

The First Fantasy Game System

Dragons

at

Dawn



D. H. Bogg's

Dragons at Dawn – The First Fantasy Game System

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"The rules cannot cover every possibility. And frankly speaking, they shouldn't. The referee needs the freedom to keep making the game fun.... so you can change things that are not working. I dislike "Rules Lawyers" intensely. I regard them as the enemy." Dave Arneson, Kobold Quarterly, Spring 2009, Issue 9, P32

AUTHOR INTRODUCTION

You have before you a treasure unearthed. Several years prior to the publication of the world's most popular role playing game in 1974, Dave Arneson, a security guard in Minneapolis Minnesota, developed the first fantasy role playing campaign by combining rules from earlier wargames with his experience as a player in Dave Wesely's character driven Braunstien games and many fresh innovations of his own. Although those days are long gone, this publication brings back to life those first approaches to the game of fantasy role playing. What follows is a faithful tribute to the rules and methods as played in those early adventures and to the visionary who created them.

One of the wargame rulesets that became a big influence on Arneson's fantasy campaign had been co-authored by Gen Con founder Gary Gygax. After Arneson demonstrated fantasy roleplay gaming to Mr. Gygax in the fall of 1972, Gygax became extremely enthused, and offered to write up the rules for Arneson and publish them. Arneson had no means to attempt this himself at the time and young Dave (24) had collaborated once before on a set of naval rules with the nearly decade older (33) and well connected Gary, so he readily agreed to have Gygax take the lead on typing up and publishing the rules. He mailed Gygax a 16 page manuscript of his rules and consulted with him by phone. This collaboration led to the first published fantasy RPG game in 1974; a game that has continued to grow and attract new players. However the 150+ pages as published by Gygax and business partner Don Kaye were somewhat of a compromise between the way each author actually played, with by far the majority of rules coming from Mr. Gygax. It was at once a similar, and yet in many respects, a very different game from what Arneson had been playing with his group in Minneapolis.

My goal in writing *Dragons at Dawn* was to produce a gaming system that, unlike the rules originally published in 1974, is entirely consistent with Arneson's original, largely forgotten methods of play developed roughly in the period 1970-1973; an imaginative foray into what might have been if Dave

Arneson had published his game as he played it. The record of those early days can be found in his First Fantasy Campaign™ (Judges Guild, 1977), his other writings and statements, and the statements of all original players of his Twin Cities campaign. I can confidently say that this goal has been achieved. It has been quite a journey, requiring careful scholarship, as much of the material we have is vague and often counter to our accustomed assumptions. Note that the Basic and Expanded games in Dragons at Dawn are the oldest of the old school and as such do not have a rule for everything. This was a deliberate approach on Arneson's part to encourage each campaign to custom tailor their rulings to suit them. Beware then, that these games not only encourage, but essentially require each group to make house rules as needed. It can also be assumed that no hints or records of many of Mr. Arneson's early rules have survived and thus Dragons at Dawn must be considered a subset of the ideas he worked with. Nevertheless all the rules one truly needs to play can be found herein. In future, Southerwood Publishing will release Dragons at Twilight for those who wish a more modern and expanded ruleset that continues to build on Arnesonian gaming design.

In preparing this work I generally adhered as closely as possible to the source material without infringing on any copyrights. However, both to avoid infringement issues and ensure playability, small alterations were sometimes made in either numbers or effects in a few cases in the rules, particularly in the few cases where the source material is in the property of certain corporate interests. In no case is there any contradiction in these rules with any early material found in the primary work – Judges Guilds First Fantasy Campaign* or in which the spirit, and intent of Dave Arneson's gaming style has been compromised. There are often instances where interpretations had to be made of the most likely meaning of some vague reference, or other terminology. My interpretations are based on a close reading of Arneson's work, gaming approach and style – not my own preference – and have usually been vetted with other Arneson enthusiasts on the ODD74 and Comeback Inn forums. Nevertheless, as with any game, players should feel free to prefer alternate interpretations of the rules.

No doubt, were he still living, Dave Arneson would have many comments and corrections to provide on these rules, yet I'm confident he would recognize them and feel at home running a game with them. Even so, these are ultimately my rules, woven together from scattered threads, to simulate a system long gone and that itself never really existed as a whole. This is because Mr. Arneson, in creating something new, continuously experimented with different rules and methods throughout the 1970's such that no "official" ruleset existed for his games except the one between his ears. Thus Dragons at Dawn may be best described as one forum friend put it ""Classic fantasy roleplaying in the style of Dave Arneson rather than Dave Arneson's classic rules for fantasy roleplaying". Anyone interested in discussing the derivation of particular sections of this work should consult the posts on ODD74 or contact me "Aldarron" on that forum.

"You can have a crummy set of rules, and if you've got a good storyteller, you can still make it work. Or you can have a great set of rules, and a lousy storyteller for a referee, and it doesn't matter.... Too many (game designers) try to do everything, or they follow the official line of "You can't change anything or you'll destroy the rules." Aw, forget it. That's not the way things started, that's not the way things should be. If something doesn't work, get rid of it. If something works in another set of rules and you want to put it in your game, go for it." Dave Arneson, Pegasus #14, summer 1999.

THE GAME

Vocabulary

d – shorthand for dice. The dice used in the game are a 6 sided (d6) unless otherwise noted. A number before the d indicates how many rolls to make to add the results together. Thus 3d6 means roll a six sided die three times and add the results. In some cases % chances are given for which d10 are more convenient than d6.

Referee – game director, sometimes called game master. The Referee directs the game; that is they produce the narrative, control the Non Player Characters, and are responsible for the overall production of the game. In short, Referees create the story and manage the action of the game.

“ODD was for guidelines. It was, and is the referee that makes it work” Dave Arneson, ODD74 forum, Dec 19, 2008, 10:40pm

Players – people who create and enact the games protagonists or player characters.

Characters – the in game personalities; a living or undead being. There are two kinds of characters in the interactive story that is Dragons at Dawn – Non Player Characters (NPC's) and Player Characters (PC's).

Hit Point Value (HPV) – is a number ranged between 1-100 assigned to a creature based upon its physical size class and other properties that might apply, including variations for age and other unique factors. Any damage suffered by a creature results in the removal of HPV's. Reduction to less than 0 HPV results in death. HPV's recover at the rate of 1 per day of rest.

Attack Value (AV) - is a number reflecting the attack strength a combatant has. Attack Values are derived by adding or subtracting modifiers, if any, to the number of Hit Dice a combatant has.

Defense Value (DV) - is a number representing the defense strength a combatant has. Defense Values are derived by adding or subtracting modifiers, if any, to the number of Hit Dice a combatant has. Attack and Defense Values are often, but not always the same. In many cases one or both will also be the same as HD.

Fighting Strength (FS) – refers to both the Attack Value and Defense Value of a combatant. For example, someone fighting at “double strength” has both their Attack Value and Defense Value multiplied by 2.

Hit Dice (HD) are the d6 dice used to inflict damage and determine Fighting Strengths.

Player Characters (PC) – the personalities controlled by the players.

Non Player Characters (NPC) – any of the personalities or creatures controlled by the referee.

Alignment (Aln) – The characters approach to life and society.

Natural (#) – the actual, unmodified number produce by a roll of a die.

Additional game terms are explained in specific sections.

Beginning Play



“They all pay lip-service to the roleplaying part, but they all end just having you roll different dice for different situations. There again, that has taken away from a lot of the spontaneity of actually roleplaying. When I do my games, I give roleplaying points for people staying within their character. If they want to go out and kill things, that’s easy to do, and a lot of referees that’s all they do, but there’s more to it. The richness is not in just rolling dice, the richness is in the characters and becoming part of this fantasy world.” Dave Arneson, Pegasus #14, Published by Judges Guild, summer 1999.

There are two choices for play in Dragons at Dawn: Basic and Expanded. The Basic Game is the simplest and most free form. It represents the general character of play in Dave Arneson’s campaign early in the summer of 1971, the Expanded Game includes features that were added between 1971 and 1975, with the focus year being 1972.

In the Basic Game, there are two classes:

Warrior
Wizard

In the Expanded Game, there are 5 more:

Elf Mage
Merchant
Priest/Monk
Sage
Thief Assassin

And 4 main character races:

Elf
Dwarf
Halfling
Human



RACE DESCRIPTIONS

Halfling – Halflings are a subspecies of humans who developed in isolation and appear to have bred with Fairy kind in some distant past. They are shorter than most human groups averaging only about 4'11" for males and 4'9" for females. A very distinctive feature of Halflings is their disdain of shoes. Their feet have especially tough soles capable of sufficiently protecting the feet as well as leather. Halflings usually play Warriors and Merchants. They must never have more than a 7 strength rating or less than 6 dexterity. Halflings can naturally move silently as per the Move Silently spell. They are also famously adept at gardening and cooking. Lastly, halflings are unusually lucky and may reroll one Saving Throw per day.

Elf – Elves are the most human like of fairy creatures, almost equaling humans in average height but tending to be thinner and willowy with delicate features and large pointed ears. They must never have more than an 8 strength rating or less than 6 dexterity. Elves can move silently and hide as if they were Thief Assassins of the same level. Their skin color tends to vary from an almost human shade of brown to yellow, grey, and greenish blue. Of all the races, Elves are the greatest masters of nature and technology. They are well famed for innovative and bold works of engineering and art and for architecture of great beauty. They may play Warriors, Sages and Elf Mages only.

Dwarf – Dwarves look like short, stout humans with unusually large eyes, noses and ears and pasty white skin. They live deep underground and are very industrious. Dwarves can see in complete darkness. Dwarves may only play Warriors, Sages and Merchants, and may never have a constitution of less than 7.



Humans – these quirky and varied creatures may play any class.

Everything Else - Of course, any race or species of intelligent being can be used by players when it is appropriate to the setting of the campaign world of the game being played. One of the existing races can serve as a model or entirely new descriptions can be generated. If players choose to play a known monster type, the Referee may elect to reduce the normal Hit Dice of the monster by ½ to reflect the characters status as a 1st level novice. Armor Class and other statistics remain unchanged.

PLAYERS AND CHARACTER ROLES

There are two approaches for players of Dragons at Dawn to choose from when beginning a game. These styles of play are not mutually exclusive and players may switch back and forth between the two during a campaign if desired.

Cooperative Play

Typically in most games, the players will choose to form a team who adventure together in a setting the Referee creates. Teams or parties of adventurers cooperate to achieve shared goals. Often, players will choose a diverse range of classes in order to draw on the strengths of each, but they do not have to do so. In any case there must be some logic behind a group. Adventure parties may be companions who are just out for loot and glory, or there may be some (temporary?) sense of joint mission. It has become something of an unconscious expectation in the gaming world that the party will more or less always share in all adventures together. However, if the players are really playing their characters well there is absolutely no reason that they must always be side by side. It is perfectly logical that certain characters would leave the group and go do “in character” things like set up a stronghold or wage a war or enter into some kind of training or business endeavor. In fact characters should be doing this sort of thing from time to time. Players, can of course control more than one character at a time and can thus have a Warrior (perhaps a brother of their main character) exploring a dungeon with the rest of the group while the main Wizard character is in search of some rare ingredient for a potion or some such. Most of these side stories require very little game time, or rather can be role played as little or as much as the players like. One method for handling side stories is to have one player Referee the side adventures (or battles if it's a miniatures war) while the main Referee handles the main storyline – if there is a main storyline. This was commonly done in Dave Arneson's games.

Competitive Play

Players do not always have to be cooperating. At the discretion of the Referee, players may also be allowed to play opposing characters, opposing teams, or any of the opposing monsters in the game, pitting player against player. “Bad guy” player characters are often in one of the standard classes but may or may not be one of the common character races. Players who choose characters who are not a standard class but rather a monster type, like perhaps a vampire, are subject to all the benefits and restrictions of that creature. Generally, these characters are all unique cases and must be agreed upon by the players and the Referee. Handling competitive play may require different methods. If a player is playing a monster, it may be possible for them to remain at the table with the rest of the players, communicating by notes with the Referee as needed. In more complicated situations, opposing players may need to physically relocate to separate rooms or at least separate areas within the room. The Referee will then switch back and forth between groups. In such situations, player(s) must be given choices to ponder while the Referee attends to the other player(s). Provided the Referee spends a

fairly equal amount of time with each side and keeps the game moving along, opposing play works well and can be a fun alternative to cooperative play.

CLASS DESCRIPTIONS

“A fighter takes more damage, has higher Saving Throws, etc. If he kills an opponent he gets another attack. When all opponents next to him are gone he gets no more attacks. Thus he chops his way through the weaker creatures pretty quickly... Magic users needed their protection ‘Badly’” Dave Arneson ODD74 forum, Jan 10, 2009, 12:25am.

WARRIOR

Warriors are individuals whose livelihood depends on the use of arms. Warriors gain advantages in defense (Armor Class) and Saving Throws. They receive a +1 at 1st level, a +2 at 4th (hero), and a +3 at level 8 (superhero) to all Saving Throws vs. AC, Constitution and Strength. Unless the player specifies otherwise, damage will be shared out among all opponents within melee distance (10 feet), beginning with the weakest target. The warrior who successfully kills all of the opponents he strikes in the round, then gets another attack on any opponent within 20 feet. This continues until an opponent either survives the warrior's attack or all opponents in range are dead. Thus a skilled warrior can chop through weaker creatures fairly quickly.

WIZARD

Wizards are humans who create spells in laboratories and throw magic. Wizards gain advantages in all mentally based Saving Throws. They receive a +1 at level 4 (hero) and a +2 at level 8 (superhero) to all Saving Throws vs. Brains and all spell saves vs. Constitution. Wizards can see in the dark as if in daylight and can cast Wizard Light, Lightning bolt and Fireball spells at will.

ELF MAGE

The Elf Mage is an elf, half elf, or a human raised by elves who is adept at Elfin song magic. Elf Mages gain advantages in all mentally based Saving Throws. They receive a +1 at level 4 (Prince) and a +2 at level 8 (Lord) to all Saving Throws vs. Brains and all spell checks vs. Constitution. Unlike wizards, Elf Mages must use Spell Points to cast Lightning Bolt, Wizard Light and Fireball spells.



MERCHANT

Merchants are dealers in merchandise who often go on long trading expeditions or enter into risky adventures to acquire goods and or business advantages. Unlike common salesmen, Merchants are physically active in the pursuit of gain and have many skills to aid them.

Persuasion and Assessment

Merchants are skilled in the arts of persuasion, and assessing the value of goods they are familiar with. They may use their verbal skills in diplomacy or in intimidation but most often they are employed in attempting to make a deal. A first level Merchant has a base chance of success of 25% increasing by 10% per level to 95% at eighth level (Superhero), any time a Merchant is attempting to persuade or to assess the value of objects they have some familiarity with. A dice roll equal or under, with any bonuses or penalties considered, indicates success. Note that they cannot accurately value objects of a type they have neither seen nor heard of before, or which are way outside their normal range of goods.

The Merchants chances of a successful persuasion further improve by 1% for every point under 15 the listener has when their Brains and Wisdom scores are added together. In other words, a listener with a Brains score of 5 and a Wisdom score of 5 for a total of 10 would give the Merchant a further 5% (15-10) chance to convince them. Likewise, listeners with a combined Brains and Wisdom score of 18 or greater subtract 2% per point from the Merchant's chance to persuade them. Thus a Merchant trying to sell elixir to a tavern keeper with a combined wisdom and brains score of 19 would have their chance to succeed reduced by 4%. The maximum chance a Merchant of any level can have to persuade anyone is 99%.

Upon reaching 4th level, a Merchant may begin to establish their own factories for the sale and management of trade goods and the control of trade routes. These establishments can be very competitive to the point of violence. Outbreaks of trade wars between factions are notorious.

PRIEST/MONK

Priests, monks, and curates are individuals who have devoted themselves to the service of a deity. Consequently, they gain "miracles" which are extraordinary abilities that can alter the nature of reality. The Priest must pray to have miracles granted. Priests also gain special abilities to banish creatures of the netherworld and other capabilities. Monks are a sub variety of Priest who have dedicated themselves to a particular order, individual, or philosophy within a religion. Monks therefore are specialists who may (or may not) have particular skills related to their discipline but are otherwise identical to other Priests. Monks in some orders may have particularly powerful abilities which are substituted for some of the normal priests Miracles.

All but 10% of any treasure a Priest acquires must be donated to their religion or otherwise used in service of their god(s) in order for the Priest to receive any experience points.

(Note: Priest was the first class Arneson and his players invented, yet oddly enough it is the one for which we have the least specific detail regarding mechanics. We know there were no weapon restrictions and they were adept at fighting undead and healing. Notes in the First Fantasy Campaign™ swords section indicate that at some point "curates" had a "spell" list with the number of spells equal to the level number, up to 6 level 6 spells. We can only guess what was on this list of 21

spells. I have elected instead to present the priests spells as powers as they were when the class first appeared. The powers listed here and the frequency and potency of their use are based on information on Monks and the game rules of Arneson's friend and fellow player M.A.R. Barker on the assumption that they were influenced by familiarity with Arneson's game.)

Miracles:

Level 1

Priests who make their Saving Throw suffer no damage or ill effects, regardless of the circumstances.

Detect Alignment – a Priest is automatically able to know if someone or something is Lawful, Chaotic, or Selfish.

Cure Wounds – At level 1, the Priest is able to cure 6 Hit Point Values a day, plus one additional HPV for every level gained after level 1. They choose how many points to restore to the patient.

Turn Away Undead - The Priest is able to radiate faith (in a god, life, sunshine and flowers, whatever) so as to be repellant to undead creatures. In fact, any character who possesses a strong faith and a life affirming object to act as a visible focus for their faith may attempt to repel undead, but Priests are able do so with greater chances of success as they progress and do not need to have a holy object to do so (but some objects may provide a bonus). It matters not what the object is (sacred holy relic or a cornhusk dolly) as long as it is deeply meaningful to the individual attempting to turn away the undead. All undead that can see the character attempting to turn them will be affected. Undead will drop one Hit Die Level on the Morale Check table for non Priest characters attempting to repel them. Priest attempting to turn away undead cancel one Hit Die Level possessed by the undead creature for every level of the Priest. For Example, a 4 HD vampire faced with a 2 HD Priest will check morale as a 2 HD creature. A 4HD priest would force a 2 HD undead to check Morale at less than 1 HD. The undead then must make a successful Morale check or be Turned Away (the Morale Condition table does not apply). Creatures thus repelled will attempt to cower or flee to a safe location. If there is a group of undead of mixed Hit Dice, the action is considered simultaneous and each type must Check Morale separately or be Turned Away; however they may get a leader bonus to Morale if an appropriate leader is present. After 18 rounds of being undisturbed, Morale returns to "Normal" and the undead will return to the area they ran from.

Level 4

At 4th level, Priests gain the ability to understand the speech of all animals and be generally understood by them, as per the spell.

Blessing - A blessing is a short ceremony that will raise the recipients Morale Condition by 1 step. Blessings are only effective once per day.

Levitate - Allows the priest to defy gravity and rise into the air with both vertically and horizontal movement, at ½ their normal speed. At eighth level they may “fly” at normal movement rates. The effect is sustained only while the Priest is able to concentrate in prayer and cannot last more than one round per level of the Priest per day. While in the air the Priest may not carry more than 60 pounds in addition to their body weight.

Ward - Provided they have something with which to draw the shape on the surface on which they are standing, 4th level and higher Priests are able to draw a protective ward that creates a barrier against all creatures or beings not of the same Alignment as the Priest or who otherwise wish to do harm to those inside the ward. The ward adds a +1 to all Saving Throws, and subtracts 2 HPV's from any damage inflicted to anyone inside it. Further, no undead creature can pass through the barrier. Only one ward may be drawn per day, but may be of any size and will last until the line is broken.

Level 8

As per the spell, Priests may communicate with all plants as if they were sentient.

At 8th level, Priests who fail their Saving Throw will nevertheless only take half the damage or suffer half of the called for results.

Mental Immunity - Also at 8th level, Priests are not affected by magical suggestions, illusions or any attempts at hypnosis or mind control.

Remove Curse – permanently negates the effects of any curse on persons or objects, restores sanity, and returns beings magically transformed to their original, pre transformation state. Especially powerful curses may require a higher level Priest at the discretion of the Referee.

Revivify – provided at least a scrap of the physical form remains, an 8th level or higher Priest can restore anything dead for any length of time back to life. This is a difficult and arduous process that requires 1-2 weeks to complete, depending on the state of the body. The revived being will be restored to 1 HPV and must rest to recover any remaining points. They must also make a Saving Throw against every single one of their Ability Characteristics. Any failed Saving Throws result in 1 point being permanently deducted from that score. Priests usually charge highly to perform these services. Note that age and disease are not reversed by this process, although many diseases may have run their course if enough time has passed. Further, if a body part is used which had been removed from a being long before the rest of them died (an amputated leg, for example) the body will be restored to the age point at which that part represents, but all later memories of the being will remain intact.

SAGE

A Sage is a professional scholar dedicated to particular categories of knowledge. Generally a Sage will have 2 areas of high expertise and 2 areas of above average knowledge. This knowledge can literally be anything, from the very obscure – the archaic scripts of Rhun – to the mundane – weaving technologies, but is never too specific (weaving patterns of Sweetwater families).

A first level Sage has a base 59% chance of knowing a relatively accurate answer to any given question in their primary fields, increasing by 9% per level to a maximum of 95% at fifth level. Likewise, the first level Sage has a 35% chance of knowing a relatively accurate answer to any given question in their secondary fields, increasing by 5% per level thereafter. A dice roll equal or under, with any bonuses or penalties considered, indicates success.

Sages gain advantages in all mentally based Saving Throws. At fourth level, Sages gain a +1 bonus to all Saving Throws involving Wisdom or Brains. This bonus increases to +2 at level 8.

Sages are, of course, bookworms and often prize books above all other treasure. A sage with access to a library increases their chance to successfully know an answer by 10%.

Sage Curses

Anyone can learn to curse effectively, but all Sages master the art as part of their training. Although all manner of persons, including a fair number of adventurers have become Sages, many are also physically weak and have relied on wits and a sharp tongue to save them. As such, Sages have long since learned and passed on to each other the art of magical curses to an extent that even few Wizards can match. The first level Sage has a 35% chance of successfully invoking a curse, increasing by 5% per level thereafter.

Types of Curses

There are standard or common curses – such as afflicting pains on an enemy, but just as often the curse will be rare or unique. Curses manifest themselves as either a continual effect that constantly hampers the victim or as specific effect that only manifests in specific circumstances. Generally, continual effect curses are less intense, but more obvious to the outside world. The triggered kind are unnoticeable until someone takes some action or enters into a certain situation, at which time the curse takes effect. Timing is essentially the only difference between these two types, but it is important for players and Referee to be mindful of the distinction.

It is possible to be free of a curse by performing a certain act or by suffering appropriately for a certain time. The way by which a cursed person is freed from the affliction must be related to the act that brought about the curse in the first place.

THIEF ASSASSIN

The professional Thief Assassin is adept at stealing, double crossing, assassinating and generally promoting their interests with little regard for others, except for fellow gangsters if they happen to be part of a guild, clan, or gang.

Deceit

As professors of deceit, Thief Assassins master the art of lying and disguise. They are able to assume the dress, manners, accent etc. of other social classes and professions and spin convincing stories so well that there is only a 35% chance the deception of a first level Thief Assassin will be exposed (10% less if posing as a member of the opposite sex). This chance decreases by 10% per level to only 5% for a fourth level (Hero) Thief Assassin. A new deceit check must be made every 24 hours that the Thief Assassin continues the charade. A dice roll equal or under, with any bonuses or penalties considered, indicates failure.



Thievery

Likewise The chance that a Thief Assassin may successfully execute a criminal activity such as picking a lock, scaling a fence or wall, sneaking about the shadows, trailing a victim undetected, striking with a weapon by surprise, running a successful shell game, lifting objects off of people surreptitiously and the like is always greater than non thieves. A first level Thief Assassin has a base chance of success of 25% increasing by 10% per level to 95% at eighth level (Superhero). A dice roll equal or under, with any bonuses or penalties considered, indicates success.

For both operations of Deceit and Thievery, the Thief Assassin's chances further improve by 1% for every point under 15 the victim has when their Brains and Wisdom scores are added together. In other words a victim with an Brains score of 5 and a Wisdom score of 5 for a total of 10 would give the Thief Assassin an additional further 5% chance to fool them. Likewise, victims with a combined Brains and Wisdom score of 18 or greater subtract 2% per point from the Thief Assassin's chance to deceive them. Thus a Thief Assassin trying to scam an individual with a combined Wisdom and Brains score of 19 would have their chance to succeed reduced by 4%. The maximum chance a Thief Assassin of any level can have to fool anyone is 99%. Note that these percentages only apply to general deceptions, confidence games, common larceny, clandestine activities and murders. Attempts to steal from another Thief Assassin or impersonate a specific individual are more difficult and require specialized skill and study of the victim and should be adjudicated on a case by case basis by the Referee.

Assassination

Provided they have been able to successfully remain undetected in ambush or sneak behind a victim, the Thief Assassin attacks at 3 times normal value and does 3 times their normal Hit Dice in damage.

Poisoned or diseased weapons are often used by Thief Assassins. Potential victims have a 50% chance of recognizing a poisoned/diseased blade. Those who do receive a +4 to any Saving Throws and Defense Values in combat that involve the use of the coated weapon.

In addition to experience gained by Thief Assassins in the acquisition of treasure, Thief Assassins also gain experience from any payments they receive for the completion of assassinations. Thief Assassins usually have no followers until they achieve Hero status (4th level), at which time they may begin to form a gang or clan of their own.

MULTICLASSING

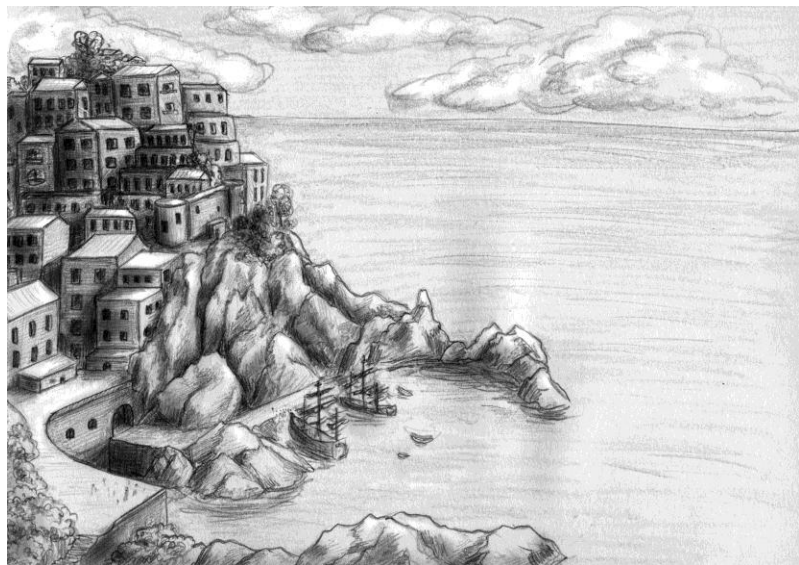
*“Because we didn’t have character classes then, every player had to play it the way they wanted to.”
Dave Arneson, Mortality radio interview, July 9th, 2004.*

There are no restrictions on characters switching their class between adventures. Indeed doing so allows players to create more customized characters. The multiclassed character must stop advancing completely in one class and switch entirely to the new class at 1st level. All experience gained will be applied to the new class. They will not lose their old abilities and can use them as before with no new penalties, but they are subject to the appropriate class restrictions of BOTH old and new classes. Regardless of what skills they use or activities they engage in during an adventure, they will be assumed to be practicing the new class skills and abilities when they are not directly involved in adventure situations. Indeed, the same is assumed of all characters, whether multiclassed or not. Multiclassed characters will not receive any additional Hit Dice or Hit Point Values until they have advanced in the new class to a point where they would receive more HPV and HD than they currently possess, or they switch back to their old class. A player may switch classes, add as many classes as they like, or switch back to a former class as many times as they like, however character age may well begin to take its toll before they get very far if they switch often.

CHARACTER MATRIX

The Character Matrix should be kept by the player on whatever kind of record sheet they find convenient. Each Character Matrix should include the following:

Appearance
Brains
Constitution
Dexterity
Strength
Wisdom
Personality
Education
Level
Hit Point Value
Hit Dice
Alignment
Armor Class



Ability Characteristics

Ability Characteristics range 1-10 and are created by having the player roll 2d6 and subtract 2 from the result (reroll on a result of 0). If the total of all rolls is less than 36 (average of 6 per score), reroll the lowest scores until the total is higher than 36.

Appearance – Appearance refers to a character's "social value" - attractiveness, charm, personality, and so forth. Appearance affects the chances of success a character will have in negotiating with various monsters and other characters, attracting and maintaining hirelings, and the overall morale of any followers the character may have.

Brains - This value indicates a character's ability to solve problems and acquire knowledge through education and life experience.

Constitution – This value includes stamina, love of life, toughness, fortitude, endurance and health. High constitution improves the chances a character has to withstand being paralyzed, turned to stone, affected by poison, cast perilous spells and other adversities.

Dexterity – This value includes both physical quickness and coordination. Dexterity applies to the character's combat skill and ability to get out of harms way. It also reflects the chances of performing delicate procedures such as successfully mixing a spell.

Strength - Strength determines the ability to perform difficult physical tasks such as opening stuck doors and carrying lots of treasure. A character can carry 20 lbs. without difficulty for every one point of Strength they possess.

Wisdom – Wisdom is a measure of perception and intuition, an ability to grasp the best reaction to the situation at hand.

Function of the Ability Characteristics

High scores in some categories can provide some bonuses in various areas but the primary function of the Ability Characteristics is as a measure against which to gauge the chance a character may have to succeed at tasks during gameplay. When there is reasonable doubt whether a character will successfully achieve some desired outcome, they may be asked to make an Ability Throw. The situations in which these scores may be used are innumerable but will include things like an Appearance Throw when convincing an enemy to surrender, a Brains Throw when faced with a mental attack, a Constitution Throw to fight off a dread disease, a Dexterity Throw when attempting to dodge thrown objects, a Strength Throw when holding a door shut, or a Wisdom Throw when searching for secret doors and hidden objects.

To make an Ability Throw the player must once again roll 2d6-2, apply any modifiers the Referee decrees and compare the resulting number to the relevant Ability Characteristic score (or scores as is often the case). If the resulting number is less than the character's score in the relevant categories, the attempt is successful. If the result is equal or higher, the attempt fails. The amount by which the roll differs from the Ability Characteristic score can be used as a gauge by the referee to determine the outcome.

Ability Throws should not be used for activities that require intense training (Education) which the character has not had – such as riding a Tarn. In such cases characters should get a flat 1 in 6 or 1 in 10 chance with some possibility of a +1 bonus (never more) for a high Ability Characteristic score in the appropriate category.

Personality

Personality is a short 1-3 word description of the dominant traits of the character; such as sadistic, outgoing, kleptomaniac, talkative, grumpy, driven, etc. This can literally be anything chosen by the player and is merely an aid for player and Referee when handling the character.

"A lot of the changes between second edition and third edition are actually changes in so far as what I originally wanted to do with the (game) system. For instance with the different classes and the different fields you could learn. I wanted to do that originally, but it was considered too complicated and people couldn't handle it. Well now that's come back, you can do that. You could really make a unique character class with the variability; and I always wanted to do that and I do that in my original campaign even today.... Because the players in the original campaign could learn different skills and different abilities, virtually everybody who was a fighter also wanted to be able to throw magic. And it seemed like everybody who was a magic-user also wanted to be able to fight." Dave Arneson, Mortality Radio interview, July 9th, 2004.

EDUCATION

Specialty skills are areas of expertise a character has learned in the course of their life. These skills may provide an Education bonus to Saving Throws in appropriate situations, and in some cases bonuses to combat. Specialty skills can include things like sneakiness or wrestling or simply being able to read and do math. Basic use of melee weapons is not a specialty skill, but mastering a particular category of weapons is. Use of projectile weapons however does require training in the particular weapon. Any specialty skills a player has must have a bonus number ranging from 1-5.

Players may attempt to give their characters the Education bonus when attempting certain tasks that require training, not tasks that rely on natural ability. When a player wishes to attempt a task that makes use of their Education, then the bonus number of the specialty skill is added to the characters Ability Characteristic and a Saving Throw made. Specialty skills related to combat have their bonus applied to their Hit Dice, Attack Values, and Defense Values as appropriate.

Characters may begin the game with 1d6 specialty skills, at the discretion of the Referee. They can only acquire new specialty skills through Education. Also through further Education, a character can increase a bonus for an existing skill.

Education almost always occurs between adventures although some exceptions might be made. To develop a new specialty skill or improve an existing one, the character must find a teacher and provide just compensation to them for the lessons they receive. Characters do not automatically gain new skills or knowledge when they gain a level. Players must have their character spend time, in many cases a fairly long time, learning with a teacher, usually away from adventuring.

For some specialties there may be schools or academies, for others it may be necessary for the player to become an apprentice. Formal apprenticeship requires the character to remain at the call of the master until the training is completed. If the character leaves before the apprenticeship is complete,

there is still a chance of having successfully mastered the training, as determined by a Brains Saving Throw modified as appropriate by the Referee.

The things a character can learn are entirely open to the discretion of the Referee, provided they are fairly specific and not the broad categorical learning Sages and other classes possess. For example a Sage may be an expert in agriculture while a non Sage may have an Education bonus in tarr breeding. Likewise, a character might learn how to pick pockets or mix a particular low level spell without any of the other abilities of the relevant class. Further, the Education bonus never increases by more than 1 point per study period and can never provide more than a +5 bonus to Attack values, Defense values, Hit Dice, or Saving Throws.

Having a specialty skill is no excuse for avoiding creative roleplaying. The player must always describe the actions they want the character to take. For example, when a character with an Education in Traps/snares is searching for a trap, the player must specify how the character is searching and where, only then, and if appropriate will a Referee ask the player to make a Saving Throw using the characters traps knowledge bonus. Education bonuses are merely a means to know the general capabilities and expertise of the characters and as a way for different Referees to arrive at reasonably similar game play regarding what the characters can and cannot do.

The length of time it takes to use a skill will vary according to what is being attempted and the circumstances. Generally this is a matter of common sense and will be up to the Referee.

For example, a character may wish to learn acrobatics and thus spend a year traveling with a circus. The result could be that that character will now receive a +1 bonus to Saving Throws involving feats of dexterity or the dispensing of the need for Saving Throws in some situation – such as climbing a rope – for which their acrobatics training would have prepared them.

The number of specialty skills a character can amass is entirely dependent on their time to learn them and their ability to pay for the training. Such payments may be one way for a character to gain experience points.

“I... support basic role playing without a lot of rules that just slow the game down. Just role playing not roll playing.” Dave Arneson, ODD74 forum website, Sept 30, 2008

LEVELS

In the Basic Game, Warriors progress through three levels and have a Hit Point Value of 7. Each level has a different number of Hit Dice, and experience points as indicated in the chart below. Hit Point Values do not change in the Basic game.

Level	Hit Dice	Experience Points
Mortal/Flunky	2	0
Hero (4)	4	4,500
Superhero (8)	8	22,782

In the Basic Game, Wizards progress through 5 levels and have a Hit Point Value of 4:

Level	Hit Dice	Experience Points
Seer	1	0
Magi	2	2500
Spellbinder	3	5625
Sorcerer	4	12657
High Wizard	5	28478

In the Expanded Game, players begin with one Hit Die and advance one level for every Hit Die gained. Additional HPV are also given as noted in the table. No character may advance more than ten times their initial HD. Humans may not advance past level 10.

Expanded Game Warrior Progression Table:

Level	Hit Dice	Hit Point Value	Experience Points
1	1	7 HPV	0
2	2	7 HPV	2000
3	3	7 HPV	3000
4	4	14 HPV	4,500
5	5	14 HPV	6,750
6	6	14 HPV	10,125
7	7	14 HPV	15,188
8	8	28 HPV	22,782
9	9	28 HPV	34,173
10	10	28 HPV	51,260

Expanded Game Wizard, Elf Mage and Priest/monk Progression Table:

Level	Hit Dice	Hit Point Value	Experience Points
1	1	4 HPV	0
2	1+1	4 HPV	2500
3	2	8 HPV	3750
4	2+1	8 HPV	5625
5	3	13 HPV	8438
6	3+1	13 HPV	12657
7	4-1	17 HPV	18985
8	4	17 HPV	28478
9	4+1	21 HPV	42717
10	5	21 HPV	64075

Expanded Game Thief Assassin, Merchant, and Sage Advancement Table:

Level	Hit Dice	Hit Point Value	Experience Points
1	1	6 HPV	0
2	1+1	6 HPV	2000
3	2	6 HPV	3000
4	3	12 HPV	4,500
5	4	12 HPV	6,750
6	4+1	12 HPV	10,125
7	5	12 HPV	15,188
8	6	24 HPV	22,782
9	7-1	24 HPV	34,173
10	7+1	24 HPV	51,260

Monster Characters:

Players in competitive style games may wish to have their monster characters advance in level also. To calculate the Experience Points necessary to advance to 2nd level, multiply the monster character's starting Hit Dice times its' natural Armor Class times 1000 (HD x AC x 1000). For subsequent levels, increase the amount by 50% more points each time – for example: 1HD x AC2 x1000 + 50% per level after 2nd = 2000, 3000, 4500, 6750, etc. Regardless of how many Hit Dice a creature starts with at 1st level, they can never gain more than ten times their starting HD or level.



ALIGNMENT

Chaotic – Chaotic characters believe the end justifies the means and might is right. They seek power and influence in the world and do not allow sentiment or ethics to stand in the way of their goals. They are not deliberately destructive however, believing in law and order so long as the order puts them in a position to their liking. They will readily work with Lawful aligned characters when it is to their advantage. However, Selfish aligned characters are considered dangerous and are often exterminated by Chaotics when they are discovered.

Selfish – These wretches have no principles nor loyalty for anything but their own hide. They will readily cooperate with anyone if they believe it will benefit them to do so. Selfish characters may do almost anything on a whim (torturing housepets, eating all the cake, betraying a secret), regardless of the long term consequences even to themselves.

Lawful – These people believe in self sacrifice for the good of all, and will readily support others of the same Alignment. They will work with Chaotic aligned characters when they believe the goals are just. They hate Selfish characters however and will not hesitate to kill them when given the opportunity.

The nature of magic is such that Alignment and magic are bound and magic itself is aligned. Wizards and Elf Mages who cast spells always create magic aligned the same as their own Alignment.



SCALE

When using miniatures, the assumed scale is 1 inch equals 10 yards.

MOVEMENT

Monsters and other beings will have their movement rates included in their description. Humans and humanoids normally move at a rate of 120 yards or 360 feet per minute/Combat Round . Individuals wearing Armor Class 3-6 or otherwise carrying a medium burden of weight are slowed to 90 yards/180 feet per minute and individuals carrying a heavy burden or wearing Armor Class 7-8 are further slowed to 60 yards/120 feet a minute/combat round.

Encumbrance	Rate per Minute/Combat Round
Normal	120 yards/360 feet
Medium burden or wearing Armor Class 3-6	90 yards/180 feet
Heavy burden or wearing Armor Class 7-8	60 yards/120 feet

EQUIPPING THE CHARACTERS

Appendix 1 provides a list of equipment and suggested costs. If the characters are in a city then mostly anything should be available. Otherwise they may have trouble finding a merchant for some items. How characters get equipment is entirely tied to the game setting so there are no hard and fast rules. Often new characters will inherit items from a previous character who died, or acquire them in the course of adventures and so on. For new campaigns, the referee may wish to just assign some starting equipment to save time in character generation, however players often have fun shopping for new characters so it's best to discuss this ahead of time. One possibility is to simply allow each player to pick 2d6 pieces of equipment with restrictions on expensive items like armor. Another is to allow each player a certain amount of starting funds.

Armor

Armor is classified into 8 different categories or Armor Classes according to the following table:

Armor Class 1	No Armor
Armor Class 2	Leather or Padded Jacket Armor or Helmet Only
Armor Class 3	Shield Only
Armor Class 4	Leather or Padded Jacket Armor and Shield or Hard Leather
Armor Class 5	Chainmail and Flexible Linked Armors or Hard Leather and Shield
Armor Class 6	Chainmail and Flexible Linked Armors and Shield
Armor Class 7	Plate Armor Suit
Armor Class 8	Plate Armor Suit and Shield

Many creatures have natural armor that is equivalent to the classifications above. Any Armor Class rating above 8 must be nearly impenetrable materials. If the Armor Class rating is adjusted through bonuses to any number above 10, it is automatically treated as a negative AC rating such that 11 will correspond to -1, 12 to -2, 13 to -3 and so forth, and may only be penetrated by magic weapons.

Negative Armor Class

Certain magical forces and otherworldly, non corporeal (numenous) entities such as ghosts, spirits, and the like, can not be damaged with any normal material weapons except magical weapons made of iron. These entities and forces will have a negative AC rating. Negative Armor Class ratings mirror the positive Armor Class range; that is from -1 to -8. There is no Armor Class 0. However, most creatures with Negative Armor Class have a rating of -1 to -4. Beyond that is increasingly god like characteristics that are extremely rare indeed as are any weapons capable of damaging such super beings. To be able to damage anything with a negative Armor Class, the magical weapon must be iron or steel and have an inherent, magical modifier (+) equal to or greater than the negative Armor Class rating being attacked. For example: A third level Wizard named Nosenrald, while traveling through some

abandoned fields, carelessly walks over the grave of the farmer who once owned them. The ghost of the farmer is enraged and attacks Nosenrald at midnight when the mysterious nature of numen is at its freest in the material world. The farmer's ghost has a -2 Armor Class so Nosenrald's normal short sword is useless against the ghost but his +3 magic spear is able to do the trick. Using the spear Nosenrald is able to damage the ghost in combat. If the ghost were especially powerful with a -4 AC, Nosenrald's mighty +3 spear would not be up to the task. The magical weapon must match or better the otherworldly creatures AC. Were Nosenrald to be wearing armor, magical or otherwise, it would grant its usual defensive Saving Throw benefit.

SETTING UP A CAMPAIGN

"As I have said many times before. Work with what works for you. But be very aware (of things that add) complications and draw you and your players away from the real treasure, THE STORY." Dave Arneson, ODD74 forum, Mar 22, 2009, 2:16pm »

Many referees enjoy the creativity of crafting their own campaign world and preparing adventures for the players. There is a great deal of advice on the internet and in published materials which would be redundant here. There are also an abundance of published campaign settings and adventures available.



Of course, none of that existed in 1972, and many of the approaches Dave Arneson pioneered in the first campaign have since been largely forgotten. In a true game fashion, much of what he created for his game world was determined by the roll of the die. A few of these methods as detailed below are useful additions to any ongoing campaign whether pre published or created from scratch.

Setting up an Adventure

To determine the "level" or dangerousness of an adventure location (dungeon level, village, haunted forest, etc.) assign Protection Points. Each "room" or individual encounter area within the adventure location begins with an average of 5 Protection Points for a 1st level adventure and increases by 10 points per level rating thereafter. A 2nd level adventure location with ten rooms would have 150 Protection Points; a 3rd level would have 250 points and so on. Every Hit Die a creature has is worth 2.5 points; less than 1 HD creatures are worth 1.5 points. Thus a 150 point encounter area could hold 60 1 HD creatures (150/2.5=60) or 30 2 HD creatures and so forth. Each individual outdoor or indoor area (cave, field, hut, clearing, room etc.) has a 1 in 6 of being occupied for level 1 areas. As the dangerousness of the adventure increases to level II, as in going deeper into a dungeon or a haunted forest, the chance of an encounter with a creature of some kind in each space will also increase by one pip on the die until at levels III and greater there is a 50/50 (3 in 6) chance of occupation. Once the occupied spaces or rooms are assigned, simply randomly divide the total Protection Points for the adventure location between them and fill with the desired creatures. If there are not quite enough

Protection Points to assign a preferred creature, it is still possible to do so using a weaker version with less Hit Dice or conversely to strengthen a creature to match the assigned points.

Where there are monsters, there should be treasure nearby. Treasure amounts can be assigned randomly in keeping with the general milieu of the campaign. As a rule of thumb, the total treasure in one level of an adventure location should be worth 20-30 gold pieces per Protection Point and contain 1 magic item per 200 points on average.

"...the referee (should) have a good basic knowledge of the rules (Which ever ones are being used). Too many don't. Close to that in my book is being able to tell a story 'on the fly'... Good knowledge and good story covers a lot, but, neither can quite stand on its own. " Dave Arneson, Dark Lord of Game Design, ODD74 forum, Nov 22, 2008, 11:41pm

RUMOR TABLES, FORTUNE CARDS AND CHANCE CARDS

To add a random element into the campaign, Chance Cards, Fortune Cards, and rumor tables may be included in the game. These can be written on index cards, or whatever materials are preferred.

Rumor Tables

Rumor tables list random rumors which the Referee can roll for and read to the players. These must be made up ahead of time and contain information relevant to the campaign, and can lead to all sorts of adventures, planned or unplanned. Rumors may be delivered deliberately through role play to encourage the players to undertake a particular adventure, but may also be randomly determined by numbering the rumor table and rolling dice. Another method is to include them on Fortune Cards.



Fortune Cards

"Fortunes" can be written out on fortune cards and given to the players randomly or through visits to fortunetellers, Gypsies or various "social" establishments. In addition to rumors from the rumor table, the information on Fortune Cards can include bits of useful advice or "luck" such as the chance to reroll a die or gain some one shot advantage as dreamed up by the Referee. These kinds of Fortune Cards introduce an element of randomness into the game that can provide fun surprises for both players and Referee. They should, therefore be picked randomly by the players from a shuffled deck.

Chance Cards

Chance Cards contain a selection of random events that can occur throughout the campaign year. Details will, as always, depend on the circumstances of the individual campaign but could include things like an orc invasion, the stirring of a long sleeping dragon, the arrival of a magical circus or carnival, a plague, the assassination of some important figure and so forth. At least one Chance Card should be picked for each month (or the equivalent period of time for your campaign world) of the year. Chance Cards can also be used to determine when battle reinforcements or other persons arrive. They are best, and most fun, if the players are allowed to pick them from a shuffled deck.

COMBAT

"My emphasis was always on the story telling and problem solving." Dave Arneson, ODD74 forum, Jan 9, 2009, 3:25pm

"Dave... was quite aware that individual combat was messy and unpredictable, and trying to simulate every detail was something I think he wanted to avoid." Victor Raymond, ODD74 Forum, Jan 2, 2010, 10:33am

The first thing to understand about combat is that the number of variables that are applied to the combat roll can be as complex or as simple as desired. It is very rare for all the combat adjustments (morale, level adjustment, dexterity adjustment, height differentiation, hit location, etc.) to be applied in a combat. The referee must be consistent but need only apply the modifiers desired. For a fast and simple game, the use of modifiers could be skipped entirely with the straight Hit Dice number being used for Attack and Defense Values.

Also it should be noted that the combat table given is based firmly in the fantasy combat tables Arneson used, and puts the odds of hitting an equal opponent at about one out of three tries. If that opponent is wearing armor and allowed the armor Saving Throw the chance of damage is further reduced. While this system does reflect to some extent both real battles between equal opponents and much of the fantasy fiction roots of the game, players who wish for a bloodier, faster and deadlier game may feel free to either give a flat bonus to all chance to hit die rolls or rewrite the table values to increase the chance for hits. Doing so will make powerful creatures all that much more likely to devastate low level characters, of course.

Rounds and Turns

In addition to the usual calendar time of years, months, weeks, days, time in Dragon at Dawn is also measured in Turns and Combat Rounds. A Turn is just a term to refer to ten Combat Rounds or about ten minutes of in game time. A Combat Round is a variable thing but on average is one minute long. Within that timespan, an attack roll is made, and if successful, damage is done. If a defender is in melee with the attacker and still standing, they get a counterattack after which the Round comes to an end and a new Combat Round begins. Exactly what happens - parries, ripostes, leaps and dodges, twists and turns, weapon flourishes and shield bashes - is not simulated in this combat system. All of those sort of things and more are assumed to take place during the Round and are represented abstractly by one roll of the dice. Much can take place in that one minute time frame, so characters may be safely assumed to be setting down torches, readying shields and weapons, disengaging for few seconds to size up the opponent or catch a breath and making whatever minor adjustments they need

for the fight. The dice roll does not represent a single hit or swing, but the sum total of all actions of both attacker and defender. Nevertheless, the referee may feel free to describe any action taken or damage done as graphically, comically, tragically or casually as desired. The flexibility and customizability of Arneson's combat system is one of its great strengths and players and Referees must feel free to make whatever adjustments suit their game.

"Principles, etc., are great but the referee always needs to be prepared to change what needs changing when it needs it. A good one knows that." Dave Arneson, ODD74 forum, Jan 18, 2009, 11:30pm

Morale Checks

Before most fights begin, a Morale Check must be made to test the willingness of the opponents to engage in deadly combat. To check morale roll 2d6 and apply appropriate plusses or minuses, according to the situation. Typically, most intelligent creatures begin with a "normal" Morale Condition. Make a Morale Saving Throw for all Flunkies and monsters below hero levels at the beginning of every combat. Thereafter, Morale Checks must only be made if more than 30% losses are suffered or some other event, such as the death of a leader, warrants a check.

PC's should receive a +1 or +2 bonus in situations where they are actively exploring an adventure area or otherwise going forth boldly. A leader bonus (or minus!) may also apply. Note that at times when the PC's are not actively adventuring, such as attending a jousting match or shopping for new armor, no adventuring morale bonus would apply. Hero (4th) level and higher characters need only make a Morale Check when the character faces someone or something unusually threatening, extremely dangerous or shocking, or a being with obviously overwhelming power, strength or hideousness. The character must know, suspect, or believe that they are overmatched and in serious danger. If however the character is facing the danger on purpose as a means of protecting the life of others – an act of bravery - the Referee may rule that there is no need for a Morale Throw, and in some cases, such as the protection of offspring, Morale Condition will jump to "Flushed" automatically and remain there.

Morale Saving Throw Table:

6+ HD	Saving Throws 2-9
5 HD	Saving Throws 2-8
4 HD	Saving Throws 2-7
3 HD	Saving Throws 2-6
2 HD	Saving Throws 2-5
1 HD	Saving Throws 2-4
Less than 1 HD	Saving Throws 2-3

The number of Hit Dice indicate which Saving Throw range to use. In group situations, it is faster to make one group roll for like Hit Dice NPC's. PC's who are required to roll always do so individually. When any number outside the Saving Throw range is rolled, Morale Condition drops one step and the effects of that step are applied according to the table below:

Morale Condition Table:

Condition	Combat Adjustments	Duration
Flushed	Double Fighting Strengths	2 Rounds
Normal	None	
Shaken	½ Fighting Strengths	2 Rounds
Disrupted	1/3 Fighting Strength	6 Rounds
Routed	¼ Fighting Strength	18 Rounds
Surrender	0 Fighting Strength	

Combatants who drop one or more steps below “Normal” will remain in their new Morale Condition for the number of Combat Rounds indicated in the table. To return to the Normal condition each step on the table must be passed through first; taking the time in Combat Rounds as listed. For example, an orc who’s morale has dropped to “Disrupted” will be in “Disrupted” for 6 Rounds, then will rise to “Shaken” for 2 more Rounds before finally returning to “Normal”. Of course, this example assumes the orc does not fail any more Morale Throws that may be required during the Rounds in which its’ Morale is recovering.

First Strike

Who gets first strike in a combat will depend upon the situation. Combatants with a higher Morale Condition will always strike first against anyone with a lower Morale Condition. Fights between combatants with equal Morale Conditions can be situationally dependant but if it’s not clear, the player characters can usually be allowed to strike first or they can dice it out as preferred.



Combat Steps

When combat begins follow the steps listed below.

Step 1 – calculate Fighting Strengths:

- 1) Apply Dexterity modifier – Take the difference, if any, between the Dexterity scores of the combatants and add it to the Hit Dice number of the combatant with the highest Dexterity.
- 2) Apply Size modifier (For combatants of significantly different physical sizes only) – divide both the attacker and defenders Hit Point Values by 10. If the attacker is physically larger than the defender, add the difference to the defenders Hit Dice number. If the defender is physically larger than the attacker, add the difference to the attackers Hit Dice number.
- 3) Apply level modifier – Take the difference, if any, between the levels (or number of Hit Dice if no level is given) of the combatants and add it to the Hit Dice number of the combatant with the highest level.
- 4) Apply any special modifiers. The results of steps 1-4 are the Attack Values and Defense Values (odds) of the Combatants. Reduce to by common divisors as desired.
- 5) Apply any Morale Condition modifier
- 6) Compare combatants Attack Value versus Defense Value on the Combat Matrix

Step 2

- 1) Roll 2d6
- 2) Consult Combat Matrix. Equal or under scores a hit.

Step 3 - hit successful:

Saving Throw vs. AC 1-8 – roll 2d6 -2; a result under the defenders Armor Class means no damage. (Optionally, this Saving Throw can be reserved for players only)

Step 4 - Damage:

- 1) Roll Hit Dice, removing one d6 for each +1 of any magical defenses (unless this bonus was added to the AC Saving Throw in Step 3). Sum dice for damage dealt to opponents Hit Point Values.
- 2) Unless the player specifies otherwise, damage is dealt first to the weakest opponent in melee with the attacker. If that opponent is killed, remaining damage is shared out to the next weakest opponent and so forth until all damage rolled has been inflicted to opponents within melee distance (10 feet).

To be clear, the Referee calculates the attacker's and defender's combat odds by determining their Fighting Strengths relative to each other and the situation. This is accomplished by adding or subtracting any modifiers that are appropriate to the Hit Dice numbers of each, cross referencing the results on the chart, and rolling 2d6 to see if it's a hit or a miss. A hit occurs when the dice roll is equal or less than the number indicated on the chart. If a hit has occurred, the defender may get a Saving Throw against their Armor Class as described in Step 3. A successful Saving Throw means no damage has occurred. Characters in good armor may be hit many times before one of those hits slips through for real damage. When a hit does occur the attacker rolls their Hit Dice as normal, and adds up the damage as in step 4.

Combat Matrix

		DEFENSE VALUE																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
ATTACK VALUE	1	5	5	4	4	3	3	2	2	1	1	-	-	-	-	-	-	-
	2	6	5	5	4	4	3	3	2	2	1	1	-	-	-	-	-	-
	3	6	6	5	5	4	4	3	3	2	2	1	1	-	-	-	-	-
	4	7	6	6	5	5	4	4	3	3	2	2	1	1	-	-	-	-
	5	7	7	6	6	5	5	4	4	3	3	2	2	1	1	-	-	-
	6	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	-	-
	7	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	-
	8	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
	9	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1
	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2
	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2
	12	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3
	13	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3
	14	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4
	15	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4
	16	12	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5
	17	12	12	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5
	18	12	12	12	12	12	11	11	10	10	9	9	8	8	7	7	6	6
	19	12	12	12	12	12	12	11	11	10	10	9	9	8	8	7	7	6
	20	12	12	12	12	12	12	12	11	11	10	10	9	9	8	8	7	7
	21	12	12	12	12	12	12	12	12	11	11	10	10	9	9	8	8	7

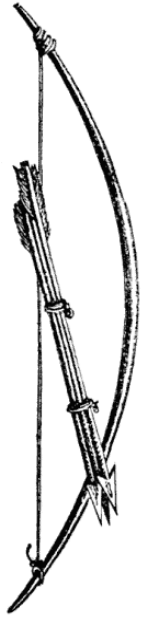
Criticals

(Note: it has been reported that Dave Arneson used critical hits in the early games, but, aside from a possibly relevant reference to an increased chance for a sword breaking, we do not have any direct evidence for his early critical hits system. The following is provided as conservative alternative to nothing at all, based on the sword break reference and methods in Dave's 1978 hit location system. Purists may safely ignore it.)

A Critical hit or miss occurs when a natural 2 or a 12 is rolled. When a 12 is rolled, there is a 1 in six chance the weapon used has broken. This is true of natural weapons also, but in some cases may be represented by a sprain or similar physical defect. Magical weapons that are broken release a burst of energy causing 2d6 HPV of damage to everyone within a 20 foot radius unless a save vs. dexterity is made.

When a 2 is rolled there is a 1 in 6 chance that a critical hit has occurred. Roll 2d6. The result is the number of dice to roll, total and add to the total from the normal damage roll the attacker made.

Projectile Weapons



Projectile weapons are long distance weapons such as bows, crossbows and slings. The Attack and Defense Values and Hit Dice of characters wielding projectile weapons are the same as with melee weapons provided the character is Educated in the use of the weapon. Characters cannot use projectile weapons they are not trained in. Projectile weapons cannot be used when the shooter is within melee distance of an attacker.

(Note: Mr. Arneson gives us no method for keeping track of ammunition or dividing up damage and may have simply made arbitrary rulings on the spot for this. The rule that follows is a logical extension of the method above and his rules regarding damage distribution in melee.)

Shooters must declare their targets before firing and may spread the damage they roll against any targets their roll is good enough to hit, provided they have enough projectiles. Shooters may pick one or more targets but not more than the number of Hit Dice they possess. For example, a level 6 warrior (6HD) skilled at archery and remaining stationary could divide his damage roll among six eligible targets, losing 6 arrows that round.

Split Move and Shoot

Shooters may shoot and move or move and shoot or shoot and engage in Melee (but not the reverse) in a Combat Round. However, movement is restricted to no more than ½ normal distance and Hit Dice are likewise reduced by half (round down) when rolling damage.

Projectile Weapons Table – Range in Feet/Yards

Weapon	Short	Medium	Long
Atlatl	120/40	381/127	579/193
Axe	60/30	81/27	102/34
Blowgun	30/10	39/13	54/18
Bolas	81/27	120/40	141/47
Boomerang	60/30	81/27	102/34
Composite Bow	210/70	480/160	600/200
Crossbow	210/70	330/110	420/140
Dagger	30/10	39/13	54/18
Dart	60/30	81/27	102/34
Discus	81/27	102/34	141/47
Heavy Crossbow	210/70	540/180	630/210
Javelin	120/40	141/47	180/60
Long Bow	210/70	540/180	630/210
Recurve Bow	120/40	360/12	501/167
Shuriken	21/7	30/10	39/13
Sling	99/33	180/16	240/80
Staff Sling	120/40	381/127	480/160
Throwing Spear	30/10	39/13	60/20
Whip Bow	99/33	180/16	240/80

If the distance is greater than the one listed then it falls in the next column. Modifiers to Fighting Strengths and Hit Dice could be given for windage, target movement, and extreme or point blank ranges.

Shooting and Throwing Spells into Melee

Shooting projectile weapons and/or casting a spell at characters who are engaged in combat or through friendly characters is always risky no matter how skilled the shooter. A miss must still land somewhere. Any missed shots require a separate attack roll applied to the nearest next potential target within 10 feet of the target missed. The referee should determine if additional modifiers are necessary. If more than one target is possible, then a roll of the dice may be used to determine the unlucky one. A second miss means the projectile or spell has safely passed through the combatants.



Magical Arm; and Armor

Magical Armor – if a character wearing magical armor takes damage, the armor removes a d6 Hit Die from the attackers dice pool for the damage roll for every +1 the armor possesses. This can of course result in a situation where only a lucky critical hit could damage some defenders. Magical weapons are able to negate this effect on a +1 for +1 basis. (Alternatively, the Referee may prefer to apply the bonus magical armor possesses to the AC Saving Throw instead.) The bonus provided by magical shields does not add to any bonus provided by magical armor, however a player whose character is wearing both will get whichever bonus is higher. For example, a character in +1 armor and carrying a +3 shield can take a +3 defensive bonus.

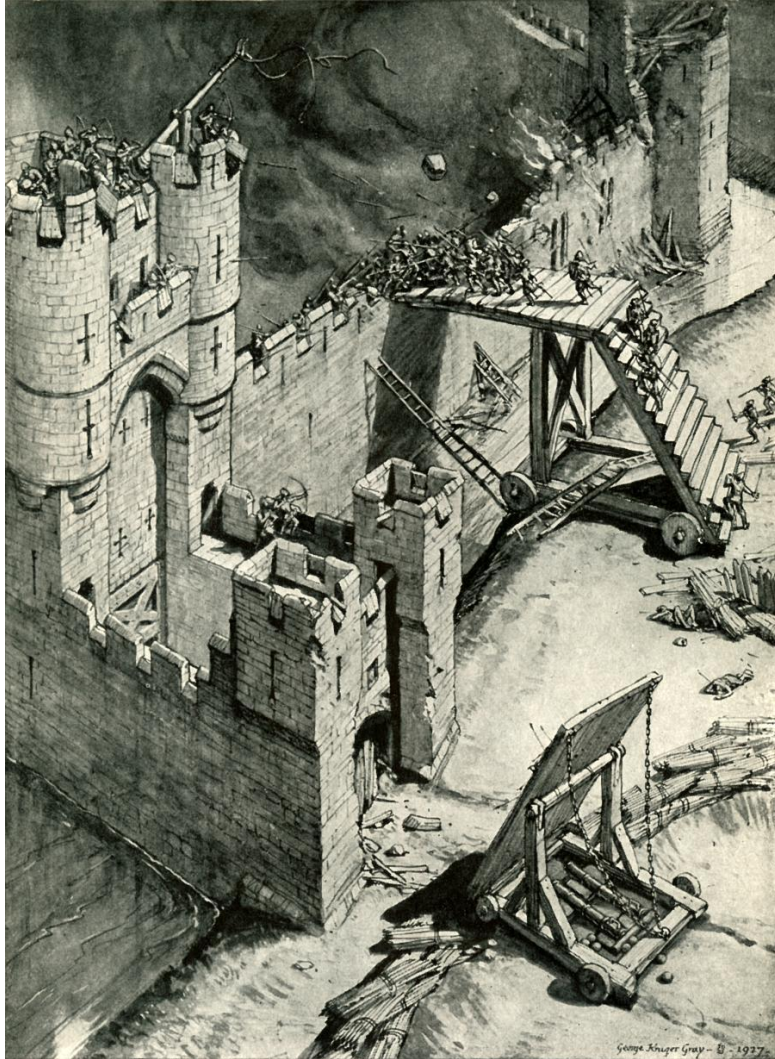
Combat Magic

Wizard spells, Elfin Magic, or magic of any sorts always trigger during the casters attack phase of the round in which the spell is complete.

Unarmed Combat

(Note: there are no hints of how, unarmed combat was handled in Arneson's original game, which suggests that it was not handled any differently than armed combat except for a very probable reduction in damage as in the following rule.)

Characters who have been deprived of their weapons may attack and defend as normally, but will inflict only 1 Hit Point Value of damage per Hit Die. Modifiers may be applied for strength or for any unarmed combat skills the character may possess such as knowledge of Ringkunst or Savate.



Group Combat

(Note: Again, this is not a feature of the original game, which used the mass combat rules written by Gygax and Perren, but it is a logical extension provided for the convenience of Dragons at Dawn players)

For combat between large groups, add all Fighting Strengths of each side, reduce odds fractions to lowest common divisors and proceed as normal. For Example, combatants having a total AV of 120 versus a DV of 100 is reduced to AV 6 versus DV 5. Application of dexterity, level, and other modifiers may safely be skipped in most cases as they will average out, but should be applied if there are significant disparities between sides, such as halflings attacking giants or veterans attacking peasants. Damage rolls represent the death of figures rather than the removal of hit point value. Any flank attack or any combatant entering into a melee already in progress forces a Morale Check and

receives a multiplier of 2 due to the shock effect, 4 for a rear attack.

Arguing

"Usually if they stay in one spot five minutes screaming at each other a (not too powerful) wandering monster shows up to remind them where they are!"
Dave Arneson, ODD74 forum

Arguing players are also arguing characters and that means noise and noise means wandering monsters. If the Referee feels a party is being noisy then a roll for wandering monsters is definitely called for. Now if the players are arguing with the Referee, everyone should keep in mind that the point of playing games is to have fun. Rules be damned; if no fun is being had then work together to change things so everyone is having fun or else go watch a movie.

HEALING

Healing occurs at a rate of one Hit Point Value per day of rest. This means the wounded character must engage in very little activity and must get 8 hours of sleep. Failure to get sufficient rest will cause healing times to double or triple or worse depending on circumstance.

CATCHING DISEASES

Although disease is historically a far greater killer than warfare and combat, there are not many players who find it fun for their character to randomly come down with some deadly disease they caught from the fleas on the back of their pack animal or some such inane situation. There are no guidelines in *Dragons at Dawn* for random sickness. Disease, however, can play a more prominent role in *Dragons at Dawn* than is typical for many Role Playing Games because of its use as a weapon. Simply breathing the air when battling many types of undead can be deadly, let alone the various nefarious uses to which Wizards can put diseases. In a *Dragons at Dawn* campaign, weaponized diseases should be roughly as common as poisons. Dungeons and ruins are also notoriously damp and noxious places where all manner of foul contagions fester. Specific disease will somewhat depend on the campaign milieu and no list is provided here. Such lists are not hard to locate or invent and for those who wish to track down the sources, there are two lists of diseases published by Dave Arneson which may be used as a resource in your game. See for example *Pegasus Magazine Issue #1*, pp. 23-25.

Characters who contract a disease, whatever its source, are affected differently based upon their Constitution Ability Characteristic, as shown in the table below.

Constitution	Effect
1-2	Double recover time
3-5	Recovery time increased by ½
6-7	Average recovery time
8-9	Recovery time reduced by 1/3
10	Recovery time reduced by ½

For any disease requiring bedrest (that would be the majority of them) failure to rest will result in the loss of 2 points from the characters Strength score, beginning at sunrise the following day. The loss of Strength occurs only once but lasts the duration of the illness. If the character does not rest at least ¼ of the duration of the disease, the Strength loss becomes permanent and is accompanied with a permanent loss of one half the characters Constitution score. These can only be restored through magical or miraculous means.

Characters may have a disease removed by magical or miraculous means but they must be alive for such healing to work. Spells and prayers won't remove a disease from a corpse, although many kinds of diseases will die with their host.

SPELLS

Wizards can channel raw magic energy to make Wizard Light, Lightning Bolts and Fireballs. This magic may be thrown at will but requires the Wizard to make a Saving Throw versus Constitution for

the spell to successfully trigger. Failure of the Saving Throw means failure of the magic and causes the Wizard to collapse with exhaustion which will last for 2d6 turns. Note that, for Wizards, these Throws apply only to these magic energy spells and not material based spells.

In the Basic Game, all others spells are tied to physical things made of special ingredients, not magic energy or enchanted words. Spells are often found in the form of potions in bottles or vials, gasses trapped in delicate glass balls, powders in paper tubes, and the like, including spell scrolls written with magical ink made from distilled superberries. Spells must be employed in a particular fashion to cause the spell effect and, except for some potions and powders that may have multiple doses, are generally used entirely upon application.

Regardless of the form the final spell is in, several ingredients are required. These ingredients are often, (but not always) hard to come by and expensive. They may range from the hair of a white dog born at midnight to stale bread. The exact ingredients of each spell are not specified in these rules for several reasons. First, it is not essential to the game to know the specific ingredients used in the preparation of a spell as it can be assumed the Wizard uses his treasure to purchase what he cannot procure himself at a total cost of 100 gold pieces per level of the spell. Second, we do not know what exact ingredients, Dave Arneson used for his spells. Third, and perhaps most importantly, in campaigns where lists of specific spell components are desired, they must match the world and biome the campaign is set in.

Whatever their final form and ingredients, spells must be prepared in a laboratory. There is a 35% base chance the finished spell will be a dud and not work when employed. This failure rate increases by 10% per level of complexity of the spell, (i.e. level II - 45%, level III - 55%, etc.), -5%

per level of any Wizard who has previously completed that particular spell successfully. Thus a 1st level Wizard who has already completed a 1st level spell now has a 30% chance to fail to make the same 1st level spell. Likewise a 5th level Wizard who has already completed a 1st level spell and a 3rd level spell



now has only a 5% chance of failure when making the same 1st level spell and a 25% of failure when making the same 3rd level spell, but would have the standard 35% chance and a 45% chance respectively to complete a new 1st and a new 3rd level spell. These percentages can be greatly modified by learning how to make a particular spell under the tutelage of an accomplished teacher. A high Dexterity score will also improve a Wizard's chance of creating a successful spell by 5% for Dexterity scores of 8 or 9 and by 10% for a Dexterity score of 10.

Spell level reflects both the complexity of the spell and the minimum level of the Wizard who may attempt to safely create the spell. Wizards cannot make spells above their level, although they may attempt to cast them – see Improper use of Spells below.

Prepared spells may sometimes be purchased at a minimum of 300 GP times the spell level. Wizards frequently hire out their spell making services to wealthy patrons as a way to finance their own ambitions.

Upon completion, spells will have the Alignment of the Wizard who made them. It is not possible for a Wizard to make a spell or any sort of magic item of a different Alignment from their own.

Generally, a Wizard will not know if a spell has been completed successfully until it is actually employed. Thus if a referee does not know the success or failure of the production of a given spell ahead of time, the above chances must be rolled against when the spell is employed. If the level of the Wizard who made the spell is unknown assume the standard chances of failure modified in this case by 5% per level of the caster for spells they have cast or made before.

When a Wizard acquires a spell they did not make, they may safely employ it if it is of their level or less and they have knowledge of how the spell is to be triggered. Again, however if the referee does not know the success or failure of the production of a given spell ahead of time, the standard chances must be rolled against.

Length of time to make a spell is one week for level 1 spells, one month for level 2 spells, and 1 year for level 3 and higher. A Wizard may work on any number of spells at one time provided they have the components and the workspace.

Augmentation

Spells may be augmented by making them as if they were of a higher level. Augmentation increases the effect of the spell by 20% per higher level but requires the added time it takes to make a spell of the target level and the expense of 20% per level added also. Usually, Wizards cannot augment a spell to a level above their own, unless they commit a great deal of time, and expense to the endeavor. Through such intensive research it is possible to learn how to effectively reduce the complexity (level) of a spell so that Augmentation of the apparent effect of the spell is possible beyond the normal level of the Wizard.

Improper Spell Use

Any non Wizards (including Elf Mages) who attempt to use spells do so at some peril. The same applies to Wizards who attempt to use spells above their level. There is a 10% chance for non Wizards, and a 20% chance for Wizards, that the spell will actually work, regardless of the spell level, but there is also a

10% chance per level of the spell (i.e. 60% chance for level VI spells) that the effects will backfire in some hideous fashion on the caster. Otherwise, nothing at all will happen and the spell will be ruined.

Spells are aligned the same as their creator. Spells can only be used by Wizards of the same Alignment as the spells creator. Any attempt to use a spell of a different Alignment requires an immediate Saving Throw vs. wisdom at minus 3. Failure of the Saving Throw means the Wizard will suffer the effects described for touching magic items of a different Alignment as described below. The spell will trigger normally if the Saving Throw is successful.

Spells by level

I

Boost Reaction Time
Darkness
Read Emotions
Resistance to Fire
Wizard Light
X ray Vision

II

Animal Obedience
Cause Morale Check
Detection
Evil Detection
Illusion
Locate Object
Speak with Animals

III

Concealment
Detect and Open Secret Doors
Fireball
Fly
Lightning Bolt
Move Silently
Protection against Magic
Protection against Lycanthropes
Protection against Undead
Speed

IV

Appearance
Extra-sensory Perception
Invisibility
Scrying
See in Darkness
Shape Changing
Size
Speak with Plants

V

Cause Panic
Combat Increase
Conjuration of an Elemental
Decay
Raise Morale
Strength
Teleport

VI

Brains Increase
Clone
Food
Heroism
Human Obedience
Invulnerability
Paralyze
Project image

EXPANDED GAME MAGIC

I also wanted to get back to using a spell point magic which had been in the original system proposed for (the original game) and I thought spell point superior to the system that was used, as well as simpler. Dave Arneson, Pegasus Magazine, Premiere Issue, 1981, Judges Guild Inc. Pg 6

In the Expanded Game, the option is provided to use Spell Points to cast spells. All spells are given a point rating. Elfin Mages receive an amount of points according to the chart provided. Once an Elfin Mage has used all their magic points, any additional Spell Points are temporarily taken from their Constitution until they either fail to cast a spell or exceed their Constitution score. Constitution Ability points used to cast spells return at a rate of 1 point per day of rest. A Constitution of 0 or less is death from massive internal hemorrhaging.

Spell Points are fully recovered following 8 hours of sleep. Partial Spell Point recovery may be allowed following less than 8 hours of sleep but Spell Points only return once per day. A character could not sleep for 2 hours, recover a few points, and then try to recover more points later that same day.

Elfin Magic

In the Expanded Game, Elfin magic is available to characters who are elves, half elves, or humans raised by elves.

Elfin Magic spells are identical to standard



magic spells, however they are activated by singing, thus requiring no physical materials. To be successful, the Elfin Mage must make a Saving Throw vs. Constitution each time they cast a spell or fall exhausted for 2d6 turns. Alternatively, if the Referee and players prefer, the player may actually attempt to make a rhyme and sing it. Whereupon the Referee and/or other players may determine success or failure based on the players performance.

The number of spells that may be sung is limited by the spell points the Elfin Mage possess. Each level of spell costs one point to cast – thus, for example, a 4th level spell costs 4 points.

The number of Spell Points an Elfin mage has to cast begins with the following table:

Level	1	2	3	4	5	6	7	8	9	10
Points	4	6	8	12	16	20	24	32	40	48

High Brains scores will also provide a bonus that may be added each level according to the following table:

Score	7	8	9	10
Bonus	1	2	3	4

Unlike normal spells, whose effects can be activated more or less instantaneously, Elfin song magic takes time to create. The more powerful the spell, the longer it takes to sing. However, Elfin Mages of advanced level are able to shorten the length of time it takes them to complete an effective song, according to the following table:

Title	Levels	Spell Points Sung per Round
Initiate	1-2	½
Demi Prince	3-4	1
Mage Prince	4-5	1 ½
Demi Lord	6-7	2
Mage Lord	8-10	2 ½

Thus, a 1st or 2nd level Elf Mage needs two rounds to complete a level 1 spell costing 1 spell point.

Notice that there are no restrictions for Elfin Mages regarding what levels of spells they can cast. A 1st level Elfin Mage could cast a 6th level spell provided they had sufficient spell points to do so – although, even with a high Brains bonus they wouldn't have much spell casting ability left for the day. Of course, Elfin Mages can only sing magic that they know. A 1st level Elfin Mage may know 1d6 spells chosen by the player or randomly rolled for. As they progress in level Elf Mages do not automatically gain new spells. They must learn them from a teacher, from some record such as a magical tome or scroll, or create them from scratch through intense research. Spells learned from a written source have a 90% failure rate –5% per level of the Mage, until the Elfin Mage gets it right.

Magic Items

Various and sundry magical items and artifacts can exist and the limit is really the imagination of the players. Some examples of types of magic items and artifacts are provided below.

All magic items will have an Alignment, usually identical to that of their creator. Unless otherwise specified, a character may handle magic items with Alignments identical to their own with no trouble. However, voluntarily touching with bare flesh any magic item with a different Alignment than the

characters' will result in very harmful effects unless the character makes a Saving Throw. The type of effect depends upon the spell level of the object.

Spell Level	Mismatched Alignment Contact Effect
Level VI	Instant Death
Level V	Frozen in stasis until freed by a means specific to the object
Level IV	Switch Alignment and loss of up to six Hit Dice for 1 Month
Level III	Switch Alignment and loss of up to Four Hit Dice for 1 Month
Level II	Switch Alignment for 1 Month
Level I	Electric jolt - take 6 Hit Points of Damage

If the character is being forced to touch the object, they suffer the effects described on the table for one spell level less than the spell level of the object. The character who makes a successful throw suffers no immediate ill effect but may have to make additional Saving Throws later or may otherwise be affected depending on the nature of the object and the discretion of the Referee. In specific cases a magical object may be designed to produce other effects which may be substituted for those on the table.

Magical Objects:

Below are listed magical items known to have graced the treasure hoards of Dave Arneson's first campaign. The descriptions given are deliberately brief so the details can be fleshed out to fit the world you game in.

Cloak of Eyes – the wearer of this cloak is granted 360° vision and can see in darkness, see invisible and concealed objects and can see through illusions.

Communicator – a set of matching ceramic pieces that carry any sounds occurring near any individual piece to all the other pieces wherever they are, thus enabling long distance communication.

Bowl of Conjunction – a glass bowl, or vat, large enough to hold a man, normal filled with a clear liquid. Upon activation the liquid will hiss and boil, turning into a swirling mist. The mist itself will rise above the vat and begin to congeal into the creature summoned. While congealing the creature is vulnerable and can not attack, but any part of it that is destroyed will begin to reform out of the mist until the entire creature is killed or the process is complete. It takes 1 Round per Hit Dice of the creature for it to completely materialize.

Crystal Ball - a ball of clear crystal that acts as a permanent Scry spell in the hands of a Wizard or Elf Mage.

Healing Chamber – a cylindrical, human sized tube with a door. Anyone shut inside for 24 Hours will emerge completely healed of all wounds and sickness. No partial healing for less time.

Identifier – will provide detailed information on any object pointed at within a 100 yard range. It will not, however, penetrate objects containing Iron. An Identifier will directly answer specific question but will not provide any information not asked for unless the question is general. General questions will receive a barrage of trivial data that can last up to 30 days and can not be interrupted.

Illusion Projector – This device allows any image, up to 100 yards wide, to be projected anywhere within sight of the Image Projector. The image is perfect in three dimensions but has neither smell nor sound. It can however, be animated as desired.

Jewel of the Sun - a brilliant yellow jewel that continually produces perfect daylight conditions in a 50' square area when uncovered.

Jewelry

Rings, torques, bracelets and the like may be crafted by mages to contain certain magical effects or bonuses, such as protection, curses and the like. They may be made to have several additional effects such as acting as keys allowing entrance to certain areas or putting the wearer under the surveillance or even control of the wearer of a master ring.

Magic Arrows – arrows which have been enchanted to hit their intended target. If a character using a magical arrow fails their normal attack roll, they get another chance to hit the target according to the spell level of the magic arrow specified. A level I (or +1) arrow has a 35% chance to hit a target missed in normal combat, with a 10% increase for each subsequent level (45% at level II, 55% at level III, etc.). The bonus level of the arrow also allows attacks against creatures with negative Armor Class scores.

Nobelite Candles – Small candles that explode when lit with a strength 10 force in a 20 cubic yard area causing 14d6 points of damage. Successful Saving Throws result in half damage. The time from being lit to exploding depends on the length of the wick but is typically 20 seconds.

Screen of Protection – allows nothing from the outside to enter, including light, heat and air. Fireballs, and Lightning Bolts may pass from the interior to the exterior however. Has a defensive value of +5

Scrying Jewel – a jewel that acts as a permanent Scry spell in the hands of a wizard or Elf Mage.

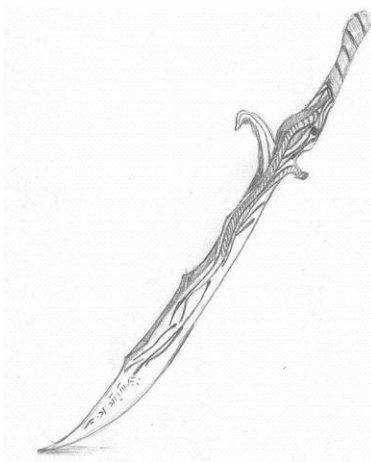
Teleporter – a device that automatically acts like the Teleport spell for any user.

Wand of Fireballs – as per the spell.

Wand of Lightning Bolts – as per the spell.

Magic Blades

All magic blades, including knives, spears, and swords are very unique and special creations taking many months and sometimes years to craft. Often these weapons have a long and storied history as they will last virtually indefinitely unless broken or destroyed. In addition to an Alignment, magical knives, spears, arrows and the like only have the normal magic and numenous creature bonus, being too small to have any other special characteristics.



Magical Swords, on the other hand, are very special indeed and have a wide range of characteristics including a self aware personality. The characteristics of a magical sword can be deliberately designed by the Referee but may also be determined at random. In any case, magical swords should be important characters in the game, not just a stat bonus. Every magical sword should have the following:

- 1) Bane to enemies – this is 1-6 types of creatures against which the blade will double, triple, or quadruple the Fighting Strength of the wielder in accordance with the magical bonus of the sword unless otherwise specified on a creature by creature basis. Note that no such bonus is provided against any being not on this list. Regardless of the sword's magic and numenous creature bonus, if the creature being attacked is not one of the sword's stated enemies, no bonus to combat is applied.
- 2) Magical abilities – this is 1-6 spells that the wielder of the sword can cast on demand, provided they are aware of them. The chance of success is automatic but victims may well get a Saving Throw.
- 3) Magic and numenous creature bonus – this is the normal + rating of the sword, ranging from 1-6, which indicates its ability to fight magical or non material undead creatures and the like with negative Armor Class ratings.
- 4) Alignment
- 5) Intelligence – same as a character's Intelligence Ability Characteristic. When a sword has a chance to know something that it may wish to convey to its possessor, it must make a Saving Throw against its Intelligence score to successfully communicate. The method of communication for Intelligence scores 1-5 is to pass on crude emotion only, for scores 6-8, the sword can talk, and for scores of 8-10 the sword can communicate telepathically.
- 6) Ego - the sword's self-will, measured as 1-10. (2d6-2). Ego is a useful measure for determining whether or when a magical sword might attempt to influence and/or make decisions for its owners that may be in the sword's best interest. A high ego sword might demand finer scabbarding, deliberately work to achieve a trade up to a better "owner" or one it could more easily control, and otherwise mislead - depending on Alignment. To resolve the inevitable clash of wills that will occur between a magic sword and its wielder, roll either a 1d10 or 2d6 and add the total to the sword's Ego score. Likewise, roll either a 1d10 or 2d6 and add that total to the character's Wisdom score. If the character is fatigued or wounded subtract 2 from the total or subtract 4 if the character is fatigued or reduced to below 50% their normal Hit Point Values. Now compare the sword's total to the character's. High score wins; ties resolve nothing.

Note that while Intelligence and Ego scores are most often associated with magical swords, other types of magical items occasionally have these characteristics also.

ON MONSTERS

“Always remember too that the player would actually not know the monster stats etc. They have to learn them the hard way. Maybe your pack train is loaded down with hundreds of obscure scrolls and tomes. Mine weren’t.” Dave Arneson, ODD74 forum, Mar 17, 2009, 1:49pm

The threat of deadly, dangerous encounters with villainous beings is part of the spice of gaming in *Dragons at Dawn*. But like any spice overused, encountering the same old monsters time after time soon loses its appeal. Referees should always feel free to create interesting exceptions to the norm and players should never assume that the particular dragon they is facing is just like the one they subdued last week.

Monsters aren’t just there as cannon fodder but as obstacles and opportunities for the players. Any sort of interaction between the PC’s and the NPC’s is possible and provides endless avenues for creative fun beyond combat. Even in combat, many creatures will attempt to run or surrender when things aren’t going their way and players need to be prepared to deal with that. One profitable goal players may engage in is “bring ‘em back alive” monster hunting. Possible buyers for live monsters include Wizards, army captains, trainers, zoos and slave markets if your world is the gritty sort where such markets exist. Another means of profit is from the sale of hides, scalps, and various parts of monster anatomy to Wizards, physicians, armorers and Merchants and others. Dragons blood for example, is particularly prized for its magical properties. Coin and treasure are not the only things of value to be found by an adventuring party.

Subduing Dragons and Other Creatures

Dragons are extremely valuable when captured alive (10,000 times its Hit Point Value, divided by any points of damage it has taken). The players must declare their intent to attempt to capture the creature at the beginning of every combat round. The damage a creature takes that round is added to any damage already suffered and written as a fraction over the creatures normal HPV. Convert this to a percentage and roll under to see if captured. This percentage represents the chance that any creature is successfully captured and subdued. If the capture fails, the damage dealt that round is NOT applied to the creature and a new round of combat begins. Each combat round that a capture is attempted a new check must be made until the beast is captured, killed, or victorious. For a simple example let us suppose that the Player Characters are attempting to subdue a creature with 20 Hit Point Values. The first round of attack they score 3 points of damage. The second round they declare their intent to subdue and score 7 HPV of damage in the round. The total damage scored thus far is 10 HPV, which when written as a fraction of the creatures total HPV is 10/20 or 1/2, converted to percentiles as 50%. The subdual roll must be under 50% to succeed. If not, the 7 points of damage scored in that round do not count.

Of course, severe damage should trigger a Morale Throw which may cause a creature to surrender but that’s a very risky method when the intent is to capture and the creatures damage may then permanently reduce any monetary value they may have.

Monster Catalog

"...to catch the flavor of a fantasy world where you can't assume the orcs you're going to find are the same old orcs and you can kill them in the same old way. I had a big argument way back when about dragons because they came out with all these different color dragons and to me they are just cookie cutter dragons. I always thought that dragons should be huge blusterous things that, each of them, are unique. Too often you sit there and the player



says, "well, we'll just assume that its 2 hit dice and armor class 8 etc." and I like to say, "well, okay that's the little ones, but you're fighting a big one.", or "You're fighting the tribe from that side of the hill, not the other side." Dave Arneson, Mortality radio interview, July 9th, 2004.

There are many, many sources for monsters, including many publications for other games that can be converted to Dragons at Dawn statistics. Listed here are just a few monsters that were well known in the early campaigns but have either been forgotten or much changed since.

Barlog – The very skin and blood of these beings from deep below the surface are at temperatures hot enough to ignite wood and severely burn human flesh. Barlogs are winged creatures but are not capable of true flight. They use their wings to glide about in the vast and rugged underground caverns they call home. Like frogs, they do not breathe, but absorb oxygen through their skin. A full grown Barlog is a fearsome creature standing up to 12 feet tall and having a Hit Point Value of 75 and 15 Hit Dice. Barlogs found near the surface are often younger and less powerful. Movement rate is 150 yards per round and they have a -2 Armor Class. Due to the high quantity of hot iron in their makeup, they are highly resistant to spells. Spells cast by magic users of fifth level or less will have no effect. Sixth level spell casters have a 10% chance of success, increasing by 10% per level to 50% at level 10.

CharmSnake – An intelligent, shape shifting creature related to medusa, charmsnakes can transform from attractive humans into giant 12' snakes in a matter of seconds. Their favorite tactic is to sexually seduce a human victim and attack when they are vulnerable. The victims are then eaten. Charmsnakes have an Armor Class of 1, Hit Point Value of 9 and 3 Hit Dice. Movement rate is as a normal human.

Giant Animals, Giant Insects, and Giant Arachnids – One of the most common sort of monsters encountered in the early games were simply giant sized versions of animals, insects and arachnids. The values for these animals always varied and were determined randomly. To determine stats, roll 1d6

for AC and roll 2d6 for HD. Multiply HD times 3 for average Hit Point Values. Adjust as desired according to size, toughness, speed etc.

Giant Worm – these awesome creatures live deep within the earth, tunneling through caverns digesting limestone for their sustenance. Giant worms range from 6 foot long “babies” to giant behemoth measuring 60 feet long and 12 feet in diameter. Fortunately for adventurers they tend to be slow (Dexterity 4) and contemplative. They are quite intelligent (Brains 9) and capable of speech. Giant worms are very proud of their names and calling a worm by name will predispose it to react favorably. Giant worms have up to 30 Hit Dice and Hit Point Values ranging between 80-100. Their mouth is a deadly row of sharp tooth structures and they are able to swallow opponents in a single gulp. There is a 3 in 6 chance in any hit that the giant worm has swallowed its victim. Any creature swallowed by a giant worm will be dead in six turns and completely digested in 20 turns. Movement rate is 60 yards per round.

Robots/Fighting Machines – Mechanical creations powered by magical energy and controlled by a remote device. Robots vary in size, shape and ability. Fighting machines are particularly deadly contraptions armed with multiple melee weapons and projectiles. Robots have an AC and HD range of from 1-6. Any robot with 4 -6 Hit Dice is almost certainly a fighting machine.

Tarn – Tarns are giant, predatory birds that have been domesticated, although, like cats, their level of domestication is questionable. They are sometimes quite difficult to control. Tarns are usually kept and bred for riding, there being special tack and saddles designed for this purpose. Tarns come in three standard breeds, each with differing characteristics.

Cargo Tarn – used primarily by Merchants to carry goods over long distances. Cargo tarns are the most like their wild cousins, the Roc. They have an Armor Class of 2, Hit Point Values of 15 and 5 Hit Dice. Movement while flying is 165 yards/495 feet per round, ground speed is 165 feet per round.

Racing Tarn – used for sport racing with jockeys. These tarns are the smallest and fastest of the breed. They have an Armor Class of 2, Hit Point Values of 7 and 2 Hit Dice. Movement while flying is 209 yards/627 feet per round, ground speed is 180 feet per round.

War Tarn – The largest and fiercest of tarns, these fellows live for the fight and will often attack each other if not carefully controlled. War Tarns can carry two average riders without difficulty. They have an Armor Class of 3 (but often have barding), Hit Point Values of 35 and 10 Hit Dice. Movement while flying is 172 yards/516 feet per round; ground speed is 180 feet per round.

Trolls – Trolls are nasty, dirty, hairy creatures who love to trick, intimidate and extort travelers but are generally cowardly when it comes to actual fighting. They have largish faces and protruding lower tusks. They average 5 feet tall, have an Armor Class of 3, Hit Point Value of 18 and 6 Hit Dice. Movement rate is a surprisingly quick 180 yards per round.

True Troll - A true troll is a much bigger and less hairy version of their shorter, bridge loving, cousins. They also have the unusual ability to detach and reattach any part of their body, including their head, provided the detached body part is reconnected to the body in less than 12 hours. This feature also allows them to regenerate 3 HPV per Turn of rest. True trolls can actually reassemble themselves after being cut into pieces if they are able to regenerate their full HPV within 12 hours. They must have their head or torso burned or dissolved in acid to be truly killed. They stand about 9 feet tall, have AC 6, Hit Point Value of 36-72 and 12 Hit Dice. Movement rate is 150 yards per round.

Warrior Skeleton – Warrior skeletons are undead created from the skeletons of warriors. Thus they have fighting skills superior to those of typical skeletons. Usually they have an Armor Class of 3 (due to scraps of armor), Hit Point Value of 7 and 2 Hit Dice. Movement rate is as a normal human.

EXPERIENCE POINTS

Progression through levels is measured in Experience Points. A character must be trying to advance in order to actually gain a level. It is not automatic. Characters may opt to not level up if the player wishes, or delay advancing to some later time. To advance the character, the player must demonstrate to the Referee that they have met the requirements of the class for the character. It is up to the player to keep the records that demonstrate this. Characters may only advance one level at a time. Any “left over” Experience Points simply disappear, they do not roll over into the next level’s requirements, nor do the previous levels experience points count toward the next. As each new level is attained, the character is reset to 0 experience points and must earn the required amount of points for the next level in total. Experience points are gained as follows:

Wizards

Experience points are awarded to Wizards when they successfully complete the creation of a spell in a laboratory. They receive 100 points per level of the spell created + 20 times the spell level if the spell was augmented. Neither use nor casting of spells counts toward experience. If a player continues to make the same spell over and over, the referee may at some point opt to not recognize more experience points for it or give some lesser percentage. Likewise, a Referee may opt to award more experience for successful new research.

Priests

Priests are awarded on a 1 Gold Piece for 1 experience point basis for all treasure donated to their faith or otherwise spent in the service of their religion. Treasure must be gotten through the Priests personal adventuring and cannot be donated from anyone else. Referees may opt to take away experience points for any behavior contradictory to the tenants of the Priests faith.

All Other Classes

All other classes are awarded on a 1 Gold Piece for 1 experience point basis for all treasure spent in accordance with the nature of the character. Referee’s and players may develop special interests for their characters if desired or simply award the points for any spending which is voluntary and not for some unusual project such as freeing a hostage or donating to a bridge construction project.

In all classes except that of Wizard, only cold hard cash won through adventuring and subsequently spent, may be converted to experience points...

KEEPING TRACK

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

Calendar Time

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

Travel Considerations

Most traveling receives little game time until encounters or challenges occur. Specific rules are not given in this section, partly because they are available elsewhere, including in *Arneson's First Fantasy Campaign* by Judges Guild™, but primarily because they will vary greatly depending on the world the campaign is set. Instead I provide a short list for Referees and players to be prepared for when the characters undertake journeys.

- 1) The Referee must have a map, which can be made randomly or deliberately designed or purchased.
- 2) Languages and customs may differ from region to region.
- 3) When characters are traveling overland, the Referee will need to know how often to roll for random encounters, and have several such encounters prepared, even if that simply means a wandering monster, or something more specific. The frequency of encounters will depend entirely on the terrain, density of civilization and biome of the territory being traveled through. Weather can also be a factor the Referee must consider, either generating at random or controlling deliberately.
- 4) Likewise for seaborne travel, shipping routes, the frequency of shipping, frequency and location of pirates, underwater civilizations, sea monsters and frequency of storms must all be worked out. Too, keep in mind these things may vary by season.
- 5) Air travel may be somewhat less eventful, or not depending on your world.
- 6) If the players are unfamiliar with the route they are traveling and have neither guide nor map, they may get lost. When paths and branches in the road are encountered, they should be described to the players for them to choose. Wrong choices can, of course, have interesting consequences. Characters lost in wilderness or on the sea may wander in random directions as determined by dice rolls. Direction checks should be made fairly regularly when characters cannot see the sun or other navigational markers.
- 7) Tracking weather and daily rations of food and water can be very important when characters are lost.

Party Order

By this ambiguous and potentially contradictory term is meant the marching order – who is first, second, third and so on in the adventuring group. It is important for the Referee to know this at all times and to know immediately of any changes in order such as “Nosenrald is going to climb that ladder on the right and cast his Darkness spell” if any doubt exists, the Referee should draw a quick sketch of the room and have the players mark their positions. It is important that both the players and the Referee be clear on where everyone is positioned throughout an encounter.

Sleeping Order

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

Chronicling

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

Mapping

“(A) referee 'Happy moment' was when the mapper was killed and the map lost. 'OK guys now where are you going?' What followed was 15 minutes of hilarious, to me, fun... An NPC gave them a general direction. Another was when the mapper died and the players couldn't figure out how to read the map. Again an NPC saved them.” Dave Arneson, ODD74 forum Jan 14, 2009, 6:51pm

When adventuring in interior spaces, one person – not the chronicler - should actually draw a map on graph paper using the Referee’s descriptions. The player’s character is imagined to be simultaneously sketching a corresponding map in the game. The player mapping should pay particular attention to the Referee’s descriptions and sketches so as not to ask for repeated information and slow down play. The Referee need not attempt to correct the mapper except where it would be obvious to the characters that the map does not reflect what they see. This map is essential in the game for characters to be certain of navigating in complex and unfamiliar interior spaces like castles and dungeons. Loss of the map can spell trouble for the adventuring party because they may very well become lost themselves. This situation can be particularly bad for a group that has been wounded and is attempting to escape to someplace safe. Even situations where the adventurers have been attempting to mark their way with chalk or the proverbial bread crumbs, they may find that someone or something has tampered with their system. To get their characters out of complex places following the loss of a map the players themselves must attempt to recognize or remember the way out, find a guide or some other means of getting directions, or simply try avenues at random until they luck out.

Treasure Dispersal

Its really up to the players to decide how they want to do this, but dividing the coinage evenly and “picking straws” for items is a common enough method. Using real straws can be fun but can also be

simulated using dice. Whoever rolls highest gets first pick, second gets second pick, and so on. Characters who want certain items can bargain with each other to get them. In some scenarios, group captains may receive a higher cut or first pick or some such arrangement.

Hiring Hirelings

In general, it's a wise idea for every group of adventurers to have some hired mercenaries. In the early campaigns it was common for the players to be accompanied by groups of up to twenty or thirty men-at-arms. Even the smallest of hamlets will likely have one or two persons willing and perhaps eager to join an adventure for a share of the loot and/or a reasonable pay – usually 5-10 gold pieces a day.

As a campaign unfolds, character actions will have a large bearing on who and how many hirelings may be available. A party that has had many successful adventures should gain something of a reputation and attract would be hirelings. On the other hand, a party that often fights among themselves or barely lives from adventure to adventure will have a hard time finding hirelings and will have to pay a lot more for them. Hirelings themselves, are each individuals, whose backgrounds and life stories the Referee must know (or be prepared to come up with on a moments notice). The backstories of these NPC's and may well provide opportunities for adventure and can provide a pool of characters a player can take control of when their own character meets a grisly end.



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

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

Freelance Adventurers

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

Leaving the Dungeon

If the adventuring party has taken a beating they may well wish to move away from the danger zone and try to rest and heal before continuing with the adventure. This may mean barricading themselves in some safe room for a day, but will probably mean going to camp or a nearby town or some such to recuperate, in which case they will need to know how to get there from where they are and negotiate any hazards on the way. Characters who leave a castle or a dungeon may well find things changed when they return, depending of course on how long they have been gone and the general circumstances. Time will not stand still for them.

PERCENTILES

Dave Arneson liked to work in percentiles in his gaming. There is evidence that he increasingly switched to the use of percentiles as time went by, culminating in the publication in 1978 of a fantasy roleplaying game co-authored with Richard Snider that relied entirely on percentiles. It is not difficult, for those who wish to enter more speculative territory to convert the Dragons at Dawn rules entirely to percentile, d10 based play. One can easily convert the Ability Characteristics and Armor Class stats to tens, and the target numbers in the combat matrix can be made to progress as 10, 15, 20, 25, etc. instead of the 1, 1, 2, 2, 3, 3, etc. there presently. Other methods are left to your imagination.



Appendix I - Equipment

Prices are based on a monetary system where gold is the standard coin; 10 coppers (cp) = 1 sp; 10 sp = 1 gold piece (gp).

Clothing	Price Range
Basic shirts, skirts, tunic, trousers	1-5 gp
Bedroll	3-10 gp 5 lb.
Belt	1-5 gp
Blanket	1-5 gp
Boots	5-20 gp
Fur cloak, coat	10-50 gp
Grass cloak, coat	1-5 gp
Hard sole shoes	5-10 gp
Hose	1-3 gp
Sandals, slippers	1-5 gp
Woman's dress, fancy	1-20 gp
Woman's dress, plain	2-5 gp
Wool cloak, coat	3-10 gp

Containers	Price Range
Shoulder sack	1-4 sp
Backpack (empty)	5 gp
Barrel (empty)	2 gp 30 lb
Belt pouch (empty)	1-3 gp
Bucket (empty)	3 gp
Chest (empty)	20 gp 25 lb.
Cloth sack	1-sp
Drinking Horn	5sp – 20gp (depends on ornamentation)
Waterskin (1 gallon capacity)	1-5 sp 8lb. full
Wicker back-pack	5-10 sp

Tools	Price Range
Candle	1 sp Burns 1 hr
Carpenter's tool kit (plumb bob, drill, awl, 10m twine, ink, hammer, level)	30 gp
Cooking utensil/pot	1-3 sp
Digging Bar	10 – 15 sp 10 lb.
Entrenching Shovel	5-10 sp Can be sharpened and used as weapon
Fire starting kit	5 – 10 c

Fishing net	1-10 sp	
High tensile rope, 60 feet	10 – 15 gp	
Metal mirror	1-10 sp	
Oil lamp, 1 liter	1-10c	Burns 24 hrs
Pick	10 -15 sp	3 lb.
Shovel	8-12 sp	
Small oil lamp	1 sp	Burns 2 hrs
Standard rope, 60 feet	1-10 gp	
Surgeon's scalpels	1-4 sp	
Torch	2 c	Burns 1 hr
Twine, 10 yards	1-5c	

<u>Ranged Weapons</u>	<u>Price Range</u>
Atlatl	15-25 gp
Arrows	1-10gp
Axe	15-25 gp
Blowgun	5-15 gp
Bolas	5- 20 sp
Boomerang	1-10 gp
Composite Bow	40 – 60 gp
Crossbow	30 – 35 gp
Dagger	1 – 20 gp
Dart	1 gp
Discus	5-15 gp
Heavy Crossbow	30 -40 gp
Javelin	5-15 gp
Longbow	35 - 40 gp
Recurve Bow	20-25 gp
Shuriken	1 gp
Sling	5- 20 sp
Staff Sling	10 – 20 gp
Throwing Spear	10 – 20 gp
Whip Bow	10 – 20 gp

<u>Animals, Live</u>	<u>Price Range</u>
Donkey/poney/llama	1-8 gp
Hawk	15 -20 gp
Horse – heavy	5-30 gp
Horse-light	1-40 gp
Large farm animal	1-10 gp
Small Farm animal	50 – 80 sp
Tern	200 – 400 gp
War or hunting dog	1-5 gp

Transport Devices	Price range	
Boat, 10 ft long	5-15 gp	
Cart	40 - 60 gp	200 lb.
Ski	10 - 20 gp	
Sled	5-15 gp	300 lb.
Sledge	15 gp	10 lb.
Snowshoes	15 -30 gp	
Travois	1-10 sp	
Wagon	2-4 gp	400 lb.

Miscellaneous	Price Range	
Armor (AC4 – AC6)	400 -600 gp	42 lb.
Plate Armor Suit	5000 gp	70 lb.
Blowing Horn	8-10 sp	
Chain (10 ft.)	40-50 gp	2 lb.
Chalk, 1 piece	1 cp	
Climber's chalk in pouch	3-5 cp	
Cosmetic	1-3 gp	
Disguise Kit	15 - 30 gp	
Fishing Tackle	3 gp	
Glass Bottle	1-15 sp	
Grappling Hook	1 gp	
Ladder, 10-foot	1 gp	15 lb.
Lock, average	10 - 15 gp	
Lock, superior	25 - 30 gp	
Manacles	1-5 gp	
Musical Instrument, common	5 - 40 gp	
Musical Instrument, masterwork	50 - 200 gp	
Oil (1-pint flask)	4-8 cp 1	
Pack saddle	5 - 10 gp	15 lb.
Parchment/paper	1-10 cp	(30 1 ft sq sheets)
Piton	2 cp	
Pole, 10-foot	2-5 cp	6 lb.
Rations, trail (per day)	1-4 gp	
Shield	10 gp	3 lb.
Saddle	15 - 50 gp	10 lb.
Saddlebag	3 - 6 gp	4 lb.
Sewing Kit	5 sp	
Tack	2 gp	1 lb.
Tent	5 - 10 gp	
Thieves' Tools	50 - 80 gp	
Weapons, Steel	5-15 gp	1 ½ - 4 lbs
Weapons, Steel (masterwork)	75-200 gp	1 ½ - 4 lbs
Whetstone	1 sp	1 lb.

Appendix II - Spell Descriptions

Duration – indicates the length of time a spell can last.

Range – indicates the distance within which a spell can be made to trigger. The magic itself may have a very different area of effect once it has been triggered as indicated in the description.

I

Boost Reaction Time

Duration: 2 turns per level of the caster

Range: Touch

The “edge” - readiness, reaction and reflex - of the recipient are significantly enhanced by this spell. They receive a +2 to all Dexterity based Saving Throws and they automatically win a first strike against any opponents in combat regardless of Morale Condition.

Darkness

Duration: 2 Turns per level of the spell creator

Range: None

This spell results in a field of complete darkness in which only the caster and those physically touching the caster can see. Any non magical light source within this area will cease to produce light. Fires will continue to burn as normal except no light will come from them. The spell last two Turns per level of the creator of the spell, and likewise covers a radius of 9 feet per level. All characters unable to see in the darkness and caught within the area of this spell must make a Morale Saving Throw at a -1. The Spell takes a full turn to go into effect, gradually getting dimmer to complete darkness. Conversely, in the final turn of effect light returns gradually.

Read Emotions

Duration: Turns per level of the spell creator

Range: Touch

This spell allows the recipient to correctly assess the emotions of any living being the recipient looks at.

Resistance to Fire

Duration: Turns per level of the spell creator

Range: Touch

The recipient of this spell receives resistance to damage caused by Fire. If a successful Constitution Saving Throw is made, they will not be burned and will neither feel excessive heat nor breath debilitating smoke when near or in a fire for the duration of the spell. If the Saving Throw is failed the recipient will nevertheless only receive ¼ damage.

Wizard Light

Duration: Turns per level of the caster

Range: None

Light will surround the caster with white light of a comfortable intensity in a radius of 21 feet centered on the caster or on another character. This light is omnidirectional and no shadows are cast.

X-ray Vision

Duration: Turns per level of the spell creator

Range: Touch

This spell gives the recipient the ability to see through the surface of objects into their interior. The spell cannot penetrate iron, but will see through skin, wood, clothing and virtually anything else to reveal what lies beneath including traps and secret doors. Maximum depth of penetration is 10 inches.

II

Animal Obedience

Duration: Turns per level of the caster

Range: 81 yards

This spell grants the caster near total obedience from any creature of animal intelligence, provided their Hit Dice are equal to or less than the Hit Dice of the caster. The animal will seek to fulfill the wishes of the caster to the extent that they are able to understand them and carry them out, with the sole exception that the animal will not commit suicide. The animal will not realize they are being magically manipulated but will believe the caster to be a friend and a leader whose commands must be followed. Once activated, the spell will continue to work for its duration of ten turns no matter how far separated the victim and caster become.

Cause Morale Check

Duration: Instantaneous

Range: None

Surprisingly, this spell causes all individuals within 180 feet at which the spell is directed to make a Moral Check. The catch is that it introduces an element of doubt such that the check is made at -1.

Detection

Duration: Rounds per level of the creator

Range: None

This spell will reveal the presence of hidden enemies and the presence of anything magical within 60' of the caster. The spell usually causes a glow to surround the items or persons being detected but other means of highlighting their presence may occur when the situation warrants it.

Evil Detection

Duration: Rounds per level of the creator

Range: None

This spell will reveal the presence of both Chaotically and Selfishly Aligned persons or objects within 60' of the caster. The spell usual causes a glow to surround the items or persons being detected but other means of highlighting their presence may occur when the situation warrants it.

Illusion

Duration: Rounds per level of the creator

Range: None

This spell allows the caster to create, anywhere within sight, a phantasm having the smell, sound and appearance of whatever they think of at the moment they trigger the spell. The illusion will appear perfect in 3 dimensions but will have no substance whatsoever and can cause no real damage or pain but can cause illusionary wounds and destruction.

Invisibility

Duration: Turns per level of the creator

Range: Touch

Casting this spell makes the recipient invisible to normal vision. Light is effectively bent around the person or object so that anything that may be attached to it (such as clothing is also invisible but will reappear if discarded).

Locate Object

Duration: 2 rounds

Range: Touch

Causes the sight of the recipient to fall directly on the location of a specific kind of object (gems, precious metals, wool socks) specified by the caster, within a radius of 75 feet. No matter what the object may be hidden behind, the caster will know the exact direction of the object as long as it is in range. The effect ends when the object is touched by the recipient.

Speak with Animals

Duration: Turns per level of the spell creator

Range: Sight

This spell allows the recipient to accurately understand precisely what all animals in range are communicating and allows them to speak with the animal in turn in such a way as to be basically understood. The spell does not imply any control over the animals but does generate a sense of good will so as to increase the likelihood of the beasts being cooperative. Truly hostile creatures may hesitate to attack but will not become truly friendly.

III

Concealment

Duration: Days per level of caster – augmentation makes it permanent

Range: 30 feet

Causes whatever it is cast on to blend in to the background so well as to be unnoticeable unless touched or smelled or if the searcher makes a wisdom Saving Throw at -3 or more per level of the spell.

Detect and Open Secret Doors

Duration: Instantaneous

Range: None

This spell causes all secret doors in a 30 foot radius of the caster to unlock and spring open.

Fireball

Duration: 1 turn

Range: None

Creates a ball of flame in the hands of the caster. Fireballs vary in size from 10 to 30 inches, according to the wishes of the caster. The fireball will not harm the caster and can be hurled by them at any specified target within a distance of 60 feet. The target must make a Saving Throw versus Dexterity or be hit. The larger (30") form may also cause collateral damage (1/3) to anyone or anything within melee distance (10 feet) of the target. Fireballs will cease to exist if not thrown after 1 turn. Fireballs do 20 HPV of damage to their targets.

Fly

Duration: 20 turns

Range: Touch

Allows the recipient of the spell to defy gravity and fly through the air at their normal movement rate. They may carry no more than 60 pounds in addition to their body weight.

Lightning Bolt

Duration: instantaneous

Range: 180 feet

The caster targets a 10 square foot area. Anything inside that area will be instantly electrocuted (dead) with the force of a lightning bolt unless able to make a successful Saving Throw. If a Saving Throw is made the victims are nevertheless stunned for one turn and will have Attack and Defense Values reduced by 20%.

Move Silently

Duration: 6 hours

Range: Touch

The recipient of this spell will emit no noise when in motion. They may however speak normally.

Protection Against Magic

Duration: Rounds per level of the creator

Range: Touch

Any spells cast on the recipient of this spell will have an additional 30% chance to fail plus 10% for every level of the creator of the protection over 3rd.

Protection Against Lycanthropes

Duration: Rounds per level of the creator

Range: Touch

The individual upon which this spell is cast will have double Fighting Strength against all types of lycanthropes. Further, all lycanthropes in sight of the individual immediately drop 2 Hit Die levels on the Morale Check table and must make a Morale Throw. If the saving throw fails, the undead are automatically turned away as per the Priest ability.

Protection Against Undead

Duration: Rounds per level of the creator

Range: Touch

The individual upon which this spell is cast will have double Fighting Strength against all types of undead. Further, all undead in sight of the individual immediately drop 2 Hit Die levels on the Morale Check table and must make a Saving Throw. If the throw fails, the undead are automatically turned away as per the Priest ability.

Speed

Duration: Hours per level of the creator

Range: Touch Only

This spell increases the movement rate of the person affected 2 times normal (4 times if augmented). The spell affects normal movement only. It does not allow the recipient to walk on water nor does it increase Fighting Strength.

IV

Appearance

Duration: Permanent

Range: Touch

This spell creates an illusion that greatly raises the apparent value of an object. If cast upon a creature, they will appear to be of much higher social value, as in the proverbial pauper into prince tales

Extra-sensory Perception

Duration: 12 Turns

Range: None

The recipient of this spell is able to hear the surface thoughts of any creature with a living brain within range of the spell. Thoughts from non lingual beings, or in languages unknown to the spell user will nevertheless leave a general, if somewhat vague understanding in their mind. The affect can reach a distance of 81 feet when unobstructed and can penetrate any solid surface up to ¼ of this range (20 feet) except surfaces made of iron.

Scry

Duration: Turns per level of the caster

Range: Touch

This spell allows a single person to see and hear anyplace or any person with which they or someone they are physically connected with is familiar, no matter where they may be. Further it also allows one to see a short distance into areas that the spell caster is unfamiliar with, through walls, floors, doors, etc. up to a distance of 150 feet. The spell will not allow vision or hearing through any iron barriers, however. Also wherever the spell user may be looking, it must be illuminated normally for them to see anything. If a room is dark, they will see only darkness.

See in Darkness

Duration: Turns per level of the creator

Range: Touch

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

Shape Changing

Duration: Hours per level of the creator

Range: Touch

Casting this spell changes the recipient into any chosen being of any size. The characters Strength score will change accordingly but all other character statistics, HPV, AV, DV, memories, and skills remain unchanged and only normal physical activities of the new form will function.

Size

Duration: Permanent

Range: Touch

Causes the subject to grow in height and weight or to shrink. The amount of growth or shrinkage depends on the amount of the spell applied and can be predetermined by the caster. An Elf Mage casting this spell can also target the spell to a specific body part such as hands or nose and reverse the spell at any time. The Strength Ability Characteristic will change by the same degree as the body size but the other character statistics are unaffected.

Speak with Plants

Duration: Turns per level of the spell creator

Range: Sight

This spell allows the recipient to accurately communicate with all plants. The plants are able to answer simple direct questions and will obey any commands given to the extent they are able.

V

Combat Increase

Duration: 12 Hours

Range: Touch

The recipient of this spell receives triple Fighting Strengths for 12 hours.

Conjuration of an Elemental

Duration: Permanent until dispelled or killed

Range: 30 Feet

This spell calls into existence a being made of the pure essence of one of the four elements. The form Elementals take varies greatly but is often tied to the spell conjuror in that a given conjuror will usually elementals of consistent appearance. The conjuror has complete control over the elemental but must concentrate on it to affect the control. If the conjuror is wounded, killed or otherwise distracted the elemental will break free of control and attack the conjuror if they live, or the nearest target. A rogue

elemental will continue to attack until killed. All elementals have a random Fighting Strength of 3-8 Hit Dice (1d6+2) and HD times 3 for average Hit Point Values ranging from 9-27. Elementals never tire and their Moral Condition is always and unchangeably "Normal".

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

Fire – Move 70 yards per round. Fire elementals can only be brought forth in fire. They must remain in contact with combustible materials or lose 4 HPV's per round. They cannot cross water. Anything a fire elemental touches is affected as if hit by a Fireball spell.

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

Air – Move 70 yards per round. Air elementals can only be brought forth in gasses in free environments. They cannot be summoned where they are surrounded by earth (caverns) or water. They may travel anywhere except into water or into confined spaces. Air elementals cause damage through sudden gusts of wind which lift and shove its target or blows objects into the target. Confinement of any sort causes the loss of 4 HPV's per round.

Cause Panic

Duration: Instantaneous

Range: None

This spell causes all individuals at which the spell is directed within 300 feet to make a Morale Check at -4 or instantly drop to a Morale Condition of Routed.

Decay

Duration: Permanent until countered

Range: 60 feet

This spell stops cell growth and prevents all natural healing. When cast against an injured being, they will continue to lose 2 Hit Point Values per Turn. If cast on the uninjured, they will lose 1 Hit Point Value per day until dead. Only a more powerful magic user than the one who created it is able to counter this spell. It has no affect on numerous or undead beings.

Raise Morale

Duration: Instantaneous

Range: None

This spell causes the Morale Condition of all individuals at which the spell is directed to rise by 4 steps on the Morale Condition table.

Strength

Duration: 1-10 Rounds

Range: Touch

This spell will raise the Strength Ability Characteristic of one individual by 1d6 for a duration of one to ten minutes.

Teleport

Duration: 1 turn

Range: 30 foot radius

The spell transports one living being or up to 150 pounds of inanimate goods per level of the creator of the spell for a distance of miles per level of the creator of the spell times 100, provided the area is familiar to the caster. Areas unfamiliar or vaguely specified by the caster introduce a 4 in 6 chance that the teleportation materializes randomly within a similar setting to the one desired but up to 200 miles distant.

VI

Clone

Duration: Permanent

Range: Touch

This creates an exact physical duplicate in age and appearance of any living thing from any kind of sample taken from the original. The clone will have no knowledge or memory from the original however. Clones of adult intelligent characters thus created will be mentally infantile, but can be taught to speak and function as adults in about a year's time.

Brains Increase

Duration: 6 Turns

Range: Touch

While not actually making the recipient any smarter, this spell does give maximum focus and clarity of mind to the recipient allowing them to concentrate with 100% efficiency even when wounded. The spell also provides a +2 bonus to all Brains Saving Throws.

Food

Duration: 1 round

Range 10 feet

Transforms any object (rock, lump of dirt, old bones) into nourishing food of the meat and potatoes sort. The amount of food is only what is necessary to feed those who need it for one day. Any uneaten food rots and becomes poisonous after 24 hours.

Heroism

Duration: 6 Turns

Range: Touch

This spell causes the recipient to have the abilities of a Warrior hero in all respects, including morale and combat. It is poisonous to any being with more than 4 Hit Dice.

Human Obedience

Duration: Turns per level of the caster

Range: 81 yards

This spell grants the caster near total obedience from the victim of the spell. The only exceptions are that the victims of the spell will not commit suicide or familicide but might kill anyone else. While the victim of the spell may be confused, puzzled or even revolted by the demands of the caster, they will nevertheless feel strangely and irresistibly compelled to obey and satisfy the caster in every way. They will not realize they are being magically manipulated but believe, no matter how bizarre it may seem to them, that fulfilling the wishes of the caster is of primary importance. Once activated, the spell will continue to work for its duration no matter how far separated the victim and caster become. Only humans and halflings are affected by the spell and the victim must be of equal or lower level than the caster. If this spell is cast by Lawfully aligned Wizards or Elf Mages their Alignment will automatically change to Selfish.

Invulnerability

Duration: 6 Turns

Range: Touch

Causes hits that inflict less than 50% of total HPV of the victim to have no effect, as if they are misses.

Paralyze

Duration: 1 Turn, or permanent

Range: None

The spell causes paralysis in any one victim within 30 feet of the caster, so that they are completely unable to move except to breathe. At the end of a Turn, the victim must make a Saving Throw vs Constitution or the paralysis will become permanent until magically cured.

Project Image

Duration: Permanent

Range: Sight

Allows the recipient to appear to be somewhere else away from where they really are. The image of the recipient is displaced to any location within range of the spell and will move and appear exactly as the recipient does. The recipient is technically not invisible, but cannot be seen where they (or it) actually are. Sound is not affected however and will come from the recipient's true location.

Coming Soon

Dragons at Twilight

A sourcebook expansion of the Dragons at Dawn rules, building on Arneson's later work and original ideas by Daniel Boggs, Dragons at Twilight introduces new character classes, species, spells, greatly expanded magic and miracle systems, rule guidelines and much, much more.

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