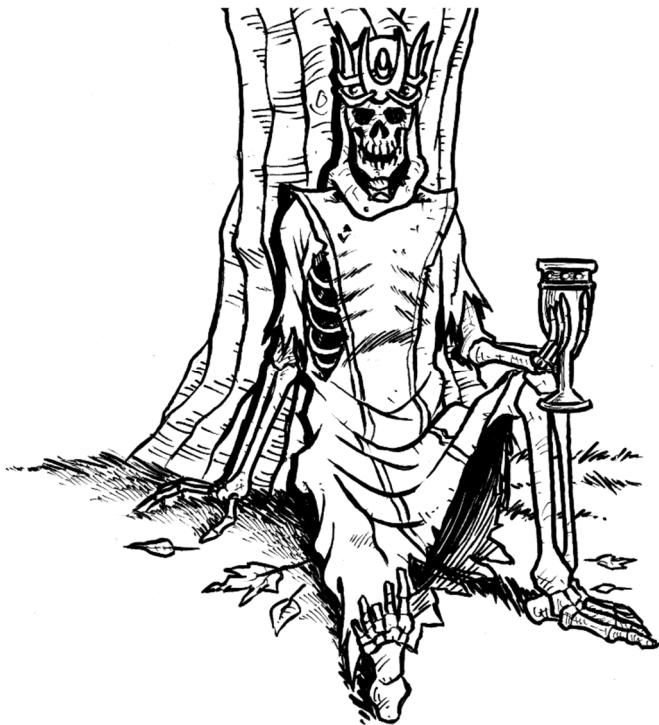


SWORD & SPELL

The original fantasy adventure game

LLOYD



UNDERWORLD & WILDERNESS ADVENTURES

THIRD OF THREE BOOKLETS

2nd edition, 2nd Printing



SWORD & SPELL

Booklet 2

UNDERWORLD & WILDERNESS ADVENTURES

**BY
LLOYD**

Dedicated to all those whose imaginations still run rampant with
warriors, wizards, dragons, treasures, and adventure.

This work is inspired by the works of
E. Gary Gygax and Dave Arneson.

Cover Art Illustrator
Luigi Castellani

2nd edition, 2nd Printing
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UNDERWORLD ADVENTURES

To prepare a campaign of adventures in the Underworld, sketch a series of dungeons and fill them with monsters and treasures. This section provides a step-by-step set of guidelines for doing that, followed by an example dungeon built using these steps. For referees with little time, there exist commercially available products compatible with the **SWORD & SPELL** game.

- 1. Decide on a scenario.** Decide on a theme for the adventure that ties together the encounters in the dungeon. It will guide deliberate placement of monsters and treasures. A scenario could be one of exploring the unknown, investigating an enemy outpost, recovering lost ruins, destroying an ancient evil, visiting a lost shrine, fulfilling a quest, escaping from enemies, rescuing prisoners, and so on.
- 2. Decide on a setting.** Once a theme is established, decide where the adventure takes place. For example, the adventure can be in a castle, caverns, an abandoned mine, an ancient temple, a crypt, a stronghold, an isolated tower, and so on.
- 3. Draw a map of the dungeon levels.** The layout of these dungeons can be in nearly any arrangement. Sometimes a sideview of the dungeon levels, like that of the example below, can help a referee visualize how the dungeon flows.

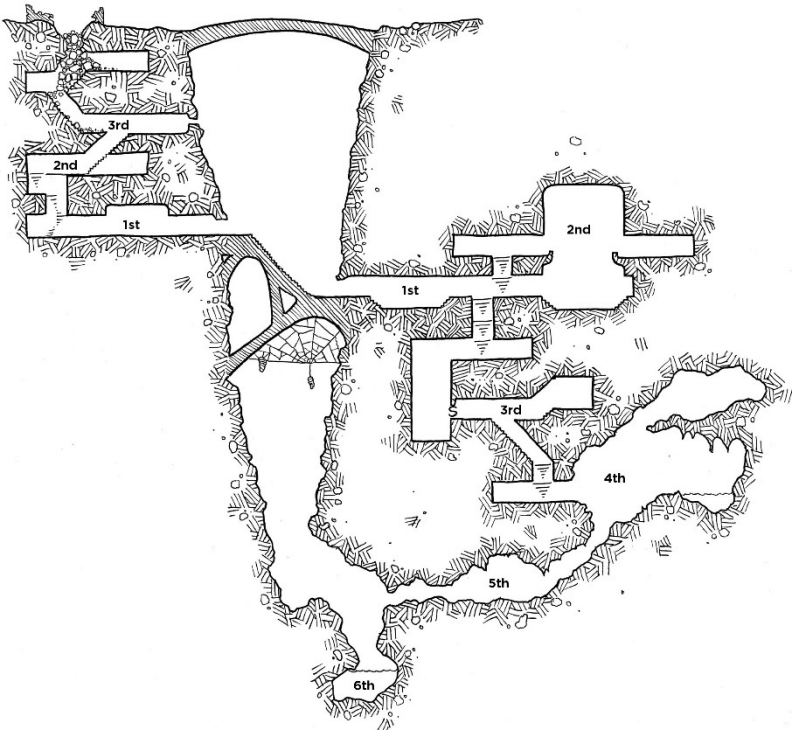
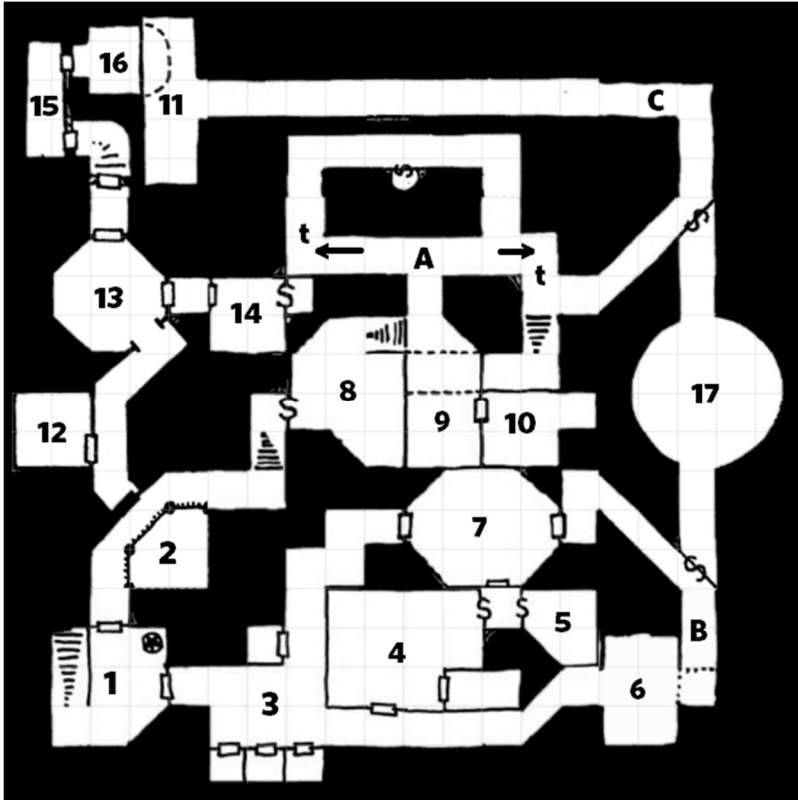


Illustration by Dyson Logos

Draw dungeon maps on graph paper. A scale of 10 feet to a square is fine. For small locales, 5 feet or 10 feet to a square is better for a map. The chosen setting should dictate the size and shape of the dungeon. The map for a tower and its curved outer walls would look different than the map for a cavern of irregular shaped twists and turns. The extent to which the map is rough or finished depends on how certain you are about where certain rooms or corridors will go. A rough map can always be completed later. It's also helpful to have a set of standard dungeon symbols to use with the map. To ensure your players have an abundant amount of dungeon to explore, three levels of dungeon

should suffice to begin. However, eventually design a dungeon of 6, 8, 10, 12, even 16 or more levels to adequately challenge players as they earn levels. No real limit exists to the number of levels, nor is there any limitations to their size (notwithstanding the physical limits of any paper used). “Crag Keep,” for example, has over a dozen levels. An example of a dungeon level follows.



- 4. Place specific treasures (and/or monsters) in select rooms.** Based on the scenario and setting, thoughtfully identify and place specific treasures in 1-out-of-6 rooms. For example, with 17 rooms in the example dungeon level, treasure content for three rooms should be deliberately decided. These treasures should comprise various magical items and large amounts of wealth in the form of gems and jewelry. Place monsters in these areas if desired. Whether or not monsters are present, ensure treasure is secreted away somewhere in hard to find locations.
- 5. Stock the dungeon.** After thoughtfully placing significant monsters and treasures, either a) do this for the rest of the dungeon, using the same 1-out-of-6 ratio, or b) randomly distribute monsters and treasures in the remaining rooms with the following tables.

Room Contents

1d6 Result	1	2	3-6
	Monster	Monster & Treasure	Empty*

* There's a 1-in-6 chance of unguarded treasure in empty chambers and rooms.

If the roll indicates a monster (1 or 2), use the Monster Level Determination Matrix below to determine which Monster Table to use to fill the room.

Monster Level Determination Matrix

Dungeon Level	Monster Level Table					
	1	2	3	4	5	6
1	1-2	3-4	5	6	-	-
2	1	2	3-4	5	6	-
3	-	1	2	3-4	5	6
4-5	-	-	1	2-3	4-5	6
6-7	-	-	-	1	2-4	5-6
8-9	-	-	-	-	1-2	3-6
10-12	-	-	-	-	1	2-6
13+	-	-	-	-	-	1-6

Monster Level Tables

	Monster Table 1	Monster Table 2
1	Animal, Centipedes	Animal, Lizards
2	Animal, Giant Rats	Human-type, 2nd-level Fighters
3	Animal, Spiders	Human-type, 3rd-level Wizards
4	Human-type, Goblins	Human-type, 4th-level Wizards
5	Human-type, Human, Bandits	Human-type, Gnolls
6	Human-type, Kobolds	Human-type, Hobgoblins
7	Human-type, Orcs	Human-type, Human, Berserkers
8	Undead, Skeletons	Thouls
9		Undead, Ghouls
10		Undead, Zombie
	Monster Table 3	Monster Table 4
1	Animal, Giant Ants	Animal, Giant Beetles
2	Animal, Giant Hogs	Animal, Giant Scorpions
3	Animal, Giant Snakes	Animal, White Apes
4	Animal, Giant Weasels	Gargoyles
5	Human-type, 4th-level Fighters	Human-type, 4th-level Chaotic Clerics
6	Human-type, 5th-level Fighters	Human-type, 6th-level Fighters
7	Human-type, 5th-level Wizards	Human-type, 7th-level Wizards
8	Human-type, 6th-level Wizards	Lycanthrope, Any
9	Ochre Jelly	Ogres
10	Undead, Wights	Undead, Wraiths
	Monster Table 5	Monster Table 6
1	Cockatrices	Basilisks
2	Human-type, 8th-level Fighters	Chimera
3	Human-type, 9th-level Wizards	Dragons
4	Hydrae (6-8 HD)	Giants, Any
5	Manticores	Gorgons
6	Medusae	Human-type, 8th-level Chaotic Clerics*
7	Minotaurs	Human-type, 9th-level Fighters
8	True Trolls	Human-type, 11th-level Wizards*
9	Undead, Mummies	Hydrae (9-12 HD)
10	Undead, Specters	Purple Worms
11	Wyverns	Undead, Specters
12	Wyverns	Undead, Vampires

* Each has 1d4 apprentices (either 7th-level Wizards or 4th-level Chaotic Clerics) and 1d6 bodyguards (Fighters of 4th to 6th level)

Use the formula below to determine the number of monsters in a room or chamber:

$$\begin{aligned} \text{Number of monsters} = & \text{base number} \\ & \times (\text{dungeon level} \div \text{monster level}) \\ & \times (\text{party size} \div 3, \text{round up}). \end{aligned}$$

The base number is equal to 1d6 for human-type or group-type monsters (such as animal monster-types), or 1 for fantastic monsters. Party size is equal to the number of members (both PCs and NPCs) in the party.

For example, Goblins are 1st-level human-type monsters. Against a party of three characters on the 1st level of a dungeon, there would be $1d6 \times (1/1) \times (3/3) = 1d6 \times 1 \times 1 = 1d6$ Goblins. If the party had 9 characters and was on the 3rd dungeon level, the number appearing would be $1d6 \times (3/1) \times (9/3) = 1d6 \times 3 \times 3$, or 9, 18, 27, 36, 45, or 54 Goblins!

In another example, Doppelgangers are 4th-level, fantastic monsters. On the 2nd level of a dungeon, against a party with three characters, the number appearing would be $1 \times (2/4) \times (3/3) = 1 \times 1/2 \times 1 = 1$ Doppelganger (round up fractions). If this encounter took place on the 5th dungeon level and the party had nine characters, the number appearing would be $1 \times (5/4) \times (9/3) = 1 \times 1\frac{1}{4} \times 3 = 4$ Doppelgangers!

Use the table below to determine treasures in a room or chamber. Silver is always present. Roll d% to see whether gold, gems, jewelry, and magic are present.

Treasure Determination Table

Dungeon Level	Silver Pieces	Gold Pieces	Gems & Jewelry	Magic/Map
1	1d6 × 100	50% - 1d6 × 10	5% each - 1d6	5%
2-3	1d12 × 100	50% - 1d6 × 100	10% each - 1d6	5%
4-5	1d6 × 1,000	50% - 1d6 × 200	20% each - 1d6	10%
6-7	1d6 × 2,000	50% - 1d6 × 500	30% each - 1d6	15%
8-9	1d6 × 5,000	50% - 1d6 × 1,000	40% each - 1d12	20%
10-12	1d6 × 5,000	50% - 1d6 × 2,000	50% each - 1d12	25%
13+	1d6 × 10,000	50% - 1d6 × 5,000	50% each - 1d12	30%

Ensure unguarded treasure is secreted away somehow, trapped, or both. It could be invisible, underneath the floor, behind a secret door, locked inside an iron chest that has a poison needle or gas trap, and so on.

6. Place tricks, traps, and special locations. Place tricks, traps, and special areas in up to 1-out-of-6 locations on the map. Many of these locations should be in corridors and hallways. Examples of such areas include the follow.

- False stairs up or down or slanting passages that take character up or down one or more levels.
- Teleportation areas that move players either to locations on the same dungeon level or different dungeon levels.
- Rooms that sink to different levels.
- Sections of the dungeon that have illusions or compulsion magic.
- Sections that end and trap fleeing characters.
- Doors openable from one side only or that appear at random intervals.
- Passages and corridors so confusing they can't be mapped.
- Space distortion effects that make corridors or stairs seem longer, shorter, wider, narrower, hotter, or colder than they are.
- Furnishings that ages characters if touched, animates weapons that then attack, or drains a magic item of all its magical powers.
- Exit ways that appear and reappear.
- Containers that are either polymorphed horrors that resume normal shape when touched or fabulously valuable.
- A riddle-asking figurine or stone construction that harms someone if a riddle is incorrectly answered or reveals treasure if answered correctly.
- Areas of the dungeon in which there is inexplicable noises.

- The chiming of a gong or bell that alerts nearby monsters when the characters move in or through the area.
- A pool, river, or other body of water that produces a magical effect when touched or drank.

7. Fill in the details. When all areas are stocked, add flavor to the dungeon with notes on mundane furnishings, distinct odors, noises, and so on. Think of ways to liven up areas, especially the ones with no content. While some detail is helpful for players trying to imagine the environs, too much detail can distract or bore.

Example of Dungeon Design

This section offers an example of how to use the step-by-step dungeon design to create and stock a dungeon.

- 1. Choose a scenario.** A ruined keep on the edge of Civilization has generated rumors for generations. The rumors suggest untold fortune for those who might brave its interior. What lies in and beneath, and what riches might await inside, can only be imagined.
- 2. Choose a setting.** This adventure takes place in the dungeons below the ruined keep, which is a half day travel from the nearest village. Those who come across the keep see that its levels above ground have collapsed. Exposed and visible to those who approach is an intact set of stone stairs that plummet into the darkness below.
- 3. Draw the map.** The first dungeon level of the ruined keep is on the next page. There are 17 rooms noted. Each square is 10 feet × 10 feet.
- 4. Place special treasures.** Based on the stocking methodology above, there are three special treasures to place in the dungeon.
 - A set of plate armor that will fit at least one of the characters.
 - A 11,500 GP cache of 4 pieces of jewelry (worth 4,500 GP, 3,000 GP, 2,500 GP, and 1,500 GP, respectively).
 - A 95 GP find that also has one magic item.

The three special treasures are placed in rooms 5, 14, and 17, respectively.

5. Stock the dungeon. Using the suggested stocking methodology, three rooms have special treasures (per Step 4), three areas have tricks/traps or special effects, and the remainder have contents based on random determination. Three tricks/traps or special areas are placed in A, B, and C.

Room 1. The referee rolls 1d6 and gets 4. The room is empty.

Room 2. The referee rolls 5. Another empty area.

Room 3. The referee rolls 2 for the next room, which indicates Monster & Treasure. Another roll on the Monster Level Determination Matrix, by Dungeon Level, is 4, which indicates Monster Table 1. A roll of 4 on 1d8 indicates Goblins are in the room. Goblins are 1st-level human-types, so there are $1d6 \times 1 \times [1,2,3,\dots]$ (based on party size). The referee rolls 2, so there are 2 (if 1-3 party members), 4 (if 4-6 party members), 6 (if 7-9 party members), and so on, Goblins in the room.

The referee rolls $1d6 \times 100$ for the value of SP present. The result is 1, so there's 100 SP worth of treasure thus far. The referee then rolls d% for GP. The result is 67%, which means there's no GP. A d% roll for both gems and jewelry results in 1d6 pieces of jewelry being present. A roll of 3 indicates three pieces, and the referee then determines the value of those pieces with the aid of the jewelry value table in **Monsters & Treasures** (Bk 2). Three d% rolls indicate each piece is worth $1d6 \times 1,000$ SP. The referee determines there is a brooch worth 2,000 SP, a ring worth 2,000 SP, and a necklace worth 5,000 SP present.

Room 4. The referee rolls 1, which is just a monster. A second roll indicates Monster Table 1, and a third roll indicates Goblins again.

Room 5. The referee places plate mail in this room and decides its guardians are 3 Skeletons and 2 Zombies, one of which wears the plate!

And so on. The referee does this for all the rooms of the dungeon level.

6. In area A, there are two teleportal traps marked with the letter “t.” When a party moves in the directions of the arrows and moves to the designated letter, they see/move as if they were at the other marked letter. Thus, if moving west down the corridor from where the letter A is, when they move around the corner or look north down the corridor, they move/see from the other “t” location. A similar but opposite situation happens if there were to move east from the letter A instead. The effect happens only when moving in the direction of the arrows. Nothing happens if moving in the opposite directions.

In area B, a Ghoul is trapped by portcullises in a 10 × 10 section of the corridor. There’s a 2-in-6 chance for each character passing through the north section of the corridor of triggering a pressure plate that raises the portcullises and releases the monster. It attacks immediately.

At area C, there’s a 2-in-6 chance for each character passing by of triggering an *illusory force* of yellowish gas smelling of brimstone. The gas appears to release from vents that line the north and south walls, and appears to obscure the entire length of the tunnel.

7. **Complete the details.** Now it’s time to detail the contents of each room and provide any further notes on play. This is called an encounter key or a dungeon key. The key is a complete description of the dungeon, its rooms, and everything contained inside. It’s all that’s needed for the referee to play. In the key for the dungeon above, monsters are presented in the following abbreviated format.

Example Dungeon Key

1. **ENTRY CHAMBER.** This room was once the grand hall, where the regent would greet dignitaries and other visitors. Debris of rotted furnishings, tapestries, useless fragments of armor, and other insignificant pieces of clutter fill the room.

2. **BEETLE PIN.** This was the lavish dining hall of the regent. It now lacks any refinement and is instead marked with grime, waste, and rubbish. Many makeshift bunks made of straw lay about the room.

3. **PRISON CELLS.** Four Goblins (MV 60, AC 6, HD 1-1) are here. They wear Leather & Shield, each carrying one of the following: Spear (×2), Mace, and Hand Axe. They guard the four cell doors in the area. In one of the cells is a prisoner who, if returned to safety, will pay a reward of 1,000 GP. Among the bodies of the Goblins are 100 SP. In one of the south cells, the one farthest to the east, under a loose stone in the floor, is a small rotting wooden box with a velvet liner inside that contains a brooch (2,000 GP), a ring (2,000 GP), and a spectacular necklace with green, yellow, and red gems (5,000 GP).

4. **GOBLIN LEADER.** A Goblin warrior (MV 60, AC 4, HD 1+1) and his five henchmen (MV 60, AC 6, HD 1) reside here. The warrior has Mail & Shield; the others have Leather & Shield. The warrior wields a Battle Axe, the others throw Spears then engage with Maces. Dilapidated dressers, beds, tables, and stools litter the area. They have nothing of worth. In the northeast corner of the room, on the east wall, is a single chain with manacles. Pulling on the chain opens a secret door. Beyond the door is a 10 × 10 room blanketed in dust. Among the contents are eight wooden coffers the size of small human children (which contain impure copper ingots), a wooden barrel reinforced with iron (with worthless olive oil), and a small weapons rack that still holds two rusted Spears. One of the Spears has the end of its haft in a slot on the floor. If moved, it opens the secret door to **area 5**.

5. GOBLIN LEADER. Three Zombies (MV 60, AC 8, HD 1) and two Skeletons (MV 60; AC 7, HD 1/2) guard this abandoned room. The walls are lined with useable but mundane shields with emblems noting once prominent families of the area. In the center of the room is a standing suit of Plate Mail emblazoned with a starburst on the breast plate and engraved with emblems of Elfin importance.

Area A. There are two teleportal traps marked with the letter “t.” When a party moves in the directions of the arrows and moves to the designated letter, they see/move as if they were at the other marked letter. Thus, if moving west down the corridor from where the letter A is, when they move around the corner or look north down the corridor, they move/see from the other “t” location. A similar but opposite situation happens if there were to move east from the letter A instead. The effect happens only when moving in the direction of the arrows. Nothing happens if moving in the opposite directions.

Area B. A Ghoul is trapped by portcullises in a 10 × 10 section of the corridor. There’s a 2-in-6 chance for each character passing through the north section of the corridor of triggering a pressure plate that raises the portcullises and releases the monster. It attacks immediately.

Area C. There’s a 2-in-6 chance for each character passing by of triggering an *illusory force* of yellowish gas smelling of brimstone. The gas appears to release from vents that line the north and south walls. It appears to obscure the entire length of the tunnel.

Suggestions for Campaign Play

As player-characters expunge the spaces of a dungeon of their hazards and denizens, and hone their maps to a degree of certain, if not perfect, accuracy, there’s a risk of continued underground exploration becoming staid. While exploration of lower levels of the dungeon is always an option, refurbish exhausted levels with some of the following approaches.

Alter the layout of the dungeon. Alter the layout by erasing areas and redrawing them. End a passage that otherwise went through, make new rooms where none existed, fill-in rooms that existed, and so on.

Enlarge the dungeon. Add existing areas beyond the existing rooms and spaces.

Replace monsters and traps. Fill depleted areas with new monsters and treasures. Replace well-known monsters in frequently traveled areas with different ones.

Reverse the directions of the map. Flip the map so that north is a different direction. Relocate exits so they line up with the entrances to deeper levels.

Worry little about having a rational explanation for the changes. There’s no reason in a world of fantasy that mysterious forces can be at constant work to reshape the dungeons. Such changes will ensure players are always mystified, excited, and amused by the ever-shifting challenges of the underground.

ADJUDICATING ADVENTURES IN THE UNDERWORLD

Follow the sequence of play below when a party explores the Underworld.

- 1. Exploration.** The party moves, listens, opens doors, enters rooms, and searches. If it encounters monsters, see Encounters. Otherwise, go to **2. Wandering Monsters.**
- 2. Wandering Monsters.** At the end of every turn, check for wandering monsters. If it encounters monsters, see Encounters. Otherwise, go to **3. End of Turn.**
- 3. End of Turn.** Check for changes in marching order, encumbrance, light and spell durations, hit points, whether rest is required.

Time & Movement

1 turn of Underworld exploration = 10 minutes of game time. Distances are in feet. For example, a range of 60 in the dungeon is a range of 60 feet.

A party moves at $2 \times$ movement rate. It generally moves at the rate of the slowest character, unless faster characters want to leave them behind. For example, a party whose slowest character has a move of 60 can move 120 in 1 turn (10 minutes).

Decide what fraction of a turn it takes to perform actions such as searching, loading treasure, listening at doors, detecting thoughts, hiding, and so on. A general guideline is detecting thoughts takes a quarter turn while searching a 10×10 section of wall for secret doors takes a full turn.

Pursuit. Running, whether pursuing or fleeing, is $4 \times$ movement rate. No mapping is possible when running. Compare the movement rates of pursued and pursuer. The faster of the two parties either close the distance or open the distance between the two parties. If movement rates are equal, chase continues until the pursued evades the pursuer. Encumbered character-types and human-types are free to discard items to lighten their load.

Monsters continue to pursue fleeing characters in a straight line if they're never more than 90 feet away. There's a 2-in-6 chance monsters continue pursuing fleeing characters who momentarily become hidden, whether by turning a corner, passing through a door, or taking stairs up or down. There's only a 1-in-6 chance monsters pursue through a secret door.

Monsters may be deterred from pursuit. Burning oil deters most monsters. Edible items have a 10% chance of distracting intelligent monsters, 50% chance of distracting semi-intelligent monsters, and 90% chance of distracting non-intelligent monsters. Treasure has the reverse set of chances based on intelligence.

Swimming. Characters in armor have the following chances of drowning each combat turn (1 minute) they're in water.

Armor Type	None	Leather	Mail	Plate Mail
Chance of Drowning	*	20%	80%	100%
Must Remove?	–	No	Yes	N/A

* This chance is 5% if the character is thrown overboard. Otherwise, there's no chance.

Failure means immediate death. Note that characters in Leather remain afloat every turn without removing their armor. Those in Mail who refuse to remove it after the first turn die immediately in the second combat turn.

While half of all sailors can swim, the chance a character can swim is up to the referee. Player-characters have a swim move of 30. Those overboard can reach a ship moving at slow oared movement or have a move under 150.

Buoyant weapons (wooden club, spear, staff, and so on) can be carried on the surface of water when swimming.

Resting. Characters must rest for 1 turn for every 5 turns of exploration, or 2 turns after pursuing or fleeing.

Light. Characters must have a torch, a lantern, or a spell such as a **dark vision** to see in dungeons. A torch or lantern emits bright light up to 30 feet away and allows for diminished sight into the shadows beyond. A torch burns for 6 turns (1 hour) while 1 flask of oil enables a lantern to burn for 24 turns (4 hours). Note which characters use which light sources. The use of light in dungeons ensure monsters are never surprised. Torches and lantern light can be extinguished with strong winds.

Doors. Doors are always stuck or locked. Characters have a 2-in-6 chance of forcing open doors, and up to three human-types can do so at one time. Smaller creatures may have 1-in-6 chance of success; larger creatures may have easier chances. Doors always

close immediately unless spikes or some other wedge is used; even so, there's a 2-in-6 chance they slip, and the door closes. Unless doors are magically sealed or barred, monsters move through them without difficulty.

A character can attempt to hear what's on the other side of a door. Humans have a 1-in-6 chance of success, while Dwarves, Elves, and Hobbits have 2-in-6 chances. Success means any monster or sound on the other side is heard. Undead never make a sound.

Secret doors are hidden or concealed. Characters other than Elves have a 1-in-6 chance of finding a secret door. Check only if players deliberately note their characters are searching for secret doors. Only if a secret door is present in the space they search do characters have a chance of success. It takes 1 turn to search for a secret door. A character only has one chance to find each secret door.

Falling. Characters have a 2-in-6 chance of suffering 1d6 damage for the first 10 feet fallen, a 4-in-6 chance for the second 10 feet, and automatically suffer 1d6 damage for each 10 feet fallen thereafter, up to a maximum of 20d6. If a fallen character suffers damage and survives, he is stunned for 1d6 turns.

Traps. Traps are features of dungeons primarily; less so of wilderness. Traps can be nearly anything from nuisances—dead ends, one-way doors, and moving chambers—to pit traps, spring-loaded darts and spears, and vents that pump noxious fumes into chambers. Player-characters find traps by searching for them. If there are traps, the referee notes what traps are present. There's a 2-in-6 chance of triggering a trap when moving on or through it. Traps don't initiate combat, and damage from traps is generally automatic. Monsters may or may not trigger traps, at the discretion of the referee.

Wandering Monsters

Wandering monsters are monsters not keyed to a place in the dungeon before the adventure. They have no set location but can be found nearly anywhere in a dungeon as the characters explore. There's a 1-in-6 chance each turn the party encounters a wandering monster. Determine the direction of their approach randomly. Either choose wandering monsters that fit the location, such as using giant rats if in the sewers of a city, or determine them randomly using the Monster Level Determination Matrix and Monster Level Tables (page 7). Use the formula for determining the number of monsters for stocking dungeons (page 7) when determining the number of wandering monsters.

Example of Adjudicating an Adventure in the Underworld

This example begins with the party at the top of a set of stairs. The stairs descend to the first dungeon level. The party comprises six characters: Ansalon (Champion), Arden (Elf), Balmund (Warrior), Erkin (Warrior), Lyndon (Warrior), and Wolfgang (Wizard).

Referee. You stand at the top of a set of stairs that descend to the east.

Caller [playing Balmund]. We go down.

Referee. 10, 20, 30 feet. You're on a 10 x 10 landing. Steps descend both to the north and curve down southeast.

Caller. We head southeast.

Referee. 10 feet, and the stairs curve more to the south. 20 feet, and the steps end. You're in a 10-foot wide passage that runs east, west, and southeast. With your torch light, you see the east-west passage heads off into darkness in either direction. There's a door to your left, across the passage on a northwest wall. Down the southeast passage, you see a four-way intersection in the shadows beyond your torch light.

Caller. We listen at the door: Balmund, Erkin, and Arden the Elf.

Referee. [Rolls three d6.] You hear nothing.

Caller. We ignore the door. We head down the corridor to the southeast.

Referee. 10, 20, 30, 40, 50 feet. You're in the four-way intersection, with passages to the northwest, northeast, south, and southwest. The passage to the south is 20 feet wide. Each passage extends beyond your light. About 20-30 feet into the south passage, there are two doors—one on the east wall, one on the west wall.

Caller. We go down the south passage and listen to the east door. Same three characters.

Referee. You're at the east door. [Rolls three d6.] You hear shuffling.

Caller. Balmund and Erkin force the door open. Everyone else is ready for battle.

Referee. [Rolls two d6.] The door opens. You're in a room with a half-dozen Gnolls! The room is like a truncated pyramid, with the truncated part about 40-50 feet opposite of where you entered. There's also some litter and a couple of battered trunks. The Gnolls are surprised.

[See the Encounters section for an example of play during combat.]

Caller. We check out the room. We examine walls, ceiling, floor, and its contents.

Referee. [Checks again for Elves and Dwarves in the party.] The room is a truncated pyramid, with the east wall being the truncated wall. It's 10 feet wide and has a door in it. The walls that connect the truncated wall with the west wall are about 40 feet long. The west wall itself is 40 feet wide and has the door by which you entered. Arden the Elf noticed a hollow spot near the east end of the southeast wall. There seems to be nothing unusual with the floor and ceiling. Among the contents of the room are the bodies of the Gnolls, litter in the north corner of the west wall, and two trunks along the northwest wall.

Caller. Arden the Elf checks out the hollow spot on the wall. Balmund looks through the refuse. Ekin and Wolfgang search each of the trunks for traps and opens them if they can, while Ansalon guards the door in the west wall and Lyndon guards the door in the east wall. Both are listening for approaching danger.

Referee. [Rolls 1d6 to see if Arden finds and opens the secret door.] Arden finds a secret door where the hollow spot is. It opens onto a flight of stairs down to the south. Balmund finds the litter to be nothing but offal, bones, twigs, feces, and old clothes. Both chests are made of heavy wood and have locks inset into them. Erkin finds nothing unusual on the chest he wants to open. Wolfgang notices a poisoned needle in the lock on the chest he inspected.

Erkin's Player. Erkin opens the trunk he looked at.

Wolfgang's Player. Wolfgang bashes the lock with his staff to destroy the needle.

Referee. The chest Erkin opens is empty. The lock on the other chest is made inoperable after Wolfgang takes his staff to it for a few minutes. It contains about 2,000 CP.

Caller. We empty the chest with copper in it and search it for a false bottom or secret compartments. We do the same with the empty chest. Are there any boots or cloaks in the litter Balmund examined?

Referee. The trunk Erkin opened has a false bottom on it. In it is an onyx case, which has a jeweled necklace inside. The case is worth 1,000 GP and the necklace is worth 5,000 GP. In the litter is a pair of old boots. The remaining items are stained tunics and britches. There's nothing like a cloak.

Caller. Balmund tries on the boots to see if they do anything special. Erkin holds on to the onyx case and necklace. Everyone but Ansalon and Lyndon divides the 2,000 coins among them to carry.

Referee. It will take four turns to divide the coins and secure them on everyone. [Rolls 1d6 each turn for wandering monsters. Wandering monsters are indicated at the end of the fourth turn. Checks to see if the approaching monsters are heard, assigning a 4-in-6 chance.] After four turns, you have the loot secured. Lyndon hears heavy footsteps approaching. Balmund's movement in the boots is silent...

Caller. YES! Wolfgang uses hold portal on the west door. Arden the Elf leads us out the secret door and down the stairs to the south. Onward, friends, to even better fortunes!

WILDERNESS ADVENTURES

After players become acquainted with the Underworld, they might want to explore the Wilderness. The Wilderness is simply any unexplored area outside the immediate vicinity of the dungeon. For Wilderness play, prepare four sets of maps.

1. A Ground-Level Map of the dungeons.
2. A Settlement Map of the settlement closest to the dungeons.
3. A Local Wilderness Map of the terrain around the dungeons.
4. The General Wilderness Map, for lands outside the immediate vicinity.

The settlement is likely the location player-characters will base themselves to prepare for explorations. For example, Yggsburg is a hamlet whose buildings and lone fortification, Crag Keep, are detailed with enough information for player-characters to have adventures therein, whether interacting with nonplayer-characters at the Griff & Lance Inn, the Temple of the Rock, the Blacksmith's workshop, and so on.

ADJUDICATING ADVENTURES IN THE WILDERNESS

Two kinds of play are possible when a party ventures beyond the immediate vicinity of the dungeons: exploratory Wilderness adventures or general Wilderness adventures.

Exploratory Wilderness Adventures. This type of play happens when player-characters venture into their immediate surroundings and explore the Locale Wilderness Map. Generally, this is about a radius of 10-20 miles around the dungeons but can be larger if desired. A hex-map works best here. When player-characters move into the locale Wilderness, tell them what kind of terrain they encounter. They then mark their hex-paper with the corresponding terrain. This enables them to become familiar with the terrain around the dungeons and prepares them for a future date when they begin to consider the possible construction of a stronghold.

General Wilderness Adventures. Beyond the area made for exploratory Wilderness adventures is the rest of the game world. While nothing prevents you from developing the world beyond, such an approach takes quite a bit of time. For sake of convenience and game play, conduct these kinds of Wilderness adventures on the General Wilderness Map. Terrain is indicated, along with strongholds and settlements. Rivers are in grey. Display the map to the players, indicate in which of the four settlements on the borders of the map is their base settlement, and have at it. Each time the party moves off the map, use another version of the General Wilderness Map to extend the game world. (First and foremost, **SWORD & SPELL** is a game.)

Follow the sequence of play below for exploratory and general Wilderness adventures.

1. **Becoming Lost.** If the party is without aid or guidance, check to see if it gets lost.
2. **Exploration.** The party moves through hexes. If it encounters monsters, see Encounters. Otherwise, go to **2. Wandering Monsters.**
3. **Wandering Monsters.** Check for wandering monsters. If the party encounters monsters, see Encounters. Otherwise, go to **3. End of Turn.**
4. **End of Turn.** Check for changes in encumbrance, light and spell durations, hit points, whether rest is required, and so on.

Time & Movement

1 turn of Wilderness travel = 1 day of game time. 1 hex on the General Wilderness Map = 5 miles. Numbers are in hexes (with equivalent miles in parentheses). Numbers after the slash are for travel in swamps and bogs.

Wilderness Movement for Human-Type Characters, in Miles

Type (Ground)	Hexes (Miles)	Type (Air)	Hexes (Miles)
Foot	3 (15)		
Cart/Wagon	4 (20)	Dragon	24 (120)
Horse, Draft	5 (25)	Griffin	30 (150)
Horse, Heavy	6 (30)	Hippogriff	40 (200)
Horse, Medium	8 (40)	Roc	48 (240)
Horse, Light	10 (50)	Pegasus	48 (240)
Raft	10/3 (50/15)	Broom	40 (200)
Boat	15/5 (75/25)	Carpet	30 (150)
Merchant	12 (60)	Efreet	20 (100)
Galley	20/6 (100/30)	Djinn/Air Elemental	30 (150)

Terrain. Apply the following movement costs when a party moves into a hex by land.

	Mountain	No Ford (River)	Swamp	Woods	Desert
Off trail/road	3 (15)	3 (15)	3 (15)	2 (10)	2 (10)
On trail/road	2 (10)	N/A	0	0	N/A

A party stops and ends its turn when it has no move to cover full cost of moving into the next hex. Assume a party travels at the move rate of its slowest member. A party with over 100 members, including pack or draft animals, has a modifier of -1 hex (-5 miles) a turn. A party with over 1,000 members has a modifier of -2 hexes (-10 miles) a turn.

Evasion. A party may attempt to avoid an encounter. Success depends on several factors, such as the size of the party, the number of monsters encountered, surprise, terrain, and relative movement rates. Use the table below as a guideline.

	Size of Party				Chance of Evasion
	1-3	4-9	10-24	25+	
Percentage of Total Possible Monsters Encountered	-	-	-	1-25%	5%
	-	-	1-25%	-	15%
	-	-	-	26-60%	20%
	-	1-25%	26-60%	-	30%
	-	-	-	61%+	35%
	1-25%	26-60%	61%	-	50%
	26-60%	61%+	-	-	70%
	61%+	-	-	-	90%

Double the chance of evasion if monsters are surprised. If the party is surprised, evasion is impossible unless it's hidden with magic or in Woods. When in Woods, the chance to evade is 10% even if surprised or +25% to the listed value if fully aware. In addition, if either side has a movement rate at least twice that of the other side, apply a +/-25% chance to evade for the party, as appropriate.

Pursuit. If a party is unable to evade monsters but wants to flee, it flees in a random direction to another hex. Roll 1d6 as if the party got lost (see Getting Lost later). Roll 1d6 for monsters: hostile monsters pursue on a result of 1-3, neutral monsters pursue on a result of 1. A party successfully flees from monsters if it has an equivalent or faster movement. If the monsters are faster, there's a 50% chance it catches the party in the next hex. If the monsters are faster, but they don't catch the party, repeat the process of pursuit until pursuit ends or the monsters catch the party; in which case, melee happens. The chance to catch a party that flees through Woods or Swamp is only 25%.

A party must rest a half turn (half day) for each hex it moved when fleeing. Check twice for wandering monsters: once at mid-turn and once at end of turn.

Rest. For every six days of movement, a party must rest a full day. Dragons are the exception. For every three weeks they travel: they must rest one week, if they travel by ground, or three weeks, if they travel by air.

Getting Lost

A party that travels along some road (track, trail, river, or so on), has a guide, or follows a set of landmarks can't get lost. Without such help, roll 1d6 before a party begins moving and consult the table below.

Grasslands	Woods	Swamp	Mountains	Desert	River	Settlement
1-in-6	2-in-6	3-in-6	2-in-6	3-in-6	1-in-6	–

If a party becomes lost, roll 1d6 to determine the direction the party travels. Each value of the die corresponds to one of the six sides by which the party exits the hex. The party moves in a straight line out of the hex and can make only a single direction change. For exploration Wilderness adventures, inform the party the direction in which they get lost.

Wandering Monsters

There's a chance a party encounters wandering monsters in the Wilderness. Use the following table for such a purpose when a party travels by ground.

Grasslands	Woods	Swamp	Mountains	Desert	River	Settlement
1-in-6	2-in-6	3-in-6	3-in-6	2-in-6	2-in-6	1-in-6

Check twice when a party is waterborne or airborne: once mid-turn, as they travel, and once at the end of the turn, when they ground. The chance mid-turn is 2-in-6; the chance end of turn is 1-in-6. Mid-turn encounters are on water or in air, respectively. End of turn encounters are on ground. If a ship remains in water the entire turn, check only once, with a 1-in-6 chance.

If the roll indicates a monster, use the Monster Type Encounter Matrix to determine which Monster Type Table to use to identify a monster.

Monster-Type Encounter Matrix

Roll	Grasslands	Woods	River	Swamps	Mountains	Desert	Settlement
1	Human	Human	Human	Human	Human	Human	Human
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycan.	Lycan.	Lycan.	Lycan.	Lycan.	Human	Human
5	Animal	Lycan.	Swimmer	Swimmer	Animal	Animal	–
6	Human	Human	Swimmer	Undead	Giant	Dragon	–
7	Animal	Animal	Animal	Undead	Dragon	–	–
8	Dragon	Dragon	Dragon	Dragon	Dragon	–	–

Human Encounter Table

Roll	General	Mountains	Desert	Waterborne
1	Bandits	Bandits	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Wizard (10th)	Brigands	Nomads	Buccaneers
4	Wizard (11th)	Fighter (9th)	Fighter (9th)	Pirates
5	Bandits	Wizard (11th)	Wizard (11th)	Buccaneers
6	Berserkers	Fighter (8th)	Nomads	Merfolk
7	Fighter (9th)	Cave People	–	–
8	Fighter (8th)	Wizard (10th)	–	–
9	Brigands	Chaotic Cleric (8th)	–	–
10	Bandits	Cave People	–	–
11	Chaotic Cleric (8th)	Lawful Cleric (8th)	–	–
12	Lawful Cleric (8th)	Berserkers	–	–

Clerics, Fighters, and Wizards travel with 2d6 others of the same character-type. Each in their retinue has 1d4 levels and has a chance of owning magic items themselves.

Clerics

Item	Chance
Weapon	40%
Staff	30%
Shield	20%
Armor	10%

Fighters

Item	Chance
Sword	50%
Shield	25%
Armor	25%

Wizards

Item	Chance
Wand	60%
Ring	30%
Misc. Magic	20%

Flyer, Undead, and Giant Encounter Tables

Roll	Flyer	Undead	Giant
1	Pegasi	Skeletons	Kobolds
2	Roc	Zombies	Goblins
3	Chimera	Ghouls	Orcs
4	Hippogriffs	Wights	Hobgoblins
5	Griffins	Wraiths	Gnolls
6	Manticores	Mummies	Ogres
7	Rocs	Specters	Trolls
8	Wyverns	Vampires	Giants
9	Dragons	–	Gnomes
10	Pegasi	–	Dwarves
11	Hippogriffs	–	Elves
12	Griffins	–	Treats

Lycanthrope, Swimmer, Dragon Encounter Tables

Roll	Lycanthrope	Swimmer	Dragon
1	Werewolves	Giant Crabs	Black
2	Wereboars	Nixies	White
3	Weretigers	Giant Octopi	Green
4	Werebears	Giant Squid	Blue
5	–	Sea Monster	Red
6	–	Giant Snakes	Gold
7	–	Crocodiles	Cockatrices
8	–	Giant Leeches	Basilisks
9	–	Merfolk	Wyverns
10	–	Nixies	Chimera
11	–	Giant Fish	Hydra (7-9 HD)
12	–	Dragon Turtle	Hydra (10-12 HD)

Animal and Optional Encounter Tables

Roll	Giant-Type Animals	Optional Woods	Optional Swamps	Optional Deserts	Optional Mountains
1	Spiders	Centaurs	Tyrannosaurus	Apts	Cave Bears
2	Centipedes	Unicorns	Pterodactyl	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre-Tooths
4	Toads	Gorgons	Brontosaurus	Calots	Mastodons
5	Ants	Pixies	Stegosaurus	White Apes	Spotted Lions
6	Weasels	Manticores	Tyrannosaurus	Thoats	Woolly Rhinos
7	Apes	Dryads	Pterodactyl	Orlucs	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	–	–	Tharks	Mammoths
10	Lions	–	–	Darseen	Sabre-Tooths
11	Boars	–	–	Banths	Dire Wolves
12	Snakes	–	–	Tharks	Spotted Lions

Monsters on the optional desert list are from Martian monsters found in the Barsroom series of books by Edgar Rice Burroughs.

Strongholds (General Wilderness Map)

Use the following table to determine the occupants of strongholds (on the General Wilderness Map) and their retainers. Roll 1d6 for occupants and 1d4 for their retainers.

Roll	Occupant	Roll 1d4			
		1	2	3	4
1	Fighter ^{8th}	1d8 Fighters ^{7th}	1d6 Griffins*	1d10 Fighters ^{6th}	1d4 Giants
2	Fighter ^{9th}	1d8 Fighters ^{6th}	1d4 Rocs*	1d4 Ogres	1d10 Fighters ^{5th}
3	Wizard ^{11th}	1d4 Dragons	1d4 Chimera	1d4 Wyverns	1d4 Basilisks
4	Wizard ^{10th}	1d4 Chimera	1d6 Manticores	1d12 Lycan.	1d12 Gargoyles
5	Lawful Cleric ^{8th}	1d20 Fighters ^{4th}	1d6 Fighters ^{8th}	1d10 Treants	1d8 Hippogriffs
6	Chaotic Cleric ^{8th}	1d10 True Trolls	1d6 Vampires	1d20 White Apes	1d10 Specters

The superscript is the level of the inhabitant.

* Griffins and Rocs have the same number of 4th-level riders.

Use the following table to determine if occupants and their retainers venture from their strongholds to engage the party when the party passes near to the stronghold.

Same Hex	Adjacent Hex	2-Hexes Away
3-in-6	2-in-6	1-in-6

See below for the chance that there are others in the force that ventures forth.

Clerics	Fighters	Wizards
50% 1d6 Clerics Each has 1d4+3 levels	25% 1 Wizard Has 1d4+4 levels 50% 1 Cleric Has 1d3+3 levels	25% 1 Fighter Has 1d4+4 levels 50% 1 Wizard Has 1d4+3 levels

Occupants always venture forth if a party peaceable and not too strong enters the hex of the stronghold and hails the occupants. Lawful Clerics and Chaotic Clerics react to the party based on alignment. All other occupants have a 50%-50% chance of being either hostile or neutral. Occupants and their retainers, if able to ride, are mounted.

Clerics require passersby to give 10% of all their money, gems, and jewelry. If the party is unable or unwilling to tithe the amount, the Cleric uses the **quest** spell to send them on a Lawful or Chaotic task, though Chaotic Clerics are more likely to slay Lawful or Neutral types who fail to tithe.

Fighters demand to joust passing Fighters. Otherwise, they demand a toll of 1d6 × 100 GP from a party. Use the following guidelines to conduct jousts.

1. Each contestant is equipped with Lance, Shield, and a Warhorse.
2. Each contestant secretly determines an attack and defense.
3. Compare the attack of each rider to the defense of each rider on the table below.

Do this until a rider is unhorsed or two more rides are made. A rider without Lance or Helm must assume the Steady Seat defense.

Attack	Defense					
	Lower Helm	Lean Right	Lean Left	Steady Seat	Shield High	Shield Low
Helm	M	M	M	H	U	M
Shield-Upper Left	U	B	M	B	B	M
Shield-Upper Center	B/U/I	U	G	B	B/U	U/I
Shield-Upper Right	G	M	B	G	G	U
Shield-Middle Left	B	B/U	M	B	M	B
Shield-Middle Center	B/U	G	B	B/U	B/U/I	B
Shield-Middle Right	G	M	B/U	G	G	G
Shield-Base	B	G	U	B	B/U/I	B

B = breaks lance, G = glances off, H = dishelmed, I = injured, M = miss, U = unhorsed

If the occupant wins, he takes the armor of the loser. If a player-character wins, the occupant hosts the party for up to a month. When the party leaves, the occupant supplies them with two weeks of rations and Heavy Warhorses, if the party requires.

Wizards use the *geas* spell to send non-hostile passersby after treasure. Wizards take no less than half of all treasure the party returns, choosing first among magical items. Wizards choose, in order of preference, Miscellaneous Magic, Wands and Staves, or Rings before any other items. For all other passersby, Wizards require a magical item as a toll. If the party has no suitable items for Wizards, Wizards require a toll of 1d4 × 1,000 GP.

Guards are defenders of a stronghold. They are additional to the retainers mentioned earlier. Every stronghold has 3d6 × 10 guards to walk the walls. Half have Leather and Shield (AC 6) with Crossbow, the other half have Mail and Shield (AC 4).

Example of Adjudicating an Adventure in the Wilderness

This example begins with the party ready to head out of their base settlement for an exploratory Wilderness adventure. The party comprises six characters: Ansalon (Champion), Arden (Elf), Balmund (Warrior), Erkin (Warrior), Lyndon (Warrior), and Wolfgang (Wizard). The referee has mapped a 20-mile radius area around the settlement. The area is divided into numerous 5-mile hexes, most of which contain hills, with mountains rising in the north and plains appearing in some of the hexes at the bottom of the map to the south. Roads head north, south, and east out of town.

Referee. The morning is clear and crisp. The winds from the north blow down from the hills, which lead north to mountains in the distance.

Caller [playing Balmund]. We head east out of town along the High Road.

Referee. [Normally, the party can move three, 5-mile hexes a day (1 turn). The referee rules the hilly region equates to mountainous terrain, which applies a cost of 3 hexes for each hex moved. On a road, the cost becomes 2 hexes each hex. The party can travel 1½ hexes a turn. Because the party follows the road, it has no chance of becoming lost. A “blasted hill,” with a dungeon complex underneath, lies 15 miles east of the settlement, along the High Road. A mile or so before the blasted hill is a remote cottage all but abandoned, hidden off the road in a wooded cleft in the hills.]

The High Road is an old but well-worn earthen route. Outside the usual small animal—birds, squirrels, and the like—the trip eastward through evergreen trees is a dull one. [Rolls 1d6 once for possible encounters during the trip to the hill. No encounters are indicated.] The party travels through 1½ hexes of forested mountain the first day. [Rolls 1d6 to see if the party notices the hidden cleft leading to the cottage.] With just a few miles to go the Blasted Hill, Arden the Elf notices an easily overlooked trail heads off the road to the south. It heads into a small cleft of hills filled with trees. The trail and cleft are easily missed were it not for the keen vision of the Elf.

Caller. We follow the trail south off the road.

Referee. 10, 20, 30 yards along the trail and into the cleft area. A 50-yard radius clearing surrounds a small, dilapidated wooden cottage here. Rocky terrain encloses the entire cleft, and there seems to be no other exit except for back the way you came.

Caller. We explore the outside of the cottage. What do we discover?

Referee. This will take about three turns. [Rolls 1d6. A 1 indicates Lyndon has found a hidden exit out of the cleft.] You hear and see nothing unusual coming from the cottage. The cottage is in state of disrepair. It's a single story with an intact chimney on top, a thatch roof, two wooden doors—one in the front, one in the back—and several shuttered windows. Lyndon finds a crude set of stone steps carved into a steep climb along the rocky terrain to the south of the cottage. The stairs rise about four or five stories above the floor of the cottage.

Caller. We investigate the interior of the cottage. Ansalon remains outside near the front door of the cottage to keep watch.

[A quick dungeon-like exploration reveals an abandoned but usable two-room cottage that can be used for rest and recuperation.]

Caller. How much daylight is left? I'd like to find the Blasted Hill before nightfall.

Referee. There's time enough to trek another quarter mile and return before nightfall.

Caller. We head east along the High Road for about a quarter mile.

[The referee describes the trip, including the Blasted Hill seen in the waning light of the day. The party decides to head back to the cottage where they will rest for the evening before returning the next day to explore the ruins underneath the hill.]

ENCOUNTERS

After players become acquainted with the Underworld, they might want to explore the Wilderness. The Wilderness is simply any unexplored area outside the immediate vicinity of the dungeon. For Wilderness play, prepare four sets of maps.

ADJUDICATING ENCOUNTERS

When a party encounters monsters, follow the sequence below.

- 1. Surprise.** Circumstances usually determine surprise; otherwise roll 1d6.
- 2. Distance.** Circumstances usually determine distances too; otherwise, roll.
- 3. Initiative.** Again, circumstances usually determine who can act first; otherwise roll 1d6. The side with the highest result acts first. Reaction checks for monsters may help determine their actions. Members of a side can take one of the following actions.
 - Wait to see what the other side does.
 - Attempt to communication.
 - Either evade or pursue the other side.
 - Fight the other side.

Surprise

Determine if circumstances dictate surprise. Light, noise, and some spells negate the chance for a side to surprise. Otherwise, there's a 2-in-6 chance of surprise, unless a monster's description says otherwise. It's possible for all sides to be surprised.

If both or neither sides are surprised, determine which side has initiative and can act first. If one side is surprised, that side can't act (but can defend) for a turn (1 minute). The side that can act can flee, use a spell, move to engage a foe in combat (but not attack), or attack (if within 10 feet of a foe).

There's a 25% chance surprised characters drop some item held in hand.

Distance

The circumstances of an encounter inform the distances between sides. For example, if monsters come around a corner 20 feet ahead, the encounter distance is 20 feet.

In the **Underworld**, encounter distance is $1d3 \times 10$ feet when at least one side is surprised. Otherwise, when it's uncertain, distance is $2d4 \times 10$ feet.

In the **Wilderness**, terrain is often a factor: a monster seen coming over a ridge 20 yards away is encountered at that distance. When a side is surprised, the encounter distance

is $1d3 \times 10$ yards. When it's unclear, the distance is $4d6 \times 10$ yards. Three or more monsters will surround a surprised party.

Initiative

The referee determines which side has the initiative in combat based on circumstances. If a random determination is needed, the referee should roll $1d6$ for each side. The side with the highest result has the initiative, and its members act before another side in each combat phase. In the case of ties, the referee rerolls or has actions happen simultaneously.

When a side has the initiative, its members can take actions before members of the other side. Below are a few of those actions.

Fight. The party may engage in combat. See the section on Adjudicating Combat.

Talk. The party may choose to talk with the monsters. Should the monsters listen, the referee plays their part. Conversation can include boasts, threats, pleas, bribes, questions, praise, and so on. The referee should determine the reaction of monsters based on their nature, the demeanor of the party, and use of the Monster Action table.

Flee! The party flees. Pursuit happens until the party escapes or is caught.

Wait. The party may choose to wait and see what the monsters do. The referee decides how the monsters act.

Monster Actions

The referee plays monsters according to the circumstances. Some monsters act in particular ways, such as Zombies, which always attack. For more intelligent monsters, decide actions randomly with the following table.

2d6 Roll	Result
2-5	Negative reaction
6-8	Uncertain reaction
9-12	Positive reaction

Modify these results for bribes offered, fear, alignment, and so on.

ADJUDICATING COMBAT

When a party fights monsters, decide on whether to use the move/counter-move system or the simultaneous-move system. Both are outlined below.

Move/Counter-Move System

- 1. Initiative.** Roll $1d6$ for all sides. The side with the highest result chooses to move first or last. The side with the next highest result chooses to move next or next to last, and so on, for as many sides there are in combat.
- 2. First Move.** The side with first move moves first. It makes any split-fire and any missile fire if can. It takes any pass-through fire from foes now.
- 3. Next Move.** The side with the next move moves. It makes any split-fire and any missile fire it can. It takes any pass-through fire from foes now.
- 4. Artillery, Missile, & Magic.** Artillery, missiles, and magic on all sides happen. Use Dexterity to help determine which spells happen before others.
- 5. Melee.** All melee blows are resolved by those engaged. First movers resolve blows first in every combat turn.

Repeat steps 1 through 5 for the remainder of combat.

Simultaneous Move System

- 1. Declarations.** Secretly note the intent of monsters, then ask player-characters their intentions and those of hirelings. Require exacting detail only when needed.
- 2. Move.** Members of all sides do the following.
 - Make half of their intended move.
 - Conduct split-fire, if possible, and missile fire.
 - Take pass-through fire.
 - Make the remainder of their move, if not already engaged in melee.
- 3. Artillery, Missile, & Magic.** Artillery, missiles, and magic attacks from all sides are resolved. Use Dexterity to help determine which spells happen before others.
- 4. Melee.** All melee blows are resolved by those engaged. First movers resolve blows first in every combat turn.

Repeat steps 1 through 4 for the remainder of combat.

Time & Distance

A turn of combat = 1 minute of game time. Distances are in feet when inside or underground, or in yards when outside.

LAND COMBAT

Movement

Terrain is generally stable in a dungeon and doesn't affect movement. However, when outdoors, the move rate of combatants in ditch and rampart, hill, wooded, and swamp conditions is 50% normal. Mountainous or rough terrain prevents charge moves; wooded areas prevent formation of troop units; and swampland prevents entrance of heavy equipment and catapults. Streams reduce movement by 50% and prevent charges, while rivers require characters to stop before entering, expend their entire move, and then stop after exiting.

Charging enables combatants to move into melee at a greater movement rate. Except for those in Plate Mail and those using any Crossbow, combatants on foot can make a charge with an additional 30 move. For example, a combatant with a move of 120 can make a charge move of 150 (120 + 30 = 150). Horses add 60 to their charge.

Fatigue applies to combatants in the following situations.

- Move 5 consecutive turns.
- Move 2 consecutive turns, charge, then melee.
- Move 1 turn, charge, then melee for 2 rounds.
- Melee 3 rounds.

Movement up an incline counts as two moves. Fatigued combatants attack and defend at the next lower value and have -1 to morale checks. A turn of inaction removes fatigue.

Missile Fire

Rates of fire for Bows and Crossbows follow. Heavy Crossbows have +1 to hit.

Move	Bows	Light Crossbow	Heavy Crossbow
None	2	1	1-every other turn
Up to half	1	1	1 (or reload)
Over half	1-with initiative	1-with initiative	1-with initiative (no reload)

"1-with initiative" means the user must be able to act before their foes to be able to fire.

"1-every other turn" means the user must spend a turn reloading the weapon.

Split-fire is possible by Elves on foot and riders who use Bows. They can move up to half their normal movement, make missile fire, and continue their move, up to one half their normal movement.

Pass-through fire from unmoving combatants is possible against foes within range after the first half-move of the turn.

Arc of fire for missile users is unlimited when not in units on a battlefield; otherwise, those on foot can fire up to 45 degrees to the left and right, and those mounted can fire up to 45 degrees to their “trigger/pull” side and up to 180 degrees to their “grasp” side.

Second rank fire is possible if allies in the first rank also use missile fire. More ranks of missile users can fire if significantly higher than the first two ranks.

Indirect fire is possible by users of Bows (but not Crossbows). They can fire over intervening obstacles, including other combatants, if 30 or more distant from the obstacles. Range is reduced by one-third. Attackers have -2 to hit.

Cover comes in two types: hard and soft. Hard cover is near total cover from solid structures like walls with arrow slits, mobile mantlets, wooden roofs, and so on. Soft cover is partial cover, such as brush, woods, waist-high fences, and so on. Targets behind hard cover are impervious to missile fire. Targets behind soft cover take only half normal damage.

Range modifiers include +1 to hit at medium range and +2 to hit at short range. Divide weapon ranges into thirds to get short, medium, and maximum ranges.

Melee Weapons as Missiles. Treat such attacks as thrown axes, thrown hammers, and thrown spears as any other missile weapon, except they’re used but once each turn, they can be used against a charging foe, and indirect fire is impossible with them.

Firing When in Melee. Missile fire is impossible for those in melee.

Firing into Melee. Missile fire into melee is impossible, unless a combatant is uncaring whether the attack hits an ally or foe; then determine targets randomly, proportional to the size of the combatants.

Magic Items. Modify attack rolls by the modifier of the magical item, when relevant. For example, using a **+2 bow** gives +2 to hit. Magical effects from items such as Wands, Staves, Swords, Rings, and so on, occur at the same time as missile fire.

Damage. A hit from a normal missile inflicts 1d6 hit points of damage. If the arrow or bolt is magical, apply their modifier to the damage roll.

Artillery Fire

Catapults

	Range		Area of Effect
	Minimum	Maximum	
Light	150	300	20-diameter
Heavy	240	480	35-diameter

Any target completely or partially in the area of effect takes damage.

Rates of fire are every second turn for Light Catapults and every third turn for Heavy Catapults, if they have a full crew (4 operators) and were stationary the prior two or three turns, respectively. With 3 operators, engines require 1 extra turn to fire; with 2 operators, engines require 2 extra turns to fire; and with 1 operator, engines require 3 extra turns to fire. No additional benefits derive from having more than 4 operators. Operators must be trained to use siege engines.

Arc of fire for catapults is 45 degrees left or right.

Indirect fire is the nature of all catapult fire, so there's no penalty.

Cover is like that for missile fire. Any substantial overhead cover negates the effect of catapult fire.

This **optional mechanic** incorporates short and long shots. Roll two different d6. One die indicates the distance of an undershot and the other indicates the distance of an overshoot. Apply the highest result, which is in 10s of units. Ties indicate a direct hit.

Magic Spells

See **Might and Magic** (Bk 1) for details on using magical spells.

Saving Throws. Any spell or magic effect that harms the target allows for a saving throw. A saving throw represents a last-minute chance to avoid harm. If a saving throw fails, targets experience the full effect. If the saving throw succeeds, the target either avoids the entire effect—such as paralysis, petrification, poison that kills outright, and so on—or suffers half the effect—such as hit points of damage from Dragon Breath, spells, poisons, and so on.

Fighter	Wands				Spells Staves
	Death Ray Poison	Polymorph Paralysis	Petrification	Dragon Breath	
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8
Cleric					
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7
Wizard					
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

Melee

Melee is hand-to-hand battle between foes within 30 feet (10 yards) of each other. Use the table below for monster attacks. All damage is 1d6 for each hit.

Hit Dice of Monster	Armor Class of Defender							
	9	8	7	6	5	4	3	2
Up to 1	10	11	12	13	14	15	16	17
1+1	9	10	11	12	13	14	15	16
2 to 3	8	9	10	11	12	13	14	15
3+ to 4	6	7	8	9	10	11	12	13
4+ to 6	5	6	7	8	9	10	11	12
6+ to 8+	4	5	6	7	8	9	10	11
9 to 10	2	3	4	5	6	7	8	9
11 and up	0	1	2	3	4	5	6	7

Modifiers to Hit-Rolls. The referee may apply the following modifiers in combat.

- Attacks from the rear have +1 to hit and ignore shields.
- Shields defend against only two or three attackers. The referee may decide more than that number of attackers can ignore a Shield.
- When attacking surprised foes, combatants have +1 to hit.

AIRBORNE COMBAT

The Simultaneous Move System works best for airborne combat. Intentions need only include direction, distance moved, and any altitude change.

Movement

Turning. Creature size generally informs how many 90-degree angles can be made during a turn and the distance necessary between each angle. An angle can be less than, but no more than, 90 degrees.

Flyer Category	A	B	C	D	E	F	G
Nº of 90° Turns	5	4	3	6	4	3	2
Distance before Turn	10	20	30	30	40	50	60

A = Sprites, large birds, large insects; **B** = Humans, Undead, *magic brooms*; **C** = Cockatrices, Gargoyles; **D** = Pegasi, Hippogriffs, Air Elementals; **E** = Manticores, Wyverns, *magic carpets*; **F** = Chimeras, Dragons, Rocs, giant insects, **G** = Giant reptiles.

Diving. A creature may make 90-degree turns and dive if altitude loss doesn't exceed half total distance moved. A sharp dive is 150% movement, though diving prevents turns and movement forward is at a rate of 10 for every 100 dived.

Climbing. A creature can climb 10 for every 10 it moves ahead; however, it costs double to move 10 and total distance moved can be no more than Speed - Distance before Turn [above]. For example, a Dragon with speed 150 has a flyer category of F. It can move a total distance of $(150 - 50) \div 2 = 50$ up and straight ahead in a turn.

Missile Fire

All missile fire happens at the very end of the turn; thus, there's no need to declare intent to use missile weapons.

For attacks between **air and ground**, use the guidelines for Missile Fire for Land Combat. Likewise for **air-to-air** attacks, but supplement hits with the following tables. First roll 1d10 determine whether rider or mount is hit. Roll damage and then roll d% to see if the hit is a critical hit. If it's a critical hit, roll d% again to determine the effect.

Direction of Attack	Hit Location				
	Rider	Head	Wing	Body	Rear
Front	1-2	3-4	5-6	7-10	—
Side	1	2-3	4-5	6-9	10
Top	1	2-3	4-7	8-9	10
Bottom	—	1-2	3-5	6-9	10
Rear	1-2	3	4-5	6-8	9-10
Chance of Critical	25%	20%	20%	10%	None
Effect of Critical Hit	Rider	Head	Wing	Body	Rear
Half Move Rate	—	10%	50%	30%	—
Dive & Land	—	30%	20%	30%	—
Out of Action	100%	40%	30%	30%	—
Crash/Dead in Air	—	20%	—	10%	—

Bombardment. The largest of flying creatures can bomb foes with missiles equivalent to Large Catapults. Smaller creatures can release proportionately smaller bombs. Move rate is two-third normal when carrying such loads. To bomb a target, flying creatures must either fly straight or dive. Roll 2d6 and consult the following table.

2d6	2	3	4	5	6	7	8	9	10	11	12
Result	— left or short of target —					Hit	— right or long of target —				
Distance in 10s	5d6	4d6	3d6	2d6	1d6		1d6	2d6	3d6	4d6	5d6

Roll 1d6 for Left or Short: 1-2 = left, 3-4 = left and short, 5-6 = short.

Roll 1d6 for Right or Long: 1-2 = right, 3-4 = right and long, 5-6 = long.

“Distance is 10s” is how far off from the target the missile hit. For example, a result of 5 is “left or short” by 2d6 x 10.

Artillery Fire

Use the following guidelines for siege engine attacks against airborne targets.

- Typical catapult fire is impossible.
- Counterpoised sling-type catapults can fire “buckshot” with an apex of half total range and a height equal to total range.
- Other types of catapults can fire “buckshot” with an apex of half total range and a height equal to half total range.
- For targets in the curve, use a spherical area of effect.
- Tension-type catapults can fire darts to maximum range at an incline as steep as directly overhead. These darts inflict 2d6 hit points of damage.

WATERBORNE COMBAT

Movement

Ships in water combat have the following movement rates.

Type	Oared/Poled			Sailing			
	Slow	Cruise	Fast	Running	Broad	Quarter	Beating
Galley, Large	100	150	250	200/250	150/200	100/150	–
Galley Small	150	200	300	250/300	200/250	150/200	–
Longship	120	180	250	300/350	250/300	200/250	–
Merchant, Large	–	–	–	200/300	180/270	15/240	100/200
Merchant, Small	–	–	–	250/350	220/320	200/300	150/250
Warship	–	–	–	250/350	220/320	200/300	150/250
Boat	100	150	200	150/200	120/170	100/150	50/100
Raft	–	100	–	100/150	60/100	–	–

Galleys can't operate on open water (seas, ocean). Longships can operate in open water.

For move rates separated by a slash, the first is in light to moderate wind, while the second is in fresh or strong wind. For winds weaker than light, ships must be oared/poled. For winds stronger than strong, sailing is impossible and must run before the wind at a move of 30.

Move rates on rivers are half normal.

Oared ships have +50 to movement with a current or -50 to movement against a current.

Size of Crews. The following table notes the typical number of crew members necessary to operate a ship. Oared ships with fewer rowers have reduced speeds. Crew size can affect movement rates of ships.

Type	Rowers	Marines	Sailors
Galley, Large	100	50	20
Galley Small	50	20	10
Longship	75 crew (64 rowers max)		
Merchant, Large	20 crew		
Merchant, Small	15 crew		
Warship	15-20 crew, 40-60 mercenaries		

Large galleys can have catapults on fore and aft, while small galleys can have catapults on fore. Reduce move rates proportionately to the number of rowers lost (ignore

fractions). For galleys and longships, it takes 3 turns for 10 crew to step/unstep masts. For rowed ships, 3 crew can make/take sails; other ships require 6 crew.

Oared Speed. A full and rested crew is required for these speeds. A fully rested crew can expend 30 fatigue points. Each turn resting or rowing exacerbates or alleviates fatigue.

Speed Category	Rest	Slow	Cruise	Fast
Fatigue Points	+1	-2	-3	-10

Backing speed is half forward speed. Any ship can slow one or two steps (Cruise to Slow, or Cruise to Rest, for example) in a turn. All ships must accelerate one step at a time.

Wind Speed. If not evident, roll for wind speed. Storms have +1 to the roll.

2d6	2-3	4-8	9-11	12
Result	Calm	Light to Moderate	Fresh to Strong	Gale

Galleys in a fresh to strong wind have a 10% chance each turn of shipping water. Each time water is shipped, move is reduced by 25%. A ship that loses 75% of move sinks.

Roll 1d8 to determine wind direction.

Turning. Oared ships may turn up to 45 degrees for every 100 moved. Sailed ships may turn up to 30 degree for every 120 moved.

Ramming. Use the following rules to resolve ramming.

- Ships must lower mast (if any).
- Speed must be fast.
- Striking ships must immediately back-oar after striking.
- Rammed ships incur 1d6 x 10% of their maximum hit points. There's a 1-in-6 chance it takes on water and sinks in 3d6 turns unless patched.
- 10 people can patch a breach in 5 turns. There's a 1-in-6 chance the effort fails, and another 5 turns is required to repair the hole.
- Rammed ships lose 20% of its crew if hit from the side. If oared, 15% are rowers. Rammed ships lose 5% of its crew if hit astern or bow. None are rowers.
- Ramming has no effect on grappling.

Sheering Oars. A ship that moves parallel and adjacent to an oared ship sheers the oars on both ships and kills half the crew on both ships. Both sheering and deaths are prevented if orders indicate oars on that side are to be shipped (drown into the ship). Ships with sheered oars remain at rest for three turns. Thereafter, they move at 1/2 speed. If oars are sheered again, the ship is unable to move by rowing.

Grappling. Ships within 10 of each other may attempt to grapple. There's a 1-in-6 chance of success, and three attempts can be made each turn. Likewise, there's a 1-in-6 chance to cut/remove a grapple, and three attempts can be made each turn to do so. A grappled ship is at rest, can't move, and can be boarded.

Boarding. Grappled ships may be boarded. If deck plans are available, place them adjacent to each other according to the situation. Each 3 feet of parallel space enables 1 combatant each turn to board. Swimmers can climb the sides of ship also, but foes have an advantage of elevation. Conduct combat normally between combatants on ships. See the section on command control for more on morale and discipline.

Artillery Fire

Use the guidelines for Artillery Fire for Land Combat earlier. Ships hit by catapults take 1d6 hit points of damage. Large ships can sustain up to 18-24 hit points, small ships 9-15 hit points, and boats 3 hit points before sinking.

Melee

Use the guidelines for Melee for Land Combat earlier, with these additions.

1. Use command and control principles detailed in **Might & Magic** (Bk 1). Combatants take actions other than retreating and looting only if under the command of a leader or a lieutenant.
2. Combatants forced to retreat without a way to do so go overboard, fall from a deck or rigging, and so on, or surrender, if no other alternative applies. There's a 1-in-6 chance for every 10 feet fallen that a combatant suffers 1d6 hit points of damage for every 10 feet fallen, or 1d6 hit points for every 20 feet fallen.
3. Size and strength of a combatant should factor into how long it takes to break down doors, chop through walls or decks, cut rigging, and so on. Generally, a Giant suffers a penalty of half move when breaking down a door, while 10 human-types require a full turn to break it down. Likewise, someone with a battle axe and a strong back might find it easy to cut through rigging, while a Giant might rip through it with no thought to it at all.

Example of Adjudicating Combat

The player-characters comprise Arlanni, a 2nd-level Cleric (Mail & Shield); Aggro, a 4th-level Fighter (Leather & Shield); Arkayn, a 4th-level Fighter (Mail); and Abner, a 5th-level Wizard. They race down a 10-foot wide dungeon corridor, away from Goblins. Aggro, Arkayn, Arlanni are in a three-person front rank, followed by Abner.

They round a corner and encounter a party quarreling over treasure. The party comprises Balto, a 2nd-level Fighter (Leather & Shield); Barjin, a 4th-level Fighter/5th-level Wizard Elf (+1 Plate); Blastum, a 4th-level Wizard (unarmored); Burug, a 6th-level Dwarf (Shield).

The referee first determines if either party is surprised with the roll of 1d6 for each side. The results are 4 for PCs and 2 for the monsters. The monsters are surprised.

First turn

Because one side is surprised, the referee rolls 1d3 × 10 feet to find that 10 feet separate the two parties. This enables player-characters to close strike in melee. Player-characters recognize the monsters to be a collection of evil marauders of whom they were warned. The referee is using the simultaneous move system.

Intentions & Initiative. The referee begins by asking each of the players to quickly decide what they do. Aggro engages the group in melee, Arlanni uses a Sling, Abner uses a wand, and Arkayn uses a Short Bow. Since the PCs have surprised the others, the referee resolves actions immediately for the PCs.

Movement & Missiles. Arlanni, whose player had previously noted she had her Sling ready, fires a shot into his foes. The referee randomly determines Blastum to be the target. Blastum is unarmored (AC 9), and 2nd-level Clerics require 10 to hit. There's no modifier for range, but surprise grants +1 to hit. The referee rolls a 6 + 1 = 7, which means the attack fails to harm the Wizard.

Arkayn had his Short Bow ready and shoots into the foes too. The referee randomly determines Burug (AC 8) is the target. There's no modifier for range, but there's +1 for surprise. A result of 8 or better is needed to hit. The referee rolls 9 + 1 = 10: a hit. A roll of 3 on 1d6 means Burug sustains 3 hit points of damage. He can sustain 20 hit points before falling, so the referee says the Shield of the staggered Dwarf deflects the arrow.

Abner uses a small wand to command Burug to surrender. The referee rolls a saving throw vs Wand for Burug. Burug saves as a 10th-level Fighter. A 7 or better on 1d20 is success. The referee rolls 15. Burug easily shrugs off the magical effect.

Artillery, Missiles, and Magic Spells. There are no magic spells this turn.

Melee. Aggro moves into melee and strikes at Balto (AC 4) with a Sword. Aggro has surprise, so he has +1 to hit and Balto can't use his Shield (AC 5). A 12 or better on 1d20 is needed to hit. The referee rolls 10 + 1 = 11: no harm. Balto survives.

Second turn

In the second combat turn, the monsters gather their wits and act.

Intentions & Initiative. The referee secretly decides Balto will attack with his Battle Axe, Burug will attack with his Spear, Barjin will attack with his Sword, and Blastum, who is behind his companions and outside of melee, will use a special spell, **shocking touch**.

The referee asks for the actions of the player-characters. Arlanni will attack the foes in melee with her Sword, Arkayn will strike similarly as well with his Mace, Arggo will strike in melee with his Sword, and Abner, who is safely behind his companions out of melee, will use a **hold person** spell from the scroll.

Movement & Missiles. The two parties are within melee distance, so mass melee ensues.

Artillery, Missiles, and Magic Spells. Blastum can use his spell immediately, while Abner begins reading his scroll and will finish after the Melee phase. Blastum uses his spell and steps forward to touch a foe (AC 9). The referee rolls 17: a hit. Arlanni gets no save and can take as many as 8 hit points of damage. The referee rolls 9 hit points of damage. Arlanni dies!

Melee. Because the player-characters have the advantage, they continue to strike first. With Arlanni down, Arkayn has a Mace and Arggo has a Sword, which they use against Barjin, who has a Sword, Balto, who has a Battle Axe, and Burug, who has a Spear. The referee randomly determines Arkayn will strike at Burug and Aggro will strike at Balto.

Arkayn hit Burug, Aggro hit Balto. Both survive and counterstrike. Burug hits Arkayn, but Balto misses Aggro.

Finally, the spell from the scroll takes effect. Abner directs it against all four enemies. If there's even just one failed saving throw, the battle could turn drastically in favor of the player-characters!

CAMPAIGNS

Several guidelines follow to help adjudicate an ongoing campaign.

Healing

For every day after the first full day of complete rest, time alleviates 1 hit point. Only new experience can restore lost levels.

Tracking Time

Use the following guidelines for tracking time for each player-character.

Underworld Adventure	Wilderness Adventure	Actual Time
1 week	1 turn = 1 day	1 week = 1 week

Time suggested for Underworld adventures consists of preparations only and one day in the dungeons. Time suggested for Wilderness adventures includes days of rest and recuperation. Real time equates to the same amount of game time for all characters who hole-up in their lairs, dens, base camps, keeps, strongholds, inns, and so on, as well as those who rest and recuperate within the Underworld.

Rumors, Information, and Gossip

Several kinds of activities can help find and generate rumors and gossip. Advertising for hirelings will initiate gossip among locals. As do any other unusual behaviors. Locals of smaller settlements are apt to notice the departure of a party of characters. If there are

rumors and gossip to be discovered, player-characters can come across them by frequenting public establishments (inns, taverns, bathhouses, and so on), buying food and drink for others (1d6 x 10 GP), slipping proprietors money (1d10 GP), and so on. Misinformation is at your discretion. Circulate folklore to impel player-characters to action or warn them on pending events.

Angry Village Rule

Feel free to have an entire settlement of angry inhabitants harass and threaten player-characters who commit unforgivable outrages. Among such a horde of the displeased there can be thieves, town watch, and the occasional barbarian of great fame.

Constructing Strongholds

Player-characters can select land in a settlement or Wilderness at any time to build a stronghold. Clerics who build at 8th level or above enjoy certain benefits when they do.

Rulership & Domains. Both Fighters of 9th level (and above) and Clerics of 8th level (and above) who have strongholds in the Wilderness may become rulers of the surrounding territory. Player-characters must first clear the territory of monsters. They do this by moving to each hex and ridding it of any monsters therein. Hexes free of monsters are considered cleared already. Once cleared, territory of up to 20 miles from a stronghold can be kept clear just with the sheer presence of stronghold occupants.

Territory once established attract enough inhabitants to settle 2d4 villages of 1d4 x 100 each. Fighters who are rulers collect 10 GP per inhabitant annually; Clerics collect 20 GP per inhabitant annually.

Rulers may also invest in their territory to increase their income. Some possible areas of investment include road building, armories, ship building, canals, animal breeding, sea trade, inns, farming, land trade, hunting, fishing, trapping, religion, exploration, and tourism. The amount of revenue from these investments is at referee discretion based on the amount invested and the potential benefit in such environments. Investments also have the possibility of increasing the population.

Costs for constructing strongholds. Player-characters incur the following costs when building strongholds. Towers can be heightened (+20% cost per 10 feet) or shortened (-10% cost per 10 feet). Buildings comprise a total of 120 feet of wall, two stories, an attic, a cellar, and two doors per floor.

Component	Cost (GP)	Component	Cost (GP)
Barbette (10-ft wide)	1,000	Tower, Round (15x30 ft.)	4,500
Barbicon	14,000	Tower, Square (30x30 ft.)	4,000
Bastion	3,000	Wall (10-ft. high), per 90 feet	3,500
Building, Stone	2,500	Palisade, per 90 feet	1,500
Building, Wood	500	Earthworks, per 90 feet	2,500
Ditch, per 90 feet	2,000		
Gate	3,000		Single Double
Gatehouse	4,000	Door, Wooden	10 15
Portcullis & Drawbridge	2,000	Door, Reinforced	20 30
Tower, Gate	4,500	Door, Iron	50 75
Tower, Round, (40x40 ft.)	10,000	Stairs, Wood (10 ft.)	30 45
Tower, Round (30x30 ft.)	5,000	Stairs, Stone (10 ft.)	90 140
		Slit or Window	10 15

Specialist. Those who build strongholds can attract, employ, and earn benefits from specialists. Use the guidelines for finding hirelings in **Might & Magic** (Bk 1). Descriptions of typical specialists follow.

Specialist (GP per Month)		Specialist (GP per Mission)	
Alchemist	1,000	Assassin	2,000
Animal Trainer	500	Spy	500
Armorer	100	Sage	2,000
		Sailor	10
		Ship Captain	250

Alchemists can duplicate a potion at one-half the original cost to craft it. They can conduct poison research too, but the cost and time are double those listed.

Animal Trainers are needed to train any animal other than a Horse or Mule. They can train only one type of animal, though they can train up to six such animals at a time. The time it takes to completely train the animals is referee discretion.

Armorers are necessary to maintain the arms and armor for every 50 troops employed. If they don't have maintenance duties, they can craft arms and armor. See the following for what can be made in a month.

Alone	A suit of armor, OR three shields, OR five weapons
+ 1 Assistant and 1 Smith	Double the above
+ 4 Assistants and 2 Smiths	Triple the above

Assassins murder people. Decide the chance of success on precautions a victim takes. Assassins are rare. Enforce a limit on their use in a game year.

Engineers must oversee construction of major strongholds, participate in sieges, and supervise any tunneling.

Sages work for Fighters only in an advisory capacity. The number of possible Sages is limited only to the willingness of the referee, who must have the greatest discretion when acting in this role.

Sailors must operate any ship, other than raft or boat. See the section on Waterborne Combat for crew sizes. Generally, they don't fight. Those that do fight cost a combined total of what a Sailor and Mercenary costs.

Ship Captains are necessary to command a crew of Sailors.

Smiths, as noted already, can aid Armorer's. They're required for maintenance of every 50 Horses or Mules.

Spies gather and convey hard-to-get information. Player-characters can employ them in two ways. One way is to first hire them and then insert them into the desired force, stronghold, or region. The other way is to sway a nonplayer-character who is already a member of the force, stronghold, or region to give the information. The latter method requires bribe or threat just for the nonplayer-character to consider becoming a spy. If accepted, the chance is great the spy faithfully performs his duties. Chance of success for each mission is referee discretion.

Mercenaries

These hirelings can be Human, Dwarf, or Elf. Chaotic characters might employ Orcs. Use the guidelines for finding hirelings in **Might & Magic** (Bk 1). Costs for upkeep follow.

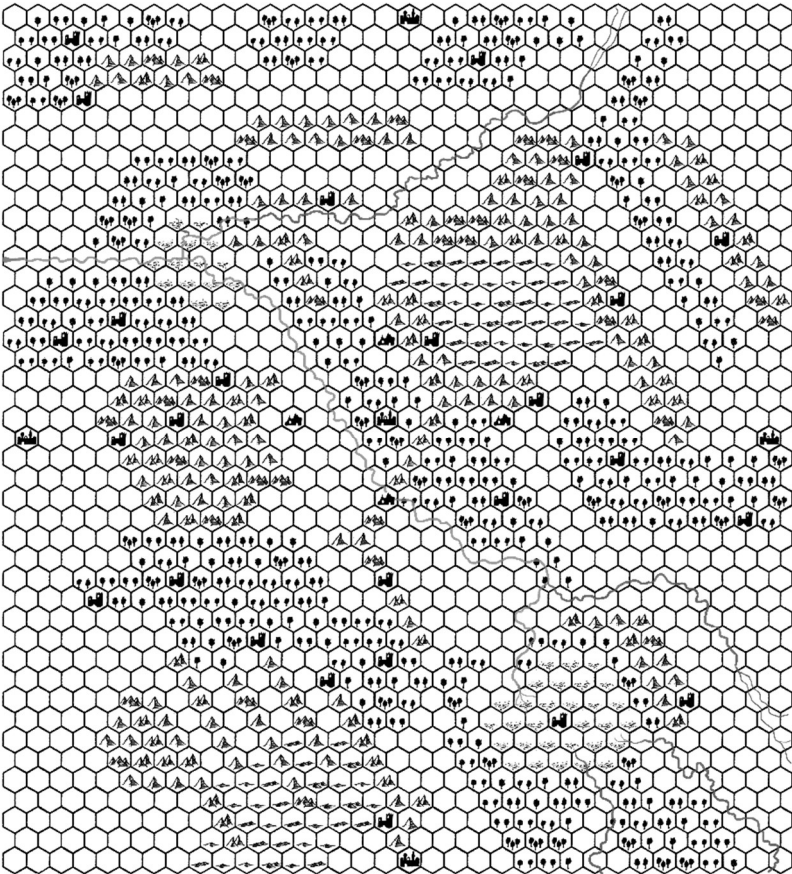
Monthly Cost (GP)

Type	Human	Dwarf	Elf	Orc
Untrained	1	—	—	—
Leather & Shield	2	—	—	1
Mail & Shield	3	4	5	1½
Bow	5	—	10	3
Crossbow	4	5	—	—
Long Bow	10	—	—	—
Light Horseman	10	—	—	—
Medium Horseman	15	—	—	—
Heavy Horseman	20	—	—	—

Other Worlds

Create these worlds with sheer imagination and without reliance on any certain natural laws. The void of space might be filled with breathable air. Stars could be pinpricks in the sheet of night just several hundred miles away. Regions of land could be gateways to other planets, times, dimensions, and so on.

GENERAL WILDERNESS MAP



Mountains



Woods



Desert



Swamp



River



Stronghold



Larger Settlement



Smaller Settlement

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