

CHANGING ALIGNMENT

Whether or not the character actively professes some deity, he or she will have an alignment and serve one or more deities of this general alignment indirectly and unbeknownst to the character. Changing of alignment is a serious matter, although some players would have their characters change alignment as often as they change socks. Not so!

First, change of alignment for clerics can be very serious, as it might cause a change of deity. (See **DAY-TO-DAY ACQUISITION OF CLERIC SPELLS.**) If a druid changes his or her alignment — that is, becomes other than neutral — then he or she is no longer a druid at all! Change of alignment will have an adverse effect on any class of character if he or she is above the 2nd level.

Immediately upon alignment change actually occurring, the character concerned will lose one level of experience, dropping experience points to take him or her to the very beginning of the next lower level, losing the hit die and/or hit points, and all abilities which accrued to him or her with the lost level. If the alignment change is involuntary (such as that caused by a powerful magic, a curse, etc.), then the character can regain all of the losses (level, hit die, etc.) upon returning to his or her former alignment as soon as is possible and after making atonement through a cleric of the same alignment — and sacrificing treasure which has a value of not less than 10,000 g.p. per level of experience of the character. The sacrificial amount is variable, so use your best judgment as to the total and what and where it should go — magic items to build up the NPC cleric, money out of the campaign, magic items out of the campaign, etc. Similarly, such atonement and sacrifice can be accomplished by a quest. Note that, in all likelihood, the character will desire to retain the new alignment, and it is incumbent upon you as DM to ensure that the player acts accordingly. Some equally powerful means (divine intervention, *remove curse*, etc.) must be used to restore the original alignment before atonement can begin.

Characters who knowingly or unknowingly change alignment through forethought or actions permanently lose the experience points and level due to disfavor. They must also accept a severe disability in alignment language during a one level transitional period. Until the character has again achieved his or her former level of experience held prior to change of alignment, he or she will not be able to converse in the former alignment's tongue nor will anything but the rudest signaling be possible in the new alignment language. (See **ALIGNMENT LANGUAGE.**) Although it is possible for a character to allow himself or herself to be blown by the winds as far as alignment is concerned, he or she will pay a penalty which will effectively damn the character to oblivion.

A glance at the alignment chart will show that radical alignment change is impossible without magical means. If one is *chaotic good*, it is possible to change to *neutral good* or *chaotic neutral* only, depending upon desire and/or actions. From the absolute *neutral* alignment one can only move to some neutral-based alignment. This represents the fact that the character must divorce himself or herself from certain precepts and views and wholeheartedly embrace another set of values, and human nature is such that without radical personality alteration (such as caused by insanity or magic in the case of this game) such transition must be gradual.

It is assumed that the character's initial alignment has been his or hers for a considerable period prior to the character's emergence as an adventurer. This ethos will not be lightly changed by a stable, rational individual. It is recommended that you do not inform players of the penalty which will occur with alignment change, so that those who seek to use alignment as a means of furthering their own interests by conveniently swapping one for another when they deem the time is ripe will find that they have, instead, paid a stern price for fickleness.

MONEY

PLAYER CHARACTER STARTING MONEY

The amount of funds which each player begins with is kept low to prevent the game from becoming too easy. Players learn from the beginning that they are never able to obtain all of the goods they would like in order to feel safe and satisfied. Explain to players that sums they begin with (see **PLAYERS HANDBOOK, MONEY**) represent inherited monies and savings. A magic-user, for example, has had to expend most ready cash he or she possessed on training; monks are ascetics who don't care about material possessions in any event, so they do not accumulate much money prior to becoming adventurers and treasure seekers.

If you have a difficult campaign, and you opt to bestow a limited number of special items to player characters at the beginning of the game (a potion, a magic goodie such as a +1 dagger, or even something as mundane as a family suit of plate mail) you should adjust starting money accordingly. The game is always supposed to be a challenge, to cause players to want for something, and to wish to adventure with their characters in order to obtain the desired things. Remembering that good players will be able to gain from nearly any successful encounter — there will always be some armor and weapons or equipment to be gained from an adventure — you should not hesitate to be stingy and tight right from the beginning of a campaign!

PLAYER CHARACTER EXPENSES

Each player character will automatically expend not less than 100 gold pieces per level of experience per month. This is simply support, upkeep, equipment, and entertainment expense. These costs are to be deducted by the Dungeon Master automatically, and any further spending by the PC is to be added to these costs. Such expense is justified by the "fact" that adventurers are a free-wheeling and high-living lot (except, of course, for monks). Other miscellaneous expenditures by player characters encompass such things as additional equipment expense for henchmen or hirelings, costs of hirelings, bribes, costs of locating prospective henchmen, and so on. To such costs are to be added:

MAINTENANCE OF HENCHMEN	100 g.p. per level per month*
MAINTENANCE OF STRONGHOLD	1% of total cost of stronghold per month

*This is in **addition** to all treasure shares

Finally, any taxation or other levies must be taken into consideration, along with contributions to the player character's religious organization. All of these costs will help assure the PCs have a keen interest in going out and adventuring in order to support themselves and their many associates and holdings.

You may reduce costs according to prevailing circumstances if you feel it is warranted, but even so doing should not give rise to excess funds on hand in the campaign.

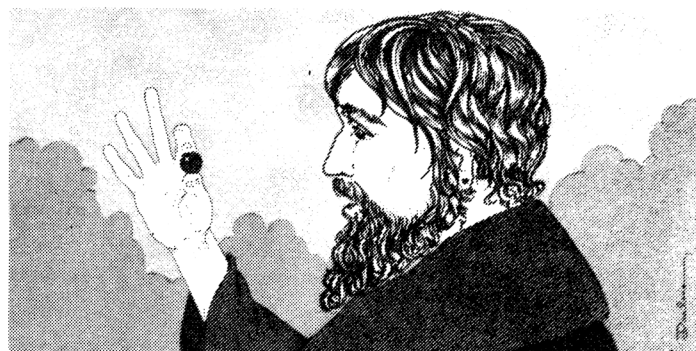
VALUE AND REPUTED PROPERTIES OF GEMS AND JEWELRY

Gems:

The base value of gems found in a treasure can be determined in whole or by lots of 5 or 10 stones by rolling percentile dice:

Dice Score	Base Value	Description	(or Size)
01-25	10 g.p. each	Ornamental Stones	very small
26-50	50 g.p. each	Semi-precious Stones	small
51-70	100 g.p. each	Fancy Stones	average
71-90	500 g.p. each	Fancy Stones (Precious)	large
91-99	1,000 g.p. each	Gem Stones	very large
00	5,000 g.p. each	Gem Stones (Jewels)	huge

Value of a gem depends upon its type, quality and weight. A huge semiprecious stone — carnelian, for example — is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 g.p. ornamental stone being of above average size, while a 50 g.p. gem stone would most likely be very small.



Increase Or Decrease Of Worth Beyond Base Value: If you do not place specific value on each gem in a treasure, showing rather the base value of each gem instead, then variation in the worth of each stone should be allowed. This variation will generally result in some increase, although there is a chance for decreasing value as well (see below). To find if a gem increases in value, roll a d10 for each stone, and consult the table below:

Die	Result
1	Stone increases to next higher base value; roll again ignoring results above 8. Stones above 5,000 gold piece value progress as follows: 10,000 GP, 25,000 GP, 50,000 GP, 100,000 GP, 250,000 GP, 500,000 GP, and 1,000,000 GP — the absolute maximum. No stone may increase beyond 7 places from its initial base value.
2	Stone is double base value. Do not roll again.
3	Stone is 10% to 60% above base value. Roll d6 to find new value. Do not roll again on this table.
4-8	Base value shown is unchanged.
9	Stone is 10% to 40% below base value. Roll d4 to find new value. Do not roll again on this table.
0	Stone decreases to next lower base value; roll again on this table, ignoring any result below 2. Stones below 10 gold piece value are: 5 GP, 1 GP, 10 SP, 5 SP, and 1 SP. No stone may decrease beyond 5 places from its initial base value.

When base value only is known, use the table above, and roll for each stone. Stones for which a 1 or a 0 is rolled must be diced for again on the table, but all others are excluded from such rolls. If large numbers of stones are in question, it is suggested that they be diced for in groups in order to make the process less time-consuming.

KEY TO GEM PROPERTIES

transparent (no notation)
translucent (*italics*)
opaque (*)

ORNAMENTAL STONES, Base Value 10 g.p.:

1. Azurite*: mottled deep blue
2. *Banded Agate*: striped brown and blue and white and reddish
3. Blue Quartz: pale blue
4. *Eye Agate*: circles of gray, white, brown, blue and/or green
5. Hematite*: gray-black
6. Lapis Lazuli*: light and dark blue with yellow flecks
7. Malachite*: striated light and dark green
8. *Moss Agate*: pink or yellow-white with grayish or greenish "moss markings"
9. Obsidian*: black
10. Rhodochrosite*: light pink
11. *Tiger Eye*: rich brown with golden center under-hue
12. Turquoise*: light blue-green

SEMI-PRECIOUS STONES, Base Value 50 g.p.:

1. Bloodstone*: dark gray with red flecks
2. Carnelian*: orange to reddish brown (also called Sard)
3. Chalcedony*: white
4. *Chrysoprase*: apple green to emerald green
5. Citrine: pale yellow brown
6. Jasper*: blue, black to brown
7. *Moonstone*: white with pale blue glow
8. Onyx*: bands of black and white or pure black or white
9. Rock Crystal: clear
10. Sardonyx*: bands of sard (red) and onyx (white) or sard*
11. Smoky Quartz: gray, yellow, or blue (Cairngorm), all light
12. Star Rose Quartz: translucent rosy stone with white "star" center
13. Zircon: clear pale blue-green

FANCY STONES, Base Value 100 to 500 g.p.:

1. Amber: watery gold to rich gold (100)
2. Alexandrite: dark green (100)
3. Amethyst: deep purple (100)
4. Aquamarine: pale blue green (500)
5. Chrysoberyl: yellow green to green (100)
6. Coral*: crimson (100)
7. Garnet: red, brown-green, or violet (the most prized) (100) (500)

8. Jade: light green, deep green, green and white, white (100)
9. Jet*: deep black (100)
10. Pearl*: lustrous white, yellowish, pinkish, etc. to pure black (the most prized) (100) (500)
11. Peridot: rich olive green (Chrysolite) (500)
12. Spinel: red, red-brown, deep green, or very deep blue (the most prized) (100) (500)
13. Topaz: golden yellow (500)
14. Tourmaline: green pale, blue pale, brown pale, or reddish pale (100)

GEM STONES, 1,000 or more g.p. Base Value:

1. *Black Opal*: dark green with black mottling and golden flecks
2. *Black Sapphire*: lustrous black with glowing highlights (5,000)
3. Diamond: clear blue-white with lesser stones clear white or pale tints (5,000)
4. Emerald: deep bright green
5. *Fire Opal*: fiery red
6. Jacinth: fiery orange (Corundum) (5,000)
7. *Opal*: pale blue with green and golden mottling
8. Oriental Amethyst: rich purple (Corundum)
9. Oriental Emerald: clear bright green (Corundum) (5,000)
10. Oriental Topaz: fiery yellow (Corundum)
11. Ruby: clear red to deep crimson (Corundum) (5,000)
12. Sapphire: clear to medium blue (Corundum)
13. *Star Ruby*: translucent ruby with white "star" center
14. *Star Sapphire*: translucent sapphire with white "star" center

Jewelry:

The base value of jewelry is determined by percentile dice roll, just as with gems:

Dice Roll	Base Value	Description
01-10	100-1,000 g.p.	Ivory or wrought silver
11-20	200-1,200 g.p.	Wrought silver and gold
21-40	300-1,800 g.p.	Wrought gold
41-50	500-3,000 g.p.	Jade, coral or wrought platinum
51-70	1,000-6,000 g.p.	Silver with gems
71-90	2,000-8,000 g.p.	Gold with gems
91-00	2,000-12,000 g.p.	Platinum with gems

Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a 10-sided die. Each 1 rolled indicates the piece of jewelry in question is of exceptional value and thus either goes to the highest possible value in its class or to the next higher class (where its base value is re-determined and its workmanship and design are again checked). Any piece of jewelry set with gems must also be checked for the possibility of an exceptional stone in the setting. Any score of 1 on an 8-sided die indicates that the value of the piece of jewelry increases by 5,000 gold pieces, and these exceptional pieces are further checked by rolling a 6-sided die, each successive 1 doubling the increase, i.e., 10,000 g.p., 20,000 g.p., 40,000 g.p., 80,000 g.p., to a maximum of 640,000 gold pieces.

The Dungeon Master can, of course, name what each piece of jewelry is (bracelet, brooch, crown, earrings, necklace, pendant, ring, tiara, etc.), giving its substance and the number and value of its stones.

REPUTED MAGICAL PROPERTIES OF GEMS

Gem Type or Color	Effects or Uses
Agate	Restful and safe sleep
Alexandrite	Good omens
Amber	Wards off diseases
Amethyst	Prevents drunkenness or drugging
Beryl	Wards off foes
Bloodstone	Weather control
Carbuncle	Powers of dragon's sight
Carnelian	Protection from evil
Cats' eye agate	Protection from spirits
Chalcedony	Wards off undead
Chrysoberyl	Protection from possession
Chrysolite	Wards off spells
Chrysoprase	Invisibility
Coral	Calms weather, safety in river crossing, cures madness, stanches bleeding

Diamond	Invulnerability vs. undead
Hematite	Aids fighters, heals wounds
Jacinth	Luck travelling, wards off plague, protection from fire
Jade	Skill at music and musical instruments
Jasper	Protection from venom
Jet	Soul object material
Lapis Lazuli	Raises morale, courage
Malachite	Protection from falling
Malachite & Sunstone	Wards off spells, evil spirits, and poisons
Moonstone	Causes lycanthropy
Olivine	Protection from spells
Onyx	Causes discord amongst enemies
Peridot	Wards off enchantments
Ruby	Gives good luck
Sapphire	Aids understanding of problems, kills spiders, boosts magical abilities
Sapphire, Star	Protection from magic
Sard	Benefits wisdom
Serpentine	Adds to wile and cunning
Topaz	Wards off evil spells
Turquoise	Aids horses in all ways (but stone shatters when it operates)
Black	The Earth - darkness - negation
Blue	The Heavens - truth - spirituality
Clear	The Sun - luck
Green	Venus - reproduction - sight - resurrection
Red	Hemorrhaging control - heat
White	The Moon - enigmatic
Yellow	Secrecy - homeopathy - jaundice

NOTE REGARDING THE MAGICAL PROPERTIES OF GEMS, HERBS, et al.

Regardless of what qualities gems, herbs, and other substances are purported to possess, the mere possession of a score of a type of gem or a bale of some herb will convey absolutely no benefit of magical nature to the character concerned. These special qualities are given herein merely as information for Dungeon Master use in devising special formulae for potions, inks, etc. The information might also prove useful in other ways, particularly with regard to description of magic items, laboratories, and so on. Under no circumstances should you allow some player to convince you to the contrary!

VALUES OF OTHER RARE COMMODITIES

Furs: Type	Pelt	Trimming*	Cape or Jacket	Coat
beaver	2 g.p.	20 g.p.	200 g.p.	400 g.p.
ermine	4 g.p.	120 g.p.	3,600 g.p.	7,200 g.p.
fox	3 g.p.	30 g.p.	300 g.p.	600 g.p.
marten	4 g.p.	40 g.p.	400 g.p.	800 g.p.
mink	3 g.p.	90 g.p.	2,700 g.p.	5,400 g.p.
muskrat	1 g.p.	10 g.p.	100 g.p.	200 g.p.
sable	5 g.p.	150 g.p.	4,500 g.p.	9,000 g.p.
seal	5 g.p.	25 g.p.	125 g.p.	250 g.p.

*on collar, cuffs, and edges of typical garment

Roll d10 and adjust value as follows:

1 = -10%	5-8 = as shown
2 = -20%	9 = +10%
3 = -30%	0 = +20%
4 = -40%	

Brocade*/Tapestry	1-20 g.p./square yard
Incense, rare	5-30 g.p./stick
Ivory	3-6 g.p./pound
Pepper	1 g.p./ounce
Perfume, rare	1-6 g.p./dram
Silk	1-3 g.p./square yard
Spice, rare	1-4 s.p./scruple
Unguent, rare	10-60 g.p./gill

*Includes fine carpet and rugs as well

ARMOR, ARMOR CLASS & WEAPONS

TYPES OF ARMOR & ENCUMBRANCE

The encumbrance factor for armor does not consider weight alone; it also takes into account the distribution of the weight of the armor and the relative mobility of the individual wearing the protective material. Therefore, weights for armor shown below are adjusted weights, and base movement speed is likewise shown.

Armor Type	Bulk	Weight*	Base Movement
BANDED	bulky	35#+	9"
CHAIN	fairly	30#+	9"
CHAIN, ELFIN	non-	15#	12"
LEATHER	non-	15#	12"
PADDED	fairly	10#	9"
PLATE (MAIL)	bulky	45#	6"
RING	fairly	25#	9"
SCALE	fairly	40#	6"
SHIELD, LARGE	bulky	10#	—
SHIELD, SMALL	non-	5#	—
SHIELD, SMALL, WOOD	non-	3#	—
SPLINT	bulky	40#	6"
STUDDED (LEATHER)	fairly	20#	9"

*Assumes human-size.

Armor Types:

Banded Mail is a layered armor with padding, light chain, and series of overlapping bands of armor in vulnerable areas. Weight is somewhat distributed.

Chain Mail is padding plus interlocking mesh armor covering the upper and lower body. Vulnerable areas have multiple thicknesses. Weight falls upon the shoulders and waist of the wearer.

Chain, Elfin, is a finely wrought suit of chain which is of thinner links but stronger metal. It is obtainable only from elvenkind who do not sell it.

Leather Armor is shaped *cuir bouli* (leather hardened by immersion in boiling oil) cuirass and shoulder pieces and softer shirt and leggings.

Padded Armor is heavily padded, quilted coat and an additional soft leather jerkin and leggings.

Plate Mail is light chain with pieces of plate — cuirass, shoulder pieces, elbow and knee guards, and greaves. Weight is well distributed. (Plate armor is a full suit of plate which is no more weighty and a bit less bulky, considering what is known as "field plate". If you allow such armor in your campaign, use the same weight, with a 9" movement base and a base armor class of 2 sans shield. Such armor would be very expensive, c. 2000 g.p.).

Ring Mail is relatively soft leather armor over padding. To the long coat of leather are sewn metal rings. This makes the coat rather heavy and bulky.

Scale Mail is armor similar to ring mail, but overlapping scales of metal are sewn to both coat and leggings—or a skirted coat is worn. As with chain, weight falls mainly on the wearer's shoulders and waist.

Shield, Large, includes such shields as the large Viking round shields or the Norman kite shields. They are made of wood, covered with leather, and bordered with a soft iron banding at the edges.

Shield, Small, is the typical kite and heater shields or small round shields constructed as a large shield, or else made of metal (more rare by far).

Shield, Small, Wooden, is the same as other shields, but it lacks the metal binding and reinforcement, so it will be more easily split.

Splint Mail consists of light chain, greaves, and a leather coat into which are laminated vertical pieces of plate with shoulder guards.

Studded Leather is leather armor to which have been fastened metal studding as additional protection, usually including an outer coat of fairly close-set studs (small plates).