Referee Book

Swords & Wizardry

Referee Book

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For the Referee

As the Referee of a game of **Swords & Wizardry**, you do not have a character; instead, you are the player who is in charge of the game. You create the adventure, you run the monsters, and you are the one who decides the results of all the decisions made by the players for their characters. You don't get to tell the players what the characters do — that is their part of the game — but you referee the results according to the rules, and you interpret what the rules mean. Compared to most other fantasy roleplaying games, the **Swords & Wizardry** rules require a lot of interpretation because — by design — they do not try to cover every single possibility for what the players will do. It takes a little bit of practice to referee a game smoothly, but once you get the hang of it, you will find that you can run a fast-paced game without getting caught up in every little detail.

The three most important things to know about running a game of **Swords & Wizardry** are these:

• The rules are just guidelines

• There is not a rule for everything.

• When in doubt, make a ruling.

If you are a beginner Referee and have never played a roleplaying game before, it is a good idea to stick to "the rules" for a few gaming sessions, just to learn how the game works. We have provided enough of these basic rules to get you started without having to make too many difficult decisions. But once you are comfortable with the basic idea of a roleplaying game, you can start thinking about the optional rules, about creating house rules, and about adapting the rules. A whole world of fantasy is out there waiting for you.

This book gives you the basic resources for the two main tasks of the Referee: creating the adventure, and running the adventure. Creating the adventure is done ahead of time; it is the job of dreaming up an adventurous place or situation, creating a map, and deciding what dangerous things lurk there, just waiting for a party of adventurers to stumble across them. Running the adventure is what happens when your friends are assembled around the gaming table with dice and character sheets: It is your job to describe the starting point and then to keep the game moving once the adventuring begins. As you and your players become more familiar with the game and their characters start to go up in level, you may want to start creating some details about the world that surrounds these adventures — which is called your campaign world. The following part of the book contains basic advice about all these aspects of being a Referee.

Basically, the "adventure" is just the setting for the game, usually a map and your notes about

the places in it. As the players tell you where their characters go and what they do, you'll refer to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies — it's guaranteed that the players will do something unexpected. This is a good thing; part of your fun in running the game is when the players surprise you, not just when you surprise them.

Adventures can take place anywhere: abandoned dungeons far underground, ruined castles, enchanted forests, ships on the high seas, and even stranger places like the depths of the ocean or the blasted wastelands of some distant planet where the characters have been teleported by evil wizards. In general, if you have never designed an adventure before, it is a good idea to start with a dungeon adventure, because these are the easiest to design and run. After a couple of sessions of dungeon adventuring, the players might be ready to strike out into the wilderness or venture out to the seas. Encourage them to make whatever decisions they want to make — the epic stories of their characters are theirs to make, as long as the players can keep them alive. It is your job to referee the results, not to make the decisions. Sometimes they will test your skill as a Referee, just as you test their skills as players. It is all part of the game.

If you would like to read more ideas for designing adventures, the **Tome of Adventure Design**, published by **Frog God Games**, is an excellent resource.

DESIGNING A DUNGEON ADVENTURE

The "dungeon" is probably a vast underground complex built in the distant past, abandoned and perhaps forgotten by civilization. Over the centuries, monsters have taken up residence in the echoing halls and narrow passages of this place, hoarding the treasure they have stolen from the world above, or that was left behind by the ancient inhabitants of these deep catacombs.

For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a "key" to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. It will probably be helpful to draw a cross-section map of the different levels of the dungeon as well. The levels are important because the farther down the characters go, the more dangerous the place is — the monsters are deadlier and the traps more devious — but on the other hand,

the treasures are greater. It is in the deeper dungeon levels where vast piles of gold are to be found and where enchanted weapons lie covered in cobwebs along with other, stranger items with strange magical powers.

To help you get started, the diagram of a dungeon cross-section and the sample floor plan maps included here may be a good resource for you. Do not worry if your maps are messy and your room descriptions are nothing but a few quick notes. The goal is not to be an artist or an author — the goal is to be a good Referee. Whatever helps you do that job is all you need. The players are not going to be looking at your map or reading your notes; they are going to be experiencing the map as adventurers, and hearing the descriptions of the rooms as if they are seeing what you describe. It doesn't matter what your hidden notes look like; that is not what the players see.
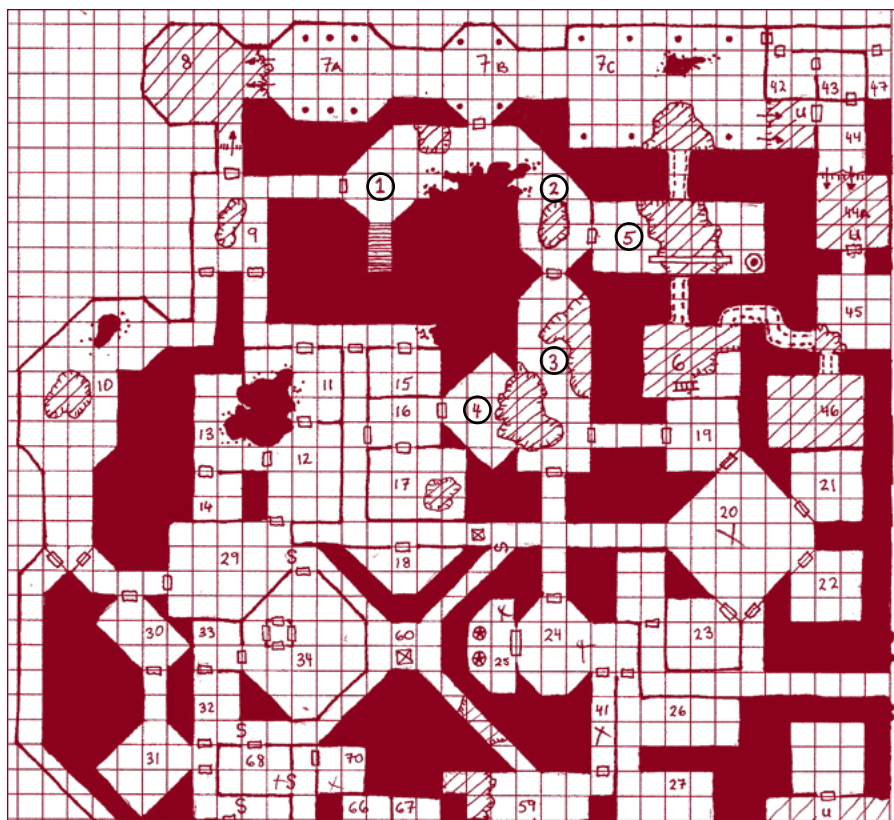
Sample Map Key

Level 2: The Fallen Floors

Notes: Level 2, the Fallen Floors, is an area that was built with several sub-basements below the main floors. As a succession of occupants continued to dig and modify the level, some of the structural supports failed in places, resulting in some ceiling collapses and many collapse of the floors.

When floors above collapsed into the sub-basements below, it generally resulted in sheer-walled drops down into 20-foot-deep pits, which are floored with rubble and uneven stone. Some of these are connected to each other by old passages that were once part of the sub-basements before the collapses.

Wandering Monsters on Level 2

Check once every three turns for wandering monsters, with a 1-in-6 chance per check.

1. 2d6 Goblins

2. 1d3 normal albino crabs, walking along and minding their own business.

3. 1d3 stuffed corpses (see new monsters)

4. 1d3 Stuffed Stirges: **HD** 1+1; **AC** 7[12]; **Atk** proboscis (1d3 + blood drain); **Move** 3 (fly 12); Save 17; **AL** N; **CL/XP** 2/30; **Special:** +2 to hit bonus, blood drain (automatic 1d4 after hit).

5. 1d6 Giant Rats: **HD** 1d4 hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; Save 18; **CL/XP** A/5; **Special:** 1 in 20 are diseased.

6. 1d3 Giant Spiders (small, lethal): **HD** 1+1; **AC** 8[11]; **Atk** bite (1hp + lethal poison); **Move** 9; Save 17; **CL/XP** 3/60; **Special:** lethal poison (save or die, +2 saving throw)

Map Key

1. STAIRS UP. Stairs lead down to this room from the first Level (Room 6, lv2) and continue downward to Level 3 (Room 8, lv3). If more than 14 people walk up or down the stairs in any 1 hour period, a big stone block slides to block the stairs leading up, but it is still possible to use the stairs down to Level 3. The block slides back again after 24 hours. The room contains a large cave-in where the ceiling has fallen, and part of the floor is collapsed into the old sub-basement.

Monsters: None

Treasure: None

Notes:

2. SOUTHEAST CHAMBER. There is a floor collapse in the middle of this chamber, a 20-foot drop to a rubble-covered lower floor. The bottom has water in it (only 1-foot deep) and a couple of old construction beams (rotted).

Monsters: The hole in the floor is the lair of 6 Giant Killer Frogs: **HD** 1+4; **AC** 7[12]; **Atk** 2 claws (1d2), bite (1d4+1); **Move** 3 (or 150ft leap); **Save** 17; **CL/XP** 2/30; **Special:** leap.

Treasure: In the water 450 gp

Notes:

3. GOBLIN TARGETRY ROOM. A large floor-collapse in the southwest corner of the room leaves it open to Room 4, where there are goblin archers. The two rooms are separated by a 20-foot-deep pit roughly 20 feet across, floored with large, uneven stones and rubble.

Monsters: None (but the room is open to archery from Room 4) where there are goblins.

Treasure: None

Notes:

4. GOBLIN LAIR. A fetid goblin nest. A ramshackle barricade protects archers from bow fire coming from Room 3.

Monsters: 15 Goblins: **HD** 1d6 hp; **AC** 6[13]; **Atk** weapon (1d6); **Move** 9; **Save** 18; **CL/XP** B/10; **Special:** –1 to hit in sunlight. Four goblins are at the barricade at the beginning of an encounter, and the rest join them in 2 rounds.

Treasure: 110 gp, 1500 sp, 100 gp worth of trinkets that weigh 20 pounds total.

Notes:

5. BRIDGE AND WELL ROOM. A floor collapse spans this room, about 30 feet wide and 20 feet deep. Someone has built a stone bridge across it, which looks like quite solid construction (this is goblin work and is quite good). The bridge is five feet wide (only one person can pass) and has no railing.

In the collapsed sub-basement area there are two passages leading out — originally part of the sub-basement. One leads south and one leads north. You have to crawl because rubble fills the entrances halfway to the top, but one can stand in the actual passage.

The well in the east side of the room can be used to climb down to Level 3.

Monsters: None

Treasure: None

Notes:

Filling in the Map Key

Here are a few brainstorming ideas for things that can be found in a dungeon: pit traps, teleporters, statues (that might animate and attack, or reward certain actions), altars, arrow-traps, pools (possibly with magical waters), magic pentacles, areas of natural caves, shaky ceilings, chutes to lower levels, stairs up and down, sliding staircases, chasms into the depths (possibly with a bridge, possibly not), pools of lava, secret doors (very important), shifting walls, scything blade traps, poison gas, and whatever else you can dream up.

Try to dress up the dungeon with little details, too, such as a few broken arrows scattered on the floor, a skull in one corner of the room, a snuffed-out torch, a dented helmet, chains on the walls, and other such things. This also helps to hide from the players when one of those details actually turns out to be important. That snuffed-out torch might actually be a clue that the oxygen in the room can get sucked away by a trap! If the players get used to seeing the little details, they won't suddenly become suspicious when they see the important ones.

In an abandoned dungeon, most of the rooms will be empty, with perhaps only half of them containing a trap, monster, unusual trick, or a room with something unusual (architecture, information, murals, or the like). If every room contains something important or dangerous, the "feel" of exploring an abandoned place is lost; on the other hand, if details are too sparse, the pace of the adventure can become boring. The half-half ratio is a good rule.

Dungeon Map Symbols

wall

cave wall

door

double door

secret door

concealed door

one-way door

false door

revolving door

archway or window

one way secret door

portcullis or bars

ceiling trap door

floor trap door

sinkhole

chasm

depression

ladder

water or pond

pit trap, covered

pit trap, open

trap or teleport

statue

pillar

fountain

well

altar

table, chest, misc.

slope down

slope up

slide

fire pit

rubble

cave-in

stalagmites

stalactites

steps

fireplace

chair or throne

bed

curtain

dais or low platform

stairs down

stairs up

circular staircase

sliding stairs

chute

elevated area (balcony or ridge)

dotted line is a passage cross-ing underneath or over another

crawlway (the narrow passage)

gas

bridge

crank or machine

arrowslit

Summary of Important Dungeon Facts

Secret Doors: When the characters search a 10-foot area for one turn, each character has a 2-in-6 chance to find a secret door if there is one. Elves, however, have a 4-in-6 chance to find it and a 1-in-6 chance to notice it without even searching. Finding a secret door does not necessarily mean the characters know how to open it; they just know that it is there.

Listening at Doors: Listening at a door has a 1-in-6 chance of success for humans; non-human characters most likely have better hearing than humans and can hear noises with a 2-in-6 chance of success.

Opening Doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) require a die roll on a d6 to force open. The chance to succeed is based on a character's Strength (see the description of the Strength attribute). Multiple characters — up to a maximum of three — can smash through a door together, giving each one a separate, normal chance of success all at once. However, they spill into the room and should automatically lose initiative if there are monsters within. It is important to get the door open on the first try, because a failed attempt warns any monsters on the other side of the door that there is trouble.

Traps and Pits: In general, unless the Referee rules otherwise for this particular trap, anyone passing over or through the trigger for a trap has a 2-in-6 chance to spring it. It is suggested (but not required) that the Referee allow Dwarfs to recognize traps involving stonework. Here is a starter rule that the Referee can modify as desired: For traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), a Dwarf has a 1-in-6 chance to notice the features of a trap before passing over/through it, as long as movement is at a careful speed; the Dwarf has a 4-in-6 chance to notice features of a stonework trap when searching (one turn per 10-foot square of wall or floor). Identifying the features of a trap does not tell the dwarf how to disarm the trap, although in some cases the disarming mechanism might be obvious once the trap's visible features are identified. This rule treats stone traps for Dwarves in the same way that secret doors are treated for Elves.

Monsters in the Dungeon

Dungeon Levels

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to have their characters "go for it" in a lower, more-dangerous level or to be cautious and adventure in areas that are not so risky, but have less treasure. Any adventure ought to give the players some choice about how fast they are going to go into the riskier areas. It does not matter whether you are running a wilderness adventure or a classic dungeon — giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less — and figure out a way to let the players know where these are. It is obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you have to work a little harder to communicate the risk levels to the players, but it is worth it.

Generating Encounters (Dungeon Level 1-5)

Die Roll	Dungeon Level 1	Dungeon Level 2	Dungeon Level 3	Dungeon Level 4	Dungeon Level 5
1	3d8 CL A creatures	6d8 CL A creatures	12d8 CL A creatures	2d100 CL A creatures	3d100 CL A creatures (50%) or 2d6 CL4
2	3d6 CL B creatures	6d6 CL B creatures	12d6 CL B creatures	1d100 CL B creatures (50%) or 1d6 CL4 with 1d2 CL5 creatures	2d100 CL B creatures
3	2d6 CL 1 creatures	4d6 CL 1 creatures	8d6 CL 1 creatures	8d6 x2 CL 1 creatures	8d6 x4 CL 1 creatures
4	1d6 CL 2 creatures	2d6 CL 2 creatures	4d6 CL 2 creatures	8d6 CL 2 creatures	8d6 x2 CL 2 creatures
5	1 CL 3 creature	1d6 CL 3 creatures	2d6 CL 3 creatures	4d6 CL 3 creatures	8d6 CL 3 creatures
6	1 CL 4 creature	1 CL 4 creature	1d6 CL 4 creatures	2d6 CL 4 creatures	4d6 CL 4 creatures
7	1d3 CL2 and 1d6 CL1	1 CL 5 creature	1 CL 5 creature	1d6 CL 5 creatures	2d6 CL 5 creatures
8	1 CL3 and 1d2 CL2	1 CL4 and 1d6 CL 1	1 CL 6 creature	1 CL 6 creature	1d6 CL 6 creature
9	1 CL3 and 1d6 CL1	1d3 CL3 and 1d6 CL2	1d3 CL4 and 1d6 CL3	1 CL 7 creature	1 CL 7 creature
10	1d2 CL2 and either 2d6 CL A or 1d6 CL B	1CL5 and 1d6 CL1	1 CL4 and 4d6 CL1	1 CL5 and 4d6 CL2	1 CL6 and 4d6 CL3

Generating Encounters (Dungeon Level 6-10)

Die Roll	Dungeon Level 6	Dungeon Level 7	Dungeon Level 8	Dungeon Level 9	Dungeon Level 10
1	8d6 x 2 CL 3 creatures	16d6 CL 4 creatures	16d6 CL 5 creatures	16d6 CL 6 creatures	16d6 CL 7 creatures
2	8d6 CL 4 creatures	8d6 CL 5 creatures	8d6 CL 6 creatures	8d6 CL 7 creatures	8d6 CL 8 creatures
3	4d6 CL 5 creatures	4d6 CL 6 creatures	4d6 CL 7 creatures	4d6 CL 8 creatures	4d6 CL 9 creatures
4	2d6 CL 6 creatures	2d6 CL 7 creatures	2d6 CL 8 creatures	2d6 CL 9 creatures	2d6 CL 10 creatures
5	1d6 CL 7 creatures	1d6 CL 8 creatures	1d6 CL 9 creatures	1d6 CL 10 creatures	1d6 CL 11 creatures
6	1 CL 8 creature	1 CL 9 creature	1 CL 10 creature	1 CL 11 creature	1 CL 12+ creature
7	8d6 CL 3 creatures and 8d6 of another CL 3 creature	8d6 CL 4 creatures and 8d6 of another CL 4 creature	4d6 CL 6 creatures and 4d6 of a second type of CL 6 creatures	4d6 CL 7 creatures and 4d6 of a second type of CL 7 creatures	4d6 CL 8 creatures and 4d6 of a second type of CL 8 creatures
8	4d6 CL 4 creatures and 4d6 of a second type of CL 4 creatures	4d6 CL 5 creatures and 4d6 of a second type of CL 5 creatures	1 CL10 creature and 3d6 CL7 creatures	1 CL11 creature and 3d6 CL8 creatures	1 CL12 creature and 3d6 CL9 creatures
9	2d6 CL5 creatures and 2d6 of another type of CL 5 creatures	1 CL9 creature and 3d6 CL6 creatures	1d6 CL 8 and 4d6 CL 6 creatures	1d6 CL 9 and 4d6 CL 7 creatures	1d6 CL 10 and 4d6 CL 8 creatures
10	1 CL8 creature and 3d6 CL5 creatures	1d6 CL 7 and 4d6 CL 5 creatures	1d6 CL 8 creatures and 1d6 CL 8 creatures of another type	1d6 CL 9 creatures and 1d6 CL 9 creatures of another type	1d6 CL 10 creatures and 1d6 CL 10 creatures of another type

Challenge Levels

As the degree of danger increases from one area to the next, the players ought to know that their heroes are moving into places where there is a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster's challenge level is not the same as the "level" on which it is found; challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular "level" of a dungeon or forest. The table is not a rule; it is a guideline, so absolutely use your judgment.

Dungeon Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is "beatable" at a particular level, though. Survival depends on knowing when to run and when to get tricky. Assuming that every encounter is designed to "fit" the party's combat capabilities is a sure way to die.

Dungeon Monster List (Roll 1d20)

Challenge Level (CL) A	
1–10	Rats, Giant
11–20	Kobolds

Challenge Level (CL) B	
01–20	Goblins

Challenge Level (CL) 1	
1	Beetles, Giant (Fire)
2	Centipedes, Giant (Small, non-lethal)
3	Dwarfs
4	Elves
5–6	Hobgoblins
7–9	Human, Bandit
10–14	Orcs
15–16	Piercers (1 HD)
17–18	Skeletons
19–20	Stirges

Challenge Level (CL) 2	
1–3	Ants, Giant (Worker)
4–5	Centipedes, Giant (Small, lethal)
6–8	Gnolls
9–11	Human, Berserker
12-14	Lizardmen
15	Demon, Manes
16–17	Piercer (2 HD)
18–20	Zombies

Challenge Level (CL) 3	
1	Badgers, Giant
2–3	Bats, Giant (Vampire Bat)
4–7	Bugbears
8–11	Ghouls
12–13	Piercers (3 HD)
14–15	Ticks, Giant
16–17	Shrieker
18–19	Spiders, Giant (Smaller)
20	Yellow Mold

Challenge Level (CL) 4	
1–3	Ants, Giant (Warrior)
4–5	Centipedes, Giant (Man-sized)
6	Demon, Dretch
7	Demon, Lemures
8	Harpies
9–10	Lycanthrope, Wererat
11–14	Ogres
15–16	Piercers (4 HD)
17–18	Rats, Giant (Monstrously Huge)
19–20	Shadows

Challenge Level (CL) 5	
1–2	Bats, Giant (Greater Bat)
3	Dopplegangers
4–6	Gelatinous Cubes
7–8	Grey Oozes
9	Hell Hounds (4HD)
10–11	Lycanthrope, Werewolf
12–13	Owlbears
14–17	Spiders, Giant (Man-sized)
18–20	Wights

Challenge Level (CL) 6	
1–2	Centipedes, Giant (Large)
3–5	Gargoyles
6	Hell Hounds (5HD)
7–8	Lycanthrope, Wereboar
9–12	Minotaurs
13–14	Ochre Jelly
15–16	Slithering Tracker
17–18	Spiders, Giant (Phase)
19–20	Wraiths

Challenge Level (CL) 7	
1–3	Cockatrices
4	Demon, Quasit
5–7	Dragon
8	Hell Hounds (6HD)
9	Hydra (5HD)
10–13	Mummies
14–16	Ogre Mages
17–20	Spiders, Giant (Greater)

Challenge Level (CL) 8	
1–3	Basilisks
4–6	Dragon
7	Hell Hounds (7HD)
8–10	Hydra (6HD)
11–12	Manticores
13–14	Medusa
15	Salamanders
16–20	Trolls

Challenge Level (CL) 9	
1–2	Bats, Giant (Bat Monster)
3	Demon (Succubus or Erinyes)
4	Demon, Vrock
5–6	Djinn
7–8	Dragon
9–10	Elemental (8HD) (Roll 1d4 for type)
11–13	Giant, Hill
14–15	Hydra (7HD)
16	Invisible Stalkers
17–18	Spectres
19	Vampires (7HD)
20	Wyverns

Challenge Level (CL) 10	
1	Demon, Baalrochs
2–7	Dragon
8–10	Giant, Stone
11–12	Gorgons
13	Hydra (8HD)
14–15	Lurker, Ceiling
16–17	Naga, Water
18	Shambling Mound (7HD)
19	Vampires (8HD)
20	Will-o'-the-Wisps

Challenge Level (CL) 11	
1	Banshees
2–4	Black Puddings
5–6	Chimera
7	Demon, Glabrezu (Third-Category Demon)
8	Demon, Hezrou (Second-Category Demon)
9–11	Dragon
12–15	Giant, Frost
16	Hydra (9HD)
17	Shambling Mound (8HD)
18–19	Trapper Beast (10 HD)
20	Vampires

Challenge Level (CL) 12	
1–3	Dragon
4–5	Efreet
6–9	Giant, Fire
10–11	Golem, Flesh
12–13	Hydra (10HD)
14–15	Rakshasa
16–17	Shambling Mound (9HD)
18–20	Trapper Beast (11 HD)

Challenge Level (CL) 14-16	
1–6	Dragon
7–10	Giant, Storm
11–12	Golem, Clay
13–14	Golem, Stone
15–16	Hydra (12HD)
17–18	Liches (HD 12 or 13)
19	Shambling Mound (12HD)
20	Shambling Mound (11 HD)

Challenge Level (CL) 13	
1	Demon, Marilith (Fifth-Category Demon)
2–3	Demon, Nalfeshnee (Fourth-Category Demon)
4–5	Dragon
6–7	Elemental (12HD) (Roll 1d4 for type)
8–9	Giant, Cloud
10–11	Hydra (11HD)
12	Naga, Guardian
13	Naga, Spirit
14–15	Shambling Mound (10 HD)
16–18	Slug, Giant
19–20	Trapper Beast (12 HD)

Challenge Level (CL) 17	
1	Demon Prince, Orcus
2–5	Elemental (16HD) (Roll 1d4 for type)
6–10	Golem, Iron
11–14	Liches (HD 14–18)
15–18	Purple Worms
19–20	Titan

Mixing Monsters in an Encounter

The monster tables show some of the possible mixes of different monster types, but there is room for much more variation in addition to just following the table. It is a good idea to periodically throw in some encounters involving more than one monster type, such as an ogre leading some orcs, or kobolds with a trained stirge. These mixed encounters add important variety, and at least a fourth of your encounters should be of this type. When all the monsters in the mix are of the same challenge level, this is not difficult. However, if one or more of the monsters are from a different challenge rating (an ogre with orcs, for instance), the tables above do not provide much in the way of guidance. Keep in mind that these are not binding rules; they are just starter guidelines for a Referee who wants a little guidance rather than designing encounters out of thin air. With that caution in mind, you can treat monsters of one higher challenge level as "counting" for two of the weaker monsters. Monsters that are two challenge levels higher are treated as four of the weaker creatures, those that are three challenge levels higher count for eight of the weaker creatures, and so on.

Wandering monsters are often checked on a roll of 1 in 6 each turn, but the Referee is, of course, free to make such encounters less common (checking only once per three turns, for example).

Wilderness Adventures

After some dungeon adventuring, the players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world beyond the dungeon. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area in case the players decide to explore a bit in the area around the dungeon itself. As the players move their characters around from adventure to adventure, you can expand your original map into an entire, epic fantasy world — with continents, kingdoms, and great empires at your disposal.

Wilderness adventures can take the characters anywhere, from teeming cities or remote castles, to dark forests and high mountains, and even to other planes of existence, alternate worlds, and distant planets or moons where odd

The Original Game didn't specify much about how many monsters would be encountered at different depths. We have organized the material from the Original Game into a "Challenge Level" system to give you a tool for figuring out how many monsters to place in an encounter on any particular dungeon level.

Challenge Level is different from the level of depth, the "dungeon level." Monsters of various different Challenge Levels will be found in each level of the dungeon.

life forms abound. The most common reason for adventuring parties to be moving through the wilderness is to investigate a treasure map found in a dungeon, or in pursuit of a particular mission such as guarding a caravan, delivering a message for some noble, wiping out a particular nest of monsters, escaping the arm of justice, following a criminal to obtain a bounty, looting a ruin, or helping to attack a castle. Sometimes, however, the characters might just be exploring or wandering around to see what they can find. In either case, they should find the wilderness to be as exciting as the dungeon, which can be a more difficult task for you than to populate an underground complex with gold and strange creatures. It is useful to assume that the human population density of the fantasy world is far less than that of our mundane Earth — if the characters are always within one day's march of a friendly village, the feeling of perilous adventure is lost. Rather, expeditions into the wilderness, even in relatively civilized areas, will find villages few and far between, with dangers of many kinds lurking even on the roads and trails.

Rate of movement for adventurers on foot is as described in the movement section of the rules, essentially a number of miles equal to the character's base movement rate. However, in many cases the characters will be traveling on horseback, by wagon, in a ship, or by some other means. It is generally useful to make your map using hexes or squares that are five miles across. Maps intended to show continents, coasts, and kingdoms might be larger in scale, of course, but these would not ordinarily be used for exploration or adventuring.

Getting Lost

Unless the party is following the course of a trail or river, following a map, or has a native guide, there is a good chance of getting lost while adventuring in the wilderness. In forests and swamps, getting lost can lead to the party moving toward any point of the compass or not moving significantly (going in circles). Roll 1d8: starting from the party's intended direction, count up to seven points of the compass (e.g., north, northeast, east, southeast, etc.) to discover the actual direction of travel. If the result is an 8 (which would indicate the intended direction), then the party is moving in a circle and gets nowhere. In all other types of terrain, getting lost only results in moving off track by one compass point to the left or right of the intended direction. The party may check the next day and discover that they were lost, but they will not know what direction they went off course. If it is not possible to navigate by the stars or sun, the chance and effect of getting lost is the same as in a swamp.

Chance of Getting Lost

Clear Terrain	10%
Desert	40%
Forest	70%
Hills	20%
Mountains	50%
Rough	30%
Swamp	60%
Woodland	30%

Vehicle Movement Rates

Vehicle	Smooth Terrain	Hills or Rough	Mountain	Forest	Swamp/Marsh
Wagon or cart	12	6	0–1	6	0
Horse	30	15	0–3	10	3
Mule	12	12	6	12	6
Raft or Barge (no sail or small sail)	40 (downriver) 3 (upriver)				
Boat (sail)	60				
Ship (sail)	15				
Ship (galley)	20				
Flying	Per monster or item description				

*If the party is exploring an area rather than just passing through, distances traveled are one-half normal. This assumes the party is exploring an area in roughly a five-mile-wide band. Exploration simply means mapping, not searching; actually searching a five-mile-by-five-mile area would reduce forward movement to roughly one-tenth normal, although the Referee would adjust all these numbers accordingly based on the circumstances. Searching a five-mile-by-five-mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

Encounters in the Wilderness

In general, wilderness adventuring is more dangerous than adventures into the lower levels of the dungeon. The encounter tables below are for actual wilderness; patrolled areas will be somewhat — although not drastically — less deadly. Keep in mind, however, that the wilderness reaches very close indeed to the bastions of civilization. The distance at which enemies are spotted is left to the discretion of the Referee, for it varies a great deal based on terrain, weather, and other circumstances.

Encounter Tables for Wilderness Adventuring

Treat "rough" terrain as hills or desert, as appropriate.

Encounters in Clear Terrain

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–24	Animals
25–35	Dragon
36–48	Flying Creature
49–73	Humankind
74–86	Humanoids and Giants
87–00	Miscellaneous Monster

Encounters in Desert Terrain

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–20	Animals
21–30	Dragon
31–50	Flying Creature
51–70	Humankind
71–90	Humanoids and Giants
91–00	Undead

Encounters in Forest or Woodland Terrain

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–12	Animals
13–23	Dragon
24–36	Flying Creature
37–61	Humankind
62–80	Humanoids and Giants
81–00	Miscellaneous Monster

Encounters in Hills or Mountain Terrain

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–12	Animals
13–38	Dragon
39–51	Flying Creature
52–64	Humankind
65–89	Humanoids and Giants
90–00	Miscellaneous Monster

Encounters in River Areas

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–12	Animals
13–23	Dragon
24–36	Flying Creature
37–49	Humankind
50–62	Humanoids and Giants
63–75	Miscellaneous Monster
76–00	Swimming Creature

Encounters on the High Seas

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–20	Swimming Creature
21–30	Dragon
31–40	Flying Creature
41–50	Merchant Galley (roll for small or large)
51–60	Merchant Ship
61–70	Pirate Galley (roll for small or large)
71–80	Pirate Ship (roll for small or large)
81–90	Warship (patrolling galley)
91–00	Warship (patrolling ship)

Encounters in Swamp Terrain

Die Roll	Type of Encounter (see Sub-Tables for Wilderness Encounters)
01–10	Animals
11–20	Dragon
21–30	Flying Creature
31–40	Humankind
41–50	Humanoids and Giants
51–60	Miscellaneous Monster
61–70	Swimming Creature
71–00	Undead

Sub-tables for Wilderness Encounters

Animal Encounters

Die Roll	Type
01–10	Ants or Beetles
11–20	Apes or Bears
21–30	Boars
31–40	Centipedes or Scorpions
41–50	Frogs or Toads
51–60	Lions or great cat
61–70	Lizards or Snakes
71–80	Spiders
81–90	Wolf or great dog
91–00	Terrain-Specific

Draconic Encounters

Die Roll	Type
01–10	Basilisk
11–15	Black Dragon (1d4 for age category)
16–20	Black Dragon (1d6+2 for age category)
21–25	Black Dragon (1d8 for age category)
26–30	Blue Dragon (1d4 for age category)
31–35	Blue Dragon (1d6+2 for age category)
36–40	Blue Dragon (1d8 for age category)
41–50	Cockatrice
51–55	Green Dragon (1d4 for age category)
56–60	Green Dragon (1d6+2 for age category)
61–65	Green Dragon (1d8 for age category)
66–75	Hydra
76–80	Red Dragon (1d4 for age category) In arctic terrain, this is a White Dragon
81–85	Red Dragon (1d6+2 for age category) In arctic terrain, this is a White Dragon
86–90	Red Dragon (1d8 for age category) In arctic terrain, this is a White Dragon
91–00	Wyvern

Flying Creature Encounters

Die Roll	Type
01–05	Chimera
06–10	Djinni or efreeti
11–15	Gargoyles
16–25	Griffons
26–30	Harpies
31–40	Hippogriffs
41–50	Manticores
51–60	Normal Birds (flock)
61–65	Ogre Mage
66–75	Pegasi
76–85	Rocs
86–95	Stirges (day) or Giant Bat (night)
96–00	Wyverns

Humankind Encounters

Die Roll	Type
01–10	Adventurers
11–30	Bandits
31–40	Berserkers
41–50	Brigands
51–60	Caravan
61–65	Cavemen
66–70	Dwarves
71–75	Elves
76–85	Patrol
86–90	Pilgrims
91–95	Priests of Chaos
96–00	Wizard

Humanoid and Giant Encounters

Die Roll	Clear Terrain	Forest	River	Swamp	Hills	Desert
01–05	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds
06–10	Goblins	Goblins	Goblins	Goblins	Goblins	Goblins
11–15	Orcs	Orcs	Orcs	Orcs	Orcs	Orcs
16–20	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins
21–25	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls
26–30	Ogres	Ogres	Ogres	Ogres	Ogres	Ogres
31–35	Trolls	Trolls	Trolls	Trolls	Trolls	Trolls
36–40	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill
41–45	Giant, Cloud	Elves	Giant, Cloud	Giant, Cloud	Giant, Cloud	Giant, Cloud
46–50	Gnolls	Bugbears	Bugbears	Bugbears	Bugbears	Bugbears
51–55	Gnolls	Kobolds	Lizardmen	Lizardmen	Giant, Fire	Giant, Fire
56–60	Ogres	Goblins	Trolls	Trolls	Giant, Stone	Giant, Stone
61–65	Trolls	Orcs	Lizardmen	Lizardmen	Giant, Storm	Gnolls
66–70	Bugbears	Hobgoblins	Lizardmen	Lizardmen	Giant, Frost	Gnolls
71–75	Kobolds	Gnolls	Ogres	Ogres	Goblins	Ogres
76–80	Goblins	Ogres	Goblins	Goblins	Orcs	Gnolls
81–85	Giant, Hill	Trolls	Kobolds	Kobolds	Orcs	Trolls
86–90	Giant, Hill	Giant, Hill	Trolls	Trolls	Trolls	Ogres
91–95	Gnolls	Elves	Orcs	Orcs	Ogres	Trolls
96–00	Ogres	Bugbears	Ogres	Ogres	Giant, Hill	Gnolls

Miscellaneous Monster Encounters

Die Roll	Type
01–10	Cockatrice
11–20	Medusa
21–30	Minotaurs
31–40	Owlbears
41–50	Purple Worm
51–60	Treant
61–70	Werebears
71–80	Wereboars
81–90	Weretigers
91–00	Werewolves

Swimming Creature Encounters

Die Roll	Type
01–10	Crocodile, giant or sea
11–20	Dragon Turtle
21–30	Fish, giant
31–40	Leeches, giant
41–50	Mermen
51–60	Nixie
61–70	Octopus, giant
71–80	Sea Monster (10%) or Naga, water (90%)
81–90	Sea Serpent
91–00	Squid, giant
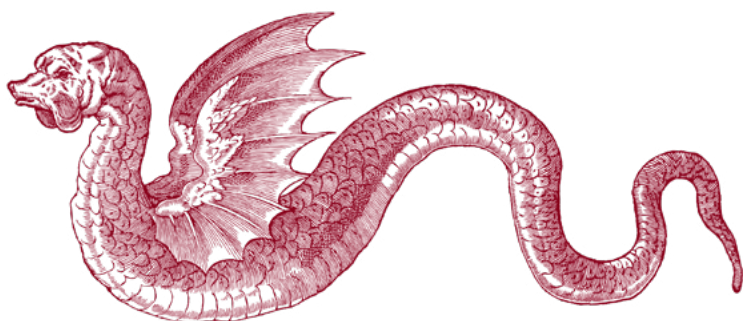
Dragons Encounters!

Die Rolls	Type	Age Category	Number
1–4	Black	2	1
5–8	Blue	3	1
9–12	Green	4	1
13–16	Red	5	2
17–19	White	1	Nest
20	Gold	8	Weyr

2 Dragons are a mated pair of the same age.

A nest of dragons is a mated pair of the same age with 1d4 hatchlings of age category 1d2.

A weyr of dragons is a mated pair of the same age with 1d6 hatchlings of age category 1d2.

If the dice indicate a nest or weyr, and the age category is not a 4, then re-roll with 1d8 as follows:

1–4	Age category 4
5–8	Age category shown on the dice

Terrain-Specific Encounters

Die Roll	Clear Terrain	Forest	River	Swamp	Hills	Desert
01–10	Cattle, wild	Bear	Badger, giant	Crocodile, normal	Badger, giant	Bulette
11–20	Centaur	Boar	Bear	Dryad	Bear	Camel, wild
21–30	Deer or gazelle	Centaur	Beavers	Flamingoes	Bulette	Iguana
31–40	Dinosaur (herbivores)	Centipede, giant	Deer	Lizardmen	Cattle, wild	Jackals, wolves, or coyotes
41–50	Dinosaur (predator)	Dryad	Halflings	Naga, spirit	Deer	Jackrabbits
51–60	Elephants or mammoths	Halflings	Hippo-potamus	Pelicans	Eagles or hawks	Naga, guardian
61–70	Gorgon	Spider, giant	Naiad	Rats, giant	Goats, wild or mountain	Naga, spirit
71–80	Lions	Tiger (per lion)	Otters	Shambling mound	Halflings	Rakshasa
81–90	Ostriches	Unicorn	Slug, giant	Slug, giant	Lion	Snake, normal
91–00	Rhinoceros (50%) or Bulette (50%)	Wolf	Spider, giant	Spider, giant	Wolf	Vulture

Undead Encounters

Die Roll	Type
01–15	Ghouls
16–25	Mummies
26–40	Skeletons
41–50	Spectres
51–60	Vampires
61–75	Wights
76–85	Wraiths
86–00	Zombies

Special Combat Rules

Outdoor Distances

Note that the combat movement rates for outdoors are essentially three times the rate of indoor movement, using yards instead of feet to measure distance. The range of missile weapons is similarly tripled. Thus, a longbow, with an underground range of 70 feet will have a range of 70 yards in an outdoor combat, and a maximum range of 140 yards at –2 to hit.

Mass Combat

In some cases, a character may actually become the battle commander for regular troops, particularly after establishing a stronghold. Any wargame rules can be used for larger-scale combat; these are simply a convenience for the hurried Referee who needs to run a combat that is too large for normal treatment.

Units of Troops

For mass combats, the soldiers are lumped together into units of five or 10, depending on the scale of the combat. All troops in a unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it were a single creature. Stronger creatures such as giants or dragons do not need to be grouped into units (although they are each treated as a separate unit for combat purposes), and each individual player characters should be treated as a separate unit as well.

Initiative and Combat Rounds

Combat rounds are five minutes long if troops are grouped into five-man units, and 10 minutes long if they are grouped into 10-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. For example, at the beginning of the Battle of Azure Wood, where the forces of Garfinkel the Wizard are opposing an invading goblin army, if Garfinkel wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first. All units on one side move or attack at the same time, and then those on the other side.

Order of Battle (Mass Combat)

Missile attacks and spells are resolved before anything else happens. If archers have a rate of fire of 2, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and spells in the order chosen by the side with the initiative.

Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase: Defenders with long weapons get a first attack, and then the charging soldiers get an attack.

Melee combat is resolved (see below) in the order determined by the side with initiative.

Broken units may attempt to rally (see below).

Any final missile fire from archers with a rate of fire of 2 is resolved in the order determined by the side with initiative.

Initiative is rolled for the next round, and the new round begins.

Missile and Melee Combat

When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can be made only against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the attackers are using) and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half.

Keep in mind that monsters retain their abilities; a monster that cannot be damaged by non-magical weapons will not be hurt at all by normal arrows from a unit of regular longbowmen. There is one special rule here: If a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If an attacking unit rolls a natural 20 to hit, it inflicts damage (unless the defender is actually immune to normal weapons) but only one-quarter of the damage it would normally inflict.

Hit points inflicted on a unit do not actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6, with the result being as follows:

1d6	Result
1	Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.
2	The unit has no casualties, but is forced back one half of its move; the attackers can also move up their troops by the same amount if they choose to do so. The unit is "broken" (see below).
3	The unit remains in place, but is "broken."
4–6	Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units

If a unit is "broken," it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levies and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be "broken" and can attack normally again when the time comes.

Modifiers

Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor, perhaps the most important one. Do not forget, though: Even if a unit cannot be hit, when an aggressor rolls a natural 20, the attack still inflicts one-quarter of its normal damage.

A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a –4 on attack rolls against the unit during that round.

Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at –4. This includes melee attacks; holding the edge of a tree line is an advantage even in close combat.

Defending from behind a wall causes enemy attacks to be made at –4. (Note: Defenders behind a wall at the edge of a tree line do not get modifiers from both the wall and the trees; only one of these modifiers is applied to enemy attacks.) Thus, if a unit is on top of a castle wall, defending against archers firing from below, an attack against them might be made at –8 (–4 for the higher ground and –4 for the wall).

If a unit is flanking another unit (attacking from the side), it gains +4 to hit. A unit attacking another unit from the rear attacks at +4 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

Siege Combat

Siege warfare is extremely difficult to portray in any simple way, and the Referee is encouraged to seek any other rules from wargaming or the internet to supplement the suggestions here.

Siege Missiles

Heavy Catapult

(Trebuchet)

Rate of fire is once every three turns (i.e., every 30 minutes) with a full crew of four, and increases by one turn for each crewmember fewer than four. The catapult may be loaded with small stones to kill people or with a single stone to destroy walls. A trebuchet uses a counterweight rather than relying on rope tension and is far more accurate than a light catapult (mangonel), as well as having a longer range. However, it has a higher arc of fire and imparts a lower velocity, so it is better at throwing things over walls than it is at destroying the walls themselves. Destroying walls is thus usually the job of the light catapults with their low arc of fire and high velocity. The movement rate of a heavy catapult is 1.

Trebuchets target a particular area within the minimum and maximum range (240 yards to 480 yards). The attacker rolls 1d20 to hit, and if the result is a 10 or greater, the shot hits the targeted location. (Smaller targets such as an enemy catapult are harder to hit.) If the shot misses the targeted location, roll 1d8 to find the direction of the miss, and 1d100 to see how many yards off the target the missile struck. If the missile was a spray of rocks, anyone within 20 yards of the center point takes 1d100 hit points of damage. If the missile was a single boulder and it hits within one yard of a person, that person is killed. Trebuchets inflict 2 structural points of damage with a direct hit when hurling a single stone instead of a spray of smaller ones.

Light Catapult

(Mangonel)

Rate of fire is once every two turns with a full crew of four, and increases by one turn for each crewmember fewer than four. The catapult may be loaded with small stones to kill people or with a single stone to destroy walls. Mangonels operate by storing tension in twisted ropes rather than by using counterweights. They are less accurate than trebuchets, but inflict more structural damage. The movement rate of a light catapult is 2.

Mangonels target a particular area within the minimum and maximum range (150 yards to 300 yards). The attacker rolls 1d20 to hit, and if the result is a 12 or greater, the shot hits the targeted location. (Smaller targets such as an enemy catapult are even harder to hit.) If the shot misses the targeted location, roll 1d8 to find the direction of the miss, and 1d100 to see how many yards off the target the missile struck. If the missile was a spray of rocks, anyone within 20 yards of the center point takes 1d100 hit points of damage. If the missile was a single boulder and it hits within one yard of a person, that person is killed. Mangonels inflict 3 structural points of damage with a direct hit.

Any sort of catapult that is placed on a high location (such as the top of a tower) increases its range by 20% of the normal top range (i.e. 60 yards for a mangonel, 96 yards for a trebuchet), but the difference between the minimum and maximum ranges stays the same.

Other Siege Tactics

Battering Rams

Movement Rate: 1 when pushed by a crew of 4, and increases by 1 for every additional soldier pushing it (up to a maximum movement rate of 4). Cannot cross trenches or moats (unless filled).

Structural Points: 2

Structural Damage: 2 points per turn

Protection: Soldiers under a covered ram are immune to bow-fire.

Special: Can be disabled with a ram-catcher on a roll of 9+ on 2d6.

Siege Towers

Movement Rate: 1 when pushed by a crew of 4, and increases by 1 for every additional soldier pushing it (up to a maximum movement rate of 4).

Structural Points: 4

Protection: Soldiers inside a siege tower are completely protected from bow fire unless they are shooting arrows, in which case they have the same protections as the defenders of a castle wall.

Special: 5 soldiers can attack across the high drawbridge, and 5 soldiers can climb the ladder each melee round. Once a siege tower is against a wall, use the mass combat or the normal combat rules to resolve what happens.

Ladders

Approaching a castle with siege ladders cuts movement rates in half. Climbing a ladder takes two melee rounds, but up to five people can be climbing a single ladder. Pushing a ladder away with poles requires a roll of 5 or 6 on 1d6, and reduces cover from bow fire. Otherwise, this is normal combat (or mass combat, if many troops are involved).

The focus on siege warfare here is actually upon reducing or storming a castle rather than upon siege, which is generally the process of starving the inhabitants by preventing supplies from going in and out. The Original Rules for siege warfare are, in the author's opinion, considerably more suitable for wargaming than for use in a roleplaying game. Catapult range, as the most problematic matter, was calculated by sight and "calling" the distance. This is a fun feature in a tabletop wargame, but it requires figures to be assembled on a table, which is often more than fantasy roleplaying gamers are willing to do. Thus, the rules for catapults are not a reproduction of the Original Rules but are a suggested substitute. Rather than using the player's estimation of the range, catapult fire has a random factor built into it: the possibility of missing a target even when the range is known. This replaces the system of getting an automatic hit when the range is merely estimated — these are two sides of the same coin, but the system presented here works much better when miniature figures are not being used.

Undermining Walls

It is a common tactic to undermine castle walls by digging tunnels underneath them, collapsing the wall (a 5–10 foot breach) or simply allowing attackers to get past the wall and into the fortifications. Countermines are sometimes dug to intercept the approaching tunnels, leading to combat underground. No specific rules are provided for this, although as a general rule, a mine can be dug at the rate of 10–20 yards per day with a large crew of sappers working.

Boiling Oil

Structural Damage: None

Normal Damage: Attacks an area 10 feet across (2d6+20 hit points of damage, no saving throw), and at the bottom of the wall it covers an area 30 feet wide and 10 feet across, inflicting 2d6 points of damage to all in this wider area. The area cannot be crossed for 3 turns.

Dropping Rocks

Structural Damage: 1

Special: Reduces the rock-dropper's cover against bow fire. When used against a ladder, the rock attacks each person on the ladder separately with a +5 bonus, causing 3d6 points of damage with each hit.

Mantlets

Mantlets are sturdy wooden walls with wagon wheels that can be moved around to provide cover. They have a Movement Rate of 3.

Aerial Combat

Aerial combat uses hex-paper (graph paper that uses hexagons instead of squares, and can be easily found on the internet) to represent the area where the combat is taking place. Altitudes of the various combatants are tracked using counters of some kind — coins of different denominations work well for this purpose. One hex is equivalent to 10 yards (or meters, if this is easier to visualize), and each increment of altitude is also equal to 10 yards. A creature's movement rate in the sky is included in monster (or item) descriptions. For purposes of aerial combat, a creature has a number of movement points equal to its Movement Rate, and this is the number of hexes it can move when flying straight and level. Movement points do not all need to be spent in a given round, but they cannot be "saved" for the next round. A creature's turning capability in the air is determined by its size and air resistance, not by its Movement Rate.

Aerial Mobility

Size	Maximum Course Alterations per Round	Minimum Spaces Between Course Alterations
Large Bird-sized (eagle, hawk, etc.)	5	1
Human-sized (gargoyle, etc.)	4	2
Horse-sized (griffon, hippogriff, manticore, etc.)	3	3
Almost dragon-sized (includes flying carpet)	3	4
Dragon-sized (includes roc)	3	5
Flying Ship or Castle	1	6

Movement Actions

Alter Course

The flying creature starts the round moving along a straight path in one of six directions (since a hexagon has six sides). To turn from one side of the hexagon to the next, clockwise or counterclockwise, does not use up any movement points, but only a certain number of course alterations (one hex side at a time) can be made in a round, and a certain number of hexes must be moved in between each of these course alterations (see the **Aerial Mobility Table**).

Climb

To climb in altitude, the creature first subtracts the "Minimum Spaces Between Course Alterations" number from available movement points. Remaining movement points may be used for climbing. The creature must move forward one hex for each hex of altitude gained. Rising one unit of altitude costs 2 points, and moving forward costs one point. Example: A dragon with a movement rate of 24 (24 movement points) begins climbing in a straight line. First, the dragon spends 5 points to be able to climb at all (this is a dragon's "Minimum Spaces Between Course Alterations"); 19 points remain for moving. The dragon climbs one altitude level (spending 2) and moves forward 1 (spending 1 point). Assuming that the dragon is just trying to climb as fast as it can, this process allows the dragon to go up 6 levels of altitude, moving forward the required 6 hexes, and still have 1 point left for forward movement.

Descend

Unlike climbing, descending costs no movement points for the change in altitude increments. A creature can make turns while descending if it has enough movement points. The number of lost altitude increments cannot be greater than one-half of the creature's forward movement or the movement will (after that point) turn into an uncontrolled dive as the creature stalls in the air. Example: A dragon is going to descend. It has a Movement Rate of 24 (24 points). Thus, the dragon might move one forward and one down (costing only 1 movement point for the forward move, leaving 23). It might continue by moving one forward space, turning (one of the six faces of the hexagon), and also moving down one altitude level. The cost of that move would still only be 1 point (leaving 22), but now the dragon can make only 2 more course adjustments, and must also move at least 5 hexes before it can make any more. The dragon can then continue moving according to the rules, subject to the requirement that the number of altitude levels dropped cannot exceed half of the number of hexes moved forward without falling into an uncontrolled dive. In a straight-line descent, such a dragon could move 12 forward and 12 down, still having 12 points left for forward motion.

Dive

In a dive, the creature adds 50% to movement points and drops at a rate of 10 altitude increments for every 1 hex of forward movement. No turns can be made while in a dive. A diving creature, at the beginning of the dive, would spend one forward movement point and drop 10 in altitude. It could either continue diving or level off, and could also continue moving forward — but no turns would be allowed because of the dive movement. In an uncontrolled dive, unlike a normal dive, the creature moves 1 hex forward and drops 10 hexes; and may then make a saving throw to avoid diving another 10 hexes. The process continues until the creature either succeeds at the saving throw or hits the ground. Once a saving throw succeeds, the creature's turn ends.

Aerial Missile Fire

Attacker's Position Relative to Target	Hit Location (1d10)*
Head-on	1–2: Rider hit, 25% chance of critical hit
	3–4: Head, 20% chance of critical hit
	5–6: Wing, 20% chance of critical hit
	7–10: Body, 10% chance of critical hit
At Side	1: Rider hit, 25% chance of critical hit
	2–3: Head, 20% chance of critical hit
	4–5: Wing, 20% chance of critical hit
	6–9: Body, 10% chance of critical hit
	10: Rear (no critical hit)
Overhead	1: Rider hit, 25% chance of critical hit
	2–3: Head, 20% chance of critical hit
	4–7: Wing, 20% chance of critical hit
	8–9: Body, 10% chance of critical hit
	10: Rear (no critical hit)
Below	1–2: Head, 20% chance of critical hit
	4–7: Wing, 20% chance of critical hit
	8–9: Body, 10% chance of critical hit
	10: Rear (no critical hit)
Behind	1–2: Rider hit, 25% chance of critical hit
	3: Head, 20% chance of critical hit
	4–5: Wing, 20% chance of critical hit
	6–8: Body, 10% chance of critical hit
	9–10: Rear (no critical hit)

*If there is no rider, treat a hit to the "rider" as a hit to the creature's body.

** If there is no mount (e.g., person flying a carpet or broom), all hits are to the rider.

Missile Combat

In addition to normal to-hit rolls and damage, aerial combat involves the chance of a critical hit, which affects the target's ability to stay airborne. A missile attack against a rider/mount cannot be specifically aimed at one or the other. The Aerial Missile Fire Table is used to determine whether the attack roll is compared to the rider's armor class or that of the mount for purposes of actually scoring a hit. The table also determines the location of a hit, which is then used to determine whether there is a critical hit and what the effect will be.

Result of Aerial Critical Hits

Die Roll	Rider Critical Hit	Head Critical Hit	Wing Critical Hit	Body Critical Hit
1	Must Retreat	Half Speed	Half Speed	Half Speed
2	Must Retreat	Must Land	Half Speed	Half Speed
3	Must Retreat	Must Land	Half Speed	Half Speed
4	Must Retreat	Must Land	Half Speed	Must Land
5	Must Retreat	Must Retreat	Half Speed	Must Land
6	Must Retreat	Must Retreat	Must Land	Must Land
7	Must Retreat	Must Retreat	Must Land	Must Retreat
8	Must Retreat	Must Retreat	Must Retreat	Must Retreat
9	Must Retreat	Fall and Crash	Must Retreat	Must Retreat
10	Must Retreat	Fall and Crash	Must Retreat	Fall and Crash

Must Retreat: A wound has caused either the mount or the rider a condition that does not allow further flying or fighting. This could include anything from a snapped saddle-girth to being knocked hard on the head. The rider and mount are able to fly away, but can no longer engage in combat. If the rider is a player character, the Referee may specify whatever penalties to combat or risks of falling would result from staying in combat, letting the character decide whether to retreat or not. NPCs will automatically retreat in this situation unless they are extremely dedicated, brave, stupid, or some combination thereof.

Half Speed: The mount is wounded (or the vehicle damaged), and its movement rate is reduced to half normal.

Must Land: A bad condition (snapped saddle-girth, blinded, etc.) requires an immediate landing as fast as possible.

Fall and Crash: Just like it sounds. Incur 1d6hp of damage per increment of altitude (10 yards) fallen.

Hand-to-Hand Combat

If an attacker can move within 3 hexes of a target, it is possible for the two to engage in hand-to-hand combat (a certain amount of swooping and turning is responsible for the range). If the movement is head-on or side to side, both characters (and their mounts) may attack. If one combatant is behind the other, only the combatant who is behind can make an attack.

Ship Combat

Naval combat is much slower than aerial combat; an air battle taking place in the skies above a naval battle will be resolved long before the ships ever come into range or contact unless the aerial forces are held in reserve to support the actual ship-to-ship combat. Aerial combat is conducted in combat rounds, whereas naval combat is resolved in turns. The hexes used for naval combat are 30 yards across, so the scale is three times that of aerial combat.

Wind Direction and Strength

Determine the direction of the wind by rolling 1d8 to represent the primary and secondary points of the compass. Then align the hexagonal battlemat so that the wind direction cuts across the flat sides of the hexagon, not across the points. In other words, the hexes have to be aligned so that a ship can be facing directly into the wind.

Roll 2d6 to determine the windspeed:

Die Roll	Result
2–3	Total calm
4–8	light wind
9–11	strong wind
12	gale-force wind

Ship Types

Large Galley: These are long ships with simple sail-arrangements that are powered by many oars rather than relying on the wind. They are extremely fast and can travel against the wind without any decrease in speed.

Small Galley: Small galleys are shorter than large ones and are not as fast due to having fewer oarsmen. However, they are more maneuverable in turns.

Large Ship: These are sailing ships with three masts, often having two or more internal decks. Large ships may be outfitted as warships or as merchantmen.

Small Ship: These are sailing ships, usually with only two masts. They are slower than larger sailing ships because their masts are shorter and they cannot spread as much sail. However, their smaller size makes them more maneuverable, and they can also sail in much shallower water than a larger sailing vessel.

Longship: These are the classic Viking raider-ship, with one mast and high freeboards to protect them from being swamped by ocean waves.

Sailboat or Fishing Boat: These are one-masted vessels small enough for the crew to move them by rowing, when necessary.

Rowboat: These range in size from a tiny coracle up to a wooden boat that can hold several people.

Explanation of Table

Oared Vessels

Oared vessels depend upon the level of exhaustion of the rowers. Each has three speeds (slow/ medium/ fast): The faster the speed, the more quickly the rowers tire. Larger ships cannot be effectively propelled by oars. Galleys and longships have simple sail arrangements that allow them to move more quickly with a tailwind, but they are not able to tack (also called "beating against the wind") and thus gain no benefit when moving against the wind.

The crew of an oared vessel begins with 30 fatigue points. Each turn, the crew loses or gains fatigue points based on speed. A turn of rest regains 1 fatigue point; a turn spent moving at slow speed costs 2 fatigue points; a turn spent moving at medium speed costs 3 fatigue points; and a turn spent moving at fast speed costs 10 fatigue points. A ship with a crew that has no more fatigue points cannot move by rowing until the crew regains the needed points by resting.

Oared vessels can back oars, meaning, essentially, rowing backward to brake speed. For this reason, an oared vessel can only accelerate slowly, but can reduce speed quickly. An oared vessel can slow down by two factors (fast to slow, medium to backing slowly, etc.) but can only increase speed by one factor per turn. Oared vessels can move backward at half the normal speed (but with normal fatigue costs).

Galleys cannot operate in the ocean; they will be swamped by waves in the same way as if there were a strong wind.

Sailing Vessels

The main feature of sailing vessels is their relationship to the direction of the wind. In particular, when a sailing vessel comes directly into the wind, its speed moves to 0. This is a special circumstance: It is assumed to be moving across that face of the hex, and in the next turn it will be facing the next hex, able to begin moving again. The ship may NOT turn back to the original facing in the next turn. There is also a 1-in-10 chance, that the ship will not manage to cross the wind fast enough, in which case it (a) moves backward 1d6 hexes in that turn, and (b) is not allowed to attempt crossing the wind again until it has turned back and made a full circle around. This is not an issue for any type of ship that can use oars.
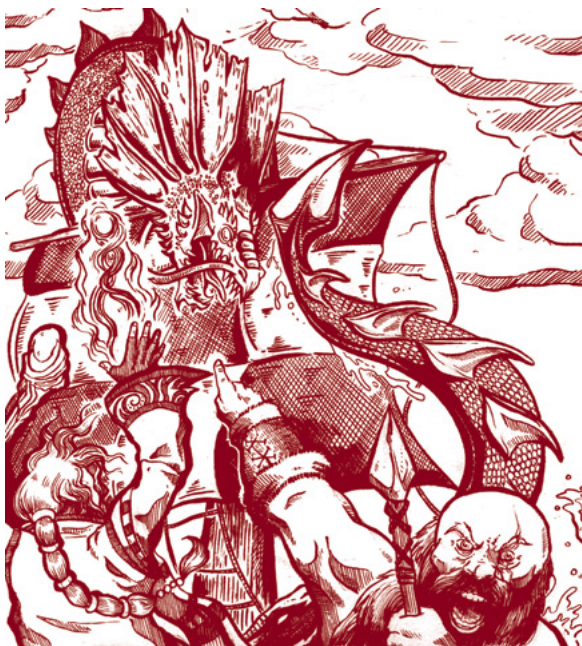
Ship Types

Type	Rowing Speeds	Wind Directly Behind	Wind Indirectly Behind	Wind Directly Ahead	Wind Indirectly Ahead	Hexes Between Course Adjustments
Large Galley	15/20/30	+10*	+5*	No effect	No effect	10
Small Galley	10/15/25	+10	+5*	No effect	No effect	5
Small Ship	No effect	Light wind: 20 Strong wind: 30	Light wind: 15 Strong wind: 25	Light wind: 0 Strong wind: 0 Light wind: 10 Strong wind: 20	12	
Large Ship	No effect	Light wind: 25 Strong wind: 35	Light wind: 20 Strong wind: 30	Light wind: 0 Strong wind: 0	Light wind: 15 Strong wind: 25	15
Longship	12/18/25	Light wind: 30 Strong wind: 35	+5	Light wind: 0 Strong wind: 0	No effect	8
Sailboat or Fishing Boat	10/15/20	Light wind: 15 Strong wind: 20	Light wind: 10 Strong wind: 15	Light wind: 0 Strong wind: 0	Light wind: 5 Strong wind: 10	4
Rowboat	1/5/6	+1	No effect	−1	No effect	2

10% chance per turn of shipping water in strong winds, 30% chance per turn of shipping water in gale winds. Shipping water reduces speed by 25%, and if a galley ships water three times, it sinks. Small galleys running directly before the wind can avoid the risk of shipping water, and longships are rowed from a higher deck and are thus not at risk.

COMBAT

RAMMING

Galleys equipped with a ram may smash into other ships, provided that the attacking ship is moving at fast speed. The rammed ship has a 25% chance of being breached in the hull; if breached, it sinks in 3d6 turns. Even if the ship is not hulled, the ship loses 20% of the crew. Patching a hole below the waterline requires 10 crew members and takes 5 turns to complete. There is a 25% chance that the patching will not hold, in which case the work must begin again for a second attempt. There is usually not time for a third attempt if the first two fail.

GRAPPLING

Ships within 1 hex may grapple each other. Three attempts may be made per turn (20% chance each to succeed) and three attempts to cut the lines by defenders are also permitted per turn (20% chance each to succeed). Once ships are grappled, neither can move.

BOARDING

Boarding and shipboard fighting may be resolved using the mass combat rules or in any other way the Referee decides is the most exciting way to handle the battle.

CATAPULT FIRE

Catapult fire against ships is somewhat different than catapult fire in a siege, not just because the ships are moving, but because plunging fire is far more dangerous to a ship (when it hits) than more direct fire. Light catapults — mangonels — are all that a ship can carry. These have a low arc of fire, so they are more accurate in ship-to-ship combat than a trebuchet; trebuchets are very accurate when the range is found, but cannot track to new target locations as easily as a mangonel due to the high arc of fire. Since trebuchets cannot be carried on ships (other than a massive fantasy-type vessel), trebuchet fire will be an issue only in ship-to-shore battles. If a trebuchet hits a ship, the ordinary damage is twice what it would do against a wall, because the shot is plunging through the bottom of the vessel instead of smashing in sideways.

Thus:

LIGHT CATAPULT (MANGONEL)
Chance to hit: 12 or more on 1d20

Damage: 3 points structural (single missile) or normal effect for scattershot (1d100 hit points to everyone in 20 yards of the center point).

HEAVY CATAPULT (TREBUCHET):
Chance to hit: 15 or more on 1d20

Damage: 5 points of structural damage or normal effect for scattershot (1d100 hit points to everyone in 20 yards of the center point).

CREW AND ARMAMENTS

Ship Type	Crew	Armaments	Structural Points	Cost
Large Galley	100 Rowers 50 Warriors 20 Sailors	2 light catapults (1 at bow, 1 at stern)	9	40,000 gp
Small Galley	50 Rowers 20 Warriors 10 Sailors	1 light catapult at stern	9	20,000 gp
Small Ship	15 Sailors	None	15	30,000 gp
Large Ship (Merchant)	20 Sailors	None	20	50,000 gp
Large Ship (Warship)	20 Sailors 80 Warriors	1 light catapult at stern; has forecastle and high rear deck for archers to gain higher ground and advantages of cover	20	50,000 gp
Longship	10 Sailors 60 Warriors or Rowers (needs 60 rowers to move as shown on charts)	None, but high side walls give cover for crew against missile fire	10	20,000 gp
Sailboat or Fishing Boat	2 Sailors	None	2	2,000 gp

TREASURE

Gems and enchanted items, the pale gleam of gold in rotted treasure chests, great piles of coins shifting beneath the scaly bulk of a dragon's body — what adventurer can resist the lure of treasures?

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level.

As a general guideline, the monetary value of a treasure ought to be about 2–4 times the monster's value in experience points. Keep in mind that hunting and patrolling monsters likely will not be carting their treasure around with them. If the characters cannot find the monster's lair, they may get none of the treasure. Also, it obviously does not make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, those are the breaks. You cannot make the game perfectly fair. Trying too hard is not worth your time, and too much fairness feels artificial to the players, too.

Generating a Random Treasure Hoard

Begin by multiplying the total XP value of the monsters by 1d3+1. This is the total gp value of the hoard for purposes of determining what is in it. Then check the **Treasure Trade-Outs Table** below, in which there is a chance to "trade out" some of that gold for more interesting (and possibly more valuable) types of treasure such as gems and magic items. Do not start subtracting gold until you have checked for all three types of trades (100 gp, 1,000 gp, and 5,000 gp). After doing the trade-outs, when you know the remaining gold piece value of the coins, divide that value into whatever denominations (platinum, gold, silver, copper, or other) you wish.

Treasure Trade-Outs

For each 100 gp	There is a 10% chance to substitute a roll for a 100 gp Trade-out for 100 gp of the treasure (see below for the possible Trade-outs).
AND For each 1,000 gp	There is a 10% chance to substitute a roll for a 1,000 gp Trade-out for 1,000gp of the treasure (see below for the possible Trade-outs).
AND For each 5,000 gp	There is a 10% chance to substitute a roll for a 5,000 gp Trade-out for 5,000gp of the treasure (see below for the possible Trade-outs).

Note: If there are several trade-outs, it is possible to end up without enough gold pieces to trade for them, in which case it is a MAJOR treasure — add all the traded-out gold pieces back into the treasure along with the items rolled on the trade-out tables!

100 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on the **Minor Gems and Jewelry Table**. If the result is "20," roll on the **Minor Magic Items Table**.

1,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on the **Medium Gems and Jewelry Table**. If the result is "20," roll on the **Medium Magic Items Table**.

5,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on the **Major Gems and Jewelry Table**. If the result is "20," roll on the **Major Magic Items Table**.

These rules should be enough to handle most situations that arise, short of the characters becoming involved in a full-scale war. Keep in mind also that these are not "official" rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

Gem and Jewelry Treasures

Minor Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d6 gp
2	Gem or jewelry worth 1d100 + 25 gp
3	Gem or jewelry worth 1d100 + 75 gp
4	Gem or jewelry worth 1d100 x10 gp

Medium Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 gp
2	Gem or jewelry worth 1d6 x200 gp
3	Gem or jewelry worth 1d6 x300 gp
4	Gem or jewelry worth 1d100 x100 gp

Major Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 x10 gp
2	Gem or jewelry worth 1d100 x80 gp
3	Gem or jewelry worth 1d100 x120 gp
4	Gem or jewelry worth 1d100 x200 gp

Magic Item Trade-Outs

Minor Magic Items

Die Roll (1d4)	Result
1	Roll once on the **Potions Table**
2	Roll 1d6 on the **Scrolls Table**
3	Roll 1d6 on the **Magic Armor and Weapons Table**
4	Roll 1d20 on the **Remarkable Magic Items Table**

Medium Magic Items

Die Roll (1d4)	Result
1	Roll three times on the **Potions Table**
2	Roll 1d6 +6 on the **Scrolls Table**
3	Roll 1d6 +6 on the **Magic Armor and Weapons Table**
4	Roll 1d20 +20 on the **Remarkable Magic Items Table**

Major Magic Items

Die Roll (1d4)	Result
1	Roll six times on the **Potions Table**
2	Roll 1d6 +12 on the **Scrolls Table**
3	Roll 1d6 +12 on the **Magic Armor and Weapons Table**
4	Roll 1d20 +40 on the **Remarkable Magic Items Table**

Magic Item Descriptions

Abbreviations

Many of the magic items found in the game can be used only by certain character classes. This information is abbreviated in the tables as follows:

(A) The item can be used by members of **any** class;

(C) The item can be used only by members of the **Cleric** classes (Cleric and Druid);

(F) The item can be used only by members of the **Fighter** classes (Fighter, Paladin, and Ranger);

(M) The item can be used only by **Magic-Users**;

(T) The item can be used only by members of the **Thief** classes (Assassin, Monk, and Thief).

If an item has more than one abbreviation, it is usable by the character classes indicated, but no others. For example, a magic item labeled (C, M) is usable by members of the Cleric classes and by Magic-Users, but not by any other character classes.

Potions

Strange alchemical brews in dusty, stoppered bottles are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the alchemist ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: Some of these can produce wondrously useful effects, but others might be deadly poisons!

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to *detect magic* spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then *detect magic* and *dispel magic* would work upon potions.

Potions are usable by all character classes except Monks. Unless otherwise noted, potion effects have a duration of 1d6+6 full turns.

POTIONS

Die Roll (1d100)	Potion (Duration of 1d6+6 turns)
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25	Frozen Concoction
26–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

MAGIC POTION DESCRIPTIONS

Animal Control: As per the spell.

Clairaudience: As per the spell.

Clairvoyance: As per the spell.

Diminution: This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion results in less of a reduction in size.

Dragon Control: The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type (determined randomly by the Referee) can be affected as per charm monster.

Ethereality: The imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: This potion is a potent curative; it heals 3d8+3 hit points of damage (duration does not apply).

Fire Resistance: The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.

Flying: As per the spell.

Frozen Concoction: These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling, and not to drop held items in case of being surprised or frightened.

Gaseous Form: The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: The character becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to hit (in addition to any normal bonuses, including existing Strength bonuses).

Growth: The character grows to 30 feet in height.

Healing: This potion cures 1d8+1 hit points of damage.

Heroism: The imbiber gains +2 to attacks and damage.

Invisibility: As per the spell.

Invulnerability: The drinker gains a bonus of +2 on saving throws; moreover, any opponents attack with a penalty of –2.

Levitation: As per the spell.

Plant Control: As per the spell.

Poison: The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds, or even turns. In the case of a few poisons, failing the saving throw causes damage rather than death — such weaker poisons generally also inflict a small amount of damage even if the saving throw is successful.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character suddenly has a virtually frictionless surface.

Treasure Finding: A character drinking this wonderful concoction can detect treasure hoards within 400 feet.

Undead Control: The drinker can control undead; 2d4 undead of fewer than 4 **HD** and 1d4 undead of 4+ hit dice fall under the imbiber's control, as per the control animal spell, after the potion is consumed.

Scrolls

With the exception of Protection scrolls, which can be used by any character class, scrolls can be used only by a character class that can cast the appropriate type of spell. Rangers and Thieves are exceptions to this rule at higher levels (see the class descriptions for more details).

Scrolls (General)

Die Roll (as determined on previous tables)	Scroll (50% Cleric, 50% Magic-User)
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6	Protection Scroll (normal duration)
7	2 spells, level 1d4
8	2 spells, level 1d6+1 each
9	1 spell level 1d6 (+1 for Clerics, +3 for Magic-Users)
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d6 each
14	6 spells, level 1d6 each
15	7 spells, level 1d6 each
16	8 spells, level 1d6 each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

To determine the specific spells written on a scroll, refer to the list of spells for the appropriate type and level, and roll 1d20 (no spell list has more than 20 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Protection Scrolls

Die Roll (1d8)	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Demons: All within a 10-foot radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

Drowning: All within a 10-foot radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

Elementals: This scroll protects against a single elemental. Duration: 40 minutes.

Magic: An anti-magic shell with a radius of 10 feet surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

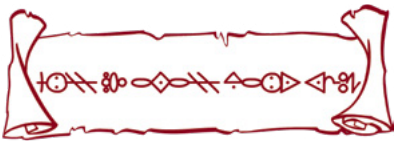**Metal:** Metal cannot harm the reader. Duration: 1 hour.

Poison: Poisons have no effect upon one who reads such a scroll aloud; moreover, any poisons, active or quiescent, in the scroll reader's body are instantly removed. Duration: 6 hours.

Undead: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with fewer than 4 **HD**, and 2d6 undead with 4–5 **HD**, and 1d6 undead with 6+ **HD** are foiled by the protection of the scroll. Thus, the scroll is effective against all but a vast horde of undead. Duration: 1 hour.

Were-creatures: All within a 10-foot radius around the reader are protected from lycanthropes. Duration: 1 hour.

Cursed Scrolls

Cursed scrolls can inflict curses ranging from the amusing to the annoying, and all the way to the unbelievably catastrophic. The Referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities shown on the **Cursed Scrolls Table**. A successful saving throw allows the reader to avoid the curse. Most curses can be removed with a *remove curse* spell.

Cursed Scrolls

Die Roll (1d20)	Nature of the Curse
1	Blindness (3d6 turns)
2	Causes an aversion: Roll 1d6. The character gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spell casting, (5) Bathing, (6) Being underground.
3	Confusion. Character acts randomly.
4	Despondency (1d6 days' duration). The character refuses to go anywhere, as there is simply no point to it.
5	Dimensional Vortex. The character is physically sucked up into the scroll, appearing as a new word on the page until rescued by a *remove curse* spell.
6	Hallucinations (3d6 turns). The exact nature of the hallucinations varies, but in general the character either begins casting spells and/or attacking nearby people, or remains fascinated by the colors, unwilling to move.
7	Instant Death.
8	Levitation. The character levitates one inch off the ground, and cannot get back down.
9	Lose 1d10 x 100 experience points.
10	Lose one point of a randomly-determined attribute score.
11	Magically adhesive scroll.
12	Obedience (3d6 turns). The character does what anyone suggests.
13	Paralysis (3d6 turns).
14	Paralysis: Everyone in a radius of 20 feet must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected.
15	Permanent diminution in size. Some of these reduce the reader to half size (50%) and the rest reduce the reader to 6 inches tall.
16	Polymorph: Roll 1d6. The character turns into (1) a pig, (2) a mouse, (3) a flamingo, (4) a talking parrot, (5) a dog, (6) a water buffalo.
17	Sleep (until curse is removed). In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can be removed only by magic.
18	Smell. The character becomes foul-smelling for 1d8 days.
19	Turned to Stone.
20	Uncontrollable sneezing (3d6 turns). The reader is likely to attract wandering monsters, especially those that prey upon the weak.

Magic Armor and Weapons

Roll on the **Magic Armor and Weapons Table** to determine the basic nature of the enchantment and of the item (whether it is a shield, weapon, or armor). The **Cursed Armor, Shields and Weapons Table** is used to determine the nature of a cursed item, if one is indicated on the **Magic Armor and Weapons Table**. Finally, roll on the **Magic Melee Weapon Type Table**, **Magic Armor Type Table**, or the **Magic Missile Weapon Types Table** to determine the type of weapon or armor bearing the enchantment.

Magic Armor and Weapons

Die Roll (as determined on previous tables)	Weapon or Armor
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4	+1 melee weapon
5	+1 armor
6	Cursed weapon
7	+2 missile weapon(s)
8	+2 shield
9	+2 melee weapon
10	+2 armor
11	+2 melee weapon
12	+1 melee weapon with minor ability
13	+3 missile weapon(s)
14	+3 melee weapon
15	+3 shield
16	+3 armor
17	Unusual weapon
18	Unusual armor

Cursed Armor, Shields, and Weapons

Die Roll (1d8)	Cursed Armor, Shield, or Weapon*
1–2	–1 weapon or armor
3–4	–2 weapon or armor
5	–3 weapon or armor
6	Attracts missiles (even those fired at others nearby), and grants +1 to hit on such missiles
7	Causes the wearer to run away from combat
8	Causes the wearer to charge into combat

*Cannot be put down without the casting of remove curse.

Magic Melee Weapon Types

Die Roll (1d20)	Melee Weapon
1–2	Axe, battle
3	Axe, hand
4–5	Dagger
6	Hammer, war
7	Lance
8–10	Mace, heavy
11	Mace, light
12	Spear
13	Staff
14	Sword, Short*
15	Sword, Two-handed*
16–20	Sword, Long*

*Magic swords are often quite unique in their abilities, and some are actually intelligent in some way. A magical melee weapon that is determined to be a sword — even if the original result of the die did not indicate a "minor ability" or an "unusual weapon" — has a 25% chance to be a unique magical sword (see the Unique Magic Swords Table below).

Magic Armor Types

Die Roll (1d4)	Armor
1	Chainmail
2	Leather armor
3	Plate mail
4	Ring mail

Unique Magical Swords

Magic swords are capable of holding power-ful dweomers and are often (25%) forged with unusual and unique qualities. If a Unique Magic Sword is indicated by this die roll, roll on the **Unique Magic Swords Table** below to deter-mine these. If a to-hit bonus was not indicated by the table (i.e., the sword was an "Unusual Weapon"), roll 1d4 for the to-hit bonus.

Unique Magic Swords

Die Roll (1d20)	Intelligence	Magical Power
1	None	Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30-foot radius when unsheathed.
2	None	Dancing Sword: A dancing sword levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the sword dances no further until it is directed at a new opponent, but remains a regular +1 sword regardless.
3	None	The sword detects traps as per the Clerical spell *find traps*.
4	None	The sword allows its wielder to see invisible objects.
5	None	The sword detects magic as per the *detect magic* spell.
6	None	The sword allows *clairaudience*.
7	None	The sword allows the wielder to fly.
8	None	The sword allows the wielder to levitate, as per the *levitate* spell.
9	None	The sword may be used to heal 1d6 hit points, once per day.
10	None	The sword imbues the wielder with the special abilities of a dwarf when the sword is drawn.
11	None	The sword imbues the wielder with the special abilities of an elf, when the sword is drawn.
12	None	The sword may be used to cause *confusion* to enemies once per day.
13	None	The sword has a 25% chance to deflect arrows before the to-hit roll
14	None	The sword awakens its owner when danger is near, but only if the owner is asleep.
15	None	The sword detects the presence of a particular type or class of monster.
16	None	The sword detects Lawful or Chaotic alignments within 20 feet.
17	Intelligent: Communicates by telepathy to wielder only. Roll 3d6 for intelligence.	The sword allows its wielder to change his or her facial appearance and create the appearance of a slightly larger or smaller size, all by illusion.
18	Intelligent: Communicates by telepathy to anyone within 10 feet. Roll 3d6 for intelligence.	The sword may detect cursed items, with a 50% chance of success.
19	Intelligent: Communicates by telepathy with wielder and can also speak aloud. Roll 3d6 for intelligence.	The sword allows the wielder to walk through 20 feet of solid rock, twice per day.
20	Intelligent: Communicates by telepathy to anyone within 10 feet, and can speak aloud. Roll 3d6 for intelligence.	The sword makes its wielder immune to all level-draining effects.

Magic Missile Weapon Types

Die Roll (1d20)	Magic Missile Weapon
1–8	2d6 arrows
9–10	1d10 sling stones
11	1 javelin
12–15	2d4 darts
16–20	2d6 crossbow bolts

Minor Abilities for Melee Weapons

Die Roll (1d8)	Minor Ability
1–5	Additional +1 damage
6	Sheds light, 15-foot radius
7	Sheds light, 30-foot radius
8	Inflicts an additional +4 points of damage against a particular opponent type such as undead, dragons, demons, giants, etc.

Unusual Weapons

Die Roll (1d12)	Unusual Weapon
1	+1 blunt weapon that destroys undead
2	+1 thrown weapon that returns to hand
3	+1 weapon, extra attack
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	+4 weapon
8	+5 weapon
9	Flaming weapon
10	Freezing Weapon
11	Dancing Weapon
12	Intelligent Weapon

Unusual Weapon Descriptions

+1 blunt weapon that destroys undead: Such a weapon must be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead (HD 1–3) do not get a saving throw against destruction.

+1 thrown weapon that returns to hand: This axe, javelin, or hammer (determine type randomly) flies back to the thrower's hand.

+1 weapon, extra attack: This weapon grants 1 additional attack, once per day.

+1, +2 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +1, but is +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+1, +4 vs. a particular type of foe: This weapon normally provides to-hit and- damage bonuses of +1, but is +4 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+2, +3 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +2, but is +3 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

Flaming Weapon: The weapon burns with enchanted fire when held, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30-foot radius. Roll 1d4–1 for the amount of the weapon bonus (some are not magical except for the enchanted flames).

Freezing Weapon: This weapon is freezing cold, inflicting an additional 1d6 points of damage with successful hits. Roll 1d4–1 for the amount of the weapon bonus.

Dancing Weapon: A dancing weapon levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After three rounds, the weapon dances no further until it is directed at a new opponent, but is +1 regardless.

Intelligent Weapon: Roll 1d3 for the weapon's to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a particular spell once per day at the wielder's command. The spell will be either Cleric (50%) or Magic-User (50%) and will be of Level 1d3. Such weapons generally can communicate with their bearers, and sometimes (25% chance) can speak audibly. Even if the weapon cannot speak audibly, it communicates with its wielder by telepathy when held.

Unusual Armor

| Die Roll (1d8)	Unusual Armor
1	+4 armor (determine armor type using **Magic Armor Types Table**)
2	+4 shield
3	+5 armor (determine armor type using **Magic Armor Types Table**)
4	+5 shield
5	Armor of Arrow Deflection
6	Demonic Armor
7	Ethereal Armor
8	Fiery Armor

Unusual Armor Descriptions

Armor of Arrow Deflection: Missiles aimed at such armor have a to-hit penalty of –2.

Demonic Armor: The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.

Ethereal Armor: Ethereal armor is *+3 plate mail* that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts irrevocably to normal *+3 plate mail*. In ethereal form, the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor: Fiery armor is *+1 armor* that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.
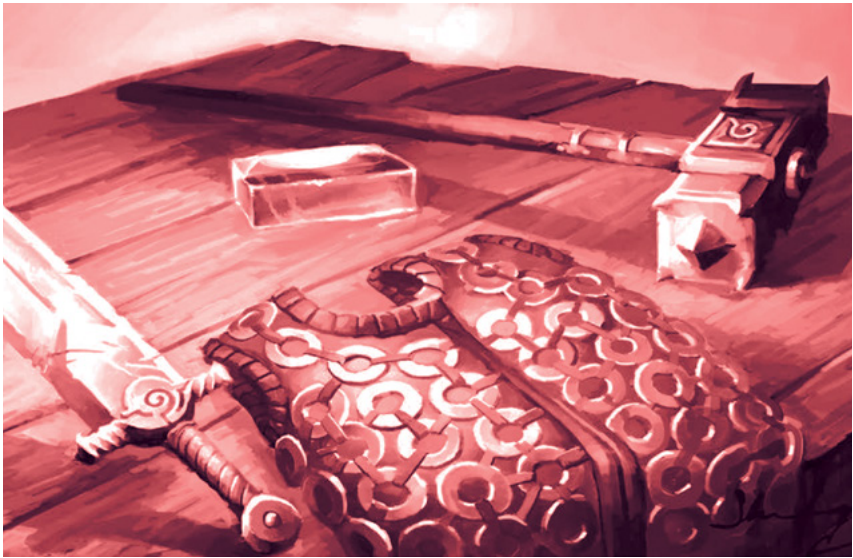
Remarkable Magic Items
Wands, Rings, Staffs, and Miscellaneous Enchanted Items
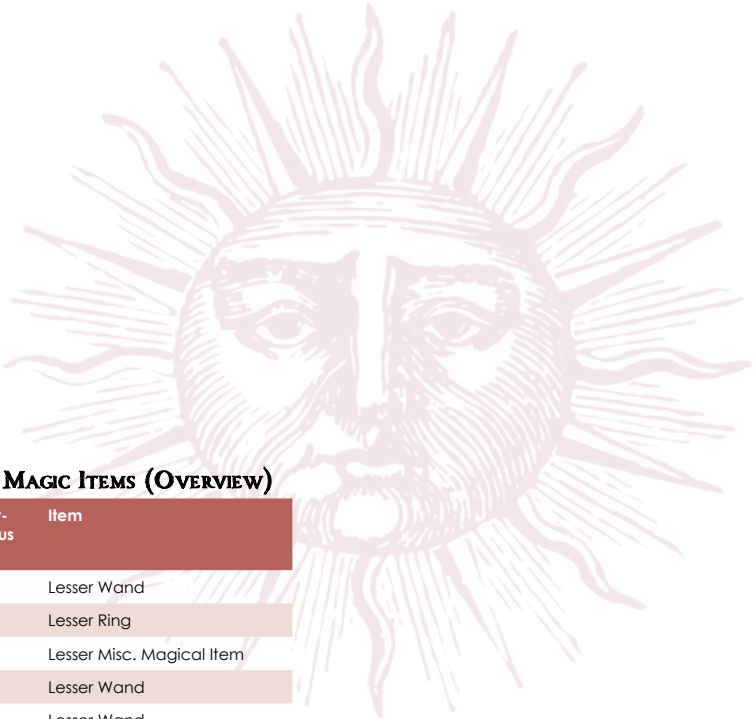
Remarkable Magic Items (Overview)

Die Roll (as deter-mined on previous tables)	Item
1	Lesser Wand
2	Lesser Ring
3–20	Lesser Misc. Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Medium Misc. Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Greater Misc. Magical item

Wands

Wands may be used only by Magic-Users.

Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100). Wands may be used while in melee combat.

Lesser Wands

Die Roll (1d6)	Lesser Wand
1–2	Spell, level 1, holds 10 charges
3–4	Spell, level 2, holds 5 charges
5–6	Spell, level 3, holds 2 charges

Greater Wands

Die Roll (1d10)	Greater Wand
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Cold
4	Wand of Detection, enemies
5	Wand of Detection, magic
6	Wand of Detection, metal
7	Wand of Detection, traps & secret doors
8	Wand of Fear
9	Wand of Paralyzing
10	Wand of Polymorph

Greater Wand Descriptions

Wand of Cold: The wand casts a cone of cold 60 feet long to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 points of damage (saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Detection, Enemies: These wands detect enemies at a radius of 60 feet if the enemies are thinking hostile thoughts. The wand is always active when held and does not use charges.

Wand of Detection, Magic: Wands of magic detection function as a *detect magic* spell with a range of 20 feet. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held and does not use charges.

Wand of Detection, Metal: Such wands detect large caches of metal within a range of 20 feet. The wand's user also gets a vague sense of the metal's type. The wand is always active when held and does not use charges.

Wand of Detection, Traps and Secret Doors: These wands detect traps and secret doors with a range of 20 feet. The wand is always active when held and does not use charges.

Wand of Fear: A wand of fear causes creatures in a cone-shaped path to flee (saving throw negates). There is a 60% chance that they drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. The wand holds 25 charges and cannot be recharged.

Wand of Paralyzing: This sort of wand casts a cone of paralysis 60 feet long to a base 30 feet across at the end. Creatures in the cone are paralyzed for 3d6 turns (saving throw negates). The wand holds 25 charges and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts *polymorph self*, and the other casts *polymorph other*. The wand carries 10 charges and cannot be recharged.

Rings

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Lesser Rings

Die Roll (1d6)	Lesser Ring
1	Fire Resistance (A)
2	Invisibility (A)
3	Mammal Control (A)
4	Poison Resistance (A)
5	Protection, +1 (A)
6	Protection, +2 (A)

Lesser rings may be worn and used by members of any character class, as indicated in the table.

Greater Rings

Die Roll (1d10)	Greater Rings
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration (A)
4	Shooting Stars (A)
5	Spell Storing, Magic-User (M)
6	Spell Storing, Cleric (C)
7	Spell Turning (A)
8	Telekinesis (A)
9	Three Wishes (A)
10	X-ray Vision (A)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (M) indicates that the item can be used by members of the Magic-User classes.

Description of Magic Rings

Djinni Summoning: The wearer of the ring can summon a djinni who will do the wearer's bidding, following instructions precisely and to the letter, no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance: The wearer receives a +5 to saving throws vs. magical fire and is immune to normal fire.

Human Control: Such rings allow the wearer to cast charm person once per day and maintain the charm on up to 3 individuals at a time.

Invisibility: While wearing the ring, the wearer becomes invisible.

Mammal Control: The wearer controls 1d8 mammals at a range of up to 60 feet. Control does not extend to people or to giant animals.

Poison Resistance: The wearer receives a +5 to saving throws vs. poison.

Protection, +1: The wearer gains a bonus of –1[+1] to armor class, and +1 on all saving throws.

Protection, +2: The wearer gains armor class bonus of –2[+2], and +2 on all saving throws.

Regeneration: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or the wearer's body is burned.

Shooting Stars: Once per day, the ring can unleash 1d6 lightning bolts that inflict 3d6 hit points each (saving throw indicating half damage).

Spell Storing, Magic-User: The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. The wearer (if a Magic-User) can cast these spells as if they were normally memorized and prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer rests for eight hours.

Spell Storing, Cleric: The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. The wearer (if a Cleric) can cast these spells as if they were normally prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer rests for 8 hours.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight at a range of 120 feet.

Three Wishes: These rings grant the wearer three wishes. Beware of outrageous wishes; they backfire.

X-ray Vision: The wearer has X-ray vision at a range of 40 feet. The maximum distance through which the wearer can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staffs

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done, or hire a wizard to do it (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Magic Staffs

Die Roll (1d10)	Staff
1	Absorption (M)
2	Beguiling (C, M)
3	Command (C, M)
4	Healing (C)
5	Power (M)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, M)
9	Withering (C)
10	Wizardry (M)

(C) indicates that the item can be used by members of the Cleric classes; (M) indicates that the item can be used by members of the Magic-User classes. Other character classes cannot make use of magical staffs.

Staff Descriptions

Absorption: Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

Beguiling: Foes within a 20-foot range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds (uses one charge).

Command: A charge can be used to control humans (as per a *charm person* spell), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts *light* (no charge used), casts *fireball* (4d6 damage), cold as a *wand of cold*, *lightning bolts* (4d6 damage), acts as a *ring of telekinesis* (costs one charge) and hits for 2d6 damage (no charge used).

Resurrection: These staffs only carry 10 charges, but a charge may be used to cast *raise dead*.

Snake: In combat, a *staff of the snake* is +1 to hit and +1 damage. When commanded (by using a charge), the staff coils around the target (with a successful hit) and pinions the victim for 1d4 x 10 minutes. This attack is useful only on a victim about the size of a human or smaller. The staff slithers back to its owner afterward at a speed of 24. Only Clerics can employ a *staff of the snake*.

Striking: This staff inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: The dreaded *staff of withering* adds 10 years of physical aging with a successful hit.

Wizardry: The most powerful of staffs, it is a *staff of power* with additional abilities. At the cost of one charge, it allows *invisibility*, summoning elementals (calling 1d4 at a time), *hold person*, a *wall of fire*, *passwall*, a *web* spell, or *fly*.

Miscellaneous Magic Items

Lesser Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Arrow of Direction (A)
2	Bag of Holding (A)
3	Boots of Elvenkind (A)
4	Boots of Speed or Boots of Leaping (50%/50%) (A)
5	Bracers of Defense, **AC** 6 [13] (A)
6	Chime of Opening (A)
7	Cloak of Elvenkind (A)
8	Cloak of Protection, +1 (C, M, T)
9	Cursed Item (A)
10	Decanter of Endless Water (A)
11	Dust of Appearance or Disappearance (50%/50%) (A)
12	Dust of Sneezing and Choking (A)
13	Gauntlets of Swimming and Climbing (C, F, T)
14	Horseshoes of Speed (horses)
15	Luckstone (A)
16	Manual of Beneficial Exercise (A)
17	Pipes of the Sewers (A)
18	Rope of Climbing (A)
19	Rope of Entanglement (A)
20	Spade of Excavation (F)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes; (T) indicates that the item can be used by members of the Thief classes.

Medium Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Amulet against Scrying (A)
2	Boots of Flying (A)
3	Bracers of Defense, **AC** 4 [15] or **AC** 2 [17] (50%/50%) (A)
4	Carpet of Flying (A)
5	Cloak of Displacement (A)
6	Cloak of Protection, +2 or +3 (50%/50%) (C, M, T)
7	Deck of Many Things (A)
8	Figurine of the Onyx Dog (A)
9	Gauntlets of Ogre Power (C, F, T)
10	Helm of Reading Magic and Languages (A)
11	Hole, Portable (A)
12	Horn of Valhalla, Bronze (C, F)
13	Horn of Valhalla, Silver (A)
14	Jug of Alchemy (A)
15	Manual of Quickness (A)
16	Medallion of ESP (A)
17	Mirror of Mental Scrying (A)
18	Robe of Blending (A)
19	Robe of Eyes (M)
20	Robe of Wizardry (M)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes; (T) indicates that the item can be used by members of the Thief classes.

Greater Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Amulet of Demon Control (C, M)
2	Beaker of Potions (A)
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals (M)
4	Crystal Ball (M)
5	Efreeti Bottle (A)
6	Figurine of the Golden Lion (A)
7	Gauntlets of Dexterity (A)
8	Gem of Seeing (A)
9	Girdle of Giant Strength (A)
10	Helm of Fiery Brilliance (A)
11	Helm of Teleportation (M)
12	Horn of Blasting (A)
13	Horn of Valhalla, Iron (F)
14	Lenses of Charming (A)
15	Libram, Magical (level gain) (specific to one class)
16	Manual of Golems (M)
17	Manual of Intelligence (A)
18	Manual of Wisdom (A)
19	Necklace of Firebaubles (A)
20	Scarab of Insanity (A)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes.

Descriptions of Miscellaneous Magic Items

Amulet against Scrying: The amulet protects the wearer from all scrying, such as ESP or being viewed through a *crystal ball*. Usable by: All Classes.

Amulet of Demon Control: This amulet functions as a Protection from Evil spell and allows the wearer to attempt to *charm monster* upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-Users and Clerics.

Arrow of Direction: Such a magic arrow points the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

Boots of Elvenkind: The wearer of the boots moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to levitate (as per the spell) with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): *Boots of speed* double the wearer's movement rate but require complete rest for a period of time equivalent to the amount of time they were used. *Boots of leaping* allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] (50%) or AC 2 [17] (50%): These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: Flying carpets can carry as many as three people, and travel at a Movement Rate of 18 if they carry more than one passenger. With only one rider, the carpet moves at a Movement Rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and stones control earth elementals. These items can be used to summon a 12 **HD** elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-Users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's armor class improves by 2, and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

Cloak of Elvenkind: The wearer becomes almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1 and grants a bonus of +1 on saving throws. Usable by: All but Fighter classes

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3) and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighter classes

Crystal Ball: A *crystal ball* allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a *crystal ball*. Some of these items may communicate sound, or even thoughts, from the area being scryed, although these are rare. Usable by: Magic-Users.

Cursed Item: See **Cursed Items Table** for details of cursed items.

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as desired (with the deck reshuffled each time), but once the player stops drawing cards, the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

The Hearts (♥)

- **Ace:** Gain 50,000 XP.
- **King:** Gain a magic item from the **Lesser Miscellaneous Magic Item Table**
- **Queen:** Gain 1d3 wishes
- **Jack:** Gain the ability to summon an 8 HD warrior with +3 weapon, +3 shield, and +3 sword to serve for a total of 1 hour.

The Clubs (♣)

- **Ace:** The character's alignment is changed. If the game does not use alignment, the character receives a dangerous geas (per the spell).
- **King:** The character's most powerful magic item is sucked into the void and disappears.
- **Queen:** The character is instantly turned to stone, a look of great surprise frozen on the statue's face.
- **Jack:** The character loses one point from his Prime Attribute. (If the character has more than one Prime Attribute, determine randomly which is affected.)

The Spades (♠)

- **Ace:** Lose a level of experience
- **King:** A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When the warrior is killed, the body and all possessions disappear.
- **Queen:** The character dies instantly.
- **Jack:** A random monster with 1d4+6 HD attacks the adventurers. The monster gains one round of surprise as it appears from thin air.

The Diamonds (♦)

- **Ace:** Gain a map to a very significant treasure
- **King:** Gain 5d6 items of jewelry
- **Queen:** Gain a scroll of seven spells, all 2nd level or higher
- **Jack:** Add one point to a single attribute of the player's choice
- **The Joker:** Gain 25,000 XP OR choose to draw two more cards.

Dust of Appearance (50%) or Disappearance (50%): *Dust of Appearance* is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. *Dust of disappearance* works in the

opposite way: When it is sprinkled in a 10-foot radius, everything therein becomes *invisible* for 5d6 turns. Normal means of detecting invisibility (such as a *detect invisibility* spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust forces all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti that inhabits such a bottle serves the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lion: This is a small stone figurine that transforms into a lion when the command word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It seeks whatever the owner tells it to find, without stopping, until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden, and of course its sense of smell detects invisible and hidden creatures with almost perfect success. For purposes of defense and attack, the stone dog is treated as a wolf. It may be used 12 times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's Dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's Strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from Strength are increased to +6 (not cumulative with the wearer's existing Strength bonus, if any). Usable by: All but Magic-Users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18 and climb sheer walls with a 95% chance of success per 10 feet of climbing. Usable by: All but Magic-Users.

Gem of Seeing: A *gem of seeing* is used as a lens. It shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +10 on saving throws against fire damage and can create a *wall of fire*. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a *fireball* or *delayed blast fireball* spell. Clerics wearing the helm can ignite objects within 30 feet at will and may cast two *light* or *continual light* spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer of the helm can read all languages, including magical script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a *teleport* spell on himself or herself while wearing the helm, the teleportation is made without risk of error to anywhere the wearer desires. This may be done repeatedly (without further casting of the spell) for a period of one hour before the concatenation of spell and helm ends, and it may be done only once per day. The helm does not assist with *teleport* spells cast on anyone other than the wearer. Usable by: Magic-Users.

Hole, Portable: A portable hole is physically a piece of dark cloth, about five feet in diameter. However, it is also the mouth of an interdimensional hole 10 feet deep — items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside asphyxiates the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired — hence the name "portable." Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long and widens to a base of 20 feet. The "point" of the cone, at the horn's mouth, is 10 feet wide. Usable by: All Classes.

Horn of Valhalla, Bronze: The horn summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: The horn summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver: The horn summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: These horseshoes double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day and produces only one type of liquid per day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who meet his or her gaze (acting as per a *charm person* spell). The saving throw against the power of the lenses is made at −2. Usable by: All Classes.

Libram, Magical (level gain): Magical librams grant a level of experience to the reader, if the reader is of the appropriate character class. Randomly determine the class for which the libram is written, from all character classes.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's Strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded by the original owner, against the touch of anyone not of the Magic-User class, being enchanted to inflict damage or even the loss of a level. Usable by: Magic-Users only.

Manual of Intelligence: Reading this tome increases the reader's Intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's Wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of ESP: Functions as an *ESP* spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *clairaudience*, *clairvoyance*, and *ESP*, with the normal range, but for an unlimited time. The mirror also answers a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 x10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands, and if the piper ceases to concentrate on the tune there is a 10% chance that the rats begin to act of their own free will. Every subsequent round in which the piper fails to concentrate, there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe makes the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such, and this sight even extends into the astral plane. The wearer cannot be ambushed or otherwise taken by surprise, and can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

Robe of Wizardry: This robe grants the wearer the ability to cast charm, polymorph, and hold spells with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Rope of Climbing: This item is a 50-foot length of rope that leaps magically upward when commanded, and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of

a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice within a radius of 30 feet fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1-in-4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a *symbol of insanity* spell, but with a 5% chance per charge that the item is destroyed. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per 20 minutes (1 turn). Usable by: Fighters only.

CURSED ITEMS

Cursed items come in many shapes and forms; most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a *remove curse* spell. Although the Referee is encouraged to dream up individualized cursed items, the samples below should prove useful as guidance:

CURSED ITEMS

Die Roll (1d10)	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

CURSED ITEM DESCRIPTIONS

Bag of Devouring: A bag of devouring functions as a *bag of holding*, but then devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: This is a censer (or brazier, bowl, or stone) that summons elementals — but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: This cursed item does not function as a *crystal ball*, but rather implants a *suggestion* (per the spell) in the viewer's mind. Powerful versions of this item might even implant a geas.

Dancing Boots: These boots function as *boots of elvenkind* or *boots of speed* until the wearer is in combat or fleeing. Suddenly, at that point, the unfortunate victim begins to dance a jig, or perhaps a stately pavane.

Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upward, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: While this medallion is around a character's neck, the wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeblemindedness: Anyone donning this cloak has his or her intelligence reduced to that of a garden snail.

High-Level Characters

When the characters reach higher levels, they gain access to certain benefits, namely building a stronghold for themselves (or something similar) and hiring followers.

The Stronghold

All of the character classes have some ability, at some level, to establish a stronghold — or to take over a guild, in the case of Thieves and Assassins. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for the player to create a map of their castle.

In general, a strong leader who clears out an area with a radius of 10 miles or so ends up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector — unless the character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and the stronghold might take on the appearance of a marketplace around tax time — but a good reeve or bailiff can sort it all out quickly without the character's needing to get involved.

Owning a castle allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep treasure.

Building the actual castle, of course, is quite expensive. The owner needs to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. The diagram of the "Castle of Karadir Pass" shows how much the various elements of a fortified castle might cost as part of a custom design. These costs could change drastically depending upon how far a freehold is from the rest of civilization.

The defensive elements of a stronghold have structural points, which are the equivalent of super hit points. Hand weapons cannot inflict structural damage, although stones thrown by giants can, and some spells might at the Referee's discretion.

Defensive Elements

Construction	Structural Points
Castle Wall (free-standing curtain wall)	40
Tower, round	40 to 60 depending on diameter
Tower, square	45
Bastion	40
Gatehouse	50
Gates	30
Dirt Ramparts	20
Stone Outbuilding	30
Wooden Outbuilding	15
Wooden Mantlet or Palisade	2
Trebuchet (heavy catapult)	5*
Mangonel (light catapult)	3*

Any hit to a catapult renders it inoperable for 6 hours until it can be repaired with the supervision of a siege engineer. If the catapult is actually destroyed, it cannot be repaired.

Castle of Karadir Pass

Second Tier (100ft x 100ft), 10,000gp

Keep (200ft x 200ft), 50,000gp

Portcullis/Gate, 500gp

Bastion, 4000gp

Stone Castle Wall (20ft tall, 10ft thick), 300gp/10ft

Stone Outbuilding, 500gp
Wooden Outbuilding, 250gp

Gatehouse, 10,000gp

Round Tower (20ft diameter), 5000gp
Round Tower (30ft diameter), 8000gp

Stone Bridge, 500gp/10ft

Hiring Followers

Normal hirelings are assumed to be employed full time by the player character. They are given room and board plus a wage, and the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the Referee.) As a general rule, food for a single person in a rural community such as a castle or village is about 1 gp per month, and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the Referee, but staying in an inn, even in a stable, costs at least 1 sp per night. In the following list, "Upkeep" covers food and lodging, but does not include wages or any equipment needed to set up a professional or craftsperson. It does cover materials needed for the hireling to function on an ongoing basis. Note that for some crafts or professions, this cost of materials can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running, alchemists constantly conduct experiments, etc. Wages depend upon the type of services being sought. The cost of initial equipment should be calculated using the equipment tables. If the hireling requires a great deal of initial equipment (such as a forge or a library), the Referee may use the values in the list below or adjust the costs as needed for local conditions.

Alchemist

Upkeep Cost: 1,000 gp/month

Wage: 500 gp/month

Initial Equipment: A fully equipped lab costs 1,000 gp.

Animal Trainer

Upkeep Cost: 500 gp/month, including costs for the animal(s) being trained.

Wage: 20 gp/month, or none, if the trainer is a follower of a character with a stronghold.

Initial Equipment: This depends on the animal being trained.

Armorer

Upkeep Cost: 100 gp/month

Wage: 100 gp/month, or none, if the armorer is a follower of a character with a stronghold.

Initial Equipment: A fully equipped forge costs around 100 gp.

Assassin

Upkeep Cost: Not applicable; assassins are available for hire on a mission-by-mission basis only.

Wage: 2,000 gp per mission

Initial Equipment: None.

Blacksmith

Upkeep Cost: 25 gp/month

Wage: 10 gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.

Man-at-Arms (Soldiers)

Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field; this is reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk.

Wage: None, if the man-at-arms is a follower of a character with a stronghold. Otherwise, household troops cost 2 gp/month, archers 4 gp/month, and cavalry troopers cost 8 gp/month. Mercenaries are more expensive; infantry cost 4 gp/month, archers 8 gp/month, and cavalry troopers cost 16 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice the normal amount for a man-at-arms of the same type; lieutenants (required for every 20 men) cost three times normal; and captains (required for every 60 men), cost four times normal.

Initial Equipment: Determine from equipment list.

Man-at-Arms (Adventuring)

Upkeep Cost: Cost of rations and lodging.

Wage: 2 gp/day, or upward of 5 gp/day depending on circumstances

Initial Equipment: Determine from equipment list.

Sage

Upkeep Cost: 1,000 gp/month, which includes books for research, scribe expenses, and so on.

Wage: 1,000 gp/month

Initial Equipment: A small library costs 2,000 gp.

Sailor

Upkeep Cost: 10 gp/month

Wage: 2 gp/month

Initial Equipment: None.

Servant (Domestic)

Upkeep Cost: 1 gp/month

Wage: 5 gp/month

Initial Equipment: None.

Ship Captain

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship.

Siege or Construction Engineer

Upkeep Cost: 750 gp/month (Siege engine repairs and upgrades are expensive.)

Wage: 250 gp/month

Initial Equipment: None.

Spy

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

Torchbearer (or Other Adventuring Non-combatant)

Upkeep Cost: Cost of rations and lodging.

Wage: 1 gp/day

Initial Equipment: Determine from equipment list.

NOTES: