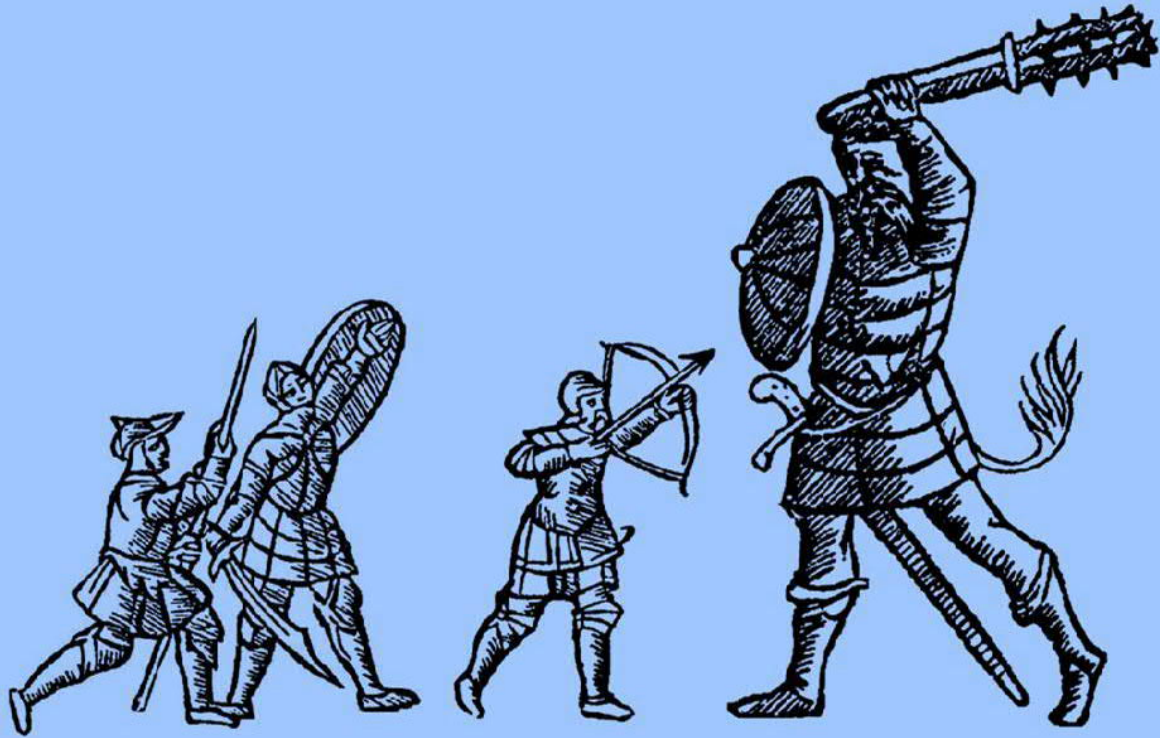


Pits & Perils

Rules for 1:1 Scale Role-Playing Games in a World of Medieval Fantasy

by
James & Robyn George



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Wide
House
Rules

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Electronic Edition

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INTRODUCTION

Fantasy role-playing games were born in the early 1970s. Back then, they were just a special kind of war game. They still used miniatures and emphasized tactical situations, but instead of commanding an army, each player ran a single character (called a 1:1 scale) and worked together to explore a medieval world of magic, monsters, and deadly traps.

The earliest games were a primitive affair. Most rules were designed by amateurs for their own enjoyment, typed in someone's basement, and shared with friends in the war-gaming community. The result was often a crappy little rulebook with bad print and makeshift artwork.

But despite their shoddy appearance, the games were fun. The rules were kept simple and open-ended, so the referee could change anything to suit their own campaign or playing style. And the lack of detailed rules meant that players had to rely on their wits as much, if not more, than the abilities of their characters. Everything else was left to the imagination.

This book aims to recreate the earliest fantasy games, right down to the artwork, influences (early 1970s), and writing style. However, it is more than just a clever recreation. These rules are fully playable and meant to be enjoyed by anyone desiring a simpler game. Of course, the rules are just a guide, and creative players are free to imagine anything!

GETTING STARTED

Fantasy war games work like this:

One player is the referee. They design an adventure, often, a dungeon or similar underground area to be explored. The remaining players each create their own character, with 1-5 being ideal for a fantasy campaign.

During play, the referee describes what is happening, and the players decide what, if anything, their characters are going to do. The rulebook is then consulted and dice rolled to determine the outcome of things like combat and/or magic use, etc. However, the referee has the final say.

Each new game picks up where the last one left off as part of an ongoing fantasy campaign. If the characters survive, they will gain valuable experience and get better at what they do. Some may even find unique magic items to boost their power. Of course, others will die (the player simply creates a new one), although death is seldom permanent. Survival depends on more than just a character's powers and abilities. The players must cooperate and make good decisions, and the best dungeons force everyone to think.

Players should act out the part of their characters. Often, success will depend on what they say and do in the game. Likewise, the referee may assume the role of enemy monsters and/or various supporting characters. Clever negotiation can sometimes accomplish more than fighting. This is a fantasy war game, but it is also a role-playing game.

Teamwork is very important. The players are not competing with one another and must work together to survive. Likewise, the referee is an impartial judge and moderator. While they devise challenges for the characters, they are not out to get the players and must be fair and just. The game is more of a social contract, like Cowboys and Indians, with dice and rules.

GAME CONCEPTS

Players should know the following:

DICE

Unlike other systems, Pits & Perils uses regular 6-sided dice, commonly referred to as a d6. When the rules say to roll two dice, this will be written as 2d6 (2 is the number of dice to be rolled). Combat actions require a 9 or better on 2d6 and non-combat actions 7 or better, although this is subject to modifiers for difficulty and/or certain magic items.

FIGURES

Miniatures can be used to represent characters and monsters. This is not required, although their use is recommended because it adds spectacle and makes position and movement very important. If using miniature figures, the following should apply:

The game is played on a 1:1 scale, where one figure on the tabletop equals a single character or monster, etc.

For game purposes, 25/28 mm (1:72 scale) figures are best.

On the tabletop, 1 inch equals 10' (called a 1:120 scale). This is measured using a ruler or by sight if everyone agrees.

ROLE-PLAYING

Any character run by a player is referred to as a player character. Of course, the referee will run supporting characters, like a kindly innkeeper or enemy warlord, etc. These are called non-player characters. Sometimes, this includes enemy monsters, like a goblin chieftain or vampire lord.

A SAMPLE GAME

Bardo (a fighter), Rasputin (a magician), and Thingul (the dwarf) are exploring the cellars beneath an old castle:

REFEREE: You find the entrance to a darkened room.

BARDO: What does it look like?

REFEREE: It's too dark. Are you going in?

BARDO: I use the torch and look inside. Do I see anything?

REFEREE: It's a 10' x 10' room with stone walls and a wooden floor.

BARDO: Can I see anything else?

REFEREE: There's what looks like a chest on the opposite wall.

RASPUTIN: It might be a treasure!

BARDO: Or a trap. What's the condition of the floor?

REFEREE: The wood looks dry, but stable.

THINGUL: I'll go in. I'm lighter, and I want what's in that chest!

BARDO: Let's extinguish the torch so we don't attract monsters.

RASPUTIN: Good idea.

THINGUL: Yeah, that way I can see in the dark.

REFEREE: It takes a round for your eyes to adjust, and then you go in.

THINGUL: What do I see?

REFEREE: It looks like an old storage room. There are piles of debris along the north wall and some broken crates to the south.

THINGUL: What about the chest?

REFEREE: It's in better condition, but that's not saying much.

THINGUL: I keep going. How do the floorboards sound when I walk across?

REFEREE: The floorboards creak, but that's about it.

THINGUL: OK, then I head for the chest. What does it look like?

REFEREE: It looks dusty, but otherwise intact.

THINGUL: OK, I...

REFEREE: Just then, you feel something ticking your neck.

THINGUL: What is it?

REFEREE: A giant spider is attacking from above. Roll initiative, and take off -2 for being surprised.

THINGUL: I got a 2.

REFEREE: I rolled a 4, so the spider gets first attack.

THINGUL: I should have checked the ceiling!

REFEREE (rolling attack dice): The spider gets 9. Roll saving dice at -1.

THINGUL: I got a 5, even with my bonus (+1 for being a dwarf).

REFEREE: You take 1 hit of damage and become paralyzed.

BARDO: Do I see anything? Rasputin lights the torch, and we look in!

REFEREE: This takes a full round.

RASPUTIN: Fine.

REFEREE: You see a giant spider wrapping Thingul in a web. It looks like he's unconscious or something.

BARDO: I draw my sword to attack.

RASPUTIN: I grab the vial of anti venom and prepare a Bolt spell...

Play continues until the spider is slain. From here, the party may either turn back or keep exploring. The choice is theirs. This book contains everything needed to get started, including how to create a character, play the game, and run a campaign. However, these rules are just a guide. Anything not included can be added by an enterprising referee. Dark dungeons await...

I. PLAYER RULES

Pits & Perils is a fantasy war game. This is sometimes called a fantasy role-playing game instead. Each player creates their own character and goes on adventures run by another player, called the referee. He (or she) will have already designed an adventure, usually, a dungeon or similar underground area to explore. This section explains how to create a character and equip them for these challenging and perilous expeditions.

ABILITIES

First, players establish their character's attributes and abilities. This is done by rolling 2d6 on the following table:

2d6	ABILITY	ACTIONS	LIMITS
2	Strength	bend bars, lift gates	men only
3-4	Intelligence	know legends, lore	--
5	Dexterity	climb walls, stealth	--
6-7	Wisdom	detect lies, find clues	--
8	Constitution	withstand adversity	--
9-10	Charisma	lead, persuade others	elves, men
11-12	Any 2 (choose)	--	--

Abilities determine what actions a character may attempt in the game. These will affect play as follows:

STRENGTH relates to physical prowess. All characters are strong to some extent, but only men (humans) can be mighty. The character may attempt feats of great strength, like forcing open a stuck door, etc.

INTELLIGENCE refers to knowledge and learning ability. Note that while players are expected to think for themselves, learned characters might recall facts about the game world, like the location of some artifact.

DEXTERITY is a measure of speed, balance, and coordination. Fast characters can attempt to hide, sneak, and steal small objects, like a coin purse. However, this may not be possible in metal armor and/or shields.

WISDOM means empathy and intuition. Players must still rely on their own judgment. However, wise characters might notice things others miss, like fresh tracks or knowing when someone is lying to them.

CONSTITUTION indicates health and well-being. Hardy characters can hold their breath and swim rough waters, etc. The referee might also grant them a bonus (+1) to saving dice against things like disease and/or poison.

CHARISMA is charm and leadership ability. Players should always act out their personal interactions. However, leaders can attempt to influence others and even lie to them. Dwarves are too surly to be charismatic.

CLASS AND RACE

Next, players choose their character's class (or profession). Sometimes, class will be the same as race. Non-human folk rarely interact with the race of men, and those who do tend to share similar abilities. The different character classes include the following:

CLASS	ARMOR	WEAPONS	SPECIAL ABILITIES
Cleric	any	non-edged	turn away undead, work miracles
Dwarf	any	any	better saving dice, find traps
Elf	chain	any	cast spells, detect magic
Fighter	any	any	better hits points, fighting skill
Magician	none	dagger, staff	cast spells, create magic items
Thief	leather	dagger	disarm traps, pick locks, stealth

This game imagines a world where men (humans) predominate. Except where noted (dwarves and elves), all classes are human. Dwarves and elves have their own clerics, but these only interact with their own kind.

CLERICS are members of a religious order. They are good fighters in their own right and can perform miracles and turn the undead. At high levels, they can even raise the dead. Most clerics are lawful, although a few may be chaotic (evil) instead. The nature of religious worship is such that clerics can never be neutral, and the referee will monitor the character's behavior to ensure that it remains pleasing to their gods.

As fighting priests, clerics can wear full armor and shield. However, their religion forbids the shedding of blood, so they may only fight with non-edged weapons, like the club or mace (arrows are not allowed). Clerics get faith points (FP) to work miracles. These can be used to cure disease or heal, as per the magician spells of the same name. They may also attempt to turn away undead enemies, like skeletons or zombies. At 9th level (high priest), clerics can raise the dead, although this is very difficult.

DWARVES are a race of short, stocky underground people. They stand 4' tall and live in the mountains, where they mine the earth and fashion items of exquisite beauty. Dwarves prize gold and tend to be greedy. In fact, gold is the reason most leave home in the first place. For all this, dwarves are lawful and value personal honor above all things. To outsiders, they appear stubborn. Players rolling either strength or charisma must take constitution instead, although other dwarves will still see them as great leaders.

Despite their small size, dwarves are hardy folk. This gives them +1 to all saving dice, +2 against manmade traps. All dwarves live underground, so they can identify unsafe construction one-third of the time (1-2 in 1d6). This includes mechanical traps and natural hazards, like knowing when a ceiling might collapse. For game purposes, dwarves can see in darkness (except magical darkness) out to 30'. This is negated by torchlight. They speak their own language and the tongue of humanity.

ELVES are a race of slender, graceful, forest dwellers. They stand 5' tall and have pointed ears. Elves are immortal, or nearly so, and they often seem detached from mortal concerns. In truth, their longevity gives them unique insight, and they are innately good and wise. Elves are neutral, but only because they can see the big picture. They are too frail to be strong. If the player rolls strength, they must take wisdom instead.

Lithe fighters, elves cannot wear more than chainmail armor. They prefer bows (except crossbows) and small, light weapons. Magically attuned, elves cast spells like an apprentice (1st level) magician, although spell duration and effect do not improve, even as the character advances. They can identify the presence of magic one-third of the time (1-2 in 1d6) if within 30'. Elves speak their own language and the tongue of men, and the referee may allow them to communicate with other woodland creatures.

FIGHTERS are men-at-arms. They can wear full armor and shield and fight with any weapon. Fighters get +1 to attack dice and start the game with better hit points than other classes. At 9th level (champion), they get 2 melee attacks per combat round. Fighters can align themselves with law, chaos, or remain neutral. Most are simple mercenaries. What fighters lack in the way of magic, they make up for in sheer physical might.

MAGICIANS are powerful spell casters. This can be anything from a tribal shaman to a highborn sorcerer. The druids (followers of the old, nature-based religion) were doubtless magicians of the highest order. They are generally poor fighters, preferring instead their books. Magicians can follow law, chaos, or remain neutral, and this may affect what kind of magic items they use in the game. In general, lawful characters seek the knowledge to do good, while chaotic and neutral types just want power.

Physically weak, magicians cannot wear armor or shield and may only fight with a dagger or staff. However, they get spell points (SP) to work magic and have access to powerful spells. Furthermore, they can use a wide variety of unique magic items, like staves and wands. At 9th level (wizard), they can fashion a variety of magic items, although this takes time. The referee may also let them distil their own potions. Magicians can become very powerful at higher levels, balanced by their lack of armor and effective weaponry.

THIEVES are scoundrels. They hide, sneak, and steal when the opportunity presents itself, often from their own companions. However, their skills are in high demand, so they often join adventuring parties. By their very nature, thieves can never be lawful. Most are chaotic (evil) or neutral, and all seek wealth through guile and treachery. At higher levels, thieves can make deadly sneak attacks. They are not to be trusted.

Given to stealth, thieves cannot wear more than leather armor and may only fight with a dagger. They cannot use shields. For game purposes, thieves get dexterity in addition to whatever else the player rolls. Should the player roll dexterity a second time, they get +1 to all dice for stealth. Furthermore, thieves can disarm traps and pick locks. At 9th level (robber baron), they attack from behind for double (backstabbing) damage.

The above listed classes cover most fantasy types. For instance, a knight is simply a lawful fighter with a sworn oath to protect the weak. Of course, the referee is free to add new classes or modify existing ones to suit their own campaign. Having a good back-story, like the aforementioned knight, is another way to make good characters. This is a role-playing game, so a character's background and personal history will be very important.

TOTAL HITS

Hit points (HP) represent a character's ability to suffer harm. Any damage taken in combat is subtracted from their total hits. When these fall to zero or less, that character is dead. Magic and miracles can restore lost hits immediately, and high level clerics can raise the dead. Otherwise, the wounded must rest. This is explained in the game rules.

CHOOSING SIDE

All characters have a personal philosophy, called their side. Except where noted, they can follow law, chaos, or stay neutral:

LAWFUL characters are honorable and generally "good" in behavior. They cooperate with others and keep their word. If nothing else, lawful types are steadfast in their support of party objectives.

CHAOTIC types are unpredictable and, often, quite evil. In general, chaotics are self-interested, making them difficult to trust unless the party appeals to their selfish interests. For instance, the promise of riches.

NEUTRAL characters are non-committed. They are practical enough to see the value of cooperation, while remaining firmly self-interested. Mercenary fighters, henchmen, and adventurers in general fall into this group.



CLERIC



DWARF



ELF



FIGHTER



MAGICIAN



THIEF

Players must behave according to their chosen side. When it becomes clear that a character has actually changed sides, there may be repercussions, like a backlash from the church (lawful) or the lower powers (chaos). Note that lawful characters must always declare their orientation to others. Chaotic dwarves and elves are rare, but possible. Such characters will be shunned by their own kind and mainly associate with men.

ARMOR AND EQUIPMENT

Characters start with a backpack, bedroll, 1 week's rations, and a single weapon of the player's choice. They also get 1d6 x 10 gold pieces (GP) to cover additional needs, like armor or a pack mule. Of course, players are free to pool their money for group purchases:

ARMOR	PROTECTION	COST	EQUIPMENT	NOTES	COST
Leather	light (+1)	10	Backpack	--	2
Chainmail	medium (+2)	30	Bedroll	--	1
Plate mail	heavy (+3)	50	Lantern	--	3
Shield	light (+1)	10	Mallet	--	2
			Pole	10'	1
MISSILES	RANGE	COST	Rations	7 days	5
Bow, long*	200'	25	Rope	50'	3
Bow, short*	150'	15	Spike, iron	--	2
Crossbow*	180'	20	Stake, wooden	--	1
Sling shot*	200'	5	Tinder box	--	3
			Torch	--	1
WEAPONS	RANGE	COST	Water skin	1 quart	2
Axe, hand#	30'	3			
Axe, great*	10'	7	MOUNTS	NOTES	COST
Club	10'	2	Bit/bridle	--	10
Dagger#	30'	1	Cart	--	20
Flail*	10'	3	Feed/oats	7 days	5
Hammer#	30'	6	Horse, riding	--	40
Mace	10'	5	Horse, war	--	50
Morning star*	10'	7	Mule	--	10
Pick	10'	6	Pony	--	20
Spear#	30'	3	Saddle	--	5
Staff	10'	2	Saddle bags	--	10
Sword, great*	10'	9			
Sword, long	10'	7	SERVICES	NOTES	COST
Sword, short	10'	4	Night at the inn	--	1

*Two-handed weapon (+1 damage), no shield use; assume that arrows, crossbow bolts, and sling stones cost 1 GP per 20 bought

#Maximum range for thrown melee weapons; otherwise, range will be 10'

The ability to wear armor and fight with weapons is an advantage, especially for major combatants, like clerics or fighters:

ARMOR protects the wearer by adding a bonus to their total hits (see the equipment table). For example, leather armor +1. Shields add +1 hit alone or in combination with other armor worn, so a fighter in chainmail (+2) and shield (+1) would get +3 total hits. This is written as 10/+3 to distinguish between actual hit points and armor worn.

Note that while bonus hit points are lost when armor is removed, wounded characters never fall below 1 hit when this happens.

WEAPONS will be of two types. One-handed weapons leave a hand free for shield use, but inflict less damage due to their smaller size. Bows, including crossbows and two-handed melee weapons, do not allow shield use, but grant a damage bonus (+1) as befits their greater size. Note that archers can switch to a smaller, one-handed weapon for melee purposes.

ENCUMBRANCE

Characters may wear armor (including shields) and carry 10 items, provided these are small enough to fit in a regular backpack or hang from a belt. They may also carry 1,000 GP (jewelry is too light to matter). Anything more is simply too much. Characters cannot perform if overburdened with equipment, and gold coins are bulky in large amounts. Good players will have a plan, and this may require pack mules and/or porters to move treasure.

MOVEMENT

When it comes to armor, characters sacrifice speed for protection. Unarmored characters move 50' per round and enjoy free action unless circumstances dictate otherwise. Shields do not affect movement, but may interfere with some actions, like climbing walls or sneaking:

ARMOR	MOVE	RESTRICTIONS
Leather*	40'	--
Chainmail	30'	no stealth, swimming at half speed
Plate mail	20'	no swimming or stealth (thievery)
Shield*	--	no bows or two-handed melee weapons

*Indicates no restrictions or referee's option

Note that characters wearing plate armor cannot swim and must roll saving dice at a cumulative -1 per round to avoid drowning, although the referee can make exceptions for things like shallow water or weak currents, etc.

CHARACTER ADVANCEMENT

As characters go on adventures, they gain experience (EXP) and get better at what they do. This is represented by level (LVL). Characters reach successive levels and improve their abilities on the following:

CLERICS					DWARVES			
EXP	LVL	HP	FP	TITLE	EXP	LVL	HP	TITLE
0	1	8	1	Acolyte	0	1	9	Delver
150	2	+2	--	--	220	2	+2	--
300	3	+4	2	Minister	440	3	+4	Miner
600	4	+6	--	--	880	4	+6	--
1,200	5	+8	3	Prelate	1,700	5	+8	Engineer
2,500	6	+10	--	--	3,500	6	+10	--
5,000	7	+12	4	Priest	7,000	7	+12	Sapper
10,000	8	+14	--	--	14,000	8	+14	--
20,000	9	+16	5	High-priest	28,000	9	+16	Dwarf-lord
40,000	10	+18	--	--	60,000	10	+18	--

ELVES					FIGHTERS			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
0	1	6	2	Hunter	0	1	10	Squire
300	2	+1	--	--	200	2	+2	--
600	3	+2	--	Scout	400	3	+4	Veteran
1,200	4	+3	--	--	800	4	+6	--
2,400	5	+4	--	Forester	1,600	5	+8	Warrior
4,800	6	+5	--	--	3,200	6	+10	--
10,000	7	+6	--	Ranger	6,400	7	+12	Hero
20,000	8	+7	--	--	12,000	8	+14	--
40,000	9	+8	--	Elf-lord	24,000	9	+16	Champion
80,000	10	+9	--	--	50,000	10	+18	--

MAGICIANS					THIEVES			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
0	1	5	2	Novice	0	1	7	Bandit
250	2	+1	--	--	120	2	+1	--
500	3	+2	4	Initiate	240	3	+2	Outlaw
1,000	4	+3	--	--	480	4	+3	--
2,000	5	+4	6	Adept	1,000	5	+4	Burglar
4,000	6	+5	--	--	2,000	6	+5	--
8,000	7	+6	8	Sorcerer	4,000	7	+6	Rogue
16,000	8	+7	--	--	8,000	8	+7	--
35,000	9	+8	10	Wizard	16,000	9	+8	Robber baron
70,000	10	+9	--	--	30,000	10	+9	--

When characters earn enough experience points, they advance to the next higher level. The referee may allow this to happen immediately or make them return to civilization first. Either approach is acceptable. However, characters should never earn enough experience to advance more than 1 level in a single adventure or playing session. Higher-level characters might continue play, build a stronghold, and/or retire.

LANGUAGES

For game purposes, all characters speak the common tongue of men. Dwarves and elves speak a racial language, and the referee may allow any character to learn another, as per the game rules.

A SAMPLE CHARACTER

Finally, players choose their character's name and gender. Using these rules, they might create the following adventurer:

NAME - Otto the Evangelist	GENDER - male
LEVEL - 1	SIDE - law
ABILITIES - charisma	
CLASS - cleric (cure disease, heal, turn the undead)	
HIT POINTS - 8/+3	FAITH POINTS - 1
EQUIPMENT - chainmail (+2), backpack, bedroll, mace, rations, rope, shield (+1), tinderbox, torch, water skin	
MOVE - 30'	LANGUAGES - common
EXPERIENCE - 0	TREASURE - 1 GP

Otto is heavily encumbered, but may still carry 1,000 GP. If he survives his adventures, he will gain experience, magic items, and treasure!



II. MAGIC RULES

Elves and magicians begin the game with knowledge of any 3 spells chosen by the player from the following:

SPELL	DURATION	RANGE	SPECIAL EFFECT
Bolt	instant	60'	call down a magical lightning bolt
Call	instant	self	send for the caster's familiar
Calm	1 turn/level	30'	pacify any number of wild animals
Cure	instant	touch	treat disease on a single target
Fade	1 turn/level	self	move through walls at half speed
Fear	1 turn/level	30'	panic any number of enemy targets
Find	instant	sight	locate treasure within 1 mile
Foil	instant	30'	break a single non-magical weapon
Gaze	1d6 rounds	sight	see through walls up to 10' thick
Glow	1 turn/level	30'	light a radius around the caster
Heal	instant	touch	reverse injuries on a single target
Hide	1 turn/level	self	invisibility; enemies attack at -3
Know	1d6 rounds	touch	learn the powers of any magic item
Link	1d6 rounds	sight	read the mind of a single target
Load	1 turn/level	self	double a target's carrying capacity
Mend	instant	touch	magically fix normal equipment
Mute	1 turn/level	30'	silence a radius around the caster
Null	instant	touch	reverse any spell or magical effect
Pass	instant	self	move safely through locked doors
Rise	1 turn/level	self	fly in any direction at half speed
Ruin	instant	60'	bring forth a magical meteor swarm
Send	instant	sight	deliver a 10-word psychic message
Stun	1d6 rounds	30'	immobilize a single man-sized target
Ward	1d6 rounds	self	resist normal, non-magical attacks

DURATION indicates how long an effect will last. Instant spells, like bolt, take effect immediately. All others last as indicated. RANGE can be a radius around the caster (Glow or Mute, etc.) or plain line of sight.

Spell casting improves with level. Most notably, spell duration. This is explained on the above list or in the spell descriptions. Elves do not improve their spell casting ability. Duration and/or effect will be limited to 1st level, even when the character advances.

SPELL DESCRIPTIONS

BOLT scores 1d6 hits on a single target. The caster adds +1 per 3 levels gained, so a 3rd level magician would deliver 1d6+1 hits. Lightning can sunder doors up to 5' thick and melt gold within 10' of the point of impact.

CALL allows the caster to summon their familiar spirit. This is usually an animal spirit selected by the player:

TYPE	MOVE	SPECIAL ABILITIES*
Bat	20'	flight, keen hearing, radar sense
Cat	40'	night vision, stealth
Crow	50'	flight, near-human intelligence
Ferret	30'	fine manipulation, stealth
Hawk	40'	flight, superior visual acuity
Owl	30'	better hearing, flight, night vision

*Assume all familiars have 3 HP

Familiars carry out simple commands, but seldom enter combat. The caster shares a telepathic link with their familiar and can see through their eyes over any distance. This includes special senses, like night vision. If the familiar is captured or killed, they can be summoned anew, although never in the same playing session. All are 1st level.

CALM only affects normal and/or non-magical creatures, like wolves. Any hostile action against a pacified target will immediately negate the effect and render any subsequent attempts to calm the creature useless.

CURE reverses the effects of disease on the caster or a companion. In the latter case, physical contact must be made. This spell may also be used against certain slow-acting poisons. Note that clerics may also cure disease through the use of miracles. It cannot be used to heal damage.

FADE renders the caster non-corporeal, allowing them to pass through solid walls at half speed (20' per round). Such characters are only affected by ethereal foes, like ghosts or rival magicians. Note that rematerializing into solid matter is always fatal unless the spell is quickly extended.

FEAR only works against those capable of such emotions. However, even intelligent undead are not subject to its effects. The spell panics any number of 1-3rd level targets, causing them to flee the caster at full speed. Any hostile action against routed enemies will immediately negate the effect and render subsequent Fear spells useless during the encounter.

FIND points the caster in the direction of the nearest valuable treasure within 1 mile, much like a dowsing rod. This must be worth at least 500 GP or contain one or more magic items. It is possible to follow this spell straight to the treasure, but only if the caster concentrates. During this time, no other action will be possible. The spell does not reveal the value or contents of such treasure or warn the caster of enemies guarding it.



FOIL is only effective against non-magical weapons, and only if the caster has a clear line of sight. The target must obtain another weapon, flee combat, or surrender. It takes 1 round to switch weapons if one is available. Note that a Mend spell can repair broken weapons immediately.

GAZE allows the caster to see through solid walls up to 10' thick. If the caster has full line of sight, they may cast additional spells against targets on the other side, time and distance permitting.

GLOW creates magical torchlight in a 30' radius around the caster. Chaotic characters may reverse the spell, producing total darkness and causing enemies to attack at -3. Note that the caster can see through their darkness, but never that of a rival magician. This spell moves with the caster, although the referee can allow them to cast it on an object or place instead.

HEAL restores 1d6 hits on the caster or a single companion, although it has no effect on disease or similar afflictions. Note that clerics can heal by working miracles and are actually superior to magicians in this regard. For every 3 levels gained, the character heals +1 hit, so a 3rd level cleric can restore 1d6+1 points of damage. Physical contact is still required to heal any companions unless the cleric is reading scripture.

HIDE turns the caster completely invisible. Enemies relying on sight will attack at -3, assuming they know where the character is. Attacking or casting spells immediately negates the effect. Note that sound and/or smell are not concealed, and the character may still leave footprints, etc.

KNOW allows the magician to handle an object for 1 round and divine its magical properties, like a dagger +1, etc. Multiple items can be interrogated, depending on the spell duration achieved by the caster.

LINK allows the caster to read the mind of single target. This is limited to surface thoughts and feelings, although the spell can detect a target's side and other useful information. Note that non-living and/or non-intelligent creatures are unaffected, including intelligent undead. Alternately, this spell may be used to shield the caster's own thoughts from a rival magician.

LOAD doubles the carrying capacity of the caster or a companion, who must be touched for the spell to work. This raises encumbrance to 20 items of equipment and 2,000 GP. The affected character also gets the strength ability and may attempt feats of strength if not overloaded. If a target is strong to begin with, they add +1 to all related dice.

MEND instantly repairs a single non-magical item up to normal armor. The object must be touched by the caster. This has no effect on living matter and cannot be used to restore articles from total destruction.

MUTE creates total silence in a 30' radius around the caster. This includes any companions within the affected area. The party may still communicate with one another, while outsiders hear nothing at all. Affected characters may still attack or take other hostile action while magically silenced. If cast in conjunction with a Hide spell, enemies attack at -5. In these situations, no hostile action of any kind will be possible.

NULL cancels the effect of any spell of magical attack, like being turned to stone, etc. However, it does not heal damage or reverse disease. When cast against a rival magician (this requires touch), the target is entitled to saving dice made at +1 if higher level. Note that magic items are not affected, with the exception spells from scrolls (saving dice apply).

PASS allows the caster to move through locked doors, including magically sealed doors. If traps are present, they will have no effect on the caster, but may still affect their companions and/or henchmen. Alternately, this can be used to magically shut a door until opened by another spell.

RISE enables levitation at half speed (20' per round) in any direction for the duration of the spell. Note that being stunned or knocked unconscious will send the character falling for damage.

RUIN scores 1 hit to all enemy targets within 60' of the caster. Affected targets must roll saving dice or be forced to retreat (half speed) and suffer an additional round of damage from this magical hailstorm.

SEND transmits a 10-word psychic message to a single target within sight of the caster. This must be in a language the recipient can understand. Targets with the intelligence ability can reply in turn.

STUN is not effective against non-intelligent and/or non-living foes, to include undead of any kind. The target is entitled to saving dice. Success cuts duration in half, for a minimum of 1 combat round. Stunned targets cannot attack or defend themselves, so all attacks against them are made at +2. When cast against flying or levitating opponents, falling will result.

WARD renders the caster impervious to normal, non-magical attacks for the duration of the spell, although magical attacks and/or spells still work against them. The character adds +1 round per 3 levels gained, so a 3rd level magician gets 1d6+1 rounds of protection against these attacks. Note that affected characters may still attack or cast spells, etc.

LEARNING SPELLS

Magicians learn 1 spell per level after 1st and elves 1 per 3 levels gained, so a 3rd level elf would know 4 spells.

SPELLS AND SPELL POINTS

Casting a spell uses 1 spell point. When these are spent, the character is unable to perform again until rested, although magic items will still function normally. Each full day of rest recovers 1 spell point. This assumes deep study, so no strenuous activity will be possible.

CREATING MAGIC ITEMS

At 9th level (wizard), magicians can create almost any magic item, except those expressly reserved for clerics, like holy water, etc. With the exception of potions and scrolls, this is too costly and time consuming to be practical. Cost is item value plus materials, with time required as follows:

ITEM	MATERIALS	TIME REQUIRED
Armor/weapons	1,000 GP	1 month per attack/hit bonus
Mixed magic	2,000 GP	3 months, any listed item
Potions/scrolls	50 GP	1 week, known spells
Rings/staves/wands	2,500 GP	6 months, full uses where applicable

Note that magicians can only write scrolls of spells they already know. The referee may also allow them to brew potions. This requires a well-stocked lab and the services of an alchemist (100 GP per week):

2d6	RESULT
2	Lab accident, side effects (F)
3-7	No potion brewed (F)
8	Half strength potion (S)
9-10	Normal potion (S)
11	Double strength potion (S)
12	New potion, referee's option (S)

The referee rolls for failure (F) or success (S) once per week. Side effects are determined by the referee. These should be entertaining, but harmless.

MIRACLE WORKING

Clerics operate differently. They know the Cure and Heal spells and are actually superior to magicians in this regard. However, clerics are subject to their gods and may lose these powers if they stray. Miracle working uses faith points. These are otherwise identical to spell points and are spent and recovered in much the same way. This assumes prayer and meditation, so no strenuous (or questionable) activities will be possible.

TURNING THE UNDEAD

All clerics carry a sign of their faith, called a holy symbol. For instance, the cross, etc. Undead creatures, like zombies, will recoil at the sight of this when forcefully presented. The cleric may turn away undead up to their own level, so a 1st level character can repel skeletons and/or zombies. The player rolls saving dice. If successful, all affected undead within 30' of the cleric will flee by the most direct route. Note that only one turning attempt can be made per encounter, and attacking fleeing targets negates the effect.

RESURRECTION

At 9th level (high priest), clerics can raise the dead. This is divine help of the highest order, and it comes at a price. Resurrection uses all 5 faith points, draining the cleric of power for several days. But resurrection is also hard on the subject, depending on the following:

BODY IS...	EFFECT
Complete, intact	bodily resurrection, full level
Incomplete, missing limbs	limbs restored, lose 1 level
Ruined, ashes, etc.	restored from dust, lose 2 levels

High priests may consecrate clerical items, like holy water, etc. However, this is a religious office open only to hermits or those attached to a church.



III. GAME RULES

TIME AND MOVEMENT

Play is divided into turns and rounds. Each turn represents 10 minutes of game time. An adventuring party will move 120' per turn. This assumes cautious exploration, like searching for enemies and/or traps, etc. In these situations, it is very important that players explain exactly what their characters are doing. Above ground, the party moves 240' per turn, except in rough terrain as determined by the referee.

For every 5 turns travelled, a party must rest at least 1 turn or suffer a cumulative penalty of -1 per turn to all dice due to exhaustion. This offsets bonuses from magic, which is not subject to fatigue.

Combat is split into 1-minute rounds, with 10 rounds per turn. The referee may need to keep track of these out of combat.

COMBAT RULES

Before the start of combat, each side rolls 1d6 for initiative. One player rolls for the party and the referee for the enemy. The side with the highest initiative acts first each round for the remainder of combat unless the referee dictates otherwise, subject to penalties for surprise, etc. Note that ties go to the enemy side in most cases.

During a combat round, both sides can move up to full speed and attack if within range at the end of movement. Characters move based on armor worn and enemies by speed, etc. Physical attacks are resolved by rolling 9 or better on 2d6, with damage as follows: 9-11 (1 hit) and 12 (2 hits). For game purposes, melee (hand-to-hand) attacks have a range of 10' and all others by individual type. Note that combat dice can be modified by the use of magic weapons and/or circumstances, as per the campaign rules.

Combat damage is subtracted from total hits. When these fall to 0 or less, death results. Otherwise, the fight continues until one side is killed, tries to flee, or chooses to surrender or negotiate, etc.

For game purposes, magic and miracles take a full round to execute, so no additional movement will be possible. This includes reading from scrolls and turning the undead, etc. Characters must have freedom of movement and be able to meet all range and/or line of sight requirements. Drinking potions will also take a full round, although these may not take effect until the start of the following round. This assumes time for the potion to digest and enter the system. Commanding elementals or jinn always takes 1 round.

Fighters are superior combatants, so they get +1 to all attack dice. At 9th level (champion), they roll 2 melee attacks per round, against a single opponent or divided between multiple targets within range. Magic weapons also grant an attack bonus, as per the treasure rules.

A SAMPLE COMBAT

Sir Rupert turns a corner in the dungeon and encounters a big orc in rusty chainmail armed with an axe:

First, each side rolls 1d6 for initiative. Sir Rupert was surprised, so he suffers a penalty of -2. He rolls 1d6 (-2) and gets 3. The orc rolls 4, so it will act first each round for the rest of the encounter.

Combat begins. Since the orc is only 10' away, it can attack. The referee rolls 2d6 and gets 10, dealing 1 hit to the fighter. This is subtracted from the character's total hits. Rupert has 10/+2 hits and still lives.

Now Rupert can act. He rolls 2d6 (+1 for being a fighter) and gets 12. His blow scores 2 hits (+1 with his great sword) against the orc. The monster only had 3 (1/+2) total hits in chainmail and dies. Had his attack failed, combat would have continued for several rounds, and the addition of magic and/or strategy might have changed the outcome dramatically. For example, if the orc had fled or summoned reinforcements.

DEATH AND HEALING

Wounded characters must take rest or seek out magic. Each day of rest recovers 1 lost hit point. This assumes leisure, so no other activity will be possible, including the manufacture of magic items, etc. Special healing is available from magic, miracles, and potions. If the party does not have a cleric, one must be located. Lawful clerics will cure, heal, and raise the dead for a tithe (1,000 GP for resurrection) or service to the church.

SAVING DICE

Characters roll saving dice to resist the effects of disease and poison or to escape from traps. This requires 7 or better on 2d6, although dwarves get better saves than other characters (+1/+2 against mechanical traps). Of course, the referee can apply additional bonuses and/or penalties.

DISEASE takes effect in 1-3 days. The afflicted character will lose all abilities, except those obtained by magic, and cannot heal normally, although magic and miracles are still effective. The malady lasts until cured.

POISON deals 1-3d6 in damage, as per the enemy rules. Normally, this is immediate, although slow-acting poison inflicts 1 hit per round until the full amount is delivered. A Cure spell (or miracle) will halt this progress, but not reverse any damage already suffered.

TRAPS can be natural hazards or manmade devices. Pits filled with sharp spikes or locks with poisoned needles are just some of the pitfalls that await the unwary, especially underground. When setting traps, the referee should have a thorough understanding of how the device operates and what actions will trigger it. These inflict damage as per the campaign rules.

Falling characters take 1d6 hits per 20' dropped, although saving dice will reduce damage by half. For game purposes, all characters (even dwarves) know how to swim (20' per round), but may start to drown if heavily armored or caught in rough waters, etc. In these situations, the player must roll saving dice or suffer 1 hit per round until killed or rescued.

NON-COMBAT ACTIONS

Like everything else, players must roll when using their abilities. For instance, climbing walls (dexterity) or lifting gates (strength). Normally, this requires 7 or better on 2d6 (50/50 odds), subject to modifiers for difficulty and/or circumstances. For example, climbing a slippery wall at -1. Of course, the referee can declare any action impossible to do:

ACTION	ABILITY	DURATION	SPEED
Bend iron bars	strength	--	--
Climb walls	dexterity	--	10'/round*
Detect lies	wisdom	--	--
Force doors	strength	--	--
Hide/sneak	dexterity	--	20'/round
Hold breath	constitution	1d6 rounds	--
Influence others#	charisma	--	--
Lift gates	strength	1d6 rounds	--
Recall facts	intelligence	--	--
Spot clues	wisdom	--	--
Steal objects	dexterity	--	--
Swim rough waters	constitution	1d6 rounds	10'/round
Track enemies	wisdom	--	--

*Thieves climb walls at double speed (20'/round)

#This includes acts of deception (lies) or intimidation, etc.

Note that the referee might allow characters without a particular ability to attempt some actions at a penalty. For instance, climbing trees at -2.

THIEVERY

All thieves have dexterity and are actually superior in this regard. For every 3 levels gained, they add +1 to all dice for stealth, so a 3rd level thief would get +1 when picking locks, etc.

Disarming traps only applies to mechanical devices, like poisoned needles or spring motion blades, etc. Doing this takes 1d6 rounds. Failure always activates the trap, and the thief must roll saving dice to escape this. Note that traps may also affect bystanders present. Picking locks is a similar action, but cannot locate concealed traps. In these situations, the player must be very specific about what they are looking for.

At 9th level (robber baron), thieves score double damage when striking from behind, either sneaking up on a target (roll separately) or by positioning themselves in combat. Such attacks are made at +2 and inflict double maximum damage (4 hits) against the target. When attempting sneak attacks, the thief only gets one attempt before losing the element of surprise. In combat, multiple back stabbings may be possible if the character can maneuver behind a distracted opponent. Miniatures are very useful here.

LANGUAGES SPOKEN

Many languages will be spoken in a campaign, and the referee might allow characters to learn an additional tongue if a trainer is available. For example, picking up dwarven from a party member. For game purposes, assume it takes 1 level to learn the basics and 3 to be fluent. Characters might learn any one of the following languages:

Dwarf	Giant	Ogre
Elf	Kobold	Orc
Ghoul	Merman	Wild man

Assume that spell casting enemies, like druids and necromancers, speak the common tongue of men. Woodland creatures, like faeries and nymphs, will speak a dialect of elven, and all gnomes (and redcaps) speak dwarven.

HENCHMEN AND HIRELINGS

Characters may wish to hire one or more henchmen to assist on dangerous adventures. Men at arms will fight, and porters may be needed to move treasure out of the dungeon and/or wilderness. Henchmen can only be found in civilization (1d6 should be available at any time). These will demand a hiring fee of 10 GP each. Note that characters assume responsibility for the room, board, and general upkeep of any followers in their employ.



ALCHEMIST AND MAGICIAN



ARCHER



FOOTMAN



PORTER

Henchmen are men at arms (archers and footmen) or porters. Normally, they will not have ability scores. Those who do are called specialists and command double pay. Porters never have exceptional abilities. Their purpose is to carry treasure, and they seldom fight except to protect themselves. All will expect payment weekly in addition to full room and board. They come armed as follows unless equipped at the character's expense:

TYPE	ARMOR	HP	WEAPON	NOTES	COST
Archer	leather	7/+1	bow/dagger	--	10
Footman	chainmail	8/+2	axe/dagger	--	20
Porter	none	6/+0	club/dagger	carry full load	5

Each game week, the referee secretly checks morale for all henchmen in the character's service. This will be done by rolling 1d6 and applying the highest and/or lowest bonus or penalty in the following categories:

ACTIVITY	PAYMENT	TREATMENT
None -2	Overdue -2	Abusive -2
Little -1	On time +1	Fair/impartial +1
Frequent +2	Bonuses/shares +2	Caring/loyal +2

RESULT

1 Desertion/mutiny	2-3 Waning support	4-6 Good morale
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For game purposes, each character may only take up to 3 henchmen, although charismatic types will have a better chance getting them to perform very difficult or dangerous missions. This must be supported with bonuses or other incentives regardless of a character's charisma. All henchmen are neutral, although loyal to competent leadership.

HIRELINGS

Sometimes, characters need more specialized help. For instance, magicians require an alchemist to brew potions. These followers (called hirelings) are more expensive to hire and difficult to lead:

ALCHEMISTS require lodging and a well-stocked lab (100 GP per week). They will help a magician brew potions, as per the magic rules.

BURGLARS are 5th level thieves. They can be hired for a single adventure only, asking 10% of the "take" in payment. Obviously, thieves will steal from their employers should the opportunity arise.

INITIATES are 3rd level magicians. They can be hired for a single adventure at a cost of 100 GP per spell cast and 10% of all treasure taken.

Hirelings will only be found in the larger cities. Their hiring fee can be negotiated, although most will sign on for a percentage. Note that hirelings do not count against the total number of henchmen possible, although they should still be subject to weekly morale checks. For game purposes, alchemists never leave home and are happiest when left to their research.

EXPERIENCE

Characters earn experience for enemies slain and treasure. Enemies net experience based on level, with a bonus for special abilities, like magic use or breathing fire, where applicable. Treasure won is worth 1 experience point per 2 GP, including equivalent value for jewelry:

LVL	EXP	BONUS*	TREASURE
1	5	+10	1 per 2 GP
2	10	+10	--
3	20	+20	--
4	30	+20	--
5	40	+30	--
6	50	+30	--
7	100	+40	--
8	200	+40	--
9	400	+50	--
10	800	+50	--

*Experience for special abilities

At the end of each adventure, the referee totals all experience points for enemies slain and treasure won. This is divided equally among the party (but never henchmen) unless a character acted alone.

Experience points are not awarded for magic items because having one is its own reward. On the other hand, selling them nets experience based on any money (GP value) made in the process. This should be divided equally among the characters, except as noted above. Note that the division of treasure is left to the players, with absolutely no participation from the referee.



IV. ENEMY RULES

Combat with enemies is a major element of play. This section describes the various foes (men and monsters) that characters may encounter. Note that man is often the deadliest of all, especially at high levels:

ENEMY LIST

The following is a full list of enemies. Some, like unicorns, are generally benign (lawful). However, they can be found on adventures and may become dangerous when threatened. All enemies have the following statistics, subject to additions and/or adjustments by the referee:

ATTACK gives the maximum number of attacks an enemy can make per combat round (some enemies get multiple attacks). For instance, breathe fire then bite and/or claw, etc. This is explained in the enemy descriptions.

LEVEL denotes the power of an enemy and helps the referee when planning adventures. All enemies fight at +1 per 3 levels, so a manticore (a 6th level monster) would attack at +2. For game purposes, most enemies have 1-3 hit points per level unless assigned a true class, like fighter, etc. Players should never know exactly how many hits an enemy has, although the referee can drop hints about their apparent size and/or strength.

MOVE is based on an enemy's speed and/or mode of travel (flying, etc.) or by armor worn, if applicable. Note that flying creatures ascend and/or descend at half listed speed, as per their descriptions.

SIDE refers to an enemy's orientation, whether law, chaos, etc. Since animals act on instinct alone, they are considered neutral.

SIZE can be small (S), medium (M), large (L), or huge (H), as explained in the enemy descriptions. Size matters, so large enemies add +1 to damage scored and huge foes, like fire giants, get +2. This only applies to physical attacks, like claws or weaponry, where applicable. Special attacks, like dragon's breath or spells, are not affected because greater size is not a factor.

NUMBER is just a guide. The referee should balance the number encountered against the level and/or strength of the party.

TREASURE can be things like hides, ivory, or gold. The latter is normally only found in an enemy's lair, although intelligent creatures, like orcs, might carry small sums of money. This is explained in the treasure rules.

Note: An entry of (*) refers the reader to the enemy's written description.

NAME	ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
Anka	3	5	50'	N	L	1	(*)
Ape	1	2-4	40'	N	M	1-12	A/I
Banshee	1(*)	6	50'	C	M	1	B/III
Basilisk	3(*)	3	20'	C	S	1	B/II
Bat	1(*)	1(*)	20'	N	S	1-10	A/I
Bat, giant	1	2	30'	N	M	1-2	A/II
Bear	3	4	40'	N	L	(*)	A/II
Boar	1	3	30'	N	M	1-3	A/I
Brigand	1	(*)	(*)	C	M	3-18	(*)
Bugbear	1	2	(*)	C	M	4-8	B/II
Centaur	1	4	50'	N	M	1-2	--
Chimera	6(*)	8	30'	C	L	1	B/IV
Cockatrice	1(*)	2	20'	C	S	1-2	B/II
Crocodile	1(*)	3	40'	N	M	1-4	A/II
Demon	1(*)	10	(*)	C	M	1	B/IV
Devil	1	7-9	50'	C	M	1-4	B/III
Dragon	3(*)	(*)	(*)	C	(*)	1	(*)
Druid	1(*)	(*)	50'	N	M	1-6	--
Dryad	1	3	50'	N	M	2-3	B/I
Dwarf	1	(*)	(*)	L	M	8-12	B/III
Dwarf, hill	1	(*)	(*)	L	S	4-8	B/I
Elemental	1(*)	5	60'	N	(*)	(*)	--
Elephant	2	6	40'	N	L	3-18	A/II
Elf	1(*)	(*)	(*)	N	M	3-6	B/II
Elf, wood	1	(*)	(*)	N	M	2-12	B/I
Faerie	1(*)	1	50'	N	S	2-4	B/II
Flytrap	1(*)	4	--	N	(*)	(*)	B/I
Fungi	3(*)	5	--	N	(*)	1	(*)
Gargoyle	3	3	30'	C	M	1-2	B/II
Ghost	1(*)	7	50'	C	M	1	B/III
Ghoul	3	2	40'	C	M	2-4	B/I
Giant	1	6	50'	N	L	1-3	B/II
Giant, fire	1(*)	8	60'	C	H	1	B/IV
Giant, frost	1(*)	7	50'	C	H	1-2	B/III
Gnome	1(*)	2	30'	N	S	4-6	B/II
Golem	1	5(*)	20'	N	M	1	--
Gorgon	1(*)	4	40'	C	M	1	B/III
Griffon	3	5	50'	N	M	1-2	A/II
Harpy	2(*)	3	30'	C	M	1-4	B/I
Hellhound	3(*)	4	40'	C	M	1-2	--
Homunculus	1(*)	2	30'	C	S	1	--
Horse	1	3	40'	N	M	(*)	--
Horse, pony	1	2	30'	N	M	(*)	--
Horse, war	1	4	50'	N	M	(*)	--

NAME	ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
Imp	3	1	20'	C	S	1	--
Jelly	1(*)	5	10'	N	L	1	(*)
Jinn	1(*)	10	50'	N	M	1	--
Kobold	1	1(*)	30'	C	S	3-18	B/II
Lamia	3(*)	9	40'	C	L	1	B/III
Lich	1(*)	10	30'	C	M	1	B/IV
Lion	3	3-4	40'	N	M	(*)	A/II
Lizard, giant	1	3	30'	N	M	2-4	A/I
Manticore	3(*)	6	30'	C	L	1	B/III
Merman	1	4-5	40'	N	M	2-12	B/II
Minotaur	1	7	50'	C	L	1	B/III
Mule	1	2	20'	N	S	(*)	--
Mummy	1(*)	8	20'	C	(*)	1-2	B/IV
Necromancer	1(*)	(*)	50'	C	M	1	(*)
Nymph	1(*)	3	40'	N	M	1	B/I
Ogre	1	5	30'	C	L	1-2	B/II
Ogre, hagfyr	1(*)	4	40'	C	L	1	B/III
Orc	1	1	(*)	C	M	2-12	B/II
Rat	1(*)	1(*)	20'	N	S	3-18	--
Rat, giant	1	2	30'	N	M	4-8	B/I
Raven	1	1	50'	N	S	1	--
Redcap	1	3	30'	C	S	2-4	B/II
Rhinoceros	2	4	20'	N	L	1	A/II
Satyr	1	5	30'	N	M	1	B/I
Serpent	1(*)	3	20'	N	M	1	--
Serpent, viper	1(*)	1(*)	10'	N	S	1	--
Scorpion	1(*)	1(*)	10'	N	S	1-4	--
Scorpion, giant	1(*)	3	30'	N	M	1	--
Shadow	1(*)	5	40'	C	M	1	B/II
Shark	1	3	50'	N	M	2-4	A/I
Skeleton	1	1	30'	C	M	1-6	--
Spider	1(*)	1(*)	10'	N	M	1	--
Spider, giant	1(*)	2	20'	C	M	1-4	B/II
Troll	1	6	30'	C	L	1	B/III
Unicorn	1	5	50'	L	M	1	--
Vampire	1(*)	8	40'	C	M	(*)	B/III
Werewolf	3(*)	(*)	(*)	N	M	(*)	(*)
Wight	1(*)	6	40'	C	M	1-2	B/IV
Wild man	1	2	50'	N	M	2-12	--
Wolf	3	3	40'	N	M	3-6	A/I
Wraith	1(*)	(*)	30'	C	M	1	B/III
Zombie	1	1	20'	C	M	2-4	--
Zombie, plague	1(*)	2	20'	N	M	1-2	--

The ANKA is a giant bird (often called a roc). They have a 50' wingspan and sometimes prey on livestock. Ankas strike swiftly from above with their beaks and two powerful claws. They move at half speed (20') on the ground. Their eggshells are prized by alchemists (A/II). However, these can only be found in their remote mountain aeries, usually, at great personal risk.

APES include baboons, gorillas, etc. They are fast climbers, moving at full speed in the trees. If threatened, apes bite or use their claws, but never both in the same combat round. Their hides fetch a small price.

The BANSHEE is a wailing female spirit. Its primary attack is a dreadful keening that delivers 2d6 hits to anyone within 30'. This can be countered by a Mute spell, although the banshee is entitled to saving dice. Otherwise, it fights with a chilling touch. In combat, they can only be hit by magic weapons or spells. Banshees are subject to turning.

BASILISKS are small (3' long) reptiles. Anyone meeting their gaze must roll saving dice or suffer a slow-acting poison (1d6). Otherwise, basilisks resort to a painful bite and two claws. They guard a small hoard.

Most BATS are the small type. They have 1 hit each and some (1 in 1d6) may carry disease. LARGE BATS have a 5' wingspan. They have a painful bite, but seldom transmit disease. Bat wings are valued by alchemists.

BEARS are often solitary males. However, there is a chance (1-2 in 1d6) of encountering a female with 1-2 (1st level) cubs. Mother bears fight at +1 when defending them. Their hides can fetch a good price, and these can be worn as the equivalent of leather armor (+1) if properly prepared.

Wild BOARS will charge at the start of combat and get an additional +1 to their first melee attack when doing so. One slaughtered hog feeds a dozen men, although their hides have little real worth.

BRIGANDS are ruffians. For game purposes, they are treated as 1-3rd level fighters in leather armor (+1) armed with clubs. For every 10 brigands, there will be a chief (3-5th level fighter) wearing chainmail (+2) and armed with a long sword. Brigands are not thieves, but men turned to robbery. Individuals carry 1d6 GP each, with B/II-IV found in their lair.

The BUGBEAR is a large orc (sometimes called a hobgoblin). They move by armor worn and attack with their claws or a weapon. Some are known to work with orc tribes, where they serve as paid mercenary fighters. It is widely believed that bugbears are a mixed breed. They are more intelligent than orcs and better organized. Because they do not represent a separate race, bugbear numbers are usually quite low (about 10-15% of the orcish population).

CENTAURS have the body of a horse and the torso of a man. They move as a warhorse and fight with weapons or by trampling. As a race, centaurs have no use for gold and guard no treasure. They cooperate with elves.

The CHIMERA is a deadly foe. It has the body of a lion and the heads of a dragon, goat, and lion. The dragon head is treated as a young dragon, biting or breathing fire (whichever is most advantageous). They are impossible to surprise because their tail is a living serpent that bites for a slow-acting poison (2d6) should saving dice fail. In very close combat, they can also fight with two powerful claws. Their wings are vestigial.

COCKATRICES are scaly roosters. Their foul breath (10' range) can turn a victim into stone, although saving dice will apply. Otherwise, they may attack with their beaks or razor-sharp claws. What treasure they guard belongs to past victims, although most is now petrified.

Most CROCODILES live near water, although some are kept as pets. They are ambush hunters, dragging their prey underwater. Anyone taking maximum damage must roll saving dice or start to drown, as per the game rules. Their hides are valuable and fetch a good price on the open market.

DEMONS dwell in Hell, but enter the world when summoned. They move by armor worn and attack with claws, spells, or weapons. Some (about half) fly at one-half unarmored speed (20'). Demons can only be hit by magic weapons or spells, although they are entitled to saving dice. Formed in the pits of Hell, demons are immune to fire of any kind, including magical fire. They will know every spell on the magician list and get full spell points by level.

Similar to demons, DEVILS are notably less intelligent. They move as an unarmored man (50') and attack with their claws or a weapon. Like demons, they are resistant to fire of any kind and roll saving dice against magic. Most devils never leave Hell, except to accompany demons.

DRAGONS are wicked, fire-breathing reptiles known to hoard treasure. Their power grows with age as follows:

YOUNG dragons (4-6th level) move 30' and attack with a bite. They can also breathe fire (10' range) for 1d6 hits. Sometimes called fire-drakes, their small wings cannot support flight. They hoard B/II treasure.

MATURE dragons (7-9th level) move 50' and fly at half speed (20'). They breathe fire for 2d6 hits (30' range) against up to 3 man-sized adversaries, and about half get spells and spell points by level. These will know the language of dwarves and the tongue of men. At this age, dragons guard larger hoards (A/III) and know when even a single coin or trinket is missing.

ANCIENT dragons (10th level) fight and move as mature, but add their great tails as a fourth attack. Anyone hit by this must save or be knocked down for a full combat round (those with the dexterity ability add +1). They breathe fire for 3d6 hits (60' range) against up to 6 opponents, and all will know how to speak and cast spells by level. They amass large hoards (A/IV).

Dragons get hit points and damage as follows:

AGE	HP	SIZE
Young	1/level	M (+0 damage)
Mature	2/level	L (+1 damage)
Ancient	3/level	H (+2 damage)

Note that most hoards will contain magic items, where applicable. If no magic is indicated, monetary (GP) value should be doubled.

The DRUIDS are followers of the old, nature-based religion. They seek to preserve the balance of nature and tend towards neutrality, although not in a selfish or self-serving way. For game purposes, they are magicians with the following additional powers and abilities:

INITIATES (1-3rd level) can speak with animals and plants, gaining valuable knowledge of the forests where they live and worship.

OVATES (4-6th level) start healing as a cleric (+1 hit per 3 levels) and always restore the full amount when doing so.

VERSIFIERS (7-9th level) have the power of prophesy (this is a good way for the referee to introduce new adventures and/or plot elements).

THE ARCH-DRUID (10th level) is the singular head of the druidic order. They can spend 5 spell points to reincarnate the dead:

2d6	RESULT	RESTRICTIONS
2-3	Bear	fighter only (no armor/weapons)
4	Gnome	magician, fighter, thief
5-6	Lion	fighter only (no armor/weapons)
7	Ogre	fighter (magician, if female)
8-9	Satyr	fighter, magician, thief
10	Wolf	fighter only (no armor/weapons)
11-12	Original race	class unchanged, or choose new class

Character level does not change, but hit points may be adjusted to reflect their new class. Those becoming magicians will acquire spells and spell points by level (player's choice). All get attacks and movement as indicated.



Druids gather in sacred groves, although the Arch-druid seldom grants an audience to anyone. They are on generally good terms with the elves and other woodland races, who will see them as allies.

DRYADS are female tree spirits. They are elven in size and appearance, but can become invisible at will, as per the Hide spell. If threatened, they attack with daggers. Any harm to the trees will incur their wrath.

Most DWARVES are MOUNTAIN DWARVES, as per the player rules. For game purposes, non-player dwarves are treated like 1-3rd level characters wearing chainmail (+2) armed with crossbows and hand axes. For every 10 dwarves encountered, there will be a captain (4-5th level) in plate mail (+3) armed with a crossbow and great axe. Dwarves live in colonies of about 200 ruled by a line of hereditary mountain kings. They are serious folk given to hard work and take great pride in their mining and metalworking.

HILL DWARVES stand around 3' tall and prefer farming the earth to toiling beneath it. For game purposes, they are treated as 1-3rd level fighters wearing leather armor (+1) armed with daggers and/or slings. Their small size is an asset, allowing them to hide and sneak, even fully armored. Rustic people, they live in shires of 100-150 run by a mayor with 2d6 sheriffs to keep order. These are treated as 3-4th level fighters in chainmail (+2) armed with short swords. They save as dwarves.

The ELEMENTAL SPIRITS of air, earth, fire, and water can be summoned by means of a magic tome. They are invisible, semi-intelligent creatures capable of following simple commands as follows:

Elementals are resistant to extremes of cold, heat, or wind and confer this immunity upon their summoners. They can be ordered to attack using the equivalent of a Ruin spell (fire or ice storm, etc.) once per round when under magical control and can only be affected by magic weapons or spells. Note that elementals are the only creatures capable of attacking while invisible.

ELEPHANTS live in large family herds. About one-third of them will be calves (3-4th level) and treated as medium-sized. The adults fight by trampling or using their tusks. They are peaceful, intelligent creatures, but will fight if threatened. Their ivory is highly valued.

The ELVES are a truly ancient race. Most will be HIGH ELVES, as per the player rules. For game purposes, high elves are treated as 2-3rd level characters in chainmail (+2) armed with long bows and/or long swords. There is a chance (1-2 in 1d6) of them having a potion or scroll, separate and apart from any treasure rolled. High elves live in clans of 100-150 led by an elf lord (or lady) of exceptional age and experience.

WOOD ELVES are a shy and secretive race. Instead of using magic, they are fast, adding, +1 to all ranged attacks. When using bows (except crossbows), they can divide damage between multiple targets within range. This represents getting off a volley of arrows. For game purposes, they are treated as 1-3rd level elves in leather armor (+1) armed with daggers and longbows. They can vanish into the surrounding forest like a thief. Wood elves are organized into tribes of 100-200 led by an elected ruler during times of war.

The FAERIES appear as small (3' tall), winged adolescents. While they get spell points as a 1st level magician, faeries have access to every spell on the list, and these will function at 10th level. Faeries delight in trickery, although not of the harmful kind. They can fly at full speed on membranous wings and, like dryads, may become invisible at will.

FLYTRAPS are big, carnivorous plants. These will normally (1-5 in 1d6) be indistinguishable from any surrounding growth unless characters are actively searching for them. Victims must roll saving dice to avoid being swallowed whole and slowly digested (treated as drowning). Flytraps will have 1d6 heads and may attack as many targets (assume a range of 10' each).

Most FUNGI are benign. However, some can release poisonous spores when walked across or otherwise disturbed. This may cover a large area, as determined by the referee (colonies can be extensive). Anyone disturbing these must roll saving dice or suffer a strong, slow-acting poison (3d6), although some (1 in 1d6) spread disease instead. This varies with the size and/or location of a colony. Fungi are non-intelligent and guard no treasure unless placed there by the referee to entice the unwary.

GARGOYLES are grotesque, flying humanoids. They occupy rafters in old, deserted ruins and strike from above with their bite and two claws. Gargoyles fly at half speed (10'), but climb sheer walls at full. Their stony hide is a good camouflage against rocky surroundings, much like a thief. They can only be hit by magic weapons or spells, making them dangerous adversaries.

While some GHOSTS are mere apparitions, most are spirits of the dead who linger in the world for some evil purpose. Often, they desire vengeance for past wrongs. Ghosts are non-corporeal, so they can only be hit by magic weapons or spells, although ethereal characters may attack normally. Their chilling touch deals 1d6 hits and forces the target to roll saving dice or flee in terror for 1d6 turns. They are subject to turning.

GHOULS haunt crypts and other burial grounds. They are pale, ravenous humanoids who feast on the recently dead. Ghouls attack with a bite or their two jagged claws curved for digging through soft earth. These can be used to burrow at half speed (20'). They have a keen sense of smell and are sensitive to vibrations through densely packed ground up to up to 50' thick. Ghouls prefer corpses, but will supplement their diet with living flesh, tunneling up and surprising it. They are not undead.

Most GIANTS are simply very large ogres (18' tall) who inhabit caves near deeply wooded foothills. These fight with their massive clubs or throw stones up to 30' distant, scoring 2d6 hits against a single target. They are not especially intelligent and are easily tricked. Their caves are stocked with treasures stolen on their raids against humanity.

FIRE GIANTS are larger (22' tall) and craftier than the normal sort. They attack with spiked clubs and throw rocks, but may also conjure a fire elemental once per game day, as if using a tome. Fire giants are immune to fire of any kind, magical or otherwise. FROST GIANTS are similar, but summon an ice elemental (treat as air) once per game day and enjoy immunity to normal and/or magical cold. Both live in forgotten places.

The GNOMES are small, dwarf-like people. They stand 2' tall and live in hillside burrows or rocky glens. Gnomes can wear leather armor (+1) and cast spells like a magician (spells and spell points by level). Small folk, they fight with miniature crossbows, daggers, and spears. Gnomes live in colonies of 100-200 ruled by a clan chieftain.

GOLEMS are men of clay brought to life by means of a manual. This is explained in the treasure rules. They get full hit points (15), although they cannot heal normally. Any damage taken must be repaired. Golems can be outfitted with armor and weapons, but fight just as well with their powerful fists (treat them as having the strength ability).

The GORGONS are snake-haired women (like the Medusa of myth). Simply meeting their gaze requires the target to save or be turned to stone. Their snakes bite for a low-grade (1d6) poison. Otherwise, gorgons attack with daggers or short swords. They occupy bleak places often marked by strange stone statues (prior victims) and the scattered wealth of ages past.

GRIFFONS have the head and wings of an eagle and the body of a lion. They fly at full speed and fight using beaks and two sharp talons. Sometimes, griffins can be taken as mounts, but only when trained from birth. They nest in hard-to-reach mountainous aeries. These will be guarded by a mated pair and contain 1d6 eggs or hatchlings (2nd level).

The HARPY is a horrible mixture, having the torso of an old woman and the body of an eagle. They inhabit rocky cliffs overlooking the ocean, where they sometimes feed on the unlucky victims of shipwrecks. Harpies attack with their two razor sharp claws. About one-third (1-2 in 1d6) are SIRENS. These use an evil song to hypnotize victims within 30'. These must save or fall into a mindless trance and present themselves for slaughter.

HELLHOUNDS have an infernal origin, although some now roam freely in the surface world. They appear like massive (3' at the shoulder) hounds that attack with a smoldering bite and two sharp claws. Hellhounds breathe fire and brimstone for 1d6 hits (10' range) against a single target. They are sometimes kept as pets by demons, devils, and fire giants, etc.

A HOMUNCULUS is an artificially created familiar available only to chaotic magicians using a special grimoire. They appear like small (1' tall) winged humanoids that fly at full speed, bite for damage, and get a single spell chosen by the player or the referee and 1 spell point. Note that the magician does not share a telepathic link with this familiar, although they are very intelligent and can understand complex commands. Captured or slain homunculi cannot be recalled in the usual way, but must be fashioned anew.

HORSES are a common sight in the game world. Most are used for riding or pulling wagons, and all may carry up to 1,000 GP weight. PONIES are used by dwarves and other little people for the same purpose. Only WARHORSES can handle the rigors of battle. These can be dressed in armor (barding) and made to charge, adding +1 to the rider's first attack when doing so. Note that horses will never enter dungeons. For game purposes, they move 300' per turn above ground, subject to rest requirements.

Most IMPS live in Hell, although some are sent by demon lords to carry out wicked errands. They are dwarf-like fiends (1st level) with long, barbed tails and two razor-sharp claws. Like demons and devils, they are impervious to fire of any kind, although they can be hit by non-magical weapons. Imps are cowards who rely on guile and trickery when strength fails.

JELLIES are large, oozing blobs. Anyone stuck by one must roll saving dice or be absorbed and digested as a slow-acting (3d6) poison. Victims can still attack, but will lose any bonuses while doing so. Jellies may carry undigested items of nominal value, like gold coins, etc. They are non-intelligent.



COCKATRICE



HELLHOUND



KOBOLD



TROLL



ORC



ZOMBIE

The JINN (djinn or djinni) are magical spirits. They are bound to lamps and will perform 3 discrete actions (wishes) for whoever releases them. Jinn know every spell on the list and get spell points by level. In addition, they are treated as having all ability scores and may perform any one of the following actions for the keeper of the lamp:

Perform any ability, like forcing stuck doors, etc.

Cast spells as a magician, limited by available spell points.

Create nutritious food and water for 10 persons.

Transport 10 characters, and their equipment, up to 1 mile away.

Jinn can only be hit by magic weapons or spells and get saving dice against magical attacks. They are neutral and never take up personal causes. Once all wishes are granted the jinn departs, freed of its obligation.

KOBOLDS are small (3' tall), scaly humanoids. They frequent caves and often tunnel into dungeon settings. Miniature fiends, kobolds get 1-2 hits each, although some wear hides, as per leather armor (+1). Being small, they rely on numbers and are known to protect their territory with deadly traps. Kobolds live in tribes of 200-300 ruled by the strongest member.

The LAMIA is a man eating female demon with the head and torso of a woman and the lower body of a serpent. They live in dreary, out-of-the-way places, where they prey on unfortunate (or unprepared) adventurers. Their usual strategy is to lie in wait (treat as a thief) and strike from behind with two claws and serpentine tails. The latter functions like a constrictor, strangling their prey (see the serpent description). Lamias are of uncertain origin, but may be the offspring of demons or the result of an ancient curse.

LICHES are undead magicians who have prolonged their earthly existence by use of evil magic and/or demonic pacts. They are treated as the powerful magicians they once were, with spells and spell points by level. Furthermore, liches function as necromancers and can only be affected by magic weapons or spells cast by magicians of at least 9th level. Most dwell in elaborately constructed crypts guarded by monsters and/or deadly traps. Liches are subject to clerical turning, but only by the very powerful.

Most LIONS move in prides of 1-2 males, 2-6 females, and 1d6 young. The latter are treated as 1-2nd level. Lions are patient hunters, stalking their prey and attacking with a bite and two claws. For game purposes, this may include similar big cats, like cheetahs or tigers, and the referee can research these for inclusion in their own campaigns. Their hides are valuable.

LIZARDS occupy desert or tropical settings. They often grow up to 15' long and are voracious hunters, attacking with exceptionally powerful jaws. Lizards hunt in groups. Their hides are of little worth.

The MANTICORE is an awful hybrid, having the lower body of a lion and the head of a man sporting a mouthful of razor-sharp teeth. Their whip-like tails come equipped with spikes. At the start of combat, the manticore will throw these for 2d6 automatic hits divided between all targets within range (30'). If spikes fail to stop an enemy, they will close to fight with their painful bite and two claws. It takes 1 game day to restore used spikes.

MERMEN (including MERMAIDS) can only be found in ocean environments or inland waters with access to the sea, like underground coves, etc. They have the upper body of a man and the lower parts of a fish, moving 10' when venturing on land. Mermen will sometimes surface to sun or watch passing ships (they are adapted to both environments). In combat, they fight with bone knives or trident-like spears. Mermen live in underwater cities of several thousand ruled by an ancient sea king.

The MINOTAUR is another hybrid monster, having the body of a man and the head of a bull. At the start of combat, it will charge at +1 before closing in to fight with a club or similar two-handed weapon. They are often found guarding mazes and never get lost. Minotaurs are not especially intelligent and can be outsmarted. They do not form a separate species.

MULES are sterile hybrids of horses and donkeys. They are smaller than horses and can only be ridden by dwarves. Mules can navigate dungeons easily and carry up to 500 GP weight if properly outfitted. However, they are stubborn and temperamental and might (1 in 1d6 chance) refuse to perform if not coerced and/or properly enticed.

Most MUMMIES never rise again. However, the remains of evil priests and kings will do so if their tombs are despoiled. Supernaturally strong, mummies are treated as having the strength ability and attack as large (+1). They are only hit by magic weapons or spells and are subject to turning. Ancient priests have clerical powers and may perform an evil reverse-heal, inflicting an automatic 1d6+2 hits. This still requires touch.

NECROMANCERS are magicians with access to the following:

NAME	DURATION	RANGE	SPECIAL EFFECT
MORT	instant	30'	create a skeleton or zombie servant

MORT allows the caster to raise up a single skeleton or zombie from available remains to serve them 1 day per level or until destroyed and/or dismissed.

If encountered, necromancers will always have from 1-3 skeletons and/or zombies under their command and can raise up additional servants from fallen henchmen, etc. Necromantic magic is taught by demons and may never be learned by characters unless the referee permits. Note that necromancy is always an evil act forbidden to lawful (or even neutral) types. Their ultimate goal is unclear, but they are truly wicked.

Most NYMPHS are never actually seen, for they take great pains to avoid detection by outsiders. They appear as very beautiful elven maidens. Simply looking upon one requires saving dice to avoid complete blindness, although this can be reversed by use of a Null spell. Nymphs get spells and spell points by level and can instantly transport themselves up to 1 mile away if an encounter goes badly. They are counterparts to satyrs.

OGRES are the smallest of the giants (12' tall). They fight with primitive clubs (uprooted trees), but are not big enough to throw rocks. The HAGFYR is a female ogre. These solitary lake dwellers live in watery caverns accessible through the bottoms of nearby fens. Hagfyr possess an evil cunning and fully half (1-3 in 1d6) are magicians with spells and spell points by level. If followed to their submerged lairs, they attack at +1.

The ORC race lives underground (called goblins) or in dark places on the surface, like deep woods where the sun never shines. Cruel folk, they delight in torture and have a taste for human flesh. Orcs are sometimes used by chaotic magicians to form slave armies. These will usually be equipped with armor and weapons provided by their master or taken in battle. Otherwise, they form a tribal society of 200-300 ruled by the most powerful (this changes often, so orc culture is unstable). Their appearance varies by tribe.

RATS are a plague in the cities and old sewers. They are small (1 hit) and some (1-2 in 1d6) carry disease. Giant rats are larger (4' long) and live deeper underground. Rarely, if ever, will they transmit disease.

All RAVENS are highly intelligent. As such, they are messengers of the higher powers and may be used by the referee to deliver advice or warnings to the players. If favorably disposed, they may grant any one of the following boons (these must be earned through right action):

Answer one question per game day.

Predict future events as determined by the referee.

Ravens can be used to advance a scenario or give fair warning of mistakes and/or poor playing, etc. Killing a raven will incur the wrath of the gods and brings punishment (determined by the referee) until restitution is made.

REDCAPS are murderous gnomes. Unlike their gentler cousins, they cannot work magic and are too wild to bother with armor. They prefer ambush to open attack and fight with stone knives. As their name implies, redcaps dip their caps in the blood of their victims as a grisly trophy. Very little is known of their origin, except that other woodland folk fear and shun them.

The RHINOCEROS is a peaceful creature unless disturbed. In combat, they charge with their horns for +2 to their first attack and then trample anyone too slow (or unlucky) to escape. Powdered rhino horn is highly prized as an alchemical ingredient for strength potions.

SATYRS have the torso of a man and the legs of a goat. Untamed, they fight with spears or trample with their hooves. Satyrs are the male counterparts to dryads and prefer frolicking and playing their pipes to violence. They are fond of wine and react favorably if this is offered.

Most SERPENTS are constrictors. Anyone hit by these 30' long snakes must roll saving dice or be crushed in its coils (treat as drowning). This type lives in tropical jungles and similar locales. VIPERS are tiny (1 hit each), but deliver a virulent poison (3d6). These can be placed in old sacks or treasure chests to catch the foolish or unwary.

SCORPIONS of the normal sort are small (1 hit). They live under rocks and deliver a strong (2d6) poison. GIANT SCORPIONS are larger (4' long), but have a correspondingly weaker (1d6) toxin. Both dwell in the desert.

The SHADOW inhabits desolate places, like forgotten ruins and crypts. They are non-corporeal and may only be hit by magic weapons or spells. Their touch inflicts normal damage, but requires saving dice to avoid weakness (treat as physical exhaustion, as per the game rules). Shadows are the undead spirits of chaotic (evil) men. They are subject to clerical turning.

SHARKS are deadly aquatic predators. They frenzy at the smell of blood for an additional +1 to all dice after their first successful attack. Shark meat is considered a delicacy, and their hides have value.

Animated SKELETONS are human remains raised up by a necromancer. About one-third (1-2 in 1d6) wear armor. This will usually be chainmail (+2), as leather decays rapidly, and plate mail is rare. Armored skeletons are equipped with spears or long swords. Otherwise, they use their claws. Skeletons are non-intelligent undead subject to turning.

SPIDERS are small (1 hit), but highly poisonous (1-3d6). Like vipers, they occupy cracks and crevices, where they can bite exposed flesh and the probing hands of characters. Spiders include black widows and tarantulas, etc.

Most GIANT SPIDERS build their webs in the forest, where they ensnare unlucky victims to devour at their leisure. Spider webs are strong enough to hold a struggling man-sized victim for 1d6 rounds, although fire will burn through this in 1 round. Giant spiders have a paralyzing venom that requires saving dice (made at -1) to avoid. Targets are awake, but immobilized until eaten or rescued and given 1 turn to recuperate.

TROLLS are giant-sized (12' tall) brutes similar to ogres. They are more intelligent and often wear armor (treat as chainmail, +2) and fight with clubs or big hammers. Some (1-2 in 1d6) are STONE TROLLS who turn to stone in broad daylight (no saving dice). This subspecies gets +1 hit per level and only ventures forth at night. All trolls are very strong.

The UNICORN is an elegant white horse with a single horn. This grants an additional +1 against hostile targets and immediately negates disease and poison on contact. Obviously, unicorns are resistant to these things. They get saving dice against chaotic (evil) spells and may allow female characters to approach, and possibly ride, them if lawfully aligned, although this privilege must be earned through right action.

VAMPIRES are the dominant form of undead. With the possible exception of liches, they reign supreme. Vampires are strong and may only be hit by magic weapons or spells, although they can still be turned. They perform one of the following once per round:

Assume a gaseous form to escape through cracks and crevices (move 10' per round) or take the shape of a bat to flee encounters (total hits and abilities do not change). Vampires cannot attack in gaseous form.

Cast the Calm, Fear, Pass, Link, and Send spells. This can be done without spell points an unlimited number of times.

The referee can have their vampires attack at -2 in daylight or simply crumble to ash (no saving dice) when exposed. Any human slain by a vampire becomes one in 7 days unless resurrected by a cleric. Non-humans are not affected unless the referee determines otherwise. Vampires are charming and often wield political power, ruling as counts or local lords.

Most WEREWOLVES are simply unlucky humans cursed with lycanthropy. At night, there is a 1 in 1d6 chance (and always on a full moon) of involuntarily turning into a wolf and going on a killing spree. The wolf form is treated like a normal animal with maximum hits (9) that can only be affected by silver or magic weapons and spells. Even then, they regenerate 1d6 lost hits each round until slain. Humans bitten by a werewolf must roll saving dice to avoid contracting lycanthropy, although a clerical Cure will negate this.

WIGHTS inhabit barrows or mounds close to their mortal remains. They are otherwise treated like ghosts, being ethereal and only affected by magic weapons or spells. Their touch inflicts 1d6 hits and requires saving dice to avoid a deathlike sleep lasting for 1d6 rounds. Wights are undead and, therefore, subject to clerical turning. Any treasure found consists mainly of grave goods and the accumulated debris of intruders.

All WILD MEN are Neanderthals. They wear only simple hides that rarely function as armor and fight with stone axes and spears. Cavemen are excellent hunters and trackers (add +1 to all attempts). They are robust and should be treated as having the strength ability. Wild men live in small family groups of 10-20 led by a chieftain and a council of elders. Larger clans may also have a tribal shaman treated as an initiate (3rd level) druid.

WOLVES are clever and coordinated hunters. They move in packs to better stalk their prey and wear it down. Most avoid men in large numbers, preferring instead livestock and the occasional lone traveler. Wolves have an excellent sense of smell and can follow trails over long distances. Their pelts are valuable and can fetch a modest price.

Wicked WRAITHS are not undead, although similar. Instead, they represent souls corrupted by sorcery and consigned to the ethereal realms, non-living, but never truly dead. Non-corporeal, wraiths can only be hit by magic weapons or spells. Their touch inflicts 1d6 hits, but they are just as likely to use special weapons (called wraith-blades) that require saving dice to resist a powerful, slow-acting poison (3d6). Anyone killed in this way becomes a wraith in 1d6 rounds unless subject to a Cure spell.

ZOMBIES are usually reanimated corpses of the recently dead. They are completely non-intelligent and too uncoordinated to use armor or weapons of any kind. Instead, they attack with claws or a painful bite. Zombies are subject to clerical turning. PLAGUE ZOMBIES are reanimated by deadly spores inhaled through the nose and mouth. Anyone hitting one in melee must roll saving dice or inhale their spores (treat as drowning). Characters dying from this become a plague zombie in 1 round unless a Cure is administered.



V. TREASURE RULES

The quest for riches is a motivating factor for most characters, and many enemies will carry and/or guard valuables. All hoards have a class indicating what form this actually takes. Class A treasures include animal hides and alchemical ingredients, like bat wings. These take 1d6 turns to remove, so this may not be practical unless time clearly permits. Class B treasures contain traditional wealth in the form of gold, jewels, and magic.

Type indicates the monetary value (GP) of any treasure recovered. Note that only class B treasures will contain magic items, although the referee can make exceptions as befits their campaign:

TYPE	VALUE (GP)	CHANCE OF MAGIC
I	1d6 (1-6 GP)	--
II	1d6 x 10 (10-60 GP)	2 in 1d6*
III	1d6 x 100 (100-600 GP)	3 in 1d6*
IV	1d6 x 1,000 (1,000-6,000 GP)	4 in 1d6*

*Place as desired on roll on the magic tables

Sometimes, characters will find gems or jewelry. These are highly prized because they are small and do not count against GP weight carried. This is the finest in portable wealth. The chance of finding jewelry (as a percentage of total value) is given on the following table:

TYPE	CHANCE OF JEWELRY	% OF TOTAL VALUE*
II	1 in 1d6	(50-75%)
III	2 in 1d6	(25-50%)
IV	3 in 1d6	(10-25%)

*Jewelry does not count against encumbrance

The above is just a guide, and the referee should place treasure as needed to suit the campaign and give fair rewards for the risk taken. Very large and/or powerful enemies, like dragons and liches, typically guard magic.

MAGIC ITEMS

The treasure tables are built so that magic items are rare. Potions and scrolls will be the most common, giving elves and magicians a minor advantage early on. All others will be harder to find. Proper use of the magic item tables should help the referee maintain this balance. Of course, this is just a guide, and magic items should be placed as needed to suit the campaign.

Obviously, magic items found will vary by treasure type:

TYPE II-III*

- 2d6
- 2-7 Any potion or scroll#
- 8-11 Any 2 potions and/or scrolls#
- 12 Roll as type IV treasure

*Add +3 to all dice for type III treasure

TYPE IV

- 2d6
- 2-10 Any 2 potions and/or scrolls plus (roll 1d6):
 - 1 - any 1 armor#
 - 2 - any 1 mixed#
 - 3 - any 1 ring#
 - 4 - any 1 staff#
 - 5 - any 1 wand#
 - 6 - any 1 weapon#
- 11-12 Any 2 or double GP found

#Roll (or choose) on the appropriate table

Note that some magic items are only available to characters of a particular class: cleric (C), dwarf (D), elf (E), fighter (F), magician (M), or thief (T).

MAGIC ITEM TABLES

I. ARMOR protects the wearer by giving a better than normal bonus to their total hits. For instance, leather armor +2, etc. Alternately, characters might find special armors, like a suit of dwarven chainmail:

3d6	ARMOR	VALUE	3d6	ARMOR	VALUE
3-5	Leather +2	500	12	Plate mail +4	1,000
6	Leather +3	750	13	Plate mail +5	2,000
7	Leather +4	1,000	14	Plate mail +6*	3,000
8-9	Chainmail +3	750	15-16	Shield, small +2	750
10	Chainmail +4	1,000	17	Shield, medium +3	1,000
11	Chainmail +5	2,000	18	Shield, large +4	1,500

*Alternately, dragon shield or dwarven chainmail

Note that magicians cannot wear armor of any kind, and thieves will be limited to leather armor (no shields). Elves can use chainmail armor and shields.

The DRAGON SHIELD is made of overlapping dragon scales. Wearing this confers immunity to normal/non-magical fire and allows saving dice against dragon's breath and similar attacks, like hellhounds, etc. Success results in half damage (minimum 1 hit taken), although this protection only applies to frontal attacks where the shield can be used.

DWARVEN CHAINMAIL is finely wrought stuff of dwarven make. It is treated as the ordinary sort (+2), but is so light and supple that it imposes no restrictions (climbing, etc.) on the user. Note that while thieves can wear this armor, sneaking is done at -1. These cannot be purchased.

II. MIXED MAGIC refers to items not fitting into any other category. Many are useable only by magicians and represent an extension of their considerable power, especially at very high levels. While some have limited uses, most grant lasting power, making them highly sought after:

MIXED MAGIC I*			MIXED MAGIC II*		
2d6		VALUE	2d6		VALUE
2	Amulet of ESP (M)	3,500	2	Dragon's teeth	2,000
3	Beast cloak	5,000	3	Dust of vanishing	1,500
4	Book of alchemy (M)	2,000	4	Elven cloak	3,500
5	Boots of levitation	3,000	5	Flying carpet	5,000
6	Boots of speed	2,500	6	Girdle of strength (F)	4,500
7	Circlet of power (M)	4,000	7	Golden harp (E, F)	3,000
8	Cloak of invisibility	3,500	8	Grimoire (M)	4,500
9	Crystal ball (M)	4,000	9	Holy relic (C)	2,500
10	Decanter of monsters	2,000	10	Horn of Jericho (C, F)	4,000
11	Djinni bottle	1,500	11	Horn of the hunter (E, F)	3,500
12	Roll on Mixed Magic II	--	12	Roll on Mixed Magic III	--

MIXED MAGIC III*			MIXED MAGIC IV*		
2d6		VALUE	2d6		VALUE
2	Jug of Dionysus	3,000	2	Scriptures (C)	4,000
3	Lens of true seeing	3,500	3	Singing bone	2,500
4	Lucky charm	1,500	4	Skeleton key (T)	2,000
5	Magic rope	2,500	5	Sleeping dust	1,500
6	Magician's hat (M)	5,000	6	Sneezing powder (T)	1,000
7	Manual of golems (M)	3,500	7	Talisman	1,500
8	Necklace of charm	2,000	8	Tarot cards (M)	1,000
9	Pipes of beguiling	4,000	9	Tome of elementals (M)	5,000
10	Prayer beads (C)	2,500	10	Tome of gainful lore	4,500
11	Robe of the adept (M)	3,500	11	Voodoo doll (M)	3,000
12	Roll on Mixed Magic IV	--	12	Choose from any table	--

*Except where noted, mixed magic can be used by any character

An AMULET OF ESP allows the wearer to sense the presence of any living minds within a 120' radius, even if separated by walls, etc. Once per game day, the wearer can perform a Link spell, although this requires sight.

BEAST CLOAKS appear as normal hides. These have no armor value, but when the hood is drawn, the wearer takes an animal form:

1d6	TYPE	FORM	NOTES
1-3	Bear hide	bear	--
4	Feather cloak	hawk fly at 40', long range vision	
5-6	Wolf pelt	wolf	--

Note that while characters gain the attacks, movement, and abilities of the animal form, total hits do not change. For game purposes, armor and equipment transform with the wearer and are not be available in animal form. This includes extra hits from armor worn and all magic items. Spells may not be cast in animal form, and speaking is impossible. Otherwise, the effect lasts as long as desired, subject to all of the above. A powerful item.

The BOOK OF ALCHEMY contains detailed instructions on the preparation and use of potions. Anyone possessing such a book can properly identify any potion one-third (1-2 in 1d6) of the time and adds +3 to all dice for brewing them, as per the magic rules. This tome is highly sought.

BOOTS OF LEVITATION grant levitation, as per the Rise spell, up to 3 times per game day. Duration is based on level.

Similar to the above, BOOTS OF SPEED double the wearer's movement speed for up to 10 rounds (1 turn). This must be followed by 1 turn of rest to avoid exhaustion, as per the game rules. The referee can allow those with dexterity to add +1 to all dice for stealth, subject to the above limitations.

CIRCLETS OF POWER are worn on the brow (1-4 in 1d6) or arm (5-6 in 1d6) and add bonus spell points (SP) as follows:

1d6	TYPE	BONUS SP
1-3	Copper	+1
4-5	Silver	+2
6	Gold/platinum	+3

Some (1 in 1d6) are clerical, granting faith points instead.

The CLOAK OF INVISIBILITY grants full transparency, as per the Hide spell, when the hood is drawn. No difficult actions will be possible, and movement is reduced to 10'. For game purposes, this means anything requiring dice.

CRYSTAL BALLS allow the magician to interrogate any location up to 1 mile away, subject to the following:

LOCATION IS...	RESULT
Well known, previously visited	full sight and sound
Passing familiarity, visited once	sight only
Unfamiliar, but known of	blurry sight only

The crystal ball grants an eye-level view of the setting as if the magician were actually there. Contact lasts 1d6+4 rounds (up to 1 turn), although every round after the first requires saving dice made at a cumulative -1 or the character is stunned and helpless for a full turn and loses all spell casting ability for 1 game week, or 7 days.

A DECANTER OF MONSTERS looks like an ordinary flask, but when the stopper is pulled, a monster is summoned as indicated:

2d6	MONSTER*	2d6	MONSTER*
2-4	Ape	8-9	Imp
5	Basilisk	10	Jelly
6-7	Harpy	11-12	Ogre

*Assume full hits by level

Summoned monsters will appear within 10' of the decanter and attack the party's enemies two-thirds (1-4 in 1d6) of the time. Otherwise, or if enemies are no longer present, the monster attacks the party.

DJINNI BOTTLES are unremarkable, except for a faint aura. Each holds an imprisoned jinn that can only be released by rubbing the bottle and speaking an incantation written somewhere on its surface. The grateful djinni will serve the keeper of the lamp as explained in the enemy rules. Note that this can be an oil lamp or similar container.

The fabled DRAGON'S TEETH are specially made, so characters cannot just extract them from fallen beasts. For game purposes, 1d6+4 (5-10) teeth will be found at any time, although these need not be used all at once. Each tooth sewn into the ground will rise as a skeleton in 1 round and follow the character's commands. These come armed with a long sword and shield (+1) and have full hits by level (3). They will serve until slain.

DUST OF VANISHING comes in a leather pouch containing enough powder to affect up to 3 characters, and all equipment, for 1d6 turns. The dust must be sprinkled on a target, who becomes invisible as per a Hide spell. Water immediately negates the effect, so wet weather or swimming must be avoided.

The ELVEN CLOAK allows the wearer to blend perfectly with their natural surroundings, including rock, but not worked stone. Full movement is possible, although any action other than ordinary walking negates the effect and eliminates the element of surprise. This cannot be used to perform stealth actions other than simply avoiding detection. The hood must be drawn for this to work, and even whispered speech will be impossible.

FLYING CARPETS appear as a finely woven rug big enough to carry 6 fully equipped riders (assume a 6,000 GP maximum). Upon speaking the command word, the carpet floats off the ground and moves 40' per round, ascending and/or descending at half speed. Flying carpets are not maneuverable, so sharp turns indoors or underground are made at 10'. The word of command is embroidered somewhere on the rug, quite possibly in a foreign language.

A GIRDLE OF STRENGTH grants the strength ability when worn. If the character is already strong, they perform all feats of strength at +1 and will have a better chance, in general, of doing these things. Melee attacks are treated as being two-handed, granting an additional +1 to damage. This is in addition to existing weapon bonuses.

GOLDEN HARPS are beautifully crafted items. Simply strumming one makes pleasing music and causes others to be favorably disposed. If played in battle, this has the effect of calming non-magical animals, as per the spell, and inspiring friendly forces within 60', adding +1 to their initiative and saving dice, although the user cannot otherwise participate in combat.

Most GRIMOIRES are books on summoning demons. These contain diabolical names that can be used to call upon the lower powers. The reader can attempt to summon a demon as per the following:

CONDITIONS	CHANCE OF SUCCESS
Hurried, in combat	1 in 1d6
Unhurried, no preparation	2 in 1d6
Preparations made	3 in 1d6

Preparations involve creating a magic circle and obtaining special supplies costing 1,000 GP that are expended in the process. The ritual requires 1 full turn of uninterrupted evocation. If successful, the demon is compelled to perform a single task for the magician before returning to Hell. Note that demons do this grudgingly. Should the attempt fail, there is a 1 in 1d6 chance of calling an angered demon not bound to the character.

Summoning demons is an evil act forbidden to lawful magicians. Doing so immediately switches their side to chaos. Even neutral characters will run a risk (1-2 in 1d6) of this, with sanctions determined by the referee.

Some grimoires (1 in 1d6) hold recipes for making artificial familiars, or homunculi, as per the enemy rules. Only one homunculus can be had at a time, and these take 1 month (30 days) to prepare at a cost of 5,000 GP. Existing familiars will shun these and refuse to appear. Like all grimoires, this one is quite evil and carries similar risks and restrictions.

HOLY RELICS are clerical symbols of great power. Most (1-4 in 1d6) are dedicated to law and may only be used by clerics of that type. All others will be chaotic in nature. Relics add +1 to all turning attempts and allow the cleric to heal full damage by level. Furthermore, these can be used to turn devils, level permitting, but never demons.

The HORN OF JERICHO appears as an ordinary brass horn of the kind used to rally troops in battle. When blown, it produces a deafening blast that collapses 20' x 20' walls up to 10' thick. Iron structures are not affected, except iron-framed constructs otherwise made of stone or wood, etc. When blown in close quarters (indoors or underground), living things within 60' must roll saving dice at -1 or become deaf for 1 full turn.

HORNS OF THE HUNTER are indistinguishable from an ordinary huntsman's instrument, although elves may be able to detect their magical aura. If blown outdoors or in the woods, silence results. However, the horn will summon a bear (woods) or 1-2 wolves (hills or mountains) within 1d6 rounds. These will attack the party's enemies and depart peacefully once the fight is over. It can only be used once per game day.

A JUG OF DIONYSUS looks like an ordinary brass pitcher. However, it will produce an unlimited amount of pure drinking water, although never enough to flood a room, etc. Once per game day, it can be made to produce a highly intoxicating drink enough for 6 persons. Quaffing this requires saving dice made at -1 to avoid a drunken sleep for 1d6 turns, although non-living targets are unaffected. If this is done, the jug goes dry for a full day.

LENSES OF TRUE SEEING are usually a loupe or spectacles. When looking through this, any invisible and/or concealed targets within 120' are identified, although no other action can be taken. The presence of magic may also be recognized one-third (1-2 in 1d6) of the time, although the precise nature or properties of such magic will never be revealed.

Most LUCKY CHARMS are small fetishes, like a rabbit's foot, etc. These will add +1 to all saving dice if worn or kept on the character's person. This transfers if the object changes hands. The referee may also allow the random lucky occurrence, like finding 1d6 GP on the ground or stumbling on a clue, although never more than once per game day. These will be minor, but helpful to the character. Some lawful types scorn chance and cannot use these.

MAGIC ROPES are 50' long and woven with silver or gold thread. On command, the rope will snake in any direction at 10' per round and fasten itself to braches or similar surfaces as desired. Despite its slight appearance, the rope can handle up to 1,000 pounds or 5,000 GP weight.

A MAGICIAN'S HAT looks like an ordinary pointed cap. However, the wearer can pull any normal/non-magical item, like a ladder or rope, out of the hat up to 3 times per day. The item must be of less than 10 GP value, so armor, weapons, and other valuables cannot be produced. This includes foodstuffs and living things of all kinds, even rabbits!

MANUALS OF GOLEM CREATION are normally old texts, although some will be scrolls of rolled cloth. These explain the construction and magical animation of golems, as per the enemy rules. Fashioning a golem requires 1 month during which no other activities will be possible. The cost is 5,000 GP for labor (1-2 alchemists) and other materials. Golems are magical automatons that cannot heal. They can be repaired for 250 GP per hit restored.

The NECKLACE OF CHARM gives the wearer charisma, as per the ability. Those already charismatic add +1 to all dice for related tasks.

PIPES OF BEGUILING (often called the Pipes of Pan) are reed pipes with the ability to pacify non-magical creatures, as per the Calm spell, and/or woodland spirits, like dryads or nymphs, making them react favorably if otherwise treated well and shown the proper respect. The latter must be within 60' and are entitled to saving dice. Rarely (1 in 1d6) the pipes allow the player to call and command 3d6 normal rats. This variety may only be used once per day and will have none of the other powers listed.

All PRAYER BEADS are consecrated to law. They add an additional +1 to all dice for healing and +2 cleric levels when turning undead.

ROBES OF THE ADEPT grant armor-like protection as follows:

2d6	TYPE	PROTECTION	ADDITIONAL POWERS
2-6	Red	+1	--
7-8	Green	+2	--
9-10	Blue	+3	+1 to saving dice against disease/poison
11	Silver	+3	+1 spell point
12	Gold	+3	+1 spell point, +1 to all spell related dice*

*This includes all dice for damage and/or spell duration, etc.

Obviously, enemy magicians possessing or guarding these will wear them.



Holy SCRIPTURES can be lawful (1-4 in 1d6) or chaotic (5-6 in 1d6). Each contains a ritual that, when read aloud, heals or sustains those listening to it beforehand. This is explained below:

1d6	RITUAL	EFFECT	USES
1	Bless	add +1 to listener's dice for 1 turn	2
2-3	Cure	cure disease on all listeners	4
4-5	Heal	restore full hits to all listeners	3
6	Resurrect*	raise a single fallen companion (any state)	1

*May be performed by any level cleric when read as scripture

Note that scripture must be read aloud for 1 round to take effect, except resurrection (unction), which takes a full turn. Only those within 30' of the cleric will be thus affected. Sermons can only be read a limited number of times before they must be re-consecrated by a non-player cleric. This involves a tithe of 1,000 GP (1,500 for resurrection) to restore full uses to the book. No scripture will contain more than one ritual.

SINGING BONES are usually a femur. These hum quietly when enemies are within 120' of the character, growing louder as the enemy approaches or when very large numbers are present. This is a mixed blessing, as there is a cumulative 1 in 1d6 chance per round of nearby enemies hearing this should it start to sing loudly. The bone gives no indication of enemy type.

Highly sought by thieves, SKELETON KEYS add a bonus to all lock picking attempts, depending on the variety found:

1d6	TYPE	AFFECT
1-4	1 brass key on ring	+1 lock picking
5-6	2 silver keys on ring	+2 lock picking

Alternately, silver keys add +1 lock picking, +2 to disarming manmade traps.

SLEEPING DUST is another alchemical byproduct. It comes in a small cloth pouch containing enough dust to affect up to 3 targets of any size. This must be inhaled to work properly (normally, a 10' range), so flytraps, jellies, and undead are not affected because they do not breathe normally. The target will immediately fall to sleep for 1d6 turns.

Similar to the above, SNEEZING POWDER comes in a small cloth pouch with enough material to affect up to 3 small and/or medium targets or 1 larger one, although huge creatures may not be affected. Of course, this must be inhaled to work properly. The target(s) will sneeze for 1-3 rounds, making other actions, like spell casting, impossible. All attacks against choking targets are made at +2 to reflect their complete helplessness.

TALISMANS come in many forms, although most are small charms or fetishes worn around the neck. These will protect the wearer from death, as determined by the referee, once before vanishing. Note that the wearer is completely removed from the present source of danger, surviving a near-fatal encounter, and living to fight another day.

Most TAROT CARDS are found in the hands of gypsies, although a few come to enemy magicians and similar foes. Once per game day, the magician can attempt a card reading (fortune telling), with results as follows:

1d6	RESULT
1-3	Foggy premonition, vague at best
4	Semi-detailed prediction
5-6	Highly detailed, specific prediction

The player may ask a specific question, with the clarity of their answer given on the above table. Characters with wisdom add +1 to all dice.

TOMES OF ELEMENTALS are similar to grimoires, except that they are not explicitly evil. The book can be read to conjure an elemental of the following kind, with powers as per the enemy rules:

1d6	TYPE	NOTES
1	Air	sylph (air/wind spirit)
2	Earth	nome (earth dweller)
3	Fire	salamander (fire worm)
4	Water	undine (water/wave spirit)
5-6	Player's choice	--

The conjured elemental serves faithfully 1 round per level of the magician with no effect on moral alignment. This powerful magic can only be attempted once per game day, although doing so is automatically successful.

The TOME OF GAINFUL LORE can only be read by a single character, taking a full game month to finish. During this time, no other activities will be possible, to include the normal acquisition of spell points. The reader learns a new ability as per the following:

1d6	ABILITY
1	Strength
2	Intelligence
3	Dexterity
4	Wisdom
5	Constitution
6	Charisma

Duplicate abilities will always be ignored. The referee can roll again or choose as appropriate. Multiple characters might be allowed to read the same book if they pay its full value to hire a sage or scholar.

VOODOO DOLLS can only be used by evil magicians. Sticking pins into one inflicts 1 hit per round to a single humanoid target within 30', although doing so delivers an equal amount of damage to the one using it. This is wicked act forbidden to lawfully sided characters.

III. POTIONS normally come in small glass vials with a stopper. Each contains enough for a single person unless otherwise stated:

POTIONS I			POTIONS II		
2d6		VALUE	2d6		VALUE
2	Anti venom	100	2	Holy water	150
3	Cure	250	3	Poison	100
4	Elixir	300	4	Shrinking	400
5	Etherealness	450	5	Speed	350
6	Fire resistance	300	6	Strength	200
7	Gaseous form	400	7	Telepathy	300
8	Healing	250	8	Treasure seeking	150
9	Invisibility	500	9	True seeing	400
10	Levitation	350	10	Venom	250
11	Growth	400	11	Water breathing	300
12	Roll on Potions II	--	12	Choose or roll again	--

All ANTI VENOMS halt the effects of spider venom and stop the progress of slow acting poison. Note that hits already lost are not restored.

CURES function as per the spell or clerical miracle.

Each ELIXIR instantly restores 1 spell point to any elf or magician character.

ETHEREALNESS potions render the imbiber non-corporeal. For game purposes, this is treated as a 9th level Fade spell.

Potions of FIRE RESISTANCE confer total immunity to normal and/or magical fire of all sorts, like dragon's breath, for 1 turn.

GASEOUS FORM mixtures cause the user to assume a gaseous form similar to that of a vampire. Armor and equipment is left behind, although the character can move 10' per round and pass through small cracks, etc. This effect lasts for 6 turns (1 hour) during which the character may not attack, cast spells, or communicate. Treat as a Fade spell.

Draughts of HEALING restore 1d6+3 lost hits (the maximum for a miracle) on a single target. Such potions are highly sought.

INVISIBILITY potions work as a Hide spell cast at 9th level.

Potions of LEVITATION allow the imbiber to float, as per the Lift spell. This always functions at 9th level for purposes of duration.

GROWTH solutions make the drinker grow to double height (12' tall) for the duration of its effect (1 turn). For game purposes, armor and equipment scales with the wearer, although consumables, like rations and potions, still only affect a single user. Enlarged characters add +1 to all melee damage, as per the enemy rules, and may attempt feats of strength.

Specially blessed HOLY WATER inflicts an automatic 1d6 hits against undead targets when thrown (assume a range of 10'). This does not affect spirits, like ghosts, etc. Holy water can only be made by non-player clerics.

POISON will always be of the fast acting variety (1d6). Each vial contains enough to coat 3 arrows or a single weapon for 3 combat rounds. Of course, the referee might allow stronger toxins, although these will likely be employed by intelligent foes first. Note that poison use is strictly limited to those of chaotic or neutral bent (no exceptions).

Potions of SHRINKING reduce the drinker to 1/10th their normal size for a maximum duration of 1 turn. Once again, armor and equipment worn scales with the character. Reverting to full size in a closed space can be fatal.

SPEED draughts double the movement speed of a character for 1 turn, similar to boots of speed, but without the rest requirements. The referee may also allow the imbiber to avoid physical exhaustion for the duration, including that from wraiths, etc. Archers drinking these get 2 attacks per round for the duration, although this will require a full turn of rest to avoid exhaustion.

Potions of STRENGTH grant the strength ability. Those who are already strong add +1 to all related dice, and the referee should allow many actions to work without rolling first, as this mixture is very strong.

TELEPATHY potions come in many varieties, all of them quite foul. These grant mind-reading abilities equal to a Link and/or Send spell (once per round for 1 turn). This is draining on the user, so non-magicians; including elves, suffer -1 to all dice for 1d6 rounds after each use.

Draughts of TREASURE SEEKING confer a Find spell on the user.

TRUE SEEING potions grant abilities similar to a lens of true seeing for a maximum duration of 1 turn. This substance is mildly toxic, with after effects like a potion of telepathy (-1 for 1d6 rounds after use).

Spider VENOM can be extracted for human use. Like poison, each vial holds enough to coat 3 arrows or a single melee weapon for 3 rounds. This otherwise works as described in the enemy rules.

WATER BREATHING solutions grant the ability to survive underwater for a period of 1 game day. The user can breathe on land, but suffers -1 to all dice due to respiratory changes to the body and lungs.

Note that potions can only be identified by an alchemist, a Know spell, or a book of alchemy (if one is available). Alternately, adventurous types can taste any potion and roll saving dice to discern its properties. Success means a solution is identified by taking partial effect, although tasting poison and/or venom requires additional saving dice to avoid its full effects.

IV. Magic RINGS of any kind are very powerful. However, this comes at a price, as each use drains 1 or more hits from the character as determined by rolling 1d6: 1-4 (1 hit), 5-6 (2 hits). Anyone drained of life in this manner enters a near-death state for 1 game week. They have 0 total hits and cannot be killed, although they cannot use their former class abilities. Timely performance of a resurrection reverses this. Otherwise, the character becomes a wraith, as per the enemy rules, and leaves the game:

2d6	RING	VALUE	2d6	RING	VALUE
2	Animal form	3,000	7	Spell use (M)	5,000
3	Command	4,500	8	Telekinesis	2,000
4	Far seeing	2,000	9	Water breathing	2,500
5	Fire resistance	3,500	10	X-ray vision	3,000
6	Invisibility	3,000	11-12	Choose or roll again	--

There are no moral (side) repercussions, but all rings must be used with care.

Rings of ANIMAL FORM allow the user to take the shape of any non-magical animal for 1 turn per use. Otherwise, these function like a beast cloak, except that almost any animal form can be taken.

COMMAND rings grant the ability to issue a one-word command to a single target within 30'. The target is entitled to saving dice. Otherwise, they must carry out the command; flee, stop, etc. Targets cannot be made to harm themselves, although well-chosen commands might put them in greater danger, depending on the situation. Each use lasts 1 round.

The ring of FAR SEEING allows the user to see invisible and/or normally hidden targets within visual range for 1d6 rounds per use. These can also be used to detect magic within 30' of the wearer.

FIRE RESISTANCE rings confer immunity to non-magical fire for 1d6 rounds per use or magical flame, like dragon's breath, for 1 round.

Near legendary, rings of INVISIBILITY grant the wearer a 9th level Hide spell with each use. Characters using one can sometimes see invisible enemies, like elementals or rival magicians, 1 in 1d6 of the time.

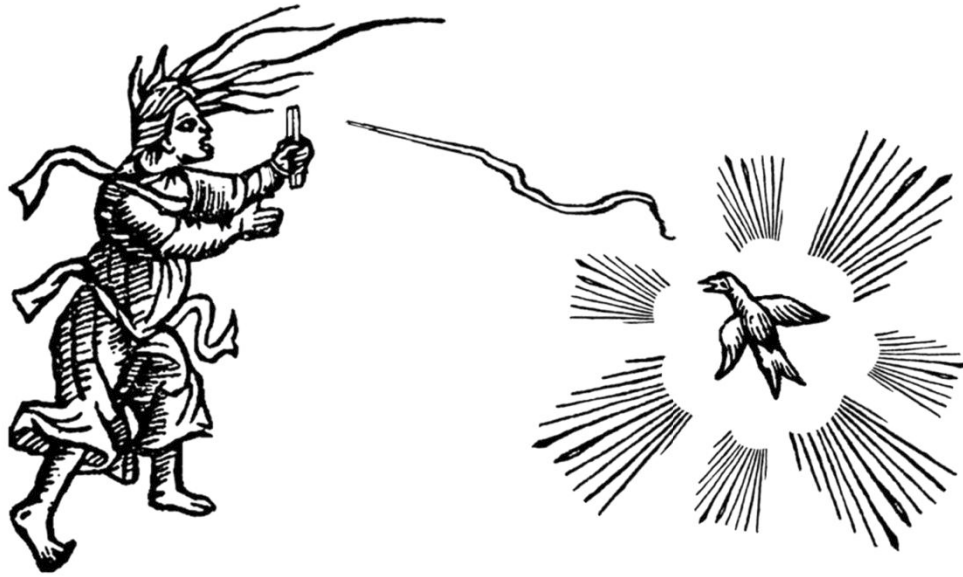
SPELL USE rings are highly sought after by magicians despite the obvious risks involved. These allow the wearer to cast spells by draining their vital essence (total hits) instead of using spell points.

Rings of TELEKINESIS let the user move nearby objects simply by looking at them and focusing. The character can manipulate up to 50 pounds or 500 GP, moving affected objects 30' per round for 1d6 rounds per use. The item must be within 60' of the wearer for this to work.

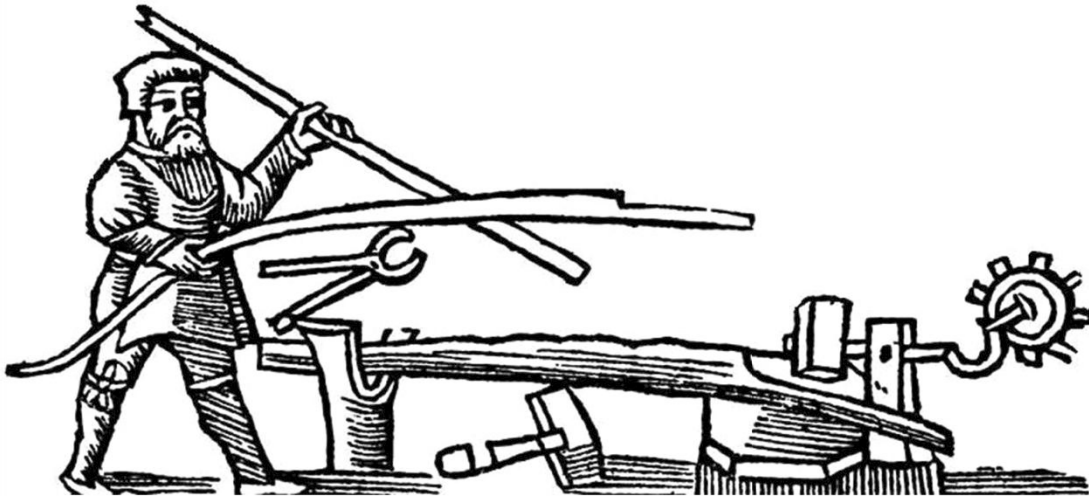
WATER BREATHING rings grant the ability to breathe underwater, like the potion of the same name. Each use lasts 1 game day, although the wearer loses this when they return to dry land. Some (1-2 in 1d6) grant the ability to command normal/non-magical marine life as well. Doing so always counts as a separate use of the ring, subject to the limits of a ring of command. For game purposes, the character moves 20' per round, as with swimming.

Rings of X-RAY VISION work like a Gaze spell, granting the ability to see through walls up to 10' thick for 1d6 rounds per use, although magicians cannot cast spells through walls, even if distance permits. The referee might not allow this to work through lead.

Magic rings are among the most powerful items in the game, and the referee should treat them as such. For instance, many wraiths (1-2 in 1d6) may possess a ring and use it during an encounter. All such rings are wholly evil.



A WAND OF MORPHING



DWARF FORGING A HAMMER OF THUNDER

V. SCROLLS are pages of rolled parchment or vellum holding one or more written spells. Simply reading from one performs the spell as if it were cast by a 9th level magician, after which the letters fade away. Elves can also read from scrolls, although only non-player types can write them. Scrolls are a useful extension of spell casting power:

2d6	SCROLL	VALUE
2-7	Scroll, 1 spell (E/M)*	250
8-9	Scroll, 2 spells (E/M)*	500
10	Scroll, warding (chaos)	1,000
11-12	Scroll, warding (undead)	750

*Roll 1d6: 1-5 (magician), 6 (clerical)

Clerical scrolls contain a 9th level Cure and/or Heal miracle. The referee will determine the content of each scroll found.

Warding scrolls can be used by anyone. Each bears an invocation that, when read, turns away all enemies within 60' as indicated.

Scrolls of WARDING against CHAOS are effective against enemies of chaotic alignment, regardless of type. Scrolls of WARDING the UNDEAD are only useable against undead, although any kind is turned, regardless of the levels involved, as per a 10th level cleric. Obviously, pursuing and/or attacking fleeing targets will immediately negate the effect. Warding scrolls can only be used once. Like other scrolls, the magic writing fades.

VI. STAVES are the stuff of magicians and, sometimes, clerics. Each has a limited number of uses, but may be recharged by casting spells directly into it or finding a non-player cleric or magician do it for them. Each use restored in this way costs 10% of the item's total value:

2d6	STAFF	VALUE
2	Blessing (C)	2,000
3	Fiery ruin (M)	2,500
4	Healing (C)	3,000
5	Light (M)	1,500
6	Lightning (M)	4,000
7	Protection (M)	3,000
8	Resurrection (C)	5,000
9	Striking (C/M)	2,000
10	Summoning (M)	4,500
11-12	Choose or roll again	--

Most staves have 25 uses unless stated otherwise in the item's description.

A Staff of BLESSING often looks like a shepherd's crook (law) or a twisted black rod (chaos). Each use grants a clerical blessing, as per scripture. Note that staves dedicated to chaos may also throw curses. These impose a penalty of -1 to all enemy dice for 1 turn, subject to the same rules.

FIERY RUIN staves perform the equivalent of a Ruin spell. The firestorm thereby created has a chance (1 in 1d6) of igniting combustible surfaces, like cloth or fur, and burning as conditions permit.

Similar to a staff of blessing, HEALING STAVES deliver a full healing (all hits restored) to an injured target. This requires touch.

LIGHT staves produce the equivalent of a Glow spell cast at 9th level. The referee may let chaotic magicians generate darkness instead, although this takes double uses. Light (or darkness) always moves with the staff and may not be placed on separate objects.

The staff of LIGHTNING summons a 9th level Bolt spell. The user can pay double to throw a 2d6+6 bolt, although the staff must cool down for 1d6 rounds when this is done. A most powerful item.

PROTECTION staves grant a 9th level Ward spell. Alternately, it can be applied to a nearby companion, although this requires touch. The latter takes effect immediately, but always counts as a separate use of the staff.

The powerful staff of RESURRECTION raises a single fallen companion from death or a death-like state. The target is restored to their prior level whole and intact. Some (1 in 1d6) can be used to perform reincarnation instead, although these can only be used by druids or neutral magicians. All such staves carry a single use and may only be recharged by characters capable of resurrection or by non-player types for 1,500 GP.

STRIKING staves can be used to score an automatic hit (full damage) to any target within striking distance (10') of the wielder. Otherwise, these function as a +1 magic weapon of the usual sort.

The staff of SUMMONING works as a decanter of monsters, except that the monster can be dismissed if no longer needed. Attacking such creatures always starts a fight, with no experience points or treasure being earned.

Some staves reproduce spell effects and can be recharged by any 9th level magician, assuming they know the required magic. This takes time and interferes with the recovery of spell points. All others require a non-player cleric or magician, although such uses are restored immediately up to the amount paid for. Staves are an extension of the cleric or magician's power.

VII. WANDS are similar to staves, except they are smaller and cannot be used as weapons. Most will have 25 uses and can be recharged in the usual way provided the wielder knows the necessary spells or pays a non-player magician to do it for them. This costs 10% of the item's value:

2d6	WAND	VALUE
2	Cancellation (M)	3,500
3	Doubling (E/M)	5,000
4	Fear (M)	4,000
5	Fiery missiles (M)	3,000
6	Illusion (E/M)	4,500
7	Magic detection (M)	1,000
8	Morphing (M)	4,000
9	Trap detection (M)	1,500
10	Treasure finding (E/M)	2,000
11	Wizardry (E/M)	5,000
12	Choose or roll again	--

Wands of CANCELLATION act as a Null spell. The wand must touch the object or person to be affected.

DOUBLING wands double the duration, effect, and range of any spell cast by using it. Dice are rolled first and the result doubled. For example, rolling for lightning damage. Note that this does not apply to spells read from scrolls or derived from other magic items. Unlike other wands, these grant unlimited uses and are highly sought by magicians.

A wand of FEAR casts the equivalent of a 9th level Fear spell.

FIERY MISSILE wands hurl a bolt of burning pitch that unerringly scores a single hit to any target within 30'. Note that combustible objects, like parchment, might (1-2 in 1d6) ignite and burn for 1d6 rounds or until contained and/or extinguished, with damage by conditions.

The mighty wand of ILLUSION allows the wielder to construct audiovisual illusions of anything they have already seen, including enemy monsters and the various traps, etc. The illusion fills a 30' radius (30' high) of the magician at the time the wand is used. This does not move with the wielder, although imaginary enemies can move within its radius. Anyone seeing an illusion must roll saving dice at -2 or believe it. Illusions serve mainly to distract or frighten, as they dissipate on physical contact.

MAGIC DETECTION wands grant the ability to detect the presence of magic within a 30' radius, much like an elf. Enchanted and/or magical items radiate visibly, although the exact properties of such magic is never shown.

Wands of MORPHING allow the user to transform any target, even unwilling ones, as per a beast cloak or ring of animal form. Enemy targets are entitled to saving dice, although willing subjects need not do this. The effect is permanent unless nullified or reversed. However, the referee might require that saving dice be made each subsequent day.

TRAP DETECTION wands show the presence of manmade traps within 30', much like a wand of magic detection. Once again, the workings of the trap are never revealed, and the trap remains armed.

Each use of a TREASURE FINDING wand grants a Find spell.

WIZARDRY wands enable the casting of any magician spell on the list, even ones the character does not already know. Such spells function by the level of the user. These can only be recharged by non-player magicians.

VIII. Magic weapons grant a bonus to attack dice. For instance, a dagger or long sword +1. Occasionally, characters will find special weapons, like an axe of hewing or hammer of thunder:

2d6	
2	Arrows and bows
3-4	Axes and hammers
5-9	Daggers and swords
10-11	Maces and staves
12	Spears and tridents

Bows can be long or short, but very seldom crossbows:

2d6	ARROWS AND BOWS	VALUE
2-6	Arrow +1 (2d6 found)	250
7	Arrow +2 (1d6 found)	500
8-11	Bow +1 (long or short bow)	1,500
12	Bow +1, +2 vs. non-magical animals*	3,000

*Alternately, elven bow or arrow of seeking

The ELVEN BOW is a +1 magic weapon (long or short), albeit one of exquisite make and balance. In the hands of an elf, it gets off double arrows per round, so the character can either roll twice or get +2 damage.

ARROWS OF SEEKING score an automatic hit for full damage (3 hits) to any single target within bow range. These are impossible to recover in battle, so only one attack is possible per combat. Such arrows are of elven make.

2d6	AXES AND HAMMERS	VALUE
2-4	Axe +1	1,000
5	Axe +1, +2 vs. kobolds	2,000
6	Axe +2	1,500
7-8	Great axe +1 (two-handed)	3,000
9	Great axe +2 (two-handed)	4,000
10-11	Hammer +1	1,000
12	Hammer +1, +2 vs. giants and trolls*	5,000

*Alternately, axe of hewing or hammer of thunder

An AXE OF HEWING is +1 magic weapon, +2 against shield using enemies. If wielded by a strong character, it hews through wooden doors up to 5' thick in a single round and fells trees 10' in diameter in 1d6 rounds.

HAMMERS OF THUNDER are dwarven. They grant no attack bonus, but any unmodified result of 12 or more scores 1d6 hits in lightning damage. This can be divided between multiple targets within 10'.

Blades are among the most common and highly sought weapons:

3d6	DAGGERS AND SWORDS	VALUE
3-5	Dagger +1	500
6	Dagger +2	750
7-12	Sword +1*	1,000
13	Sword +1, +2 vs. orcs*	2,500
14	Sword +1, +2 vs. magic using enemies*	4,000
15	Sword +2*	1,500
16	Sword +2, +3 vs. chaotic enemies*	4,000
17	Sword +2, +3 vs. giants, ogres, and trolls*	3,500
18	Sword +3*#	5,000

*Roll 1d6: 1-4 (long/short), 5-6 (great)

#Alternately, soul stealer or vorpal blade

Feared and reviled, the foul SOUL STEALER can only be used by those aligned with chaos. This long sword functions as a +1 magic weapon; however, any unmodified roll of 12 or better requires targets of 1-3rd level to roll saving dice or drop 1 level. Targets reaching 0 level are dead.

VORPAL BLADES are long swords. Strictly speaking, they are not magical and cannot be detected by elves and/or wands, etc. Any unmodified roll of 12 in battle requires saving dice made at +1 to avoid decapitation. This only applies to living, flesh and blood humanoids (man-sized/shaped) of 1-5th level.

Blunt weapons may be used by clerics:

2d6	MACES AND STAVES	VALUE
2-6	Mace +1	1,500
7	Mace +1, +2 vs. undead*	3,000
8-11	Staff +1	1,000
12	Staff +1, +2 vs. magic using enemies	4,500

*Alternately, holy mace

The HOLY MACE is a +1 magic weapon. When hit by a lawful cleric, skeletons and zombies must roll saving dice or be destroyed.

Spears and other pole weapons are less common, as they are not always suitable for confined dungeon environments:

2d6	SPEARS AND TRIDENTS	VALUE
2-7	Spear +1	1,000
8	Spear +1, +2 vs. dragons	3,500
9	Spear +2	2,000
10-11	Trident +1*	1,500
12	Trident +1, +2 vs. aquatic enemies*	2,500

*Requires 10' to wield effectively

LAIRS

Most treasure is found in lairs. For instance, piles of gold in the cave of some dragon. However, this can just as easily be plundered loot stored in the secret chambers of the goblin king, etc. Treasure is worth experience points, so the referee should award it carefully.

INDIVIDUAL TREASURE

Some enemies, like brigands, may carry treasure on their persons. This is normally type I-II, although wealthy and/or powerful individuals might wear jewelry of higher value. Such enemies may also possess one or more magic items appropriate to their class and/or abilities, like scrolls for enemy spell casters, etc. These can be placed as needed.

The referee should keep in mind that magic items are just another way for characters to progress. Magicians, in particular, rely on these as an extension of their power. Everyone should have a chance to find something useful, provided they earn it rightly. What they do with that power is up to them!

VI. CAMPAIGN RULES

Before any play can begin, the referee must design an adventure. This is usually a dungeon or similar underground area to explore. The referee must do this well in advance of play, although they may need to make impromptu adjustments based on what the characters do. A good referee will often improvise, although prior planning makes this easier. This section guides the referee through this process and offers some "advanced" rules.

THE DUNGEON

As most adventures take place underground, the referee should start by mapping the first dungeon level. This can be done with graph paper (assume that 1 square equals 10'). Important areas should be numbered and fully described on a separate sheet of paper, especially those holding enemies or traps, etc. Good maps not only help the referee to describe the dungeons, but also assist in keeping time (120' per turn).

A good dungeon will present many choices, like turning left or right, and challenges for the players to overcome. Hidden rooms and/or secret passages are all good ways to keep an adventuring party on their toes. Simply exploring the dungeon and navigating its various obstacles can be a major undertaking. Exploration and problem solving is the meat and drink of these games, provided the referee makes it challenging and fun.

All of the following apply to dungeon environments:

They are dark, so characters will require a light source. Note that this negates a dwarf's ability to see in the dark. For game purposes, torches light a 30' radius around the bearer. Lanterns cover a 60' radius, but are more likely to attract unwanted attention.

Dungeons will also be old, so rusted locks and rotting wood floors may be a serious problem. Treat the latter as falling.

Hidden doors and/or passages may also be present. Dwarves and thieves can find these one third (1-2 in 1d6) of the time. All others find them 1 in 1d6 of the time, assuming they are actively looking for them. Searching for secret doors takes 1 round per 10' x 10' area.

All characters may listen at doors. This normally takes 1d6 rounds, during which no other activities (or talking) are possible.

Players should never be allowed to see any of this beforehand. Half the fun lies in not knowing what might be lurking around the next corner!

BALANCING PLAY

There should always be an internal logic to the placement of enemies, like crypts with undead, etc. These should be appropriate to the overall strength and abilities of the adventuring party. In general, characters should face monsters at or near their own level and/or in sufficient numbers to make it a fair fight. This becomes easier with practice.

It will normally take several sessions to explore a level. After this, the referee may continue the campaign by expanding the current dungeon (additional levels and/or a revised floor plan) or picking a fresh locale. Each new session makes the game world more complete and might even suggest ideas for future adventures, above or below ground.

TOWN AND WILDERNESS

Wilderness is the space between the dungeons and town. This should also be mapped on graph paper (1 square equals 120'). Movement will be halved in rough terrain and/or inclement weather, although dwarves and elves can travel faster in their natural environments (mountains and forests).

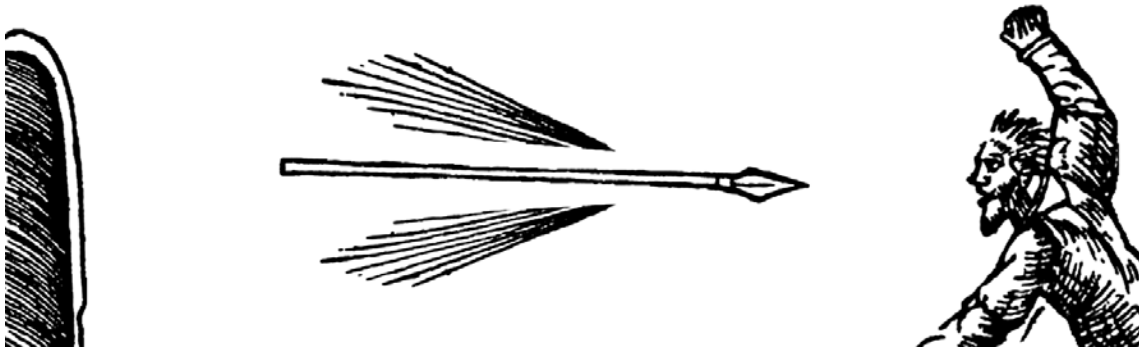
Characters must sometimes return to civilization for rest and resupply, to include the recovery of spell points, etc. Lodging for a single character will be 1 GP per night. This normally includes meals. Note that players are responsible for the room and board of henchmen in their employ. A cleric of sufficient level to resurrect might also be available.

Over time, the referee can expand this area to include neighboring towns or nearby dungeons, etc. The scope of a campaign will vary, but the possibilities are endless. The referee can draw ideas from history, myth, and/or similar works of modern fantasy; although a good imagination is often the best source of inspiration. Given time, the campaign will start to write itself.

RUNNING A GAME

The referee must be a fair and impartial judge. Although they create the adventure and act the part of enemies, they are not out to get the players, and killer dungeons with no chance of success must be avoided. However, the game should still be challenging or the players will lose interest.

Players also have a responsibility. Poor planning and/or sloppy play will almost certainly result in failure that has nothing to do with the fairness of the referee. This will be easier to accept if the referee is fair and can explain their decisions. Challenging dungeons with a decent chance of survival and fair rewards for success should keep the players coming back for more.



While this book provides rules for building a campaign, many details will be left to the referee, including traps, etc.

SETTING TRAPS

Per the game rules, traps can be natural hazards or manmade devices. The latter sort is especially dangerous, being designed for the express purpose of killing intruders. Both are explained below:

CAVE-INS pose a threat in old or unstable environments. These should be treated as a landslide, with the added affect that victims are entombed. For instance, under beams or fallen rocks.

LANDSLIDES inflict 1-3d6 damage unless especially large, like an entire mountainside, etc. These deal significantly more, although the referee should take care with such devastation.

QUICKSAND should be treated as drowning. This is normally only a problem above ground, although the referee can always make exceptions lest the players grow complacent. Victims sink 1' per round.

Of course, the referee is free to imagine others. The natural world offers many (often hidden) dangers, and these may involve drowning or falling, as per the game rules. Watchfulness is the best safeguard here.

Manmade traps are limited only by the imagination of the referee, but may include any one of the following:

POISON NEEDLES are usually found in locks. These are spring activated and triggered when the door (or container) is opened or the lock picked. These will deal 1-3d6 damage, as per the game and/or enemy rules.

PIT TRAPS might be simple covered holes or sliding floors, etc. These inflict falling damage, although some (1-2 in 1d6) will have spikes adding +1d6.

SPRING MOTION BLADES are activated by opening doors or stepping on a pressure plate, etc. These hurl spears or similar projectiles at high speed, resulting in greater than normal damage (1-3d6).

Most traps are designed to kill or deter intruders. They are especially common in crypts and treasure rooms. As traps pose a clear threat to adventurers, the referee can award experience points when these are thwarted or otherwise escaped. For example, 10 per 1d6 damage, although the referee might limit this to thieves.

Sometimes, traps are used to capture rather than kill. With the exception of bear traps (1d6), these deal no damage. The victim is helpless unless rescued, but may have varying access to magic and/or weapons, depending on the nature of the trap and degree of restraint.

Thieves can try to find and disarm manmade traps. Otherwise, these require saving dice. Success results in no damage being taken, except for falling traps, where half damage results. The character is removed from the source of danger and might be able to help their companions, etc.

RANDOM ENCOUNTERS

Not all enemies are found in their lairs. For every 6 turns (1 hour) not fighting or reacting to similar events, there is a 1 in 1d6 chance of a random encounter. The referee can roll on the following:

3d6	DUNGEON	3d6	WILDERNESS
3-5	Bat (2-12)	3-5	Anka (1)
6	Bat, giant (1-2)	6	Bear (1)
7	Cockatrice (1)	7	Boar (1-2)
8-10	Dwarf (2-12)	8-10	Brigand (6-12)
11	Fungi (1)	11	Druid (1-2)
12	Ghoul (1-3)	12	Elf (1-6)
13	Jelly (1)	13	Faerie (1-2)
14-15	Kobold (6-12)	14-15	Orc (2-12)
16	Rat (2-12)	16	Redcap (1-2)
17	Rat, giant (1-2)	17	Wild man (2-12)
18	Spider, giant (1)	18	Wolf (1-3)*

*Alternately, a single werewolf on the hunt

Random encounters drain a party's strength and resources (magic, etc.) with little to show for it, as most will not carry treasure. The best players avoid this by posting sentries and/or staying alert. Of course, the referee is encouraged to develop their own tables for unique locations, like crypts, etc.

These rules are meant to be simple. This makes the game easier and leaves more time to focus on choices made by the players. Of course, the referee must also make good decisions, often on the spot. Fairness and common sense is usually enough, although there is no end to what enterprising players might try to do. In general, the referee can use the following:

Combat actions are always accomplished by rolling 9 or better on 2d6, subject to bonuses for class (level for enemies) and magic items. The referee can apply additional modifiers as follows:

TARGET IS...	MODIFIER
Partially obscured	-2
Underwater	-1
Outnumbered/outflanked	+1
Retreating, prone, or stunned, etc.	+2

Party initiative might also be subject to modifiers. Note that this applies to both characters and enemies, for good or ill:

CONDITIONS	MODIFIER
Surprised or unprepared	-2
Heavily outnumbered	-1
One or more elves in the party	+1

The referee may have both sides reroll initiative should the conditions of battle change. For instance, if the enemy is reduced to half original numbers or turns to run, etc. This makes combat dynamic.

Non-combat actions are performed by rolling 7 or more on 2d6, assuming the character is allowed to try. Those possessing the requisite ability can always do so and may enjoy bonuses to reflect their talent:

ACTION IS...	MODIFIER
Nearly impossible*	-5
Performed under less than ideal conditions*	-3
Common task, character well-suited	+1
Simple and/or ideal conditions present	+3

*May indicate a character without the requisite ability

The referee might allow characters to attempt certain actions, even if they lack the requisite ability. For instance, forcing a door. This helps to promote innovation and gives the players options. Of course, weaker characters should suffer a considerable penalty (-5) to reflect their lack of aptitude.

A SAMPLE DUNGEON

Long ago, an evil magician was laid to rest in a crypt north of what is now called Bentwater. The place is shunned by most, but legends speak of a fabulous treasure awaiting those brave enough to find it. Many have gone in search of this, but none has returned.

Now the characters have come to try their luck. They meet in town, buy supplies, and set out for the crypts. The referee should have already mapped this, fully describing any important areas:

- 1 - This big chamber is empty. Part of the ceiling opens to the sky, and daylight is streaming through in places. Observant characters will notice tracks on the dusty floor (left by brigands from 3, below). There is strange writing on the walls, now faded.
- 2 - The floor here is old, and there is a cumulative 1 in 1d6 chance per character stepping into the room of falling through. This will drop the affected character 10' into 2A, below. Saving dice apply.
- 2A - A hungry giant spider lurks here, living on rats and the occasional careless orc. It will attack anyone falling from 2, above. The remains of a dwarf still hang in its web. This wears a gold ring worth 20 GP and carries a potion of healing in an old pouch.

SPIDER: ATTACK: 1 (venom) LEVEL: 2 (3 HP) MOVE: 20'

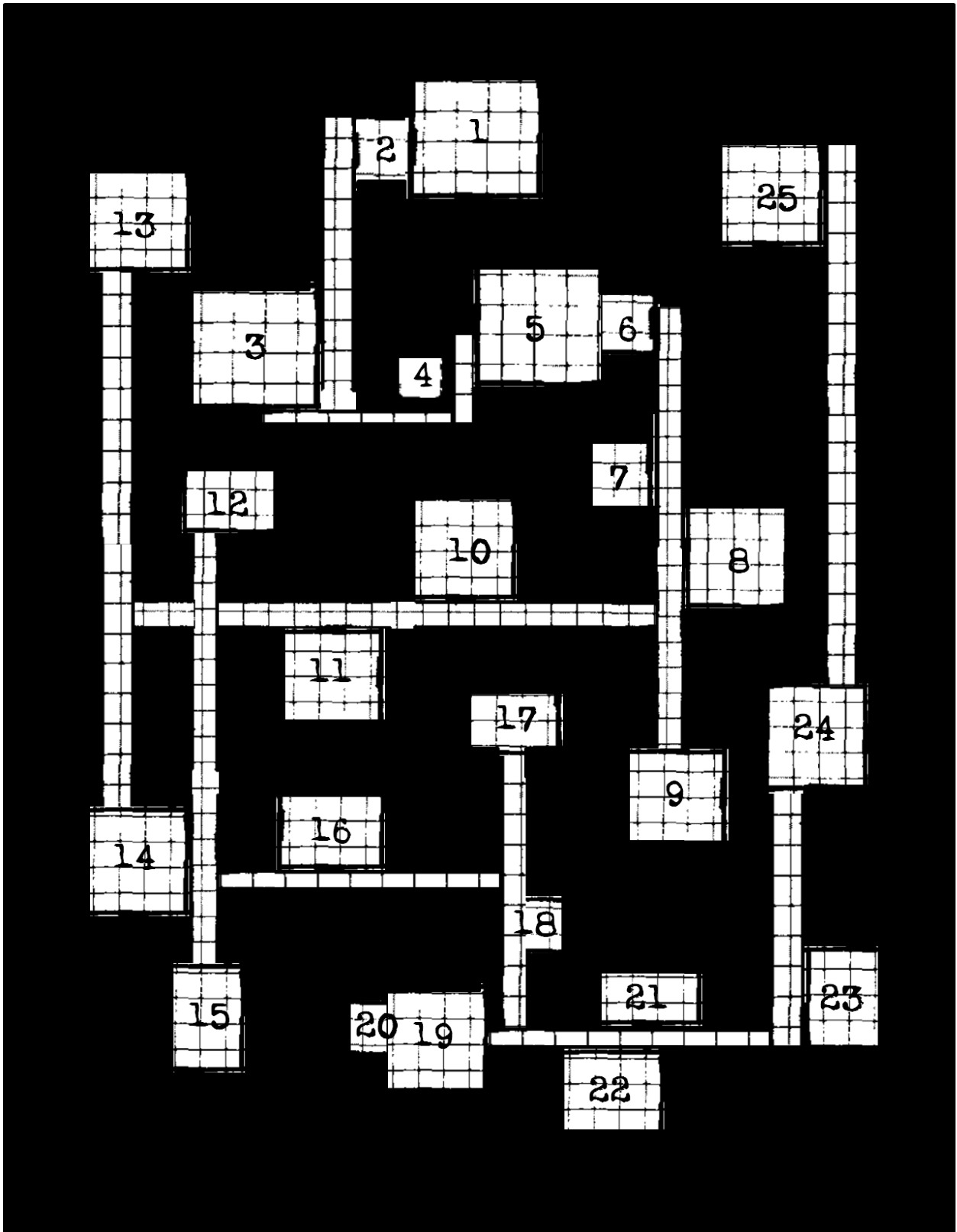
Note: A grappling hook can be thrown into the rafters (roll attack dice) and used to swing across this area safely. If the characters end up fighting, there is a chance (1 in 1d6) of alerting the brigands from 3, below, depending on how the players conduct themselves during combat.

- 3 - A group of 3 brigands is here searching for treasure. Their leader, named Rollo, is a 2nd level fighter in leather, armed with a short sword and a silver dagger worth 5 GP. The others are peasants who fight with what tools they have to exhume the crypts (treat as hand axes for combat purposes). They are not particularly wise.

ROLLO: ATTACK: 1 (+1) LEVEL: 2 (12/+1 HP) MOVE: 40'

OTHER BRIGANDS: ATTACK: 1 LEVEL: 1 (2 HP each) MOVE: 50'

NOTE: Rollo is a shrewd leader (charisma) who will negotiate with any group that appears strong enough to defend itself. If outnumbered, he will offer his services as a guide, but may plan treachery should the opportunity arise.



Areas 1-5 are storage rooms and not part of the crypts (starting with the portal in area 6, below). The map marks a secret shaft once used by workers to bypass the magically sealed entrance at area 4:

- 4 - This concealed passage was built by slaves to escape after the great portal was sealed off. The hallway is small and narrow (5' wide), so only single file movement is possible, even for dwarves. Bows and similar two-handed weapons are impractical.

For every 30' moved, there is a cumulative 1 in 1d6 chance of 2d6 rats pouring out of the cracks to attack. These may be frightened off by fire (roll saving dice) or repelled by use of a Glow spell (this is always effective, but uses a spell). They carry no disease.

RATS: ATTACK: 1 (no disease) LEVEL 1 (1 HP each) MOVE: 30'

- 5 - This area was built as a landing for slaves to complete the great portal leading into the crypts. The wooden floor is damp, but otherwise safe for even a large party to walk across. There is little else of interest or value here, except the great portal.
- 6 - The great stone portal is a massive (20' x 20') structure carved with arcane symbols and other grotesque imagery. There is no visible means of opening this (or even how it operates), and any attempt to pick the lock (there is none) and/or smash it open will fail. However, there is a hand shaped relief found at (elf or human) eye level...

PUTTING IT ALL TOGETHER

The referee can stock the rest of the dungeon as they see fit. This is just one example of what they can do. However, the best dungeons force the players to think. This is what makes the game challenging.

Of course, the referee must also develop the town of Bentwater. Who lives there? Does it have an inn? Henchmen? And what about a cleric? The referee will need to know at least some of this beforehand, although they will no doubt add more detail over time.

In some campaigns, town is just a place visited between adventures to buy equipment, heal, and/or recover spell points. Little playing time will actually be spent there. Other referees prefer city or town-based scenarios with plenty of role-playing and character interaction.

Either approach is acceptable. However, as a campaign progresses, there is a lot to be said for expanding play beyond the confines of the dungeon.

As previously stated, characters can choose to retire or continue their exploits, as determined by the referee. To keep things interesting, 9th level characters might be allowed to settle lands of their own.

FREE HOLDINGS

Characters may establish a stronghold as follows:

CLASS	COST	TYPE	FOLLOWERS
Cleric	750 GP	church	5 acolytes, 15 footmen
Dwarf	1,000 GP	mine	20 dwarves, per the enemy rules
Elf	500 GP	sanctuary	20 elves, per the enemy rules*
Fighter	1,000 GP	castle	10 archers, 15 footmen
Magician	750 GP	tower	1 alchemist, 2 apprentices, 15 footmen
Thief	1,000 GP	thieves' den	20 burglars plus 2d6 informants#

*Roll 1d6: 1-4 (high elves), 5-6 (wood elves)

#These can be innkeepers, prostitutes, or city guards, etc.

COST here refers to building price. It will take 1 month to build a livable stronghold and attract the indicated followers.

TYPE is self-explanatory. The elven sanctuary will be a woodland refuge, sometimes called an elf-home, while a thieves' den is in the city.

FOLLOWERS usually arrive within the first month. These will be fanatically loyal (no morale dice) unless subjected to obvious abuse.

TAXES AND TITHES

Landholders collect taxes and/or tithes that fully cover expenses (including wages), with a monthly surplus as indicated:

STRONGHOLD	REVENUE	NOTES
Church	7 GP	--
Mine	10 GP	--
Sanctuary	5 GP	know all events within a 10 mile radius*
Castle	10 GP	--
Tower	7 GP	--
Thieves' den	10 GP	hear all rumors (tips) within the city walls*

*Assume animal allies (elves) or paid informants (thieves)

Note that while freeholds provide income and self-sufficiency, landholders must still pay for added henchmen, magical research, and/or resurrection, etc.

Of course, these rules are just a guide. The referee can add or change anything to suit their own campaign or playing style. New character classes, races, and magician spells are possible and highly encouraged. These may include any of the following "advanced" rules:

CHOOSING ABILITIES

Players can either choose their ability or roll on the chart. Many have a specific idea of what they want to play, and the game is more enjoyable if they have a choice in the matter. These characters never have a chance to roll multiple abilities unless magic is involved. For instance, finding a book of gainful lore. Still, some players enjoy rolling their abilities, as this yields varied and interesting results, like a wise fighter, etc.

AMBIDEXTERITY

Characters may fight with a small one-handed weapon in each hand, gaining a damage bonus (+1) as if using a larger type. Furthermore, damage can be divided between multiple targets within 10' (melee range). Shield use is impossible, and the character cannot wear more than leather armor (+1), although dwarven chainmail can still be used. The referee may limit this to characters with the dexterity ability, including magicians.

AFTERWORD (PARTING SHOTS)

These are ideas from the authors' own campaign. Referees can make small changes or add pages of new, campaign specific charts and tables. Either way, players will enjoy this more when the dungeons are challenging and the referee is firm, but fair. There should be a sense of danger balanced by a decent chance of survival if played well. In time, the campaign will develop beyond anything covered here, and this is exactly how it should be!

