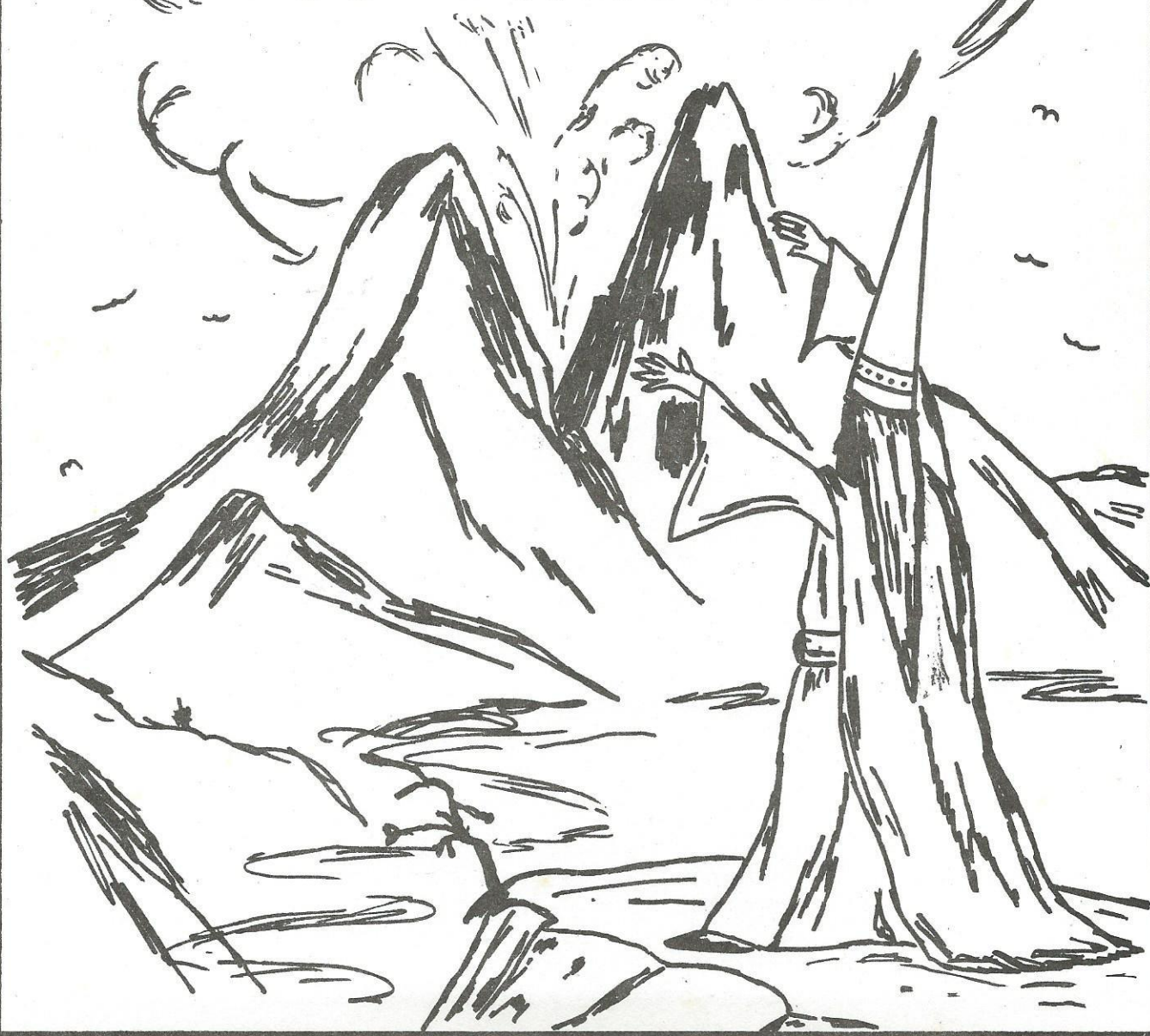
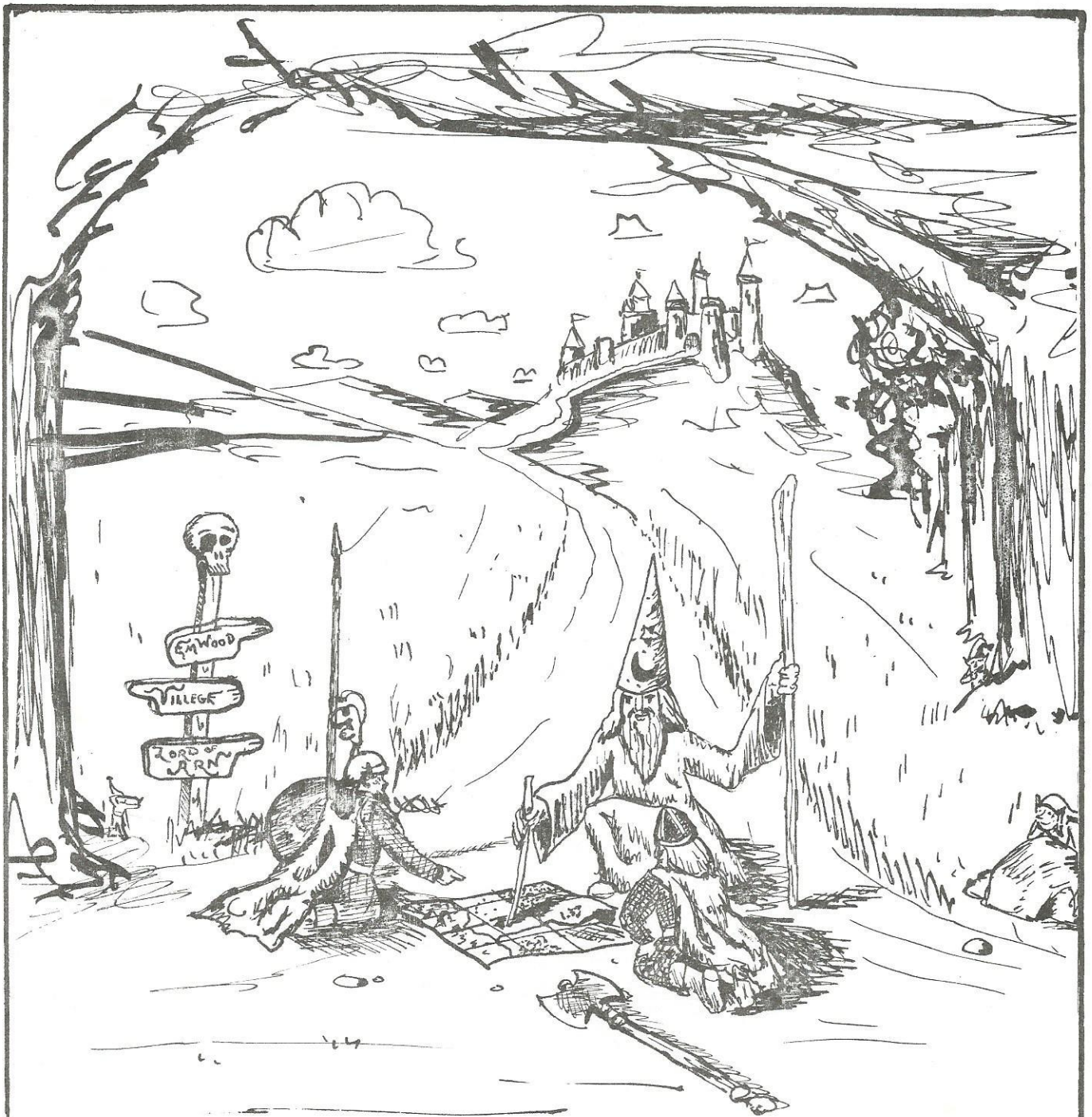


...BEYOND

THIS POINT

BE DRAGONS...





BEFORE SETTING OUT FOR FAME
AND FORTUNE

BEFORE SETTING OUT FOR FAME AND FORTUNE *****

TO BEGIN:

The Referee is responsible for the preparation of the campaign. He must draw out a minimum of half a dozen levels of the "Underworld", or the physical characteristics of the Upper World country he is going to use. Then, people them with horrid monsters, distribute prizes, and note the location on a key corresponding to the appropriate level (see THE UNDERWORLD) or the appropriate section of countryside (see THE UPPER WORLD).

THE PLAYERS:

Before rolling for personal characteristics (see below), the players must decide what and who they choose to be, and which profession or class of adventurer they wish to be and progress through (Table 2). The different classes and the properties of each are -

Fighting Men: Rely upon weapons and fighting skill to stay alive. Until they reach the higher levels, most Fighting Men exist by hiring themselves out to wealthy or high level characters, and wear some kind of identification of their employer. The prime object of Fighting Men is to become Barons and land-owners, and/or investors. While having no problem handling magical weapons, a Fighting Man has only an 85% chance of success with other magical items, decreasing 5% each point below average in intelligence (see below).

Magic-Users: Rely upon their magic and intelligence to stay alive. They are likely not to wear any kind of metal armor (see Spells), and they dress in boots, tunics, and cloaks, usually in a special color of the individual (such as Brysbane the Blue) or the Guild or Fellowship they belong to (such as Fellowship of the White Hand). Their taste in weaponry run to either magical items, or bows. The prime object of Magic-Users, depending on individual preference, is to either form or head their own Guild or Fellowship, or to go off somewhere to brood and study in a tower.

Clerics: Rely upon their clerical spells and cunning to stay alive. They may not use edged weapons. Clerics are usually dressed in long flowing robes with the symbol of their monastery or Order somewhere in prominence. Clerics are skilled in medical practices and spiritual matters. They also have a high resistance to magic, as a spiritual plane is stronger than a Magic-User's phantasmal plane. The object of a Cleric's life is to be accepted in and work through a monastery or an Order, and therefore gold pieces are only as important as a tribute or tithe. Bishops and Lamas will head monasteries, and an Order will be headed by a Patriarch or Evil High Priest. Their adventures are more on the order of quests.

After deciding which class to belong to, players then choose what kind of creature they are. They may be men, or one of the following fantasy creatures:

Hobbits: May only be Fighting Men. However, the usual restrictions about using magical items does not apply. As a fighter they progress normally at 10% below normal, because of their size. This is modified by the dice total for "strength" plus "intelligence" and "cunning" as given in Table 3. Hobbits may not progress beyond the level of "Hero". Hobbits have a high resistance to magic and spells, so they will throw saving throws 4 levels above their actual level. Although fantasy creatures, Hobbits cannot see in the dark, but they

travel silently and so are generally not heard by opponents they meet. Hobbits use short stabbing swords and daggers, but are more at home using a short bow or a sling. Hobbits using a sling have a 90% accuracy of hitting exactly what they aim at, and a 97% accuracy just to hit. Because of their size, Hobbits can only wear small dwarvish mail and helms, or have armor custom made for them. Hobbits do not have a personal language of their own, but they can claim to speak elvish and/or dwarvish as their extra languages (although not extensively).

Elves: May not be Clerics. In the Magic-User class they may progress no further than "Warlock". In the Fighting Man class, they may not progress beyond "Swashbuckler" (although a Swashbuckler Elf may not be hired by anyone or anything). Because elves are magical creatures, they will handle magic items (wands and the like) well even if they are Fighting Men. After progressing to the top of his maximum level in one class, Elves may begin to accumulate Experience Points in the other class if they have a score of 13 or better in the prime requisite of the class they wish to change to (see below). Only Elves may freely change class. Elves who operate in both the Magic-User class and the Fighting Man class get the benefits of both classes; e.g. they are able to utilize magic weaponry and spells at the same time. Elves almost exclusively wear a long sword with a thin blade (which may or may not be magic), sometimes a shield, and usually no helm. They can wear normal armor, but usually use custom-made or elvish mail. Elves are 90% minimum accurate with a non-magic bow of any kind. In addition, they can see in the dark and cannot get lost in normal woods. They are also fine natural horsemen and sailors. Elves have an additional language, elvish (see Languages).

Dwarves: May only be Fighting Men. As a fighter they progress normally at 10% above normal, and the dice cast for "strength" plus "cunning" and "intelligence" will modify this accordingly. They may not, however, progress above the level of "Myrmiden". Dwarves also have a high resistance to magic and spells, so they will throw saving throws 3 levels above their actual level. Dwarves usually wear helm, chain mail, and carry a small round shield. Their taste in weaponry runs to battle axes, morning stars, maces, and daggers, and rarely if ever use swords or bows. They also prefer pikes. In addition, they can see in the dark, are quite at home underground, and have an unshakable sense of direction in caverns. Dwarves will speak the usual languages plus, with no penalty, Dwarvish, Goblin, Kobold, Gnomish, and Orc.

NOTE: All customs will be modified accordingly based upon the personality traits (see below) of the individual involved.

The next major decision is the choosing of the division: Law, Chaos, or Neutral. Law characters are generally bound by rules of conduct, though not necessarily honorable, and usually honor their word or a contract. However, they are quite ruthless in dealing with Chaos characters. Chaos characters have a loose "honor among thieves" code which is sometimes in effect. They will use any means available to destroy a law character. Neutrals are tolerated by both sides, to varying degrees. NOTE: A Law creature or monster will not attack a Law character. This is not true of a Chaos creature or monster versus a Chaos creature. Neutral creatures or monsters will attack anyone without prejudice or preference to division.

After deciding on all of the above, each player now rolls for his individual character traits.

SETTING THE CHARACTER:

The player rolls a series of three dice for his personality traits. The totals equal his starting "Intelligence", "Cunning", "Strength", "Health", "Appearance", "Ego", and Gold Pieces. One die is rolled for number of "Hits", to be modified accordingly as set in Table 4. Each player should keep a record of his own "vital statistics", with Experience Points and the Gold Pieces (GP) in a separate column, for their total will fluctuate continually. A sample heading for your card follows:

<u>Name:</u> Mythrandir - Magic User		<u>Level:</u> 1
<u>Intelligence:</u> 14	<u>Cunning:</u> 10	<u>Strength:</u> 5
<u>Health:</u> 14	<u>Appearance:</u> 8	<u>Ego:</u> 13 <u>Hits:</u> 3
<u>Gold Pieces:</u>	<u>Languages:</u>	<u>Experience Points:</u>
160 (3 dice x 10)	common, law, orc, dragon, eagle, goblin	0

Intelligence: The prime requisite for Magic-Users. Intelligence above average can be used on a 2 for 1 basis by Fighting Men and Clerics in their prime requisite areas.

Cunning: The prime requisite of Clerics. Cunning above average can be used on a 2 for 1 basis by Magic-Users and Fighting Men in their prime requisite areas.

Strength: The prime requisite for Fighting Men. Strength above average can be used on a 2 for 1 basis by Clerics only in their prime requisite areas.

Health: The measure of how well a person stands up under the strain of events (such as being turned to stone or changed into a toad), as well as the ability to take physical punishment.

Appearance: Seldom used, and it can be ignored, but it makes for some interesting situations when a male player is captured by a Witch, for example - will she turn him into a swine or keep him for a lover? The reverse is also true.

Ego (or Loyalty): Optional and can be ignored, but it can cause for players some interesting and perhaps awkward situations. For example, how well a player can give or take orders and the reaction to a real or supposed insult, or the likelihood that a player will risk his life for you in a dangerous situation.

Hits: The number of "chops" a player can endure in combat, or other sundry damage allowed before death can occur. It is also an indication of an individual's fighting ability (see Combat). Hits are modified in Tables 3 and 4.

Gold Pieces (GP): The monetary standard of most worlds, these will be used to purchase necessary items of equipment, pay expenses (and taxes), build castles and keeps, and possibly be used to invest in areas of the various player's control (see BARONIES). They may also be used to gain Experience Points (see below).

Languages: The common tongue is spoken throughout most of the known world and is known by most humans and all hobbits. All other creatures and monsters which can speak (excepting hobbits) have their own language and some (50%) also know common tongue. Law, Neutral, and Chaos also have their own individual language spoken by each re-

spectively. One can attempt to communicate through the common tongue, a language particular to a creature class (orc), or one of the divisional languages (law, etc.). While not understanding the language, creatures who speak a divisional tongue will recognize a hostile one and attack (see above). Participants with an intelligence above and not including 10 may learn additional languages, one language for every point above 10 intelligence factors. However, those participants with an intelligence below and not including 9 have a possibility of not knowing the common tongue, with a 10% chance of ignorance with an intelligence of 8, and increasing 15% each additional factor lower than 8. Thus, a man with an intelligence level of 14 could speak 6 languages, i.e. common tongue, his divisional language, and 5 creature languages. A man with an intelligence of 6 would have only a 60% chance of speaking common, but could speak his divisional language. Magic-Users also have a chance to know how to speak Magi, the magical tongue. While they all can speak it to some extent to perform spells, their ability to read it varies with their intelligence. A Magic-User with an intelligence of 3 has only a 15% chance of reading Magi, and this percentage will go up at a rate of 5% per intelligence point above 3.

NOTE: Elvish and Dwarvish are restricted languages used and spoken only by them and Hobbits. Only under strictly controlled conditions and circumstances should any other creature (including men) be allowed to speak them.

Experience Points: As players best monsters in mortal combat or use any magic or clerical spells in time of troubles, and capture various forms of prizes (magical weapons and items), they gain "experience". This adds to their Experience Point total, and in this manner players will eventually progress to higher levels and gain higher abilities. Each player's class determines the area where experience points will be found. For Magic-Users and Clerics, points will be acquired by casting spells, counting 100 points for Level 1 spell, 200 points for Level 2 spell, etc., and dividing by the level of the player. There can be up to a 50% bonus for casting in times of peril. They can also score, at the referee's option, for using their prime requisite in tense situations. All three classes will score points for killing various monsters, with 100 points per level of monster. If killed by a Magic-User, it must be killed by magical means for points to be scored, and full points are given. If killed by a Fighting Man, the points of the monster are divided by the level of the player killing it. If killed by a cleric, full points are awarded only if the monster was hostile to his division, or if extraordinary cunning was used by the player to bring about its destruction. Otherwise, the level of monster is to be divided by the level of Cleric (the latter for Clerics can only be used up to gaining Clerical Level 3). Fighting Men can also gain points by attaining coins, gems, jewels, and other loot with value in Gold Pieces. However, these points are used only on a 10 for 1 basis, and are used for training purposes. Prime Requisite numbers will affect the amount of points needed to advance levels (see Tables 2 and 3).

Spells: The number above each column (Table 4) indicates the spell level. The number in each column indicates the number of spells of that level that can be "cast" in a 24 hour period (see Table 5 for spell lists). NOTE: Magic-Users are warned about the dangers of trying to cast a spell while wearing metal armor and/or helms. Because of effects of "cold iron" on magic, a Magic-User dressed in plate mail will be unable to have a spell of any kind or level be success-

ful, although it will cost him a spell for that 24 period. A Magic-User dressed in chain mail will have only a 25% chance for complete success, although something will always occur. For example, a Thaumaturgist is wearing chain mail, and tries to throw a Lightning Bolt. A Lightning Bolt is thrown, but it misses its target by some 400 ft.

Fighting Capabilities: The numbers (Table 4) indicate the player's ability to handle more than one opponent in combat on an equal basis. For example, a Veteran could take on any ordinary non-veteran man and have a +1 advantage.

EQUIPMENT AND PROVISIONS:

All players, of course, must provision themselves for the journey which lies ahead. Initially, this is paid for out of the amount of GP with which the player starts off with. He must plan for the encounters he might have and, taking into consideration who and what he is, equip accordingly, also keeping in mind the total weight of his material and his own strength and endurance (see Tables 6, 7, 8, and 10). An example follows:

An adventuring human Fighting Man equips himself with Plate Armor (500 weight), Shield (150), Helmet (50), a 2 Handed Sword (150), a Dagger (10), and Miscellaneous Equipment (40). He is encumbered to the total weight of 900 GP. He moves at the speed of Armored Footmen. If he picks up treasure equal to another 150 GP he moves at the speed of a Heavy Footman. If he picks up additional weight up to 800 GP he would move at one-half that speed (if he could move at all!). Of course, he could discard equipment in order to carry treasure, so that an unarmed and unarmored man could carry weight equal to 1500 GP and still move at a normal full rate of speed.

THE MOVE/TURN:

(Movement is in segments of approximately 10 minutes in the Underworld, and by daily segments in the Upper World. Time must be taken to rest, so one move every hour is spent at rest below ground and two days every week are spent likewise above ground. If the players are spending time searching for anything, hiding, loading treasure, listening, ESP'ing, or whatever, time will go past, with occasional rolls by the Referee for "wandering monsters".

NON-REAL PLAYERS:

(In all probability the Referee will find it beneficial to allow participants to "hire") mercenaries for occasional service or permanent duty below or above. They can also capture various monsters (at the referee's option) to take into service. In most Upper World adventures, it is advisable to have at least one compatible partner hired to go with each non-Fighting Man. Monster-types, with the exception of orcs, cannot serve in the underworld, but they will man castles and keeps or lurk in dungeons built under player's own strongholds (see Castles). Eventually players who are Fighting Men will be forced to leave the service of the owner of a primary keep and go build their own. When they so depart there will come a parting from some of their hirelings. Thus, there is a 90% probability of the departing Fighting Man taking one hireling with him, 50% for taking a second, and 10% for taking a third. Offers to hire non-real players should take not less than one game-day to respond to, and a die might be thrown to determine when the first response takes place. Only Fighting Men will reply to offers. As a general rule, offers of under 100 GP/level have only a 10% pro-

bability of success. Dwarves will require 50% more gold, and elves will be attracted by offers of magical items. Continued posting of offers, with increasing amounts, will increase the probability of success, and eventually a transaction will take place. However, hiring above the Swordsman class (level 3) should be difficult, and above the Swashbuckler class all but impossible.

(Relatives): The Referee may allow participants to designate one "relative" to play if for any reason the participant disappears (whether or not death is established). The arrival of the "relative" should not be immediate, allowing from a week to a month or more at the Referee's option. Inheritance, if any, is immediate upon the arrival of the "heir", and the settling of the remains. If for any reason the original character of the player returns it is possible to allow the "relative" to remain in the game as a non-real player at the Referee's option.

Inheritance upon death or belief of death is immediate and unquestioned from father to son. In the case of relatives, or with non-relations, it is necessary to leave a "will" designating distribution of the deceased's riches. Otherwise, all monies, items, and/or holdings revert to the state, if any, or to squatter's claims. Plus, there is also a strong chance that valuables may be stolen unless well guarded.

(Loyalty): Men will serve as retainers (as will elves and dwarves) with relative loyalty as long as they receive their pay regularly, are treated fairly, and are given occasional bonuses (elves magic items, dwarves extra gold). For loyalty, eliminate the roll of ego and substitute loyalty. To this, plusses will be given for bonuses, consideration, luck in adventures, and life-saving acts on the part of the real players in behalf of their retainers. The average loyalty is 9-11, and retainer reactions can be judged accordingly, at the Referee's option and discretion. For example, with a loyalty score of 5, retainers will desert at the first opportunity; and with a score of 18 they will be fanatically loyal and willing to give their "lives for their master. Continued service over game-years will automatically increase loyalty which has stayed average or above during the period; thus, a Warlock in the service of a player would go from 11, let us say, to 12 after one game-year of service. If he had had several successful adventures, received monetary bonuses, and/or been given some magical items during this same period, his loyalty rating would probably increase another 3 points to 15 or more.

Support and Upkeep: Non-real players above the sixth level will be given a flat percentage of treasure in lieu of support and upkeep costs. (for Fighting Men, see Table 9). Magic-Users must be paid a minimum of 5% per level of all treasure. Clerics will receive a sum as a tithe of a flat 10% for their monastery or order as a minimum for service.

SUPPORT AND UPKEEP:

Players must pay living expenses and wages for themselves and hirelings. Costs in the Underworld are assessed on a weekly basis, but in the Upper Land the same cost applies on a monthly basis. Some "hazardous duty" pay should also be given when retainers from above serve for any length of time below ground. Creature naturally inhabiting the Underworld will live there at a lower rate but serving in an active capacity will accrue the higher rate automatically.

All players must also pay 1% of their minimum EP for taxes, excepting Clerics who pay what money they have to their monastery fund or

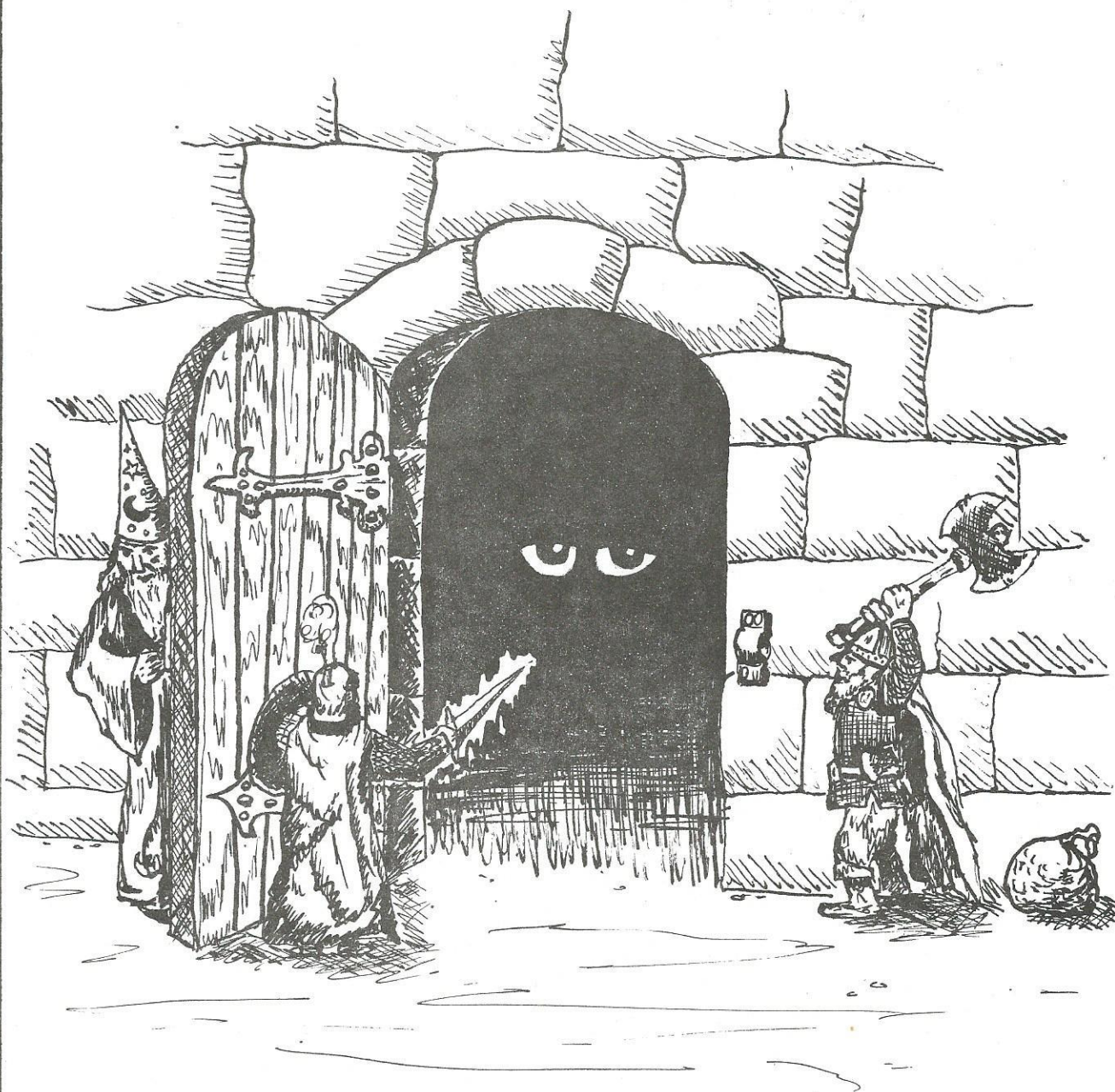
to their Order's treasury. Thus, a Lord would pay 1500GP a month. Magic-Users who belong to a Guild must also pay an additional 5% to it a month. Thus a Conjurer would wind up paying 10 GP a month in taxes, and 50 GP a month to his Guild, for a total of 60 GP a month.

Real players who become retainers will receive whatever they bargain for if they are serving another real player.

(Support and Upkeep is shown on Table 9)



GHOUL



THE UNDERWORLD

SOME WORDS OF EXPLANATION:

Underworld rules are very flexible, and can be applied almost anywhere. Officially, the Underworld is made up of the various levels below ground level that are found in various circumstances, such as in Manors or Castles, or in caves. But realistically they can apply to any adventure or segment of adventure that does not occur out in the open, such as the upper levels of a tower or manor. These are areas that can be expected to contain beasties described in the Underworld Encounter Table (Table 12).

LEVELS:

There is no limit to the number of levels down a labyrinth can have. The Referee is responsible for having a number of levels planned and drawn out, planning for specific encounters and prize locations. It is sometimes an advantage to have a specific purpose in mind when planning these. A sample "dungeon" in levels and floor plan is given on the following pages, with explanations below.

Sample Map of Underworld Levels:

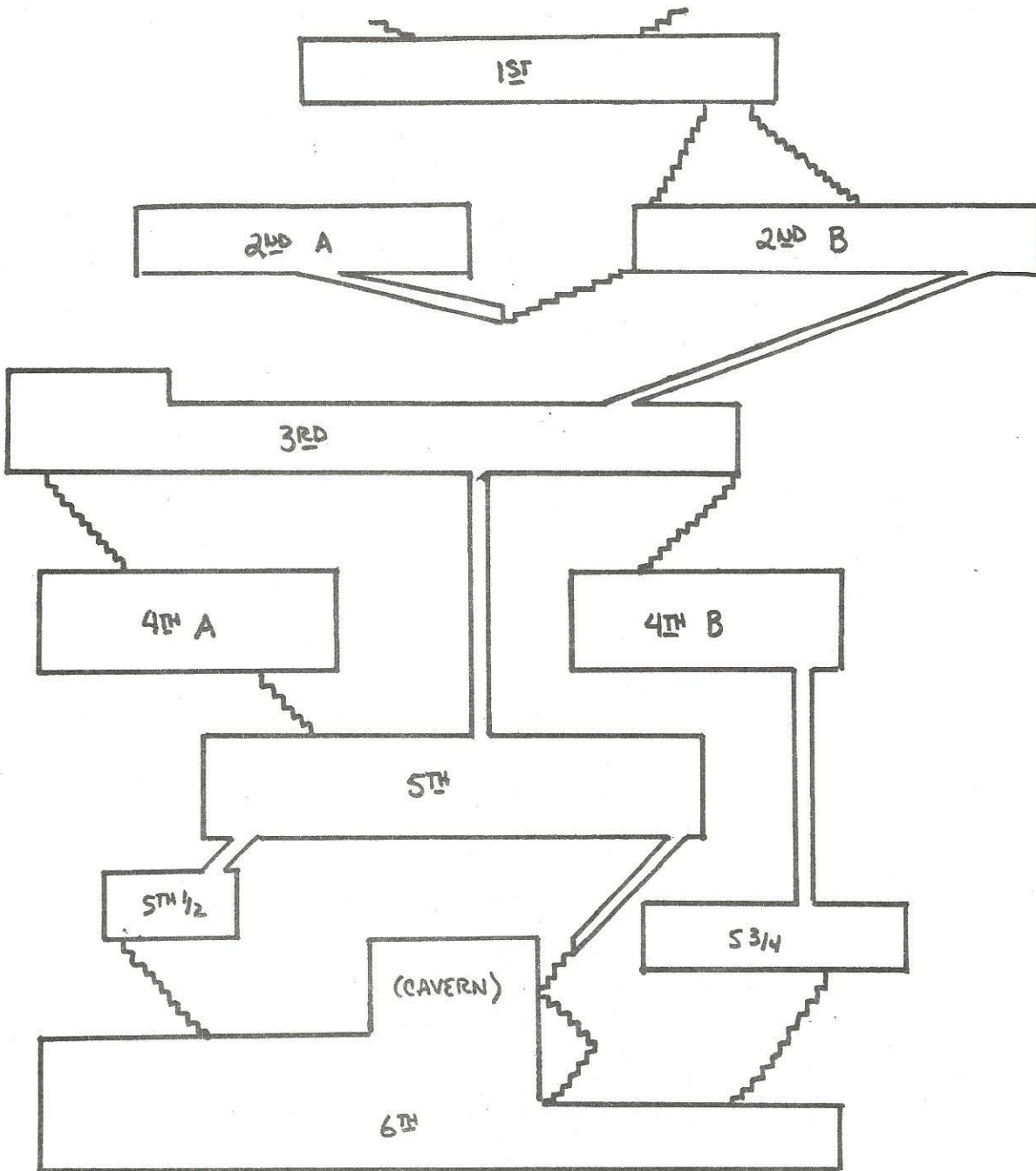
- 1-Note stairs down lead through blind passages and returns to circular room with wedge-shaped divisions. Unless secret door is located this area will lead nowhere.
- 2-This is simply a room-labyrinth, generally leading nowhere, but "A" would be a room containing a monster and treasure, i.e. an Ogre with 400 GP and 1 magic potion.
- 3-This area illustrates the use of slanting passages to help prevent players from accurately mapping a level.
- 4-No matter which way west players move they will end up turning into the lair of the monster in "B", a basilisk. There is a false door in the second passage north. The tunnel to the east contains a trap, a slide to a lower level which is disguised as a set of stairs.
- 5-Passage south "D" is a slanting corridor which will take players at least one level deeper, and if the slope is gentle even dwarves won't recognize it. Room "E" is a transporter, two ways, to anywhere the Referee likes, including the center of the earth or the bottom of the sea. The passage south "F" is a one-way transporter, and the player will never realize it unless a very large party (over 50' in length) is entering it.
- 6-"G" is a shifting section of wall, with a secret die roll to determine which way it will go, if at all. Such a section will possibly close one of the four corridors, possibly blocking access to/from the trapdoor located in the room to the northwest. "H" is a two-way secret door.
- 7-Note the pit (X) at the four-way intersection containing a secret door on the south surface. A small tunnel will lead discoverers to the room containing monster "I". The western portion contains the room of some evil men, complete with two secret doors for handy escape. There is also a flight of stairs.

This diagram is ment to be an aid, not a guide. The Referee is completely responsible for his own Underworld. NOTE: In the interests of fair play, it is recommended that players be allowed to draw a map of their seeable surroundings.

Doors, Traps, and Secret Passages:

Secret passages will be located by a roll of 1 or 2 by a dwarf, and

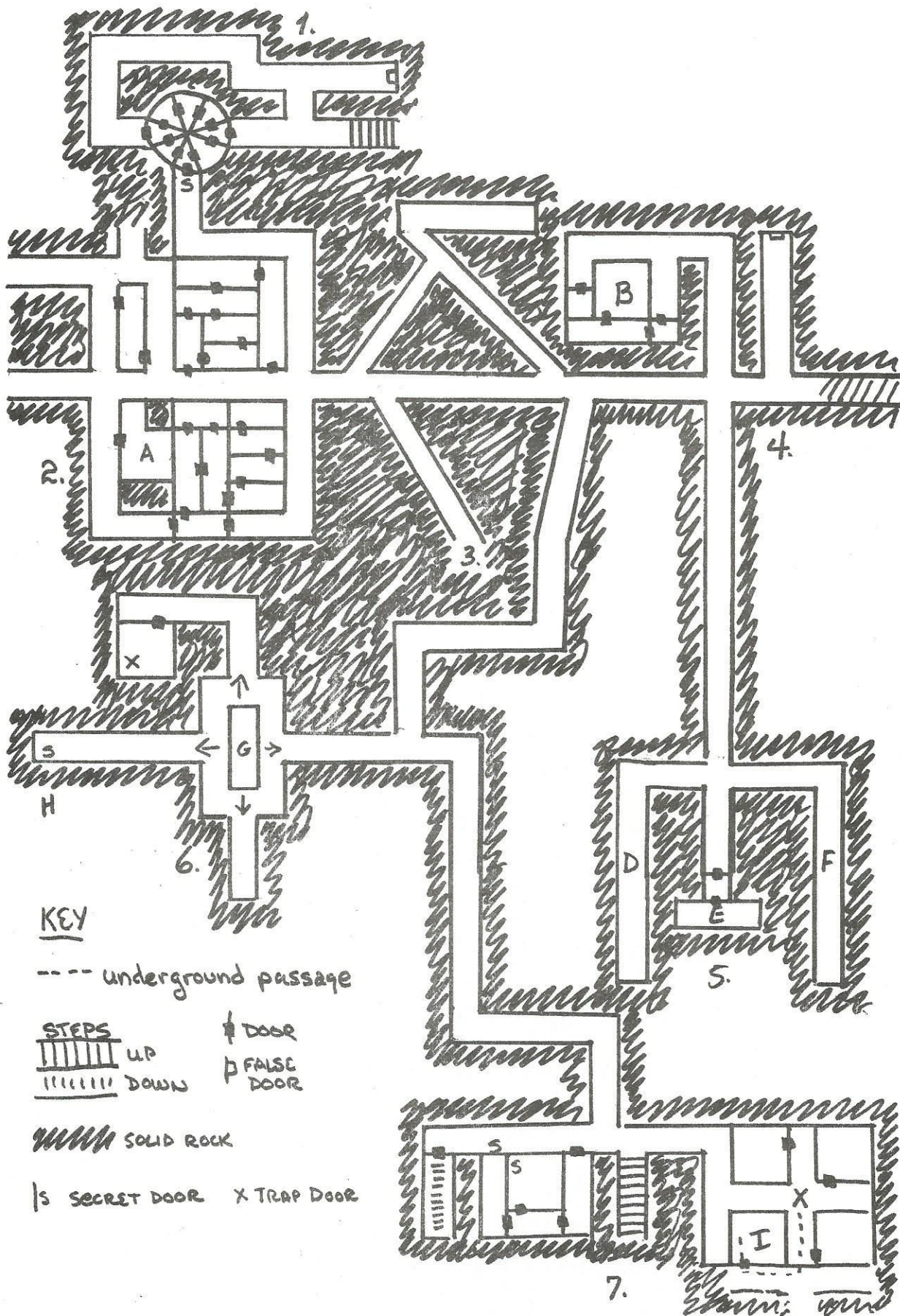
SAMPLE CROSS SECTION OF LEVELS:



ETC.

KEY

- ~ STAIRS
- // SLANTING PASSAGE
- || CHUTE



a roll of 1 by a man or elf (Referee's option: for a higher level they may be found more easily, and lower they may take more searching). To discover the door, the die must be rolled for each wall that player is searching (including the floor and ceiling), and can be rolled only once for each wall.

Standard doors automatically open. Special doors that do not, require a roll of 1 or 2 by men, and 1 for smaller players. Doors close automatically unless extreme measures are taken to hold them open (the imaginative Referee will keep players on their toes in this matter). Traps are usually sprung open by a roll of 1 or 2, and pits generally open to receive the unwary in the same way.

NOTE: Hobbits cannot find secret doors if cunning is below 13. Otherwise, they find doors as well as dwarves do.

Listening At the Door: When players come to a door they may "listen" to hear anything on the other side. "Undead" monsters will never make any sound and so may never be heard. Probabilities otherwise are typically 1 for men and 1 Or 2 for fantasy creatures.

Light: In the Underworld, generally passages have no light source. In this case, especially for hobbits and men, players must have some kind of light source. A lit torch will permit a player to "see" maximum of 15 feet, after which only dim shadows are slightly visible. A lantern has a maximum range of 30', with similar viewing after this distance. Of course this will make them seeable to creatures in the darkness. All monsters automatically see in total darkness.

Other Tricks and Traps: The risk of death is one of the most stimulating parts of the game. Therefore it behooves the Referee to include as many mystifying and dangerous tricks and traps as is consistent with a reasonable chance for survival. Here are a few simple items:

- /*False stairs going up and down.
- *Steps down which lead to a slant passage up, so actually the player goes not to another level, but stays on the same one.
- *Trap steps leading up a short ways, then down at least two levels, with the passage back blocked by iron spikes or bars.
- *Sinking rooms, including rooms which seem to sink while the doors remain fast for a period.
- *Illusion or mind control rooms.
- *Whole sections which dead-end so as to trap players being pursued by some monster.
- *Doors which open normally from one side, but resist (requiring a roll of three consecutive 1's, for example) from the other.
- *Rooms which revolve on a pivot either up or down, changing both level and direction. /

UNDERWORLD MONSTER ENCOUNTERS:

Monsters will be found as located on map keys or "wandering". Wandering monsters will appear whenever a six is rolled on a die. A die should be rolled every hour in Underworld situations.

Seeing Monsters: Players will "see" a monster at the maximum range of his light source if unable to see in the dark, or at 90 feet if they can. (There is a chance, however, for "surprise" to occur for both parties (die 1 or 2).) Certain magical devices will give prior warning, for which see MAGICAL ITEMS in the GLOSSARY.

Encountering Monsters:

The Referee now must determine what kind of monster it is, and how many there are of it. First use Table 11 to determine the level of monster encountered. Then, further dice must be rolled in order to

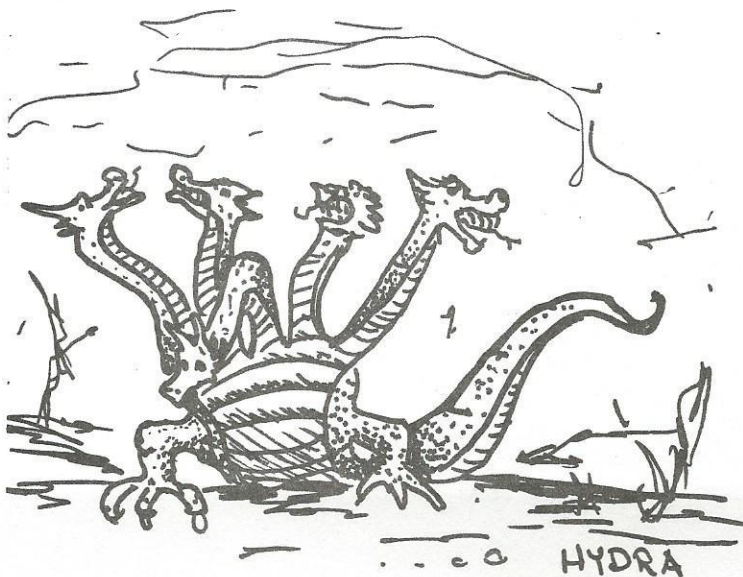
find which exact monster will appear (Table 12). To find the number of monsters appearing, take the highest level to be found in the group of players concerned and from this subtract the level of monster encountered. This difference is then multiplied by the number rolled on a six sided die. An exception to this could be Level 1 monsters. There should always be more Level 1 monsters appearing than adventurers in the group, and totals should be modified to reflect this.

Avoiding Monsters: Monsters will "see" adventurers run automatically and will attack if they see adventurers. If monsters are intelligent they will not attack obviously superior forces. (If players choose to run the monsters will continue to follow in a straight line until over 90 feet behind their prey,) at which time they will return to their lair or vanish. Change in direction of pursued players will cause a roll of a die (roll 1 or 2) to see if pursuit continues. Speed of monsters are listed in Table 13.

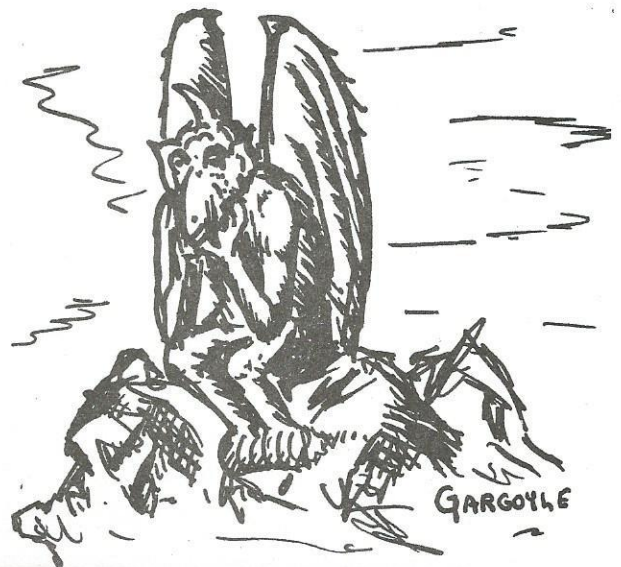
Men travel according to their encumbrance as previously explained. However, as they flee from a monster or monsters they may choose to drop items in order to increase their speed. Dropped prizes will remain where they were dropped with the appropriate monster(s) guarding them. There will also be a 10% chance that fleeing players will inadvertantly drop some item in order to escape some monster. A roll is made for each player involved, and only items held in hand can be inadvertantly dropped. If there are two possibilities, roll die to see which item is dropped.

MAINTAINING FRESHNESS OF YOUR UNDERGROUND:

As monsters inhabiting the rooms and corridors of a level are killed off new ones can easily be keyed in by the Referee, although not necessarily in the same rooms. New "construction" should always take place, and whole sections of a level can be closed off for a time by blocking passages and extending them in different directions. If the worst happens, new levels can always appear extending downward. All-in-all, with all of the devices and tricks available, there is no reason why participants in your game should not continue to find mystification, enjoyment, excitement, and amusement when adventuring through the maze of passages of the Underworld... simply keep it spiced with plenty of imagination!



HYDRA



GARGOYLE

SETTING THE STAGE:

As it was in the Underworld, so here too the Referee is responsible for the design, planning, and population of his Upper World - the land around his Underworld.

But the scope here is quite different. Here you are creating a land or country. What is its social structure? Where are its cities? What is its mythology, and how real is it? In other words, this is the chance that all fantasy fanatics dream about - the chance to create their own Lankhmar or Gor.

Supposedly, this is the land of your players. Before and after each Underworld adventure, this is the home they return to, and it is up to the Referee to make it. The number of possibilities are unlimited to the imaginative and well-read Referee.

First, the kind of world must be decided. Is this Narnia? or Barsroom? or a world of the Referee's creation? Scale maps must be drawn out for reckoning of movement. The major cities, if any, must be designated, and any set encounters should be noted.

After all this paperwork is completed, the story outline of your world should be set. For example, on the sample map on the following page, each major city has its own history. Cylorn, for instance, is comprised of high ego population, and often goes to war against Lalkel. A dwarf colony exists in the mountains north of Lalkel, and so the city warriors all have high quality armor. Nadirh, on the other hand, is nestled into the great forest of elves, and so its people have connections with elvish colonies. And on it goes.

The map following is only a guide and sample, as is the character discussions at the beginning of this game. The final decision and responsibility is up to the Referee.

(BARONIES:)

After Fighting Men build their own strongholds and control a territory and population (construction costs Table 23), they will have an opportunity to attack each other, improve their lands, and/or expand. It is suggested that the initial territory be about 20 miles by 30 miles. Areas of players' control should have a random population of 2-12 villages of from 100 to 600 inhabitants each. Players may then begin to invest capital in their holdings in order to improve them and bring in additional revenue. There are, of course, investment areas which are not related to the populace or the territory of the players.

Up to 10% of the population will take service as soldiery. In times of trouble an additional 25% of the population becomes militia.

Magic-Users: Do not create Baronies as such. While living in cities Magic-Users belong to a Guild, and therefore live in the Guildhome, or are independents (very risky) and live in a house. In neither case does the Magic-User own land or build strongholds. If the Magic-User does not live in a city, but lives in the country, forests, or hills and mountains, tower construction or mansions are popular. In this case, it is common for the Magic-User to "control" the surrounding countryside, depending upon the terrain and the level of Magic-User involved. In this case, a "tribute" is given to the Magic-User from the villagers (if any) inhabiting the area he controls. In neither case is a Barony, as such, established. Magic-Users, however, can and often do hire themselves out to a Baron or Lord as the "castle magician". It is also possible for Magic-Users to overthrow a Lord

or Baron, and take control of his lands. However, in this case, the rules for "Angry Villagers" (see below) can apply.

Clerics: Cannot establish Baronies at all. The prime goal of a cleric is to belong to a monastery or an Order. They do not live alone, nor do they establish territories on their own. However, the monasteries and orders can establish a kind of religious territory. In this case, the head of the clerical group, whether Bishop, Lama, or Patriarch, becomes a kind of constitutional monarch over his area. While having, as always, complete control over his group, the only control exercised over villages is spiritual, letting them run their own affairs. Also, instead of a tax, villages and villagers pay a 10% tithe to the monastery or Order in control. Clerical groups can invest in outside interests, however, but only as a group. In any case, all monies are put into the general group pot, controlled by the ruling cleric and any assistants he may designate.

Angry Villagers: Anyone who has seen a typical horror movie knows how dangerous angry villagers can be. Whenever the Referee feels that players have committed some unforgivable outrage, he can invoke the "angry villagers" rule.) These enraged citizens will move faster and fight better than any player, and will attack en masse as a mob despite loyalty factors. The Referee will decide, perhaps on a die roll, how many villages and villagers storm the castle. The attack will continue until 80% casualties have been reached, in which case a rout retreat will take place. In this case, however, resentment will remain, and insurrection will flame up again at the first opportunity. If the slightest gain is perceived by the mob, no amount of slaughter less than 95% will stop them. This situation will continue as long as the player refuses to conform to the desired situation. In the case of a Magic-User overthrowing a Baron and seizing his territory, die rolls are needed to see if the villagers revolt. If the deposed Baron had a loyalty of 13 or better from his villagers, there is an 80% chance of revolt. If the loyalty was less than 13, subtract 5% per each point under from the chance of revolt.

Investments: Investment costs are left to the discretion of the Referee, with consideration of construction costs (Table 23). The areas of investment are:

- | | | |
|----------------|-------------------|-------------------|
| ✓*Roads | ✓*Inns | ✓*Ship Building |
| ✓*Canals | ✓*Animal Breeding | ✓*Sea Trade |
| *Slave Dealing | ✓*Housing | ✓*Armories |
| *Fortification | ✓*Land Trade | ✓*Farming |
| ✓*Fishing | Education | ✓*Religion |
| ✓*Tourism | ✓*Exploration | *Magical Research |

MOVEMENT IN THE UPPER WORLD:

Basic maximum speeds are listed on Table 21, and these are to be modified by the Referee for terrains other than clear. These movement values are for one day's travel, with one hex equaling 10 miles. Thus, a Light Horse can go a maximum of 100 miles in one day over clear terrain.

Slowed Movement: Parties over 100 (including pack animals) move at a 1 hex penalty. Parties over 1000 move at a 2 hex penalty. Parties 5000 or more move at a 3 hex penalty.

Rest: All creatures must rest after six (6) days of continuous tra-

vel. In addition, dragons, after so traveling for three weeks in such a manner (considering rest days) must then rest for an additional three weeks.

UPPER LAND ENCOUNTERS:

Villages: Unless specifically identified, the size of a village encountered will be settled on a die roll, with 1=hamlet, 2-5= progressively bigger villages, 6=walled town. Possibilities for purchasing various needs or wants (other than food) increase proportionately with the size of habitation. Smallest villages have nothing; middle sized places will have fair possibilities of having standard mounts, magic swords and arrows, and warriors for hire. Walled towns will have all standard items for sale, some natural ones, and perhaps a dragon market in which to sell your catch.

Castles: Castles can be specified on the map, or may appear much like wandering monsters, i.e. when a 12 is rolled on two dice thrown once a "day". The inhabitants of these strongholds are either hostile (die 1-3) or neutral (die 4-6). Naturally the players will not know this until they hail the castle or are otherwise in contact with its inhabitants. (Chances for the occupants of a castle to come out (and come after the players) personally are: in same hex as castle, die 1-3; adjacent to the castle hex, die 1-2; one hex from castle, die 1. Pursuit will occur on die 1-3 if the occupants are hostile, and on a die of 1 if they are neutral.) Inhabitants of a castle are determined by Table 22.

(Fighting Men from a castle will demand a jousting match with passersby of like class if the occupants are not hostile. Otherwise, they will demand a toll (100-600 GP). If a joust takes place, the occupant of the castle will demand the loser's armor if he wins. If the passerby wins, he will gain lodging and a week's provisions from the castle or may opt to merely pass by) (see Jousting under MELEES & COMBAT and Table 28).

(Magic-Users from a castle will send passerby on a quest after treasure if they are not hostile. Unwilling passersby will either have to pay a toll (100-6000 GP), or yield some magical item to the Magic-User) (or fight).

Clerics, including Evil High Priests, will ask 10% of passersby's wealth as a tithe to their monastery or Order. If there is no payment possible, the cleric will send the adventurers on a holy quest.) The Evil High Priest has an 80% chance of attempting to murder the adventurer after payment of the 10%, and taking all of the wealth. If there is no payment possible, he will simply attempt to slay the members of the party.

Wandering Monsters: Unless specifically placed on the map as a lair site, all monster encounters will be of the "wandering" variety, using Tables 18 and 19. Much attention should be placed on the type of terrain and social climate of the area to make encounters believable. Evading monsters depends upon the size of the party of adventurers and the size of the party of monsters (Table 20), with the following modifiers:

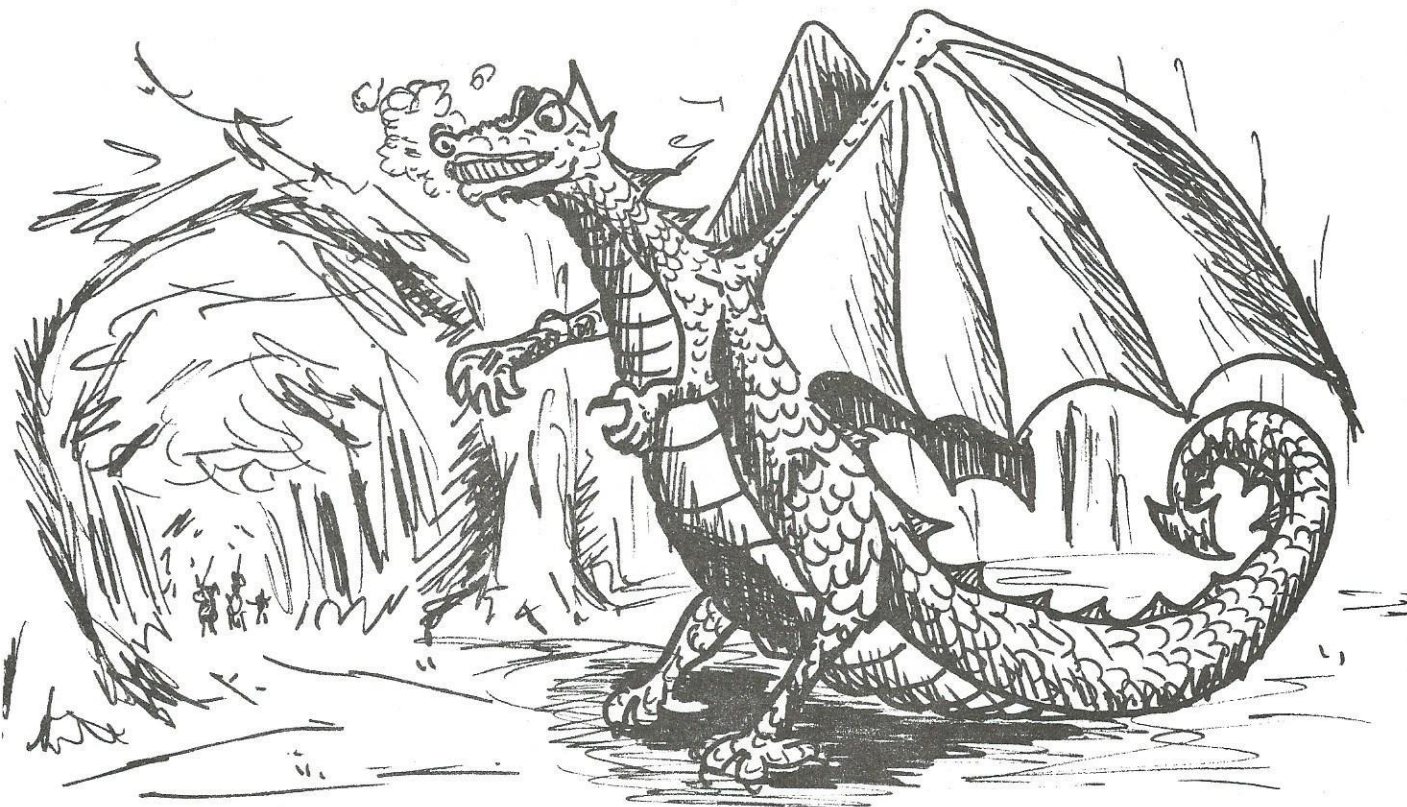
- *If monsters are encountered roll a die to see if they have surprised the adventurers. Die 1 or 2 equals surprise. If surprised, reduce the chance for evasion by one-half.
- *If the adventurers are not surprised, roll a second die to see if the monsters are surprised. If a roll of 1 or 2, then the monsters have been surprised, and the chances for evasion are increased 10%.
- *If the encounter is with men and the adventurers are surprised, then

they are surrounded by them, and there is no chance for evasion.
*In woods add 10% to evasion chances.

If flying, roll for a 5 or 6 at the end of each "day" for encounters. If an encounter is rolled, use only the matrix for flyers (Table 19). If on water (ship, boat, raft, etc.), do the same for waterborne (swimmers - Table 19) encounters.

See the section dealing with the various monsters (MEN & MONSTERS under GLOSSARY OF TERMS) for explanations of the fighting abilities, characteristics, etc. of the "wandering monsters". Also see Table 13, and Combat under MELEE & COMBAT.

NOTE: There will always be from 2-12 men accompanying a Lord, Superhero, Wizard, Necromancer, Patriarch, or Evil High Priest. In addition, they may also be carrying various items (see Table 24).



THE SITUATION:

Melees and combat can be the most trying experience of a Referee, what with all your players swinging wildly and monsters dashing here and there. The trick to keeping order is not letting yourself get rushed.

Prior to the actual melee, the Referee must establish a definite order of combat and hold to it during the fight. When dealing with more than one attacker or monster, it is helpful to draw a diagram of the battle field. Also, the area of "control" is six feet on all sides of a fighter. Watch to see if a player hits his companions by mistake by getting too close with a morning star.

ATTACKING AND SCORING HITS:

Melees With Hand Weapons: When two creatures are within combat range and decide to use hand weapons, such as swords, maces, etc., one or several blows will be struck. Fighting will continue until either one of the characters surrender or run, or one is killed. The order of normal combat is as follows:

- 1 - The attacker announces what weapon he is using, and takes his "Chops" at the opponent. The player will always get the first chop unless he is surprized or opponent has the higher ground.
- 2 - The Referee checks the percentage needed to hit (Table 14). Find the opponent's armor class and follow the row until it meets the column under the level of fighter doing the attacking.
- 3 - The Referee then determines the percentage achieved by the attacker by either 100% dice, a Table of Random Numbers, or a deck of playing cards minus the face cards. If the percentage obtained is greater than the percentage needed, a "hit" has occurred.
- 4 - The player then rolls two dice for an "Instant Kill". If no kill occurs, the Referee rolls for damage. One regular die is rolled for one hit. If the percentage (above) obtained was twice that needed, two hits occurred and two dice are rolled.
- 5 - After the dice have been rolled, the total is compared to the "Dice for Accumulative Hits" total of the opponent, and subtracted from the total.
- 6 - If the hits recieved exceed the total of the victim by one (1) or more, the victim is killed.
- 7 - If the hits received is less than the total of the opponent, he now declares his weapon and takes his chops, and the procedure begins again.

If the opponent of the player is a monster, determine the monster's armor class by using Table 13, and use the second attack table, Table 15, for the monster's chops on the player, with the number of hit dice the monster receives as the determinate of the column, and the armament of the player for the row. Also, large and ferocious creatures such as Giants, Efreet, etc., will always roll two hit dice against a player.

(For Instant Kills, use Table 31.)

Alteration: Sometimes, a player will get two or three chops to an opponent's one. Have each player declare his weapon ahead of the swinging, and check the number of that weapon on Table 31. If the

weapon of one character is four classes lower (1 vs. 5, 2 vs. 6) or more, that character will have two chops during every melee round. If a character has a weapon eight classes or more lower, he will have three chops during every melee round.

Characters attacked from behind do not return the chop on the first round of the melee and chop second on the second round and each round thereafter.

Melee with Bows: Some players (especially Elves and Hobbits) may wish to use bows of some kind rather than hand weapons. The player must declare the kind of bow being used, and cannot participate in the first round of a group melee. Starting on the second round, he must fire in turn with the other players, with two shots per turn with a short and long bow, and one shot per turn for the light and heavy crossbows and composite bow. The Referee uses Table 30 for missile fire, and regular hit procedure is followed.

NOTE: A player cannot use a bow when the opponent is within the player's area of control. If a player must drop his bow for a hand weapon, the opponent will get a free chop, and the player will hit second in the melee round.

Melee Between Horseman and Footman: The horseman must declare at the start whether he will charge at the footman or circle on horseback and continually fight. If the former, the melee is conducted normally with the horseman chopping first in the round. Following contact, one move/turn will go by before the horse can charge again. If fighting a continual battle, add one to the hits rolled against the footman, and subtract one from the hits rolled against the horseman. Starting on the second round of melee, the horse as well as the rider attacks. The horse counts as the following weapons for instant kills (Table 30), and as the following levels for hits (Table 14):

Light -	1 Mace	-	Level 1
Medium -	2 Maces	-	Level 2
Heavy -	2 Flails	-	Level 3

It is also possible for a horse to acquire experience points as any Fighting-Man, and go up levels normally.

An example of hand weapon melee follows:

Nargarth, a fierce Level 3 dwarf out with some friends, runs into a small band of those common vermine, Kobolds. Shouting with glee he whips out his battle axe and rushes to the attack. According to Table 13, Kobolds have armor class rating of 6. Since our dwarf is Level 3, he needs a percentage of 60 to hit. The Referee cuts the cards and draws a seven and a two, for a percentage of 72. Therefore, Nargarth has connected. In advance, the Referee has rolled Total Hits for the Kobold, and came up with 3. He now rolls for Nargarth, and gets a 5. Nargarth has killed his Kobold, and is eagerly looking around for more. Meanwhile, his friends all take their chops in turn with their weapons. After they are through the Kobolds (if any are left and they haven't fled in terror) get their chops, using Table 15. When they are through, Nargarth can swing again.

MAGICAL ENCOUNTERS:

For Magic-Users and Clerics, almost their only chance to gain experience is to cast spells. Often these castings occur during combat. There is also danger from such things as poison and unfriendly dragon breath. Whenever one of these things occur, the victim has

an opportunity for a Saving Throw (Table 16). The Referee checks the Class and Level of the victim, and the type of evil that befell him, to determine the number needed on a throw of three 6-sided dice by the victim to "beat" the problem he has. If the number shown exceeds or equals the number needed, the evil has failed. In the case of a spell failing, the Magic-User or Cleric does not get the spell back.

RECOVERY:

At the end of combat, all loss of hits must be made up for the victim to be completely "recovered". Hits are usually recovered at a rate of 1 to 2 per day for lower level creatures, and more for those with more hits to lose. The amount is up to the Referee, but it should not be easy to recover from near-death blows.

JOUSTING:

A "friendly" combat between Knights, armed with lance and shield, and mounted upon mighty steeds. Each player can operate one or several knights to stage a tourney (for possible situations, see the section on Castles in THE UPPER WORLD).

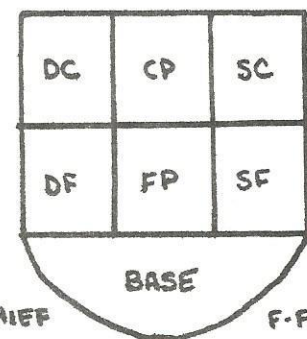
Method of Play: Each player selects an aiming point (his attack) and a position in the saddle (his defence). Note that the aiming point will preclude certain defensive positions in most, but not all, cases. The aiming point of each player is matched against the position of their opponent and the result found. Results can vary from both opponents missing to both being unhorsed (see Table 28). When the results have been determined, one "ride" has been completed. If neither opponent has been unhorsed the procedure is repeated until one (or both simultaneously) opponent is knocked from his saddle, or three "rides" have been completed. The joust is over as soon as either or both opponents are unhorsed or three "rides" have been completed without either party being unhorsed. (For definition of shield aiming positions, see below.)

Tourneys: To simulate a medieval jousting tourney it is necessary to have teams consisting of several knights each. Score each ride on the following table:

Result	Attacker	Defender
Breaks lance	-1	0
Helm knocked off	+3	0
Injured	0	-10
Unhorsed	+20	0

Although a simple won/lost record will suffice, use of the above table will assure that there will be few ties in the tourney.

D-DEXTER A-ALE S-SINISTER



C-CHIEF

F-FESS

FINAL WORDS ABOUT MEELES AND COMBAT:

This part of the game is by far the most exciting for the player. The Referee must be careful not to make combat too difficult or easy for the player, for excitement is always at its height when a player's life is in danger. With good pacing and well thought-out battles, your combats can make your game the topic of conversation by your players, and make them eager to come back for more.



THE REWARDS OF SUCCESS

GEMS AND JEWELS:

For Fighting Men, one of the main reasons for adventuring is to be able to return home wealthy. The Referee will notice that sharp-witted players will immediately search the bodies of creatures that are killed for gold pieces. Most creatures found in lair will have a horde of treasure, and some creatures will carry small sums of gold on their person. For the amount of treasure per creature, see Table 13 and Table 25.

It is also interesting to hide amounts of treasure in Underworld rooms, as well as in castle ruins or musty caves in the Upper Land. A possibility of "cursed" gold or a gem with a curse attached is also possible, and can cause some lessening of greed among your players.

It must be remembered by the Referee, particularly when dealing in gold pieces (or copper or silver for that matter) to check for encumbrance (Table 7), making sure the player in his greed does not take more than he can handle.

Converting Gems and Jewels to Gold: Often upon reaching "home" a player may wish to convert his stones into gold pieces, for the purpose of buying towers, slaves, hiring mercenaries, etc. To convert into gold, use the following procedure:

Gems: For base value of gems roll one die. 1 = base 1000gp, 2 = base 500GP, and 3-6 = base 100GP. Roll next for each stone, with all 1's moving the stone to the next higher category (100's become 500's, etc.). Finally, re-roll all 1's to see if any further increases upward takes place (further die rolls of 1). Do this until there are no more 1's. Gems increase in levels of 100, 500, 1000, 5000, 10000, 20000, and 50000.

Jewelery: Jewelry is either base 100 (die 1-3) or base 1000. For base 100 roll three dice and multiply by 100. For base 1000 roll one die and multiply by 1000.

Taxes: An inevitable result of a profitable trip. Besides the usual standard taxes (see SUPPORT AND UPKEEP in BEFORE STARTING OUT FOR FAME AND FORTUNE), an imaginative Referee should be able to come up with a number of ways to part a player from his money. Taxes can also sharpen up a player's mental reflexes, in making him come up with methods to avoid paying the tax.

Guards: All items of Magic (see below), Treasure, and combinations of same will be well guarded by monsters. It is suggested that the Referee determine the guards by rolling on the encounter matrix for outdoor adventures (Tables 18, 19), using his descretionary powers as to the results.

MAGICAL ITEMS:

Every player can use magical items of one kind or another, whether to use or to sell. Near wars have been caused by jealous players arguing over who gets what.

The Referee should be careful in distributing magic in his dungeons or his countryside. The items should be spaced out over a reasonable time span. For specific items the Referee has a definite purpose for, there should be a definite possibility of them being overlooked by impatient players, or picked up without knowledge of what they possess.

The Referee should not fall into the habit of identifying every item

of magic as soon as it is found. Most items of magic are unidentifiable as to their powers without experimentation. It is often best to keep the player guessing, as in the discovery of a ring of Three Wishes where a player could waste one or more wishes by mistake. In most cases a player should be forced to either experiment with his find or pay a large sum of money to a high-level character to have it identified. This does not mean, however, that inscribed swords or famous enchanted rings cannot be found.

Auctions: This is a method by which a player can either acquire certain magic which he feels he needs, or sell magic he doesn't want for monetary gain. An auction located in some faraway city can also be a cause for an adventure, and can result in one of the easiest "stories" the Referee can supervise and an exciting adventure for the players.

The Referee should be careful not to offer too much too cheaply. In their very nature magical items are rare and expensively acquired. It is sometimes interesting not to let the bidder know what the item does until the bidding is over. Thus, a greedy Fighting-Man may bid 15,000 GP for a simple Sword +1.

Prior to the actual auction the Referee should decide, by one method or another, what items are available, and decide on a format to increase players' bids.

Sometimes a player may possess a magic item he does not want to keep, and wishes to sell. In this case, the Referee could offer him various bids to try to get the player to accept a low sum, or could just disclose what the highest bid available is, on a take-it-or-leave-it basis.

The Prize Matrix, Table 25, indicates when Monsters have magic items and how much they have. To determine what kind of magic, use Tables 26 and 27.

TOWERS AND POWERS:

Now that the Magic-User has returned from his fun and games, serious thought must be given to his future. The place for the Magic-User is in a Fellowship or Guild, if he lives in a city, or a pleasant (for him) tower in the countryside or forest.

If he joins a Fellowship or Guild, he must then wear the sign of the organization on his next adventures. He must also pay dues (as set forth in SUPPORT AND UPKEEP) and city taxes. In return, the organization will share the costs of any research (see below), and find steady employment for the member.

If he goes off by himself, he can establish a tower and his own bunch of disciples, as well as gain automatic income from the surrounding population (20 mile radius) at the rate of 1 GP/10 people for selling miscellaneous items (charms, love potions, etc.). The latter will require no outlay in time or money.

(See also BARONIES)

Going Into the Magic Buisness: An Enchanter or above may manufacture and sell potions, scrolls, and other magical items. Costs are commensurate with the value of the item, as would the amount of time necessary to manufacture such items. He can sell them for a flat profit of 25% to "other parties" or he can offer them to actual players at whatever price he wishes.

Examples of costs are:

Scroll of spells	=	100 GP/spell/level/week
Potion of Healing	=	250 GP & 1 week
Enchanting 20 Arrows	=	100 GP & 1 month
Enchanting Armor to +1	=	1000 GP + 2 months
Wand of Lightning Bolts	=	10,000 GP + 3 months

Magical Research: Research into new areas is a question of investment and time. The level of the magic involved dictates the initial investment, i.e. 1st or 2nd level base 100 GP, 3rd level base 500 GP, 4th level base 1000 GP, and 5th level base 2000 GP. For every base level spent there will be a 10% probability of success per week. However, an additional investment must be made every week. Each week also adds a 5% probability of success. Thus, research on a 5th level magic product, with a minimum investment of 2000 GP would have a 10% chance of success the first week, and with another 2000 GP spent the second week, a 15% chance. Probability will also increase with more money invested, at a rate of 5% per each additional base investment added in a week. Thus, research on a 3rd level magic product, with a minimum investment of 500 GP, would have a 10% chance of success the first week, and with another 500 GP plus an additional 500 GP making the total outlay that week 1000 GP the chances of success the second week is 20%.

The level of the magic (spell or item) must be consistent with the level of the Magic-User insofar as upward progression is concerned. Thus, a 2nd level Magic-User could not work on other than 1st level spells. All items of magic must be produced by Magic-Users of above 8th level. However, with a formula, lower level Magic-Users, as well as Alchemists, can produce potions.

Spells: Obviously, the highest level for a Magic-User is Wizard (11th level). Continued accumulation of Experience Points will eventually double the totals required to gain the above rank, and this will then increase the level one step (12th), and this progression can continue indefinitely. Players will add one spell, progressing from lowest to highest, for each level above Wizard. A 12th level Wizard will add one fourth level and one fifth level spell. As they gain yet another level one spell of each level would be added, making 5 spells available in each level. Thus, a 15th level player could cast in one 24 hour period, 7 spells of each level.

THE BARON AND THE LORD:

For the Fighting Man, the time has come to decide whether to join a household of some mighty Lord as a guard or strike out on his own, either as a Baron in his own right or as a simple city-dweller with a modest house and household.

If the player decides to join a Lord, there is a chance that the Lord will receive some of the items brought back from the journey. This will come in the form of a request, and the player might or might not be compensated. The Fighting Man will live in the Manor of his Lord and thus will have few expenses, and can afford (perhaps) to attend weapons auctions and purchase better equipment from his friendly neighborhood armorer. The player's next adventures will probably be on the nature of mission for his Lord. If not, leave must be granted, probably with strings attached.

If the player feels he has enough standing and wealth to strike out on his own, he may establish his own manor and territory of control. This is usually restricted to Fighting Men above the level of Champion, at the Referee's option. Players high enough to build their own castles are considered "Barons", and as such they may invest in

PLAYING TABLES *****

TABLE 1: THE OPPOSING FORCES

<u>Law</u>	<u>Neutral</u>	<u>Chaos</u>
Men	Men	Men
Dwarves/Gnomes	Dwarves/Gnomes	Dwarves/Gnomes
Elves	Elves	Trolls
Hobbits	Nixies	Balrog
Patriarch	Pixies	Evil High Priest
Ents	Dryads	Kobolds/Goblins
Unicorns	Animals	Hobgoblins/gnolls
Pegasi	Orcs	Orcs
Hippogriffs	Giants	Giants
Lycanthropes	Lycanthropes	Lycanthropes
Cent'ours	Cent'ours	Wights
Rocs	Rocs	Ghouls
	Ogres	Ogres
	Dragons	Dragons
	Wyverns	Wraiths
	Hydra	Vampires
	Chimera	Medusae
	Sea Monsters	Mummies
	Purple Worms	Gorgons
		Manticora
		Gargoyals
		Minotaurs

TABLE 2: TYPES OF ADVENTURERS

<u>Magic-Users</u>	<u>Fighting Men</u>	<u>Clerics</u>
0 Medium	0 Veteran	0 Acelyte
1000 Conjurer	1000 Warrior	500 Adept
5000 Seer	2500 Swordsman	1500 Villiage Priest
9000 Theugist	5000 Hero	3500 Vicar
14000 Thaumaturgist	10000 Swashbuckler	7000 Curate
24000 Magician	25000 Myrmiden	12000 Bishop
40000 Enchanter	50000 Champion	24000 Lama
60000 Warlock	90000 Superhero	50000 Patriarch
85000 Sorcerer	150000 Lord	
125000 Necromancer		
200000 Wizard		

TABLE 3: BONUSES AND PENALTIES TO ADVANCEMENT

<u>Prime Requisite</u>	<u>Change in E.P.</u>	<u>Health</u>	<u>Change in Hit Dice</u>
-3 or more	+25%	-3 or more	-2*
-1 or -2	+10%	-1 or -2	-1*
+1 or +2	- 5%	+1 or +2	+1**
+3 or more	-10%	+3 or more	+2***

*minimum of 1 total score for hit dice
 **minimum of 3 total score for hit dice
 ***minimum of 4 total score for hit dice

NOTE: Average score 9-12

TABLE 4: STATISTICS REGARDING TYPES/CLASSES

<u>Magic-Users/Classes</u>	Dice for Accumulative Hits	Fighting Capabilities	Spells & Levels				
			1	2	3	4	5
Medium	1	Man	1	-	-	-	-
Conjurer	1(+1)	Man(+1)	2	-	-	-	-
Seer	2	2 Men	3	1	-	-	-
Theurgist	2(+1)	2 Men(+1)	4	2	-	-	-
Thaumaturgist	2(+2)	3 Men	4	2	1	-	-
Magician	3	3 Men(+1)	4	2	2	-	-
Enchanter	3(+1)	4 Men(-1)	4	3	2	1	-
Warlock	3(+1)	4 Men	4	3	3	1	-
Sorcerer	3(+1)	4 Men	4	3	3	2	1
Necromancer	3(+1)	4 Men	4	3	3	2	2
Wizard	3(+1)	4 Men	4	4	4	3	3
<u>Fighting Men/Classes</u>							
Veteran	1(+1)	Man(+1)	-	-	-	-	-
Warrior	2	2 Men(+2)	-	-	-	-	-
Swordsman	3	3 Men	-	-	-	-	-
Hero	4	4 Men	-	-	-	-	-
Swashbuckler	5(+1)	4 Men(+1)	-	-	-	-	-
Myrmiden	6	5 Men(-1)	-	-	-	-	-
Champion	7(+1)	5 Men(+1)	-	-	-	-	-
Superhero	8(+2)	6 Men(-1)	-	-	-	-	-
Lord	9(+3)	6 Men(+1)	-	-	-	-	-
<u>Clerics/Classes</u>							
Acelyte	1	Man	-	-	-	-	-
Friar	1(+1)	Man	1	-	-	-	-
Village Priest	1(+2)	Man(+1)	2	-	-	-	-
Vicar	2	2 Men	2	1	-	-	-
Curate	2(+1)	2 Men(+1)	2	2	-	-	-
Bishop	3	3 Men	2	2	1	-	-
Lama	3	3 Men	2	2	2	1	-
Patriarch	3	3 Men	2	2	2	2	2

TABLE 5: SPELL LIST

<u>Cleric Spells</u>					
Level:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	Cure Light Wounds	Find Traps	Cure Disease	Neutralize Poison	Dispell Evil
	Purify Food or Water	Protection from Evil	Continual Light	Cure Serious Wounds	Raise Dead*
	Detect Magic	Bless	Locate Objects	Protection from Evil: 10' radius	Commune
	Light	Tranquillize	Curse		
	Detect Evil	Hold Person		Dispell Magic	
	Remove Curses				

*Can raise up to 7 days after death occurs plus 2 weeks additional for every level over 8th.

Magic-Users Spells

Level:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>
	Detect Magic	Detect	Fly	Polymorph	Teleport
	Hold Portal	Invisible	Hold Person	Self	Hold Monster
	Read Magic	Objects	Dispell	Polymorph	Conjure
	or Languages	Levitate	Magic	Others	Elemental
	Protection	Phantasmal	Clair-	Redirect	Move Earth
	from Evil	Forces	voyance	Edged	Transmute
	Light	Locate	Clair-	Weapons	Rock to Mud
	Charm Person	Object	audience	Wall of	Wall of Stone
		Invisi-	Fire Ball	Fire	Wall of Iron
		bility	Lightning	Wall of	Animate Dead
		Wizard Lock	Bolt	Ice	Magic Jar
		Detect	Protection	Charm	Contact Higher
		Evil	from Evil:	Monster	Planes
		ESP	10' radius	Confusion	Glittering
		Continual	Invisibility		Eye
		Light	10' radius		

TABLE 6: BASIC EQUIPMENT COSTS

<u>Weapons</u>	<u>GP</u>	<u>Armor & Other Equipment</u>	<u>GP</u>
Dagger	3	Leather Armor	15
Hand Axe	4	Chain Mail	25
Mace	6	Plate Mail	50
Sword	10	Helmet	5
Battle Axe	7	Shield	5
Morning Star	6	Horse Armor (Barding)	150
Flail	8	50 ft. Rope	$\frac{1}{2}$
Spear	2	12 Iron Spikes	$\frac{1}{2}$
Pole Arm	6	Leather Sack	1
Halbard	7	Leather Back Pack	2
Two-Handed Sword	15	Water or Wine Skin	1
Lance	4	Torches, 6	1
Pike (or throat lance)	5	Lantern	10
Short Bow	25	<u>Mounts & Trappings</u>	<u>GP</u>
Longbow	40	Light Horse	25
Composite Bow	50	Medium Horse	100
Light Crossbow	15	Heavy Horse	200
Heavy Crossbow	20	Small Throat	400
Quiver with 20 Arrows	5	Large Throat	1000
Case with 30 Bolts	5	Pegasus	2000
20 Arrows	2	Hippogriff	3000
30 Bolts	2	Griffon	9000
<u>Transportation</u>	<u>GP</u>	Roc	5000
Draft Horse	30	Horse Saddle	10
Ritidar	200	Throat Saddle	25
Small Cart	80	Hippogriff/Pegasus	
Wagon	160	Saddle	15
Raft	40	Roc/Griffon Saddle	50
Merchant Ship, Small	5000	Horse-sized Saddle & Bags	5
Merchant Ship, Large	12000	Throat-sized Saddle & Bags	15
XXXX Galley	20000		

TABLE 7: ENCUMBERANCE

Each player can carry up to 1500 pts. worth of equipment, normally.
The weights of the various items are outlined below:

Load equal to Light Foot Movement (in Gold Pieces)	700
Load equal to Heavy Foot Movement (in Gold Pieces)	800
Load equal to Armored Foot Movement (in Gold Pieces)	1000
Leather Armor	= 150
Chain Mail	= 300
Plate Mail	= 500
Helmet	= 50
Shield	= 150
Pole Arms, 2 Handed Sword, Halbard	= 150
Other Weapons (inc. Bow & Quiver)	= 50
Dagger	= 10
Misc. Equipment (Rope, Spikes, etc.)	= 40
Maximum Load - Person ($\frac{1}{2}$ movement rate)=	1500

TABLE 8: WEIGHTS AND EQUIVALENTS

1 Gold Piece, 1 Silver Piece, or 1 Copper Piece (100 Copper = 10 silver = 1 Gold)	1
1 Sack or Back Pack holds	250
1 Scroll or 1 piece Jewelry	= 20
1 Potion or Vial	= 30
1 Flagon	= 50
1 Wand or Cane	= 25
1 Staff	= 40
1 Gem	= 1

TABLE 9: SUPPORT AND UPKEEP OF NON-REAL PLAYERS

Level/Type:							
Man	GP	Hobbit	GP	Elf	GP	Dwarf	GP
Man	1	Hobbit	$\frac{1}{2}$	Elf	2	Dwarf	$1\frac{1}{2}$
Heavy Infantry/ Armored Foot	2	-	-	-	-	Heavy Infantry/ Armored Foot	5
Light Cavalry	4	-	-	Light Cavalry	15	-	-
Medium Cavalry	6	-	-	-	-	-	-
Heavy Cavalry	8	-	-	-	-	-	-
Crossbowmen	4	-	-	-	-	-	-
Archer	3	Archer	6	Archer	10	-	-
Longbowman/ Comp. Bowman	6	-	-	-	-	-	-
Veteran	10	Veteran	5	Veteran	20	Veteran	25
Warrior	25	Warrior	25	Warrior	45	Warrior	50
Swordsman	50	Swordsman	65	Swordsman	75	Swordsman	100
Hero	100	Hero	125	Hero	150	Hero	200
Swashbuckler	200	-	-	Swashbuckler	-	Swashbuckler	300
Myrmiden	350	-	-	-	-	Myrmiden	600
Champion	*	-	-	-	-	-	-
Superhero	**	-	-	-	-	-	-
Lord	***	-	-	-	-	-	-

* 5% of treasure, minimum

**25% of treasure, minimum

***50% of treasure, minimum

TABLE 10: ANIMAL LOADS

Type	Weight of Man	+	Weight of GP
Light Horse	Light Man	+	500 GP
Medium Horse	Medium Man	+	500 GP
Heavy Horse	Heavy Man	+	1000 GP
Light Throat	Heavy Man	+	1000 GP
Heavy Throat	Heavy Man	+	3000 GP
Pegasus	Light Man	+	500 GP
Hippogriff	Medium Man	+	500 GP
Griffon	Heavy Man	+	3000 GP
Roc	Heavy Man	+	1000 GP
Zitidar, Mastadons, Large Elephants, etc.	Heavy Man	+	20000 GP

TABLE 11: MONSTER DETERMINATION & LEVEL MATRIX - UNDERWORLD

Level Beneath the Surface		Level of Monster:					
		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
1	Die roll	1-2	3-4	5	6	-	-
2	Die roll	1	2	3-4	5	6	-
3	Die roll	-	1	2	3-4	5	6
4-5	Die roll	-	-	1	2-3	4-5	6
6-8	Die roll	-	-	-	1	2-3	4-6
9-11	Die roll	-	-	-	-	1	2-6
12+	Die roll	-	-	-	-	-	1-6

TABLE 12: SPECIFIC MONSTER - UNDERWORLD

Level 1		Level 2	
Die		Die 1-3	2nd Die Die 4-6
Goblins	1	Hobgoblins	1 Gnolls
Kobolds	2	Skeletons	2 Zombies
Bandits	3	Ghouls	3 Theurgists
Orcs	4	Lizards	4 Spiders
Giant Rats	5	Anti-Swordsmen	5 Giant Ants
Centipedes	6	Roll Again	6 Gnomes

Level 3		Level 4	
Die		Die 1-3	2nd Die Die 4-6
Thaumaturgists	1	Anti-Heros	1 Anti-Swashbucklers
Anti-Warriors	2	Giant Snakes	2 Salamanders
Wights	3	Wraiths	3 Ogres
Giant Hogs	4	Lycanthropes	4 Gargoyles
Giant Toads	5	Giant Weasels	5 White Apes
Giant Crabs	6	Giant Ferrets	6 Magician

Level 5			
2nd Die	Die 1-2	1st Die Die 3-4	Die 5-6
1	Trolls	Spectre	Anti-Myrmidens
2	Giant Beetles	Ochre Jelly	Giant Scorpion
3	Cockatrice	Gorgon	Mummy
4	Enchanter	Warlock	Medusa
5	Hydra of 5	Hydra of 6	Hydra of 7
6	Evil Priests	Wyvern	Anti-Champion

Level 6

<u>2nd Die</u>	<u>Die 1-2</u>	<u>Die 3-4</u>	<u>Die 5-6</u>
1	Black Pudding	Anti-Superhero	Anti-Lord
2	Wizard	Necromancer	Sorcerer
3	Basilisks	Chimera	Wyvern
4	Evil High Priest	Vampire	Invisible Stalker
5	Minotaur	Giants	Purple Worms
6	Manticora	Hydra of 8	Hydra of 9

TABLE 13: MONSTERS - HOSTILE AND BENIGN

See MEN & MONSTERS in GLOSSARY OF TERMS regarding each monster for special characteristics.

<u>Type Monster</u>	<u>Possible Numbers*</u>	<u>Armor Class</u>	<u>Move- ment</u>	<u>Hit Dice</u>	<u>In Lair</u>	<u>Type/Amount of Treasure</u>
Men	30-300	Variable-----			15%	Type A
Goblins/ Kobolds	30-300	6	6	(1-3 hits)	40%	1-6 GP each
Hobgoblin/ Gnolls	10-100	5	9	1+1	40%	2-20 GP each
Orcs	30-300	6	9	1	50%	1-10 GP each; Type A in lair
Ghouls	2-24	6	9	2	20%	Type B
Wights	2-24	5	9	3	60%	Type B
Ogres	2-20	5	9	4+1	30%	1-6000 GP; Type B in lair
Trolls	2-16	4	12	6+3	60%	Type D
Giants	1-8	4	12	8 to 10	40%	1-6000 GP each
Skeletons/ Zombies	3-30	6	6	1; 2	20%	NIL
Wraiths	2-16	3	12/24	4	20%	Type D
Mummies	1-12	3	6	5	30%	Type D
Spectres	1-5	2	15/30	6	25%	Type E
Vampires	1-6	2	12/13	7 to 9	10%	Type E
Small Animals/ Insects	3-30	Variable-----			---	NIL
Large Animals/ Insects	2-16	Variable-----			---	NIL
Rocs	1-20	6	6/48	4	10%	Type G
Griffons	2-16	5	12/30	6	10%	Type E
Cockatrice	1-8	6	9/18	5	35%	Type D
Basilisks	1-6	4	6	6+1	40%	Type F
Meduse	1-4	8	6	8	90%	Type F
Gorgons	1-4	2	12	7	50%	Type E
Manticora	1-4	4	12/18	6	30%	Type D
Invisible Stalker	1-?	2	12	6	---	NIL
Gargoyles	2-20	5	9/15	4	25%	Type C
Hydras	5-9 Heads	5	12	5-9	20%	Type B
Balrogs	1-6	2	6/15	10	40%	Type F
Chimeras	1-4	4	9/15	8	50%	Type F
Wyverns	1-6	3	9/24	7	60%	Type E
Dragons**	1-4	2	9/24	7-10	60%	Type D
Lycanthropes***	2-20	Variable-----			15%	Type B
Minotaurs	1-8	7	12	6	5%	Type C
Centaur	2-20	5	18	4	5%	Type A

Purple Worm	1 - 4	6	6	6	25%	Type D
Sea Monsters	Variable-----	(see <u>GLOSSARY</u> <u>Sea Monsters</u>)-----				
Unicorn	1 - 4	6	24	4	NIL	NIL
Ents	2-20	2	6	6	NIL	NIL
Nixies	1-100	6	12	1	100%	Type B
Pixies	1-100	6	9/18	1	25%	Type C
Dryads	1 - 8	5	12	3	10%	Type D
Hippogriffs	2-16	5	18/36	3	NIL	NIL
Pegasus	1-12	6	24/48	2	NIL	NIL

*Referee's option: Increase or decrease numbers according to the number of adventurers in the party concerned.

**Charge bonus applicable to type. Number after slash is flying speed.

***See Lycanthrope in GLOSSARY for various types possible.

TABLE 14: MONSTER ATTACK - "CHOPS" BY PLAYER

Armor Class	Description	100% Score to Hit (Level Fighter)								
		1	2	3	4	5	6	7	8	9
2	Plate Mail & Shield	90	85	80	75	70	65	60	55	50
3	Plate Mail	85	80	75	70	65	60	55	50	45
4	Chain Mail & Shield	80	75	70	65	60	55	50	45	40
5	Chain Mail	75	70	65	60	55	50	45	40	35
6	Leather Armor & Shield	70	65	60	55	50	45	40	35	30
7	Leather Armor	65	60	55	50	45	40	35	30	25
8	Shield	60	55	50	45	40	35	30	25	20
9	No Armor & Shield	55	50	45	40	35	30	25	20	15

TABLE 15: MONSTER ATTACK - "CHOPS" BY MONSTER

Armor Class	Description	100% Score to Hit (No. of Hit Dice)										
		up to	1	2	2-3	3-4	4	5	6	7	8	9+
2	Plate Mail & Shield	95	90	85	80	75	70	65	60	55	50	
3	Plate Mail	90	85	80	75	70	65	60	55	50	45	
4	Chain Mail & Shield	85	80	75	70	65	60	55	50	45	40	
5	Chain Mail	80	75	70	65	60	55	50	45	40	35	
6	Leather Armor & Shield	75	70	65	60	55	50	45	40	35	30	
7	Leather Armor	70	65	60	55	50	45	40	35	30	25	
8	Shield	65	60	55	50	45	40	35	30	25	20	
9	No Armor & Shield	60	55	50	45	40	35	30	25	20	15	

TABLE 16: SAVING THROWS*

Class	Level	Death Ray	Poison	Parali- zation	Stone	Dragon Breath	Spells
Fighting Men	1-3	12	12	15	16	15	16
Magic-Users	1-6	15	14	14	13	15	15
Clerics	1-3	11	13	14	14	16	12
Fighting Men	4-7	10	10	12	14	13	14
Magic-Users	7-9	13	12	12	11	13	12
Clerics	4-6	9	9	10	12	14	8
Fighting Men	8-11+	7	7	8	12	9	12
Magic-Users	10-12+	11	6	9	8	10	9
Clerics	7-9+	6	6	7	8	11	-

*use 3 dice

TABLE 17: CLERICS VS. THE UNDEAD

Monster Type	Village							
	Acelyte	Adept	Priest	Vicar	Curate	Bishop	Lama	Patriarch
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	N	11	9	7	T	T	D	D
Wraith	N	N	11	9	7	T	T	D
Mummy	N	N	N	11	9	7	T	T
Spectre	N	N	N	N	11	9	7	T
Vampire	N	N	N	N	N	11	9	T

Numbers are the score to match or exceed in order to turn away
(Use 2 six-sided dice)

T - Turned Away

D - Dispelled or dissolved

N - No effect

TABLE 18: CHANCE FOR AND TYPE OF ENCOUNTER - UPPER WORLD

Type of Terrain:	Clear	Woods	River	Swamp	Mountain	Desert	City
Chance of Being Lost	1	1-2	1	1-3	1-2	1-3	--
Chance of Adventure	6	5-6	5-6	4-6	4-6	5-6	6
Adventure(Die Roll):							
1	M	M	M	M	M	M	M
2	F	F	F	F	F	F	U
3	G	G	G	G	G	G	U
4	L	L	L	L	L	M	M
5 (2nd Die) 1-3	A	L	A	A	A	A	--
4-6	M	M	S	S	G	D	--
6 1-3	A	A	A	U	D	--	--
4-6	D	D	S	S	D	--	--

Chance of Being Lost: Roll at beginning of each day's turn

Chance of Adventure: Roll twice a day, morning and evening

M - Men U - Undead L - Lycanthrope S - Swimmer

F - Flyers G - Giant A - Animal D - Dragon

TABLE 19: SPECIFIC ENCOUNTER - UPPER WORLD

Die	Lycanthropes	Dragons	Undead	Giants	Swimmers
2	Werewolves	Black	Skeletons	Goblins/ Dwarves	Giant Crabs
3	Werebears	White	Zombies	Kobolds/ Dwarves	Nixies
4	Weretigers	Green	Ghouls	Orcs/Ents	Octopi
5	Werebears	Blue	Wights	Hobgoblins	Squid
6	Werewolves	Red	Wraiths	Gnolls	Sea Monster
7		Golden	Mummies	Ogres/Ents	Giant Anacondas
8		Cockatrice	Spectres	Trolls/Ents	Crocodiles
9		Basilisk	Vampire	Giants/Ents	Giant Leeches
10		Wyvern			
11		Chimera			
12		Hydra*			

*For number of heads, roll one six-sided die:

1-2 = 5 heads

3 = 6 heads

4 = 7 heads

5 = 8 heads

6 = 9 heads

<u>Die:</u>	<u>Animals</u>				
	<u>Basic Animals</u>	<u>Optional-Woods</u>	<u>Optional-Swamps</u>	<u>Optional-Arid Plains</u>	<u>Optional-Mountains</u>
2	Spiders*	Centaur	Tyr. Rex	Apts	Cave Bears
3	Centipedes*	Unicorns	Pteradactyl	Banths	Dire Wolves
4	Lizards*	Minotaurs	Triceratops	Galots	Sabre Tooth Tigers
5	Ants*	Gorgons	Brontosaurus	Thoats	Mastadons
6	Weasels*	Manticora	Stegasaurus	White Apes	Spotted Lions
7	Apes	Dryads	Crocodiles	Orlucks	Wooly Rhinos
8	Beetles*	Pixies	Snakes	Sith	Mammoths
9	Scorpions*	Medusa		Tharks	
10	Lions			Darseen	
11	Boars			Banths	
12	Snakes*				

*Giant

<u>Die:</u>	<u>Men</u>				
	<u>Flyers</u>	<u>Waterbourne</u>	<u>Desert</u>	<u>Mountain</u>	<u>Other</u>
2	Pegasi	Buccaneers	Nomads	Bandits	Bandits
3	Rocs	Pirates	Dervishes	Brigands	Brigands
4	Chimera	Buccaneers	Nomads	Wizard	Wizard
5	Hippogriff	Pirates	Superhero	Bandits	Necromancer
6	Griffon	Buccaneers	Lord	Lord	Bandits
7	Manticora	Mermen	(Red D.)	Necromancer	Bandits
8	Rocs		(Tharks)	Evil High Priest	Lord
9	Wyverns		(Black D.)	Bandits	Superhero
10	Dragon		(Yellow D.)	Cavemen	Brigands
11	Pegasi		(Tharks)	Cavemen	Evil High Priest
12	Balrogs		(White D.)	Bandits	Patriarch

TABLE 20: EVADING MONSTERS - UPPERWORLD

<u>Size of Party</u> <u>(Mtd. or on Foot):</u>	<u>Number of</u> <u>Monsters Encountered:</u>	<u>Chance of</u> <u>Evading:</u>
1 - 3	25% or base of possible	50%
1 - 3	25% - 50%	70%
1 - 3	Over 60%	90%
4 - 9	25% or less	30%
4 - 9	25% - 50%	50%
4 - 9	Over 50%	70%
10 - 24	25% or less	10%
10 - 24	25% - 50%	30%
10 - 24	Over 50%	50%
25+	25% or less	05%
25+	25% - 50%	15%
25+	Over 50%	25%

TABLE 21: MOVEMENT - UPPER WORLD*

<u>Type</u>	<u>No. of Hexes</u>	<u>Type</u>	<u>No. of Hexes</u>
Men on Foot	3	Balrog	15
Wagon or Cart	4	Dragon	24
Draft Horse	5	Griffon	30
Heavy Horse	6	Hippogriff	40
Medium Horse	8	Roc	48
Light Horse	10	Pegasus	48

Heavy Thoat	9	Flying Carpet	40
Light Thoat	11	Djinn, Efreet, Air Elemental	30
Merchant Ship	normal 20, swamp 5		
Galley	normal 30, swamp 8		
Boat	normal 10, swamp 8		
Raft	normal 8, swamp 2		

TABLE 22: CASTLE INHABITANTS

Die:	Occupant	Die: 1-2	3	4-5	6
1	Lord	8-Champions	6-Griffons	12-Myrmidens	6-Giants
2	Superhero	8-Myrmidens	6-Rocs	12-Swashbucklers	12-Ogres
3	Wizard	4-Dragons	4-Balrog	4-Wyvers	8-Basil.
4	Necromancer	4-Balrog	4-Manticora	20-Lycanthropes	8-Garg.
5	Patriarch	20-Heros	6-Superheros	12-Ents	8-Hippo.
6	Evil High Priest	12-Trolls	8-Vampires	20-Apes	12-Ogres

NOTE: Evil High Priests are always hostile.

TABLE 23: CONSTRUCTION COSTS - UPPER WORLD(SPECIAL AGENTS, EQUIPMENT)

(See diagram of castle design: UPPER WORLD)

Ditch/Moat (130'long, 20'wide, 10'deep)	2000 GP
Earth Works (as above)	5000 GP
Pallisade, wood (180'long)	1500 GP
Wooden Building (120' outer walls)	500 GP
Light Catapult	250 GP
Heavy Catapult	400 GP
Cauldron and oil (for boiling)	50 GP
Spy	400 GP/mission
Assassin	1300 GP/mission
Engineer	200 GP/month
Alchemist	500 GP/month
Armorer	50 GP/month
Smith	25 GP/month
Administrator	100 GP/month + 10% of profits
Slave Trainer	200 GP/month
Animal Trainer (1 specialty)	100 GP/month
Sage	500 GP/month
Sea Captain	200 GP/month
Seaman	5 GP/month
Hunter	25 GP/month
Flying Animal Rider	50 GP/month
Female Slave	100-600 GP Initial Cost
Male Slave	200-400 GP Initial Cost
Gate House and Gate	3000 GP
Porticullus and Draw Bridge	2000 GP
Great Gatehouse	4500 GP
Barbetts (10')	1000 GP
Small Tower (15')	4500 GP
Curtain Wall (10'x 90')	3500 GP
Square Tower (30')	4000 GP
Round Tower (20')	5000 GP
Barbican	14000 GP
Bastion (40'x60')	3000 GP
Round Tower (40'x40') with Curtain Wall (5')	11000 GP

Wooden Door	10-15 GP
Reinforced Door	20-30 GP
Iron Door	50-75 GP
Stairs, 10' wood	20-35 GP
Stairs, 10' stone	60-95 GP
Slit or Window	10-15 GP
Great Keep: Lower Section with Gate	42000 GP
Upper Section	30000 GP
Total Cost, with Curtain Wall and Windows	80000 GP
Building (120' of wall, 2 stories of 10' each, 2 doors/floor, stairs from cellar to 2nd floor, 170 sq.' cellar)	2500 GP
Towers: to shorten 10' - 10%	
to add each 10' - 20%	

TABLE 24: CASTLE INHABITANTS - FURTHER RETAINERS & CHANCE FOR MAGIC

<u>Magic-Users</u>		<u>Fighting Men</u>		<u>Clerics (Anti-Clerical)</u>	
Magic Wand	50%	Magic Weapon	75%	Magic Weapon	25%
Potion	15%	Magic Armor	25%	Magic Armor	50%
Ring	65%	Magic Shield	25%	Magic Shield	50%
Magic Staff	25%			Potion	15%
Other	40%	*Will Also Have-		Other	30%
*Will Also Have-		1 Myrmiden		*Will Also Have	
1 Magician		4 Heroes		1 Bishop (Evil Priest)	
2 Heroes				2 Heroes	

*Unless coming from castle

TABLE 25: PRIZE MATRIX

Type A: This is the most variable type, for the men involved differ considerably. Use 100% reckoning

	<u>Prisoners</u>	<u>Silver</u>	<u>Gold</u>	<u>Gems/Jewelry</u>	<u>Maps/Magic</u>
Water:	2-10 men*	10-60 each	75%:1-600	75%:10-60	50%:Map
Land:**	2-10 men	50%:1-6000	50%:2-1200	50%: 6-36	50%:any 3
Desert:	1-20 men	25%:1-6000	***	25%	75%:Magic 3

*Pirates will have only very important prisoners, killing all others (all prizes, except silver, are aboard ship - in lair)

**Brigands will take prisoners only as pirates (above). Both Bandits and Brigands will carry gold with them, from 10-60 GP each (roll die x 10 for each man).

***Nomads will carry gold only as do Bandits. All other treasure save this and prisoners will be at their permanent encampment.

<u>Type</u>	<u>Magic</u>	<u>Copper</u>	<u>Silver</u>	<u>Gold</u>	<u>Gems/Jewelry</u>
B	10% Weapon	50% 1-6000	25% 1-600	25% 1-60	10% 1-6/NIL
C	10% for any 2 items	5% 1-10000	50% 1-1200ea.	25% 1-800ea.	10% 1-4 for each
D	25% for any 3 items	5% 1-8000	10% 1-12000	60% 1-6000	25% 1-6 for each
E	50% for any 4 items	NIL	10% 1-12000	25% 1-8000	10% 1-8 for each

F	50% for any 5, but no weapons	NIL	NIL	50% 1-12000	25% 1-12/ 10% 1-8
G	50% for any 3 items	NIL	NIL	NIL	25% 1-12/ 15% 1-8
H	25% for any 6 items	25% 2-24000	50% 1-100000	75% 10-60000	50% 10-60/ 50% 6-36

TABLE 26: SPECIAL ITEM DETERMINATION

Die 1-5: Magic Items		Die 6: Maps	
100% Reckoning	Item	100% Reckoning	Item
01 - 15	Weapons	01 - 60	Treasure Map
16 - 30	Armor	61 - 85	Magic
31 - 40	Misc. Weapons	86 - 00	Magic & Treasure
41 - 60	Potions		
61 - 80	Scrolls		
81 - 90	Rings		
91 - 95	Wands		
96 - 00	Misc. Magic		

TABLE 27: SPECIFIC ITEM

100% Reckoning	Item
<u>Weapons</u>	
01 - 60	Sword +1
61 - 65	Sword +2 vs. Lycanthropes
66 - 70	Sword +2 vs. Magic-Users or Enchanted Monsters
71 - 75	Sword +3 vs. Trolls
76 - 80	Flaming Sword, +1 vs. All, +2 vs. Trolls, +3 vs. Un- dead
81 - 85	Sword +1, with Three Wishes
86 - 90	Sword +2
91 - 95	Sword +1 vs. All, +3 vs. Dragons
96 - 00	Flaming Sword +3
<u>Armor</u>	
01 - 50	Shield +1
51 - 75	Armor +1
76 - 80	Armor & Shield +1
81 - 85	Armor +2
86 - 95	Shield +2
96 - 00	Shield +3
<u>Miscellaneous Weapons</u>	
01 - 25	+1 Dagger vs. Man-Sized Opponents, +2 vs. Goblins
26 - 40	+2 Dagger vs. Man-Sized Opponents, +3 vs. Orcs
41 - 50	10 Magic Arrows
51 - 55	11 - 20 Magic Arrows
56 - 60	Magic Bow
61 - 75	Magic Mace +1
76 - 85	Magic War Hammer +1
86 - 90	Magic War Hammer +2
91 - 92	Magic War Hammer +3, 90' throwing range for return*
93 - 00	Cursed Sword, -2 vs. All, -3 vs. Undead

*Employable for Dwarves only.

Potions

01 - 04	Growth	53 - 55	Clairaudience
05 - 08	Diminuation	56 - 60	Animal Control
09 - 12	Giant Strength	61 - 64	Undead Control
13 - 16	Invisibility	65 - 68	Plant Control
17 - 20	Gaseous Form	69 - 72	Human Control
21 - 24	Polymorph	73 - 76	Giant Control
25 - 28	Speed	77 - 80	Dragon Control*
29 - 32	Levitation	81 - 84	Poison**
33 - 36	Flying	85 - 88	Invulnerability
37 - 40	ESP	89 - 92	Fire Resistance
41 - 44	Healing	93 - 96	Treasure Finding
45 - 48	Longevity	97 - 00	Heroism
49 - 52	Clairvoyance		

*Roll to determine type of dragon

**Referee can name any potion, but give it a singular feature

Scrolls

01 - 20	Scroll of 1 Spell	61 - 75	Protection from Lycanthropes
21 - 35	Scroll of 2 Spells		
36 - 45	Scroll of 3 Spells	76 - 80	Protection from Undead
46 - 50	Scroll of 7 Spells	81 - 90	Protection from Magic
51 - 60	Scroll of 1 Curse*	91 - 00	Protection from Elementals

*The Referee must take extreme measures to trick players into examination of such a scroll, perhaps having useful ones disappear if taken from the spot found unless they are read immediately. Secretly determine the type of curse the scroll contains. Use table below:

Die Roll

1 or 2	Monster of 6th level, referee's choice
3	Disease, fatal in two weeks unless healed
4	Teleportation 1000 miles, random direction, effective upon reading
5	Teleportation to another dimension
6	Referee's favorite curse

If a copy of a cursed scroll is made it will have double effect, but as soon as one is read the other will vaporize.

Rings

01 - 10	Invisibility	71 - 80	Fire Resistance
11 - 20	Animal Control	81 - 84	Protection, 5' radius
21 - 30	Human Control	85 - 88	Water Walking
31 - 40	Weakness*	89 - 92	Sleep***
41 - 45	Protection, Wearer	93 - 95	X-Ray Vision
46 - 50	Truth**	96 - 97	Spell Turning
51 - 60	Illusion, Wearer	98 - 99	Telekenisis
61 - 64	Three Wishes	00	Endless Wishes
65 - 70	Giant Strength		

*Makes wearer weak at the rate of 10%/day until a maximum of 50% is attained. The ring cannot be removed without a spell to Remove Curses.

**Wearer knows when being lied to.

***Causes wearer to fall asleep. He will stay asleep until ring is removed by a Dispell Magic spell.

Wands (& Staffs)**

01 - 15	Metal Detection	66 - 70	Lightning Bolt
16 - 25	Illusion	71 - 75	Polymorph Others
26 - 35	Enemy Detection	76 - 80	Healing
36 - 40	Magic Detection	81 - 85	Light
41 - 45	Detection of Secret	86 - 90	Snake Staff*
	Doors and Traps	91 - 95	Commanding Animals
46 - 50	Fear	96 - 97	Staff of Striking*
51 - 55	Cold	98 - 99	Staff of Power*
56 - 60	Paralization	00	Staff of Wizardry*
61 - 65	Fire Balls		

*Staff only

**Whenever a wand or staff is discovered, roll a second time to see if the item is booby-trapped to fire backwards: 10% chance it is.

Miscellaneous Magical Items

01 - 05	Crystal Ball
06 - 07	Crystal Ball with Clairaudience
08	Crystal Ball with ESP
09 - 14	Medallion of ESP, 30' range
15 - 19	Medallion of ESP, 90' range
20 - 29	Amulet of Protection from Evil High Priests
30	Medallion Controlling Water Elementals
31	Bracelet Controlling Air Elementals
32	Stone Controlling Earth Elementals
33	Gem Controlling Fire Elementals
34 - 38	Djinn Bottle
39 - 48	Elven Cloak of Concealment
49 - 53	Boots of Speed
54 - 58	Boots of Levitation
59 - 63	Boots of Flying
64 - 68	Boots of Traveling
69 - 73	Helm of Reading Magic and Languages
74 - 78	Helm of Telepathy
79	Helm of Teleportation
80 - 89	Helm of Evil (Good)
90 - 91	Horn of Panic, 300' range
92 - 93	Horn of Blasting, 100' range
94 - 97	Gauntlets of Giant Power
98 - 00	Girdle of Giant Strength

Treasure Map*

01 - 30	(1)	Silver: 2 dice X 1000
31 - 45	(2)	Gold: 1 die X 1000
46 - 55	(3)	#1 + #2 above
56 - 68	(4)	#1 above + Gems: 2 dice
69 - 79	(5)	#2 above + Gems: 2 dice
80 - 86	(6)	#3 above + Gems: 2 dice
87 - 92	(7)	#3 above + Gems: 4 dice
93 - 97	(8)	Gems: 8 dice + Jewelry: 2 dice
98 - 00	(9)	#3 + #8 above

*Referee should roll to see if map is unintelligible without a Read Magic or Languages spell. 20% chance it is.

Magic Map

01 - 37	(1)	1 Item, Any Magic
38 - 60	(2)	2 Items, Any Magic
61 - 80	(3)	3 Items, No Swords
81 - 93	(4)	4 Items, No Swords, 1 Potion
94 - 00	(5)	5 Items, 1 Potion, 1 Scroll

Magic and Treasure Map

01 - 40	#1 Treasure + #1 Magic
41 - 59	#2 Treasure + #1 Magic
60 - 69	#3 Treasure + #2 Magic
70 - 73	Map to #7 Treasure + #3 Magic
74 - 81	#5 Treasure + #4 Magic
82 - 86	Map to #1 Treasure + #4 Magic
87 - 90	#4 Treasure + Map to #5 Magic
91 - 00	#4 Treasure + Map to #1 Magic

TABLE 28: JOUSTING

<u>Aiming Point</u>	<u>Possible Defensive Positions</u>						<u>PDP AP*</u>
	<u>1</u> Lower Helm	<u>2</u> Lean Right	<u>3</u> Lean Left	<u>4</u> Steady Seat	<u>5</u> Shield High	<u>6</u> Shield Low	
Helm	M	M	M	H	U	M	4-6
DC	U	B	M	B	B	M	3-6
CP	B/U/I	U	G	B	B/U	U/I	Any
SC	G	M	B	G	G	U	2,4-6
DF	B	B/U	M	B	M	B	4-6
FP	B/U	G	B	B/U	B/U/I	B	Any
SF	G	M	B/U	G	G	G	4-6
Base	B	G	U	B	B/U/I	B	1,4-6

*Possible Defensive Positions Concerning Aiming Point

B - Breaks Lance**

I - Injured

G - Glances Off

M - Miss

H - Helm Knocked Off** U - Unhorsed

D - Dexter

(Right)

P - Pale

(Center)

S - Sinister

(Left)

**Any Knight who breaks his lance or has his Helm knocked off must assume position #4 during the next ride.

TABLE 29: DRAGONS

<u>Die</u>	<u>Dragon Type</u>	<u>Breath</u>	<u>Hit Dice</u>
1	White	Cold	5-7
2	Black	Acid	6-8
3	Green	Chlorine Gas	7-9
4	Blue	Lightning	8-10
5	Red	Fire	9-11
6	Golden	Fire and Gas	10-12

Average Range of Breath: 60' to 100'

TABLE 30: MISSILE FIRE

Range	Weapon	Armor Class							
		9	8	7	6	5	4	3	2
150*	Short Bow	2-4-5 6-7-8	2-4-5 6-7-8	3-4-5 6-7-8	4-6-7 7-8-9	5-7-8 8-9-0	7-9-0 9-0-1	9-1-/ 1-2-/ 2-/-/	1-2-/ 2-/-/
180	Light Cross- bow	2-3-3 5-6-7	2-3-4 5-7-8	2-4-5 5-7-8	3-4-5 6-7-9	4-6-8 8-9-0	5-8-9 0-1-/ 1-2-/ 2-/-/	8-0-1 1-2-/ 2-/-/	0-2-/ 2-/-/
210	Longbow	2-2-3 5-6-7	2-2-4 5-6-7	2-3-4 5-6-7	2-3-4 5-6-8	2-4-5 6-7-9	3-5-7 8-9-0	4-7-9 9-1-/ 1-2-/ 2-/-/	6-9-1 1-2-/ 2-/-/
240	Composite Bow	2-2-3 5-6-7	2-3-4 5-6-7	2-3-4 5-6-7	2-3-5 5-7-8	3-4-6 6-8-0	4-6-7 8-0-1	5-8-1 9-2-/ 1-/-/	8-1-2 1-/-/
240	Heavy Cross- bow	2-2-2 4-5-6	2-2-2 4-5-6	2-2-3 4-5-7	2-3-4 5-7-8	3-4-5 6-8-9	3-4-5 7-9-0	4-5-7 8-0-1	5-7-8 0-1-2

*yards There is a hit scored by a total of two dice equal to or exceeding the numbers above. First numbers are for close range, second number for medium range, third number maximum range. Top set of numbers roll hit dice; bottom set is a kill. If the number in classes 5-9 is 2, this is the low 2; and give a 5% chance of missing. Otherwise, 0=10, 1=11, 2=12.

(Ranges are divided into thirds, so Composite Bow's short range is 10-80 yds., medium range 90-160 yds., maximum 170-240 yds.)

TABLE 31: "INSTANT KILLS"

Weapon	Armor Class							
	9	8	7	6	5	4	3	2
1 - Dagger	6	7	8	8	9	10	12*	12*
2 - Hand Axe	7	7	8	9	10	10	11	12
3 - Mace	8	8	8	9	8	8	7	8
4 - Sword	7	8	8	9	8	9	10*	11*
5 - Battle Axe	8	8	8	8	7	7	9	10
6 - Morning Star	6	6	7	7	6	7	8	8
7 - Flail	7	7	7	7	6	7	6	7
8 - Spear	8	8	9	9	10	10	11*	12*
9 - Pole Arms	6	6	6	7	7	8	9	10
9 - Halbard	8	8	8	7	6	6	7	8
10 - 2 Handed Sword	6	6	6	6	5	5	6	7
11 - Mounted Lance	5	5	5	5	6	7	8	9
12 - Pike	8	8	8	8	8	8	9	10

*If man dismounted and prone, score of 7 or better kills
Roll two dice, score equal to or better than
the number shown kills.



GLOSSARY OF TERMS

GLOSSARY OF TERMS *****

SPELLS:

Detect Magic: A spell to determine the presence of magic on a person or thing, or on/in a place.

Hold Portal: A temporary holding spell on a door, gate, etc. Roll 2 dice for length and add 1 per level of Magic-User over 1st level. Of course, a magical creature or a higher level Magic-User will either negate the spell (shatter the door as could a Balrog), or weaken it (deduct 1 from the total time it will last per level). This will require a Dispell Magic spell (see below).

Read Magic or Languages: For this spell to work, the person casting the spell must have known that the language existed. If so, he will be able to read items written in otherwise unintelligible but legible language. If, however, this language is completely new to the Magic-User, he will be unable to read it, therefore wasting a spell. He will also be able to read most items of magic (Magi), and maps.

Protection from Evil: This spell serves to hedge the user around with a magic circle to keep out attacks from conjural creatures (not, however, Phantasmal Forces). In addition, it serves as an armor from various evil attacks, adding +1 to saving throws and taking -1 from hit dice of evil opponents. Spell lasts 6 turns.

Light: The dispellation of darkness in an area extending 24 inches in all directions radiating from the user. It lasts for a number of turns equal to 6 plus level of person who uttered it.

Charm Person: This spell applies to all mammalian figures equal to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Goblins, Orcs, etc. If the spell is successful, it will make the charmed person completely under the influence of the Magic-User for a length of time equal to 6 plus the level of the Magic-User.

Detect Invisible Objects: Causes the user to be able to "see" all objects either magically or naturally invisible (including Invisible Stalkers). Range 20 feet x level of the Magic-User employing it. Spell lasts 12 turns.

Levitate: Spell allowing the user to "lift" magically an item horizontally only, to a limited height. Maximum possible speed 60 feet per turn. Both height and speed are left to the discretion of the Referee. Spell length 12 turns.

Phantasmal Forces: The ability to create the illusion of anything or anybody on the lists of men and monsters. The Referee will roll dice for hits (shock) upon the touching of the Force on any seeing, living creature. One die is rolled, and add one additional point for every two levels of Magic-User above the level of three. This spell lasts up to 6 turns.

Locate Objects: The exact nature, dimensions, etc. of the object to be located must be known, and the desired object must be within the radius of the spell. Spell radius is 60 feet plus 20 feet for each level of user above level 3 (Seer).

Invisibility: The ability to turn the user and whatever he is wearing invisible, with exceptions. As soon as an object loses contact with the user, it becomes visible, as does swords leaving scabbards,

and daggers leaving sheaths. Spell lasts 12 turns, plus 1 additional turn for each level above level 5 (Thaumaturgist) of the user.

Wizard Lock: A portal hold which lasts indefinitely, but can be passed through by any Magic-User above the level of the one who cast the spell on the portal (or chest or whatever), and can be passed through by any equal or lesser level of Magic-User on a die roll of 10 plus the difference in levels, if any, or better. Unless there is specific intent to dispell the Wizard Lock it will be continued, despite the opening of the portal, after the portal has been closed.

NOTE: Use three 6-sided dice for passing through lock.

Detect Evil: This will detect evil thought or intent in any person or evilly enchanted object. Spell radius is 20 feet plus an additional 5 feet for every level above 5 (Thaumaturgist). Spell length 2 turns.

NOTE: Poison is neither good nor evil.

ESP: This allows the Magic-User to detect what lies behind doors, walls, etc., up to 60 feet away. Solid rock over 20 feet thick or lead plating will usually negate this ability, however. Spell lasts 6 turns.

Continual Light: Same as light. In addition, this light can be transferred to an object, such as a stick, that is in contact with the user. Once uttered, this spell will last up to 24 hours unless specifically discontinued by the user. If spell is not transferred, it will burn around the user like a giant halo, despite the user doing other things.

NOTE: This does not take a Dispell Magic spell to discontinue. However, the player must state he is discontinuing the spell.

Fly: This allows the Magic-User to fly both horizontally and vertically at the player's discretion. Speed of 150 feet per turn. Spell lasts the number of turns equal to the level of the Magic-User plus the number rolled with one die secretly.

Hold Person: Affects same types as Charm Person spell (above), but it paralyzes the person for the number of turns equal to the total of two dice plus the level of the Magic-User minus the level of the person held.

Dispell Magic (Magic-Users): A spell to remove any one spell or enchantment. Base of success is 50%, modified by the following - the difference of the level of Magic-User casting the spell minus the level of the Magic-User whose magic is being dispelled is added or subtracted accordingly, with 10% per point. It either works or it doesn't.

Clairvoyance: Same as ESP except visualization.

Clairaudience: Same as ESP except hearing.

Fireball: Has radius of 20 feet, and in a confined space it will elongate accordingly. A Fireball is thrown by the Magic-User, and the accuracy will vary with the distance of the intended target. Targets within 50 feet can be hit with 99% accuracy, at 55 feet 95% accuracy, and the accuracy decreases at 5% per every 10 feet.

Lightning Bolt: Is thrown as a Fireball.

NOTE: Both Fireball and Lightning Bolts are fatal if they connect. They are subject to Saving Throws, however, are subject to Dispell Magic spells, and are fought under Protection from Evil as an evil attack. They are also stopped (kind of) by walls.

Protection from Evil, 10' Radius: See Protection from Evil spell, above.

Invisibility, 10' Radius: See Invisibility spell above.

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but will not thereby acquire the combat ability of the thing he resembles. However, he may turn himself into a Dragon, for instance, and fly away. Spell lasts 6 turns plus level of the Magic-User employing it.

Polymorph Others: A lasting spell which turns others into any living creatures desired, but without any control being exerted by the Magic-User casting it. The affected creature takes on all of the attributes of the creature he has been changed into, except in consciousness. Player intelligence after change will reduce at the rate of 1 point per every day of enchantment. When intelligence becomes zero, the affected person will have the intelligence of the beast he is, and will act accordingly. The spell must be removed (Dispell Magic) in order to negate its effects, and intelligence will return at once.

Re-Direct Edged Weapons: A spell which hedges the Magic-User with a field that turns away all edged weapons, i.e. any weapon a cleric cannot use. Spell lasts 6 turns plus level above 7 of the Magic-User employing it.

Wall of Fire: A spell lasting as long as the Magic-User concentrates and can maintain it. The wall of fire limits vision through it entirely. It will prevent creatures which have four or fewer "Hits" from passing through. Other creatures who pass through will take damage equal to a die roll.

Wall of Ice: As with the wall of fire, except it will be solid and negate the effects of creatures which employ fire and/or fire spells. Other creatures may break through it as with a wall of fire.

Confusion: This spell takes effect as follows - Roll two dice and from this total shown subtract the level of the Magic-User employing the spell. The remainder is the number of turns after being uttered that it will take effect (negative numbers and zero equal immediate effect). Roll two dice on the turn when it goes into effect, that being the number of creatures affected by it. These will behave in a confused manner, wandering aimlessly about and attacking their own fellows. Creatures above the 6th level or who have hit dice totalling 7 or more will throw each turn to see if they can resist its effects. A score of 7 or better on 2 dice will mean that they resist that turn and are not affected.

Charm Monsters: Same as Charm Person spell, but applicable to all creatures. If animals involved, or creatures below level 3 or with fewer than 3 hit dice, throw 3 dice to see how many it affects.

Teleport: Instantaneous transportation from place to place, regardless of the distance involved. Without ever having seen a place, teleportation to it is 75% uncertain, so a score over 25% on 100% results in death. If a person teleporting has seen the destination, but not specifically, there is an uncertainty factor of 10% low (death) and 20% high (fall). If the result is high, roll a die to see how many feet above ground level teleport takes place (100 - 150). If considerable study of a spot is made then the teleporter can transport with 95% accuracy with 1% low (death) and 4% high (fall). If a high result roll one die for height above in 5's of feet.

Hold Monster: Same as Hold Person but applicable to other creatures as well.

Conjure Elemental: The ability to conjure up an Elemental, but no more

than one of each type can be brought into existence (this does not apply to Djinn and Efreet). If the Magic-User who conjured the Elemental is disturbed (attacked) while the Elemental is still in existence, he loses control of it, and it will attack the conjurer. An Elemental created by a Magic-User who is subsequently killed will attack the nearest figure. Such Elementals must be dispelled (Dispell Magic) or killed in combat.

Move Earth: When above ground the Magic-User can move prominences such as hills. The spell takes one turn to go into effect and will affect only one prominence. The earth will move at a rate of 60 feet per turn plus/minus the level of the Magic-User above/below the 11th level (Wizard) x 10 feet.

Transmute Rock to Mud: This spell takes one turn to go into effect. It applies as well to normal earth, or sand for that matter. It affects an area of ground up to 100 square feet in any shape desired. Any creature moving into the mud will be reduced to 10% of its normal movement unless it can fly or levitate out. Getting out in such a manner requires 50% of movement to accomplish.

Wall of Stone: The creation of a wall of stone 2 feet thick and up to 100 square feet in length and height. The wall will last for up to 6 turns plus 1 turn for every level the Magic-User who created it is above the 10th (Necromancer) level. Once created the Magic-User may do other things.

Wall of Iron: Same as wall of stone above, but the spell lasts for a base of 4 turns.

Animate Dead: The creation of animated skeletons or zombies. This spell lasts as long as they are not destroyed or dispelled. However, the skeletons and zombies will have purpose only as long as the Magic-User can concentrate on them. For the number animated simply roll one die for every level above the 9th (Sorcerer) the Magic-User is.

Magic Jar: By means of this device the Magic-User houses his life force in some inanimate object (even a rock), and possesses the body of any creature of his choice as long as it is within 100 feet of his magic Jar. If the creature possessed is destroyed the life force of the Magic-User returns to the Jar, and from thence it may return to the Magic-User's body. However, if his body has been destroyed in the meantime, it must remain in the Magic Jar until another creature can be possessed or the Magic Jar is destroyed. In the latter event the Magic-User is annihilated. In order to possess persons above the 7th level they (the possessed) must fail to make their saving throw vs. magic.

Contact Higher Plane: This spell allows the Magic-User to seek advice from a higher plane (the Referee). Of course, the higher the plane the greater and more accurate the advice. There is a 10% chance per plane above the 3rd that the Magic-User will go insane from the strain of the attempt and so will be totally incapacitated for a number of weeks, equal to the level of the plane he was attempting to contact. Attempting to contact higher planes more often than once per week (Referee's option) will automatically cause a nervous breakdown lasting from 1 to 6 days.

The Glittering Eye: This allows the Magic-User to transfer from himself any number of spells equal to his level, to an otherwise inanimate object, such as a ring or a gem. For example, a level 12 Magic-User could transfer 12 points of spells to a ring, i.e. one level 5, one level 4, and one level 3. Once transferred, these spells can only be reclaimed by the Magic-User who lost them, by means of a Dis-

pell Magic spell. When transferred, the Magic-User loses the number of spells he can cast in that level in 24 hours equal to the number of spells taken from that level. For example, if a level 11 Magic-User transferred three spells: Polymorph Others (Lv. 4), Confusion (Lv. 4), and Fire Ball (lv. 3), he can still throw those spells, but he can only cast 3 level 3 spells and 1 level 4 spell in 24 hours. What this spell does is cause the spells transferred to it to be cast automatically by the presence of any hostile creature or character within up to 60 feet of the object. The particular spell cast will be decided by the Referee, according to which spell will be most effective at that moment. In this case, there will be no restriction on how many spells can be cast in a 24 hour period.

NOTE: Unlike the Magic Jar, the Eye must be a specific and unique item, not for example a leaf on a tree.

Cure Light Wounds: During one full term the spell will remove hits from a wounded man (including Elves, Dwarves, and Hobbits). Roll a die and subtract the number plus 1/rolled from the hits he has taken.

Purify Food or Water: By this spell a Cleric can purify any amount of food or water in his possession, as well as create Holy Water.

NOTE: This does not neutralize poison.

Remove Curses: A spell to remove any one curse or evil sending, but will not neutralize a cursed scroll before it is read. There is also a chance that the spell will not remove the Holy Disease (see below). If the level of the Cleric who tries to remove the Disease is equal to the level of the Cleric who cast it, there is a 50% chance of removal. If the levels are different, add/subtract 10% per level difference.

Find Traps: By means of this spell the Cleric will locate any mechanical or manual traps within a radius of 30 feet. The spell lasts one turn.

Bless: During any turn when men are not being attacked, the Cleric can Bless them. This raises their morale and adds +1 to their attack dice. Spell lasts 6 turns.

Tranquilize: This allows the Cleric to calm any player or character who, for reasons of health, is in hysterics or becoming insane. This will not work for those who go insane trying to contact a higher plane or commune. Spell lasts 3 turns.

Curse: This gives the Cleric the power to call down the dreaded Holy Disease - a noninfectious, eventually fatal disease. If not treated in one week game-time, the player or character will die. Until then, every day he gets weaker and his hits and health decrease (the amount is Referee's option). The Disease can only be removed by a Remove Curse spell as stated above.

NOTE: Noticable symptoms other than those listed above are Referee's option.

Cure Disease: This spell applies to diseases other than those brought on by a curse or the Holy Disease. There is always a 20% chance the spell will fail.

Neutralize Poison: The only way to dispose of a fatal poison once taken or neutralize poison untaken. There is a 15% chance of failure, the result of which will be known only by the Referee until the poison is tried.

Cure Serious Wounds: This is the same as a Light Wound spell except

that two dice are rolled, and the total shown are added two additional spots.

Dispell Magic (Clerical): Because spiritual power is greater than the phantasmal power, a cleric can dispell any magic or enchantment of any Magic-User below their own level, without failure. For example, a Patriarch can dispell without chance of failure any spell cast by an Enchanter. If the levels are equal, the Cleric has a 75% chance of dispelling. In all other cases, no matter what the level of Magic-User above the Cleric, the Cleric has a 50% chance of dispelling. NOTE: In the case of the Glittering Eye, if dispelled as above, it is completely deactivated, and that particular object cannot be used again for the same purpose.

Dispell Evil: Similar to Dispell Magic, this allows the Cleric to dispell any evil sending or thing within a radius of 30 feet, and no die roll is required for it to function.

Raise the Dead: The Cleric simply points his finger and the dead person is brought back to life. However, such a person will then need two weeks to rest and recover before he will be normal.

Commune: Similar to Contacting a Higher Plane, the Cleric may do this but once per week. Four times a year there is a special communing wherein he may expect to be able to ask more than one question and receive answers.

SPECIAL NOTE: There are Anti-Clerics, such as the Evil Priest and the Evil High Priest who correspond to the Lama and Patriarch respectively. Where applicable, they have spells which function the opposite of the Clerical spells. There is one important exception which is explained below -

The Finger of Death: Any Patriarch can, in a matter of life or death, use his finger to send forth a "death ray". It will kill any creature and is not subject to a saving throw. If this weapon is not used as above, the patriarch becomes evil, i.e. an Evil High Priest, and may exercise this weapon at any time he so desires up to three times a day, but the victim gets his saving throw.

SPELLS ABOVE THE USUAL:

Flesh to Stone: A spell available to any Magic-User who is above the 11th level. This spell works on any creature other than Elementals, the Undead, and Balrogs. Only saving throws can stop this spell from taking effect.

Stone to Flesh: A permanent spell which is available to any Magic-User above the 11th level. This spell cannot be dispelled, and can only be reversed by the Flesh to Stone spell above.

Invisible Stalkers: A spell to conjure an extra-dimensional monster which can be controlled with merely a word and which will continue in his assignment regardless of time or distance, or the death of the Magic-User who sent him. This spell must be recorded, and the only way to dispell the monster is for the creature to be destroyed in combat or have the record of the spell destroyed. Only 13th level Magic-Users or above can employ such a spell.

MEN AND MONSTERS:

Alchemists: Looked down upon by both Clerics and Magic-Users, Alchemists deal in potions and scrolls, do not fight under any circumstances, and can cause disease if affronted. While usually independent, they

can be a retainer of a Lord. However, Alchemists and Magic-Users cannot both work for the same Lord in the same place. They are also never invited to the same party.

Bandits: Although Bandits are normal men, they will have leaders who are high-level Fighting Men. For every 10 Bandits there is a 10% possibility that there will be a hero-type. For every 30 Bandits, there will absolutely be one hero-type who can be as high as a 6th level (die 1-3 = 4th level, 4-5 = 5th level, 6 = 6th level). For every 100 Bandits there will absolutely be one Superhero (die 5-6 = Lord). If there are over 200 Bandits there will be a 25% chance of a Magic-User or an Evil High Priest (1 = Necromancer, 2-5 = Wizard, 6 = Evil High Priest), over 300 there will absolutely be an Evil High Priest. The above also applies to Berserkers, Brigands, Buccaneers, Nomads, and Pirates.

Berserkers: Berserkers are men mad with battle lust. They never retreat unless three consecutive 6's are rolled, and add +2 to hit dice.

Brigands: Evil Bandits who add +1 to hit dice.

Dervishes: Fanatically religious Nomads who have +2 on hit dice and also never retreat unless three 6's are rolled. They will be led as per Bandits with the following exception: Any band of Dervishes will have a 50% chance of having a Magic-User leading them, as well as a Troll (die 5-6) among them. They will defend their lair until outnumbered 4-1 without thought of surrender. If in the open, there will be a 65% chance that they are escorting a wagon train of from 2-12 wagons with 1000-6000 GP in each wagon. Wagon Trains will be guarded by an additional 10 orcs per wagon. Wagon Trains will always be lead by either a Fighting Man (die 1-4 Superhero, 5-6 Lord) or a Magic-User (1-2 Sorcerer, 3-4 Necromancer, 5-6 Wizard) with a 50% chance for either.

Assasins: This class of men, once paid and assigned, will not be put off from their mission until either it is successful or they are killed. These men are also incorruptable. However, if after completion of their mission they are not paid, the Caste of Assasins will not rest until either they are paid their fee plus 50% more, or they have killed the offender.

Hobgoblins and Gnolls: Hobgoblins are large and fearless Goblins. Gnolls are a crossbreed of Gnomes and Trolls. Both types will have high morale, and will add +1 and +2 respectively to their hits if encountered in lair. If encountered outside their lair they will have nothing outside of their normal loot with them. In their lair they will have Type A treasure. For every 25 of them, of either type: 25% chance of an Ogre (Hg) or Troll (Gn).

Ogres: Ogres will always carry their gold with them, but other treasure will be found in lair.

Trolls: Trolls not found in lair will carry no treasure. Trolls can regenerate during combat. Regeneration begins on the 3rd turn of melee, and it proceeds at 3 points per turn thereafter. If not burned or immersed in acid, the troll will regenerate even if cut to pieces, and when back to 6 points they will resume combat.

Giants: Due to their size, Giants will do damage equal to twice normal, so when they hit roll two dice. Giants carry their treasure with them (1000-6000 GP each). If they are encountered in their lair they may have the following additional loot: Type E treasure, 50% chance. Giants always live in caves or caverns if they are stupid, and in castles only if they are very intelligent (20% chance). If in a castle,

there will be from 3 to 16 Giants present, plus women and Children (1 and 2 each for every male). Giants in a castle will have double treasure and possibly some other monsters to help guard the place (75% chance). If there are other guards, roll one die: 1-3 hydra (7, 8, or 9 heads), 4-5 dragon, and 6 = 3 to 36 Bears (little watch dogs).

Skeletons and Zombies: Act only under instructions of their motivator (Magic-User or Evil Cleric - see Animate Dead spell above). They are usually found in graveyards, forsaken places, and in dungeons. There is a possibility that somewhere near where they are found is some item of value or entrance to some forbidden place (chances 20% and 40% respectively).

Ghouls: Melee normally, are subject to missile fire (Fireballs, etc.), and turn others into Ghouls when they kill them.

(Barrow) Wights: Nasty monsters who drain life energy everytime they hit. When they score a hit they drain one level away, so that the hit figure loses both the hit dice and corresponding energy to fight. Wights cannot be hit by normal missile fire, but Magic Arrows will have double effect upon them (Elf Arrows triple), plus hits by magic weapons will score damage equal to the die roll plus the level of the weapon.

Wraiths: Nothing more than tough wights who are more mobile. Hits upon them must be made by fantasy figures only, and magic weaponry will score added points damage according to the level of the weapon as with wights except that Magic Arrows only score normal hits, and Elf Arrows will score double.

Mummies: Act like Wights or Wraiths when hitting, except when draining life energy they cause a rotting disease to set in. This withering of the flesh takes ten times as long to cure as normal wounds to heal except when a Cleric can cure it (see Cure Disease above). Persons killed by mummies do not become mummies.

Spectres (and Nazgul): High-powered wraiths who, when touching an enemy, paralyze him (not including fantasy characters) until either tranquilized or having a Dispell Magic spell cast within 30 feet of him by a Cleric (see above). With fantasy creatures, spectres drain two life energy levels when hitting. What's more, they are impervious to all but attack with Magic Weapons vs. the Undead, or elven swords.

Vampires: Not a member of the Lycanthrope class. They must not be exposed to direct sunlight, and during the daylight hours (above ground) they remain in their coffins with some soil from their native grave to rest in. Vampires drain energy at the rate of two life levels per hit for all creatures. They can be permanently killed by a wooden stake driven through their heart, by being drowned in running water, or being burned. They regenerate during combat as do Trolls, but they begin to do so immediately. They can take on a gaseous "form", become in command of wolves, bats, and rats. Vampires can also turn into a huge bat and fly, or a wolf. Vampires charm any figure by looking into its eyes. Persons killed by a Vampire become Vampires and under the control of the killer (fantasy creatures so killed do not become Vampires, merely dead).

Cockatrice: A less powerful variety of the Basilisk (see below) which will turn to stone any figure it touches. Fantasy creatures only will get a saving throw to avoid being turned to stone. The Cockatrice can fly.

Basilisk: A terrible, flightless creature, it turns figures to stone with a touch or a glance. The usual saving throws are applicable.

Medusæ: A human-type monster with a snake's lower body and hair of asps which turns victims to stone at a glance.

Gorgons: An iron-clad bullish monster with poison breath (range 30').

Manticora: A huge, lion-bodied monster with a man's face, horns, Dragon wings, and a tail full of iron spikes which it can throw with the range and accuracy of a short bow.

Hydra: Unlike some mythical concepts, Hydras have a dinosaur-like body with multiple heads. They are about the size of a rhino, and the heads are on long necks.

Chimera: Has a lion's body, three heads (lion, goat, and dragon), the rear quarters of a goat, dragon wings, and it breaths fire ($\frac{1}{2}$ normal Dragon range).

Wyvern: A small, two-legged Dragon without the usual fearsome breath, but equipped with a poisonous sting on its tail.

Dragons: See special section at end of MEN AND MONSTERS.

Balrog: A truly terrible opponent. Balrogs cannot be killed by normal missile fire or in normal combat. It inflicts casualties in normal combat as if it were two Heavy Horse. In addition, a Balrog can imdate any normal figure it touches in move or melee. They operate equally well in darkness or in light. They can fly 15 feet per turn, and remain airborne for three turns. Balrogs are also of a highly intelligent and magical nature. Therefore, there is a high probability that spells will not work against them (75% against at 11th level +/- 5% upwards or downwards below/above this level). They can also cast a Dispell Magic spell, effective as a Magic-User.

Lycanthropes: There are three kinds of Lycanthropes with varying Armor Class, movement, and hit dice (Bear 2, 9, 6; Tiger 3, 12, 5; Wolf 5, 15, 4). There are "families" of Lycanthropes. A pack of under 5 will never be a family group, 5-7 will always be a family group, over 7 Lycanthropes are more likely to be a pack (60%) than several family groups (40%). If a family group, 2/3 of the numbers will be young of varying age: $\frac{1}{2}$ grown to 9/10 grown. If young are attacked, adult females will fight at quadruple value for four turns, then fight at half-value thereafter. If females are attacked and killed adult males will attack at double value thereafter until killed. If both parents are killed, young will be subdued if they are under $\frac{3}{4}$ grown; otherwise they will fight until dead. People killed by lycanthropes will become the same type of Were as the killer.

Purple Worm: A giant, horrible man-eater which has a gaping maw to engulf its prey and a poison sting in its tail. Any hit by it which scores 20% over the minimum required for a hit (or 100% in any case) means the worm has swallowed its opponent. In six turns the swallowed creature will be dead. In twelve turns they will be totally digested and irrecoverable. Worms will always attack.

Sea Monster: Generally, these monsters are simply dressing to the show and guard no treasure. However, that is up to the Referee. Hit dice can range anywhere, but from 10-20 is recommended.

Minotaurs: Man-eating beasts with the upper half of a man and the lower half of a bull ala Centaurs. They automatically attack and pursue as long as their prey is in sight.

Centaurs: Fairly intelligent and are often (60%) armed with spears (count as lances when moving to attack) or clubs, and attack twice (hooves and weapon). They live in glens where treasure will always be found. In their home glen there will be a double number of males,

four times that number of females, and young equal to half the number of females.

Unicorns: These horse-like creatures are extremely fierce if cornered or approached by other than a maiden (in the strictest sense of the term). They also will not attack a law creature, but also will not come close to one. When they do attack they fight double for the first turn (horn and hooves). Usually (75% of the time) they will seek to avoid all contact. They can be ridden only by maidens.

Ents: Not only are Ents fighters, but they are able to call upon trees to aid them in combat. If an Ent is within 6 feet of a tree, he can cause it to move 3 feet per turn ($\frac{1}{2}$ Ent movement) and fight as if it were an Ent. Ents can move two trees each. Ents melee as six Armored Foot in normal combat, and they are impervious to normal missile fire and melee hits. Ents and their accompanying trees are most subject to flame. Any enemy figure of non-fantastic type that is in melee range of the Ent (or tree) may attempt to set it afire, and certain fantastic types can also do so. Goblins, Orcs, and men need a two dice roll of 10 or better, Hero-types need 9 or better, Superheros need 7 or better, and Balrogs need 5 or better. Once aroused, Ents need not worry about morale.

Nixies: These water sprites are naturally neutral, and they will always seek to lure humans beneath their waters to imprison them there for one year. To accomplish this they will use a charming spell every turn that there is anyone within 30 feet of their lair. Once charmed, the player is lured underwater and must remain there for the appointed time. They will be guarded by a giant pike, but a flaming sword or a similar weapon will drive them off.

Pixies: These are small creatures with the power to become invisible and remain so in battle. When Pixies attack, they suffer no casualties during the first round of the melee. Thereafter, the surprise wears off and the defenders are able to note the minor shadows and air distortions caused by the Pixies. They can also fly four turns (maximum) before landing.

Dryads: These tree sprites are part of their trees and will generally seek to evade any party. They are shy and non-violent, although they have the ability to use a very powerful charm spell against man-like figures. Naturally, they have an exact knowledge of the woods around them. In times of extreme emergency, they will break their neutrality and ally with Ents.

Pegasi: The winged horse is wild and difficult to capture. It is in other ways much the same as a normal horse. Pegasi can be raised and trained for battle.

Hippogriff: The half-horse, half-griffon is a naturally fierce creature which will attack intruders in its territory. The Hippogriff can be tamed, however, to serve as a steed.

Rocs: Against normal troops, Rocs attack as four Light Horse and defend as four Heavy Horse. They require cumulative hits equal to a number sufficient to kill Heavy Horse to be killed themselves. Rocs cause the enemy to check on a 20% chance of retreat (rout) after being spotted. Rocs can detect hidden enemies within 48 feet, but they cannot detect invisible creatures. Rocs are able to transport a man-sized figure up to 36 feet during any turn. Rocs never need worry about morale. In areas inhabited by elephants, Rocs grow to a size where they become its natural prey. These giants are about triple hits

when attacking. They nest in the highest crags of mountains, and if you do find their nest, there is a 50% chance that it will contain from 1 to 6 eggs or fledglings. Adults are hostile if their nest is threatened, but otherwise they are generally neutral (60%), with some hostile (20%) and some friendly (20%), although not too friendly. The chicks and flightless fledgling are valued at from 25 to 100 GP, depending on their size. Adults are valued at 10 GP x their Hit Point potential.

Griffon: The most prized steed of aerial warfare, for they are naturally warlike and tough. The chief drawback to their use is that they are the natural enemy of the horse, so they will not peacefully travel beside horses. In the wild state, Griffons will attack anyone nearby with little provocation, particularly if their nest is nearby. Griffons nests are similar to those of Rocs, but there will be but 1-3 young therein, and value is thrice that of Rocs.

Gargoyle: a reptillian biped with horns, talons, and wings. They are generally hostile (80%), and will attack without provocation.

Invisible Stalker: A sending from a Wizard of the 13th level or more, or an appropriate scroll. They follow continually and will act as the spell orders. They will not cease until dispelled or destroyed. It requires a Wizard of the 13th level or above to dispell an Invisible Stalker.

Small Animals: The various small animals (relatively small, that is) and insects are a function of the Referee's judgement. The optional classes should be agreed upon prior to the commencement of play.

Large Animals: As with the Small Animals above. Hit dice should reflect both size and ferocity.

Thoats: The Thoat is antagonistic to horses and so will neither travel with nor be stabled beside them. The two classes of Thoats are:

Light: Move as Light Horse, fight as Heavy Horse

Heavy: Move as Medium Horse, fight as two Heavy Horse.

DRAGONS:

Encounters: The various types of Dragons, and their breath weapons, are found on Table 29, with the weapons which will be more or less effective against various Dragon types on Table 30. If a Dragon is encountered in its lair there is a chance it will be asleep. Use a 100% reckoning, base 80% for White and decreasing in probability to 55% for Golden. If the Dragon(s) is (are) asleep, they can be surprised, and a free chop is gained.

If two Dragons are encountered they will be male and female of the 4th, 5th, or 6th age category. If three or more Dragons are encountered they will constitute a family, with the 3rd and 4th, if applicable, being very young. If the young are attacked both parents will automatically attack with their breath weapons. If the female is attacked the male will attack at double value unless he is also attacked at the same time, and vice versa.

Other than the above, Dragons will use their breath weapons on a two dice roll of 7 or better.

Subduing Dragons: Determine the age of the monsters as follows: if a lone Dragon first roll for sex, 50% male, 50% female; then roll for age (1 very young, 6 very old). There are three possible numbers of hit dice for each Dragon type. Females will get either the 1st or 2nd, males the 2nd or 3rd. There will be a number of spots on the hit dice equal to the age, i.e. a very young female dragon will get either 5 or 6 hit dice if she is of the White variety, and she

will count only 1 spot on each of those dice. A very old Golden male dragon will have 11 or 12 hit dice, thus being able to take from 66 to 72 hits.

With the above in mind, attackers must announce beforehand that they plan to subdue the dragon(s). Hits scored upon the monster(s) are then counted towards subduing rather than killing. Each turn the number of hits is ratioed over the possible number of hits the Dragon(s) can take, and percentages are checked. If the score is less than the ratio, the Dragon is subdued. However, until subdued they will fight and immolate normally.

EXAMPLE- A very old Red male is attacked while asleep. The attackers score two hits for a total of 9 points and then check to see if the Dragon is subdued. As it can take 66 hits, 9 is ratioed over 66 ($9/66$) or roughly 14%. Assuming that the score percentage is above 14%, the Dragon will then fight (roll for a 7 or better to breathe its breath-weapon). If it immolates, the attackers must roll for their Saving Throws. After a second round, hits and possible hits are ratioed again and so on.

NOTE: Eventually, while trying to subdue it, it is possible for the attackers to kill the Dragon instead. The Referee should keep an eye on the number of hits score to the number of hits the Dragon can endure, without telling the players until it is too late.

Value: A Dragon will sell on the "open market" for 1000 GP x the number of possible hits it can take. Of course, the owner(s) may seek to sell it to other players for whatever they can get.

Maturation: A very young Dragon will take 15 years to grow to a young Dragon (two spots per hit dice). After 15 years more it will become a sub-adult (three spots per hit die). After 30 more years it will attain young adulthood (four spots per hit die). Old Dragons are between 100 and 200 years of age. Very old Dragons are more than 200 years.

MAGICAL ITEMS:

Swords, Armor, and Miscellaneous Weapons: The usages of these items are self-evident. However, it should be noted that Clerics cannot employ edged weapons, magic or otherwise. The plus given by magic is a 5% increment in offensive or defensive capabilities. Cursed weaponry and armor will merely have a reverse effect.

Magic Bows: Simply fire arrows as if they were magical, and if a magical arrow is employed then the increase for a chance to hit is +2.

+3 Hammer: This weapon is only effective when used by either a dwarf or a man above the Hero level as a Fighting Man. Uses 2 dice for Damage, and will return to the hand after throwing. It will also come to the owner if called and in view.

Shields: There is generally a 50% chance of interposing the magic shield to ward off a blow, thus adding its defensive capabilities to the armor being worn. Shields will be ineffective against side-burst weapons and the like (Fireballs, Lightning Bolts, Dragon's Breath).

Potions: All potions last a minimum of 6 turns plus the number rolled on 1 die. Most potions are self-explanatory, but some are detailed below:

*Growth - Up to twice Giant-size from drinking full potion.

*Diminuation - Size can be reduced to that of a mouse if full potion is drunk.

*Healing - Same as Light Wound spell, can be used only by Clerics and

Fighting Men.

- *Longevity - Reduces up to 10 game-years from the game-age of the player using it. However, if this potion is used by a Cleric, it does the reverse.
- *Invulnerability - Adds +2 to the defender's capabilities and saving throws. However, more than one dose of this potion per week will have the reverse effect.
- *Fire Resistance - Allows the person to walk through most fire unharmed. It gives +2 to saving throws from magic and dragon fire.
- *Treasure Finding - Allows location of treasure within one mile, with a variation of from 1 to 12 feet.
- *Heroism - This potion increases fighting ability to that of a Hero if not a Fighting Man, and increases ability 2 levels for Fighting Men.

Scrolls: To determine which spells are on a scroll simply roll one die, with the number rolled corresponding to the level of the spell, crediting a 6 as a 5. Only Magic-User spells will be found on scrolls, and only a Magic-User may employ them. However, a 1st level Magic-User can use a 5th level spell with full effect. Normal level for a scroll spell is:

<u>Level of Spell</u>	<u>Level of Effect</u>
1	3
2	4
3	6
4	9
5	11

A scroll of curses is an 11th level spell, and anyone attempting to read it activates it.

Rings: Most ring usages are self-evident. Only four will be discussed:

- *Three Wishes - The wishes possible to fulfill should be reasonably limited. This requires great discretion on the Referee's part. Typically, greedy players will request either three more wishes when the first two are used, or a ring of endless wishes. The punishment is left at the Referee's discretion, but we suggest something quite uncomfortable like giving him a curse no one wants to cure.
 - *X-Ray Vision - Distance about 20 feet. Lead will prevent its operation.
 - *Spell Turning - This applies to both magical and Clerical spells including the Death Ray of the Clerics. When in operation check 100%. The number produced is the percentage of the spell which is reflected back on the spell caster.
- NOTE: the ring will not function against magical wands and the like, but only against spoken spells.
- *Telekenesis - The wearer can move material objects at 30 feet per turn if he can see the object to be moved. Weight limitations: 100 GP x intelligence.

Wands: All Wands will eventually run out of charges if they are the kind which fire some sort of ray or charge. Some are explained below:

- *Metal Detection - This wand points toward the largest collection of metal within about a 20 foot radius.
- *Staff of Healing - A Clerical staff which contains a Light Wound spell. It cannot be used by a Magic-User, and in the hands of a Cleric it can be applied to numerous different persons in the same day, but not the same person twice.
- *Staff of Striking - This staff is a Clerical weapon which gives them double hit dice due to the energy within the staff. It does not, however, add to the possibility of hitting.
- *Staff of Power - This is a multiple purpose staff. It hits like a Staff

of Striking, it adds +1 to hit probability, it can create light as a Continual Light spell, it can levitate or move objects up to 800 GP in weight, and it can throw both fire balls and lightning bolts.
*Snake Staff-A Clerical weapon which adds +1 to hit possibilities and +1 when a hit is scored.

Final Notes on Wands: Wands are generally 6th level, staffs are generally 8th level. Wands have a maximum potential of 200 charges (where applicable; for instance, a Metal Detection wand will never cease to function). Staffs have a maximum of 300 charges (again, where applicable). The matter of recharging is best handled by the Referee as to the cost and the time required to do so, and what level Magic-User or Cleric must do the job.

Crystal Balls: Generally the operation of these devices will be more difficult to accomplish with success over long distances, when the subject is not completely known, when spells are put to use to prevent its use, when lead interposes itself between the viewer and the subject, etc. Only about three attempts per day can be made under such conditions. It is usable only by Magic-Users.

Medallion of ESP: Usable by all classes, but allow a malfunction on a die roll if not in use by a Magic-User.

Amulet of Protection from an Evil High Priest: This charm will negate the effects of the Finger of Death.

Elemental Control Items: Usable by a Magic-User only, they will allow the owner to conjure the appropriate elemental without a spell.

Djinn Bottle: Only the owner of the bottle is the master of the Djinn inside. The capabilities of the Djinn are discussed above in MEN AND MONSTERS.

Elven Cloak and Boots: Wearing these items, a person will move both invisible and silently. However, they cannot fight while invisible.

Boots: The various boots are described below -

- *Speed - Allows the wearer to travel at the speed of Light Horse for a full day. He must then rest for one day.
- *Levitation - As a levitation spell, but no time limit.
- *Flying - As a flying spell, but no time limit.
- *Travelling - Increases the speed of outdoor travel by 50% and makes the wearer tireless.

Helm of Magic and Languages: Wearing this helm allows any class to read and understand Magi and languages.

Helm of Transportation: Any class with a teleportation spell can use this helm to teleport without actually using the spell, but without a reverse spell he cannot teleport. NOTE: the person using the helm cannot teleport others or objects other than those about his person.

Helm of Telepathy: This allows the wearer to read the thoughts of any person or thing within 90 feet.

Helm of Evil (Good): The wearer of this helm reverses roles. If neutral, he will become chaotic. It is not removable without a spell to Dispell Magic.

Horn of Panic: The sounding of this device will throw men and fantasy creatures into panic if their saving throws vs. magic fails. Animals automatically flee. Range of Horn's affect is 300 feet.

Horn of Blasting: A horn which affects the walls of a castle at a rate of 6 defence points per blast. Normal men in its path will be struck

dead. Fantasy figures will be deafened for one turn.

Giant Power Gauntlet: gives double hits if the wearer strikes successfully.

Giant Strength Gauntlet: allows the wearer to strike with the same probability as a giant and double damage; and also to have the strength of a giant in other areas (lifting, etc.).

