fear of specific creature, condition or environment), 4: Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st round of combat), 5: Smaller (cannot apply STR bonus to melee damage rolls; penalties still apply); 6 Player's choice
10	Player's Choice - Player may choose specific Defect subject to Referee approval (i.e., Vulnerability to Sonics, or)



MUTATIONS (ADVANCED)

Mutations are divided broadly into Human/Animal Mutations and Plant Mutations. Human/Animal Mutations are further divided into Physical Mutations and Mental Mutations. These categories are subdivided into Beneficial Mutations and Mutation Drawbacks. Unless otherwise noted, most mental mutations, when used in an offensive capacity, require a successful attack roll.

Random Mutation Determination

Mutant characters of human or animal stock will have a random number of physical and mental mutations. Roll 1d4 for each category, and this is the number of Physical Mutations and Mental Mutations the character has (up to 8 total). Mutant Plant characters have 2 plant mutations and 1d6 human/animal mutations. All androids have any 3 mutations.

At the Referee's discretion, a player may choose to have fewer mutations than the number rolled or may even be allowed to choose mutations. For some games, the Referee might decide that some mutations are off limits, and will provide a selection of mutations that can differ from the ones presented here.

This system assumes a character that has his or her mutations out of a random fluke. However, there can be "breeds" of mutant humans, animals, or plants that have specific mutations that are passed on, so that a character is a representative of a "race" rather than a unique individual. These "races" may be created with the Referee, or the Referee may already have races designed that are appropriate for his or her game. These mutations may also be used to create or modify mutant monsters.

Human/Animal Mutations

Physical Mutations

D100	Physical Mutation
Beneficial Mutations	
01-02	Aberrant Form
03-04	Chameleon Epidermis
05-06	Complete Wing Development
07	Density Alteration (Self)
08-09	Dermal Poison Slime
10-11	Dual Headed
12-13	Dwarfism
14-16	Echolocation
17-18	Energy Ray
19	Energy Retaining Cell Structure
20-21	Epidermal Photosynthesis
22-23	Fragrance Development
24-25	Gigantism
26-27	Increased Balance
28-29	Increased Physical Attribute
30-31	Increased Sense
32-33	Metamorph
34	Natural Armor
35-36	Night Vision

D100	Physical Mutation
37-38	Optic Emissions
39	Parasitic Control
40-41	Prehensile Tail
42-43	Quickness
44-45	Reflective Epidermis
46	Regenerative Capability
47-48	Shriek
49-50	Spiny Growth
51-53	Thermal Vision
54	Toxic Weapon
55-56	Ultraviolet Vision
57	Unique Sense
	Drawbacks
58-59	Albinism
60-61	Bizarre Appearance
62-63	Epidermal Susceptibility
64-65	Frailty
66-67	Hemophilia
68-69	Increased Caloric Needs
70-71	Obese
72-73	Pain Insensitivity
74-75	Pain Sensitivity
76-79	Pituitary Deformation
80-83	Poison Susceptibility
84-86	Prey Scent
87-88	Reduced Immune System
89-90	Reduced Oxygen Efficiency
91-93	Sensory Deficiency
94-95	Simian Deformity
96-98	Slow Mutant
99-00	Vision Impairment

Mental Mutations

D100	Mental Mutation
	Beneficial Mutations
01-03	Ability Boost
04-05	Accumulated Resistance
06-08	Acute Hyper Healing
09-10	Ancestral Form
11-13	Body Adjustment
14-15	Combat Empathy
16-18	Control Light Waves
19-20	Control Weather
21-23	Damage Turning
24-25	Density Alteration (Others)
26-27	Disintegration
28-30	Dual Cerebellum
31-33	Empathy
34-35	Flight, Psionic
36-38	Force Screen
39-40	Force Screen, Greater
41-42	Increased Willpower
43-45	Intellectual Affinity
46-47	Killing Sphere
48-50	Know Direction
51-53	Mental Barrier
54-56	Mental Phantasm
57-59	Metaconcert
60-61	Mind Thrust
62-63	Neural Telekinesis
64-66	Neural Telepathy
67-68	Plane Shift
69-70	Possession
71-72	Precognition
73-75	Mind Reflection
76-78	Quick Mind
79-80	Teleport

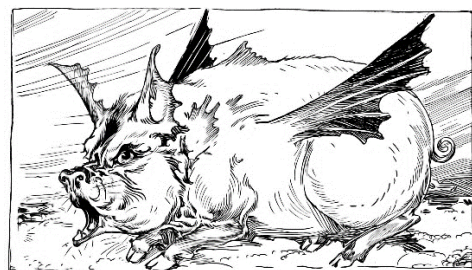
D100	Mental Mutation
81-82	Temperature Control
83-85	Vampiric Field
	Drawbacks
86-87	Atrophied Cerebellum
88-89	Dual Cerebellum (Defective)
90-92	Mind Reflection (Defective)
91-93	Negative Empathy
94-95	Phantasmal Damage
96-98	Phobia
99-00	Weak Will

Plant Mutations

Note that plant mutations, like other mutations, may be used by the Referee to construct monsters. These mutations are written with NPCs, monsters, and PCs in mind. As a result, they will have slightly different guidelines depending on how they are used.

D100	Plant Mutation
	Beneficial Mutation
01-04	Abnormal Size*
05-07	Accumulated Resistance
08-10	Animal Limbs or Organs
11-13	Animate Seeds*
14-16	Carnivore
17-19	Chameleon Metamorph
20-23	Dermal Acid Sap
24-27	Dermal Poison Sap
28-30	Electric Charge Generation
31-33	Flight
34-36	Fragrance Development (Plants)
37-39	Free Movement*
40-42	Full Senses*
43-45	Grenade-like Fruit
46-48	Injected Poison Sap
49-51	Natural Armor (Plant)
52-54	Natural Vegetal Weapons
55-57	Poisonous Spores
58-60	Prehensile Tendrils
61-63	Projectile Thorns
64-67	Radioactive Emissions
68-70	Reflective Cellular Structure
71-73	Shriek (Plant)
74-77	Thermal Emissions
78-80	Tripping Tendrils*
81-83	Vegetal Parasite
	Drawbacks
84-86	Nocturnal
87-90	Prey Scent
91-94	Reduced Fertility*
95-00	Thermal Sensitivity

*These mutations are either inappropriate to PC/NPC plants, or are assumed to already be present on all PC/NPC plants.



Physical Beneficial Mutations

Aberrant Form

This mutation covers a wide array of effects over the entire bodily structure of the mutant. Roll 1d8 to determine the nature of the mutation.

1-2 Enlarged Parts: Some aspect of the mutant's body has grown to an abnormally large size and, as a result, has increased functionality. Because this is a benefit all limbs and organs are assumed to be affected in concert (i.e., both arms, both legs, etc.). For example, this mutation could manifest as a +1, +2, or +3 to damage if arms are larger than normal, or +60 to movement for longer or larger legs.

3-4 Xenomorphism: The character gains a unique organ/limb with a new function, such as an extra pair of eyes on stalks, a prehensile proboscis, a limb or body part from another species, or a set of tentacles that act as extra arms. An extra body part from another species may (50%) be equipped with a *natural weapon*.

5-6 Extra Parts: Any organ or limb that is normally present may be multiplied. An extra normal organ (extra heart, extra set of lungs) may be acquired, which could increase CON by +1. To generate a random number of a given body part roll 1d4+1 and multiply by that number, or a number may be selected. The brain and/or head cannot be duplicated by this mutation.

7-8 Natural Weapon: The mutant is equipped with a natural weapon, such as horns, teeth, or claws (select at character creation). These will inflict damage as determined by rolling 1d6; 1-2 1d3, 3-4: 1d6, 5-6: 2d6. The character may only attack once per round with a *natural weapon*, unless he possesses more than one attack per round. A *natural weapon* may (25%) be equipped with a *toxic weapon*, such as poison.

Chameleon Epidermis

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color. In effect, this allows the mutant to subtly change colors on a cellular level. The being may hide, if stationary, almost as if invisible. The color change takes place immediately, and requires no concentration by the mutant. The Referee should assign a percentage chance, based on the situation, that the mutant will not be noticed when using this camouflage. In complete darkness or thick cover, the percentage could be 95%, while in daylight if the character is unmoving it might be 50%.

Characters wearing heavy armor or are fully garbed receive no benefit from Chameleon Epidermis.

Complete Wing Development

The form of fleshy membranes, feathery wings, bat-like extremities, or even scaly or insect-like versions. With these wings the character can fly with a movement of 120'. The mutant may fly while carrying only 25% of his body weight. Creatures over 150 pounds cannot use these wings for flight, but they leap to a distance of 120', with a maximum height of 80'.

Density Alteration

This mutation grants the ability to instantly alter body density, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size, and maximum shrinkage to 1/8 original body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and reduces movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 2) and doubles movement. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

Dermal Poison Slime

The mutant is covered in a thick goopy slime (like a frog) that is poisonous to those who touch or attempt to ingest the mutant. The Referee will decide the effect of the poison in the slime. Successful bare-hand attacks and bite attacks against the mutant require the attacker to attempt a saving throw versus poison. Bare-hand attacks made by the mutant have the same effect.

Dual Headed

The mutant has developed a second head next to the first. He can only be surprised on a roll of 1 on 1d6. Roll one die for each head whenever using senses (listening, looking for traps), choosing the best result.

Dwarfism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially decreased size and body weight.

To figure out the character's size, start with a base of 6 feet. Roll 1d4+1 and subtract the result from 6 to get the height of the character in feet. This will give a range from 1 and 4 feet.

The character's diminutive size makes it harder to damage opponents, but also makes it more difficult for opponents to land successful blows on the mutant, since he presents such a small target. A dwarf mutant has a +1 to hit targets of human sized or larger with a non-powered hand weapon. He does -1 to damage for every 1' shorter than he is from 3 feet, with an equal reduction (improvement) of AC for each foot he is shorter than 3'.

Echolocation

The mutant has the ability to gather information on his surroundings by using a type of natural sonar. The mutant must emit a noise (some kind of clicking or speech will do), which then reverberates off of the surface of any surrounding objects or creatures, is picked up by an external sense organ and translated into a rough, colorless picture of all objects in the mutant's surroundings. This allows the character to interact with the surroundings as if he has sight, even if he does not have eyes or regular sight is obscured. This does not allow the mutant to see through objects, nor will it allow him to read text or see pictures. This works for a range of 90 feet, or 270 feet if the character also has the *increased hearing* mutation. Mutants with this ability will have a better chance of striking an opponent, receiving a +2 to hit in combat.

Energy Ray

Every 3 rounds, this mutation grants the ability to emit a blast of energy (roll 1d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity) from the hands (or other upper appendages) that inflicts 4d6 hit points of damage to a distance of 50 feet. The type of energy must be chosen when the mutation is acquired.

Energy-Retaining Cell Structure

The mutant's body has a higher than normal level of electrical energy coursing through his body, energy which he can focus into a shock capable of damaging opponents who touch him. This electrical shock does 3d6 hp damage.

Epidermal Photosynthesis

Characters with this mutation get energy from the sun, processing it through their bodies as though it were food. If they spend long periods of inactivity in direct sunlight, they will be able to heal wounds more quickly (4x) than the regular healing rate. When they are out of the sun (i.e., at night or in a dark cave) they are forced to move more slowly in order to conserve their rapidly depleting energy. This reduces their movement to 50% of the normal rate. Such characters are also more susceptible to cold and heat, and they suffer a -2 penalty to saving throws versus cold or heat based energy attacks.

Fragrance Development

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form-spores, for instance. Once per day the mutant can emit a scent that forces up to 8 HD of creatures, or any single creature with less than 13 HD within 15 feet to save versus poison or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends.

Gigantism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species.

The original size is based on a 6 foot height. Roll 3d6, adding that many feet to the size of the mutant, achieving sizes between 9 and 24 feet. The mutant gets a bonus to damage, based on his height. Note that all mutants with gigantism suffer a -1 penalty to hit creatures 3' tall or smaller.

Gigantism Modifiers

Height	9 foot	12 foot	18 foot	24 foot
Damage Die Bonus	+1	+2	+3	+4

*The Damage Dice Bonus is only applicable to non-powered hand weapons.

Increased Balance

The character will never fall or stumble, and can climb almost any surface without being in danger of losing balance.

Increased Physical Attribute

One or more physical attributes is increased. Roll 1d6 to determine the specific effects.

1-2 *Increased Strength*: The character can summon bursts of great strength, dealing an extra 3d6 when damaging an opponent with a hand-to-hand weapon.

3-4 *Increased Dexterity*: The character's AC is adjusted by -2. This bonus is cumulative with any other DEX bonuses.

5-6 *Increased Constitution*: The character receives Constitution x2 in extra hit points, and receives +2 to all saving throws versus poison.

Increased Sense

One or more senses is very acute, allowing the mutant to sense things others may not. Roll 1d10 to determine the sense.

1-2 *Increased Vision*: This allows the mutant to see things as far as 3 miles away if there is a clear line of sight. This mutation comes with the benefit of *ultraviolet vision* and *night vision*.

3-4 *Increased Hearing*: A character may distinguish even the quietest sounds at a range of 180 feet. This also allows the mutant to pick out sounds from a jumble of noises. Mutants with *increased hearing* cannot be surprised because they will always hear any movement in their vicinity, and they can listen at a door with success on a roll of 1-5 on 1d6.

5-6 *Increased Smell*: A mutant with this mutation can pick up scents at 180 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures that are upwind can never surprise this character.

7-8 *Increased Touch*: This increased sense grants +2 to saves to use advanced technology.

9-10 *Increased Taste*: This ability does not have a range, but it ensures that a character cannot be poisoned and will always be able to tell by tasting whether something is capable of being eaten for nourishment.

Metamorph

The character can choose (when the mutation is acquired) another creature that he or she can transform into. The character does not gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This physical change (in either direction) takes 2 full rounds of inactivity before it is complete.

Natural Armor

This mutation indicates that the character has grown a natural defense mechanism over the entire body. It can be thick fur, scales, a shell, or even rubbery skin. This armor is moderate (1-3 on 1d6) or extreme (4-6 on 1d6). Moderate armor grants an AC of 6 [13], while extreme natural armor grants an AC of 4 [15], but reduces movement to 75% of its regular rate.

Night Vision

Individuals with this mutation can see in complete darkness to a range of 60 feet by utilizing minute amounts of available light. Vision is in black and white only, and does not function in utter darkness underground, since some small light must be present (starlight, moonlight), even if it is so dim normal sight does not perceive it.

Optic Emissions

This mutation takes two forms. Roll 1d6, and on a roll of 1-3 the mutant character receives the ability to project a flash of very bright light from the eyes (*bright eyes*), blinding an opponent within 30' for 1d4 rounds. This blindness causes the opponent a penalty of -4 to attack rolls and increases his armor class by 4. This ability is useful regardless of daytime or nighttime. On a roll of 4-6, the character has the ability to discharge a burst of radiation from the eyes (*gamma eyes*), that can reach 30' for 3d6 damage.

Parasitic Control

If the character can attack and latch onto another creature for 3 rounds, he or she will maintain control over the creature as long as the two are in physical contact.

Prehensile Tail

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an "additional limb".

The tail can grapple objects like a hand (much like a new world monkey's tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation might be a +2 bonus to Dexterity checks when climbing or balancing (+4 if climbing trees), etc. The tail can also be used in more mundane ways, such as holding a light source, so the character can employ both hands to fight. The tail cannot use weapons or hold a shield, however, as it is not quite that dexterous.

Quickness

This mutation makes the mutant much quicker in all respects. Movement speed is doubled, mental tasks take half as long to accomplish, and the character may attack two times per round in physical combat (not mental combat).

Reflective Epidermis

The character's skin is essentially impenetrable to a particular form of energy. When this mutation is acquired, roll 1d8. A roll result of 1-2 is electricity, 3-4 is heat, 5-6 is cold, and 7-8 is radiation. The mutant will never suffer damage from this energy source.

Regenerative Capability

When provided with proper rest and food, this mutation allows the character to recuperate from injury at a staggering rate. Given time, mutants may re-grow severed limbs.

The character heals 10 extra hit points per day. If he should be so unfortunate as to lose a limb or extremity (and survive), the lost body part will regenerate over a period of 1d4+2 weeks. A

head may never be regrown, and characters do not regenerate from death.

Shriek

The mutant's vocal cords are substantially altered, allowing him to produce sounds both above and below the normal human auditory range. The culmination of this ability seems to be a focused shout, using the sonic vibrations on everyone in the immediate vicinity of the mutant.

Once per day, the mutant can let out a horrible shriek that affects everyone within a 10' radius of him. Targets in the area of effect must save versus stun attacks or take 1d6 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save are unaffected. Mutants with the mutation *echolocation* suffer a -2 penalty to save.

Spiny Growth

Parts of the mutant's body are covered with prickly spines, which may be small, medium, or large. Roll 1d6 at character generation to determine the size. Small spines (1-2) inflict 1d3 damage, medium spines (3-4) inflict 1d6, and large spines (5-6) are capable of inflicting 1d6+2 damage. Any type can be removed and thrown as a dagger. With a little effort, the small spines are capable of being hidden beneath normal clothing, but the medium and large spines are virtually impossible to conceal because of their size.

Thermal Vision

The character can see the heat generated by living beings, heat-emitting weapons, or other natural heat sources. This vision functions to a distance of 60' if the mutant has ordinary vision as well, or to 90' if thermal vision is the only form of sight the mutant possesses (the eyes emit infrared radiation to boost the distance). If a mutant has ordinary vision and thermal vision, the thermal vision is only usable in darkness, and it takes 1 round to transition between them. Immense flashes of heat or those coming from close proximity to the character can be overwhelming, blinding the character for 2d4 rounds.

Toxic Weapon

The character is endowed with a weapon that is toxic to those affected by it. This could be in the form of a gas that affects everyone in a specific radius, a spray that can affect a specific target, or a bite/sting that affects a target at a range of touch. Some common types of toxic weapons are paralyzing venoms, blinding gasses or sprays, and acidic bodily fluids. The range or radius of the attack is up to 30'. The Referee will determine the effects of the attack when the mutation is acquired. In general, no attack should exceed 10d6 in damage (with the exception of poisons that may inflict death).

Ultraviolet Vision

The character can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes gamma radiation, x-rays, and other high intensity radiation. As a result, a character with this vision can see if areas have a high level of background radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a mutant has ordinary vision and *ultraviolet vision*, the *ultraviolet vision*

is only usable in darkness, and it takes 1 round to transition between each form.

Unique Sense

The mutant with a unique sense may detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to “feel” radiation to a distance of 60’, “smell” water within a mile, or sense when certain kinds of weather are imminent. The player and Referee may devise an appropriate sense, and what its range will be. Some senses may have corresponding new organs.



Physical Mutation Drawbacks

Albinism

This mutation prevents the formation of melanin. The mutant's hair and skin are bone white, and his eyes have light pink irises. Due to the lack of pigment in the eyes, the being is highly sensitive to light, and suffers a -2 penalty to hit when in daylight.

Bizarre Appearance

This mutation can take a number of forms. The character's hair color, eye color, skin color (or any combination) can be a color not normally found in humans/animals. Odd hair colors might be light red, unusually fair blond, white, platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Other mutations are possible, such as scales instead of skin, general cosmetic deformity, or general animal-like deformity. Whatever the abnormal condition, it is clear that the mutant is not a normal human or animal.

Epidermal Susceptibility

The epidermis of the mutant becomes defective in some way, either causing 1d6 hp of damage for coming into contact with usually harmless substances (such as water), or adding +1 per die of damage caused by specific injury, such as by fire, radiation, slashing weapons, or penetrating weapons.

The mutation can also be something that constantly creates a serious inconvenience for the mutant, such as glowing skin, uncontrollable pigment shifting, or skin that always attracts certain kinds of vermin or larger creatures.

Frailty

This is a highly variable mutation, and can be used to create any number of body weaknesses. Examples include brittle bones or susceptibility to bruising. These would increase damage by falls or other blunt force trauma by a degree decided on by the Referee. However, damage should usually be increased no more than by +3 per die of damage.

Hemophilia

The mutant's white blood cells are diminished in count, preventing him from healing as quickly as a normal specimen of his kind. This mutant may only naturally heal every other day. Once the character is injured, he begins to bleed profusely, losing 2 hit points per round until the wounds can be properly bandaged.

Increased Caloric Needs

This drawback requires the character to eat twice the normal amount of food daily. During times of vigorous activity, this need becomes more acute. For every 5 rounds of vigorous activity, the character must eat for 1 round or lose 2 hit points and 1 point of STR each melee round until he eats again or until the activity stops. All losses will be regained at an equal rate for each round that food is consumed, until all loss of hit points and STR is regained.

Obese

The character suffers from obesity, and his weight is twice that of an average individual of his species. The Referee may apply encumbrance or combat modifiers when it seems as though the character's size would interfere with his abilities in any way. It is also possible to choose one body location and declare that the fat accumulates there, giving one or more limbs a grotesque, bloated shape compared to that of the rest of the body.

Pain Insensitivity

The character lacks the awareness that living creatures normally possess with regard to their bodies and immediate surroundings. The character does not feel pain when injured, even if a weapon has penetrated his body. The character will not be able to tell how much damage he has sustained without making a visual checkup of his entire body. The Referee should keep track of the mutant character's hit points and only give the information to the player when they make said visual check.

Pain Sensitivity

The character's nervous system is very susceptible to injury, resulting in all damage to the character being doubled.

Pituitary Deformation

This defect indicates the pituitary gland of the mutant has been deformed by mutation, causing unnatural aging.

A character with this defect appears much older than he really is, generally two to three times his actual age. Lifespan is also hindered by this deformation, resulting in a maximum natural lifespan of 40-50 years.

Poison Susceptibility

This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

Prey Scent

The mutant's body sends out waves of scent that will attract predators. The Referee may increase the occurrence of wandering monsters, at his discretion.

Reduced Immune System

Whenever the character falls ill, whether it is from infection caused by combat/misadventure, or airborne infectious diseases, the character suffers an extra 10 hp of damage per day. If using the optional Disease rules characters with this mutation suffer a -4 saving throw adjustment against diseases, and the duration is doubled.

Reduced Oxygen Efficiency

This mutation makes it harder for the character to get oxygen into the circulatory system. This means that, after any amount of extended physical activity (including combat) lasting more than 5 rounds, the character must rest or fall unconscious for 3d6 rounds. Further, when exploring ruins these characters need to rest for 1 turn after 3 turns of exploration. See "Rest" in the Adventuring Rules section.

Sensory Deficiency

This mutation indicates that the character suffers from either blindness or deafness (50%).

Simian Deformity

A mutant who suffers from this mutation has an altered appearance that mimics that of the great apes (such as gorillas and chimpanzees) - shorter legs, quadrupedal, and elongated arms that permit the knuckles to touch the ground and aid in movement.

The character's shortened legs reduce his base speed to 2/3 normal. However, if all 4 limbs are used to move (arms and legs), his speed is normal. A character using his arms to assist movement cannot be wielding a weapon or carrying items in his hands.

Slow Mutant

This mutation makes the mutant much slower in all respects. Movement speed is halved, mental tasks take twice as long to accomplish, and the character may attack once every other round.

Vision Impairment

This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the mutant to discern objects more than 50 feet away. Characters with this mutation have a -2 to hit in combat.



Mental Beneficial Mutations

Ability Boost

Once per day the mutant is capable of concentrating his mental energy to such a degree that one of his abilities is doubled for 1d10 consecutive rounds, or he gains +1 to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

Accumulated Resistance

Through years of exposure to a certain substance (chemicals or radiation, for instance), or concentrated form of energy (such as heat, cold, or light) in the mutant's environment, a resistance against said source has been accumulated, allowing the mutant to take more damage from one of these sources.

This mutation gives the mutant a hit point reserve equal to his total hit points. This hit point reserve is used to take damage from the substance he is resistant to before it begins to affect his regular pool of hit points. This separate pool heals in the same manner and at the same time as the character's hit point pool, even if that rate is changed by other mutations such as *acute hyper healing* or *body adjustment*.

Acute Hyper Healing

The character may concentrate his mental energies to allow him to heal 4x the normal rate. He will also be free from physical pain and fatigue for up to 24 hours. This power may be used once per week.

Ancestral Form

This mental mutation can reduce an opponent's mutational capabilities, eventually removing all forms of mutation and returning it to its original, unadulterated form. On each round after a successful mental attack with this mutation, the target has one mutation removed permanently (randomly determined), until none are left. Rarely (5%), this power allows a powerful mutant to regress a pure specimen further down the evolutionary line, to a previous stage of its evolution. For example, a pure human might become a dimmer-witted *Homo erectus*, and onward. This attack may only be attempted for the duration of one encounter, whether it succeeds or not, and cannot be used again for 1 week.

Body Adjustment

The character can heal all of his hit points once every 24 hours. In addition, if the character is in a life or death situation, this mutation can double his physical attributes (Strength, Dexterity, movement) for 3d10 rounds.

This power may only be used 1d4 times per week (roll at character creation).

Combat Empathy

The character is so attuned to the minute body language of others that he can tell what they are going to do before they do it. This gives him a +1 to hit in combat, and +3 hp damage per damage die rolled in a successful attack.

Control Light Waves

The character can control light, creating a number of interesting effects. He can bend light around himself, becoming invisible, or he may remove all light from a small area (10' radius) at a range of 30 feet. He may also completely dissipate laser fire anywhere within this 30' range. All of these effects require concentration, such that the mutant may move at full speed but not attack when concentrating on using this mutation.

Control Weather

The mutant can change the weather in the local area. It takes 1 round to use the mutation and an additional 1d4 rounds for the effects to manifest. The mutant calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The mutant controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather-where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Damage Turning

This mutation allows the character to return any incoming damage to the origin of the attack. For this power to work the mutant must use every bit of his concentration, taking no other actions. Any movement of more than one or two small steps will cause this power to fail.

The power gradually builds up, allowing 3d6 hp worth of damage to be turned the first round. This increases by 1d6 per round up to a maximum of 20d6 hp worth of damage. The mutant only takes damage that is above his current hp level of damage turning. For instance, in the first round the character rolls 3d6, with a result of 14. He may turn up to 14 hp of damage the first round. The next round he adds 1d6 to the current running total of 14. He can keep the power working as long as he remains still and concentrating, and he may maintain concentration when he receives damage. The mutant cannot turn attacks that cause no damage. If such powers are successful, they can interfere with this ability if they break the mutant's concentration.

Density Alteration (Others)

This mutation grants the ability to instantly alter the body density of a target, thus shrinking or enlarging, with maximum enlargement up to twice the natural body size. Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and movement by 1/4. Becoming twice as large increases

armor class by a multiple of two (to a maximum of 10) and divides movement in half as well. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

This mutation has a range of 90 feet, a duration of 1d4 turns, and cannot be used on the mutant who wields it.

Disintegration

With this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the mutant is instantly rendered unconscious, with 1 hp left. The total weight that may be disintegrated is INTx10 pounds and the range is 90 feet.

It is more difficult to disintegrate dense materials. Multiply the mutant's INT by 3 to find the percentage chance of disintegrating metals and stone, or by 5 to figure out the percentage chance of disintegrating wood or living material.

Once the mutant has used this power, the Referee must determine, via a secret 1d6 roll, how many days it will be before the power may be used another time.

Dual Cerebellum

The character has 2 fully functional brains that work in concert. The mutant receives a bonus of +2 to saves to use advanced technology, and the character receives one extra random mental mutation that belongs to the extra brain. Both brains have identical INT and WIS. Having two brains also helps to protect the mutant from mental attacks. Whenever the character is the subject of a mental attack, the attacker must successfully attack each brain.

Note that a character with two brains may or may not have two heads. One brain may be located in an unexpected part of the body, or as part of a small, sickly or undeveloped conjoined twin.

Empathy

The character can attune himself to the emotions of other beings and is capable of instilling emotions in creatures who are successfully attacked with this mutation. This mutation has a range of 90 feet.

Flight, Psionic

The character may fly through the air with a movement of up to INT x 10. Any encumbrance will hinder the movement by reducing the speed at a level set by the Referee.

Force Screen

This mutation allows the character to create an invisible field of energy that is difficult to penetrate. The force screen is close to the mutant's body, extending only a few inches from his skin. It is capable of taking 5d6 hp worth of damage (the Referee determines this secretly each time the power is used) before it collapses, leaving the mutant unprotected. The power may only be used once per day.

Force Screen, Greater

This force screen can be used at a range of 4', and is capable of enclosing other creatures. It can take 5d6 hp worth of

damage before it collapses (the Referee determines this secretly each time the power is used), and can be used once per day. It can also be employed in the same manner as the regular force screen.

Increased Willpower

The mutant gains 4 points to his INT, and gains a bonus of +2 to saves to use advanced technology.

Intellectual Affinity

Thanks to advanced thinking capabilities, the mutant gains one of the following abilities (roll 1d6):

1-2 *Martial Affinity*: +4 to hit in combat and +1d6 damage.

3-4 *Tinkerer Affinity*: Bonus of +4 to saves to use advanced technology. The character may also make weapons that do extra damage, up to +4. These weapons take an extra-long time to build.

5-6 *Bartering Affinity*: +3 Charisma when trying to sell an object, and any object sold will yield up to a multiple of 1d4+1 in profits if the person being bartered with can afford it.

Killing Sphere

This powerful mutation allows the mutant to generate a 25' radius sphere of deadly mental energy centered on the mutant. Within this sphere of energy all creatures except the mutant (friend or foe!) have their hit points reduced to 1 point, and must save versus stun attacks or be knocked unconscious for 1d10 rounds. After using this mutation, the mutant is exhausted from the force of the mental exertion and may move at full rate but not attack for 2d10 rounds.

Know Direction

The character is incapable of being lost, even if all other senses are somehow nullified. He will always be able to find a location where he has been previously, and will know its relation to any location in which he currently resides.

Mental Barrier

Any mental attacks against this mutant receive a -4 penalty to their attack roll. A character with this mutation gains the ability to sense other creatures that have mental mutations at a range of 90 feet. This secondary ability does not require a roll.

Mental Phantasm

With this power, the mutant is capable of creating a realistic, illusory environment in the mind of another conscious creature. These visions are realistic to all senses but touch. Once the target tries to make physical contact with any element of the phantasm it dissolves into reality.

Metaconcert

This ability allows the mutant to link its mind with other mutants of a similar type or those who have the same mental mutation. These include those with the Metaconcert mutation, or other mental mutations that facilitate control between the minds of two beings. The mutant may combine his INT with the INT of other mutants for conducting a mental attack, or some other joint purpose.

Mind Reflection

The mutant may reflect any mental attack he experiences back at the attacker, but he still suffers the effects of the attack. He may only reflect a power that he has been successfully stricken by, and only as many times as he has been stricken by it. The reflected power strikes the mind of the attacker, and it can never target any other creature.

Mind Thrust

The mutant is capable of firing a bolt of pure mental energy into the mind of another creature, doing 3d6 hp damage at up to 50 feet. This ability takes time to recharge, and can only be used every second round.

Neural Telekinesis

With this mutation the character can lift or move INTx10 pounds using only the power of his mind. This ability does not extend to lifting the mutant, however. To the mutant, using this power feels like lifting the object with his strength, and so requires some concentration. This ability has a range of 50 feet, and can only be used to hold things for 5 rounds before the mutant becomes tired and must set the objects down. The mutant must rest for 5 rounds before using the power again.

Any use of this mutation on another creature, or objects carried by another creature, is considered a mental attack and must be handled accordingly.

Neural Telepathy

Using this ability, the mutant can connect his mind with another creature's mind and communicate directly, even if the two creatures speak completely different languages or are of different species. The range of this ability is 30 feet.

Plane Shift

This mutation grants the power to visit realities in other dimensions. These dimensions are accessed through temporary doors which the mutant creates using the power of his mind. These doors appear as large portals 10'x10' in size, and will last for 6 rounds or until the mutant closes them intentionally. Once entered, they cannot be exited without a mutant with this ability opening another door. The mutant can only choose to open doors to worlds he has visited before. Otherwise, the doorway leads to a random world of the Referee's choice and design. This ability only works once per week.

Possession

The mutant may wrest control over another creature's body, subjecting himself to all of the sensations the possessed creature experiences. If the creature dies while possessed, the mutant dies as well. During the time he possesses another body, the body of the mutant is unconscious and vulnerable to attack. He may relinquish control of the body at any time, and will return instantly to his own body.

This power works at a range of 50 feet, but once inside another body the possessor can travel any distance with no ill effects.

Precognition

The mutant is capable of seeing up to 3 minutes into the future, but only with respect to dangerous things that will affect him. If the future indicates that he is going to suffer some form of damage, he immediately suffers 1d6 hp damage. If he is confronted with a vision of his death or of suffering a grievous wound that would take more than ½ of his hit points, he suffers 2d6 hp damage and immediately enters a comatose state lasting 1 turn.

Quick Mind

The mutant is capable of learning how to use technology at a much higher rate of speed than other characters (in 1/3 the time), and receives a bonus of +6 to saves to use advanced technology. When confronted with a mental attack, an attacker must roll to attack three times, succeeding each time (roll three times for the one attack). Because of his incredible leaps of logic, a mutant with this ability has a 100% chance of figuring out whether someone is telling the truth.

Teleport

This ability allows the mutant to disappear from one location and appear in a location up to 20 miles distant without physically crossing the intervening space. If the mutant has never been to the location he is teleporting to or is only slightly familiar with it (Referee's discretion) he has a 25% chance of suffering 6d6 damage upon arrival as he teleports into a space occupied by another object, or misjudges some aspect of the location. If he is intimately familiar with his destination or has spent 2d4 hours conjuring an image of the location in his mind he can teleport safely.

Temperature Control

With this mutation, the character can raise or lower the temperature of a visible object within a range of 90 feet. The specific form of the power must be determined when this mutation is acquired (50% heat, 50% cold). The mental nature of this mutation requires concentration, and the effect is a graduated level of damage equaling 1d6 per round. The maximum amount of damage that can be dealt is 10d6 per round. The Referee will decide when an object or being combusts or freezes completely.

Vampiric Field

This mutation grants the mutant the ability to absorb the life essence (hit points) from all creatures (friend or foe) within a foot radius equal to 30+WIL. This power absorbs 2d4 hp per round from all creatures in the radius, and these absorbed points go into a separate reserve for the mutant. All damage to the mutant is taken from these reserved points until they are gone; after this point the mutant's regular hp begin to be affected. Stored hp will disappear after 24 hours.

Mental Mutation Drawbacks

Atrophied Cerebellum

The mutant’s brain has atrophied in certain areas due to a genetic birth defect. As a result of this mutation, the mutant suffers a one-time –2 reduction of INT and DEX, due to deterioration in mental capacity and coordination.

Dual Cerebellum (Defective)

The character has a second brain that hinders his thought processes. This brain has 1d4 mental mutations of its own (half of which should be defects, round up), which should be kept secret from the player until an opportunity to discover them comes about during play. This second brain may have an entirely different personality and motives than the character, and may try to foil the character’s actions at inconvenient times. This is up to the Referee’s discretion. This “Hyde” brain may attempt to take over the mutant’s body, as the mutation *possession*, once per month for a duration of 24 hours.

Mind Reflection (Defective)

This defect creates a chance that mental attacks attempted by the mutant backfire, causing injury to him instead of his enemy. The chance of this occurring is 25%.

In the case of powers that inflict no damage, the Referee should find some way to make the power backfire or become an inconvenience to the character.

Negative Empathy

The mutant sends out waves of negative mental energy, causing *anyone* with less than 17 Intelligence within a 90’ radius to have a 15% probability of attacking the mutant. Only one check is necessary per person until they leave the field and reenter it.

Phantasmal Damage

When the mutant is damaged, his mind radiates waves of negative energy in a feedback loop through his nervous system that causes the effective damage from an attack to be doubled.

Phobia

The mutant has an irrational fear of some creature or object. Whenever he comes face to face with the object of his fear, he flees immediately, throwing anything in his hands at the feared object/creature in an effort to distract or harm it. He will flee in the opposite direction at full movement for 1d4 rounds.

Roll 1d6 to find out what category his fear falls into. The Referee will flesh out the specifics.

D6	Phobia Type
1	Other technological (robots, vehicles)
2	Weaponry (energy weapons, other)
3	Animal
4	Plant
5	Ordinary object
6	Insect

Weak Will

The mutant’s willpower is weak. The mutant must save every hour to continue to perform long-term tasks unless those tasks are exciting.



Plant Beneficial Mutations

Abnormal Size

The plant is either much larger than normal or much smaller than the average specimen. Roll 1d20 and multiply or divide the plant's normal size by that number to arrive at the new abnormal size. See *dwarfism* and *gigantism* for potential size effects on combat.

Accumulated Resistance

With this mutation, the plant has learned to change its structure to gain complete immunity to any energy-based attack that it has experienced in the past, including heat, cold, electricity, radiation, or energy weapons.

Animal Limbs or Organs

This mutation gives the plant any kind of organs or limbs normally found in humans or animals. The player and Referee will determine the exact nature of the new limbs or organs.

Animate Seeds

This mutation allows the seeds of a plant to maneuver once away from the plant. The seeds can have their own plant mutations, but will grow up to have the same mutations as the adult plant that spawned them.

Carnivore

The plant has mouths that are capable of inflicting 1d8 damage with a bite. Roll 1d12 to determine how many mouths are on the plant.

Chameleon Metamorph

The plant can change color or shape in order to look like any other kind of plant, but the mass of the plant is unchanged. If the plant has a level of intelligence it can alter the color to benefit it in other ways as well (see *chameleon epidermis*).

Dermal Acid Sap

The plant's sap is a concentrated acid that will inflict 3d6 hp damage every round to creatures that come in contact with it.

Dermal Poison Sap

The sap of the plant is poisonous to creatures that come in contact with it or ingest it. The poison effects should be determined with a roll on the poison table.

Electric Charge Generation

The plant can use some of the excess energy not converted to food into a stored electrical charge capable of damaging creatures that come in contact with it. This electrical weapon does 4d6 hp damage, and must be recharged. The plant will be fully charged again after four rounds, and may deliver smaller shocks (non-damaging, but uncomfortable) every round if under constant harassment by predators or opponents.

Flight

The plant has developed some way of coasting on strong winds and, if the plant is intelligent, it may have actual winged flight. The method of flight is up to the ML. Perhaps the plant has grown special cupped leaves or a series of light tubules that make it structurally capable of flight. For winged flight by modified leaves, see *complete wing development* for movement. Otherwise, the plant's movement rate will be heavily dependent on wind speeds.

Fragrance Development (Plants)

The plant can send out a scent that is enticing to all living creatures. This scent can be smelled for a range of up to 5 miles in windy conditions, or 90 feet in regular conditions.

The enticing scent overwhelms any creature that fails a saving throw versus poison. Every creature so enticed will stay as close to the plant as possible and try to protect it, even to the point of fighting other creatures that draw near. Every 5 rounds anyone enticed by the plant's fragrance may make another saving throw. Until the victim is successful, he will stay near the plant until he dies from severe dehydration or starvation.

The scent itself deals no damage, but the plant may have other mutations capable of doing so.

Free Movement

The plant is capable of maneuvering on its own at standard movement. This may be through the use of leglike protrusions or by pulling itself along the ground with vines or other branches.

Full Senses

The plant is capable of utilizing one or more human senses, or other senses such as *sonar*, *thermal vision* or other unusual senses. It is up to the player and Referee to determine how the plant uses them. If this mutation is rolled more than once, one or more of the acquired senses may become increased as per the *increased senses* physical mutation.

Grenade-Like Fruit

Plants with this mutation have pods that are explosive and deal 2d6 hp damage to creatures within 10'. Upon exploding, the pod may also release radiation (50%) of a randomly determined class. The range for this mutation varies based on the size of the plant, and whether or not it is capable of moving under its own power. If the plant is incapable of movement, the pods simply drop near the base. If the plant is small (1'-2'), there is a 25% chance a dropped pod will explode. If it is a medium sized plant (3'5') there is a 45% chance, and if it is a tree-sized plant (6 ft. or beyond), there is an 80% chance of detonation when dropped. Extremely tall plants may have a 100% chance, or the Referee may declare that any size plant has a higher chance because of the chemical makeup of the pods.

Plants that are capable of movement can throw their own pods at a range determined by multiplying the plant's height x 10 feet.

Injected Poison Sap

The plant has a toxic sap that is injected when the plant's branches or vines are stepped on or otherwise blundered into. An intelligent plant with this mutation may use this as an attack each round. The class of the poison is determined randomly.

Natural Armor (Plant)

The plant has developed a thicker skin or shell that provides armor against physical attacks. In all other ways this mutation resembles *natural armor* from the human/animal mutations list.

Natural Vegetal Weapons

This mutation covers all types of aspects of a plant that could generally be considered "natural". This includes things like large thorns (up to 12 inches), or sharp leaves capable of cutting into flesh or clothing. While dangerous on their own, these will generally only affect characters that blunder into the plant unaware of its danger. When such weapons are attached to plants that are capable of attacking or moving their vines or limbs about, however, they become very dangerous indeed.

The types of weapons covered by Natural Vegetal Weapons can do 1d3, 1d6, or 1d6+2 damage. Determine randomly by rolling 1d6; 1-2 1d3; 3-4 1d6; 5-6 1d6+2. These weapons may have other effects decided by the ML. They may be passive, or attached to mobile vines.

Poisonous Spores

Whenever the plant is disturbed, it will emit a cloud of spores. These spores can cause any effect the player and Referee wishes. The most basic type of poisonous spore simply has a random class of poison, but others may be hallucinogenic, paralytic, or allergy inducing. All will allow a saving throw versus poison.

Prehensile Tendrils

These plant growths are capable of movement and a rudimentary sense of touch. Prehensile tendrils come in two forms, Simple and Constrictive. Roll 1d6:

1-3 *Simple tendrils*: These have a randomly determined (3d6) DEX and are capable of wielding weapons, but are not strong enough to do damage on their own. Higher DEX scores are due to aspects of the plant that make it more dexterous, like sticky fibers and clingy cilia.

4-6 *Constrictive Tendrils*: These tendrils can do 2d6 damage through constriction and are capable of rapid movement. A successful attack roll achieves constriction, and the victim will suffer damage on each consecutive round.

Because the growth pattern of such plants dictates that the tendrils grow to full size quickly, even small plants with this mutation are considered to have tendrils at least 10' long, and are capable of growing their tendrils to any length the Referee desires. To randomly determine the length of the tendrils, simply multiply the base of 10' by a roll of: 1d6 for small plants, 2d6 for medium sized plants, or 1d20 for large or tree sized plants.

Projectile Thorns

The plant is endowed with a substantial number of thorns. These thorns are capable of being thrown if the plant has mobility and any level of intelligence. The throwing range of these thorns is like a dagger, and they deal 1d4 hp damage if they strike a creature. Some plants (50%) grow thorns that are covered with toxins. Determine the class of the poison randomly.

Radioactive Emissions

The plant has become irradiated through mutation, and is capable of giving off a randomly determined class of radiation at a range of 150'. A good sized patch of these plants is capable of clearing a large area of animals and other radiation sensitive creatures, and will often become a safe haven for creatures that are immune to the effects of radiation.

Reflective Cellular Structure

The plant's skin is essentially impenetrable to a randomly determined form of energy. Roll 1d8; 1-2 electricity; 3-4 heat; 5-6 cold; 7-8 radiation.

Shriek (Plant)

Whenever a plant with this mutation is damaged, it gives off a piercing shriek that is capable of damaging everyone within a 30' radius. This strange attack does not harm other similar plants. The shriek causes 3d6 damage (save versus stun attacks for half), and may be used every 4 rounds until the plant is killed. Mutants with the *echolocation* mutation suffer a -2 penalty to save. If a large patch of these plants is injured all at once, such as when they are trampled by large creatures or vehicles roll 3d10 for damage instead of 3d6. An intelligent plant may use this ability every 4 rounds at will.

Thermal Emissions

The plant is capable of generating a ray of heat or cold (50%) capable of doing 4d6 damage to those it comes in contact with. Depending on the size of the plant, it may have 1d3 heat or cold emitting flowers or branches. The range of this attack is 50 feet. The Referee may determine if there is a difference between intelligent plants and other plants with regard to this power. A suggested difference is a -2 attack adjustment for plants with no higher order mental functions.

Tripping Tendrils

These tendrils have a very low strength (1d6-1), and are capable of only very slow movement. Given enough time, however, they can crush a small or weakened creature in their grasp. Once in position, without resistance, they may inflict 1d6 hp damage per round. The plant usually grows a large patch (2d10 feet in diameter) of these vines to trip victims. Victims who fall unconscious on vines such as these are not likely to waken.

Vegetal Parasite

If the plant can attack and latch onto another creature for 3 rounds (one successful attack roll for three consecutive rounds), it will maintain control over the creature as long as the two are in physical contact. Plants will usually use these controlled bodies for protection or food, and a plant may control as many creatures as it has limbs to touch them.



Plant Mutation Drawbacks

Nocturnal

The plant is completely motionless during daylight hours. As soon as the sun dips below the horizon or the plant is in full shadow for 1d6 rounds, however, it will begin to move or otherwise act if it is able.

Prey Scent

The plant sends out waves of scent that attracts predators. In the case of a mobile, intelligent PC plant, the Referee may increase the chances of encountering some types of monsters.

Reduced Fertility

Very few of these plants will exist in one localized area. With human intervention, this trait can be bred out of a plant type in a number of generations through the application of advanced horticulture practices.

Thermal Sensitivity

The plant is susceptible to heat or cold (50%). Such energy based attacks deal 2 extra points per die of damage in addition to the regular damage inflicted.

SECTION VII: SUPERPOWERS

INTRODUCTION

This section contains guidelines for characters with “comic book” style superpowers. These superpowers are considerably less powerful than many you will find in comic books today. They have more of a “golden age” feel. While the Referee could use them to run a lower-powered comic book superhero game with the Original Edition rules, their primary purpose is for gonzo play. For example, Original Edition characters visit an alternate dimension that has superpowered characters or a mad sorcerer opens a gate to hell to summon some demons and opens a gate to a superhero world and their summons brings a supervillain or two instead of the demons they wanted.

These guidelines allow the Referee to create superpowered characters that are compatible with Original Edition rules. To do so, just pick the powers the NPC super needs at the Power Levels that best model the character. Most such NPCs should have 2 to 4 powers. If you are trying to create an NPC with abilities similar to a particular character from a comic book, TV show, or film, just select powers that the comic book hero uses often. Most comic book heroes accumulate so many powers over the years that trying to duplicate them all would make them overpowered. Guidelines are provided below for which powers are often associated with the various types of superpowered characters in comic books. They will make it easier to quickly create comic book-like NPCs with superpowers.

Of course, it is possible to use these powers to run a campaign where the characters have superpowers, and simple guidelines are provided later for Referees that want to try this, however, they are not play tested to any real extent.

CHARACTER TYPES

Comic book supers tend to fall into one of the following basic types. The powers listed for each type of super are just the most common powers associated with that type, others are possible just less common.

The Brick

The Brick is a muscular character capable of great feats of might and/or resilience. Base such characters on the Fighter class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9.

Common Brick Powers:

- Fast Healing
- Growth
- Indestructibility

- Natural Weapon
- Super Constitution
- Super Leap
- Super Strength
- Super Weapon*
- Tunneling

The Daredevil

The Daredevil is a figure in the shadows, an expert in stealth, agility and acrobatic feats. Base such characters on the Thief class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9.

Common Daredevil Powers:

- Danger Sense
- Meta Senses
- Phase
- Super Constitution
- Super Dexterity
- Super Leap
- Super Wisdom
- Super Senses
- Super Speed
- Tunneling

The Elementalist

The Elementalist is a pugilist, weaponeer or expert in kung fu that relies on his or her martial training. Base such characters on the Specialist class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9.

Common Elementalist Powers:

- Absorption
- Darkness
- Elemental Form
- Energy Blast
- Flight
- Force Field
- Life Support*
- Phase
- Super Constitution
- Super Wisdom
- Tunneling
- Weather Control

The Gadgeteer

The Gadgeteer is character who designs and creates weird scientific devices including battlesuits and weapons. Base such characters on the Specialist class. Many of their powers may be in the form of gadgets. Choose any two Powers from the Powers list at levels 1, 3, 5, and 7.

Common Gadgeteer Powers

- Gadgeteers have a choice of any of the Powers. These are built into an item, device, gizmo or other piece of equipment. Some devices have several Powers built into them (often a Battlesuit, maybe with Flight, Indestructibility and Energy Blast) and others just have the one power. Devices can be removed

from the Gadgeteer, so sometimes it's preferable not to "put all your eggs in one basket".

The Martial Artist

The Martial Artist is a being who has power over the elements of earth, air, fire or water. Base such characters on the Fighter class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9.

Common Martial Artist Powers:

- Danger Sense
- Meta Senses
- Natural Weapon
- Super Constitution
- Super Dexterity
- Super Leap
- Super Senses
- Super Strength
- Super Weapon
- Super Wisdom

The Metamorph

The Metamorph is a character who has control over his own body shape and form. Base such characters on the Fighter class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9.

Common Metamorph Powers:

- Absorption
- Aquatic Adaptation*
- Duplication*
- Elasticity
- Fast Healing
- Growth
- Heal Others*
- Life Support*
- Phase
- Power Mimic*
- Shape Change
- Shrink
- Super Constitution
- Teleport
- Tunneling

The Mystic

The Mystic is a mysterious student of arcane powers. Base such characters on the Magic-User class. At first level, give them one power from the list below. They receive an additional power at level 3, and level 5. In addition, they can use magic just like a magic-user.

Common Mystic Powers:

- Heal Others*
- Meta Senses*
- Super Charisma
- Super Intelligence
- Super Wisdom

The Psychic

The Psychic is a strong-willed individual with powers of the mind. Base such characters on the Thief class. At first level, give them two powers from the list below. They receive an additional power at level 3, level 5, level 7, and level 9

Common Psychic Powers:

- Danger Sense
- Darkness*
- Heal Others*
- Meta Senses
- Mental Blast
- Mind Control
- Phase
- Super Charisma
- Super Intelligence
- Super Wisdom
- Super Senses
- Telekinesis
- Telepathy
- Teleport

POWERS

This is a list and explanation of available superpowers. The list and the sorts of effects of the superpowers are not exhaustive. If the players invent other uses for a power that seem reasonable then go with it. A power's Power Level is equal to the number of levels a character has possessed the power – not the character's level. Powers selected at a character level other than 1st, start out with a Power Level of 1. Where a Power has a set duration, the Power cannot be used again until the character has waited at least the same duration between uses. Powers that require activation are only "on" when the super specifically activates them.

Absorption

Character's body absorbs energy and energy attacks of a specific type (fire, electricity, radiation etc.) chosen when character first gain the power.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character can absorb 2d4 damage received from an energy attack.

Power Level 2: Character can absorb 2d6 damage received from an energy attack.

Power Level 3: Character can absorb 2d8 damage received from an energy attack.

Power Level 4: whatever damage character absorbed can now be used to recover lost HP.

Power Level 5: Character can choose another energy type to absorb.

Power Level 6: Character can choose a third energy type **or** character can absorb 3d6 damage received from an energy attack.

Aquatic Adaptation

Character is perfectly suited for aquatic life. Character's body can draw oxygen from water as easily as it can from air (although character does not lose the ability to breathe air), and it has external changes that make swimming easier, such as streamlining and webbed digits.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character can breathe water (maybe with gills, if character wish), and swim at 12 yards per round and out of combat their swim speed is 24 mph.

Power Level 2: Character can swim at 24 yards per round and out of combat their swim speed is 48 mph.

Power Level 3: Character is unaffected by water pressure and the coldness of the depths.

Power Level 4: Character can emit high-frequency sound and translate the echoes that return to character into a three-dimensional mental picture of their surroundings (sonar).

Power Level 5: Character can swim at 36 yards per round and out of combat their swim speed is 72 mph.

Power Level 6: Character can swim at 48 yards per round and out of combat their swim speed is 96 mph. Character can also communicate with fish and other aquatic creatures.

Danger Sense

Warning alarms go off in character's head when threats to their well-being are nearby.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character gets a prickly sensation that something is wrong when danger is present.

Power Level 2: Character cannot be surprised even if the rest of character's team are.

Power Level 3: Character can tell something more about the threat – how much is determined by the Referee.

Power Level 4: Character gets a prickly sensation when one of character's team is in danger – even if they are miles away

Power Level 5: Character gets an indistinct picture in character's head of the approximate nature of the threat

Power Level 6: Character gets a clear picture in character's head of the exact nature of the threat

Darkness

This Power causes darkness in an area defined by character that is within character's ability. Sonar and similar powers will work in this area.

Range: 10 yards per PL **Activation:** Yes **Duration:** 2 turns per PL

Power Level 1: Character can create an area of 10 x 10 yards of darkness that mundane folk are unable to see in, but creatures with night-vision (like cats) or super senses (sight)

can see in. Character gain dark vision that allows character to see in their own created darkness (but not in other darkness).

Power Level 2: Character can create a larger area of darkness (30 x 30 yards) as above or a 10 x 10 yards area of darkness that even those with night vision or super-senses (sight) cannot see in. Super senses like infra-red vision and sonar still work. Character gains their choice of infra-red vision or sonar (that only works in the darkness character create).

Power Level 3: Character can create a larger area of darkness – 50 x 50 yards as above or a 20 x 20 yard area that those with night sight cannot see in.

Power Level 4: Character can create a larger area of darkness – 100 x 100 yards as above or a 30 x 30 yard area that those with night sight cannot see in.

Power Level 5: Character can merge their body with the darkness that character has created and move in it at their normal move rate within it.

Power Level 6: Character can merge with the darkness character create and instantly re-appear anywhere within it (similar to teleport).

Duplication

Character can create one or more perfect duplicates of themselves. Each duplicate is exactly like the character, possessing all of their abilities and Powers except for Duplication. If character is wounded, the duplicates will also be wounded.

Range: 50 yards per PL. **Activation:** Yes **Duration:** 1 turn per PL

Power Level 1: Character can create one duplicate of themselves. Character has a "link" to their duplicate so it will do as character will it.

Power Level 2: Character can create two duplicates of themselves.

Power Level 3: Character can create three duplicates of themselves.

Power Level 4: Character can create four duplicates of themselves.

Power Level 5: Character can create five duplicates of themselves.

Power Level 6: Character can create six duplicates of themselves.

Elasticity

Character's body can stretch and twist without damaging bones or internal organs. This gives character incredible reach and flexibility of motion. As the power improves, character can even mold their body into special shapes (for example, character could mold their finger into the shape of a keyhole).

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character's arms/legs can stretch up to triple normal length. Reach of melee attacks is 4 yards. Character

gains a +4 bonus to *climb and escape from bonds* checks and can move at +2 yards.

Power Level 2: Character's limbs and neck can stretch and twist, and their hands and fingers even can be molded into different shapes. Character's reach for melee attacks is 8 yards. Character gains a +6 bonus to *climb and escape from bonds* checks and can move at +3 yards. Their body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 1.

Power Level 3: Character's whole body can stretch and twist and even can be molded into different shapes. Reach of melee attacks is 12 yards. Character gains a +8 bonus to *climb and escape from bonds* checks and can move at +4 yards. Their body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 2.

Power Level 4: Character can make the area between character's arms and body into "wing-like" membranes so that character can glide for short distances of up to 20 yards. Also, range of melee attacks can now be extended to 16 yards and character can move at +5 yards.

Power Level 5: Character can glide for 40 yards. Character's body is so rubbery as to reduce damage caused by non-edged weapons by 3 points. Character can automatically escape from bonds within a minute. Character can move at +6 yards.

Power Level 6: Character can effectively "melt" their body so that it becomes like a viscous liquid. Their body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 4.

Elemental Form

Character can convert their whole body (or parts of their body) and their personal equipment into one type of elemental energy. As the power improves, character can transform more quickly and more often. Character must specify the form (air, earth, electricity, fire, ice or shadow) when the power is acquired.

Range: Self **Activation:** Yes **Duration:** 2 turns per PL

Air: Character may fly at 60 yards per round but out of combat character can fly at 120 mph. Character can be invisible or character can resemble a mini-tornado. Missile weapons (arrows, thrown spears and knives) are blown away from you, giving character an effective AC of 5 [14] (4 [15] at 5th PL, and 3 [16] at 6th PL. At 4th PL plus character can fly at 80 yards per round but out of combat character can fly at 200 mph.). Character may merge with the natural air. Character cannot be damaged by normal weapons as they just go through you. Character can manipulate the air around character – blowing out candles, blowing wind into ship's sails and so on. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Earth: Character receives AC 5 [14] (4 [15] at 4th PL) and damage is reduced by 1 per PL on a hit due to character's rock-like body. Their fists do 1d6 damage on a hit. Their STR is increased by +1 at first PL, +2 at 2nd PL and +3 at 3rd PL, +4 at 4th PL, +5 at 5th PL and +6 at 6th PL. Character move at half normal speed. Character can merge with the earth and move through it at 4 yards per round (5 yards at 5th PL and 6 yards at 6th PL). Character can manipulate the earth around character – forming earthworks and pits in the ground and so

on. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Electricity: Character may fly at speed 40 yards per round but can "bolt" at 200 yards in a straight line. Character takes half damage from electrical shock.

Character's melee attacks cause + 1d4 damage from electric shock. This increases to 1d6 at 2nd PL and 1d8 at 3rd PL. Character can short out electronic equipment by touch. Water or rain causes character to deactivate. At 4th PL plus, character may fly at speed 50 yards per round but can "bolt" at 300 yards in a straight line. Character can merge with natural electricity or in machinery. Character can manipulate electricity around character – redirecting it and so on. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Fire: Character take half damage from heat and fire damage, but are vulnerable to cold (x2 damage). Character gets +1d4 to their melee attacks from fire damage. This increases to +1d6 at 2nd PL and +1d8 at 3rd PL. Additionally, character can set ablaze adjacent vegetation and combustible objects (not people) by touch. At 4th PL plus, character can merge with any fire and move within it at 6 yards per round (9 at 5th PL and 12 at 6th PL). Character can melt ice up to 20 yards away, in a 3 yard x 3 yard area per round. Character can manipulate fires that are already there – increasing or reducing their intensity and so on. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Ice: Character has 5 [14] AC due to ice-hard body. Character takes half damage from cold damage, but vulnerable to fire (x2 damage). Character gets +1d4 cold damage to all their melee attacks due to cold. Character can extinguish flames or freeze liquids in a 10x10- foot area by touch as a standard action. At 4th PL plus, character can merge with any ice and move within it at 6 yards per round (9 at 5th PL and 12 at 6th PL). Character can manipulate ice around character into chutes and slides to increase their movement speed, create ice walls and so on. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Shadow: Character can see perfectly in darkness. Character receives a +6 bonus on *Hide in Shadows Task Checks* in low light or in darkness. Character cannot be damaged by normal weapons as they just go through you. By a partial change, character can play with shadows across their face to mask their features. At 4th PL, plus character can merge with any shadows and character can also manipulate their own or other people's shadows. Generally, it cannot be used to attack for damage but it can be used in interesting ways, subject to Referee approval.

Energy Blast

Character can shoot a beam of one kind of energy (cold, electricity, fire, force, radiation, or sonic damage) from their eyes or hand (character must specify the type of energy and how the beam is fired when the power is first acquired). Character has to make a "To Hit" roll to affect their target. *Character can split the damage **dice** between targets if character wish (so at 1st PL character could attack 2 targets at 1d4 damage each).*

Range: 50 ft per PL
Immediate

Activation: Yes **Duration:**

Power Level 1: Character's blast does 2d4 damage on a hit.

Power Level 2: Character's blast does 2d6 damage on a hit.

Power Level 3: Character's blast does 2d8 damage on a hit.

Power Level 4: Character gets +2 "To Hit" their target(s).

Power Level 5: Character's blast does 3d8 damage on a hit.

Power Level 6: Character's blast does 4d8 damage on a hit **or** character can have an additional +3 "To Hit".

Fast Healing

Character possesses accelerated natural healing. Wounds close up and body parts regenerate all on their own.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character automatically recovers 1HP per round. Character receives a +1 bonus to their *Saving Throws* vs. death.

Power Level 2: Character automatically recovers 2HP per round. Character receives a +2 bonus to their *Saving Throws* vs. death.

Power Level 3: Character automatically recovers 3HP per round. Character receives a +3 bonus to their *Saving Throws* vs. death.

Power Level 4: Character automatically recovers 4HP per round. Character receives a +1 bonus to their *Saving Throws* vs. poisons or other illnesses.

Power Level 5: Character automatically recovers 5HP per round and receives a +2 bonus to their *Saving Throws* vs. poisons or other illnesses.

Power Level 6: Character automatically recovers 6HP per round. Character receives a +4 bonus to their *Saving Throws* vs. death.

Flight

Character can fly through the air. Perhaps their spirit energy powers the flight. Possibly character can create an anti-gravity body field. As a limitation, character might actually need to sprout physical wings to fly.

Range: Self **Activation:** No **Duration:** Continuous (but see below)

Power Level 1: Character can fly at 60 yards per round. Out of combat, character fly at 60 mph.

Power Level 2: Character can fly at 120 yards per round. Out of combat, character fly at 120 mph.

Power Level 3: Character can fly at 240 yards per round. Out of combat, character fly at 240 mph.

Power Level 4: Character can switch to Hyper Flight for up to an hour. This means out of combat character can multiply their speed by x5 mph.

Power Level 5: Character can switch to Hyper Flight for up to 2 hours. This means out of combat character can multiply their speed by x10 mph.

Power Level 6: Character can switch to Hyper Flight for up to 3 hours. This means out of combat character can multiply their speed by x20 mph.

Force Field

Character can generate a protective barrier of force (visible like faintly colored glass) that deflects attacks and absorbs physical damage. As the power improves, character can even extend the field to protect others nearby. Character may keep concentrating on the *Force Field* and it will stay up as long as character concentrate. Once you've stopped concentrating it lasts 1 minute per PL.

Range: 2 yards per PL **Activation:** Yes **Duration:** 1 minute per PL*.

Power Level 1: Character's AC is 5 [14] and the force field absorbs 1 damage received from hits.

Power Level 2: Character's AC is 4 [15] and the force field absorbs 2 damage received from hits.

Power Level 3: Character's AC is 3 [16] and the force field absorbs 3 damage from hits.

Power Level 4: Character can make their force field into a battering ram to shove things away from you. It has the equivalent of a 21 STR and can be forced away from character pushing anything behind it at a rate of 6 yards per round.

Power Level 5: Character's AC is 2 [17] and the force field absorbs 4 damage from hits.

Power Level 6: Character's AC is 1 [18] and the force field absorbs 5 damage from hits.

Growth

Character can greatly increase their height and mass. As character grow increasingly larger, their physical might and toughness are magnified. Character can attack enemies at a greater distance from character with their increased reach.

Range: Self **Activation:** Yes **Duration:** 2 turns per PL

Power Level 1: Character can grow to 12 ft tall. Character gain +2 Strength and +4 HP. Character can also move an extra 2 yards.

Power Level 2: Character can grow to 24 ft tall. Character gain +4 STR and +8 HP. Character can also move an extra 4 yards.

Power Level 3: Character can grow to 36 ft tall. Character gain +6 STR and +12 HP. Character can also move an extra 6 yards.

Power Level 4: Character can grow to 48 ft tall. Character gain +7 Strength and +14 HP. Character can also move an extra 8 yards.

Power Level 5: Character can grow to 60 ft tall. Character gain +8 STR and +16 HP. Character can also move an extra 10 yards.

Power Level 6: Character can grow to 72 ft tall. Character gain +9 STR and +18 HP. Character can also move an extra 12 yards.

Heal Others

By laying their hand on a living creature, character channel positive energy that cures damage and illnesses.

Range: Touch* **Activation:** Yes **Duration:** Immediate

At each level character attain, character can add one of these options (character may only use each once per adventure but character can choose each option more than once):

Character can heal 2d4+1 points of damage.

Character can neutralize poison in an affected person.

Character can cure any disease a person might be suffering from.

Character can restore a person affected by paralysis

Character can restore a person affected by environmental conditions (heat, cold, radiation etc.)

Character's Power can be used at a range of 10 yards (if character choose this again, the range is doubled)

Indestructibility

The resilience of character's body and/or spirit provides a bonus to their AC. As the power improves, character grow especially resistant to damage from lethal weapons. The power is a part of their being and does not normally have to be specially activated.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character gets 5 [14] AC and their body absorbs 1 point of damage received from hits.

Power Level 2: Character gets 4 [15] AC and their body absorbs 2 points of damage received from hits.

Power Level 3: Character gets 3 [16] AC and their body absorbs 3 points of damage received from hits.

Power Level 4: Character gets 2 [17] AC and their body absorbs 4 point of damage received from hits.

Power Level 5: Character gets 1 [18] AC and their body absorbs 5 points of damage received from hits.

Power Level 6: Character gets 0 [19] AC and their body absorbs 6 points of damage received from hits.

Life Support

Character can survive under conditions that would be hazardous to most living creatures and/or ignore some biological needs.

Range: Variable **Activation:** No **Duration:** continuous

At each PL character attain, character can add one of these options:

Character need not breathe. Character has no need for oxygen. Since character does not breathe, character is immune to gaseous attacks that affect respiration.

Character need not eat or drink. Character either do not require food and water, or character draw enough out of their environment for their needs.

Character need not sleep. Character does not sleep and, thus, have a lot more free time on their hands.

Character is disease resistant. Character is completely immune to diseases

Character is poison resistant. Character is completely immune to poisons

Character is pressure resistant. Character is immune to natural low- and high-pressure extremes. If character does not breathe, character can function in space without a suit (though temperature extremes and radiation can still be a problem).

Character is radiation resistant: Character is immune to natural ambient radiation and radiation-based attacks.

Character is temperature resistant: Character is immune to low and high temperatures (cold/heat).

Mental Blast

With the power of their mind character can send a pulse of pure mental force to batter their enemies. Targets get a *Saving Throw*. Success means they take half damage. *Character can split the damage **dice** between targets if character wish (so at 1st level character could attack 2 targets at 1d4 damage each).*

Range: 20 yards per PL **Activation:** Yes **Duration:** Immediate

Power Level 1: Character's blast does 2d4 damage on a hit.

Power Level 2: Character's blast does 2d6 damage on a hit.

Power Level 3: Character's blast does 2d8 damage on a hit.

Power Level 4: Character's target(s) get -2 on their *saving throw*.

Power Level 5: Character's blast does 3d8 damage on a hit.

Power Level 6: Character's blast does 4d8 damage on a hit **or** their targets get -2 on their *saving throw* (-4 in total).

Meta Senses

Character has senses that are not normally found in human beings. Each level character attain in this power character may choose one Meta Sense. Most of the meta-senses automatically switch between normal senses and meta sense as required.

Range: Variable **Activation:** No, but see below **Duration:** Continuous

Extra-Dimensional Vision: Character can see into alternate dimensions as if character were standing in the same spot in that dimension (which overlaps with our own world). This is an activated power.

Extra-Dimensional Hearing: Character can listen in on sounds in alternate dimensions as if character were standing in the same spot in that alternate world. This is an activated power.

Infrared Vision: Character can see heat the way most people see light. This allows character to see in the dark but only to perceive creatures and objects that are not at room temperature (cold objects appear dark, while warm objects appear bright).

Radar: Character can emit radio waves and translate the echoes that return to character into a three-dimensional mental picture of their surroundings. In effect, character can “see” in total darkness and cannot be blinded as long as their radar sense is operating normally.

Radio Hearing: Character can tune into radio waves (AM, FM and police band) to listen to broadcasts. Character can also detect the presence of radio waves created by radar.

Sonar: Character can emit high-frequency sound and translate the echoes that return to character into a three-dimensional mental picture of their surroundings. In effect, character can “see” in total darkness and cannot be blinded as long as their sense of hearing is operating normally.

X-Ray Vision: By taking one action to refocus their eyes, character can see through most materials, as if they were not there (they appear to be only filmy, translucent shadows).

360-degree Vision: Character’s peripheral vision is total – character can see in every direction, without turning their head.

Mind Control

Character can dominate people with their psychic strength of will.

Range: 10 yards per PL **Activation:** Yes **Duration:** 1 turn per PL

Power Level 1: Character can dominate up to 2d4 NPCs (citizens, thugs, henchmen etc.), subjecting them to their control. A *Saving Throw* is allowed if character attempt to make them perform an action that is against their normal nature or morals.

Power Level 2: Character can now exert domination against another superhero/villain or up to 3d4 normal NPCs.

Power Level 3: Character can now exert domination against two superheroes/villains or up to 4d4 normal NPCs.

Power Level 4: Character’s mundane target(s) receive -2 to their saving throws against domination.

Power Level 5: Character can dominate up to 4d6 NPCs.

Power Level 6: Character’s mundane target(s) receive another -2 to their saving throws against domination. Superhero target(s) receive -2 against domination.

Natural Weapon

Character’s body generates or contains a natural melee weapon. Fists could be augmented by a magnetic field. Bone spikes or metallic claws could spring from a hand or arm. Spirit

power could create an energy blade. Character must specify the exact nature of the weapon (bone, metal, or force/energy; bludgeoning, slashing, or piercing) when the power is acquired. The weapon cannot be broken or (very rarely, if ever) taken from you.

Range: Melee (2 yards) **Activation:** Yes **Duration:** Continuous until deactivated

Power Level 1: the weapon does 2d4 damage on a hit. Character’s “To Hit” roll is made at +1

Power Level 2: the weapon does 2d6 damage on a hit. Character’s “To Hit” roll is made at +2

Power Level 3: the weapon does 2d8 damage on a hit. Character’s “To Hit” roll is made at +3

Power Level 4: Character gain another +2 “to hit” with the weapon

Power Level 5: the weapon does 3d8 damage on a hit.

Power Level 6: Character gain another +2 “to hit” with the weapon.

Phase

Character can shift their body partly into another dimension. Enemy attacks can pass through the displaced image of their body. As the power improves, character can pass through walls.

Range: Self **Activation:** Yes **Duration:** 1 turn per PL

Power Level 1: Character can either turn invisible **or** turn incorporeal. Invisibility means that character cannot be seen if staying still, but some trace of their movement might be detected with a *Notice* check. Incorporeal means character can walk through walls, cannot be harmed by mundane weapons but character also cannot affect physical things themselves.

Power Level 2: Character can add invisibility or incorporeality (whichever character didn’t choose at 1st level).

Power Level 3: Character can “flicker” between incorporeality and non-incorporeality. This means character can affect physical things on their action but are incorporeal when attacked.

Power Level 4: Character can make an object or other person invisible **or** incorporeal as long as character is touching them.

Power Level 5: Character can make an object or other person invisible **or** incorporeal (whichever character didn’t choose at 5th level).

Power Level 6: Character can make everything or everyone in a 5 yard area around character invisible.

Power Mimic

Character can copy the Powers of others so that character can use them themselves.

Range: Variable **Activation:** Yes **Duration:** 1 turn per PL*

Power Level 1: Character can mimic the power of someone character has recently seen using the power, but character must also touch them. Character can mimic the power at the lowest of their level in Mimic or the target's level in their Power.

Power Level 2: Character can mimic the power of someone character has seen using the power within the last 6 turns. Character no longer needs to touch their target but character must still be able to see them (they don't need to be using their power at the time).

Power Level 3: Character can mimic the power of someone you've seen using the power within the last 12 turns. Character no longer needs to see the person to recall how they used the power.

Power Level 4: Character may mimic a power character has seen used within the last day.

Power Level 5: Character may mimic a power character has seen used within the last week.

Power Level 6: Character can use the power at their own level, even if the target's power is at a lower level.

Shape Change

Character can assume the form of another living creature. The range of forms character can take is based on their level. Character gains all of the creature's natural (non-magical, non-Powered) abilities; for example, character can fly, if character is a bird; breathe water, if character is a fish. Character keeps their own Powers, as long as they do not require a different physique, e.g., winged flight would be lost, if character turn into a dog. Character's physical attributes are the same as those of the creature in question but their mental attributes and hit points are their own. Their clothing does not usually alter with you.

Range: Self **Activation:** Yes **Duration:** 2 turns per PL

Power Level 1: Character can assume the form of any single natural creature.

Power Level 2: Character can choose several different forms drawn from a general type (e.g., birds, reptiles, fish, and land mammals).

Power Level 3: Character can assume the form of any creature character has actually seen (it needn't be a "natural" creature but must be living).

Power Level 4: Character can assume the form of any single object or piece of machinery.

Power Level 5: Character can change into the likeness of someone character knows or have seen.

Power Level 6: Character can assume the form of any creature character wish.

Shrink

Character can greatly decrease their height and mass. Character become increasingly harder to find and hit, and character can squeeze through ever tinier spaces. However, smaller bodies are slower-moving, weaker, and have shorter reach.

Range: Self (and see below) **Activation:** Yes
Duration: 2 turns per PL

Power Level 1: Character can shrink to 2 ft tall. Character gain +2 AC and +2 on *Move Silently* and *Hide in Shadows* checks. Their STR is reduced by -2.

Power Level 2: Character can shrink to 6 inches. Character gain +4 AC and +4 on *Move Silently* and *Hide in Shadows* checks. Their STR is reduced by -4.

Power Level 3: Character can shrink to 1 inch. Character gain +6 AC and +6 on *Move Silently* and *Hide in Shadows* checks. Their STR is reduced by -6.

Power Level 4: Character can shrink to about a fraction of an inch. At this scale character cannot really be seen by anyone without super sight. Character also cannot attack for melee damage although if character has energy blasts and so on, character can still use these. Character has only 1 HP.

Power Level 5: Character can shrink to about the size of an atom. At this level character follow the laws of atomic physics.

Power Level 6: Character can shrink to the level of a sub-atomic particle. At this level character follow the laws of quantum physics.

Super Charisma

Character possesses incredible presence, making character hard to ignore and attractive to just about everyone.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's Cha to 18. If it is already 18 roll 1d4 and add it to their Cha.

Power Level 2: Character's Cha is increased by +1d4 and once per adventure character can "charm" someone (no roll needed except other superheroes/villains, who get a *Saving Throw* at -2) to give character information, give character access to restricted areas or give character something else that character need.

Power Level 3: Character's Cha is increased by +1d4 and character gets the 1st level *Mind Control* ability. Their version is more gently persuasive rather than dominating though.

At each level beyond 3rd, roll 1d4 and add it to their Cha.

Super Constitution

Character possesses incredible vitality and resilience.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's Con to 18. If it is already 18 roll 1d4 and add it to their Con.

Power Level 2: Character's Con is increased by +1d4 and once per adventure character may re-roll a failed saving throw vs. death, poison, radiation, heat/cold or pressure.

Power Level 3: Character's Con is increased by +1d4 and once per adventure character can automatically succeed a *Saving Throw* vs. any of the above effects. At each level beyond 3rd, roll 1d4 and add it to character's Con.

Super Dexterity

Character possesses incredible dexterity, making character remarkably deft at feats of coordination and agility.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's Dex to 18. If it is already 18 roll 1d4 and add it to character's Dex.

Power Level 2: Character's Dex is increased by +1d4 and character gets +1 to Task Throws where Dex is key (jumping, climbing etc.)

Power Level 3: Character's Dex is increased by +1d4 and character gets +2 to Task rolls where Dex is key. At each level beyond 3rd, roll 1d4 and add it to their Dex.

Super Intelligence

Character possesses incredible brainpower and acumen.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's Int to 18. If it is already 18 roll 1d4 and add it to their Int. Character can perform complex mathematical calculations in a fraction of the time it takes a scientist or mathematician to do so.

Power Level 2: Character's Int is increased by +1d4. Character can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by studying it for a few minutes or so.

Power Level 3: Character's Int is increased by +1d4. Character can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by looking at it. Character can work out exactly what a piece of Alien technology is for and how to work it by studying it for an hour or so.

At each level beyond 3rd, roll 1d4 and add it to character's Int.

Super Leap

Character can jump really high and far.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: from standing, character can leap up 3 yards and 12 yards distance.

Power Level 2: from standing, character can leap up 6 yards and 24 yards distance.

Power Level 3: from standing, character can leap up 12 yards and 48 yards distance.

Power Level 4: from standing, character can leap up 18 yards and 64 yards distance. If character attacks as they land character receives +1d4 melee damage.

Power Level 5: from standing, character can leap up 24 yards and 96 yards distance. If character attacks as they land character receives +1d6 melee damage.

Power Level 6: from standing, character can leap up 30 yards and 120 yards distance. If character attacks as they land character receives +1d8 melee damage.

Super Senses

Character is incredibly perceptive. Character's acute senses make character hard to surprise and deft at avoiding harm.

Range: Self **Activation:** No **Duration:** Continuous*

Power Level 1: Character add +4 to their *Notice* checks. Also choose a sense from – *Hearing, Smell, Taste, Touch or Sight*. Choosing one of these means character can *Notice* things much further away from character than a normal person would (minor sounds within several city blocks). Character might have to concentrate for 3 minutes to filter out other distractions.

Power Level 2: Character add +6 to their *Notice* checks. Character can either choose another sense **or** character can *Notice* things anywhere within up to half a city away. Character might have to concentrate for 2 minutes to filter out other distractions.

Power Level 3: Character add +8 to their *Notice* checks. Character can either choose another sense **or** character can *Notice* things anywhere within the city. Character might have to concentrate for 1 minute to filter out other distraction

Power Level 4: can choose another sense.

Power Level 5: Character need only one round to filter out any distractions.

Power Level 6: Character can choose another sense.

Super Speed

Range: Self **Activation:** No **Duration:** 3 turns per PL
Character possesses incredible celerity. This swiftness makes character especially fast-moving and hard to hit.

Power Level 1: Character's movement rate is x2. Character also receives a +1AC. Out of combat character can run at 200 mph.

Power Level 2: Character's movement rate is x4. Character also receive +2AC. Out of combat character can run at 400 mph.

Power Level 3: Character's movement rate is x6. Character also receive +3AC. Out of combat character can run at 600 mph.

Power Level 4: Character's movement rate is x8. Character also receive +1d4 bonus to melee damage. Out of combat character can run at 1,000 mph.

Power Level 5: Character's movement rate is x10. Character also receive +4AC. Out of combat character can run at 1,500 mph.

Power Level 6: Character's movement rate is x12. Character also receive +1d6 bonus to melee damage. Out of combat character can run at 2,000 mph.

Super Strength

Character possesses incredible physical might, letting character bend bars, smash walls, and crack skulls.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's STR to 18. If it is already 18 roll 1d4 and add it to their Str. Their fists do 1d6 damage on a hit

Power Level 2: Character's STR is increased by +1d4 and their fists do 1d8 damage on a hit.

Power Level 3: Character's STR is increased by +1d4 and their fists do 1d10 damage on a hit.

At each Power Level beyond 3rd, roll 1d4 and add it to character's Str.

Super Weapon

Character owns a weapon that is specific to character and probably can't be used by anyone else. It could be a magic, scientific, mystical, mythological or weird science type weapon. It could be a melee or ranged weapon. The weapon cannot be broken or (very rarely, if ever) taken from you. Character can split their damage **dice** between targets if character wish.

Range: Melee (2 yards) or ranged (50 yards per PL)
Activation: Yes **Duration:** Continuous

Power Level 1: the weapon does 2d4 damage on a hit. A non-ranged Super Weapon gives character +1 to hit.

Power Level 2: the weapon does 2d6 damage on a hit.

Power Level 3: the weapon does 2d8 damage on a hit.

Power Level 4: Character receive a +2 bonus "to hit" **or** character can double the range of a ranged weapon.

Power Level 5: the weapon does another 1d8 damage.

Power Level 6: does another 1d8 damage **or** character receive another +2 bonus "to hit".

Super Wisdom

Character possesses incredible determination and insight.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: increase character's Wis to 18. If it is already 18 roll 1d4 and add it to their Wis.

Power Level 2: Character's Wis is increased by +1d4 and once per adventure character can re-roll one *Saving Throw*.

Power Level 3: Character's Wis is increased by +1d4 and character has great insight; once per adventure character may ask the Referee a yes/no question to do with the world which he will answer truthfully.

At each level beyond 3rd, roll 1d4 and add it to character's Wis.

Telekinesis

Character possesses the ability to exert mind over matter, moving or manipulating objects through the power of their thoughts.

Range: 15 yards per PL **Activation:** Yes
Duration: Concentration

Power Level 1: Character can lift and move objects up to the size of a car or a small plane.

Power Level 2: Character can lift and move objects up to the size of a bus or a military helicopter.

Power Level 3: Character can lift and move objects up to the size of a large truck or a battle tank.

Power Level 4: Character can lift and move objects up to the size of a passenger plane or naval cruiser.

Power Level 5: Character can lift and move objects up to the size of a freight train or passenger ship.

Power Level 3: Character can lift and move objects up to the size of a large tanker or aircraft carrier.

Telepathy

Character can communicate with others across distances with the power of their mind. Through their thoughts, character can perceive over distances (via their targets), through barriers, and even what is normally unseen.

Range: See below **Activation:** Yes **Duration:** Concentration

Power Level 1: Character can send messages by thought to any person character can see in the vicinity. If it's someone character already know, character can send thoughts to them if they are within the neighborhood. Character can read the mind of anyone character can touch (*Saving Throw* allowed if resisted).

Power Level 2: Character can send thoughts to up to 3d4 people character can see in the vicinity. Character can also send thoughts to anyone character knows within the city. Character can read the mind of anyone character can get eye contact with (*Saving Throw* allowed if resisted). Character can also read the mind of anyone character knows if they are within the neighborhood (*Saving Throw* needed to resist).

Power Level 3: Character can send thoughts to up to 6d4+2 people character can see in the vicinity. Character can send thoughts to anyone character can see or hear, even if they are on radio or TV. If it's someone character already know, character can send thoughts to them if they are in the country. Character can read the mind of anyone character can see (*Saving Throw* allowed if resisted). Character can read the mind of anyone character knows in the city (*Saving Throw* allowed if resisted).

Power Level 4: Character can send thoughts to up to 6d4+12 people character can see in the vicinity. If it's someone character already know, character can send thoughts to them if they are on the Earth. Character can read the mind of anyone character knows in the country (*Saving Throw* allowed if resisted).

Power Level 5: Character can send thoughts to 6d6+24 people character can see in the vicinity. Character can read the mind of anyone character knows in the country (*Saving Throw* allowed if resisted). Character can broadcast to up to 6d4+2 random people in the vicinity even if character can't see them.

Power Level 6: Character can send thoughts to 6d6+36 people character can see in the vicinity and broadcast to 6d4+12 random people within the city.

Teleportation

Character possesses the ability to dematerialize in one place and reappear in another. As the power improves, the distance character can travel increases and eventually character can even teleport objects by touch.

Range: Self (but see below) **Activation:** Yes
Duration: Immediate

Power Level 1: Character can instantly transfer themselves from their current location to any other spot that character can see directly.

Power Level 2: instantly transfer themselves from character's current location to any other spot up to 25 miles away that character knows. Character always arrives at exactly the spot desired—whether by simply visualizing the area. At this level character can also bring along another person or an object of equivalent mass.

Power Level 3: Character can rematerialize in a designated destination up to 250 miles away. Character can bring along up to two other people or objects of equivalent mass. Character can also touch a person or an object and teleport that away from character up to their maximum range. Unwilling targets get a *Saving Throw*.

Power Level 4: Character can teleport up to 500 miles if character knows where character is aiming for. Otherwise, character can teleport up to 25 miles to somewhere character doesn't know but that someone's given character details of. Character can now teleport with up to 4 other people.

Power Level 5: Character instantly transfer themselves from their current location to any other spot up to 1,000 miles away that character knows. If character has had a location described to you, character can teleport up to 100 miles. Character can also open a gate to allow others to step through. It is only one way. It will stay up for a turn unless character close it sooner.

Power Level 6: Character can teleport up to 5,000 miles to a place character knows, or 250 miles to a place that has been described to you. Their gate is now a two-way portal. It will stay up for 3 turns unless character close it sooner.

Tunneling

Character is able to dig through relatively dense non-living substances at a phenomenal rate. In effect, character has a new form of movement, similar to burrowing.

Range: Self **Activation:** No **Duration:** Continuous

Power Level 1: Character can tunnel through soft earth at 6 yards per round and hard earth at 3 yards per round. Character also has dark vision.

Power Level 2: Character can tunnel through soft earth at 12 yards per round, hard earth at 6 yards per round and rock at 3 yards per round. Character can add radar **or** sonar, **or** character can choose to fill in the tunnel behind character with no reduction in speed.

Power Level 3: Character can tunnel through hard earth at 12 yards per round and rock at 6 yards per round. Character can add doesn't need to breathe (as the Life Support power option) **or** character can choose one of the options the character didn't take at 2nd level.

Power Level 4: Character can tunnel through rock at 9 yards per round. Character may add one of the options the character didn't take above.

Power Level 5: Character can tunnel through rock at 12 yards per round. Character also gets tremor sense; while character is in contact with the earth, character can automatically sense the location of anything else within 20 yards that is also touching the ground, as long as the target is moving or making any sound louder than a whisper. Under these circumstances, character is virtually impossible to surprise. Character cannot automatically identify the target – character simply know that it is there, roughly how large it is, and how quickly it is moving.

Power Level 6: Character can tunnel through steel at 3 yards per round. Character can also choose one of the options from above that character haven't yet taken.

Weather Control

Character can change the weather in the area around character simply by willing it. Character can make substantial changes to the weather that last only a short while, but as the power improves character can create massive weather effects that persist for an hour or so (until natural forces reassert the normal weather pattern of the surrounding area). There are three categories of weather, each consisting of four steps:

Wind: Calm (around 0 mph) / Breezy (10-20 mph) / Gale (30-60 mph) / Windstorm (over 70 mph) **Temperature:** Hot (over 85° F) / Mild (around 70° F) / Cold (around 30° F) / Frigid (around 0° F) **Condition:** Clear (Sunny) / Humid (Cloudy) / Light Precipitation (Showers) / Heavy Precipitation (Storms)

Range: 200 yards around character per PL **Activation:** Yes
Duration: Concentration

Power Level 1: Character can alter the weather by 1 step as a persistent change or 2 steps as a temporary change (lasting 1 minute). Character must wait at least 1 hour before attempting to control the weather again.

Power Level 2: Character can alter the weather 2 steps as a persistent change or 3 steps as a temporary change (lasting 2 minutes). Character must wait at least 30 minutes before attempting to control the weather again.

Power Level 3: Character can alter the weather 3 steps as a persistent change or 4 steps as a temporary change (lasting 3 minutes). Character must wait at least 10 minutes before attempting to control the weather again.

Power Level 4: Character can alter the weather by 4 steps as a persistent change or 5 steps as a temporary change (lasting 1 minute). Character must wait at least 5 minutes before attempting to control the weather again.



Power Level 5: Character can alter the weather 5 steps as a persistent change or 6 steps as a temporary change (lasting 2 minutes). Character must wait at least 1 minute before attempting to control the weather again.

Power Level 6: Character can alter the weather 6 steps as a persistent change or 7 steps as a temporary change (lasting 3 minutes). Character must wait at least 1 round before attempting to control the weather again.

Example: It is a Calm, Mild and Humid day. Stormlord is 3rd level, so he could whistle up a Windstorm (3 steps) which would stay as long as he concentrates on it. Or he could change the Temperature to Frigid (2 steps) and bring up Heavy Snow (another 2 steps). He can keep this up for 3 minutes (but still has to concentrate during that time).

PLAYER CHARACTER SUPERS

These are some very basic guidelines for player characters with superpowers. These guidelines have not been play-tested to any useful extent and are only here for Referees who want to experiment. Note that these powers were not designed to provide balanced power levels between characters.

Characters Acquire a Superpower During Play

If a character somehow acquires superpowers during play (bitten by a radioactive giant mosquito, subject to an experiment by a mad wizard, etc.), just give the character a superpower or two at Power Level 1. Note that the character will probably need to learn to control their superpower(s) before they are actually useful.

Characters Start with Superpowers

If the Referee wants to run a comic book superhero campaign with Original Edition rules, have the players select a character type from the section above, roll up a character for the base class of that character type, then select superpowers as listed for a first level character of that character type. The character will gain additional powers as the character gains levels as listed in the description of that character type. As Referee, you will want to check player power selections to ensure that the characters they create are neither overpowered nor underpowered for your campaign.

SECTION VIII:

FIREARMS

While not for everyone, pistols, rifles and other guns have been an essential part of some fantasy stories. The pulp-era stories of Solomon Kane and Stephen King's *The Dark Tower* series all feature elements of Six guns and Sorcery. Firearms in fantasy obviously have an appeal, but are they right for a fantasy campaign?

It is really up to the Referee to decide. If the Referee decides to add some form of firearms to the game, they have to decide how realistic or powerful they should be. Guns can easily change the nature of the game, turning it into a gun show, instead of the traditional display of swords and spells. One way to keep that from happening is to make these weapons more trouble than they are worth. Bullets can be unstable but plentiful, or they can be dangerous but extremely rare. If guns are a regular feature of the game, maybe a little bit of both. Regardless, elements of Fantasy mixed with the Weirid Wild West can make for an interesting world of adventure.

Powerful or Mundane?

If they're powerful, they should be extremely rare. They should be treated like artifacts, and there should be dangerous rivals or factions trying to take them away from the adventurers. Imagine if the bad guys had the guns instead. With the tables turned, guns can make or break the game by annihilating a party. But if they are a staple of the campaign, it's probably best to make them pretty mundane and not much different than any other missile weapon. But if that is the case, why have them at all? Consider limiting the weapons to only black powder, or non-automatic revolvers and bolt-action or lever-action long guns.

If the Referee decides to make firearms powerful, they will probably want to use at least some of the optional rules found in this section.

BASIC FIREARM RULES

It is important to remember that combat in *Swords & Wizardry* is abstract. Each attack roll represents a series of attacks, maneuvers, dodges and parries.

So, though a character may have been hit by an attack, it does not always represent a bullet breaking skin. Normally, when hit by a high velocity slug, it would almost always cause devastating damage. But instead, hits should be described as near-misses and flesh wounds until down to that last hit die of hit points.

Initiative and Order of Battle

Surprise and initiative work like normal. Firearms follow the same attack rules as missile fire; they are fired during the Movement and Missiles Phase.

Damage

Each firearm has its own damage die; typically, d8 for handguns and d10 or more for long arms. For a standard attack, a hit does 1 die of damage. Damage is treated just like any other missile or melee attack, and can be healed as normal.

Aiming Gives a +2 Bonus to Hit and Does 2 Dice of Damage

The shooter may take a round to aim to increase the attack roll by 2 and hits will increase the damage by an additional die. But the shooter is vulnerable to normal attacks (including surprise attacks and critical hits, see below) while aiming.

Taking Cover

Taking cover is key to surviving a gun fight, especially if the guns are really dangerous. The Referee should decide whether to make gun battles realistic and gritty, like a World War 2 movie, or to make them cinematic and showy, like *The Matrix*. In realistic gun battles, half the time the combatants are ducked and covered. While in more gun-fu style movies, gunplay is out in the open. If guns are mundane and common, the abstract nature of Original Edition combat is sufficient enough to assume cover. But if the more dangerous optional rules are used, cover is essential. For simplicity, if a target is actively hiding behind hard cover, no attacks can be made. If the target is firing back from behind some hard cover, the cover provides an additional 4 points (-4 [+4]) to AC. Firing from a firing port, murder hole or arrow slit can provide up to 8 (-8[+8]) points of AC, at the referee's discretion.

Duels Are Deadly

High-noon on the dusty road, in the middle of town; this is the typical setting of a one on one battle between two rival gunmen. It is usually resolved with a single shot from the fastest gun. If two gunmen agree to a duel, hit points are practically off the table and the winner is determined by who hits whom first.

Initiative is determined between the two duelists, using a d20, the roll is modified by the character's level (and any other circumstantial modifiers, see below). The highest roll shoots first, and an attack roll is made as normal. If the attack hits, the damage is the number of damage dice equal to the PC's level or a creature's Challenge Level. For example, a typical handgun does d8 damage, so a 5th-level fighter that hits during a duel does 5d8 damage to his target. This represents an automatic critical hit and the inability to dodge (maneuver, parry, etc.). Let's face it, duels are deadly against experienced adventurers. If the target survives, he can attempt to shoot back applying the same damage rules. If both duelists survive, combat rounds continue as normal combat. At that point damage is normal (typically one die), initiative is handled normally, and others may join the combat if they wish.

OPTIONAL FIREARM RULES

The following are rules to make guns more dangerous and gritty. The following rules may supplement, replace or be

replaced by existing house rules, such as Critical Hits and Fumbles.

Surprise Attacks

Firearm attacks during a surprise round, or the target is otherwise unaware of the attack, will increase the chance of a critical hit by 2. That is, if the attack roll is a natural 18+ and the attack hits, the attack should be considered a critical hit (see below). All other surprise rules still apply. This rule does not apply to automatic fire.

Critical Hits and Misfires

On a natural 20, an attack with a firearm should be considered a critical hit. A critical hit does damage equal to the attacker's level or in damage dice. For example, a succubus with a pistol can do 9d8 damage on a critical hit!

A natural 1 may represent a misfire. There is a 1% chance the weapon may be permanently damaged and a 10% chance the shooter may also be injured by the misfire. The shooter taking 2 dice damage (die type depending on ammunition used), save for half.

Firearms Are Complicated

If firearms are added to the campaign later, such as through time-travel or discovery of ancient technology, the referee will have to determine whether a particular character class is permitted to use firearms. It also makes sense that there should be some learning curve before being proficient with a firearm.

Firearm Proficiency: First time users get a -4 to attacks with a firearm. This penalty exists until either the character gains a level or 500 XP is earned since acquiring and using the weapon.

Firearms will have a Rate of Fire (RoF) rating, reload time and weapon speed. These are not so important if guns are mundane, treat them as any other missile weapon. But as a way to make firearms inconvenient, especially if they're extremely powerful, these factors may help keep them in check.

Rate of Fire: A firearm with multiple RoFs may only fire once during the surprise round, but the chance of a critical hit should increase as per the Surprise Attack rule above. Automatic weapons are indicated by an (A).

Reload: Reloading a firearm manually can take up to a minute. During combat, reloading takes place during the Movement and Missiles Phase. If quick loaders or magazines are available, reloading takes one round. Black powder weapons can take up to 3 rounds to reload. Reloading is akin to casting spells, it can't be done in melee.

Weapon Speed: Weapon Speed is only a factor for individual initiative rolls, such as duels (see above). This value is added to the initiative roll or, if using Alternate Combat Sequence Method No. 3, the value is negative.

Automatic Weapons

Weapons with a RoF that indicates an (A), instead of making separate attacks, automatic weapons can affect multiple targets in a 10-foot square area. An automatic fire attack uses

10 rounds of ammunition. The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, save for half. A critical hit (natural 20) does 6 dice of damage, save for half.

Wound Point Damage

If the optional Hit Points and Wound Points rules are in use, any hit from a firearm causes 1 Wound Point by die of damage rolled. This is usually 1 wound point. If the Automatic Weapons and/or the Critical Hits and Misfires optional rules from this section are in use, many wound points may be lost from one hit in the appropriate circumstances. If these rules are in use but the general critical hit rules are, then a critical hit under the general critical rules causes double the normal number of wound points.

FIREARMS BY ERA

For game purposes, firearms come from four different eras, from primitive to future. The Referee determines which eras, if any, are in use in their campaign.

Weapon cost assumes firearms are mundane in the campaign setting. If firearms are particularly rare or powerful, treat them as unique or powerful magic items and adjust the prices appropriately.

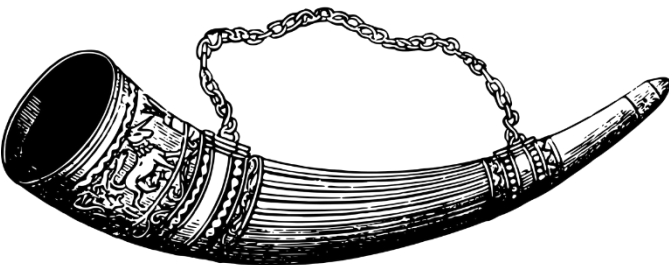
Era I

Black powder firearms represent the earliest forms, from the arquebus to the musket. For the centuries, all firearms were basically muzzle loaded weapons that were manually ignited. They were made practical with the invention of matchlocks, a hundred years later wheel locks appeared then finally another 100 years went by before flintlocks were developed. A black powder firearm is loaded with black powder, wadding and a metal ball.

Weapon	Dmg Die	RoF	Spd	Rge*	Ammo	Wgt	Cost
Pistol, black powder	d8	1/3**	-3	50ft	1	4lb	100gp
Rifle, black powder	d10	1/3**	-3	80ft	1	15lb	250gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

**Loading will take 3 uninterrupted rounds. Black powder weapons can take up to 3 rounds to reload. Reloading is akin to casting spells; it can't be done in melee.



Era II

These firearms represent the early modern firearms that featured breech-loaded percussion-cap cartridges, or bullets. Loading time, reliability and production greatly improved. The classic derringer and revolver to shotguns and long-rifles are of this time period. The first practical machine gun, the Gatling gun, makes its appearance.

Weapon	Dmg Die	RoF	Spd	Rge*	Ammo	Wgt	Cost
Pistol, compact	d6	1	0	40ft	2	2lb	200gp
Pistol, revolver	d8	1	-1	60ft	6	4lb	150gp
Rifle, lever-action	d10	1	-2	120ft	5	15lb	250gp
Shotgun	d10	1	-1	50ft	2	12lb	300gp
Gatling Gun	d10	5(A)	-2	120ft	**	300lb	1000gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

**The Gatling gun uses a gravity fed box of ammo that could be reloaded on the fly.

Era III

The weapons of this era represent the large variety of weapons available in the modern world.

Weapon	Dmg Die	RoF	Spd	Rge*	Ammo	Wgt	Cost
Pistol, compact	d6	1	0	40ft	2	2lb	200gp
Pistol, revolver	d8	1	-	60ft	6	4lb	150gp
Pistol, semi-auto	d8	2	0	60ft	10	4lb	250gp
Rifle, assault	d10	3(A)	-1	100ft	30	12lb	500gp
Rifle, bolt-action	d10	1	-2	120ft	5	15lb	350gp
Shotgun	d10	1	-1	50ft	2	12lb	300gp
Shotgun, combat	d10	2	-1	50ft	10	15lb	400gp
Submachine Gun	d8	3(A)	-1	60ft	30	10lb	400gp
Machine Gun	d12	5(A)	-2	120ft	100	30lb	800gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

Era IV

These are the futuristic and/or alien weapons of science fiction.

Weapon	Dmg Die	RoF	Spd	Rge*	Ammo	Wgt	Cost**
Pistol, Laser	d8	1	-1	80ft	40	2lb	400gp
Pistol, Blaster	d10	1	-1	50ft	20	3lb	500gp
Rifle, Raygun	d10	3(A)	-2	200ft	50	6lb	1200gp
Rifle, Plasma	d12	1	-3	150ft	25	7lb	1450gp

*Shooting beyond this range is -2 up to twice this range indoors and three times this range outdoors.

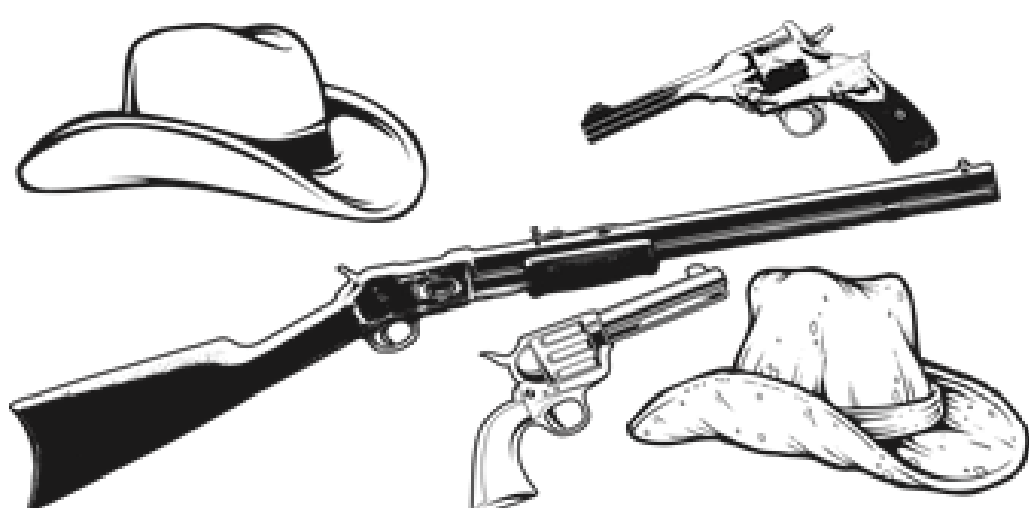
Ammunition Costs

For simplicity, the cost of rounds is dependent on how much damage they do. For black powder weapons, the costs include the necessary black powder.

Damage	Cost*	Weight
d6 or d8	5sp	0.1 lb
d10 or d12	1gp	0.1 lb

*Costs are for 10 rounds where firearms are mundane. In campaigns where firearms are rare, costs are for a single round.

Magazines and quick-loaders cost 1 gp for each if firearms are mundane or 1 gp per round they carry in campaigns where firearms are rare.



SECTION IX:

RANDOM TABLES

The following tables are useful examples of the random tables that can help the Referee create adventure material. These tables are useful as they are, but may need changes to suit the Referee's campaign.

ADVENTURE HOOKS

There are many times when the Referee needs to come up with several "rumors" of possible adventures. It can be easy to fall into a rut. Rolling on the following table (or one like it that you create) can help avoid boring predictability.

D100 Adventure Hook

1	Test the fidelity of a noble's suitor.
2	Collect several pieces of an ancient treasure map.
3	Map an abandoned sewer system.
4	Sink a pirate ship that has been raiding a local village.
5	Retake a castle from some bandits, without damaging it too badly.
6	Free a group of lost children from a Medusa.
7	Compete in a jousting tournament.
8	Compete in a fighting tournament.
9	Infiltrate a thieves' guild for information.
10	Completely clear a dungeon of all monsters & traps.
11	Join a naval fleet on maneuvers.
12	Escort a group through a haunted forest.
13	Clear a cemetery of a zombie infestation.
14	Sink a rival village's merchant/fishing fleet.
15	Save a kidnapped noble's child.
16	Steal a noble's/merchant's treasury.
17	Dispose of someone's unwanted thrash.
18	Exonerate a party member of a crime.
19	Frame an enemy for a crime.
20	Defend a caravan through a desert.
21	Break a friend out of jail.
22	Capture a rare animal.
23	Stop a human sacrifice.
24	Find an ancient library.
25	Climb a wizard's tower.
26	Locate a lost relic.
27	Poison, or purify, a well.
28	Free a group of slaves.
29	Recapture some runaway slaves.
30	Protect a rich merchant at a masquerade ball.
31	Search a castle for its Vampire master.
32	Gather some important information about a foe.
33	Spook a family away from their farm/home/business.
34	Destroy, or repair, a dam.
35	Compete in a race to a location against other parties.
36	Usurp a diabolical warlord.
37	Retrieve some plants for a rich alchemist.
38	Hunt down a serial killer.
39	Explore a lost monastery atop a high mountain.
40	Disrupt a cult's ritual.
41	Help exorcise a demon from a village.
42	Pose as pirates to frame them for wrong doings.
43	Discover who, or what, is poisoning the river.

D100 Adventure Hook

44	Discover who, or what, is stealing the town's lobster traps.
45	Help arm a local village for an uprising.
46	Negotiate a truce between rivals.
47	A half-eaten villager is discovered in the sewers.
48	Assassinate a local politician.
49	Discover a noble's lost pet.
50	Guard a jail from an angry mob.
51	Something is killing a farmer's livestock.
52	Map out a huge forest.
53	Return a chunk of still frozen ice from the tallest mountain.
54	Several dire beasts have taken a local forest.
55	Burn a rival port's dock.
56	Delve deep into a cavern to find a long-lost artifact.
57	Deliver a cargo safely through a bandit/pirate infested zone.
58	Liberate a village from bandits.
59	Discover a sunken ship and recover an item from it.
60	A portal to another realm has opened in the forest.
61	Fulfill a prophecy.
62	Restore an ancient artifact one piece at a time.
63	Avenge a local prostitute after she was harmed by some townsfolk.
64	Quickly take supplies to an isolated village.
65	Steal something important from a local, but without them discovering.
66	Investigate some recently discovered catacombs.
67	Find a cure to a deadly plague.
68	Discover a lost map from a pirate, then find the treasure.
69	Track down an evil Mystic.
70	Discover the recipe to ancient potion.
71	Locate some rare metal for a blacksmith to forge an armor.
72	Cure a local of lycanthropy.
73	You are hired to deliver grain to a village, but discover it has been tainted.
74	Investigate a town overrun with Madness.
75	Steal bodies for a local Necromancer.
76	Clear and destroy a toll road to the north.
77	A noble receives a death threat and wishes for you to investigate.
78	You are hired by a Warlord to retrieve tribute from a small village.
79	Clear the hillside of the influence of a pair of Giants or Ogres.
80	Find a way off of a deserted island.
81	Find a lost child in the town's sewer system.
82	Escort a group of virgin maidens to convent.
83	Aid a scholar in an excavation.
84	A new island has arisen in a local lake.
85	Aid a clergyman in opening a new church.
86	Aid an escape from a prison camp.
87	Traverse some wilderness looking for a lost traveling party.
88	Join a local leader at their side in a major battle.
89	Clear an orchard of giant insects.
90	Get rid of a cursed item.
91	Acquire a specific slave from a market, and return them home.
92	An earthquake unearths a lost cavern, you are hired to explore it.
93	Convince or force a group of fairies to leave the forest.
94	Destroy a Flesh Golem and bury it in consecrated ground.
95	Capture an exotic bird and return it safely.

D100 Adventure Hook

96	Farms are failing to an unknown blight. Seek out its source and kill it.
97	VIP is chained in a ship among dozens of slaves. Rescue them.
98	You are dispatched to a mine, where several miners are being attacked by unknown monsters.
99	Help replant several plants or crops after amid a bandit raid.
100	Trick a small town into believing that you are gods.

DUNGEONS ON THE FLY

No matter how prepared a Referee is, there will be times that material has to be created on the fly determine a game. The following optional tables may help. Even if you don't like the result as written, the result may give you an idea for something else. These tables have been deliberately kept simple and general, so they will require Referee interpretation.

"Monster Rating" is used in some of these tables. A monster's Monster Rating is equal to its hit dice plus one for each special ability it has.

Random Dungeon Generation I

If you do not have time to prepare a dungeon in advance, use the following procedure:

1. Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
2. Grab a handful of d6s.
3. Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice constrained to the paper.)
4. Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6:
 1-2: 1 exit
 3-4: 2 exits
 5-6: 3 exits
5. Add hallways connecting the rooms to taste.
6. In order to determine what to fill a room with, roll a d8:
 1-3: Empty
 4: Empty save for treasure
 5: Monster
 6: Monster and treasure
 7: Trap
 8: Referee Special (or roll again)

Quick Random Treasure Generation

Generating treasure from the standard tables can be a time-consuming procedure that can require many different rolls. The following system is much faster. It can be used to generate the treasure belonging to a large group of monsters or a single powerful monster. Note that no magic items are generated in these tables. If you believe a magic item or magic items would be in the treasure, add them.

First, determine the type of treasure hoard by rolling 1d6 (or by selecting the most appropriate type) on the following table:

Quick Treasure

D6 Roll	Hoard Type	Contents
1	Sentimental	75gp, 1 piece of art
2	Dilettante	75gp, 5 gems, 3 pieces of art
3	Traveler	100gp, 20 gems
4	Collector	100gp, 12 pieces of art
5	Banker	500gp
6	Old Hoarder	300gp, 15 gems, 6 pieces of art

Second, make adjustments to the hoard based on the owner as described below:

Monsters with a Monster Rating of 4 or less, commoner families, and simple merchants:

- Gems are worth 10 gold (Blue Quartz, Malachite, Tiger eye)
- Art Items are worth 25 gold (bone dice, gold bracelet, small mirror)

Monsters with a Monster Rating of 5 to 10, nobles, and popular businesses:

- Multiply gold by 10
- Gems are worth 100 gold (Amber, Coral, Jade)
- Art Items are worth 250 gold (box of turquoise animal figurines, silk robe, silver necklace)

Monsters with a Monster Rating of 11 to 16, royalty, great wizards, great merchant houses:

- Multiply gold by 100
- Gems are worth 1000 gold (Emerald, Opal, Sapphire)
- Art Items are worth 2500 gold (gold music box, old painting, eyepatch with mock sapphire eye)

Monsters with a Monster Rating of 17+, liches, and old dragons

- Multiply gold by 1000
- Double the number of gems, and each one is worth 5000 gold (Diamond, Jacinth, Ruby)
- Triple the number of art items, and each one is worth 7500 gold (gold child-sized sarcophagus, jade and gold dragon chess set, jeweled gold crown)

Random Magic Items

To quickly make magic items, decide between a spell item which reproduces a spell from the spell lists, or a bonus item which provides a +1 to +3 bonus to attack and damage rolls (weapons), or AC (armor and shields.)

There are three kinds of spell items:

- Consumables: Single use items such as potions or scrolls.
- Renewable use: Either 2d20 charge or 1d2 charges that renew daily.
- Constant use: Provides a continuous effect.

Use the following guidelines when distributing items or estimating their price should the party try to sell them:

Quick Magic Items

Rarity	Monster Rating	Wholesale Value †	Spell Levels	Armor Bonus	Weapon Bonus
Common	1-4	100gp	Minor Magic	-	-
Uncommon	2-6	500gp	1st	-	+1
Rare	4-10	5000gp	2nd-3rd	+1	+2
Very Rare	8-16	20,000gp	4th-5th	+2	+3
Legendary	17+	100,000gp	6th	+3	-

† Divide by 2 for renewable use and by 10 for consumables

RANDOM NPC PERSONALITY ATTRIBUTES

NPCs created on the fly often seem similar. Use the following tables as needed to create more random NPCs. Note that common sense should always override random rolls.

Base Personality (roll 1d8):

- 1: Cranky
- 2: Jock
- 3: Lazy
- 4: Peppy
- 5: Smug
- 6: Snooty
- 7: Sweet
- 8: Roll twice.

Area of Expertise (roll 1d6):

- 1: Communication
- 2-3: Subterfuge
- 3: Knowledge
- 5-6: Physical

Social role (roll 1d6):

- 1-3: Productivity
- 4-5: Military
- 6: Sovereignty

Motivation (roll 1d8):

- 1: Love
- 2: Hate
- 3: Greed
- 4: Ambition
- 5: Fear
- 6: Need
- 7: Idealism
- 8: Cynicism

DUNGEON FURNISHINGS

Dungeon design is addressed thoroughly in the core rules. However, the following tables may be useful for fleshing out special areas or adding odds and ends to underground areas.

Random Traps

Use this table for designing traps. Some creativity will need to be employed to make the traps appropriate for the situation and abilities of the PCs.

Random Trap Determination

D100	Trap Type	D100	Trap Type
01-06	Arrow trap ¹	41-43	Lightning bolt
07-08	Collapsing ceiling ⁵	44-53	Pit (10' deep) ²
09-10	Compacting ceiling	54-63	Pit (locks shut) ²
11-12	Compacting walls	64-67	Portcullis trap ⁵
13-14	Dropping ceiling	68-72	Room ⁶
15-19	False door ³	73-78	Scything blade
20-23	Falling stones	79-83	Sliding pit ²
24-25	Flooding passage	84-88	Sliding pit (locks shut) ²
26-27	Flooding room	89-94	Spear trap ¹
28-30	Fire ball	95-98	Swinging ball/block
31-40	Gas ⁴	99-00	Teleporter

¹Poisoned on a roll of 1 on d10

²Roll d10; poison spikes, 1; spikes, 2-3; flooding, 4

³Roll d10; pit trap, 1-2; poisoned needle, 3

⁴Roll d10; blinding, 1-2; confusion, 3-4; fear, 5; poisonous, 6; sleep, 7-8; slowing, 9-10;

⁵Roll d6; blocks passage ahead 1-3; blocks passage behind 4-6

⁶Roll d10; flooding, 1-2; elevator, 3-4; collapsing, 5-6; spiked, 7-8; compacting, 9-10

Atmospheric Details

The following tables can be used to add atmosphere to otherwise bare or uninteresting areas. These atmospheric details need not be explained in any way, or if they inspire the imagination they could lead to additional unique encounters or mysteries. Roll once or more times on the table below for any given area. Different dice rolls should be used for rolling for odors or tactile atmospheric details.

Random Atmospheric Details

d12	Odors	Tactile	Visibility (d6)
1	Damp	Breeze, cold	Dusty
2	Decay	Breeze, dry	Foggy
3	Earth	Breeze, humid	Misty
4	Excrement	Breeze, warm	Obscured (gnats, etc.)
5	Ferrous	Breeze, wet	Smokey
6	Leather	Downdraft	Steamy
7	Mold	Numbing wind	
8	Musky	Prickly draft	
9	Ozone	Side draft	
10	Sea Air	Static charged air	
11	Smoke	Unnaturally still	
12	Sulphur	Updraft	

Random Sounds

D100	Sound	D100	Sound
01	Barking	53-54	Panting
02	Bell chiming	55	Paper crinkling
03-04	Buzzing	56	Pounding
05-06	Cackling	57-58	Rattling
07	Chains rattling	59-60	Ripping
08-09	Choking	61-62	Scratching
10-12	Chuckling	63	Sizzling
13-14	Coughing	64	Slapping
15-16	Creaking	65-67	Slithering
17-19	Door breaking	68-69	Snapping
20-21	Door shutting	70	Sneezing
22-23	Door slamming	71	Snorting
24-25	Dragging	72-73	Sobbing
26	Farm animal (random)	74	Spitting
27-28	Fire crackling	75-76	Stone sliding
29-30	Footsteps, walking	77-78	Talking (indiscernible)
31-32	Footsteps, running	79-80	Tapping
33	Giggling	81	Thunder
34	Glass breaking	82	Wailing
35	Gong pounding	83-84	Water bubbling
36-37	Grating	85-86	Water dripping
38-39	Gurgling	87-88	Water flowing
40-41	Hissing	89	Water splashing
42	Hooves clopping	90-91	Water trickling
43-45	Laughing	92-94	Whispering
46	Leaves rustling	95	Whistling
47-48	Moaning	96-97	Wind whistling
49	Musical instrument	98-99	Wood splintering
50-52	Name spoken	00	Yelling (indiscernible)

Miscellaneous room contents

D100	Contents	D100	Contents
01	Ashes	53-54	Potion bottle, empty
02	Axe, bloody	55	Rope, hemp, rotten
03-04	Bandages, bloody	56	Sack, large, rotten
05-06	Blood, dried	57-58	Shield, cracked
07-08	Blood, puddle	59-60	Shirt, stained
09-10	Blood, wet smear	61-62	Skeletal part (random)
11-12	Bones, broken	63	Skeleton, animal

D100	Contents	D100	Contents
13-14	Boot, chewed	64-65	Skeleton, human
15-16	Candles, partly burned	66-67	Skin, furred, dry
17-19	Cart, broken	68-69	Skin, tattooed, dry
20-21	Cobwebs	70	Skull, animal
22-23	Dagger hilt	71	Skull, human
24	Desiccated corpse	72-73	Skull, humanoid
25-26	Excrement	74	Slimy ceiling
27-28	Figurine, small wood	75-76	Slimy floor
29-30	Firewood	77-78	Slimy wall
31	Grappling hook, rusty	79	Spikes, iron, rusty
32-33	Grave marker	80-81	Stain, indiscernible
34	Helmet, cleaved	82	Stain, water
35	Holy symbol, ruined	83-84	Stones, large
36-37	Incense and burner	85-86	Stones, small
38-39	Key	87-88	Sword, long, broken
40-41	Lantern, broken	89	Tooth, large sharp
42-43	Manacles, rusty	90-91	Torch, partially burned
44-45	Map, illegible	92-93	Warning (chalk on a wall)
46	Mirror, small, broken	94-95	Water, puddle
47-48	Mold	96-97	Water, droplets on wall
49-50	Moss	98-99	Waterskin, empty, rotten
51-52	Mushrooms (in offal)	00	Withered flowers or herbs

Special Encounters

When designing a dungeon, there are areas that contain unique encounters or areas. The following tables can be rolled on or chosen from to help design these unique places or objects. Care must be taken to create objects or areas that cannot be abused by the players, and in some cases, effects associated with these encounters should be temporary or limited in use. Roll or choose from the Random Features Table first, then roll or choose on the Random Characteristics Table. If rolling randomly, not all results will make sense, so the referee will have to roll again or alter the interpretation of the results. Specific details of the effects are left to the design of the referee, such as duration, damage dealt (if appropriate), trigger mechanisms, etc.

Random Features Table

D100	Result	D100	Result
01-03	Alcove	51-53	Painting
04-05	Altar, large	54-56	Passage
06-07	Altar, small	57-59	Pedestal
08-10	Archway	60-61	Pillar/column
11-12	Barrier, invisible	62-65	Pit
13-14	Basin, stone	66-67	Platform, stone
15-17	Bust sculpture	68-70	Pool, artificial
18-20	Ceiling	71-72	Pool, natural
21-22	Ceiling, domed	73-74	Portcullis
23-25	Chest, wooden	75-76	Room
26-28	Container (jar, pot, etc.)	77-78	Rug
29-31	Door (50% secret)	79-80	Shelf, inset to wall
32-33	Fireplace	81-82	Sphere, glass
34-36	Floor	83-84	Stairway
37-38	Fountain	85-87	Statue
39-40	Fungus	88-89	Tapestry
41-42	Gate, iron	90-92	Vault
43-45	Idol	93-94	Vegetation
46-48	Mirror, large	95-97	Wall
49-50	Monster	98-00	Well

Random Characteristics Table

D100	Characteristic	D100	Characteristic
01-02	Ages (25% decreases)	51	Illusionary
03-04	Alters alignment	52	Increases ability ⁴
05-06	Animates an object	53	Increases gravity
07-08	Attracts	54-55	Invisible
09-10	Attacks	56-57	Levitates
11-12	Bestows a curse	58-59	Moves
13-14	Burns	60	Nullifies magic
15-16	Causes fear	61-62	Pivots
17-18	Causes geas	63	Points
19-20	Changes ³	64	Poisons
21-22	Collapses	65	Polymorphs
23-24	Condenses	66-67	Produces an object ²
25-26	Consumes	68-69	Reduces
27-28	Decreases ability ⁴	70-71	Replaces
29-30	Decreases gravity	72-73	Repulses
31	Disintegrates	74-75	Reveals lies
32-33	Duplicates object	76-77	Reverses gravity
34	Duplicates person	78-79	Sinks
35-36	Emits a gas	80-81	Sliding
37-38	Emits a slime or ooze	82-83	Slopes (up or down)
39	Enlarges	84-85	Speaks ¹
40-41	Fake	86-87	Spins
42	Flesh to stone	88-89	Steals
43-44	Freezes	90-91	Stone to flesh
45	Grants a language	92-93	Stretches
46	Grants opposite wish	94	Suspends animation
47	Grants a wish	95-96	Teleports
48	Heals	97-98	Twists
49-50	Heats	99-00	Withers a body part

¹Roll d4; with intelligence, 1; a preprogrammed message, 2; tries to convince the party to take an action, 3; tries to lead the party into a trap, 4

²Roll d8; gold coins, 1; fool's gold, 2; magic item, 3; food, 4; gems, 5; water, 6; wine, 7; oil, 8

³Roll d6; skin color, 1; eye color, 2; hair color, 3; race, 4; sex, 5; height, 6

⁴Roll d6; STR, 1; DEX, 2; CON, 3; INT, 4; WIS, 5; CHA, 6

Specialty Room Furnishings

The following tables can flesh out the contents of alchemy or magic-user labs.

Alchemy or Magic-User Furnishings

D100	Item	D100	Item
01-02	Alembic	51-52	Jars, glass
03	Aludel	53	Manacles, wall mounted
04	Anthanol	54-55	Molds, Casting
05-06	Beakers, glass	56-57	Mortar and pestle
07-08	Bellows	58-59	Oil lamp
09-10	Bottles, glass	60-61	Parchment/Paper
11-12	Bowls, glass	62	Pelicans
13	Bowls, wooden	63	Pentagram
14-15	Brazier	64	Philosopher's Stone
16	Calcinary furnace	65-66	Pipettes
17-18	Cage, large	67	Pots, ceramic
19-20	Cage, small	68-69	Pots, copper
21-22	Candles	70	Pots, iron
23-24	Cauldron	71-72	Prism
25	Circle, protection	73-74	Quills
26	Circle, summoning	75	Retort
27-28	Coal	76-77	Rods, iron stirring
29-30	Crucible	78	Sand bath

D100	Item	D100	Item
31	Crystals, quartz	79	Scale, balance weight
32-33	Cucurbit	80-81	Spatula
34	Cupel	82-83	Spoons, measuring
35-36	Cups, measuring	84-85	Stands (for hot glass)
37	Cylinders, glass	86	Still, glass
38-39	Dishes, glass	87-88	Stoppers
40	Dissolving furnace	89-90	Tar, sealing
41-42	Flasks, glass	91-92	Tongs
43	Funnels, glass	93-94	Tripod
44	Furnace	95	Tubing, glass
45-46	Hourglass	96-97	Tweezers
47-48	Incense	98-99	Vials, glass
49-50	Ink, vials	00	Water clock

Use the table below for randomly determining the contents of jars, pots, or other vessels in a lab.

Random Container Contents

D100	Contents	D100	Contents
01-03	Amber	51-53	Leaves
04-06	Ashes	54-56	Locusts
07-09	Bark	57-60	Minerals, powdered
10-12	Blood, powdered	61-64	Oil, essential
13-15	Bone, chips/hunks	65-67	Powder
16-18	Bones, small animal	68-70	Mummy, small animal
19-21	Charcoal	71-73	Needles, bone
22-24	Cloth, cotton	74-76	Sap/resin
25-27	Eggs, exotic pickled	77-79	Salt, crystals
28-31	Entrails, pickled	80-82	Seeds
32-35	Eyes, dried	83-85	Sinew
36-38	Fat/grease	86-88	Skin, dried
39-41	Fingers/toes, dried	89-91	Slime
42-44	Flower petals, dried	92-94	Teeth
45-47	Fluid, putrid	95-97	Tongue, pickled
48-50	Hair, humanoid	98-00	Urine

The following table can be used for determining which torture devices are present in a torture room or some other location.

Torture Chamber Furnishings

D20	Devices	D20	Implements
1	Breaking Wheel	1	Brazier
2	Cauldron, large	2	Cage, large
3	Chair, spiked	3	Chains
4	Copper Boot	4	Clamps
5	Crocodile Shears	5	Cleaver
6	Crocodile Tube	6	Garrotes
7	Guillotine	7	Hooks, iron
8	Head crusher	8	Iron, branding
9	Heretics Fork	9	Balls, large iron
10	Iron coffin	10	Knives, various
11	Iron Maiden	11	Manacles
12	Judas Cradle	12	Nails
13	Knee Splitter	13	Oil, barrel
14	Lead Sprinkler	14	Pliers
15	Pear of Anguish	15	Rope
16	Pendulum	16	Saw, large
17	Rack	17	Spikes, iron
18	Spanish Tickler	18	Wedges, iron
19	Thumb Screws	19	Wedges, wood
20	Tongue Tearer	20	Whips

RANDOM TAVERN PATRONS

It is a law of gaming nature that at some point players ask about what sorts of people are in a tavern. The following tables can be used to jumpstart the creative juices so that this question can be answered on the fly in a colorful way. This is meant to be a mental springboard, and the referee should flesh out tavern patrons to whatever degree is necessary based on the situation.

Tavern Patrons

D20	Race	D100	Class	D4	Sex
1-2	Dwarf	01	Assassin	1-2	Male
3-4	Elf	02-11	Cleric	3-4	Female
5	Gnome	12-26	Fighter		
6	Half-Elf	27-28	Illusionist		
7	Half-Orc	29-37	Magic-User		
8-10	Halfling	38	Monk		
11-20	Human	39-81	None ¹		
		82-85	Paladin		
		86-90	Ranger		
		91-00	Thief		

¹Roll for a profession.

Random Professions

D100	Profession	D100	Profession
01-03	Animal Trainer	56-59	Huntsman
04-05	Armorer	60-62	Lapidary/Jeweler
06-09	Baker	63-66	Lorimer
10-12	Blacksmith	67	Mapmaker
13	Bookbinder	68-69	Mason
14-16	Bowyer/Fletcher	70-73	Miner
17-20	Brewer	74-76	Potter
21-23	Butcher	77-78	Roper
24-26	Carpenter	79-81	Seafarer
27-28	Chandler	82-84	Shipwright
29-33	Cooper	85-87	Spy
34-35	Coppersmith	88-90	Tailor
36-46	Farmer	91-93	Tanner
47-50	Fisher	94-96	Thatcher/Roofer
51-54	Furrier	97-98	Woodcutter
55	Glassblower	99-00	Vintner

The following table may be rolled or chosen from more than once for an individual, and should be used as inspiration when describing or role-playing an NPC's personality and/or motives.

Random Tavern Patron Traits

D100	Trait	D100	Trait
01	Agreeable	51	Narcissistic
02	Aloof	52	Naughty
03	Angry	53	Noisy
04	Apologetic	54	Nosy
05	Armless	55	Neutral
06	Arrogant	56	Oafish
07	Bald	57	Old
08	Beautiful	58	Optimistic
09	Boisterous	59	Ornery
10	Brawny	60	Pathetic
11	Callous	61	Pessimistic
12	Chaotic	62	Picky
13	Childish	63	Pious

D100	Trait	D100	Trait
14	Cold	64	Polite
15	Cranky	65	Porcine
16	Crazy	66	Predatory
17	Crippled	67	Pretty
18	Dark	68	Private
19	Dastardly	69	Proud
20	Despicable	70	Quarrelsome
21	Dour	71	Quiet
22	Drunken	72	Quick
23	Elegant	73	Quirky
24	Evil	74	Ragged
25	False	75	Regal
26	Flattering	76	Rich
27	Flatulent	77	Righteous
28	Friendly	78	Riotous
29	Frightened	79	Ruthless
30	Good	80	Secretive
31	Gross	81	Sick
32	Hairless	82	Silent
33	Hairy	83	Simple
34	Haggard	84	Stern
35	Haughty	85	Stupid
36	Helpless	86	Surly
37	Injured	87	Timid
38	Jesting	88	Tired
39	Joyous	89	Treacherous
40	Knowledgeable	90	Trustworthy
41	Large	91	Twisted
42	Laughing	92	Untrustworthy
43	Lecherous	93	Unwell
44	Legless	94	Uppity
45	Little	95	Ugly
46	Loud	96	Vain
47	Middle-aged	97	Venerable
48	Miserly	98	Wasted
49	Mousey	99	Weak
50	Murderer	00	Willful



RANDOM PROPHECIES

Fill in the blanks in the prophecy with a word from the appropriate column of the word table below.

D12	Prophecy
1	Upon the day of (Event) & (Event), the (Adj.) shall bring forth a rise of the (Person).
2	When the (Person) comes, the world will (Action), the (Adj.) (Person) shall cause the fall of (Location).
3	The day (Location) is celebrated, the (Adj.) shall mark the destruction of (Thing) and (Person).
4	It shall be on the day that the (Adj.) (Person), a (Event) shall bring forth a time of (Action or Person).
5	On the day that (Thing) becomes (Thing), a (Adj.) (Event) shall usher forth a rise in (Event or Thing) and a decrease in (Event or Thing).
6	When the (Location) (Action) the (Thing), a (Event) shall bring an age of (Person).
7	Once (Event) turns to (Event), a (Adj.) (Person) shall mark a rise of a (Adj.) (Thing).
8	At the end of (Event), the (Location) will (Action) until saved by (Person).
9	The (Thing) will devour the (Location) when the (Event) (Action).
10	The day (Persons) clash, a (Thing) shall mark the rise of (Location or Person).
11	Once (Thing) rains from the sky, a (Adj.) woman shall bring forth an age of (Thing) vis (Event).
12	The (Adj.) (Location) will succumb to the (Event) on the last day of the (Adj.) (Thing).

D2	Event	Adjective	Person	Location	Thing	Action
0						
1	Death	Poor	King	Plains	Time	Run
2	War	Rich	Queen	Mountain	Sword	Swim
3	Famine	Wise	Prince	Lake	Fire	Fly
4	Pestilence	Feeble	Princess	River	Shield	Die
5	Eruption	Strong	Child	Island	Crown	Live
6	Flood	Lost	Warrior	Keep	Throne	Cry
7	Marriage	Unborn	Wizard	Swamp	Eagle	Sink
8	Coronation	Immortal	Thief	Castle	Dragon	Rise
9	Birth	Holy	Jester	Wasteland	Vampire	Drown
10	Funeral	Black	Bard	Underwater	Truth	Win
11	Winter	Red	Priest	Space	Dog	Lose
12	Spring	Green	Zealot	Sun	Faith	Forfeit
13	Summer	Blue	Assassin	Moon	Cat	Grow
14	Autumn	Yellow	Squire	Village	Myth	Shrink
15	Equinox	Frozen	Knight	Shore	Love	Lie
16	Victory	Giant	Bowman	Graveyard	Treasure	Ascend
17	Defeat	Little	Fool	Catacombs	Hate	Crush
18	Invasion	Invisible	Philosopher	Kingdom	Anarchy	Defend
19	Catastrophe	Unholy	Liar	Sky	Lightning	Obliterate
20	Armageddon	Heroic	Hero	Road	Ice	Resurrect



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Tarnhelm's Tome of Wonder

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