

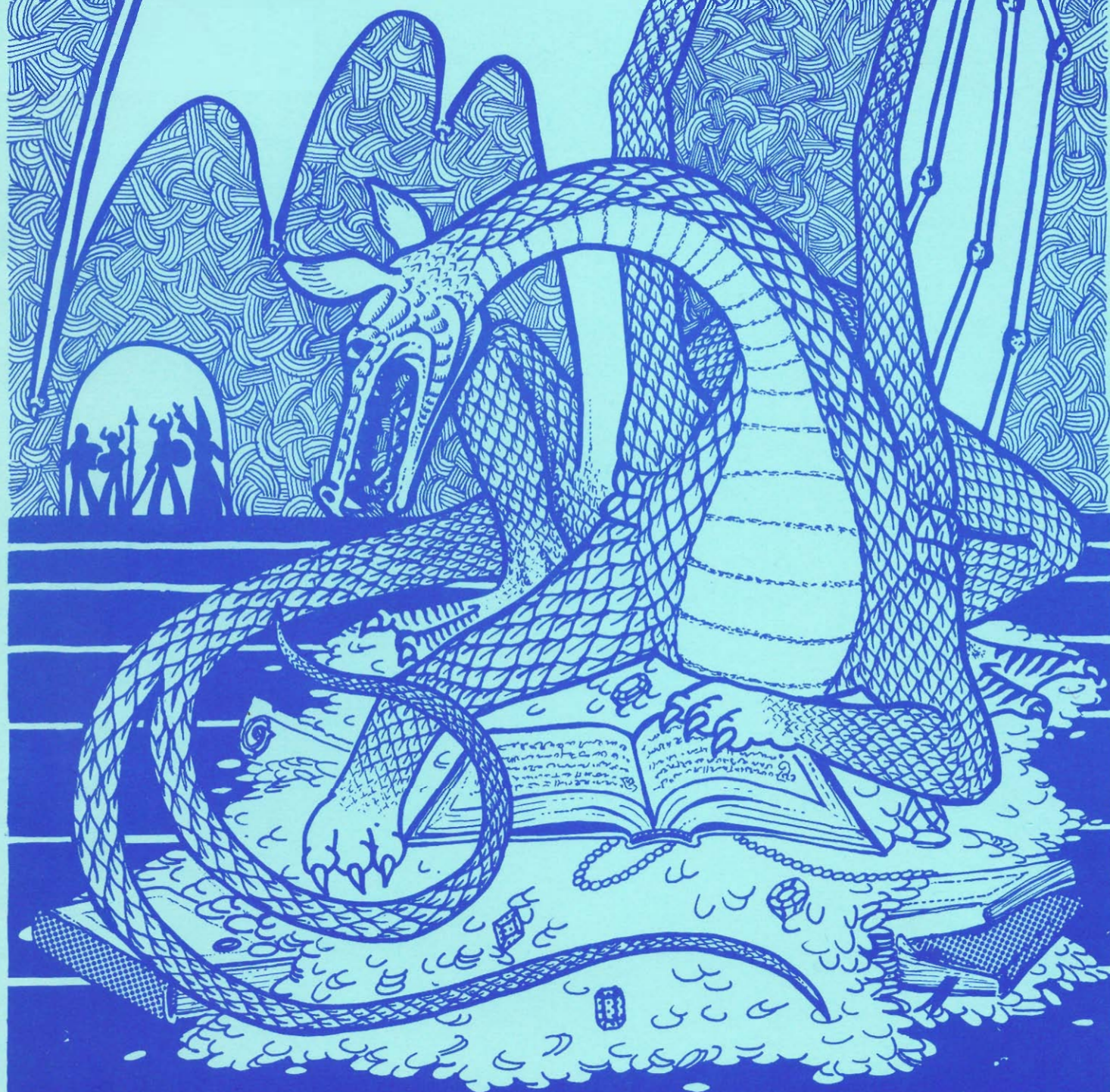
ADVENTURES IN FANTASY

BY DAVE ARNESON &
RICHARD SNIDER



ADVENTURES IN FANTASY BOOK OF ADVENTURE

BY
DAVID L. ARNESON and RICHARD SNIDER



Dedicated to our friends and families
who put up with us while we designed
this work.

Special Thanks to Duane and Barb Jenkins, David, Colleen, John Snider,
Marty Noetzel and “Duke” for their help and encouragement
on this monumental project.

INTRODUCTION

Within the last few years the rise of **ROLE PLAYING GAMES** (often called RPG Games), has swept across the country. The very essence of the RPG game is the generation of a pseudo personality that is used by the game player in the game as "His" or "Her" character. The player then using the character generated by the chance tables, plays out various adventures that are made up by the gamemaster. These may run the gambit from merely seeking to deliver a wagon load of supplies to an adjacent town or exploring a **DRAGON'S LAIR** in search of fame and fortune.

Within this booklet lie the necessary tables and guidelines for generating a player-character, equipping them, educating them, fighting battles with them and going out to do battle in the open air or dank underground passageways. Future works will elaborate on the character, and especially the type of world that the gamemaster can create for that character to adventure in. And so without further ado buckle on your swords and prepare to sally forth on the road to high adventure!!!

TABLE OF CONTENTS BOOK I

INTRODUCTION	iii
TABLE OF CONTENTS	iii
FORWARD	1
THE PLAYER CHARACTER	2
SOCIAL STATUS TABLE	5
STARTING AGE	6
DEATH	6
EDUCATION	8
COURSES OF INSTRUCTION	11,12
PRICE LIST	16
GENERAL SUPPLIES	17
ENCUMBRANCE TABLE	19
SETTING UP THE CAMPAIGN	20
DRAGON'S LAIR (SAMPLE)	24
UNDERWORLD ENCOUNTERS	26
CHART	27
OUTDOOR ENCOUNTERS	28
EVASION TABLE	38
BLEAKWOOD (SAMPLE)	40
TOWER OF AL-HAZA	45
COMBAT MATRIX	47
TERRAIN EFFECTS	50
ARMOR (OPTIONAL)	52
HOW TO GAIN EXPERIENCE	54
NON-PLAYER CHARACTERS	57

ADVENTURES IN FANTASY

April, 1978

By David L. Arneson
and
Richard Snider

FORWARD

Many years back *DUNGEONS & DRAGONS** by Gygax and Arneson first appeared on the gaming scene and a veritable revolution then took place. Soon dozens of supplements and imitations were also on the scene, vying for the ever growing attention of gamers throughout the world. Yet throughout this I have felt that the basic original spirit of the Role Playing Fantasy game has not been well looked after and that there have been few real improvements to that less than perfect original system. To this was added dozens of additional rules in a chaotic jumble that buried the original structure under a garbage heap of contradictions and confusion. Any person without the aid of an experienced player was hard pressed to even begin to gain an understanding of the rules and even with aid it sometimes still proved to be impossible.

It is the hope of the authors of this work (*Adventures in Fantasy*) will be as understandable to the novice as it is to the experienced player. In a logical and clean cut manner the players will progress from one stage of play to the next adding rules to an existing system where *it was planned* that rules be added.

COMING TITLES IN THE THIS SERIES:

... DRAGON LORE & LEGEND
... RITUAL MAGIC

... THE RACES OF THE FAERRY
... WORLD OF FANTASY

AND MORE...

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THE PLAYER CHARACTER

CHARACTER GENERATION

The very essence of the Role Playing Game is the fact that the players assume the role of someone or something other than what they are themselves. Since the character that you play within the game is not, therefore, yourself, it is required that a set of performance statistics be generated to see what this alternate person can actually do. Thus the player's character begins to assume a unique identity of his own with each roll of the die which represents the character's Strength, Intelligence, Charisma, Knowledge, Dexterity, Stamina, and even such areas as Social Status, pre-game history, interests and many others that can be added. It is the purpose of this section to give each player in the fantasy game an alter-ego that the player can then identify with. As the game progresses, the players will begin to add their own interpretations and characteristics to the generated character and so identify themselves with that character.

BASIC GAME PLAYER CHARACTERISTICS

STRENGTH—Indicates the character's ability to carry heavy objects, strike effective blows, and engage in hand-to-hand combat.

DEXTERITY—Indicates the character's ability to move swiftly and agilely, react to attacks from others, and engage in intricate work (such as picking locks).

INTELLIGENCE—Indicates the character's basic ability to learn, store and retain information via experience and/or education.

CHARISMA—Partially an assessment of how well a character looks to others, it also reflects the character's ability to make others around him follow his lead and do things his/her way.

STAMINA—(Optional) Reflects the character's ability to engage in strenuous activity for long periods of time (such as fighting, marching, engaging in heavy work, etc. . . .). **AKA CONSTITUTION**

HEALTH—Indicates the character's ability to recover from wounds, survive illness, ward off disease, recover from poison, etc.

To determine the character's ability in each of these areas, roll two 20 sided dice and, reading one die first, write down the generated number from 01 to 100 (double zeros are 100 on this scale). Do this for each of the five basic player characteristics and for the two optional characteristics if they are used.

STRENGTH

For each point of Strength, roughly 2 lbs. of weight can be carried without difficulty (the maximum being 200 lbs. for a character with a strength of 100. Without physical training the

character can only use 75% of his strength rating.

Within the price list, the players must watch what they carry in the way of weights and other burdens. If a player exceeds his normal lifting ability by as much as one pound or one weight point, the rate at which they become fatigued comes into play immediately. If he carries 25% or more over his normal burden, the fatigue rate is doubled, and at 50%, it is tripled. A character cannot carry more than 150% of his normal lifting ability. (See *Stamina* for fatigue rate.)

Dexterity

This characteristic comes into play for engaging in hand-to-hand combat and opening traps/locks. During the course of the game when the character's ability to perform some act quickly and accurately arises, the following guidelines should be used.

1. The referee should total the amount of burden that the character is carrying *while* performing the feat in question. For every two pounds of gear being carried, one Dexterity point should be subtracted (*in this situation only*) before determining the success or failure of the action.
2. When performing the actual feat, two, 20 sided dice are rolled and any score that matches or is lower than the character's Dexterity number (modified by #1 above) means that the character has *successfully accomplished* the feat.

If there are not any special modifications noted for Magic, combat, or trap opening/locks, the above rule should always be used. Without physical training the character can use only 75% of their dexterity rating.

Intelligence

In general situations, when a character's intelligence would come into play, two 20 sided dice are rolled and any score that matches or is lower than the character's Intelligence number means the character has successfully solved the problem, answered the question, etc., as posed by the referee. A dice roll higher than the character's Intelligence number means he has *failed* to solve the problem and the referee should act appropriately (**SEE: MAGIC SYSTEM** for further uses of Intelligence).

Charisma

In the course of the game, when the character interacts with other non-player characters or even other players, he may wish to influence these characters to do something (the limits of any desired action of the player are set by the referee). To determine if this influence is successful, the following rule should be used (**SEE: QUESTS**):

1. The player rolls two 20 sided dice and any score that matches or is lower than the character's Charisma number means that he may try to influence another character (a higher score means he may not attempt to influence).
2. If the character may influence, *add* the above roll to his Charisma number and *subtract* the Charisma number of the character that is being influenced from the total.
3. A number reached in #2 above, that is less than 01 means the character may not attempt to influence.
4. If the number reached in #2 above is greater than zero, roll two 20 sided dice and any score that matches or is less than this positive number means the player has successfully influenced the other character (a higher score means he has failed to influence the other character).
5. Optional *Add* the **SOCIAL STATUS** number of the character and *subtract* the **SOCIAL STATUS** number of the character being influenced from the number reached in #2 above.

6. **EXAMPLE**

Character A's Charisma	65
Character B's Charisma	58

Step #1	Character "A" rolls	32 + his Char. 65 = 97
	Character "B" rolls	48 + his Char. 58 = 106

Step #2 Char. "B" total is higher in Step 1 and so he has chance to influence "A". The base chance is:

$$106 \text{ (B step 1 total)} - 65 \text{ (A charisma)} = 41 \text{ (the base)}$$

Step #3 The base is modified by social status and reputation as follows:

"A" has a status of 8 and a reputation of 25 for a modifier total of 33.

"B" has a status of 12 and a reputation of 18 for a modifier total of 30.

Step #4 The player attempting to influence, in this case "B" subtracts the modifier total of the character he is attempting to influence from his own modifier total, in this case:

$$30 - 33 = -3$$

Step #5 The result of step #4 is added to the base chance determined in step #2 yielding chance to influence. In this case:

$$41 + -3 = 38$$

A 38% chance of "B" influencing "A".

Stamina (Constitution)

This number $\div 5$ equals the number of segments or melee rounds that the character can engage in without becoming fatigued. When this number is exceeded, the character will fight or undertake activity at 1/2 effectiveness for a number of turns equal to his Stamina number; when this number is exceeded, the character is exhausted and no longer can fight.

To recover Stamina, the character must rest one turn for every turn of activity in which he was engaged in the fatigue rate. A turn of rest consists of any turn in which the character is not engaged in *absolutely any other* activity, be it walking or counting gold. Characters are not forced to recover their Stamina; however, a record of such exertions must be kept. In this way, should the character engage in a melee or fatiguing again, that character only has those *remaining Stamina points with which to fight. It is assumed that the character recovers fully if the first number is not exceeded. Without Physical Training* the character will normally operate at only 75% of his rating.

Character (MEN) Hit Point Determination

STRENGTH = A, **Stamina** = B, **DEXTERITY** = C

$$\frac{A}{2} + \frac{B}{3} + \frac{C}{4} \div 5 = \text{HIT POINTS (Round Up.)}$$

Spells and artifacts that increase strength do not increase hits. Physical conditioning does effect number of hits.

Health

A character's ability to recover from wounds that he suffers on adventures is very important to his progress within the game. The recovery from wounds is handled as follow.

To recover from wounds due to combat, a character must have complete rest; that is, he may not engage in any other activity, be it work or recreation and most certainly not a new adventure. Each week the character has a chance to cure one hit point of damage that was suffered. The chance of this damage being cured in that week is the same as the character's Health number. Roll two 20 sided dice and any score that matches or is lower than the character's Health number means that one hit point of damage is cured; a higher roll means that the damage is not cured and the character must wait another week before he can try again. Thus, a character with a Health number of 65 will have a 65% chance of recovering one hit point of damage per week of recuperation. Increased rates of recovery may be obtained by Magical means (**SEE: MAGIC SYSTEM**).

In the case of poison and/or disease, a single roll if made for recovery. If successful, the character will spend a number of weeks equal to his Health number divided by 10 (all fractions

rounded down) recovering from the ordeal. Again, as with wounds, other special means are available that might make for a quicker cure and are described in their appropriate sections of these rules.

SOCIAL STRUCTURE WITHIN THE BASIC GAME

Throughout history, there has been a tendency to assign titles to individuals on the basis of their importance to the society in which they are living. Therefore, a simple social order has been provided in the game to allow player characters to receive recognition of their value to the society that exists within the framework of the fantasy campaign.

In any social order, there are those who are in charge and there are those who are below them (logical, **NO?**). In the course of any simple campaign such as this, the attainment of Social Status takes on a degree of importance as a simple measure of how well a player is doing. Within the course of the game, a player may undertake Quests and other missions that will enhance his or her status by a single level (or more if the referee sets special conditions) as granted by the character who sent them on the Quest. However, and this is stressed, that character may not grant the player's character a rank higher than or equal to the character's own rank. In a complex campaign, any such promotions would also have to be approved by so-called higher authorities (Royalty) to make them stick. Also, any increase in income, power, territory, etc. would have to involve the redistribution of existing estates, the granting of a presently empty position, or some other such redistribution of power. This is in line with a prime referee rule which states: "You never get something for nothing."

The status lists below are only approximate and can be changed by the referee. Those positions marked with an "*" call for the use of land, castles, etc.; the number of such available castles and lands are set up by the referee at the start of the game (**SEE: SETTING UP THE CAMPAIGN**).

SOCIAL STATUS TABLE 'A'

FIRST ROLL	SECOND ROLL	POSITION	RANK	YEARLY INCOME
01-20	NONE	SERF	1	0 GP (JUST ENOUGH FOR LIFE)
21-40	NONE	YEOMAN	2	10 GP
41-60	NONE	TOWNSMEN	3	20 GP
61-70	NONE	GUILDSMAN/FIGHTER	4	
76-85	01-20	APPRENTICE/ARCHER	5	
76-85	21-40	TRADESMAN/MAN-AT-ARMS	6	
76-85	41-85	SGT.-AT-ARMS	7	20 GP
76-85	86-100	MOUNTED SGT.	8	25 GP (DOES NOT OWN HORSE)
86-99	01-40	SQUIRE	9	15 GP
86-99	41-69	KNIGHT*	10	50 GP
86-99	70-79	BARON*	15	350 GP
86-99	80-85	EARL*	25	400 GP
86-99	86-90	COUNT*	30	800 GP
86-99	91-95	MARQUIS*	35	1,200 GP
86-99	96-100	DUKE*	45	
100	01-49	PRINCE, PRINCESS	25	
100	50-89	CROWN PRINCE	30	
100	90-99	QUEEN	35	
100	100	KING	60	

*See *Basic Castle Types*, p. 32.

STARTING AGE: In the basic game this figure will range from 17 to 35 years of age. The actual age is determined by rolling on the table.

STARTING AGE TABLE

ROLL	AGE	EFFECT ON START	ROLL	AGE	EFFECT ON START
01 + 02	17	NONE	71-75	26	+ 2 S and E
03-10	18	NONE	76-79	27	+ 2 S and E
11-20	19	NONE	80-83	28	+ 3 S and E
21-30	20	NONE	84-87	29	+ 3 S and E
31-40	21	NONE	88-90	30	+ 4 S and E/SW x 2
41-50	22	NONE	91-93	31	+ 4 S and E/SW x 2
51-60	23	NONE	94 + 95	32	+ 6 S and E/SW x 3
61-65	24	+ 1 S and E	96 + 97	33	+ 6 S and E/SW x 3
66-70	25	+ 1 S and E	98 + 99	34	+ 8 S and E/SW x 4
			100	35	+ 10 S and E/SW x 5

EXPLANATION OF CHART:

+ (x) S and E = The starting status rolled by the player is increased (x) amount. If character is 30 and rolled a starting status of 1 then his actual starting status would be 5. If this new status level gives the player a higher rank then he will be of that rank. **EXAMPLE:** Player rolled a Knight. He then rolls he is 32 years of age. This makes his status level 16 and his rank is increased to **BARON**.

SW x (X) = The multiplicative factor is multiplied times the normal starting wealth due for a player of the particular status rank. If age is 35, and rank is **KNIGHT**, then 5 times the normal starting wealth for a Knight.

NATURAL DEATH

Though the majority of us who develop a great character don't want to admit it there is such a thing as old age and natural death. For the basic game each player will be required to roll his death chance on the table below. If he rolls equal to or less than the number listed he has a chance of natural death. Players are allowed a saving throw against his **HEALTH** rating. If the roll equals or is less than that rating the player will have 1 to 6 weeks of illness but will live. If the roll is greater than the health rating the player dies of natural causes. You roll once per year for natural death.

THE TABLE OF DEATH

AGE	DEATH CHANCE	AGE	DEATH CHANCE
0 + 1	20%	*46-50	8%
2 to 10	10%	*51-55	10%
11-16	5%	*56-60	15%
17-25	1%	*61-UP	20%
26-35	2%	*At these ages old age commences to take its toll. To simulate this, when the player reaches these ages he will subtract 50% of his DEATH CHANCE from ALL physical characteristics. In the basic game this means a reduction in all player characteristics except intelligence and charisma. For the play of the basic game it is not necessary for the player to risk the effects of senility and so intelligence and charisma are considered immutable by age.	
36-45	4%		

SICKNESSES EFFECT ON HEALTH (Optional)

Per week that a player is sick he will lose **ONE** health point from his health rating. If the rating is 83 and the player is sick 3 weeks the rating will drop permanently to 80. If magic is successfully used to combat sickness this health effect will **NOT** apply.

STARTING FUNDS

Ten times the social rank in GP plus one year's income (0 to soldiers) for what craft and skills they might have (SEE EDUCATION SECTION).

EQUIPPING CHARACTERS

Before the start of any expedition, each character should acquire what goods he can afford based on his funds and wealth. Characters may obtain loans from other sources if allowed by the referee. Items may be purchased from the list below, but the items available are not limited to this list. Referees may add to this list after determining the cost, the weight, the preparation time, and availability, and the manufacturer/supplier for each new item requested by the character. Once enroute on the expedition, characters should be prevented from obtaining additional supplies unless specifically allowed by the referee.

All soldiers will start with a sword, helmet, small shield and small sack.



EDUCATION

HOW TO LEARN/VARIABLES TO BE CONSIDER:

P = Players Intelligence

C = Course Difficulty

T = Time in Months

A = Actual months spent studying the subject.

The times listed are the average amount of time it would take to complete the course. These times represent the normal amount of time required to be spent on the course. While engaged in a course of study no breaks of more than two consecutive weeks or a total of 2 months in a year may be spent on outside activities, such as adventuring, healing, etc. If more than the above amounts of time are lost the student will lose 50% of his accumulated time in training in the course and must pay a fine to his teacher equal to **ONE YEAR'S** salary for his course. **EXAMPLE:** If studying to be a jeweler and you lose three weeks to injury in the third year of his education the penalty is 1.5 years of his training and a fine equal to one year's income for a jeweler. The player may not recommence his study of the course until the fine levied has been paid.

BASIC LEARNING FORMULA (BLF)

The following formula is used to determine the players' chance of not mastering the course of study:

$$\left(\frac{T}{A} \times C\right) - P$$

The variables used in the formula above are those defined above. The result of the equation is the player's percentage chance of having not successfully completed the course. In using the formula first (divide *T* by *A* then multiply by *C* and then deduct *P*) to yield the percentage chance.

ATTEMPTS TO GAIN THE KNOWLEDGE

A player is allowed three attempts to complete the course. The first attempt may be made **BEFORE** Average Time in Months expired. The second attempt is made at the point where Average Time in Months is reached (see **BLF**). The final attempt may be made at any time after the average throw time. If all three throws fail the player may not attempt the course again for a number of months equal to the Average time of the course times **THREE**. If this result is greater than 10 years the player may **NEVER** attempt the course again with a normal chance of success. In this case the time he must wait is added to his percentage chance to gain the knowledge on each throw. **EXAMPLE:** If has to wait 12 years, 12 is added on throws to gain the knowledge on the second try. Players attempting the same course for the second time reduce the course duration 50% due to their previous exposure to it.

PRE-REQUISITES: Each course has a number. When a number appears in the description section it indicates that those additional courses must all have first been completed successfully before the new course may be begun. **EXAMPLE:** Before Horsemanship III can be taken the player must already have successfully learned How to Ride a Horse and Horsemanship II.

APPRENTICESHIP: *NO* outside activities may be undertaken without breaking the apprenticeship. You may **NEVER** complete the apprenticeship before the Average time listed in the course table. Once the course is successfully completed the player is considered to be a master of his craft and a member in good standing in the crafts guild.

STARTING EDUCATION: This is determined by the players' starting status level. Per **TWO** points of status the player is allowed **ONE** year of education. These years may be used to gain the player any skill on the course table that he has sufficient years to gain. If you use the education to gain knowledge as a magician the cost is **THREE YEARS** instead of the normal one. Any education not used in this setting up phase is forfeited. The player will receive no education for the first six years of life. In starting education a maximum amount of education is determined by the player's age minus six. The player, irregardless of status, may never start with more years of education than this.

EXAMPLE: Count Horace has a status level of 30 which would yield him a maximum of 15 years of education. However Horace is only 18 years of age so the maximum education that he can have to start is 12 years, $18 - 6 = 12$. Using the game calendar these 12 years translate to 156 months, 12 years at 13 months per year. The education of young Horace is expended as follows:
Sailor 36 months/ Huntsman 36 months/ Bow 36 months/ Learn to speak two other languages 24 months/ Sword 12 months/ Horsemanship I 6 months. This gives a total of 150 months of education. The remaining four months were obviously dallied away in the pursuits preferred by youth.

APPRENTICESHIP RESTRICTIONS

While engaged in learning a course that demands an apprenticeship the player may not leave the area. He must be at the call of his master until his education is completed. If the player leaves before the apprenticeship is completed he has his chance of completing the course, as determined in the basic learning formula. Whether or not he successfully gains the knowledge he will suffer guild penalty for breaking apprenticeship prematurely.

The penalty for breaking apprenticeship is the reduction in **SOCIAL RANK** one full class. **EXAMPLE:** If the player was a **COUNT** before violating his oath his social rank is reduced to **MARQUIS**.

In addition to the social rank loss the player is blackballed in the guilds and may not undergo any other courses that require apprenticeship until the original apprenticeship problem is resolved.

In resolving this problem the player has two options:

- 1) He may restart his apprenticeship from day one. **EXAMPLE:** If guilty of violating a Huntsman apprenticeship after 20 months the player returning would, by the guilds' reckoning, start again as a total novice. In actual mastery of the subject he retains the knowledge learned previously if less than 50% of that time has elapsed since he violated the oath. If you have 13 months in study you can be gone 6 months before actually losing the knowledge.
Players who return to the apprenticeship receive 50% of the pay normal for the profession.

- 2) The player may terminate his apprenticeship by buying forgiveness from his master. If this is done there is a chance that the lost social rank is redeemed. This chance is equal to the player's status level times 3. If status is 9, 27% chance to redeem here. The Forgiveness of the master, and guild release, is purchased at a cost determined as follows:

$$\text{TIME REQUIRED} \times \frac{\text{MONTHLY INCOME FOR GUILD MEMBER} \times 2}{10} = \text{PENALTY}$$

EXAMPLES: Violation of a jeweler's apprenticeship would cost the player 120 times 2 gold pieces times 2 for a total penalty of 480 gold pieces.

In second example, violation of a sailor apprenticeship would cost 36 times 1.5 times 2 or 96 gold pieces.

Once this forgiveness is purchased you may **NEVER** undertake this course again. You may however enter into other apprenticeships in a different guild.

TABLE 'B'

COURSES OF INSTRUCTION

Description	Required	Complexity of Course	Requisites	Notes
1. How to read and write	72 Mos.	120		+30 GP/YR Income
2. How to figure (Arithmetic)	72 Mos.	135	#1	+10 GP/YR Income
3. Learn to speak another language	12 Mos.	30		+15 GP/YR Income (Interperter)
4. Learn to read and write another language	12 Mos.	75	#1, #3	+25 GP/YR Income
5. Physical Training I	6 Mos.	30		
6. Physical Training II	12 Mos.	45	#5	
7. How to ride a Horse I	6 Mos.	45		
8. Horsemanship II	6 Mos.	75	#7	
9. Horsemanship III	6 Mos.	105	#7, 8	
10. How to use a bow	36 Mos.	60	#5	
11. " " " " shield	6 Mos.	100		
12. " " " " sword	12 Mos.	45		
13. " " " " 2-HD				
SWD	6 Mos.	125	#12, #5	Cannot be used MTD
14. " " " " spear	8 Mos.	40		
15. " " " " club	3 Mos.	25		
16. " " " " ax	12 Mos.	75		
17. " " " " pike	6 Mos.	75	#5	Cannot use MTD
18. " " " " dagger	6 Mos.	50		

AREAS REQUIRING AN APPRENTICESHIP PERIOD

Description	Time Required	Complexity of Course	Pre-Requisites	Notes
19. Blacksmithing	36 Mos.	90	#5	+15 GP/YR
20. Engineer	60 Mos.	150	#1, #2	+35 GP/YR
21. Armorer	60 Mos.	105	#5	+25 GP/YR +1 Social Level
22. Sailor	36 Mos.	120		+15 GP/YR
23. Jeweler	120 Mos.	120	#1, #2	+20 GP/YR
24. Husbandry	24 Mos.	60		+15 GP/YR
25. Forester/Huntsmen	36 Mos.	90		+5 GP/YR +1 Social Level
26. Craftsmen	48 Mos.	135	See Notes	See Notes

COURSE DESCRIPTIONS

(1) HOW TO READ AND WRITE: Gives the player the rudiments of reading and writing his **NATIVE** tongue. The player with this skill will be able to read signs, scrolls, simple books and most other printed material. In addition he has the ability to send written messages and other simple written matter. This skill is a pre-requisite for a number of other courses in the game.

This skill does not gain the player the ability to read magical texts. Written magical material may only be read by a magician in the basic game. Magic is a language both arcane and foreign to the untrained.

(2) HOW TO FIGURE NUMBERS: Learning simple arithmetic reduces ripoffs by merchants to a 15% chance the merchant successfully short changes you. If attempted and failed the player who knows this skill will catch the dishonest tradesman in his deceit. The player with this skill is able to use all basic forms of mathematics and arithmetic. The skill is also a pre-requisite for many other educational skills.

(3) LEARN TO SPEAK NON-NATIVE LANGUAGE: Learning another language allows the player to understand the spoken version of that language and speak it himself with a minimal chance of error. This chance of error is equal to 15% — intelligence divided by three. Instructors can be found easily for all current **HUMAN** tongues. Magicians may learn 1 non human tongue in their apprenticeship. Other persons in the basic game may only learn non-human tongues if taught by a member of the race who speaks it. Only magicians may start with this type of knowledge.

(4) LEARN TO READ AND WRITE NON-NATIVE LANGUAGE: To learn to read and write the non-native language you must be able to speak it. Gaining this skill will allow you to do the same thing as gaining skill (1) except in this new language. The chance of error in reading or writing is the same as that specified for course (3) above.

(5) PHYSICAL TRAINING I: Completion allows the player to do the following:

- a) Operate at his full strength rating instead of 75% of his rating as is normal for the untrained.
- b) Operates at his full stamina rating instead of the normal 75% figure.
- c) Use full Dexterity rating instead of normal 75% value.

(6) PHYSICAL TRAINING II: On completion of this the player is capable of the following:

- a) Player is capable of swimming without armor or weapons. The only equipment with a weight value that the player may retain is a dagger.
- b) Increase in **STRENGTH**, **CONSTITUTION** and **DEXTERITY** by 2 to 20% added directly to each rating from the roll of two 20 sided dice.

(7) HOW TO RIDE A HORSE I: To gain the skills specified at these levels both the rider and the mount must be trained at the level. **EXAMPLE:** If the rider were trained to level II horsemanship but the horse was only trained to level I then the rider of that horse could only operate with level I Horsemanship on that mount.

The attributes of level I Horsemanship are as follows:

- a) Can ride the horse at normal movement rates. If do not have this skill maximum speed on horse is 50% of normal.
- b) Melee at 50% effectiveness. This 50% value effects only the base hit chance and not any modifiers added due to the rider's experience. Melee refers to **BOTH** the player's attack and defense base.
- c) Cannot use the following weapons on horseback:
1. BOW, 2. SHIELD, 3. LANCE, 4. DAGGER, 5. SPEAR.

(8) HORSEMANSHIP II: Mastery of this skill by both horse and rider yield the following attributes:

- a) Can melee at full value while mounted.
- b) Can use a **SHIELD** while mounted. Can use a **SPEAR** while mounted.
- c) Cannot use a **BOW, LANCE** or **DAGGER** while mounted.

(9) HORSEMANSHIP III: This skill allows the horse and rider team to:

- a) Fire a bow from horseback **IF** the rider knows how to fire a bow.
- b) Use a lance on horseback.
- c) Capable of guiding the mount in melee without the use of reins. This allows the rider to use both hands in fighting. If desired one hand may utilize a dagger while the other uses some other weapon.

WEAPON USE: (NUMBERS 10 to 18):

1. Prior to his having learned the use of a weapon the player will function at 1/3 the normal base in all attacks. **EXAMPLE:** The normal base for hitting another man is 40%. Harold the Devious is an experience level 12 fighter with a + 8 sword. Unfortunately for Harold, he is untrained in the use of the sword so his base hit chance is 40/3 or 13%. To this is added 12 for his level and 8 for his sword for a final chance to hit of 33% instead of the 60% chance he would have if he was trained in the use of the sword.
2. When 50% of the time required has been expended the player will be capable of utilizing the weapon at 2/3 melee value, unless he rolls and graduates the course before this in which case use at full value. In the above example, if Harold had completed 50% of his training he would have a base with a sword of 26% and a total 46% chance to hit.
3. Once the course is successfully completed the player must practice the use of the weapon, on the training field, three hours per week in order to maintain his basic skill with the weapon. Failure to practice at least 12 hours per month will result in a 10% deterioration of his skill. Example: If the base chance to hit were 40% a player with one month's deterioration would have a base of 36%. (40/10 equals loss of 4). A player with two months would have this 4 plus another 4. (36/10 equals 3.6 rounded up 4). All fractional values are rounded off to the closest whole number with .5 rounded **UP**.

Weapon Training Equivalents

Bow = crossbow, composite bow, long bow

2-HD Sword = Axe, 2 HD

Spear = Flail

(19) BLACKSMITHING: The blacksmith is trained in the use of the forge. By himself he is not capable of manufacturing weapons or armor correctly. He produces simple metal equipment such as horse shoes, nails, etc. This skill will allow the player the following advantages:

- a) Mastery of this skill is the equivalent of **PHYSICAL TRAINING I**.
- b) The Blacksmith is capable of judging the true worth of horses. He has no knowledge in judging the worth of other animals.
- c) Is capable of identifying forged metals and judging their value correctly. (Very important in the purchase of metal goods in the market place.)

(20) **ENGINEER:** In this basic scenario this category is divided into two classes, the civil engineer and the military engineer. Once the player has successfully gained one of these skills he may gain the other with time required reduced to 75% of the stated figure. The attributes of the two engineer classes is as follows:

CIVIL ENGINEER: The civil engineer is capable of designing and constructing civilian buildings of all types. In the main the engineer would concentrate on buildings such as villas, inns, warehouses, churches, etc. The civil engineer is also capable of constructing roads through the countryside. The engineer will never work on any building that requires less than 30 gold pieces to erect.

MILITARY ENGINEER: This engineer is capable of constructing any non-magical tower or any castle. This includes the construction of any walls, palisades, underground tunnel complexes or other military engineering commonly associated with the castle or tower. With the referee's discretion the military engineer may or may not be allowed to construct heavy and light catapults, he has the ability to do so.

(21) **ARMORER:** The armorer is capable of the skillful manufacture of metal weapons and armor. In the basic game this will allow him to manufacture any item on the price list at 50% of the price stated in the equipment list.

In addition the armorer will have the ability to tell the value of metal items he comes across. If the item is magic he will be capable of deciphering the fact that it is a magic weapon or suit of armor. He will not be capable of determining the magical properties of the piece.

(22) **SAILOR:** Training as a sailor allows the player to perform the following types of actions:

- a) The player is able to work on any large vessel as a sailor. He is also capable of navigating small craft himself.
- b) Has the ability to spot storms approaching at sea **ONE** day before they arrive where the vessel is.
- c) Gains an eye for seaworthiness. Player will never be cajoled into buying an unseaworthy craft. The player knows a stout craft from a scow.
- d) Has the ability to use the dagger.
- e) Can speak one foreign language.
- f) Is treated as having completed Physical Training I.

(23) **JEWELER:** The jeweler is capable of ascertaining the value and non-magical properties of any gemstone or jewel that he examines. In addition he is capable of working precious metals, determining their value, and producing jewelry of any kind.

(24) **HUSBANDRY:** The master of husbandry can judge the value of all field animals including the horse, cow, sheep, and other normal domesticated creatures. He is additionally capable of organizing and breeding his creatures selectively so that the value of his animals increases. To reflect this, the value of the herd, per species comprised of a minimum of 40 animals, will increase 2% yearly for 12 to 30 years until the husbandman is satisfied with the blood line. The maximum use of this skill will be covered in a later supplement. For the basic game this is used purely to provide the master with profit and the game with a logical source of domesticated "critters."

(25) **FORESTER/HUNTSMAN:** The master of this craft is expert in tracking animals and reading all the signs of the forest. In the forest only members of the Faery Race will ever ambush him. Others have no chance unless also a forester. In addition to this special forest attribute the forester is capable of the following:

- 1) The player is capable of foraging at three times the normal effectiveness listed in the foraging section.
- 2) When, subsequently, weapons training is undertaken he may learn the use of the **BOW, SPEAR** or **DAGGER** in 50% of the normal time required.
- 3) The player is capable of using an **AX**.
- 4) When searching or evading the player character who has completed the course will be twice as hard to find and/or can search twice as effectively when operating as an individual or as a member of a party with less than 10 members. See **EVASION** and **SEARCH**.

(26) CRAFTSMEN: (BASIC GAME):

<u>TYPE</u>	<u>INCOME</u>	<u>SPECIAL CHARACTERISTICS</u>
TAILOR	5GP/year	The tailor is capable of making clothes from fabric or leather. Tailor always makes own attire. Successfully mastering the art gains 1 social level.
CARPENTER	10GP/year	Carpenter forms items from wood. He can make any item from a piece of furniture to a small house. Mastery of skill increases status 1 social level.
COOK	5GP/year	Works in inns or castles. Cook, while employed, is given free food and lodging by his master.
SERVANT	5GP/year	Attributes as for the cook above. In addition, however, the servant's social level increases to level 2 if it is lower than that figure.
TANNER	5GP/year	Prepares leather for use in garments, armors, footwear and all types of harnesses and saddles. Can make any of these items except garments.
TINKER	5GP/year	Allowed to travel freely. Can gain free night's food and lodging for mending pots if he can successfully influence the innkeeper or householder.
MINER	10GP/year	Can identify minerals and gemstones as to type. Does not have the ability to determine their value. Capable of finding way in caves, mines and dungeons with 50% of the normal chance of getting lost.
TROUBADOUR JESTER	5GP/year plus Gift chance.	The troubadour can travel freely. Per performance there is a chance equal to 2x Charisma that he receives a gift from those entertained. This gift yields a number of copper pieces equal to the roll of two 20 sided dice multiplied times each other, in effect 1 to 100 coppers. To be allowed to perform you must influence an innkeeper or householder. If fail to get gift you must try to influence your host again. If you succeed you are kicked out of town. If you fail you will be imprisoned for 1 to 6 weeks. The 5 GP per year salary is gained only if you can influence someone to employ your services on a permanent basis.

TABLE 'C'

PRICE LIST					
DESCRIPTION	COST in G.P.	WEIGHT in lbs.	PREPARATION TIME in weeks	AVAILABILITY	MANUFACTURER/ SUPPLIER
Axe	2	10	1	Yes	Armorer
Bow	2	3	12	II	Armorer
Breastplate & Backplate	8	30	25	III	Armorer
Chainmail	6	45	25	II	Armorer
Composite Bow	4	4	130	IV	Armorer
Crossbow	4	4	16	III	Armorer
Crossbow Bolts (20)	2	5	3	Yes	Armorer
Dagger	1	1	1	Yes	Armorer
Flail	7	10	6	II	Armorer
Helm	5	5	12	III	Armorer
Helmet	2	10	2	Yes	Armorer
Lance	2	18	1	II	Armorer
Leather Armor	2	15	4	Yes	Stable
Long Bow	7	4	100	IV	Armorer
Pike	2	10	1	II	Armorer
Plate Armor	80	100	60	IV	Armorer
Quiver of Arrows (20)	1	4	2	Yes	Armorer
Saddle	10	10	2	Yes	Stable
Scabbard	25	3	1	Yes	Armorer
Shield (Heavy)	3	15	5	II	Armorer
Shield (Light)	2	8	3	Yes	Anyone
Spear	1½	7	1	Yes	Armorer
Sword	4	7	4	Yes	Armorer
Two-handed Axe	5	15	2	II	Armorer
Two-handed Sword	6	18	5	II	Armorer

COST — The cost of all items is in terms of Gold Pieces (**GP**) unless otherwise stated. There may be markups by the local merchants to any degree that is permitted by the referee.

WEIGHT — The closest approximation to the actual weight of the item in pounds.

PREPARATION TIME — The time is in terms of weeks and represents the amount of time it will take a *skilled* craftsman to make the item.

AVAILABILITY — Yes: This means that the item is available and there is not any difficulty in obtaining or making the item. Only the character who *intends* to buy *and* use the item can check to see if it's available.

II. This means that there is a 50% chance that the item is in stock (roll two 20 sided dice; any number less than 51 means the item is in stock). Characters may roll again once every month if the item is not available.

III: This means there is a 25% chance that the item is in stock. Characters may roll again once every month if the item is not available.

IV. This means that there is a 10% chance that the item is in stock. Characters may roll again once every month if the item is not available. You cannot try to obtain the item more than once a month.

MANUFACTURER/SUPPLIER — This indicates where the item may be purchased if it is available or which profession produces the item. The craftsman must be a fully trained master of the craft to utilize the numbers in the table. Otherwise the item will take longer to make (1 to 6 times as long) and/or a chance (0 to 50%) that the item made is defective, depending on the novice craftsman's ability as determined by the referee. If items are not in stock, characters may hire the craftsman to produce an item specifically for him. The cost for such service is the usual fee for the item plus a 50% markup. Referees should keep track of what projects craftsmen in his campaign are working on as they may only have two special requests for items in process at the same time. If the craftsman is busy, characters will just have to wait their turn. Payment for special requests is always in advance.

Listed below are general supplies that a character may wish to purchase. They are always available and can be obtained from merchants, inns, and town bazaars.

TABLE 'D'

GENERAL SUPPLIES			
DESCRIPTION	COST	WEIGHT	REMARKS
50 Feet of Rope	5 CP	3	
10 Foot Pole	Free	5	
Water/Wine Skin	1 CP	1	Holds 30 swallows of liquid
5 Torches	Free	5	Each burns 10 turns, illuminates 12 foot circle
Lantern	1	3	Burns 50 turns, illuminates 25 foot circle
Flask of Oil	5 CP	1	Refills lantern once
2 Small Sacks	1 CP	1/10	
Large Sack	1 CP	1/10	
Pack Mule	350 SP	—	
Horse	500 SP	—	
Horse Ration	1 SP	15	Needs one ration per day to stay healthy
Beef Ration	1 SP	3	Any one ration of food is needed by each character per day to stay healthy
Water Ration	1 CP	8	Man uses 1 per day Mule uses 3 per day Horse uses 5 per day
Fish Ration	1 SP	3	
Pork Ration	1 SP	3	
Tinned Ration	2 SP	5	
Waybread Ration	2 SP	1	
A Meal at The Inn	15 CP	—	
A Room at The Inn	10 SP/Day	—	
A Room in Town	10 SP/Month	—	

BASIC CASTLE TYPES

ROUND TOWER 25' Diameter	8' High	1,000 GP	30 days to build
	35' High	2,000 GP	60 days
	70' High	9,500 GP	240 days
	105' High	40,000 GP	30 months
	140' High	70,000 GP	60 months

GATE TOWERS (about 50' high) 6,000 GP 135 days

CURTAIN WALL (One section) (about 50-60') 3,000 GP 75 days

Tunnels 10' x 10' x 10' section takes 100 men 1 hour and costs 2 GP. The same with Wooden supports will cost 3 GP and take 2 Hours.

A regular Dungeon (Stone supports, walls, etc.) 5 GP and take 3 hours.

CREWS 100 man crews of unskilled (Peasant) labor cost 1 GP a day to hire

10 Supervisors (1 master, 2 journeymen, 7 apprentices) cost 2 GP a day.

When Building in Woods add 10% to Time and Cost.

When Building in Swamps add Triple the Cost and Time, including hiring.

In Mountains Double all Times and Costs, including Hiring.

Slave Labor will Halve the cost but Double the Time, plus wastage.

A TYPE I Castle is Considered to be a Round Tower 70' High with a Gate House.

A TYPE II Castle has a Round Tower (70'), Gatehouse, and 300' of Curtain Wall.

A TYPE III Castle has a **SQUARE KEEP**, (A Gatehouse), Gatehouse, Two Round Towers(70') and 400-800' of Curtain Wall.

A TYPE IV Castle has two Gatehouses, a square Keep (Cost as Gatehouse). Four Round Towers, 700-840' of Curtain Wall.

BASIC ENCUMBRANCE TABLE

Before each character starts out on an expedition, the player must tell the referee how much equipment the character is carrying on his person (this includes armor and weapons). The total weight carried is then cross-indexed with the character's Strength number to determine his movement rate, in inches, in a tactical situation.

ENCUMBRANCE, TABLE 'E'
(Speed in Inches)

	HORSE	MULE
25#	14	12
50#	12	10
100#	10	8
150#	8	7
200#	7	6
250#	6	5
300#	5	4
400#	4	*
500#	3	*
600#	2	*

STRENGTH NUMBER

	VERY WEAK 1-20	WEAK 21-40	AVERAGE 41-60	STRONG 61-80	VERY STRONG 81-100	SUPER STRONG 101+
20#	3	4	5	6	7	8
40#	2½	3½	4½	5½	6½	7½
60#	2	3	4	5	6	7
80#	1½	2½	3½	4½	5½	6½
100#	1	2	3	4	5	6
125#	½	1½	2½	3½	4½	5½
150#	*	1	2	3	4	5
175#	*	½	1½	2½	3½	4½
200#	*	*	½	2	3	4

*Cannot move.

Note: Dexterity Modifier--If the character's dexterity number is greater than 80, add 1/8" to his movement for every point of the difference (Dexterity Number - 80). If the character's dexterity number is less than 25, subtract 1/8" from his movement rate for every point of the difference (25 - Dexterity Number). These additions and subtractions are regardless of the encumbrance of the character.

The same procedure is used for determining the movement rate of horses and mules if they are to be used. The weight of the rider (with gear) and saddle must be included in the total weight if horses or mules are to be ridden.

SETTING UP THE CAMPAIGN



A referee, prior to the start of adventuring, must first set up a background and some explanation for the events which are about to take place. There must be a reason for the players to be undertaking the adventure upon which these same players are about to begin. At the start, this may be no more complicated than having a noble set of characters on a **QUEST** to seek out some highly valued artifact or magical item, hidden within some underground maze (**SEE: SETTING UP AN ADVENTURE**).

It will become desirable, however, to provide the players with a place of residence and a location where supplies may be purchased. There may also be a need to add additional players to the game, or provide replacements for lost characters or servants (who get to carry supplies and loot). All this will require a local population from which these needs can be met.

SAMPLE FANTASY CAMPAIGN SET-UP: "BLEAKWOOD"

To aid the starting player in his efforts to set up a game, a sample set-up is provided that will show the generation of the major player characters, their income, their education, and other available resources that are needed to set up such an operation.

TIME SCALE (OPTIONAL)

The game year has 365, 24-hour days, divided into 13 months, each 28 days long. Each year, month, week, and day has a name attached to it as follows:

MONTH	NAME	CORRESPONDING DATES ON JULIAN CALENDAR	GAME SEASON
1	BASILISK	2 JAN to 29 JAN	WINTER
2	HYDRA	30 JAN to 26 FEB	WINTER
3	PHOENIX	27 FEB to 26 MAR	SPRING
4	FAERRY	27 MAR to 23 APR	SPRING
5	HAFAZA	24 APR to 21 MAY	SPRING
6	CHALKYDRI	22 MAY to 18 JUN	SUMMER
7	HOLY AHURA	19 JUN to 16 JUL	SUMMER
8	ORMAZD	17 JUL to 13 AUG	SUMMER
9	METATRON	14 AUG to 10 SEP	SUMMER
10	VALKYRIE	11 SEP to 8 OCT	FALL
11	ANAKIM	9 OCT to 5 NOV	FALL
12	CHIMEARA	6 NOV to 3 DEC	WINTER
13	DEMON LORD	4 DEC to 31 DEC	WINTER
0	THE DAY OF TEHUTI	1 JANUARY	WINTER

Each month has four weeks:

- 1) WEEK OF FIRE
- 2) WEEK OF WATER
- 3) WEEK OF AIR
- 4) WEEK OF EARTH

Each week has seven days:

- 1) CHAODA
- 2) ANAKIDA
- 3) OD'DIDA
- 4) MANUDA
- 5) BEDA
- 6) THODA
- 7) LADA

The years are named in a thirteen year cycle as follows:

- | | |
|------------------------|-----------------------|
| 1) YEAR OF THE RAT | 7) YEAR OF THE HORSE |
| 2) YEAR OF THE BULL | 8) YEAR OF THE GOAT |
| 3) YEAR OF THE TIGER | 9) YEAR OF THE APE |
| 4) YEAR OF THE CAT | 10) YEAR OF THE COCK |
| 5) YEAR OF THE DRAGON | 11) YEAR OF THE WOLF |
| 6) YEAR OF THE SERPENT | 12) YEAR OF THE BOARD |
| | 3) YEAR OF THE JINN |

The game starts in **THE YEAR OF THE RAT, THE MONTH OF THE BASILISK, THE WEEK OF FIRE, ON THE DAY OF CHAODA**. The use of this naming system is optional; the only thing mandatory in this section is the use of thirteen, 28 day months with the one excessively holy day that starts the year.

SETTING UP AN ADVENTURE

The first project for a fantasy referee/gamemaster (the terms will be used interchangeably) is the establishment of a location where an adventure can take place. This may be an underground labyrinth or an above ground structure (usually ruins!) where the goodies and their guardians can be found. Such locations must then be populated with various creatures or men who have been set to guard the treasures within from adventurers and/or bandits. The treasure may be some powerful piece of magic or simply a huge store house of valuables.

An example of a simple adventure would see a hardy band of adventurers setting forth from a town, **BLEAKWOOD**, where they normally would reside; travel through the perilous countryside (**SEE: GETTING THERE IS HALF THE FUN!**); until they reach the lair of *The Great Dragon*, high in the Blakc Mountains.

Once within the Dragon's lair, the adventurers search for the hidden horde via small side passages (where the Dragon is too large to go) to finally reach the great treasure room where the mighty Dragon slumbers (or if they are really lucky, gone off somewhere to hunt and feed!). Yet even within these relatively safe side passages there may lurk small creatures and discarded bits of loot, the Dragon's castoffs!

This is a simple example of a basic maze wherein the smaller side passages are clearly indicated and which can be populated with monsters and treasure. As a further explanation, the following guidelines should be kept in mind for this example.

- 1) Since most creatures must eat (if they are non-magical in nature), they must have access to the outside via some small side entrance. Trying to enter and exit via the main entrance would constantly expose them to attack by the Dragon and would ultimately prevent this activity. Thus with two side entrances into this maze there would be two possible creature groups.
- 2) There cannot be too many of these creatures within the groups or else the Dragon would become so disturbed by their activity that he would dig them out (say no more than six to a group).
- 3) The creatures themselves cannot be very large in size or else the Dragon would also be able to enter the areas that the creatures can (and thus wipe them out) or spot them when they are hunting in the surrounding countryside. So, they should be man size or smaller.
- 4) The groups should have separate entrances for coming and going as interference with one group or another would result in a fight (leaving a single, smaller group surviving). Also, since this is a Dragon's lair and thus inhabited for some time, all such

conflicts between hunting groups probably would have been resolved quite some time ago. Then, again, a lot of fighting would bother the Dragon.

Each group (two) would have a lair in which that group's loot (if any) would be located. This lair, in starting games at least, should not be filled with tricks and traps since the beasts traveling in and out of the lair all the time would probably avoid the bother of setting and resetting such things. After all, there is a *Dragon* guarding the entire area and thus few threats.

The big dangers posed for adventurers in this sort of adventure are:

- 1) Taking a wrong turn into the Dragon's lair and finding it awake or waking it themselves.
- 2) Getting cutoff by returning beasts. After all, when they are not at home, it will generally mean that they are out hunting and will eventually return via their entrance. This may be the same entrance that the adventuring party used, so . . .
- 3) Finding a trick or trap at the end of a passage that dead ends (and thus one not used too often by the inhabitants) that would hurt members of the party. If the traps are delayed action, it might also result in the party being cut off from the way they came!!

The mere fact of entering or leaving the mountain where the Dragon's cave is located can be dangerous (since it might see them coming), plus the travel to and from lair, where bandits and other threats might loom.

LAYING OUT THE UNDERGROUND:

*Designates that there is a 15% chance that the temple guard will have a detachment of **MEN** stationed at that location. In this set-up the referee has determined that there will be 1 to 10 guards each armed with a sword, chainmail and a small shield.

LOCATION NUMBER: The number here corresponds to one found on the map of the underground. The number is used as a reference so that exact locations on the map may be spotted quickly and easily, at least in theory.

LOCATION TYPE: Allows the dungeonmaster to identify the general nature of the location for himself and the players. Additional labels, or alternate ones to those I have used in this example, are **TRICK, TRAP, PIT, ALCOVE, WALL, CHEST, STATUE**, etc. The labels are really a matter of what will suit you best as a referee.

DESCRIPTION:

- 1) Contents of room or location in general, if any.
TABLES, CHAIRS, BEDS, CABINETS, etc.
- 2) General function of the room or location.
LAUNDRY, CLOSET, THRONE ROOM, STOREROOM, etc.
- 3) Type of treasure, or "goodies," in the room.
AMOUNT (In **GP, SP, or CP**)
TYPE (Coins, **GEMS** [with these type and value], Artifacts, Special)
SPECIAL: Any details about a special article, like that found in room #12-B in the example, which contains a key to control the trapdoor at #10 as well as anything special about the location should be mentioned. In this example the fact that the key is located inside a chest in that room.
- 4) The **GUARD(S)**, or **CREATURES**, if any, at the location. Including their
TYPE
NUMBERS
WEAPONS (if any)
AVERAGE HIT POINTS
BODY TYPE
and any **SPECIAL NOTES**

NOTE: Take care that the position where the creature is located is large enough to contain it. An 80 foot long Dragon in a 10 by 10 foot room is just a little hard to explain. As a guide you should allow 5 feet by 5 feet for every 15 hit points that the creature(s) in the room are capable of taking. In example, if the room was supposed to contain six creatures who take 5 hit points each then the **MINIMUM** size for their room would be 10 feet by 10 feet. Creatures and people can, of course, inhabit rooms larger than this minimum size.

DESIGNING AN UNDERWORLD

Included is a simple sample maze with several of the more basic tricks and traps that might be found therein. Each trick or trap has its own characteristics within the framework of the game and a brief description of its employment and use. These are:

TRAPDOORS: Areas of floor that give way when stepped on, casting the player into some smelly dank hole.

The effect of such a fall is dependent upon the designer of such underground labyrinths.

Typical pits may contain poisoned stakes (2 **HD** + saving throw vs poison), snakes (melee + possible poison) or just a deep hole (1 **HD** damage). The variety is considerable.

The detection of such traps by the player is possible (30% normally) with pluses for being a Forester (+ 10%), Miner (+ 20%) or Engineer (+ 30%). Dwarves would have an 80% chance of detecting a trapdoor.

SLIDING WALLS: False walls that shut off a passage (including the infamous pivoting walls used so often in movies and on TV). Especially tricky are walls that slide into place after the players have passed or ones with creatures waiting behind them to pounce upon the unwary. The same basic % applies for detecting moving walls as for trapdoors.

SLOPING PASSAGES: These can either be used in place of stairway to go down a level (or up) or just to confuse things. Smeared with grease or some other lubricating substance (no, alcohol lubricates intelligence not stone!!) so that the player has a 10% (minus their dexterity) to slip and fall (1 Hit Point) and mayhap slide to their doom (or down the local drain).

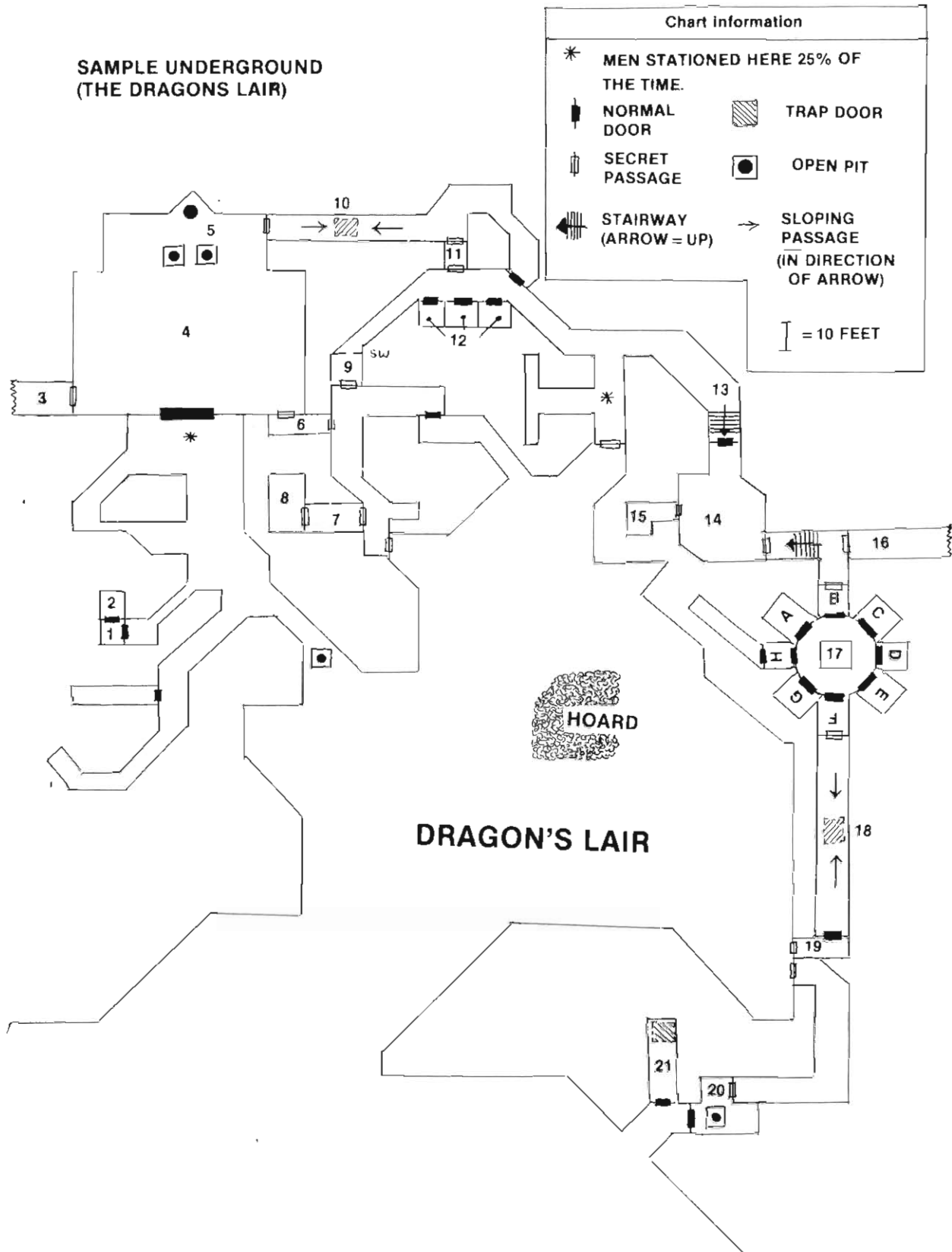
STAIRWAYS: The standard mode of getting from one level to another. These can either be either straight or circular (I prefer the latter since you do not have to also include landings every few feet).

Counting the steps is a good way to keep track of how far up or down you may have traveled. Now if some dungeon designer combines a stairway with an **UP** or **DOWN** slope only an **ENGINEER** could have a chance of detecting it and the average player would quickly become disoriented.

CHANCE OF GETTING DISORIENTED (LOST): Most underground complexes or large surface structures (meaning everything from Tae Taj to Hefner's place) do not lend themselves to keeping track of your location.

Therefore when you are in such a place and make a mistake in their mapping (that the referee spots) the referee need only tell him where they went wrong 50% of the time. There are, however, special skills that will help the player keep track of his location better (**SEE** the pertinent sections of the **EDUCATION** section for details).

**SAMPLE UNDERGROUND
(THE DRAGONS LAIR)**



SAMPLE

LOCATION NUMBER	TYPE	DESCRIPTION
1	Room	Store room 2 20 chests (1→10 CP in each)
2	Room	Store room 2 20 chests (1→10 CP in each)
3*	Passage	Passageway coming in from WEST side of MTN.
4*	Room	Main temple room
5	Idol	2 Diamond Eyes; Gold Leaf (100→1000 GP) temple GOD.
6*	Passage	Passageway and preparation room.
7	Passage	Heavily greased 10% chance of slipping doing 1 Point of damage.
8	Room	Small treasure room 1→10 chests 1→10 SP in each.
9	Passage	Wall slides closed behind intruders.
10	Trapdoor	Trapdoor (chain) 2 HD damage.
11	Room	Holding chamber for SACRIFICE. 30% chance one is here.
12-A	Room	Key to open wall (see #9) in chest.
"-B	Room	Key to trapdoor #10 located here in chest.
"-C	Room	Key in chest not to anything.
13	Stairs	Stairway to room #14.
14*	Room	High priests chambers. Several chests (2→20) with 10% chance of MISC. MAGIC ARTIFACT in each.
15	Room	Temple treasure room 10→100 GP, ONE MISC. MAGIC ARTIFACT.
16*	Passage	Corridor heading in from EAST SIDE OF MTN.
17*	Room	Room of doors.
"-A	"	EMPTY ROOM.
"-B	"	EMPTY ROOM with secret passage doing NORTH.
"-C	"	EMPTY ROOM.
"-D	"	EMPTY ROOM Entire floor is a TRAPDOOR (2 HD).
"-E	"	EMPTY ROOM one chest (10→100 CP)
"-F	"	EMPTY ROOM with secret passage going SOUTH.
"-G	"	EMPTY ROOM.
"-H	"	EMPTY ROOM with secret passage going NW a sliding wall will close behind intruders.
18	Trapdoor	TRAPDOOR (drain) 2 H.D. damage.
19*	Room	Door leading NORTH secret door leading WEST.
20*	Room	Outer Guard room <u>open</u> (GARBAGE) PIT 1 HD.
21	Room	EMPTY ROOM Entire floor is a TRAPDOOR (2 HD).

*15% chance of GUARDS (men) being present.

UNDERWORLD ENCOUNTERS 'BEYOND THE DRAGONS LAIR'

The referee will prepare an Underground maze that will contain various rooms and chambers that may or may not contain creatures with their attendant treasure. Now the referee can either set up the Dungeon as he desires to fit a particular adventure or Quest that has been arranged or the referee may decide to populate the maze in a random manner. To undertake the later is by far the easier for the beginner or novice.

The following steps are taken:

- 1) For each chamber determine it's depth beneath the surface, for that part of the maze (either one to six levels or even deeper!!). And roll two 20 sided dice on the part of the chart labeled **BASIC CHANCE OF ENCOUNTER**. If that % is rolled then the room or chamber is occupied.

EXAMPLE—On a 4th level room or chamber there is a basic chance that the room will be occupied 25% of the time.

- 2) If the room is occupied then the two twenty sided dice are rolled again and reading one dice first a number of 01 to 100 (100%) is generated. This will determine what sort of creature lurks there.

EXAMPLE—For an occupied 4th level room a 94 is rolled indicating that there are **CHANGELINGS** within the room. See the **CHANGELING** Section in the **CREATURE** portion of these rules for further details.

Within the deeper level of the **UNDERGROUND** some basic encounters have a small "X" followed by a number. This means that the basic number of the creatures encountered is multiplied by that number.

EXAMPLE—"X" would mean that instead of 10 creatures there are 20 creatures encountered.

Beyond the Dragon's Lair . . .

Included herein is a general chart that readers of these rules can make use of when designing and exploring additional Underground areas. Use of this table is limited to areas beneath the surface and is not affected by what the surface area is like. So even within a **MOUNTAIN**, **WATER** or **WOODS** area the same table is in effect.

To use the table determine the depth of the area being dealt with as expressed on the table by word **LEVEL**. So the deeper you go the higher the number of the level, thus **LEVEL 1** is very near the surface while **LEVEL 5** is quite far down.

It is a good idea not to overpopulate a level and to generally make the creatures on one level all of the same type. As a guideline there should be no more than 1-10 groups on one level of the Underground and probably no closer than 100' of Passages (**UNOBSTRUCTED**) each with some egress to the outside unless they are not alive or are carrion eaters. Intelligence will also allow overgroupings into an area for some logical reason, like guarding a temple. Also other creatures might be present within a group; leaders, Gods, prisoners, etc. Again the rationalizations are up to the designer.

UNDERWORLD ENCOUNTERS CHART 'F'

Creature	Highest Level	1 Level	2 Level	3 Level	4 Level	5 Level	6 Level
Troll	4	--	--	--	1-5	1-5	1-5
Goblin	3	--	--	1-5	6-10	6-10	6-15
Bugbear	4	--	--	--	11-15	11-14	16-20
Ogre	2	--	1-5	6-10	16-25	15-19	21-25 ²
Black Elves	3	--	--	11-15	26-30	20-26	26-30
AI	3	--	--	16-20	31-35	27-31	31-35
Tigbanua	3	--	--	21-25	36-40	32-36	36-40
Rakshasa	3	--	--	26-30	41-45	37-41	41-45
Minotaur	5	--	--	--	--	42-44	46-48
Sphinx	3	--	--	31-35	46-50	45-49	49-51
Vampire	5	--	--	--	--	50-55	52-60 ²
Men*	1	1-55	6-70	36-60	51-65 ²	56-75 ²	61-75 ³
Basilisk	3	--	--	61-65	66-70	76-80	76-80
Chimeara	1	56-65	71-80	66-70	71-75	--	--
Griffin	3	--	--	71-75	76-80	81-85	81-85 ²
Giant	2	--	81-85	76-80	81-85	86-88	86-88
Gorgon	3	--	--	81-85	86-90	89-90	89-90
Changelings	1	66-80	86-90	86-90	91-95	91-95	91-95 ²
Were Creatures	1	81-100	91-100	91-100	96-100 ²	96-100 ²	96-100 ³
Basic Chance of an Encounter and/or Treasure		1-10	1-15	1-20	1-25	1-30	1-35

OUTDOOR ENCOUNTERS



HOW TO USE THE TABLE:

The following procedure is used:

- 1) Roll two 20-sided dice on the **GENERAL TABLE** for the **BASIC CHANCE** of an encounter.

EXAMPLE: So in a **DESERT** area there is a 20% Chance that something will be found, or find, the adventuring party.

- 2) Roll two 20-sided dice for the type of encounter (**OUTLAW**, **SOLDIER**, **CIVILIAN** or **SPECIAL**).

EXAMPLE: On a roll of 65 in a **CLEAR** Terrain area **CIVILIANS** would be encountered.

- 3) In this step the referee will go to one of the four charts.

OUTLAW—Always of an alignment other than the one predominant in the area that they are found in. Thus in a **LAWFUL** area the **OUTLAWS** would be **CHAOTIC** or **EVIL**. In a **NEUTRAL** area the odds would be 50/50 whether they were **LAWFUL** or **EVIL**.

SOLDIERS—Always of the alignment that predominates the area that they are found in.

CIVILIAN—Roll for **MERCHANT**, **WAGON TRAIN** or **PEASANTS**. In each area roll a 20-sided dice reading it 1-10 for the size of the encounter.

EXAMPLE: Wagon Train; a 5 is rolled for the number of wagons, a 6 is rolled for the number of soldiers, (meaning that there are 60 Guards) and a 3 is rolled for the value of the cargo making it worth 300 GP.

THE OUTDOOR MATRIX: HOW TO USE IT

BASIC EVASION TABLE

The purpose of this table is to determine the chances of a group of adventurers being detected by another group of individuals moving through the same area. (The area is a 10 x 10 mile section.)

Basically the number of individuals in the adventuring party is compared with the number of individuals in the other group. The number within the box on the chart is the % chance that the group of adventurers will be discovered. This is the **BASIC** chance of discovery.

MODIFIERS

When desired by the referee/gamemaster the **BASIC CHANCE OF DISCOVERY** can be further modified by the use of the following divisors:

- | | |
|------|---|
| 1/5 | For Mountainous terrain, and/or terrain that is very broken with gullies, ravines, rock piles, etc. |
| 1/10 | For terrain which is heavily wooded with 50% or more of the area covered by trees. |

- 1/15 For Swampy land and/or marsh areas covering 60% or more of the area.
- 1/20 For any town or more than 500 population in residence, this is to represent the use of buildings as cover.
- I One airborne scout will count the same as 1,000 men on foot/horseback.
- II For every hit/dice that the creature adventure has it will be the same as counting each hit dice as a single man sized creature.
- III One horse (with or without rider) counts as three men for the purposes of being detected.
- IV One wagon (with team) will count the same as fifteen (15) men for the purpose of being detected. Also note that in the movement section wagons must also, generally, travel along roads too!
- V Bridges and fords will restrict movement thru an area. If search teams have been placed along all such fords, and bridges then any party attempting to cross such an obstacle will be detected. (Of course the referee/gamemaster may set up unknown fords and secret bridges or other means of crossing the river!)
- VI Passes, defiles, paths through swamps, etc. just as in V (above) the chances of detection will be almost certain if there are no other routes through the mountain or swamp.

OUTDOOR ENCOUNTERS

GENERAL TABLE 'H'

BASE CHANCE	DESERT	MOUNTAIN	FOREST	CLEAR	CITY	WATER	OTHER
	20%	30%	15%	10%	5%	15%	15%
OUTLAW	01- 12	01- 18	01- 15	01- 05	01- 09	01- 11	01- 12
SOLDIER	13- 74	19- 65	16- 52	06- 55	10- 54	12- 36	13- 56
CIVILIANS	75- 94	66- 90	53- 82	56- 95	55- 94	37- 93	57- 93
SPECIAL	95-100	91-100	83-100	96-100	95-100	94-100	94-100

SPECIAL TABLE 'I'

SOLDIER	01- 55	01- 60	01- 40	01- 30	01- 30	01- 30	01- 40
MAGICAL	56- 70	61- 70	41- 80	31- 90	31- 90	31- 80	41- 80
OTHER	71-100	71-100	81-100	91-100	91-100	81-100	81-100

CIVILIAN 'J'

30% Merchant (+ to 10 with 1 to 10 soldiers) 10 to 100 GP per Merchant.
 30% Wagon Train 1-10 wagons (100 to 1000 GP total convoy value).
 10-100 guards (see soldier chart).
 40% peasants 10 to 100 unarmed but for daggers.

CHART 'K'

TYPE OF TERRAIN	ALL MTD	ALL FOOT	MXD % MTD	% of MXD FORCE THAT ARE FOOT
CLEAR	01-60	61-90	91-100	5% → 20% foot
CITY	01-05	01-10	11-100	45% → 95% foot
MOUNTAIN	01-10	11-20	21-100	45% → 75% foot
WOODS	01-15	16-25	26-100	10% → 90% foot
SWAMP	01-05	06-10	11-100	65% → 95% foot; 25% chance all foot in boats
DESERT	01-90	91-95	96-100	5 → 10% foot
GENERAL	01-15	16-30	31-100	10 → 60% foot
WATER	NONE	100%	NONE	75% chance all are in boats (20 100 per boat)

OUTLAW: (Always unlawful)

SOLDIERS: Composition DF Force Encountered
 (Alignment is the same as area they are in.)

CHART 'L'

NUMBERS OF SOLDIERS ENCOUNTERED		
30%	1-10	(10 sided dice x 1)
60%	10-100	(" " " " 10)
10%	100-1000	(" " " " 100)

MAGICAL (SEE MAGIC SECTION)

ARMS AND EQUIPMENT OF SOLDIERS

There are two rolls for each general category and an additional roll to determine if the soldiers have a shield.

EXAMPLE—MOUNTED

First roll 40—the Mounted troops are armed with a sword.

Second Roll—A 75% means that they are protected by **CHAINMAIL**.

Third Roll—of 45% means that (Chainmail troops having a 60% chance of having a **SHIELD**) each of these men has a shield.

Note—Shield area always of the "Small" or "Normal variety. Also note that in the Note section it is impossible to have certain types of troops in certain areas. Thus for **DISMOUNTED TROOPS** armed with **MISSILES**, there could never (Absolutely not) find **Longbowmen** in **DESERT**, **SWAMP** or **WATER REGIONS**.

ARMS & EQUIPMENT OF SOLDIERS CHART 'M'

MOUNTED TROOPS				NOTES
01-20	BOW	- Leather	100%	60% in C or D
21-75	SWORD	- Leather	60%	
		Chainmail	20%	
		Plate	20%	
76-100	LANCE	- Leather	5%	Never in Desert, Swamp or Water
		Chainmail	25%	
		Plate	70%	
<hr/>				
DISMOUNTED TROOPS				
01-35	MISSILE (Leather)	- Bow	30%	Never in D, S, W
		Crossbow	55%	
		Longbow	15%	
36-75	SWORD	- Leather	45%	
		Chainmail	35%	
		Plate	20%	
76-90	SPEAR	- Leather	40%	
		Chainmail	50%	
		Plate	10%	
91-100	PIKE	- Leather	25%	No pike troops in D, S, W,
		Chainmail	60%	
		Plate	15%	
<hr/>				
CHANCE OF SOLDIER HAVING A SHIELD (never with missile, pike troops)				
		Dismounted	Mounted	
	Leather	30%	20%	
	Chainmail	60%	40%	
	Plate	100%	75%	

D = Desert; S = Swamp; W = Water; C = Clear

OTHER CREATURES TABLE 'N'

Die Roll	Desert	Mountain	Forest	Clear	City (Ruins)	Water (Swamp)	Other
01	Elf	Elf	Elf	Elf	Elf	Elf	Elf
06	Troll	Troll	Elf	Elf	Troll	Troll	Troll
11	Anatim	Dwarf	Troll	Troll	Anakim	Færry	Nymph
16	Ghul	Goblin	Færry	Færry	Al	Goblin	Wolf
21	Ghul	Dwarf	Goblin	Goblin	Lyc	Al	Anakim
26	Anakim	Troll	Bugbear	Bugbear	Change	Trow	Lion
30	Jinn	Goblin	Ogre	Anakim	Jinn	Anakim	Lion
33	Nymph	Bugbear	Anakim	Nymph	Tigbanur	Bugbear	Tiger
36	Ifreet	Ogre	Tigbanua	Unicorn	Rakshasa	W'O'Wisp	Wolf
39	Ghul	Trow	Rakshasa	Oryx	Nymph	Nymph	Bear
42	Elf	Anakim	Centaurus	Griffin	Change	Lyc.	Tiger
45	Lyc.	Tigbanua	Satyrs	Hippogriff	Change	Change	Lyc.
48	Anakim	Nymph	Nymph	Lyc.	Vampire	Change	Bear
51	Troll	Griffin	Dryad	Auroch	Vampire	Cyclops	Change
54	Lyc	Hippogriff	Hamadryad	Elf	Vampire	Hind	Lyc.
57	Vampire	Lyc.	Oryx	Færry	Vampire	Aitvaras	Dragon
60	Lion	Roc	Griffin	Goblin	Aitvaras	Dragon	Al
63	Lion	Auroch	Hippogriff	Troll	Aitvaras	Sea Monster	Aitvaras
66	Lion	Ape	Lyc.	Special	Aitvaras	Sea Monster	Change
69	Lion	Lion	Tengu	Special	Dragon	Troll	Elf
72	Tiger	Wolf	Auroch	Special	Dragon	Færry	Dragon
75	Tiger	Bear	Ape	Special	Lyc.	Goblin	Troll
78	Tiger	Special	Wolf	Special	Goblin	Croc.	Anakim
81	Special	Special	Bear	Lion	Wolves	Viper	Nymph
86	Special	Special	Tiger	Wolf	Al	Python	Goblins
91	Special	Special	Lion	Special	Troll	Croc.	Special
95	Special	Special	Special	Special	Special	Special	Special

SPECIAL CREATURES TABLE 'M'

<u>Desert</u>			<u>Mountains</u>		
Changelings	01	20	Changelings	01	10
Hydra	21	40	Cyclops	11	20
Sphinx	41	48	Hydra	21	30
Basilisk	49	56	Chimera	31	40
Aitvaras	57	76	Sphinx	41	45
Dragon	77	00	Hind	46	55
			Nemean Lion	56	65
			Aitvaras	66	75
			Dragon	76	00

<u>Forest</u>			<u>Other</u>		
Naga	01	10	Changelings	01	25
Minotaur	11	20	Naga	26	35
Changelings	21	30	Chimera	36	40
Unicorn	31	40	Hind	41	45
Hydra	41	55	Pegasus	46	50
Chimera	56	65	Aitvaras	51	80
Nemean Lion	66	72	Dragon	81	85
Pegasus	73	82	Vampire	86	95
Aitvaras	83	89	Cyclops	96	100
Dragon	90+				

Example for Determining Hostility:

A Chaotic force of 1,000 men is searching for a lawful force of ten men that is hiding in an area. Rolling a 5% (**SEE: BASIC EVASION TABLE**), they detect the Lawful force. Since a look at the hostility table shows that the forces will be 100% hostile when Chaotic finds Lawful, a battle will ensue. The Chaotic player deploys 50 men in the playing area after the Lawful player shows the referee where his ten men are hiding. As it happens the Lawful player is able to escape off the north edge of the board before he is sighted or engaged by the Chaotic player. The Lawful force will then be forced on the next day to move north at least one area from where they were located last turn (day). In any event, when one of the two forces is shown to be hostile then there **will** be a conflict between all the forces involved. Thus it only takes the hostility of one force to bring on a conflict between **both** forces.

ASKING FOR ASSISTANCE/INFORMATION

Note: When an encountered force is eliminated by an adventuring party, the referee should note this fact so that a new series of rolls can be made to replace the old encounter with a new one. The old encounter might also have left loot or artifacts that were not picked up by their killers and so can be added to the next encounter's hoard.

When there is an encounter, the referee must do the following:

- 1) Set up a small area where the battle can be fought out; or he must draw it on paper to represent the area of the encounter (trees for woods, swamp for swamps, etc. . . .)
- 2) The referee must determine if the force encountered is trying to avoid detection (**SEE: THE EVASION TABLE**) since if neither is trying to hide from the other, both groups will find each other automatically.
- 3) The referee must determine if either party is actually searching the countryside as they pass through it. Searching will slow movement and leave the searching forces scattered throughout the entire area.

The referee will then go to the **EVASION TABLE** to determine the basic chance of the hiding party being found. This basic chance may be further modified using the **EVASION TABLE** optional modifiers.

If the two forces do find each other, there is a strong chance that some conflict will take place. Again, certain factors must be considered.

- 1) Is the force encountered marching, defending, searching, foraging, in ambush or hiding?
- 2) The hostility of the force must be determined, i.e., will they attack the party of adventurers or let them go. Although the two groups have found each other, it is still not a certainty that they will automatically fight each other. The following table is used to determine this chance.

BASIC HOSTILITY TABLE					
	LAW	NEUTRAL	CHAOS	MODIFIERS	
LAW	10%	50%	100%	AMBUSH	+ 50%
NEUTRAL	30%	30%	30%	HIDING	- 20%
CHAOS	80%	50%	20%	SEARCHING	+ 20%
				FORAGING	+ 10%
				DEPLOYED	+ 5%
				MARCHING	N/C

Note: Chaotic and Lawful **MAGIC USERS** will fight each other automatically. Lawful vs. Lawful Magic Users will never fight each other.

There are two factors to be considered when the likelihood of two forces being encountered will react hostilely to each other.

- 1) The basic alignment of the forces involved.
The basic alignment of the forces involved will be determined, in part, by which area they are encountered in. (SEE: **SETTING UP A CAMPAIGN** for a few hints of this). The forces encountered within the territory of a particular alignment will always be of that alignment (SEE: **OUTDOOR**, the example). This will, of course, only apply to the situation when soldiers are encountered. In the case of Bandits or special creatures and Magic Users, the basic description of the creature within the Monster Section of these rules will apply. Bandits are always chaotic; Wizards can be of any alignment (33% chance of being either Lawful, Neutral, or Chaotic).
- 2) The deployment of the forces involved.
The deployment of the forces encountered within an area will be determined ahead of time by the players themselves. For non-player forces, the referee should roll at random to determine the deployment of the forces encountered using a 20-sided die:

1 - 10 Forces are DEPLOYED	13 Forces are SEARCHING
11 Forces are in AMBUSH	14 - 16 Forces are FORAGING
12 Forces are HIDING	17 - 20 Forces are MARCHING

Deployed

100% of all available forces are concentrated in any town, pass, ford, bridge, etc. defending that point. The defender may elect to scatter his defending forces over several points. The detected force is then located within sight of the defending points with the defending forces between them and the point that they wish to reach. Defending forces may not leave the area that they are defending unless defeated or are captured.

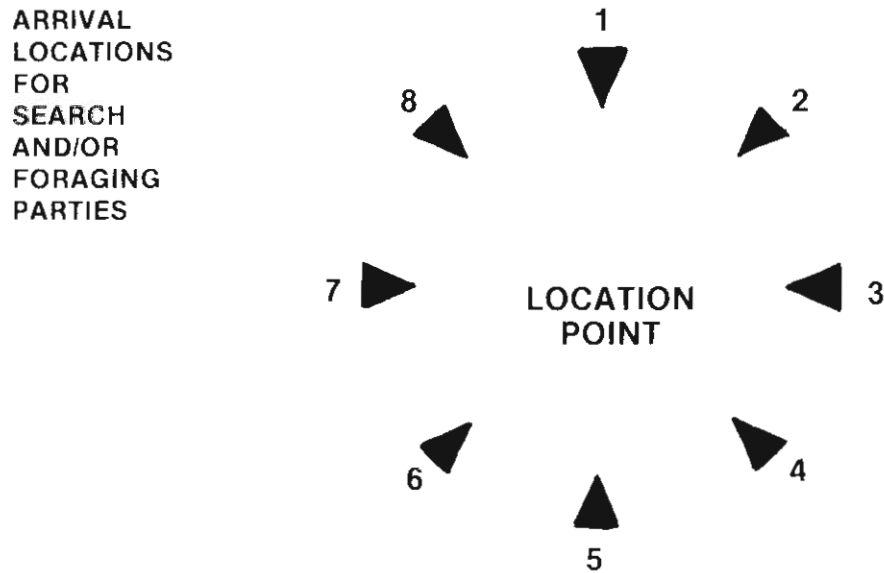
Ambush & Hiding

100% of all forces within the group are deployed within the concealing terrain (woods, rocks, town, swamp, rough terrain, etc.) opr behind such obstructions to observation (woods, hills, towns) as are within the tactical area. In the case of an ambush, the ambushing force is deployed *after* all other non-ambush forces have been deployed on the game board. In the case of a hiding force, the hiding force is deployed *in secret* before the force that detected it is plac-

ed on the game board. This may result in the hiding force escaping but that is allowed so long as they can evade detection. (The explanation for the latter is that the discovering forces only found some trail sign of the hiding force but could not find their hiding place.

Searching & Foraging

Five percent (5%) of the total force is immediately available at the contact point, 30% of the total force will arrive at the contact point on turn 20; this 30% will be divided into six groups which will arrive from random directions as follows:



(1 or 0, roll over)

On turn 40, the remaining forces will arrive in 13 groups which will also approach from random directions.

Optional: The approaching force may decide to concentrate before its arrival at the contact point. For every five (5) turn delay in their entry time, one force may join another force. If a 10 turn delay were used then already concentrated forces could join together. However, this option must be exercised and announced before the arrival points of any of the forces have been determined and then the random entry point is to be rolled for only the remaining forces.

EXAMPLE—The Searching player decides to concentrate his forces from six groups to three. This will delay their entry until turn 15. If he waits until turn 20, he may concentrate into two (2) groups. If he waits until turn 25, he can mass all six groups into one group.

In any case, the first force contacted must stay on the board playing area at the start of the contact. They may, however, leave the area. This will, however, allow the force contacted to escape. Should any force encountered be wiped out and more than five turns are left before reinforcements arrive, the force that is victorious may go into hiding within the area.

Marching

Initially up to 700 men, plus 350 men per turn after the first turn, are always deployed in column along any road or trail passing through the area or moving in a straight line through the countryside. The additional men will always enter at the edge of the playing area closest to the end of the marching column already on the board at the start. The marching player may elect to delay entry and concentrate his forces. In this case, 350 men are added each turn that he delays entry.

Note: When setting up the various forces within the playing area, allow at least 12" of playing area between any force and the edge of the board. Also, if forces are within sight of each other when one of them leaves the playing area, the playing area should be extended to allow pursuit until the forces lose sight of each other or battle ensues. There is no edge-of-the-world that forces can escape over!

GETTING THERE IS HALF THE FUN!!

First the referee determines how many days march it is from the point where the adventurers start out to the place where they are going to. For each day that the party would be marching, the referee will determine what type of terrain the party will be traveling through. This, in turn, will determine which charts will be used for finding the party's chances of encountering something enroute.

For every area traveled there should be one die cast (**SEE: OUTDOOR ENCOUNTER** for the exact procedure) to determine if anything is encountered by the party during that day. When something is encountered along the route, a note should be made by the referee for future reference. If, in the future, another party might travel through this same area (and assuming that the encounter has not been eliminated) the same creature or monsters will be found again.

TACTICAL & STRATEGIC MOVEMENT IN THE GAME

- 1) **STRATEGIC MOVEMENT** is conducted on a day-to-day basis with each party traveling (horse or foot) one Area per day. (Optionally, a completely mounted force could travel two Areas per day.) All water movement is three Areas per day (three chances for an encounter) with movement restricted to coastlines and rivers. In all cases of an encounter, there is a 30% chance that it will happen at night. It is assumed that all parties are alert to the chances of ambush and have sentries posted in the Basic Game. When there is an encounter, a tactical area is set up by the referee.
- 2) In a **TACTICAL** situation and when exploring cities, castles, and the **UNDERWORLD**, each turn is one (1) minute long with the players traveling 3" (Scale: 1" = 10') of allowed movement per turn. When not marking a trail or making a map of their progress, the players should have their movement double that of the slowest player in the party. When an encounter occurs and a melee fight (hand-to-hand combat) begins, the following guidelines should be used:

Each melee round is divided into three segments. All movements are considered to be at a "run," so each player may move up to 1/2 their normal movement in a melee segment. Each round consists of an exchange of blows with the players' weapons. All creatures may also attack once per melee segment (unless otherwise noted or restricted). Players can be attacked by more than once opponent at a time; the referee should be guided by the actual placement of the figures on a paper drawing or as set up using miniatures on a table top for deciding how many opponents can engage each figure as the hand-to-hand fighting starts. (The referee should keep in mind the actual dimensions of the area where the encounter is taking place, i.e., a 20' wide tunnel is only some 2" wide on the sketch or table top). After each hand-to-hand round, the players may move any characters that are not engaged in fighting hand-to-hand; those engaged may not move. Whenever the figures or players move within 1/2" of each other on the sketch or table top, they are considered to be engaged in hand-to-hand combat until someone wins. Any archery, missile fire, magic spells, etc. that are directed into a melee will have the chance of striking all characters and creatures in that fight. Thus both friend and foe can be laid low by an ill-directed cast or arrow shot.

TERRAIN GENERATION FOR TACTICAL BATTLES

At any time when two mutually opposed forces encounter each other in the outdoors, there is a good chance for having a battle. In many cases, the referee will set up the terrain himself based on his ideas of how the terrain appears. There may be times, however, when it is desirable to randomly generate what the area of the encounter will be like and the following guidelines can be used.

An area on the strategic map represents a 10 mile by 10 mile area. The area represented in the tactical situation measures one mile by one mile and the playing area (table top) should measure *at least* 36" by 36". Moving into an adjacent tactical area will cause the terrain in the new area to be rolled for; there is, in effect, no edge-of-the-world. If a force is not detected for six turns, it is considered to have escaped. Referees may modify this to suit any special game conditions.

For tactical battles, the playing area (table top) should be gridded off into 6" by 6" sections. For each section, a 10 sided die will be rolled to determine the types of terrain in the section.

TERRAIN IN STRATEGIC AREA

Open Terrain Areas

Forested Areas

Swamp Areas

Coastal or River Areas

Desert Areas

Hilly Terrain Areas

Mountainous Terrain Areas

TACTICAL AREA TERRAIN

1 or 2, there is a forest; reroll for each section, 1 or 2, there is a hill; otherwise the section is flat and clear.

1-6, the section is filled with trees; otherwise the section is flat and clear.

1-6, the section is filled with swamp; otherwise the section is flat and clear.

1 or 2, there is a forest; reroll for each section, 1 or 2, there is a swamp; reroll for each section, 1 or 2, there is a hill (unless the section already is a swamp); otherwise the section is flat and clear.

1 or 2, there is a dune in the section; otherwise the section is flat and clear.

1-6, there is a hill; reroll for each section, 1-3, there is a forest; otherwise the section is flat and clear.

1-3, the section is Open Terrain (reroll each Open section, 1-4, there is a forest); otherwise the section has mountain (as he feels is needed the referee may add additional levels to any mountains rolled.)

Where there are rivers, streams, towns, or roads within the area being rolled, these features are simply superimposed over the playing area.

BASIC GAME FORAGING

FORAGING FOR ANIMALS

OPEN FOREST

1 - 8 animals O.K.

MTN, SWAMP

1 - 4 animals O.K.

CITY

1 (You found a vacant lot) O.K.

DESERT

(As city, in oasis only)

HUNTING FOR RATIONS (Modify as per education)

OPEN

01 - 70 Food found

FOREST

01 - 80 Food found

If food found it

MTN

01 - 50 Food found

will be 1 - 5 rations

SWAMP

01 - 30 Food found

(% die ÷ 2)

DESERT

(Oasis, as city) or 10% in hunting at oasis

CITY

01 - 3 (in the garbage, roll vs *health*)

BASIC EVASION TABLE (OPEN COUNTRY)

CHART 'G'

THE NUMBER IN THE PARTY BEING LOOKED FOR

THE
NUMBER
IN
SEARCH
PARTY

		1→5	→15	→30	→50	→75	→100	→150	2 →0 0	3 →0 0	5 →0 0	7 →5 0	1 0 0	1 5 0	2 0 0
↓ 15	1	1	2	3	4	6	10	15	20	30	50	65	90	100	
↓ 30	2	3	4	4	6	10	15	20	30	50	65	90	100		
↓ 50	3	4	4	6	10	15	20	30	50	65	90	100			
↓ 75	4	6	10	10	15	20	30	50	65	90	100				
↓ 100	6	10	15	15	20	30	50	65	90	100					
↓ 150	10	15	20	20	30	50	65	90	100						
↓ 200	15	20	30	50	50	65	90	100							
↓ 300	20	30	50	65	65	90	100								
↓ 500	30	50	65	90	90	100									
↓ 750	50	65	90	100	100										
↓ 1000	65	90	100												
↓ 1500	90	100													
↓ 2000	100														

TERRAIN MODIFIERS

MTN 1/5
FOREST 1/10
SWAMP 1/15
CITY 1/20
ROAD x 20

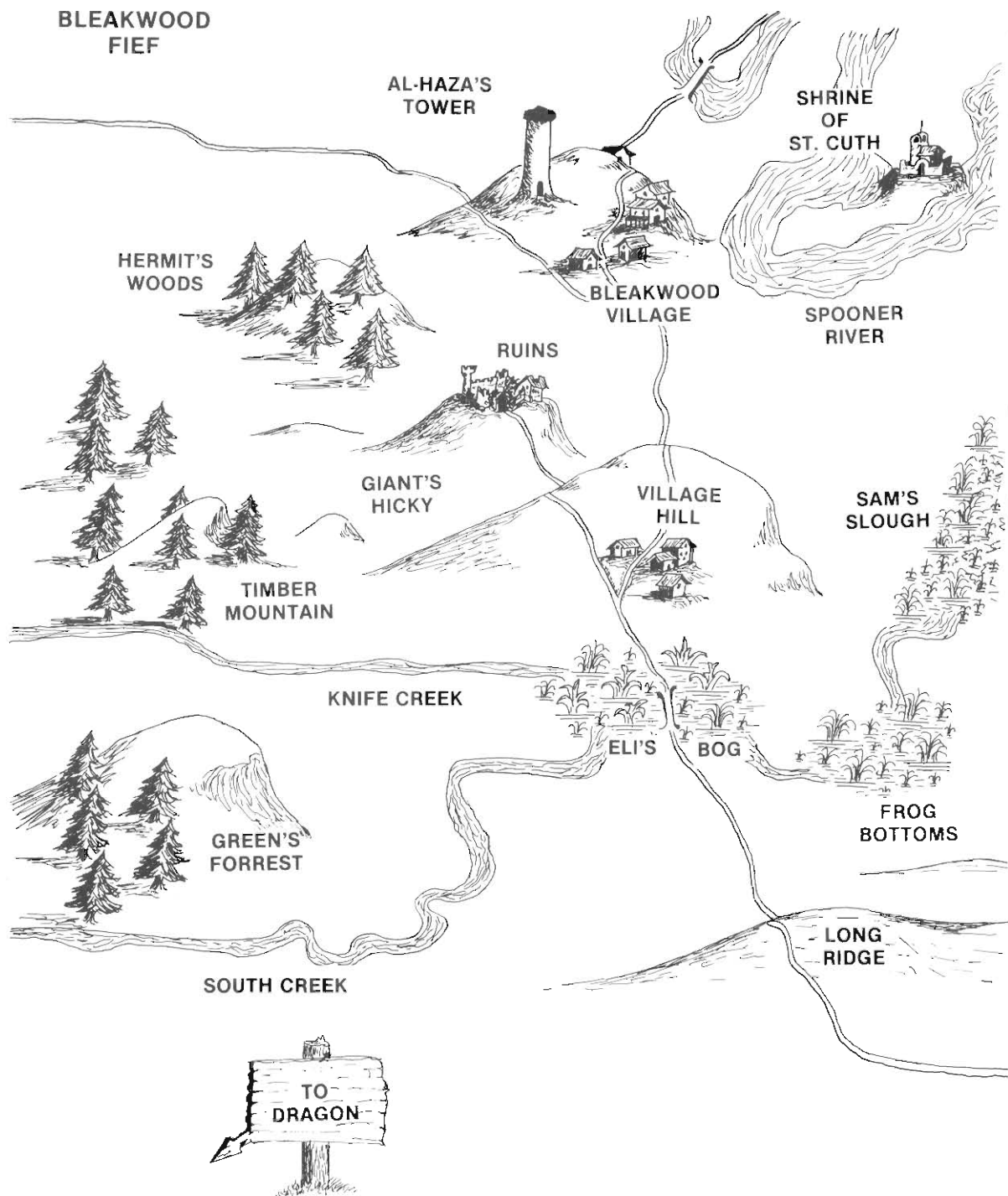
AIRBORNE x 1000
MOUNTED x 2

SIZE

1 (one) H.D. = 1 Man

HORSE = 3 Men

WAGON =15 Men



BLEAKWOOD

Notable in the area is the Sorcerer's tower. For the novice, who is about to populate the countryside it is convenient to name each area where an adventure might occur and to then populate these areas. To begin this process, then:

- 1) Label each area as to the type it is,

WOODS (any contiguous growth of trees)	x 2
SWAMP	x 3
BRIDGE	x 2
VILLAGE (Bleakwood, the wizard's town, and Southtown)	x 2
RUINS (Large or small)	x 1
RIVER(S)	x 1
STREAM(S)	x 2
PONDS	-
HILLS	(actually 5) x 6
LAKES	-
etc.	-
TOTAL	19

Now, each of these areas will probably **NOT** contain an adventure. That would represent quite a concentration of critters, many more than the area's food could possibly support for an extended period. (Especially since Humans, a primary food source for many of these creatures, do not multiply like rabbits.) Therefore in step 2 the actual creatures should be determined.

- 2) At this point the designer has the choice of determining if he will use the general table for determining the creatures present. (In this case the area around **BLEAKWOOD** would be considered to be **FOREST (WOOD)**.)

A) Since the general terrain chart is being used there will only be one type of creature encountered in the area. Because the general chart is in use there is certain to be some type of creature(s) in the area so all the player/designer need do is roll for the type of creature on the general terrain chart.

The actual location of the creature within the area can be determined from the general description of that creature's habits in the appropriate part of the creature section.

In cases where there is more than one possible location then the player should use some random method to determine which location they will be found in. The dice provided with the game come to mind in this regard.

EXAMPLE:

- | | |
|------------------|--|
| OUTLAWS | - in WOODS |
| SOLDIERS | - at SOUTHTOWN (do not desire to be too close to the sorcerer.) |
| CIVILIANS | - in TOWNS |
| HYDRA | - RUINS |

DRAGON	- RUINS
ELVES	- WOODS
FAERRY	- WOODS
GOBLIN	- SWAMPS
TROW	- WOODS
GORGON	- SWAMP
CHANGELING	- RUINS, SWAMP
DRYAD	- WOODS
WERE-CREATURE	- WOODS
SATYR	- CLEAR or WOODS
CENTAUR	- CLEAR or WOODS
OGRE	- WOODS or SWAMP
ANIMALS	- WOODS

THE AREA, AS USED IN EXAMPLES A and B:

- 1) The sample map shows the **AREA AROUND THE TOWN OF Bleakwood**. This **AREA** measures 10 miles by 10 miles. This is the "normal" **AREA** and the one used in example A of this set-up example.
- 2) The second type of **AREA**, that is used in example B, is determined by the vagaries of local geography **WITHIN** the larger area delineated in (1) above. This method of distinction is very important if the B method for determining encounter locations is used. In this method value judgments must be used to determine what constitutes an area and what type of area it is to be.

In this example it was decided that **HILLS** that were partially or fully wooded would be, a) Considered a part of the forest area, and b), that the whole area would be considered to be a **WOODS** area rather than a **MOUNTAIN** area.

Swamps were divided from the streams although still considered to be a water area.

Hills with towns, ruins or the tower on them would be considered to be a part of that town, ruin, etc. rather than a separate area.

And so it goes. . . each designer must, in the end, set his own guidelines and make his own decisions on such matters.

- 3) The smallest location, or area, is the individual hexagon on the grid map of **BLEAKWOOD**. These would measure about 600 feet across on this map. Usually a scale of 10 feet by 10 feet is best for town and underworld maps. In this case we can assume that the extreme suburban density was a result of our local magician's ideas and not at all normal.

After all this is a set of fantasy rules and normal may not be **NORMAL!**

B) The second method that could be used uses the following procedure to determine encounters possible.

- 1) For each particular area on the map of **BLEAKWOOD** assume that there is a chance that a creature might be found in the location. The total number of these possible places where an encounter **COULD** occur, minus any permanent encounters established in the hex, divide into 100 is the percentage chance of creatures being found in any one of these areas.
- 2) Break down the areas by terrain types corresponding to those found on the outdoor encounter chart.
- 3) Take each of these areas and roll to determine if in fact a creature is present and, secondly, what manner of creature it is that has been found.

EXAMPLE OF PROCEDURE: BLEAKWOOD

Bleakwood has sixteen possible areas that an encounter could be located in. Two, the Sorcerers Tower and Bleakwood town itself, are permanent established encounters. this reduces the total possible encounters for the area as a whole from 16 to 12. Thirteen divided into 111, rounded off, yields an 8% chance that an encounter will be located at any **ONE** of the thirteen possible locations.

With this determined the player/designer now divides the possible areas into their respective terrain types. The thirteen areas possible in the Bleakwood area divide into terrain areas as follows:

SIX "WATER" (Includes Bridges and Swamps)

TWO "WOODS"

TWO "CITIES" (SOUTHTOWN and RUINS) Actually scattered villages

TWO "HILLS" (other hills are treated as woods because of their forest cover)

With this initial data determined two 20 sided dice are now rolled for a result of 8 or less, a percentage throw, to determine what is found. If the roll is 8% or less then the appropriate outdoor encounter chart is consulted.

In this sample the result of the thirteen die throws yielded the following:

on Timber Mountain - Elves, x 3, 8 H.P. each, **HUMAN** Body

in Ruins - AL, x 3, 10 H.P. each, Human Body Type

in Frog Bottoms - Vipers, x 6, 3 H.P. each, Snake Body type

RATIONALE OF ENCOUNTERS: There must always be some reason that things are found where they are. In these cases the rationale is as follows:

- a) The high timber is a favorite hunting spot of the local elves. They will usually be found in the vicinity on the hunt.
- b) The AL use the ruins as a base. They forage in the old cemetery for corpses. In addition it possesses a central location for their raids on the cemeteries and people of Bleakwood and Southtown. Finally it provides them excellent cover against their enemies.
- c) A perfect environment for the viper to live, breed and feed in. Excellent protection found in its seclusion.

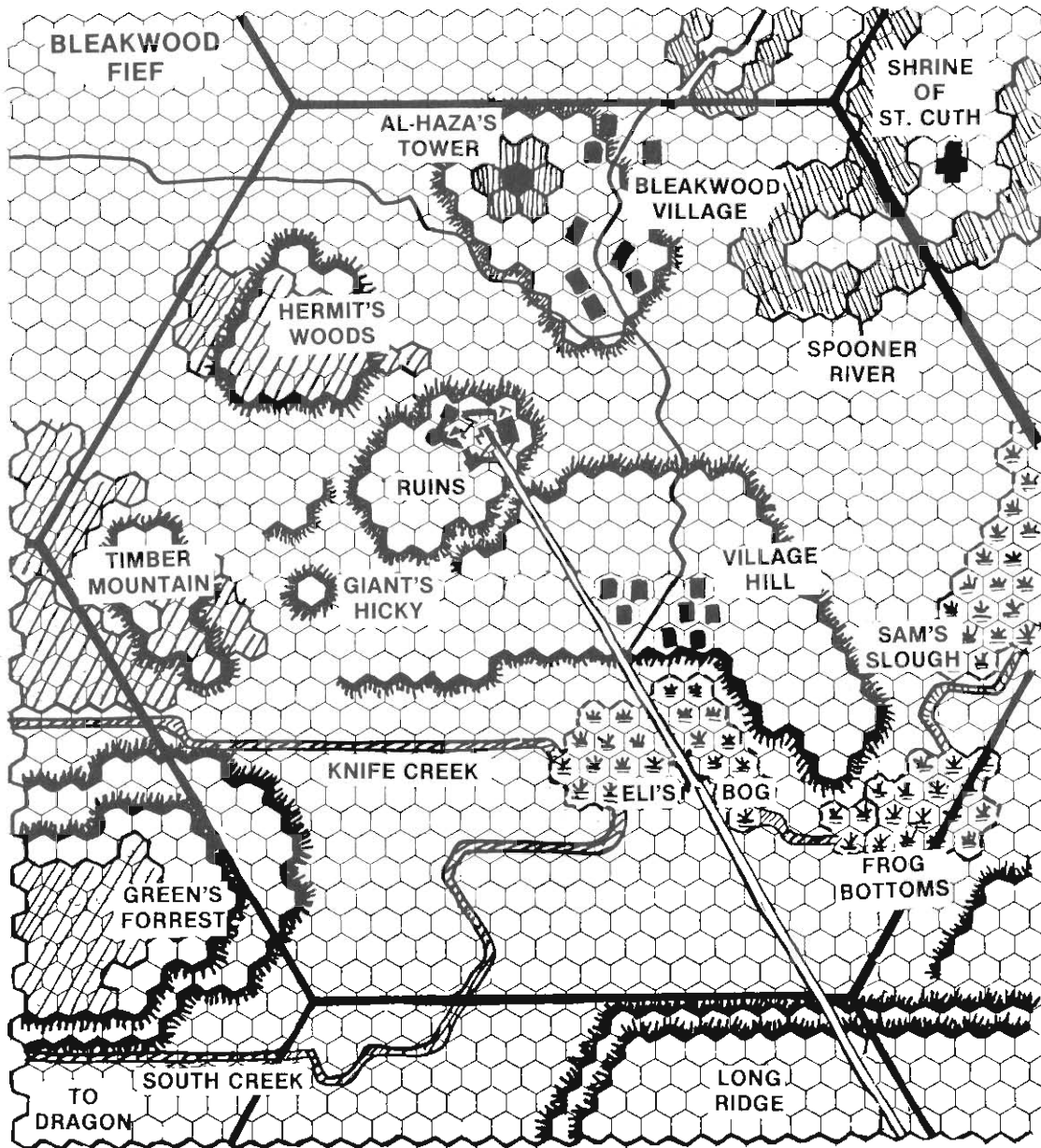
Finally, in our example, the following treasure was found with each encounter:

ELVES: Each is carrying a bow and a dagger both of which have a + 2% chance of hits. The party is on foot and each has 2 to 20 copper pieces in their possession.

AL: The creatures have scavenged 1 silver piece, 12 copper pieces and a dagger with a + 1% chance of hits.

VIPERS: The viper has no regard for treasure. It is a simple creature who lusts for a mouse or three a day, not gold.

Also lost in the swamps by Elis Bog is a coin purse with 5 silver pieces in it that was dropped by some poor traveller years ago.



GENERAL COMMENTS

Bear in mind that although you have been taken through a sample set-up, step by step, players would not know if there was anything in these places.

Each encounter only occupies one small point on the map (see the copy of the map that has a hexagonal grid laid over it) and can move about its habitat (area) as the referee desires. Thus players might spend a considerable amount of time scouring the countryside (area) without finding anything.

PHYSICAL AREA:

ONE CASTLE—One Type I.

BLEAKWOOD TOWN—200 population, giving 600 GP of revenue per year.

- One armorer
- One Scribe (Scholar) competent to teach any course aside from those involving physical conditioning. No Magic.

SOUTHTOWN—600 Population

- One Blacksmith

HOLDINGS—600 Yeomen

- 3,000 Serfs (in twenty villages)

BLEAKWOOD MILITIA

and **SOUTHTOWN** —No wall around the town; there is no moat.

- One Mercenary Sergeants
- Two Mercenary Men-at-Arms
- 128 Armed Militia
- One Knight
- One Squire
- One Sergeant (on foot)
- 12 Men (none mounted)
- 40 Serfs
- 10 Yeomen
- 5 Petit Sergeants (armed men)
- There are only two populated areas but several small holdings lie in the hills and wood northeast of Bleakwood.

SPECIAL—One Wizard

- One Dragon (in woods) to SW

When this basic make-up has been completed the individual characteristics of each player-Character and/or character that will be in the game is determined. In all cases, it can be assumed that the player/character has recently inherited his/her position and does not have any actual reputation/experience of his own. The Mercenary Leader would rate as a Knight for experience and reputation and would rate a -1 on Social Level to a Knight. The Sorcerer can be assigned a level, no higher than level 15, at the referee's discretion.

When laying out the town of Bleakwood, there are two inns, one shop that sells equipment, a mill, a cemetery, one barracks, as well as a number of unidentified buildings that can serve whatever purpose the referee might need.

Just outside the area lie Long Ridge, Green's Forest and the Shrine of St. Cuth. These have not been included because they lie outside the area but are included for reference as the player's certain to inquire about their character's neighborhood. And will probably have a bearing on their adventuring.

THE TOWER OF THE SORCEROR AL-HAZA:

A tower is a favored abode for the magician because it provides him the necessary solitude and environment for the practice of his art. The tower of Al-Haza is an example of an average wizard's dwelling once he has achieved sufficient wealth and importance to have such constructed.

The tower is set in the hills northwest of Bleakwood town. It is approximately 60 feet in height with a diameter at the base of 30 feet. It is divided into four floors and a basement.

The basement serves as a storage facility for foods and beverages. In addition it provides a secret egress to the outside world through a passage hidden behind a sliding wine rack.

The ground floor is the floor used for the mundane necessities of everyday life. It houses the six servants of Al-Haza who range in social level from 1 to 6. They each have 1 to 3 skills and all are members of the servant guild. This floor is the only floor in the tower in which the sorcerer receives guests. All others are restricted to himself, his apprentice and his warriors.

The second floor houses Al-Haza's three warrior guards and his female apprentice Shema. It serves solely as a repository for the possessions of these four persons and as a stairway guard point manned by the warriors. All warriors of Al-Haza have 1 to 3 weapon skills and Horsemanship III. Shema, beside her magical training, which is almost complete, is also a jeweler.

The third floor is the private work area and dwelling of Al-Haza. It is restricted to the sorcerer and his apprentice. No other is ever allowed access to this floor.

The fourth floor is Al-Haza's room of spells. In this room the sorcerer performs his most deadly rites of magic, his final evocations and other magical rites. This floor is restricted to the sorcerer. An apprentice is privileged to test his art in such a room only in the very last week of the apprenticeship.

The permanent magic that exists in the tower, by the effort of Al-Haza is as follows:

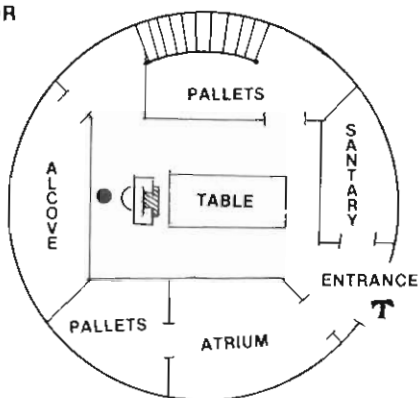
SPELL	PP	EFFECT
TELEPATHY	3	The focal point has been set on the door of the tower. The spell serves to deliver the message of Al-Haza to any who come within ten feet of the dwelling. The message varies depending on where Al-Haza is and whether he is occupied with his arts.
LIGHT	2	The focal point is placed directly behind the chair of Al-Haza. The effect of the spell, as cast by Al-Haza, serves to light the hall when activated.
WIND	6	The focal point of the spell is at the head of the stairway on the third floor. The effect of the spell when triggered causes a wind spell which blows from this point down the stairs. A light reminder that a sorcerer's rooms are sacred to him.
HEALING	3	The focal point of the spell is set in the head of Al-Haza's bed. It serves as a normal healing spell on the occupant of the bed.

OTHER PROPERTY OF AL-HAZA:

In addition to the tower Al-Haza has a small stable on the edge of Bleakwood that houses three horses. The horses were specially given to him by his former master, the wizard to whom he was an apprentice, and are trained to answer his telepathic summons. When not needed they are cared for by the people of the town in exchange for light service from the sorcerer and the sorcerer's good will.

Finally, Al-Haza possesses the Green Talisman, has an intelligence of 66 and is a level 11 Law sorcerer.

GROUND FLOOR

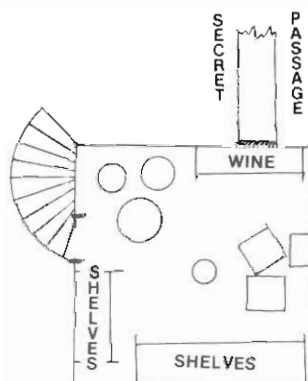
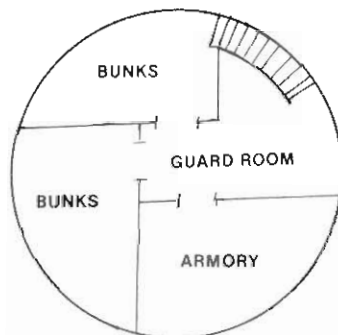


KEY

┌ = 5 FT

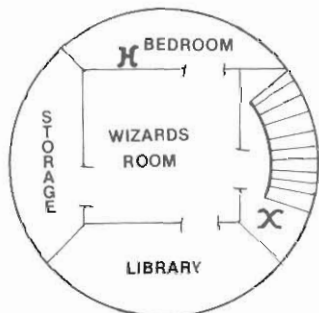
- FOCAL POINT FOR PERMANENT LIGHT SPELL
- PALLET AREAS ALSO USED FOR COOKING
- HUMAN STAFF 3 WARRIORS
6 SERVANTS
- T FOCAL POINT FOR PERMANENT TELEPATHY SPELL
- H FOCAL POINT FOR PERMANENT HEALING SPELL
- X FOCAL POINT FOR PERMANENT WIND SPELL

2ND FLOOR



BASEMENT
STORAGE
AREA

3RD FLOOR



TOP FLOOR



THE COMBAT MATRIX IN THE BASIC GAME:

HOW IT WORKS:

Within the framework of the basic game all combat is handled by a relatively simple combat matrix:

- 1) Determine all **BASIC BODY TYPES** (see also **CREATURE** section) of the combatants and compare them with the body types of their opponents. The number that this comparison yields on the **COMBAT MATRIX** is the basic percentage chance of hitting their opponent rolling two 20 sided dice.
- 2) This basic factor is modified by comparison of the following three factors:

DEXTERITY: Subtract the dexterity of the combatant with the lower dexterity from that of the combatant with the higher dexterity. The difference, **DIVIDED by FOUR**, rounded down, is added to the player with the higher dexterities chance to hit **AND** subtracted from the player with the lower dexterities chance to hit the combatant with the higher dexterity. Irregardless of the dexterity difference the highest modifier that will apply for this factor will be 10%. **EXAMPLE** A player with a dexterity of 89 engages in combat with a bandit whose dexterity is 23. The difference between 89 and 23 is 66, this divided by 4 is 16.5. The .5 is immediately dropped. Because the maximum is exceeded in the combat the player whose dexterity is 89 will only add 10 to his chance to hit the bandit. In addition the bandit will subtract 10 from his basic chance to hit the player. This maximum dexterity bonus will apply for all physical combat in the basic game.

Any creature type that does not have a dexterity explicitly listed for it in its description is assumed to have a dexterity rating of 50.

SIZE: In addition to dexterity the sizes of the opponents are compared. The size for this comparison is the actual hit points the opponent takes, in case of players and creatures whose individual hits are determined, or the **AVERAGE HIT POINTS** for the type of creature encountered, i.e., for humans ten h.p., for a Cyclops 60 h.p., etc.

To determine the effect of the size difference subtract the hit point size of the smaller creature from the hit point size of the larger creature. The difference yielded is then divided by 2. The result, up to a maximum bonus of 15%, is added to the **SMALLER** creature's chance to hit the larger creature. In addition, the result, up to a maximum minus of 10%, is subtracted from the **LARGER** creature's chance to hit the smaller creature. **EXAMPLE:** An Elf with an average hit point of 9 is fighting an Ogre whose average hit class is 30. The difference is 21, this divided by 2 yields a result of 11. Thus the elf's chance to hit the Ogre is increased 11% while the Ogre's chance to hit the Elf is reduced the **MAXIMUM** 10%.

EXPERIENCE: (See experience bonuses) Here the experience of the player is referenced against the experience of the creature, if it is of the types that have an experience rating in the basic game. If the creature does **NOT** have an experience rating then the creature's **HIT DICE** are used here disregarding any minus or plus factors

associated with that creature. Thus a faerry would use 1 here, disregarding the minus factor in parentheses. If the creature has more than 15 hit dice **OR** takes more than 150 hits, 15 is the maximum value that can be applied here. In figuring this value dragon's will use their **AGE GRADE** until they exceed 150 hits at which time they will use the maximum of 15.

In using this factor the experience, or hit dice value, that is lower is subtracted from the higher value. The result is added to the creature with the higher values chance to hit the higher. **EXAMPLE:** A warrior of experience level 12 is fighting a Chimeara which has 5 hit dice. The 12 - the 5 yields a difference of 7. This 7% is added to the warrior's chance to hit the Chimeara and subtracted from the Chimeara's chance to hit the warrior.

In later supplements further details will be implemented to further delineate this system. For now this will suffice.

COMBAT MATRIX 'N'

BASIC BODY TYPE	HUMAN	SNAKE	LION	BIRD	REPTILE	SCALES
HUMAN vs.	40	35	55	50	35	75
SNAKE vs.	75	40	55	75	40	55
LION vs.	70	60	40	50	55	40
BIRD vs.	60	25	50	40	75	80
REPTILE vs.	75	35	55	25	40	55
SCALED vs.	80	60	60	20	45	40

EXAMPLE: A Human body type has a basic 35% chance of hitting a Snake body type. The snake has a 75% chance of hitting the human. The basic body types reflect the **NORMAL** attributes (toughness, etc.) generally found in creatures of that type included in the basic game.

COMBAT SEGMENT SEQUENCE:

- | | |
|--|---|
| <p>A) MAGIC POINT ALLOCATION</p> <p>B) ELF/SPLIT MOVE OPTION</p> <p>C) NORMAL MOVEMENT</p> <p>D) MISSILE FIRE</p> <p>E) MAGIC EFFECT</p> <p>F) NORMAL COMBAT</p> | <p>A) The Magic Point allocation phase is the time that the Magic User allocates magic points to a spell he intends to cast. Consult the magic section to determine the time required for the spell to go into effect. The magic user may not move until the spell goes into effect.</p> |
|--|---|

Phases are done sequentially from A to F.

For split move & fire

- B) May fire and then . . . may move the playing piece as per!!!
- C) Move playing piece (see movement section)
- D) All normal missile fire takes place. Units that fired during step 'B' will *normally* not be allowed to fire during this phase of the turn.
- E) Magic spells may take effect (see also Phase 'A')
- F) Normal combat is resolved (see Combat Section).

HIT CHANCE LIMITS: (or THE LUCK OF THE IRISH RULE)

Irregardless of the bonuses or minuses which may accumulate for or against a player, creature or any other thing there will always be a minimum and a maximum chance to hit.

The maximum **NORMAL** chance to hit is equal to 98%. If a scaled creature had an 80 base plus 25% in advantageous multiplier the minor chance to miss is still retained, the chance to hit is 98% not 105%. Likewise, irregardless of the preponderance of disadvantageous modifiers that pile up against a creature or player the poor thing will always have a minimum 2% chance to hit. If the Ogre were sitting on your back with hammer descending you would still have your chance to bite him in the patella.

The only way that this rule ever fails to apply is in the application to the effects of magic or to special artifacts whose explanations explicitly state that the weapon or effect has a 100% probability of hitting its target, or causing the victim to miss his target.

OPTIONAL

HIT LOCATION:

If this section is not used the extent of any and all damage inflicted by a hit on an opponent is determined using one six sided die.

If this section is used, two 20 sided dice are to be rolled on the chart below to determine the **TYPE** of dice that are to be rolled to determine the amount of damage scored.

HIT LOCATION CHART 'O'

BODY TYPE HIT	TYPE OF DICE USED FOR DAMAGE						
	1 x 4	1 x 6	1 x 8	1 x 10	1 x 12	2 x 10	SPECIAL
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	-	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	-	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	-	91-100

At the top of each column is listed the type of dice that are to be rolled if the throw falls within the range listed below it, depending on the body type that has been hit. **EXAMPLE:** A hit has been scored on a **SNAKE** body type. The roll on the chart above was taken with a result of 35. Checking the chart we see that this means that a 6 sided die is to be rolled to determine the actual hit points of damage that the snake will suffer. If a four were rolled this would be **FOUR** hit points.

SPECIAL DAMAGE: This indicates a hit of the creature that will reduce its **DEXTERITY** and/or mobility. Roll one ten sided dice for the number of dexterity points lost. Roll one 6-sided dice for the number of damage points lost. Roll two twenty (20) sided dice again. If the roll would again inflict a "Special" damage hit then the creature will lose 1/2 of its basic movement. Any other results are ignored.

Note: If you lack 4, 6, 8, or 12 sided dice take the 20-sided one provided with the game. When you roll them use the following results:

- 4-sided 1,2 = 1 point of damage 3,4 = 2 points of damage
 5,6 = 3 points of damage 7,8 = 4 points of damage
 on rolls of 9 or 0 roll the dice over again.
- 6-sided rolls of 1,2,3,4,5,6, inflict that number of points of damage. On rolls of 7,8,9,0,
 roll the dice over again.
- 8-sided rolls of 1,2,3,4,5,6,7, and 8 inflict that number of points of damage. On rolls of 9
 or 0 roll the dice over again.
- 12-sided roll two dice as if they were 6 sided (See above).

MISSILE FIRE

To determine an attack on another creature with missile weapons the following factors should be considered.

- 1) Is the firing party trained in the use of the weapon that they are using. If they are not so trained in the use of the weapon then they may not fire that weapon.
- 2) The dexterity of the firing party will increase the chances of them hitting the target 1% for every point that the player has for dexterity over 12 and reduces his chances of hitting by 1% for every point of dexterity under 8.

CHART 'P' (Optional)

DEXTERITY	96-100	add	6%	DEXTERITY	0-5	deduct	6%
	91-96		5%		6-10		5%
	86-90		5%		11-15		4%
	81-85		3%		16-20		3%
	76-80		2%		26-25		2%
	71-75		1%		31-30		1%

- 3) The basic change of hitting a target is as follows:

LONG RANGE 10% Chance of hitting a man-sized target (2 H.D. creatures)

MEDIUM RANGE 20% Chance of hitting a max-sized target (")

SHORT RANGE 50% Chance of hitting a man-sized target (")

COMPOSITE OR LONG BOW Long range 200 yards, medium range 100 yards, short range 50 yards

CROSSBOW 170 yards, 100 yards, 50 yards

SHORT BOW 150 yards, 75 yards, 30 yards

Only the Crossbow and the Longbow can penetrate plate at Medium Ranges. The Crossbow takes about twice as long to load (or longer) than other bows.

The referee is free to work these factors into the basic game as he desires to do so.

- 4) **(OPTIONAL)** The size of the target will modify the chance of it being hit by missile fire as follows:

Faerry 1 H.D. Creatures 5%/10%/25% at Long, Medium and Short ranges

Man 2 H.D. Creature 10%/20%/50%

Griffin/Bear 15%/30%/70%

Ogre, Trow 20%/40%/80%

Dragon 30%/60%/90% (When more than 10 H.D. in size)

- 5) Additional Modifiers **(OPTIONAL)**

Archer is Mounted on a Horse (reduce chances of hitting 10) (Thus a short Bow shot at Medium range would hit a man 18% of the time.)

BASIC COMBAT SYSTEM (OPTIONAL)

TABLE Q

Hit probability modifiers according to type and area used in.

	Very long	Long	Medium	Short
Outdoors or large room (larger than 20 x 20)	+ 10	+ 5	0	- 10
Normal room (smaller than 20 x 20)	- 5	+ 5	+ 5	- 5
Corridor	- 5	+ 5	+ 5	- 5
Door	- 10	- 5	0	0

The weapon hit modifiers are *subtracted* from the base hit probability number, i.e., a + becomes a-, and a- becomes a +.

The first strike modifier is determined by comparing the weapon class of the combatant. The combatant with the larger modifier will have the first strike option.

TERRAIN EFFECT ON COMBAT

WOODS

All movement by mounted men is prohibited. Horses, etc. may be led at basic walking rates. All characters can **WALK** thru the woods. No fast movement is allowed. (This **SHOULD** average out to be 1/2 movement when encumbered.) No Flying allowed in woods.

No missile fire in woods.

Trees are spaced no more than three inches apart. No movement or fighting thru trees. Creatures with more than 10 Hit Dice can ignore trees for the purposes of movement and fighting (all intervening trees are then removed!!)

Hiding behind a tree (or up a tree!) reduces the basic odds of your being hit by 50%. The same goes for fallen trees.

It takes one turn to climb a tree 5'. (Trees are 25' tall.)

To see someone up a tree takes one turn of standing on the ground looking up. There is a basic 25% chance of detecting someone up a tree 25', at 20' it is 50%, 15' it is 75%, and at 10' 90%, 5' offers no cover. The referee can modify this as the situation warrants. Players can pass from adjacent tree to adjacent tree by rolling against their dexterity, which is reduced by the weight that they are carrying. If they miss, they will fall and suffer 1 Hit per 5' of height they dropped (at 5' no damage but a 1 or 2 will sprain a leg and reduce basic movement 50% with no fast moves).

Someone looking up either tree when the player leaps will automatically see the move. When not looking up there is a 50% chance that the move is heard by anyone within 10'' (no direction is known however!).

HILLS

Reduce all movement up hills by 25% and all movement down hills by 25% too (it's hard to stop and keep your balance). Downhill attacks get double the normal attacks on the first turn of contact **WHEN THE ATTACKER MOVED DOWN THE HILL TO MAKE THE ATTACK**. (Momentum) No missile fire **OVER** hills.

SWAMP

1/3 Normal movements, everyone fights at 1/2 effectiveness. All bows take three times as long to reload as normal. No **MOUNTED** movement in swamps. No wagons or wheeled vehicles movement in swamps allowed.

OPEN TERRAIN

All factors are normal.

ROCKS, BUSHES, TABLES, CHAIRS, etc.

Each of these items will stop normal movement through the area that they occupy. If the referee declares that the item is small enough to move, players will follow the procedures that the referee lays down for moving them. In the case of a chair a normal player with a strength of twelve could move a chair in one turn and even use it to attack an adjacent opponent! A table might require two normal players to move it 1'' in one tactical turn.

LOW WALLS (Also trees, etc.; any sort of low barricade that players can see over)

Reduces movement so that it will take one turn to climb over the barricade.

During that turn the character cannot defend itself against attack. If blocked from exiting the other side the character can either recross the barrier or fight at 1/2 normal odds of hitting his opponent. The attacking character will defend normally.

LADDERS

Like climbing over a barrier. Characters will normally climb 5'' a turn during which they cannot engage in any other kind of activity.

ARROW SLITS

So long as you can be seen, you are exposed to missile fire from the inside. Fire **INTO** the tower is minus 75%, and is only allowed if you are **ADJACENT** to the slit, and being fired by at the **TARGET**. The odds of you being hit are reduced 50%. No missile fire from ladders, only fire allowed from ground level or when on platforms (walkways, etc.).

Gates and other narrow approaches simply reduce the number of opponents that have been fought at one time. The gates, doors, etc. must first be removed or broken down before combat is allowed.

OPTIONAL/TWO HANDED COMBAT

The **DAGGER** can be used in conjunction with the **SWORD, HAND AX, CLUB** or **SHIELD** to allow the player an additional attack. This second attack is handled in the same manner as is the first except that the players **BASE HIT CHANCE** is reduced 50%. To utilize the two weapons the player must, of course, have completed the training in both weapons. If the shield is used by the player to gain the second attack bonus it may not be used on the defense to gain the players chance of deflecting damage. **EXAMPLE:** Count Horace, in the control of the Ax of Blood Sight, breaks through the sorceror's door and, as he charges up the stairs, draws his dagger. On reaching the second floor of the tower he is set upon by two of the wizard's guardsmen. Horace directs his attack against the elder, as when fighting with two weapons **BOTH ATTACKS MUST BE DIRECTED AGAINST THE SAME TARGET**. His base to hit with the ax is 40% plus 23% in modifiers for a 63% chance to hit. His base to hit with the dagger is 40% divided by 2 or 20%, plus 23% in modifiers, for a 43% chance to hit with the second chop. While thus engaged the second guard has sunk a sword into his back scoring 8 hits damage.

STAMINA: Each segment of melee requires a tremendous expenditure of energy. To reflect this each player can melee one turn for every 5 points of **STAMINA** that their character possesses. Each turn that the player does not move, does not attack, or is not attacked he recovers three points of expended stamina. If the player moves but does not attack or is not attacked he will regain **TWO** point of expended stamina. If the player moves and engages in combat no expended stamina will be recovered. Any other possible mode, other than those stated above, will result in the player regaining **ONE** point of expended stamina. (the 5 points mentioned above are expended in the melee segment.)

AN EXAMPLE OF THE USE OF STAMINA IN COMBAT:

Omar the swordsmen is meeting the charge of the maniacal Count Horace up the stairs of his Sorceror's tower. Omar has a stamina of 54, Horace a stamina of 32. In the first rush Omar and Horace expend 5 points each (Omar is now at 49, Horace at 27). After two more segments of melee Omar is relieved on the steps by Horal, whose stamina is 88. On the turn that Omar moves away he is not attacked and thus regains **TWO** of his fifteen expended stamina points, on the next turn he will not move and will regain three more. Horace on the other hand has no chance for respite and by the time that Omar has regained 5 of his 15 expended points Horace is left with a mere 7 remaining stamina, five turns at five points per turn. For the result of lowering stamina to zero or below in combat see the **STRENGTH SECTION** in the **CHARACTER SET-UP** section.

ARMOR SAVING THROW (OPTIONAL)

By wearing armor a player will minimize or even avoid damage from hits that would normally wound or even kill. In the basic game there are three types of armor and two types of shield with an optional helmet.

For each piece of armor being worn there is a chance that a blow that struck the player actually struck the armor and perhaps deflected or reduced the damage that would normally be received.

HELMET	10% Chance (Blow deflected)
SMALL SHIELD	25% Chance (Frontal only)
LARGE SHIELD	65% Chance (Frontal only)
LEATHER ARMOR	55% Chance (Damage reduced to 2/3)
CHAINMAIL	60% Chance (1/2 normal damage)
FULL PLATE ARMOR	90% Chance (1/3 normal damage)

Each time that an armored area is hit the damage normally taken is reduced as noted above. When a shield is hit, however, then **NO DAMAGE** is suffered, but they will only ward off frontal attacks (see tactical battles). Note also in the missile section that at certain ranges archery will penetrate the above armor. Crossbows and Longbows will penetrate **PLATE** at medium and short ranges and inflict full damage treating helmets as **PLATE** for this purpose. **LEATHER** ar-

mor is not proof against archery at any range when the target is hit. **CHAINMAIL** is proof against short bows at long range and will reduce damage (as noted above) against all archery except at short ranges!

Note: Never proof against magical damage except magical armor.

STRENGTH BONUS (OPTIONAL)

An extremely strong person, or creature, that is able to hit another creature will be more likely to inflict greater damage than a creature with normal strength. A simple modification of the normal damage inflicted based on that extra strength (or weakness) would be as follows:

WEAK:	(Strength roll of 0 to 30) and 1 Hit Dice creatures will inflict 1/2 normal damage (take all damage rolls, divided by 2 and round up). Thus a damage roll of 5 would inflict 3 points damage.
NORMAL:	(Strength is 31 to 70) and 3 Hit dice creatures. Inflict the normal damage of one six sided dice.
STRONG:	(Strength 71 and above) and creatures with more than 3 hit dice will inflict double the normal damage. Take the normal damage roll and multiply it by two (2).

HOW TO GAIN EXPERIENCE



Within the framework of the game the main objective of the players is to become a success. In a general way these "Victory Conditions" are reflected by the player grabbing wealth and power through the successful completion of various adventures. A player gains **EXPERIENCE** through the actual completion of various acts that will gain him further insights and practical knowledge into the way things are done. For a player whose vocation is to be a **WARRIOR** this will mean the experience gained by defeating enemies in personal combat. For a **MAGIC** user it would be the expertise gained by the use of spells and defeating other magicians.

FIGURING THE LEVEL: Within the **BASIC GAME** the normal (unmodified) values are taken from the **COMBAT MATRIX** for the % chance of killing the creature engaged. This is modified by multiplying the % chance by the number of hit dice the creature has. These two numbers are compared and the smaller divided into the larger and then divided by 2 to determine **EXP** increase.

HOW A WARRIOR GAINS EXPERIENCE

For warriors the following formula should be used.

$$\frac{\text{LOSERS HIT CHANCE}}{\text{VICTORS HIT CHANCE}} \times \frac{\text{LHD}}{\text{VHD}} \times \frac{\text{L EXP. LEVEL}}{\text{V EXP. LEVEL}} = \frac{\text{VICTORS EXPERIENCE}}{\text{LEVEL INCREASE}}$$

The terms are defined as follows:

LOSERS HIT CHANCE—The % chance of hitting the opponent as used in their melee. In this case the losers chances of striking the winner.

VICTORS HIT CHANCE—Same as above but reflecting the winner's basic chance of striking the loser.

LOSERS HIT DICE—The number of **HIT DICE** that the creature which was defeated, normally has.

VICTORS HIT DICE—Same as above but based on the number of **HIT DICE** the **VICTOR** normal-has.

LOSERS EXPERIENCE LEVEL—The actual level of **EXPERIENCE** that the defeated creature had. This is considered to be 0 unless otherwise known.

VICTORS EXPERIENCE LEVEL—As above but for the **VICTORIOUS** creature.

VICTORS EXPERIENCE LEVEL INCREASE—This number represents the **VICTORIOUS** creature's addition to it's **EXPERIENCE** level at the start of the combat just completed.

If more than one player engaged the creature on the turn that the creature was killed then all those that attacked it on that last turn will have their values added together when that number is compared to that of the defeated creature. This level increase is then awarded to each attacker.

Just as the creature's ability to be hit by the attacker is increased by attackers levels of experience, so too is its ability to hit these attackers is reduced 1% for each level of experience that they have. Thus if a warrior has a bonus of 2% in attacking the creature then that creature has its attack reduced by 2%.

For each level increase that a **WARRIOR** attains, add 1% to the chances of hitting the target based on the **COMBAT MATRIX** in the basic game.

A gain in level is based on the actual experience gained in combat and not in **REPUTATION**. An increase in level is awarded for each opponent of equivalent level that the player defeats. This equivalent level is figured as shown above.

HOW TO GAIN A REPUTATION

It is often said that a man's mouth is often quite a bit larger than his fists. So an attempt is made herein to reflect this aspect of life within the framework of a **FANTASY ROLE PLAYING GAME**.

In other areas a player's **REPUTATION** (as distinct from Experience) is what others (players and non-player characters) **THINK** or **BELIEVE** that the player has done. Thus an unfortunate player who kills his foes without witnesses or being able to prove his success, will gain little **REPUTATION** even though he may gain experience. Thus an unscrupulous player can brag about many accomplishments that may not be true to enhance his **REPUTATION** and gain power and followers. This is dangerous since if discovered his **REPUTATION** will be reduced to a level one half his actual **EXPERIENCE AND** in future he will have to verify all his success through neutral observers before his reputation will increase.

EXPERIENCE AND THE MAGIC-USER:

Magicians gain experience through the successful use of their magical abilities. Points are awarded for success in the following circumstances:

- 1) Gaining New Spells as follows:
 - a) Gain Non-Alignment spell or a spell of another alignment your experience gain is equal to the magic point value of the spell **DIVIDED** by **TEN**. **EXAMPLE:** If a 6 point spell is gained you receive .6 experience points.
 - b) Gain spell of your alignment is worth the Magic point value of the spell divided by **FIVE**. **EXAMPLE:** A Chaos wizard who gains a 4 point chaos spell gains .8 experience points.
 - c) From operations of **PERMANENT MAGIC** .1 experience point is gained per Permanent point expended.
- 2) Combat Use of Magic:
 - a) Points are awarded for the defeat of a Magic User of an opposing alignment as follows:

DIVIDE the experience level of the loser **BY** the experience level of the Winner to yield the number of experience points gained.

In the basic game only **LAW** and **CHAOS** are considered to be a **MAGICIAN** for this only if its interests is magic.
 - b) Defeat Magician of other than opposing alignment you receive points by dividing the losers level by the winners level and then dividing the result by 2.
 - c) Victory over magician in sorcerous combat garners .5 experience points for the victor.
 - d) Defeat any Non-Magician gains points as follows: **DIVIDE** the **CREATURE VALUE** (or experience level if warrior) by the **MAGICIAN'S EXPERIENCE LEVEL**. Then divide this result by **TEN**.
 - e) Break Permanent Magic cast by a magician of a **DIFFERENT** alignment. Per breakage points are awarded as follows: **DIVIDE** the **SPELL CASTERS** level by the level of the magician attempting to break the spell. The result of this division is then divided by **FIVE**. These points are only awarded for breaking permanent

magic on an edifice. Breaking the permanent magic on an artifact gains the caster .1 experience points regardless of the casters level.

SOCIAL RANK INCREASE:

Within the framework of the game players will, to a certain extent, measure their success by increasing their social status. This increase in status is granted by the hierarchy of the culture to which the player is associated.

Success is measured (**FOR WARRIORS**) by a gain of one social level for every level of experience. This means that a warrior with a status level of 10 (A Knight) would increase in social level to 11 if he gained one experience level. If he had gained 5 levels his status would rise from 10 to 15. Irregardless of the number of status levels gained in a particular adventure a player may never increase more than one social rank in any given year.

If castles are unavailable to be awarded the rank increases will be purely honorific and no increase in income will be awarded for the ranks of **KNIGHT** and higher. A player born to the title will automatically have the income and lands normal for his title rank.

If all available social positions are filled within the established framework of the campaign then the player cannot advance in rank until there is an opening in the social hierarchy at his rank level.

EXAMPLE: OMAR is a **SQUIRE**, a social status **NINE**. He has amassed sufficient experience to raise his status to that of a **BARON**, social status 15. Unfortunately for Omar, though there is an opening at the **BARON** level, there are no openings at the **KNIGHT** level which rank Omar must hold before he can become a Baron. As none of the Knights have sufficient status to gain the barony, and Omar cannot gain the Barony without first gaining Knighthood, the barony remains vacant and Omar remains a squire.

To determine if any given slot is open in a given year roll two 20 sided dice. There is a 2% chance in any given year that a given position will fall vacant.

SEE ALSO QUESTS

THE MAGIC-USER AND THE CAMPAIGN:

Though still "only Human," the magic-user has special attributes that must be spliced into the campaign carefully. To reflect this the following guidelines for handling magic-users in the campaign should be considered:

THE MAGIC-USER AND PLAYER CHARACTERISTICS: The characteristics of the magic-user are determined as is normal for his race. Their knowledge of magic does negate their essential characteristics common to all members of their species.

STATUS: The magicians starting status is determined in the same manner as all players. If the magic-user is Chaotic then status is not used any differently than for other players. If, however, the magic-user is Lawful or Neutral there is a major difference in the handling of status. The wizard is placed outside the normal rank advancement of the society. He retains his starting status rank irregardless of what his status level rises to. **EXAMPLE:** Al-Haza started play as a Knight. In subsequent adventuring his status **LEVEL** has increased from 10 to 20. In rank, though there were vacancies, he remains a Knight. The normal rank advancement process is restricted with the exclusion of magicians. To such as Al-Haza the title is in any case meaningless. Finally, irregardless of the magic-user's rank he receives **NO** rank salary.

WEALTH: Per month that the wizard allocates at least **ONE** week of his time to magical service the wizard will gain **1 SILVER PIECE** per experience level + (status level/**TWO**). **EXAMPLE:** Al-Haza has a status level of 20 and an experience level of 11. If he allocates his time to magical service he will receive 21 silver pieces per month in fees. The time cost to collect this sum is one week. If four weeks are thus spent he could garner 82 silver pieces.

A second source of possible income for the wizard is to influence a noble (see **CHARISMA**) in hiring the magician into his court. If this position is obtained the magicians will receive 10% of the noble's monthly income each month. In addition the magician will be provided with his upkeep and with private rooms in the noble's household. In this service the magician must allocate at least **TWO** weeks per month to the service of the noble who hired him.

Finally, the magic-user gains education, outside of using magic to obtain it, in the same way as normal for others. On finishing his magical apprenticeship the magician has skills 1 and 2 (see **EDUCATION**) some arcane language and his starting spell knowledge.

THE TOWER: The objective of most magic-users is to attain their own dwelling so they can more readily concentrate on their magic. The favored dwelling of the magic-user is a tower (see

the **SORCERORS** tower). The tower of Al-Haza presented earlier is an example of such a tower. Due to the special requirements mandated for such a tower, when the wizard constructs it it will cost 50% more money than is normal for a normal tower.

MAGIC-USER ENCOUNTERS:

Magic-User encountered randomly will be considered to have no physical or weapon skills. There is a 40% chance that they have mastered Horsemanship I.

The level of the magic-user encountered, in the basic game, is 1 to 10. Per level there is a 5% chance that the magic-user has an **AMULET** (1 + 2), **TALISMAN** (3 to 5) or **MISCELLANEOUS MAGIC ARTIFACT** (6).

The magic-user will be accompanied by 1 to 3 warriors. Their experience level will be 50% of the magic-user's level rounded up. Their chance of having a magical artifact will be 5% per level of the magic-user. (If level 7 **MU**, they are level 4 warriors with a 35% chance each of having a magical artifact.) The training possessed by the warriors is entirely at the referees discretion.

The spell knowledge of the wizard encountered will be the starting knowledge for a magic-user of his intelligence **PLUS** 2 spells per experience level. The spells beyond starting knowledge are divided as follows:

50% Spells of the Wizards alignment (1-2 **LAW**, 3-4 Neutral, 5-6 Chaos)

25%, rounded up, non-alignment spells. This does not count the magic-users starting knowledge.

THE REMAINDER, spells of another alignment. If a neutral wizard these will be spells of either **LAW** or **CHAOS**, not both.

NON-PLAYER CHARACTERS

In the course of the game player characters will find it expedient to recruit additional manpower to assist them in their operations. Since there is a limit to the number of real players that may be available some guidelines must be laid down for the operation of these non-player characters.

- 1) Non-player characters must always be paid, fed and sheltered (see the section covering costs) for one month prior the start of an expedition. Failure to do so will mean that the non-player characters all desert, carrying any gear that they were issued, with them. In the future any non-player characters that are recruited must be paid **DOUBLE** for the first month before they will serve with the player character.
- 2) In general a player character can recruit one man for every Social Status point he has, and one man for every three Charisma points he has. Thus a social Status 5 player-character with a Charisma of 13 can recruit 9 (nine) men.

The Advantage of this method is that **MEN SO RECRUITED DO NOT HAVE TO BE PAID UNTIL AFTER** the First expedition. There are two qualifications to this however:

A) All will share equally in any treasure and other goodies found. This will be based on the followers' Social Status (thus a level 5 Social status will get five shares, a level three, three shares, etc.)

B) For every man lost on the expedition one less can be recruited for the next year. In the above example if four of the nine were lost on the first expedition then only five can be recruited over the next year. After one year everyone will "Forget."

Additions in Social Status will allow additional recruits to be enlisted at that time regardless of previous losses. ("He's important now!")

- 3) In the course of an expedition non-player characters will only obey when their Charisma, etc. is compared to that of the player-characters' (See **CHARISMA** section). So that when doors are opened, traps spring, monsters engaged, etc. the non-player character will do so only when the player-characters charisma allows it. To save time these scores can be checked before the expedition begins, by the referee. Once the non-player character obeys, he will always do so. Thus his obedience need only be checked once per expedition.

LOYALTY AND RESPONSIBILITY

A Player Character with a Higher Social Rank may Grant to any other Player-Character of lesser Social Rank and boon that they deem fit to grant. In no case may the boon grant the player-character receiving it, more money or social rank, than the Granting player has to give.

ADVENTURES IN FANTASY

BOOK OF FAERRY AND MAGIC

BY RICHARD SNIDER AND DAVID L. ARNESON



INTRODUCTION

The essential variability of magic is almost limitless. This book attempts to set forth a simple system covering the operation of two major forms of that magic, the magic of man and the magic of faerry.

These two magic types have essential differences in their procedure. The magic of man is gained through the formation of ritual pacts with the force **PERSONIFICATIONS** of nature and the alignments. The magic-user serves as a focus for the utilization of **THEIR** power, or essence (for their essence is power), to **HIS** purpose. The limitations of this basic game do not allow a full attempt to delineate the procedures of this type of magic. In the near future a supplement will be completed which will expand the scope of this magic to something that will approach its true immensity.

The magic of the Faerry races achieve its effect by the Faerry magicians' ability to mold the essential force that exists in all matter. The Faerry do not gain power through gods as does man. Their magic is tapped from older sources that are the basis from which these essential personifications evolved. The Faerry have a great fear, and some loathing, of personifications and bend every effort to insure that the attention of the gods does not fall on Faerry. The basic faerry magic system is a very simplistic view at the Faerry races and their arts. In the future the attributes, and history, of these races will be discussed in greater detail. For now we hope that the players will find this section as thought provoking and playworthy as we do.

TABLE OF CONTENTS BOOK II

INTRODUCTION	ii
TABLE OF CONTENTS	iii
BASIC MAGIC	1
LIST OF SPELLS	5
DESCRIPTION OF SPELLS	6
PERMANENT MAGIC	20
SORCEROUS COMBAT	23
RESTRICTIONS ON MAGICIANS	26
MAGICAL FATIGUE (OPTIONAL)	27
FAERRY MAGIC	29
SONGS OF FAERRY	31
RUNES OF THE FAERRY	34
THE FAERRY RACES	37
ELVES	37
DWARVES	41
GOBLINS	42
THE FAERRY	43
CHANGELINGS	44
FAERRY CAVERN COMPLEX	44
ELEMENTALS	46

BASIC MAGIC

INTRODUCTION

The magic system established for these rules is an effort to recreate, as simply as possible, the actual manner in which Sorcery was thought to be accomplished.

Sorcery is the art of manipulating, manifesting and **USING** the forces whose influence and rivalry dominates the environment. The powers of the sorcerer are his to use on agreement with forces to whom the power of the greatest sorcerer is but that of a more or less noisesome fly. Can you kill a god? Yes, on the day that you can powder a mountain with a dagger.

Without further diversion then, it is my hope that you find this system as intriguing as the fact on which it is based truly is. It is in no way totally realistic but it is playable and as close as you can get it, short of a 250 page book.

MAGIC POINTS

Master you are apprenticed to must be higher than level **8 EIGHT**.

Normal magic points represent your basic innate ability to perform magic as determined by your intelligence.

INTELLIGENCE	MAGIC POINTS
--------------	--------------

01-42	NONE
43-54	1
55-67	3
68-80	5
81-95	6
96-100	8
101 + up	10

Experience modifies the number of **NORMAL MAGIC POINTS**. The number of points listed in this left hand table is the number that you gain per increase in level as a magic-user.

In example, your character has an intelligence score of 68. At level **ONE** you would therefore have a **NORMAL MAGICAL ABILITY** of **FIVE MAGIC POINTS**. As you increase in levels this will increase such that at level 2 you have **TEN**, level 3 **FIFTEEN**, level 4 **TWENTY** and so on.

Normal spell points are used for casting non-alignment or alignment spells. In addition the Faerry, and any humans who manage to make the proper connections to learn it use these points for the casting of **FAERRY MAGIC**. Above points represent the **MAXIMUM** number that you may cast in one day.

APPRENTICESHIP:

Before a player may utilize any magic he must complete his apprenticeship. Time to complete apprenticeship for Magic is **ONE FULL YEAR**. If you do not complete the entire block of time consecutively the time spent is wasted. Example — you spend **EIGHT** months allocating faithfully and fail to allocate in the ninth month. In this case the previous eight months of study are wasted. You still may not use any more magic than you could if you had never been an apprentice at all.

Depending on intelligence your knowledge and level after completion of the apprenticeship varies as follows:

INTELLIGENCE	SPELLS	LEVEL (EXPERIENCE)	SPELLS
43-67	2(1-2pt.)	1	a(x-ypt.) a refers to the number of spells you know. x-y is the point range that you may select from.
68-95	3(1-3pt.)	1	
96 + UP	5(1-4pt.)	2	

Example: intelligence of 60 your two spells may require no more than **TWO** magic points to cast each.

Spells selected as starting knowledge may be selected from non-alignment spells only. Beyond these starting spells any other spells you desire to gain will require the full allocation of the necessary time.

These requirements are as follows:

GAIN NEW SPELL: NONALIGNMENT = TWO WEEK/ALIGNMENT = FOUR WEEKS

Time spent attempting to gain new spells of any kind must be spent in total concentration without interruption of any kind. For the play of the game this will mean that if the player allocates time such that he is doing something else at the same time that he is trying to learn the spell or if another player character interrupts him during the period then the time spent thus far is lost and the spell is not gained. To produce any kind of magic the magic user must have this period of concentration and purification; if he is diverted by anything the efficacy of both is shattered. This applies only when the magic user is actually trying to gain a spell, cast a spell, or perform permanent magic.

BATTLE TIME TO CAST MAGIC:

Depending on the magician's level it will take more or less time for him to cast a spell. The following chart applies:

LEVEL	POINTS MAY CAST PER TURN	CLASS
1-7	5	MAGICIAN
8-14	8	SORCEROR
15-21	13	WIZARD
22 + UP	20	MAGE/MASTER

SAVING-THROW

During the course of the game, characters may be involved in combat in which magic spells are used against them. In such cases, unless otherwise noted, there is a chance that the spell will not work. This chance represents the innate resistance of the character against magic. The process of determining the outcome of this chance is called "making a saving-throw"; that is, a character "makes his saving throw" and thus is saved from the consequences or else he "fails his saving throw" and suffers.

Saving-throw Table

Point of Spell	Base Saving Percentage
----------------	------------------------

1	80
2	77
3	74
4	70
5	66
6	62
7	58
8	54
9	50
10	45
13	40
15	30

Notes:

- 1) If the victim is a warrior, add 2% for every 4 experience levels. Example: a level 12, 13, 14, or 15 warrior would add 6% to his base saving percentage.
- 2) Magic-users of level 10 or higher reduce the base saving percentage against their magic by 2% per level above level 9. Example: a level 11 sorcerer casts a 5 pt. spell; the base chance of the victim is 66% but this chance is reduced for that sorcerer's level by (2 times 2%) to 62%.
- 3) If the victim's Dexterity is 95 or higher, add 5% to the base saving percentage.
- 4) If the victim's Intelligence is 91 or higher, add 5% to the base saving percentage.
- 5) If the victim is larger than human, add 5% to the base saving percentage.

The point value of the spell being cast at a character determines the base saving percentage. This base saving percentage is then modified both upwards and downwards by any applicable modifiers; the result is the chance to resist the spell. The player then rolls two, 20-sided dice to "make his saving-throw." If the roll matches or is less than the number of the chance, the spell does not work against the player (unless otherwise noted). If the roll is greater than the number, the spell does work.

- 6) A modified base saving percentage that falls below 10% is disregarded; the saving-throw chance is 10% in such cases.
- 7) A modified base saving percentage cannot rise above 100%. If 100% or

greater the chance to save is reduced to 99%.

8) Optional

During the life of a player character, add 1% for every two saving-throws successfully made and subtract 2% for every two saving-throws failed.

Example: A level 6 warrior is walking through a forest and is ambushed by a level 10 Chaotic Sorcerer. The Sorcerer casts a Mind Control spell which is an 8 point spell. The base saving percentage is 54% and is modified as follow: on the plus side — +4% for being a level 6 warrior (Note 1); on the minus side — -2% for being a level 10 Sorcerer (Note 2). The net result is: $54 + (4) - (2) = 56\%$. If the warrior rolls a 56 or less, the Mind Control spell does not work; if the warrior rolls greater than a 56, the spell does work and the warrior is under the control of the Sorcerer.

Alignment

There are three Alignments: Lawful, Neutral, and Chaotic. A magic-user chooses his Alignment by the learning of his first Alignment spell; thereafter the character is considered to have chosen which side of the eternal struggle he will be on and must observe the following restrictions.

- 1) Lawful magic-users may not learn Chaotic spells and Chaotic magic-users may not learn Lawful spells.
- 2) Lawful and Chaotic magic-users may learn Neutral spells, but the effects of the spells are cut in half.
- 3) Neutral magic-users may learn spells from one other Alignment of their choice, but the effects of the spells are cut in half.

All magic-users, regardless of Alignment, may learn as many Non-alignment spells as they wish.

Chart of Spells

Below are listed the name of Non-alignment and Alignment spells available and the number of magic points needed to cast them.

NON-ALIGNMENT SPELLS

CREATE FRUIT	1	CHARM SERPENT	3	CHARM MAN	5
CREATE WATER	1	CURE CHARM	3	FASCINATION	5
GAMBLING	1	DARK SIGHT	3	DELUSIVE APPEARANCE	5
OPEN DOOR	1	FIND PRECIOUS STONES	3	DESIRE	6
WIZARD SIGHT	1	OPEN PRISON & LOCK	3	POISON	6
CREATE MUSIC	2	TELEPATHY/MENTAL BOLTS	3/9	SNOWSTORM	7
VIGOR	2/4/6				
FIND GOLD	2	CONCEAL TREASURE	4	MIND CONTROL	8
LEVITATION	2	FLY	4	PERSECUTION	8
AGRICULTURE	3	SUGGESTION	4	LONGEVITY	10

CHAOTIC SPELLS

INSOLENCE	2	MAD FURY	6	CORRUPTION	9
GUILE	3	THROE	7	DESTRUCTION	9
HATRED	3	CHAOTIC FIRE	8	INSANITY	10
MALICE	3	PLAGUE	8	KNOWLEDGE	10
DARKNESS	4	TERROR	8	NECROMANCY	10
BLOOD WOUNDS	6	ANGER & REVENGE	9		

NEUTRAL SPELLS

ABANDON	2	RAIN	5	SHAPE SHIFTING	8
CHARISMA	2	THEFT	5	EMPATHY	9
PROTECT DWARVES	2	DISPELL MAGIC	6	TRANCE	9
RHETORIC	2	ECSTASY	6	LIFE FORCE	10
INSPIRATION	3	WIND	6	TELEPORTATION	10
CURSE CROPS	4	GOOD LUCK	7	WHIRLWIND	10
STRENGTH	4	CHARM ALL	8	FUTURE KNOWLEDGE	8
CONTROL HORSES	5	FEAR	8		

LAWFUL SPELLS

LIGHT	2	INVISIBILITY	6	CURE STUPIDITY	9
PROTECT FROM CHAOS	2	LOYALTY	6	ANNIHILATION	10
HEALING	3	FIRE	7	BURNING LIGHT	10
OBEDIENCE	4	PROTECT FROM DRAGONS	7	IRON MIST	10
		LIGHTNING	7		
PROTECT WARRIORS	4	COMMOTION	8		
TRUTH	5	MIGHT	8		

DESCRIPTION OF SPELLS



The descriptions of the spells available are listed in alphabetical order.

ABANDON—Anyone affected by this spell will disregard any actions that do not inflict damage on his person, devoting himself totally to cavorting about as if he were in the middle of idyllic splendor. The spell affects only one human. If he is attacked while under this spell, the attackers have a +30% chance of hitting. Any hit will break the spell; the spell cannot be dispelled. The range is 40 ft. Normal saving throw. The spell lasts for three turns.

NEUTRAL
2 POINTS

AGRICULTURE—This spell will increase the yield of one acre of land by 25%. The spell may never be cast more than once in any given acre. The caster must be standing in the middle of the acre. The results of the spell occur at harvest time. Effect doubles yield of the field.

NON-ALIGNMENT
3 POINTS

ANGER & REVENGE—This spell inflicts the victim with an unreasoning anger and a burning need to gain revenge. This anger must be directed at anything or person or any group of things or persons within 30 ft. of the victim (choice of caster). While affected by the spell, the victim has a +10% chance to hit the targets and a 15% chance to be hit. The range is 20 ft. Add 10% to the victim's chance of making his saving throw. The spell ends when dispelled or all the targets are killed or destroyed.

CHAOTIC
9 POINTS

ANNIHILATION—Anyone affected by this spell becomes a mindless vegetable. The spell may be aimed at only one entity and Lawful magic-users may never use this spell on Lawful creatures. The victim will die within 24 hours unless he is taken care of. If this spell is used by a Neutral magic-user, the effect will be cured automatically after 48 hours. The range is 100 ft. Normal saving throw. There isn't anyway to cure or dispell the effect of this spell after it has taken effect.

LAWFUL
10 POINTS

BLOOD WOUNDS—The victim of this spell will suffer one hit per melee round that his saving throw is not made. The spell may be aimed at only one person and the effect is over and above any other hits the victim may have taken in the turn. The range is 60 ft. A normal saving throw is allowed each turn. The spell lasts for 6 turns, 18 melee rounds.

CHAOTIC
6 POINTS

BURNING LIGHT—This spell will affect a 20 cubic foot area around the caster. Any creature within this area is burned alive. Any creature that is normally affected by light has his saving

throw chance reduced by 10%. If the saving throw is made, the victims will suffer 2 to 12 hits. There is a 20% chance of blindness with sight returning in 2 to 20 turns. This spell does not have any effect on dragons, elementals, or those of the Jinn race. The spell lasts for one turn.

**LAWFUL
10 POINTS**

CHAOTIC FIRE—The lesser fire of Chaos will inflict three hit dice of damage on every entity in the spell's range. Dragons, Elementals, and those of the Jinn race are unaffected by this spell. The range of the spell is a 10 foot wide area, 10 feet in length for every experience level of the caster in any direction the caster chooses. If the saving throw is made, only one hit dice of damage is suffered by the victim. The spell lasts for one melee round.

**CHAOTIC
8 POINTS**

CHARISMA—This spell will increase or decrease the Charisma Number of any one character by 50%. The range is 40 feet. The saving throw against this spell is optional and the sorcerer may cast it on himself. The spell lasts for 24 hours.

**NEUTRAL
2 POINTS**

CHARM ALL—This spells allows the magic-user to charm any one creature for 10 turns. The charmed creature will follow any order of the caster short of taking his own life. (The spell will be broken if the creature is told to commit suicide.) Once a magic-user has succeeded in charming a creature he may automatically charm creature again (he need only expend 4 magic points in this case) for 10 turns. The range is 80 feet. If the saving throw is made, the spell has no effect.

**NEUTRAL
8 POINT**

CHARM MAN—This spell allows the magic-user to charm one human for 20 turns. The charmed human will follow any order of the sorcerer short of taking his own life (the spell will be broken if the human is told to commit suicide). The caster may recharm the human who has his saving throw chance reduced by 10%. The range is 100 feet. If the saving throw is made, the spell has no effect.

**NON-ALIGNMENT
5 POINTS**

CHARM SERPENT—This spell will not actually allow you to control the actions of serpents but it will keep them from attacking anyone that the magician desires to protect as long as the influence of the spell lasts. The duration of the spell is twelve turns. It has a range of 60 feet. It will automatically effect any serpent within this radius.

**NON-ALIGNMENT
3 POINTS**

COMMOTION—The spell produces a 40 cubic foot area of disorienting noise. Any creature within the area that does not make its saving throw will be distracted and attack with a -5% chance to hit. The defense of those affected is normal. The saving throw must be taken each turn within the effect with the effect on the attack being additive (if affected three times in a row -15%). The duration of the spell is 20 melee rounds. It has a casting range of 80 feet. Effect ends when you move out of effect area.

CONCEAL TREASURE—With this spell the magician may conceal any amount of inanimate treasure. Treasure concealed in this manner may only be found by magicians and those with magical aid of some kind. The spell lasts 48 hours or until it is dispelled. The range for casting this spell is 30 feet. If the magician who cast the spell returns before the duration is over he may cancel it by moving to within 30 feet of the treasure. Any other must use a dispell magic spell to make it visible.

**NON-ALIGNMENT
4 POINTS**

CONTROL HORSES—With this spell the magician can order any horse, including Elvin, to

perform a single action. The horse has no saving throw and will obey the command to the best of its ability. The effect terminates when the action is carried out. The magician may try to enforce any command he can think of. The casting range is 100 feet.

NEUTRAL
5 POINTS

CORRUPTION—Any creature afflicted will die of slow rot unless the effect is cured or dispelled. Per day, starting immediately, the victim will rot **ONE** hit. Any damage taken from this spell is permanent and can never be cured. The casting range of the spell is 90 feet. If the saving throw is made against the effect it will have no effect. The spell is always cast at a specific target.

CHAOS
9 POINTS

CREATE FRUIT—This spell creates up to **ONE** pound of fruit, the type of fruit is up to the magician. The fruit will last 24 hours if not consumed. If consumed it is fully satisfying and will satisfy the days food requirement for **ONE** person. The fruit appears where the magician desires within 20 feet of his position.

NON-ALIGNMENT
1 POINTS

CREATE MUSIC—The spell fills the air with wonderful music. The actual music is up to the magician but must be something he has heard. Any creature that moves within 100 feet of the magician must make a saving throw. If the throw is missed they will hesitate **ONE** turn in any action they were taking. If attacked while hesitating they will defend at - 5% and be unable to attack. This spell fully affects intelligent creatures.

NON-ALIGNMENT
2 POINTS

CREATE WATER—This spell allows the magician to create up to **ONE** gallon of water anywhere within 20 feet of himself. If the water is not consumed it will disappear in three turns. If consumed it will satisfy the water needs of **TWO** people or one animal for the day. To effectively consume the water there must be a container that the magician can materialize the liquid into.

NON-ALIGNMENT
1 POINTS

CURE CHARM—Use of this spell allows the magician to cancel the charm in effect on any entity except himself. If the level of the magic user who originally cast the charm is known then subtract 5% from the base chance to lift the spell per experience level the caster is lower than the magician that cast the charm. If the level is unknown roll a 12 sided die to determine a random level. The base chance of the spell working is 100%. To utilize the spell the individual to be affected must be touched physically by the magician.

NON-ALIGNMENT
3 POINTS

CURE STUPIDITY—A magician may never use this spell on himself. It may only be used to affect Humans and Faery races. The effect permanently increases the intelligence of the target 2-20 points. The spell may only be used once on any entity. The saving throw must be taken against the spell's effect. If it is made the spell has no effect and can never be tried again. To achieve the desired effect with this spell the magician must touch the entity to be affected. Roll the effect with two twenty sided dice.

LAW
9 POINTS

CURSE CROPS—This spell will make one acre of land sterile for a full year. Land thus treated will be incapable of sustaining any vegetation. The effect of the spell may be cancelled by an **AGRICULTURE** spell. If this spell is cast within **ONE** month of the curse the field may still be used to produce normally. If cast at a sacred wood, i.e. one containing **HAMADRYADS** or **NYMPHS** the area is allowed a saving throw against the spell. This is **ONE** throw, all or nothing. If failed all such nymphs within the area are killed. In casting the spell the magician is the center point of the area to be affected.

NEUTRAL
4 POINTS

DARKNESS—This spell creates total darkness. Those in physical contact with the magician, and the magician, can see in this darkness. The spell lasts two turns per level of the caster with a radius of 10 feet per level. Faerry races and a person under the influence of a **DARK SIGHT** spell can see in this darkness. All light is extinguished on entering the effect. A **LIGHT** spell will create an area of normal darkness for a distance equal to 1/3 of its normal range.

Other creatures who can normally see in the dark will be able to see 30 feet in this darkness. If someone that can see in the darkness attacks someone that is blinded by it he will have a +25% chance to hit. Chaotic Dragons are unaffected by this spell, other dragons may only see 30 feet.

CHAOS
4 POINTS

DELUSIVE APPEARANCE—Allows the magician to camouflage his own physical appearance. He may take the appearance of any other entity of a like species that is not greater in size and no less than 25% smaller in size. **EX-** A Human sorcerer cannot disguise his appearance as other than a **HUMANOID** type creature. He may not disguise himself as a Troll or Faerry. He may disguise himself as an elf or a dwarf. Twenty-five percent less in size is based on the averages listed in the creature descriptions. If disguised as a dwarf the chance of discovery will increase 10% due to his size.

This spell can only be detected by magicians and persons that know the face of the person the magician has become. Chance of meeting persons who know the face of the person you are pretending to be is 20% in a city, otherwise nil. Optionally the magician may disguise himself with vague characteristic features of the race he is posing as. If this is done then persons that are encountered will be allowed a saving throw against the spell. If they make the throw they will see through the illusion. In both cases any magician encountered, both faerry and human, will detect the use of magic immediately and be able to see through the illusion if within 50 feet of the magician for two turns and looking in his direction. The duration of this spell is 24 hours.

NON-ALIGNMENT
5 POINTS

DESIRE—Anyone affected is compelled with an overwhelming desire to gain a particular thing, person or perform an action as specified by the magician when he casts the spell. The spell is cast at one target which is allowed a saving throw. If the throw is failed they will set out immediately to perform the desired action. This spell may never be used to compel suicide though it can set an impossible task. The casting range is 120 feet. The spell lasts until it is dispelled or the action specified is performed.

NON-ALIGNMENT
6 POINTS

DESTRUCTION—With this spell the magician may crumble a 20 **CUBIC** foot area of inanimate matter. Unless the matter is magical the destruction is automatic. If the matter is magical, such as a magic item, it is allowed a saving throw with a +10% chance of success. The spell has no effect on **LIVING** organic matter, if thrown at an armor clad warrior you will be faced by that same warrior except he will be naked and unarmed.

Matter affected by the spell is totally disintegrated so areas affected should be kept track of tactically by the referee. The casting range of this spell is 90 feet. The center of the area to be affected may be located anywhere within this 90 foot range.

CHAOS
9 POINTS

DISPELL MAGIC—This spell will negate any magic spell, Non-Alignment, Alignment or Faerry. The magic may be dispelled from spell effects, magical items or other spells made permanent by the casting magician. The item or spell effect is allowed a saving throw equal to that of the magician that cast it. **EXAMPLE:** If you attempt to dispell the permanent spell of a level 19 magician it will take a saving throw as a level 19 magician. If the saving throw is made the spell rebounds on the caster, who loses consciousness for a number of turns equal to the level of the spell he attempted to dispell (the level of the magician that made it) and the spell he attempted to dispell is unaffected. If the saving throw is not made the spell is dispelled. If you fail to

dispell the magic on the first try you may never dispell it, only one try is allowed per magician. The range of casting this spell is 20 feet. Each use of the spell must be aimed at affecting a specific person, object or spell. Only one per use can be affected.

NEUTRAL

6 POINTS

ECSTASY—Anyone struck with this power will engage in combat at the slightest provocation with the following attributes: 1) Combat capabilities will be unaffected by any wound other than a death wound, 2) He will receive **TWO** attacks per turn with a + 10% on the damage table, 3) His defense is reduced 15%, 4) While so berserk all stamina use will be ignored for the duration of the spell. Stamina used will take effect on the turn after the spell ends. If more is used then he has he will pass out for **TWO** turns per stamina point used above his ability. While affected by the spell he will chop at the closest target including, if a saving throw is failed, his own side. The saving throw to determine whether the spell takes effect or not is optional. The casting range of the spell is 60 feet (+ 10% on the damage table indicates that you add 10% to the roll that determines the type of die that is used). Spell duration is 20 turns.

NEUTRAL

6 POINTS

EMPATHY—This spell is only effective on humans or faerry races. The victim of the spell will experience any emotion that the magician desires them to feel. The magician may force them to take actions that would normally occur under the influence of that emotion. **EXAMPLE:** Hatred, the victim can be made to attack the object of his hatred which is, like the emotion, defined by the magician. The spell has a duration of 10 turns and may be reactivated as for the **CHARM ALL** spell. The emotions caused by this spell do not give the victim any special combat characteristics.

In addition, with this spell the magician may remove damage from any creature that can be affected. This is done by taking an equal percentage of damage to himself. **EXAMPLE:** A **TROLL** has taken 60% damage or 12 hits. Through the use of this spell he can cure all of the trolls damage by taking 4 hits to himself (.6 times 6 = 3.6 or 4). All damage is rounded off to the closest whole number with 5 rounded up. This is the only manner in which this power may be used. The magician may not cure the damage by putting it onto a third party. The casting range of this spell is 90 feet. Magicians must be careful in the use of this power, if entity being cured has a special damage hit they receive one equally severe.

NEUTRAL

9 POINTS

FASCINATION—The spell causes any who are affected to stop all action in total enthrallment to it. If attacked they will defend at - 10% of their normal capabilities for two turns. If not attacked they will perform no action for **SIX** turns. Any physical contact with the victim constitutes an attack in the game. The spell has no affect on **REPTILES**.

The spell is cast in a 45 degree cone for a range of 60 feet. Anything within this area that can be affected must take a saving throw.

NON-ALIGNMENT

5 POINTS

FEAR—The duration of this spell is three turns. On each turn of the affect, starting on the first turn, all entities within 100 feet of the magician who are attacking his party must take a saving throw. If they fail the throw they will flee in panic for 1-10 turns if there is an open route to do so. If there is no open route of retreat the spell reduces their attack by 5% for 1-10 turns with no other effect. Once the throw is failed it is not taken again even if within the effect. For the purpose of this spell an open route of retreat is any avenue that does not have enemy within 10 feet of it.

NEUTRAL

8 POINTS

FIND GOLD—The spell gives the magician the ability to locate the largest source of gold within **TWO** miles. Spell may only be cast on himself and lasts until a direction is received. **EXAMPLE:** Magician casts the spell, the referee tells him that there is gold to the North, and the spell ends.

NON-ALIGNMENT

2 POINTS

FIND PRECIOUS STONES—As for the **FIND GOLD** spell except the spell points out the location of the largest source of jewels.

NON-ALIGNMENT

3 POINTS

FIRE—The all consuming fire of Law. The spell will do **NINE** hits damage to any creature that fails its saving throw and **THREE** hits damage if the saving throw is made. The range of the spell is a 45 degree cone ten feet in length per level of the casting magician. **EXAMPLE:** Cast by a level 8 magician it would extend 80 feet.

Per level the magician achieves above level 9 **ONE** hit damage is added to the maximum effect of his fire. **EXAMPLE:** A level 15 magician would have a maximum damage on his fire of 15 hits. His minimum damage would still be **THREE** hits.

LAW

7 POINTS

FLY—Gives the magician the personal ability to fly. The duration of the spell is 20 turns. It may not be used to take any other creatures with the magician. While flying the magician may not carry more than 60 pounds in encumbrance. The flying speed with this spell is 500 feet per turn. The spell may be used to enchant inanimate objects as a permanent spell (see **MAGIC ITEM** section).

NON-ALIGNMENT

4 POINTS

FUTURE KNOWLEDGE—This spell allows the magician to detect the main pattern of happenings up to 24 hours in the future. The magician may determine only general data such as whether he will have encounters, how deadly they will be (an indication only), treasure that may be expected, etc. The referee must only give general indications and need give no details.

If this spell is used and the magician's party continues in the direction that they indicated they will have a 60% chance of ambushing the encounter regardless of the kind of creature they encounter. In using the spell the magician **MUST** specify a travel direction for the 24 hour period. The "forecast" of the spell will only be good for this specified intention. The referee gives his indication by determining what creatures are in the direction indicated within the days move specified.

NEUTRAL

8 POINTS

GAMBLING—Use of this spell does not influence the "luck" of the magician but yields a 60% chance that the person affected can tell who is going to win and thus cut his losses if it is not him. The spell is cast on one person lasting six turns plus the level of the magician. It may be cast on the magician or on someone else. The casting range is 10 feet.

NON-ALIGNMENT

1 POINT

GOOD LUCK—This spell has two affects: in combat it increases the defense of the person it is cast on by 5%. In Gambling it yields a 40% chance that you will win any game **BEFORE** actually playing out the game to see who wins. **EXAMPLE:** Roll your chance to win, if roll 40% or less collect your winnings, if roll 41 or higher play out the game with your normal chance of winning. The range of casting this spell is 10 feet. Its duration is 12 hours. While affected any treasure found will be 10% greater in value than that rolled. This 10% is not additive in case of more than one spell being in effect.

NEUTRAL

7 POINTS

GUILE—Gives the caster the power to lie and manipulate the reactions of others. If the victim of the power fails to make his saving throw he will believe any **ONE** thing told or will perform any **ONE** action desired by the magician. The throw is taken against the magician after he has cast the spell on himself. To utilize the spell he must be within 30 feet of the individual to be affected. To affect one individual requires **ONE** turn. The duration of the spell is **THREE** turns. Those who fail the throw are affected until they perform the instructions of the magician. They

may not be made to inflict physical damage on themselves with this spell. The spell will have affect only on intelligent creatures. The magician may not cast this spell on another person.

CHAOS
3 POINTS

HATRED—Any person affected by this spell will attack anything within 30 feet that the magician commands it to. While affected by the spell the victim has a + 10% chance to hit and a 15% greater chance of being hit. The spell remains in effect until the commanded target is dead or the victim of the spell is dead. Per use only one person can be affected and only one target can be named. The casting range of the spell is 60 feet.

CHAOS
3 POINTS

HEALING—The spell may be used to cure **ONE** hit damage per level of the casting magician **OR** to cure a special damage hit. It may never be used on any person or creature more than once in a given day. The spell will **NEVER** have any affect on a creature that is dead even if it is cast on the same turn that the creature or person is killed. The magician may never use this spell on himself, though another magician may use it on him. To use the spell the magician must be in physical contact with the damaged individual. If the person is still engaged in combat the magician must cast the spell and then hit with a - 10% chance of hitting in the combat phase. If you fail to hit, the spell is wasted. Obviously, the spell is best used when neither the magician nor the damaged individual are not engaged in combat. In healing special damage it will regenerate the damage in three turns.

LAW
3 POINTS

INSANITY — The spell is only effective against an intelligent creature. If the saving throw is failed the victim will be totally incapacitated and will only move if he is carried. He will take no notice of his surrounding and if not force fed will starve to death. The affect of this spell can not be dispelled by the **DISPELL MAGIC** spell. The casting range of the spell is 100 feet. The spell will have no effect on Dragons, Ifreet and Jinns. Basically the victim has seen a hell so terrible that his mind is blasted beyond the recall of mortals.

CHAOS
10 POINTS

INSOLENCE — The victim of this spell will be insolent, in an extreme manner, to anything or anybody that he meets. Any person or creature that has the ability to attack will have a 50% chance of attacking the victim on any turn that it is within 40 feet of him. This includes people though friends may attempt to subdue instead of kill. The casting range of this spell is 60 feet. The spell will remain in effect until it is dispelled.

CHAOS
3 POINTS

INSPIRATION — The affect of this spell lasts **ONE** turn. While under its influence the magician may discover the best way out of a predicament or solve an immediate problem. Only one predicament or problem may be solved per use of the spell. The best answer is given on a roll of 50% or less. In this case the referee will then indicate the best way out of a situation, the best way to travel, etc. If 51% or higher is rolled the referee will give the magician, as an answer, the **WORST** way out or the worst way to travel. In any case the referee rolls the dice and must always give an answer.

NEUTRAL
3 POINTS

INVISIBILITY — The cloak of Law. The magician may cast this spell only on himself or a magic item that he creates. The effect is total invisibility. Those who attack someone made invisible by this spell or someone bearing an item enchanted with it do so with a -10% chance of hitting, once the target is found. No chop at all may be taken until you are either **HIT** by the invisible person or you roll a 1 or 2 on a six sided die when the invisible person is in your field of vision. The duration of the spell is **TEN** turns. When placed on a magic item it will allow **FIVE** turns of invisibility once per day. (For cost to enchant item see **MAGIC ITEM** section.) The value for having more than one such item is not additive. Operating with more than one such item will yield one visible turn in between the use of each item. **EXAMPLE:** use one for five turns, visi-

ble one turn while changing to next, invisible five turns, etc. Invisible persons may fight and retain invisibility. If a magician casts magic while invisible the invisibility is cancelled and he becomes visible on the turn that his new spell goes into effect.

LAW
6 POINTS

IRON MIST — This spell affects only those creatures that are afflicted by **IRON**. It establishes a mist of mystic iron in a circular area with a radius of 40 feet. The magician is always at the center of this circular area. If the victims fail their saving throws they are petrified. The petrification lasts until it is dispelled by someone that knows both this spell and the **DISPELL MAGIC** spell which must be cast. If the victim makes the saving throw they will take 10-60% damage and flee for 1-6 turns. The duration of the spell is one turn only.

LAW
10 POINTS

LEVITATION — The magician may levitate any object or group of objects within ten feet into the air. Any object within this ten foot radius is lifted with the magician having no control over the objects lifted. The speed of ascent is equal to 10 feet per turn up to a maximum elevation of 200 feet. The duration of the spell is three turns plus the experience level of the casting magician. At the end of the spell the affected objects are set back down without injury. The spell will only move objects that are not fixed in place in some manner. **EXAMPLE:** Will not affect the earth that the magician is standing on, will affect a horse nearby unless it is tethered to the ground. Any object that weighs more than 500 pounds or, if animate, takes more than 30 hits cannot be lifted by this spell. Objects lifted go straight up and straight down. Those within the effect, excluding the magician, can move around within the effect. If they move more than ten feet away from the magician they fall out of the effect.

NON-ALIGNMENT
2 POINTS

LIFE FORCE — With this spell the magician may replace Life Force drained from any human **IF** the Human was not killed by the draining effect and he can perform the spell on the human within 24 hours of the force being drained. This spell has no power to take life force, it may only be used to replace that which has been lost. The spell may not be used on the dead or undead. The spell requires that there is life force in the victim to begin with. In the play of the basic game this spell will allow the magician to cure damage inflicted on the individual by Vampires and Lamia. It will only cure that damage that is inflicted by these creatures draining the life from the victim. To cure the damage the magician must touch the affected person.

NEUTRAL
10 POINTS

LIGHT — The spell will fill a 20 cubic foot area with the equivalent of daylight. All creatures affected by light will be affected in a like manner by this light. The duration of the spell is 12 turns or until cancelled by the casting magician. The light will radiate from the point where the magician cast it into being. If the magician subsequently moves, the light will not move with him. When cast the magician must be the center of the effect.

LAW
2 POINTS

LIGHTNING — This spell affects a 10 square foot area. Anything that fails its saving throw against the spell is killed. If the throw is made the victims are stunned for **ONE** turn and will defend with a -20% attack and defense. The range of the spell is 180 feet. It may fall anywhere within this distance from the casting magician. This spell may only be cast in "**FREE AIR**" as defined in the creature section under **ELEMENTALS**. If the magician attempts to cast the spell in improper conditions the magic will be used with no effect.

LAW
7 POINTS

LONGEVITY — Per use of this spell the magician may reduce the actual age of the subject **ONE MONTH**. This does not effect the experience or knowledge of the subject, it only reduces his physical age. The spell may only be cast by the magician on himself six times per year. When cast on others the saving throw must be taken. If it is made the spell has no effect and re-

bounds on the magician taking **ONE YEAR** of his life, i.e. makes him one year older. When the magician casts this spell on himself there is no chance of this rebound effect.

NON-ALIGNMENT

LOYALTY — Operates like the **OBEDIENCE** spell except it has a duration of 48 hours. Casting range of this spell is 40 feet.

LAW 6 POINTS

MAD FURY — This spell only affects humans. Once affected the human will fight anything he can see, regardless of alignment, until he is the only thing left standing or he is dead. Persons under the effect of this spell can never be subdued. While affected they chop with a +10% chance to hit and a -5% defense. This spell may be dispelled by a magician other than the one who cast it. The victim of the spell will always attack the magician that cast it on him **LAST**. Casting range 60 feet.

CHAOS 6 POINTS

MALICE — As **MAD FURY** except the effect is permanent. Once all targets are killed the victim will seek out other people to fight. If he is not attacked he will always initiate combat himself regardless of the odds: automatic encounter with any creature that he encounters. Unlike Mad Fury the victim of this spell will be incapable of attacking the magician that hit him with the spell. He will, however, never serve the magician in any way. This spell lasts until it is dispelled.

CHAOS 3 POINTS

MIGHT — This spell **DOUBLES** the weight burden that a victim can carry. In combat he will score +20% damage with no improved chance to hit. The duration of the spell is 12 hours. It is cast at a specific target. The saving throw against the spell is optional. Creatures and animals will always take a saving throw. To affect the target with this spell the magician must touch it.

LAW 8 POINTS

MIND CONTROL — With this spell the magician can control one entity per use. If the target fails the saving throw he becomes his puppet. Maintaining the control, once established, requires the expenditure of **ONE** magic point per day. Once controlled the victim is allowed **ONE** saving throw per week to break the control. If the throw is failed three times the spell becomes permanent and can no longer be broken. The spell can only be broken, after this, with a **DISPELL MAGIC** or **CURE CHARM** spell, or appropriate amulet. If the magician fails to allocate the necessary magic to maintain his control the spell will become inactive. This means that the controlled victims will be able to do as they wish until such time as the magician allocates control points to them. The cost to reactivate this spell, once inactive, is **FIVE** magic points. The range for reactivating is **TWICE** the normal casting range of 80 feet. The magician may control entities outside this casting range and he may allocate magic points to maintain control outside of this casting range. The casting range applies only to establishing control and re-establishing it once it has lapsed. Unless control is broken by one of the **FOUR** methods listed above (saving throw, dispell, cure or amulet) re-establishing control or maintaining it is automatic and requires no saving throw. While controlled the victims obey any specific order, performing the actions necessary to carry it out, and have no independent initiative. (No order, no action.)

NON-ALIGNMENT 8 POINTS

NECROMANCY — This basic necromancy spell allows the magician to speak to the ghost of any person. He may ask any **THREE** questions and the ghost is adjured to answer with, as far as it knows, the **LITERAL** truth. The ghost is only capable of answering within his knowledge. The spell may not be used to gain spells of any kind. To utilize the spell effectively the caster must know the language of the ghost he summons. **EXAMPLE:** The sorcerer Shato desires the **BOOK** of Kamando. To aid him in his search he calls up the shade of Demoda, the last known possessor of the volume. Demoda has been dead 400 years so the spell will only be fully useful

if the caster knows the dialect in use by Demoda 400 years ago.

The spell is most useful in finding the location of items, books, shrines, et cetera. Per question the magician asks of the spirit there is 5% chance that the spirit pierces the magician's defenses. If this occurs the caster must take a saving throw versus ten point magic. If he fails the throw on a roll of 1 on a six sided die he is possessed, otherwise he is dead. If possessed, in this basic game, the character is taken out of play. Later rules will be added to cover this type of eventuality.

**CHAOS
10 POINTS**

OBEDIENCE — This spell effects only **LAWFUL** characters. The magician casting it will receive total obedience from any lawful character with a lower experience level than him. It has no effect on those of greater or equal experience. When cast on **NON-HUMANS** it will only affect creatures that are physically smaller than the caster, in total hit points. The duration of the spell on the victim is ten turns. It may be reactivated, at full cost, automatically on any creature that was ever affected by that magician's casting of it. On the first exposure to the spell, from a given magician, all entities are allowed the applicable saving throw. If the throw is made that magician may **NEVER** affect the successful thrower with this spell. The spell is cast at one target and has a maximum casting range of 80 feet. Once affected its effect extends beyond the casting range. May not be used to order a non-lawful action.

**LAW
4 POINTS**

OPEN DOOR — Spell used to open any door, of the magician's choice, within twenty feet of the magician. The magician must be able to see the door and he must know it is there for this spell to be effective. If the door is locked this spell will have no effect on it, it will remain closed and locked.

**NON-ALIGNMENT
1 POINT**

OPEN PRISON/LOCK — This spell operates as does the open door spell except it will only work on a door that is locked. In addition it will safely spring, or set something free of, any non-magical trap. For magical traps the spell must first be dispelled before the spell will operate on any remnants of the trap. To utilize this spell the magician must touch the door or trap to be affected. To open a locked door he must actually touch that door. Once lock is opened it remains open until it is relocked, ditto for sprung traps.

**NON-ALIGNMENT
3 POINTS**

PERSECUTION — The victim of this spell will feel persecuted every waking minute by invisible demons. In combat 10% will be subtracted from his chance to hit and 5% added to his chance to be hit. If the victim of this spell is a magician, in addition to the above, he will be unable to cast magic of any kind until the spell is dispelled or cured. Players affected by this spell are allowed a saving throw **DAILY** to rid themselves of its influence. If after **FIVE** saving throws, the spell is still in effect it becomes permanent with no further saving throws allowed. At this point it may only be cured by spell. The casting range of this spell is 120 feet.

**NON-ALIGNMENT
8 POINTS**

PLAGUE — Any entity affected by this disease will be incapacitated and will die in 1-6 days unless the effect is cured or dispelled. If the saving throw is made the victim will fight with a -5% chance to hit for 1-6 turns. If the illness is remedied before it becomes fatal the player will operate at 50% of his normal physical characteristics, -20% chance to hit and +20% chance to be hit for **ONE WEEK** per day that he was sick. If hit during this period he must take a saving throw against 8 point magic, if failed he will pass out immediately. It is recommended that those touched by this fetid hand get them to their beds until fully recovered. The casting range of this spell is a 10 cubic foot area whose center is within 60 feet of the magician. Any within are affected.

**CHAOS
8 POINTS**

POISON — If the victim fails his saving throw he will die in 1-6 turns from poison. If the saving throw is made the spell has no effect. This spell may be laid on any item. In this case the duration is 12 hours or until the item is touched. The first person to touch the item after the spell is cast on it must take a saving throw against this spell. The range of casting it on a living target is 100 feet. To place it on an item the magician must touch it.

**NON-ALIGNMENT
6 POINTS**

PROTECT DWARVES — This spell will increase the defense of any dwarf by 10%. In addition it will increase the defense of any other faerry race by 5% if no dwarves are present. If a dwarf is present only his defense is affected. The casting range is a 40 cubic foot area with the magician at its center.

**NEUTRAL
2 POINTS**

PROTECTION FROM CHAOS — Any lawful entity within 20 feet of the casting magician that is attacked by a chaotic entity or entities will have a +5% defense. In addition, any chaotic creature that does not make a saving throw on the first turn of the spell is turned and may not attack as long as that particular spell is in effect. (If spell runs out and another of the same type is cast those creatures who were turned by the first spell may attempt to attack the second.) The defense plus above is not applicable against magical attack. Chaos magicians may disregard its effect on themselves or their magic. The duration of the spell is **FOUR** turns.

**LAW
2 POINTS**

PROTECTION FROM DRAGONS — Yields a +10% defense for all within 20 feet of the casting magician, against neutral and chaotic dragons. This defense applies to dragon magic, breath and melee attack. In the first two cases it is used to improve the saving throws versus these effects. In addition those within this effect are not affected by the dragon's normal breath automatic kill chance. This is ignored for those protected by this spell. This spell does not affect **LAW** dragons in any way.

**LAW
7 POINTS**

PROTECT WARRIORS — Increases the defense of any **LAWFUL** warrior of the magician's party that is within 30 feet of the magician by 5%. The maximum that this spell may be used to influence the defense is 5%, it may never be repeatedly cast for additive effect. The duration of the spell is 8 turns. The improved defense will only apply against non-lawful opponents. It is effective in improving saving throws versus **CHAOTIC** magic. (-5%)

**LAW
4 POINTS**

RAIN — Will strike a 30 cubic foot area with heavy rains. Any fire within is quenched, this includes magical fires or dragons breath that is thrown into the effect. Anyone within the effect may not move unless a saving throw is made. Any creature within the effect is blinded for its duration. No combat is allowed within this storm. If the saving throw is made initially the one that makes it is taken out of the effect and placed next to it in a prone position. One turn is spent recovering before any movement is allowed. If saving throw is made to allow movement the maker can move **ONE** in any direction desired. The casting range of the spell is 100 feet. The center of the effect must be within this range of the magician when the spell is cast. The duration of the spell is six turns. If the magician casts the spell such that he is within the effect he is affected by it.

**NEUTRAL
5 POINTS**

RHETORIC — The spell allows the magician to convince any creature whose language he knows to perform an action favorable to the magician. The spell remains in effect until the saving throw decides whether the action is taken or not. If the saving throw is successful the target will attack the casting magician. If it is failed it will perform any action short of suicide. The range of the spell is 40 feet.

**NEUTRAL
2 POINTS**

SHAPE SHIFTING — The spell allows the magician to take the shape of any creature or thing. The form taken has the hit value of the magician that made the change. It will give the magician only the physical appearance of the creature he changes into, it will not allow him to use that creature's special attributes if it has any. **EXAMPLE:** Takes dragon form. He can fly because wings are part of the external form but he may not use dragon breath. The magician has the external physical characteristics with none of the special abilities of the creature. The magician may only cast this spell on himself and may remain in the form taken for as long as he desires. Time for the change to take place, either to a form or from it, is one turn. If the magician goes into the form of a creature that is not capable of using magic he may not use magic. To return to his normal form the magician need only specify that he is doing so and it will occur in one turn. If the magician is hit while changing from one form to another he will suffer +40% damage on the damage table. If hit while in another form the magician must take a saving throw versus 8 point magic. If he fails the throw, he will resume his own form on the next turn and be stunned for **THREE** turns. If attacked while stunned incapable of using magic and defense -15%.

NEUTRAL
8 POINTS

SNOWSTORM — This spell covers a 30 cubic foot area with a snowstorm. Any creature within the storm will suffer **ONE** hit per turn within it. The movement rate within the effect is 10 feet per turn. Any reptiles in this effect will lose consciousness if exposed to it for more than **FIVE** turns. When the spell is initially cast the magician is the center of the effect. Afterwards, on any turn he can see it, he may move the storm up to 15 feet a turn. The magician may move or cast other magic on any turn that he does not move the storm. The spell lasts for ten turns. No physical combat is allowed within the storm. If struck by magical fire or dragon breath the storm will change to the equivalent of a **RAIN** spell from that turn until the duration ends.

NON-ALIGNMENT
7 POINTS

STRENGTH — The spell will increase the physical strength of **ONE** human by 20% for **TEN** turns. In play this means that he will be able to carry 20% more weight. The spell does not effect the stamina of the character. The magician will never cast this spell upon himself. To effect with this spell the magician must touch the desired target.

NEUTRAL
4 POINTS

SUGGESTION — The spell will implant **ONE** suggestion in the mind of a non-intelligent creature automatically. If the creature is intelligent it will be allowed a saving throw against the spell. The suggestion may be to do anything within the ability of the victim. If the suggestion is to commit suicide the victim is allowed a second (or first) saving throw with a +20% chance of saving. The implanted suggested lasts **FIVE** turns, any order that takes longer than five turns to execute will not be completed. The casting range of this spell is 80 feet.

NON-ALIGNMENT
4 POINTS

TELEPATHY — This spell has two facets: A) The magician may use it to read minds or communicate with them **OR** B) he may use the power to hurl bolts of mental force at an intelligent enemy. The range of communication or mind reading is 250 feet. The spell lasts as long as the communication is maintained, as soon as either party breaks the link the spell ends. If you do not have visual contact with the target of this spell, the range of casting is 1/10 of that specified above. If the mind you are communicating with or reading is unwilling, it is allowed a saving turn versus **THREE** point magic every other turn. If the throw is made the contact is broken. While reading the magician can gain the answer to **ONE** question per turn from the mind he is reading. The mental bolt causes **ONE** hit damage per **TEN** points of the casting magician's intelligence. (Int. = 81, hurls 8 hit bolt) The bolt is cast at a single target. If the target makes its saving throw versus **NINE** point magic, the bolt does no damage. The duration of the spell is for one attack only. To cast the bolt the target must be within a range equal to 10 feet times the magician's **EXPERIENCE** level. The magician must be able to see the desired target; if it is obscured or hidden, the bolt may not be cast at it.

NON-ALIGNMENT
A) 3 POINTS
B) 9 POINTS

TELEPORTATION — The magician may transport **ONE** animate object or 100 pounds of inanimate matter per experience level. The range of transport is 100 miles per experience level. The transport of less than the maximum weight in no way influences the magician's range. **EXAMPLE:** A Level 18 Magician may transport 18 entities up to 1800 miles. If the area transported to is not clearly known to the magician he will arrive somewhere at random within 200 miles of his desired destination. The place he materializes in will resemble the desired target, if wanted to get to a castle he will arrive at a castle but not necessarily the castle he desired to get to. The chance of the above error occurring is 60% on any such ambiguous trip.

For a destination to be considered clearly known the magician must have either lived in the place at least **ONE** month or gained detailed knowledge of the place from someone who has lived there for **ONE** month with the appropriate knowledge gaining spell. The spell's casting range effects anything desired by the magician within 30 feet of his position.

NEUTRAL
10 POINTS

TERROR — Anyone affected by this spell will immediately flee away from anything. He is possessed by overwhelming, unreasoning terror. If he is affected by this spell and there is no clear path to retreat, he will collapse in a catatonic fit. He will remain catatonic for 1-10 days and if not cured of insanity will die at the end of the time period rolled. A creature afflicted by this spell will never attack anything and is incapable of defending himself. If a clear path exists he will flee for 20 turns directly away from the enemy. The casting range is 80 feet. It is cast at a specific entity. Will affect any animate creature.

CHAOS
8 POINTS

THEFT — Use of this spell allows the caster to steal any nonmagical item, of less than ten pounds weight, that he desires. The range of casting the spell is unlimited. For the spell to work the magician must know **EXACTLY** where the object is or he must have it in sight. The object is allowed a saving throw. If the throw is made the spell has no effect. If the throw is not made, the item will appear in the magician's hand on the turn after the spell is cast. The spell will never have effect on magical items, items that are magically protected and objects made of iron. If the item is within 30 feet of another magician, he will automatically detect the spell's operation. If not, the theft will not be discovered until someone goes to use the item stolen. Irregardless of size only one item may be stolen per use of the spell. For this a sack full of 8 pounds of gold is the same as a single gold piece that is not so contained. If contained, the weight of the container must be considered in the total weight of the item to be stolen.

NEUTRAL
5 POINTS

THROE — The victim of the spell will suffer **IMMEDIATE**, uncontrollable spasms lasting 1-10 turns. While afflicted he is incapable of attack or defense. All chops aimed at him while so seized have a +30% chance of hitting at +50% damage. Until the spell is cured the entity will have an automatic fit every time he enters combat. The spell lasts until it is dispelled or **ONE** full month passes with no physical exertion, i.e. one month bedrest. The casting range of this spell is 70 feet.

CHAOS
7 POINTS

TRANCE — The victim of the spell will go into a trance until ordered out of it or until the spell is dispelled. While in the trance he may be asked any question desired by the magician and must answer the clear truth, as he knows it. Unless freed or cured he will remain in the trance until he dies. While entranced the victim is incapable of movement. The casting range of the spell is 100 feet.

NEUTRAL
9 POINTS

TRUTH — With this spell the magician can force any entity to tell the absolute truth on any subject. This applies only to knowledge that the creature has. The truth must be told during the entire duration of the spell by the affected entity. For this spell, one question and answer takes **ONE** turn. The duration of the spell is six turns. The casting range is 50 feet.

LAW
5 POINTS

VIGOR — This spell has three facets that the magician may utilize: A) The spell may be used to **DOUBLE** the combat stamina points of a fully rested individual or B) replace used stamina points in a tired individual in one turn. For both of the above to go into effect the magician must touch the entity to be affected. **EXAMPLE:** A) Sokar casts vigor into Kail the warrior prior to his entering combat. Kail's stamina is 70 for 7 stamina points. Due to the spell he enters battle with 14 stamina points. B) Kail replaces Damon in battle. Damon's stamina is 50 for 5 stamina points of which 4 are used. Sokar casts vigor into Damon replacing the 4 used points. If he desired, Sokar could on the next turn use A and double Damon's stamina points to 10. Vigor may only be cast on a person three times in a given day without danger. If cast more, there is a chance that the recipient will pass out from the effect. Chance is 40% minus the victim's normal stamina point value. C) Optionally the magician may broadcast vigor on any creature within 30 feet of him. The effect of this increases the **CURRENT** number of stamina points that the creature has by 50% rounded up. All three of these vigor methods last only for the turn in which they go into effect, i.e. they have no duration. Stamina gained by those affected by the spell will drain at the rate of 2 points per turn if the victim does not enter combat within three turns. Points drain until pre-spell level reached.

NON-ALIGNMENT

A) 4 POINTS

B) 2 POINTS

C) 6 POINTS

WHIRLWIND — Creation of this spell fills a 20 cubic foot area with a devastating whirlwind. Any creature caught in the effect must take a saving throw. If the throw is failed, it is dead. If he makes the throw, he takes **ONE** hit and is thrown from the area of the effect. The spell lasts one turn. Any creatures killed by the whirlwind, and all belongings within the effect, disappear with the spell. The casting range of this spell is 100 feet. The center of the effect must appear within this radius. Creatures thrown from the effect by this spell will be stunned for 1-6 turns depending at -15% and incapable of attack. When thrown are thrown 10 feet in a random direction. If hit a solid obstruction other than the earth, damage is tripled. (Ex.: a stone wall, a tree, a boulder, etc.)

NEUTRAL

10 POINTS

WIND — The wind created will affect any creature within a 20 cubic foot swath chosen by the casting magician. If fail to make the saving throw the object is blown back ten feet. The spell lasts **FOUR** turns when used in this manner. The spell may also be used to fill the sails of ships. When used in this manner it will last for **ONE** hour and will double the normal sailing speed of the vessel. The magician may keep this wind up by allocating **ONE** magic point per hour to the spell.

The **LAND WIND** mentioned above may not be moved through. No combat is allowed within such a wind. When blown by the wind, victims always blown in the direction that the magician has specified that it is blowing. The wind emanates from the magician. It may be established anywhere within 120 feet of the magician.

NEUTRAL

6 POINTS

WIZARD SIGHT — This spell yields the ability to see invisible objects or things. The duration of the spell is 25 turns. The wizard may cast the spell on himself, an item or another person. To achieve effect the wizard must touch the thing to be affected.

NON-ALIGNMENT

1 POINT

END BASIC SPELLS.

PERMANENT MAGIC

The Permanent magic in this basic game is a grossly simplified version of that which will be included in future supplemental material. In the basic game, a magician of the proper level and type, may make permanent any spell or Faerry rune that he is capable of casting. Faerry **SONGS** may not be made permanent in the basic game.

The following sections cover the manner, effect and cost of making a spell or rune permanent.

MAKING A PERMANENT SPELL:

A permanent spell may be cast on a permanent edifice, such as a building, a statue, etc., or it may be cast on an artifact, such as a weapon, a ring or medallion, etc. In either case the place that the spell is cast on must be intimately associated with the casting magician. If an artifact, the second case above, it may only be imbued with a permanent spell if the magician casting the spell made the artifact himself out of virgin material. In the basic game the definition of "Virgin Material" is any material that has never previously been made into an artifact. In example, if you wish to make a magic sword, you may melt down an ingot of Iron and shape your sword and then cast the magic on it. You cannot melt down a sword and an iron chest (as examples of non-virgin material) and form a sword that will accept magic from them. To achieve the permanent effect you must be the first one to utilize the material for the construction of an artifact. Then and only then can it be enchanted.

In the case of enchanting a permanent edifice or statue or some such item the procedure differs. To enchant these items the magician must either be intimately associated with it or he must purify it. For the play of the game the magician is considered to be intimately associated with the item if he has lived in it, or within 200 feet of it, for a minimum of 28 consecutive days. If this condition does not apply then the magician may either spend a month fulfilling this condition or he may cast a ritual of purification.

To purify the area the magician must cast 13 magic points per day for **TWO FULL WEEKS**. In addition while engaged in this ritual he may **NOT** engage in any other magical activity and may not be disturbed. If either of these occur it will have the same effect as disturbing a magician that is engaged in gaining a spell.

Once the area or artifact is prepared for the casting of permanent magic the magician may commence with this ritual.

PERMANENT MAGIC RITUAL:

To cast permanent magic on something the magician must cast the spell on it **THREE** times per day for **ONE** full **WEEK**. At the end of this week the magician must cast **FIFTEEN** points of magic on the permanent spell to conclude the ritual. Like purification, if the magician is disturbed while in the process of performing this ritual or performs other magic during the week, the effect is lost. One week's uninterrupted concentration is mandatory for this rite.

In the casting of a permanent Faerry rune the procedure is as stated above except the final 15

point rite is not required. Runic magic's limit, in the basic game, is that only certain runes may be used to perform permanent magic. These are the Runes of **TRAPS**, **PARALYSIS**, **MIGHT**, **TOMORROW**, **INVINCIBILITY**, **FASCINATION**, **GLAMOUR**, **INSIGHT**, **BLOOD SIGHT**, **SPEEDY RETURN**. Of these **INSIGHT**, **BLOOD SIGHT** and **SPEEDY RETURN** may only be cast on an artifact. If the artifact is a weapon in addition to any other rune the caster must cast a permanent rune of the **SMITH** or **BLADE** depending on the metal being enchanted. Of the other runes the runes of **TOMORROW**, **FASCINATION** and **GLAMOUR** may only be cast on edifices. In making the runes permanent the runes of **GLAMOUR** and **TRAPS** differ in their effect when they are made permanent. The **RUNE** of **TRAPS** when placed on a permanent edifice is a trap. When it is cast on an artifact it allows the user to detect a non magical trap automatically. It also gives him a saving throw to detect magical traps. If he succeeds in a throw against **THREE** point magic, he detects the trap. This throw is in addition to his normal saving throw. The **RUNE OF GLAMOUR** when made permanent has an increased effect. It may be used to place a glamour on any single structural entity. **EXAMPLE:** a Castle is a structural entity, the floor of a room or one of its walls would be a structural entity, a pit is a structural entity (or more explicitly the top of the pit can be masked, i.e. the "ceiling" of the pit).

Permanent magic cast on an edifice or statue or some such thing must be cast on a **SPECIFIC** point of that edifice. From this point the magic of the spell will radiate. The spell will be triggered whenever anyone, except the casting magician, moves to within ten feet of the focal point of the spell.

EFFECT OF PERMANENT MAGIC:

Except for those runes which have been previously specified to differ in effect the permanent spell will have the same effect it would have if the magician had cast it from the focal point himself. If the permanent rune is a **LIGHTNING** spell it will have the effect of that spell as cast by the magician. If he is a level 12 it is the lightning of a level 12. Spells which operate by implanting suggestions into the victim, such as **RHETORIC**, **GUILE**, etc., must have listed suggestions as part of the makeup of the permanent magic. This means that when the spell is cast the magician must give the referee a list of the suggestions that that particular permanent spell will inflict on any victims of its effect. Once this list of suggestion effects is made and the permanent spell is finished the list may not be changed without **DISPELLING** the permanence of the spell.

In making permanent spells that have multiple effect, such as **TELEPATHY** and **VIGOR**, the magician may only cast the magic to make **ONE** of the possible effects permanent. **EXAMPLE:** He may either cast the ritual for telepathic communication or Mental bolts. If telepathic communication may either make the spell to warn him that something has passed it or to deliver a message to any creature that moves within ten feet of the focal point.

In spells that strike a specific entity with an effect the permanent spell will operate as the spell does. If the spell does not have a range then, even though it is activated when the person comes within ten feet, to be affected the person must physically touch the focal point. If the spell has a casting range it will sense the presence of intruders for the full extent of its range and will strike the person that is closest to the focal point until there is no one left within its range **OR** in sight. By "in sight" it is meant that the spell can not be cast at a target if that target is concealed from the focal point completely by a physical object. If three turns go by without a target presenting itself the effect will cease its activity until reactivated by someone moving within ten feet of it. This above procedure is the manner of effect when the spell is cast on a permanent edifice. If cast on an artifact the spell only takes effect when ordered by the bearer of the item. In the case of permanent magic on artifacts the spell, once used, may not be used again for 24 hours. If it is attempted, the permanent effect is dispelled and the bearer must take a saving throw versus 15 point magic. If he fails the throw, he is dead. If he makes the throw, he is not affected. In either case the artifact no longer will have the capability to utilize that permanent spell.

LIMITS ON PERMANENT MAGIC ABILITY:

The magician is limited in the amount of permanent magic that he is capable of performing. The time period limiting the use of the ability is varied. Spells cast on edifices are limited by the magician's **LIFETIME**. If he has the ability to cast 24 points worth that is all he can have in a

lifetime. As his abilities increase he can increase but he can never exceed his lifetime limit at the time of his casting the permanent spell. **EXAMPLE:** If the current limit was 20 and the magician had 16 points worth in existence he could at best cast a permanent **FOUR** point spell or less.

If the magic is cast on artifacts, i.e. weapons, talismans, etc., the magician is limited to a certain number of permanent spell points in a given year. If his permanent ability was 13 he could only cast 13 points of permanent magic in that year unless his abilities increase.

DETERMINING PERMANENT MAGIC ABILITY:

To determine the permanent magic ability of the casting magician the following formula is used:

$$\text{EXPERIENCE LEVEL} + \text{MAGIC POINTS PER LEVEL} = \text{PERMANENT MAGIC ABILITY}$$

EXAMPLE: If the magician is a level 7 with an intelligence of 100 he would have 15 permanent magic points in ability. This means that he could cast 15 points permanently on an edifice in his lifetime **AND** 15 points per year onto artifacts. The points that have been used are determined by the number of magic points normally needed to cast the spell or rune. If a seven point spell is made permanent on a statue by this magician, this would subtract seven from his ability of 15 leaving him eight for his lifetime. If he subsequently increased his level to level 10, his ability increases by three.

DURATION OF PERMANENT MAGIC:

Permanent magic is a material manifestation of the force from which the magician gained his power to cast the effect in question. It is intimately tied to that force as it is to the magician who cast it. Because of this permanent magic will remain in force until it is dispelled or the terms of the spell, as mentioned previously for artifacts, are broken. The death of the caster will not affect the permanence of the magic. As long as the item that the magic was cast on remains intact the spell will remain in force. If the item, or focal point, is broken, then the person who broke it must take a saving throw versus 15 point magic. If he fails he is dead. If not no effect.

OPTIONAL ALIGNMENT EFFECT:

At least 60% of the permanent spells made in each class must be with the caster's alignment. If falls below, a 15 point saving throw versus death is required for the magician.

SORCEROUS COMBAT

Combat between opposing magicians is conducted at a mental level through the following system. A lawful magician will never attack another lawful magician in this manner. No other restriction on who may be so attacked applies.

CALCULATING DAMAGE CAN TAKE AND CAN INFLICT:

A. Damage that the sorcerer can take is equal to

$$\frac{\text{INT}}{10} + \frac{\text{STAM}}{5} \times \text{EXPLEVEL.}$$

The result of this is rounded off to the nearest whole number at **EACH STEP. EXAMPLE:** Shoma the magician has an intelligence of 59 and a stamina of 87 with an experience level of 6. In the formula then his value is:

$$\frac{59}{10} + \frac{87}{5} \times 6$$

This breaks down to $5.9 + 17.4 \times 6$; before multiplication or addition this is rounded to $(6 + 17) \times 6$ for a final mental defense of 138 points.

The basic mental attack power of a magician is equal to

$$\frac{\text{INT}}{5} \times \frac{\text{LEVEL}}{2}$$

handled in the same manner as the above defense. In example the same magician, Shoman, would have a base attack of

$$\frac{59}{5} \times \frac{6}{2}$$

or, after rounded off at each step, 12×3 for an attack of 36 points.

Out of tradition the magicians stand basically toe to toe, i.e., within ten feet of each other, and hurl their magically guided mental force at each other. Once the combat is initiated a wall of mental force goes up around the two magicusers that may only be penetrated magically, which is against the magicians' code of ethics, lasting until a winner is decided.

For the play of the game, at anytime that the magician moves within 90 feet of an opposing magician he **MUST** move to within ten feet and initiate this combat. This will apply to both magicians and they will attack, with the full force of their most deadly power, **ANY** creature that attempts to prevent the combat.

The mental defense of the magician does not require the allocation of magic points. The attack must be allocated one magic point per 10 points of its value. So, Shoman above allocates at most 4 magic points per turn to his attack.

At anytime that the magician normal magic ability is totally depleted he no longer has the ability to initiate attacks. When this occurs he may only counterattack with modes 1 or 6 on turns that he suffers damage at the hands of the other magician. Attack in this case is one-third his normal attack rounded down to the nearest whole number. The only effect on defense of this occurrence is that the magician is restricted to modes A-C.

The following chart is used in this magical combat:

ATTACK MODE

DEFENSE	CONTROL				KILL				
	1	2	3	4	1	2	3	4	
MODE									
A	D	1/4	1/2	1	1/2	FB	N	T	FB = FEEDBACK N = NONE, ZERO T = TRIPLE D = DOUBLE 1 = NORMAL
B	N	FB	D	D	1/4	N	D	D	
C	1	1/2	1	T	D	1	1	1/2	
D	1/2	1	1/4	FB	1	1/2	1/2	FB	
E	T	D	N	1/2	FB	T	T	N	
F	1/4	T	FB	1/4	N	1/4	1/4	FB	
G	FB	N	T	1	D	D	D	N	

Above multiples are taken times the value of the attack coming in. **FEEDBACK:** a result of feedback means that the attacking magician is struck by one half of his attack force, rounded up to nearest whole number, and the defending magician suffers no effect, as if result of none for defender. All other results are simple multipliers to the power of the attack coming in.

There are two types of attack that may be engaged in, modes 1-4 are mental control modes while 5-8 are modes that kill the target.

PROCEDURE FOR ENGAGING IN THIS COMBAT FORM:

The traditional manner for this combat is regulated by the magicians code and is as follows:
A. The magician with the lowest experience level will always attack first. If experience equal magic-user with low status level attacks first.

B. Per turn each magician picks **TWO** attack modes and **TWO** defense modes. The type of attack must be chosen at this time. Under no circumstances may you mix control and kill modes of attack. Once you start on one type that is what you stay with.

The attacks per turn may only be backed, maximum, by the number of magic points you are capable of throwing in one turn. (Level 1-7 5mp, 8 + up 10mp).

C. Magicians continue this combat each turn until a winner is decided. In actual play the referee should allow persons playing magicians no more than **FIFTEEN SECONDS** of real time to select the two attack and two defense modes.

ALIGNMENT EFFECT ON THIS:

- A. Law magician versus Chaos magician or vice versa will **ALWAYS** use the **KILL MODES**.
- B. Chaos magician versus Chaos magician will **ALWAYS** use the control modes.
- C. No other restriction on mode used applies.

EXPLANATION OF THE MODES:

The difference between attempting control and attempting to kill is the difference between wielding a skillful scalpel and a sledgehammer. The effect of the two approaches is as follows:

THE KILL MODE

The object of the kill mode is to destroy the total mental defense of your adversary. When this is done the adversary is dead. Per 33% of damage taken the defender must take a saving throw against paralyzation. If he is paralysed his defense mode is automatically mode G and no attack of any kind is allowed from that moment on. **EX. —** Shoman fighting the chaotic mage To'kar

suffers 70% kill damage on the first attack. He must immediately make two saving throws, if he fails either of them he is paralysed.

If you survive kill combat, damage suffered, will recuperate at a rate of 1% per day or one point whichever is higher. (**EXAMPLE** - Tabke 70% damage would require 70 days to return to normal.) If paralysed recuperate at ½ this rate.

Depending on the percentage the magician is affected, his magical and physical capabilities are impaired as follows:

% DOWN	MAGICAL	PHYSICAL	
01-20%	-20%	None	
21-50%	-40%	-20%	(If paralyzed no physical movement
51-70%	-60%	-40%	allowed until recuperates beneath
71-90%	-80%	-60%	33% damage)
91-99%	-100%	-80%	

In addition, any magician who suffers more than 70% damage in this type of combat has his intelligence and mental stamina reduced by a random 1-10 points. **EXAMPLE** - Shoman survives the battle against the terrible To'kar with 75% kill damage suffered. His intelligence was 59 and his mental stamina was 87. With a random roll of a 20 sided die it is determined that his intelligence is permanently lowered to 52 and his mental stamina to 84. This reduction, if sufficient to change the table, will change the number of magic points he may throw, his attack and defense in this type of combat and any other things in which ability is governed by these characteristics.

OPTIONAL RULE: Magicians may, if this option is used, allocate magic points to defense. If this is done, one magic point on defense will cancel **TEN** attack value coming in, or one magic point. Up to 40% of the magic points that can be thrown in a turn may be used in this manner. The practice of defending in this manner is generally considered somewhat cowardly and gauche but it is after all not proscribed by the magicians' code, so . . .

THE CONTROL MODE:

The more subtle of the modes. This mode allows you to take total control of the opposing magician. Per 33% of damage suffered the defender must roll a saving throw. If fails on saving throw is restricted to defense mode F and is vulnerable to suggestion from the attacker.

With this mode you may end the combat short of inflicting 100% damage. This is done by attempting to implant binding suggestions on enemy. This option may only be taken if the enemy has failed in one of his saving throws required by damage suffered.

If this case applies then per 20% damage suffered by the enemy you may attempt to implant one suggestion. Defender is allowed a saving throw against each suggestion. If he fails to make the saving throw he will carry out the suggestion, if he makes the saving throw he is stunned for one day with no magical ability and - 15% physical defense. The effect of missing multiple throws is not additive. Suggestion implanted may not be a suggestion to kill himself, though it may demand that he embark on an impossible mission.

If more than one suggestion is successfully implanted the victim will carry out the first suggestion first and any others in the order in which they were implanted. He will not carry out any suggestions, however, until he recovers his full capabilities. This mode scores no permanent damage. Once combat is over he may operate at full capability unless he made saving throw against a suggestion as specified above. Once the combat is ended in this manner no further combat is allowed between the two forces by the magicians' code. If winning magician's minors attempt to continue combat the winning magician is obligated to defend the loser and his forces or suffer the shame of dishonor. (This option is often overlooked by Chaotic magicians but seldom by any other.)

If the magician carries the combat to inflicting full, 100%, damage he takes mental control of the opposing magician. The controlled magician will perform any action, short of suicide, that his controller orders. While in this state he will operate at 1/2 magic ability and will be unable to perform pact magic of any kind. Controller will gain knowledge of anything that is known to the

controlled magician. This will allow him to gain non-pact spells known to the controllee in three days time irregardless of type, i.e., alignment or non-alignment. If lawful may still not gain a chaotic spell and vice-versa.

Any magician that is controlled by another magician has a chance of breaking that control. Per day the magician rolls his percentage chance determined as follows:

(LOSERS LEVEL - WINNERS LEVEL) x 5% or a basic 5%, whichever is higher,
per day.

The chance of the controller detecting the controllees breaking his control is 80%—the controllees chance of breaking control. If makes this roll will have 1-10 turns warning of the coming break. If warned he may cast magic to counter the break attempt. Per 1 magic point throw on this 1% is subtracted from the chance to break down to a minimum 1% chance. **EXAMPLE:** Magician has 5% chance to break, controller throws 4 magic points which lowers the chance to the minimum 1% chance. If the break roll was 02, the magic has prevented him from making a successful break.

If break fought and still succeeds the controller automatically suffers feedback equal to 1/2 of his sorcerous attack ability. This is kill damage!

At anytime the controller may release his control and implant **FIVE** non-suicidal suggestions, at a cost of one magic point each, into his controllee. Successful implantation is automatic and handled as suggestion above.

At anytime after release the former controller may attempt to reestablish his control by fighting another control battle. In this battle each point of his sorcerous attack is the equivalent of **THREE** points when aimed at a magician who he has controlled at some previous time.

Additionally, once you have controlled a magician's mind you may enter that mind, at a cost of 5 magic points, at any range for up to ten turns and experience exactly what he is experiencing. If you stay longer than ten turns you will automatically suffer kill damage equal to the full sorcerous attack ability of the former, or present, controllee.

Approach to the mandatory range for these types of combat, i.e., within 100 feet of an opposing magician is entirely optional though failure to do so will undoubtedly be considered cowardly.

RESTRICTIONS ON MAGICIANS: (THE MAGICIANS CODE, ABRIDGED)

The following are basic "rules" governing the conduct of magicians as regarding themselves and other character types. For the lawful, these guidelines are restrictions that must be followed, for others they are indications of how they should conduct themselves, helpful hints as it were. Without further ado the "Commandments of Sorcery."

- 1) Thou shalt not attack a servant of the same or higher patron.
- 2) Alls fair in fighting warriors except resorting to sorcerous combat.
- 3) Thou shalt not launch assaults on an already defeated enemy.
- 4) When possible, in sorcerous combat, thou shalt engage the magician nearest to your level of expertise.
- 5) Thou shalt not ambush a brother magician with spells of any kind.
- 6) **(LAW ONLY)** Thou shalt not attack a creature of thine own alignment.
- 7) It is unfitting to engage those without defense with magic of any kind.
- 8) Guard thy apprentice, take him not into danger beyond his merit.
- 9) Disturb not the concentration of thy brother lest his anger deafen thee.

EXPLANATIONS:

Anyone who attacks the servant of the same patron is in essence attacking his patron and stands good chance of rousing that patron's anger.

The major danger of magicians is the sword of the warrior so in combatting this enemy anything except the stupid is considered to be fair. Use of sorcerous combat is outlawed because if he makes his saving throw your dead meat.

Considered pointless pettiness to waste energy on someone you've already beaten. Seldom will anyone, other than a servant of Chaos, violate this rule.

Engaging someone much weaker than yourself is cowardly, engaging someone much stronger is stupid in the extreme.

Not fair to hit someone when they're not looking, even if Chaotic you should scream **HEY, YOU** first. Actually this provision exists because it is somewhat traditional to engage opposing magicians only in sorcerous combat, which is "safe" and straightforward.

Law is hierarchial in the extreme. All things of law, through this hierarchy, come under the protection of nearly all forces there of.

The reasoning behind rule 7 is simple, why waste magic on a peasant or child that can't hurt you in a month of Sundays. Anything that attacks of course is fair game. This rule is generally totally disregarded by servants of Chaos.

Rule 8, why weight yourself down with a worthless novice and lackey who at best can do nothing for you except die. Worthless expenditure of potential ally, besides if he gets blitzed you'll have to find someone new to clean out the stable, the altar, etc.

A magician whose concentrated effort on gaining a spell is disturbed is by no means the happiest creature on the face of the earth. Many a loud creature has been silenced by the just rage of a disturbed magician.

On these any other situations which may arise the players should consult their own common sense and the delineation of alignment characteristics. **EXAMPLE:** For the Chaotic self sacrifice is not an approved means of gaining karma, it's dumb.

(OPTIONAL) MAGICAL FATIGUE:

The casting of magic is a highly strenuous mental activity. To simulate this effort and stress the following diminuation of magical ability due to magical fatigue should be incorporated into the game.

To determine the magician's fatigue factor add the magician's intelligence to his stamina and divide by **TEN** dropping all fractional values. The resultant value, 4-20, is added to % factors below to determine the magician's fatigue chance rolling two 20 sided dice for a number between 2 and 20.

% LEVEL	FACTOR
66%(2/3)	+ 6
80%(4/5)	+ 3
100%(All)	- 1

The % level column refers to the percentage of the magicians total magic using ability that he has used. A roll is taken at each of these three levels of fatigue.

EXAMPLE:

Har'deel the magician has an experience level of **SIX** and an intelligence of 83. This gives him a magic ability of 6 per level or 36 magic points. Har'deel has a stamina of 36. The total of his stamina and intelligence is 119. This gives him a fatigue factor of 11.9 or 11. This factor is added to the factors listed above yielding the number that Har'deel must roll less than or equal to at each of the fatigue levels to avoid becoming fatigued. After casting 24 magic points he needs to roll a 17 (11 + 6) or less, after 29 magic points (36 times .8 = 28.8 or 29) he must roll a 14 or less and at the 100% level with all 36 magic points cast he must roll a 10 (11 + - 1) or less to avoid fatigue. If, in casting the magic you pass more than one fatigue level at the same time then you need only roll the fatigue chanced at the highest level that you reach. In example, if Har'deel had cast 23 points of magic and next casts a **SEVEN** point spell he passes the 66% and 80% plateau on the same turn. In this case he need only take the throw for the 80% level and the 66% level is ignored.

EFFECT OF FATIGUE:

The effect of fatigue depends on the fatigue level at which the caster is effected. To determine this consult the following:

66% LEVEL: The magician loses **ONE** magic point per **EXPERIENCE** level. The effect takes place immediately and lasts for 24 hours. If this loss causes the caster to be casting above the next fatigue level the roll for that level is ignored. **EXAMPLE:** Har'deel is effected at this level after casting 24 points. The loss of ability lowers his magic ability to 30 magic points (1/level for 6). Due to this he is now at the 80% plateau, 24 out of 30. The roll is ignored and he need not roll again until he reaches the 100% level.

80% LEVEL: Fatigue at this level results in the loss of 1/3 of the caster's magical ability with

fractional points being dropped, the effect occurs immediately. A magician thus effected is incapable of casting magic for the remainder of the day that he is effected. Magical ability thus lost returns at a rate of **TWO** points per day if the magician casts magic of any type. If the magician does not cast magic on a given day the points return at a rate of **TEN** points per day. **EXAMPLE:** Har'deel is fatigued at the 80% level. This reduces his magical ability 1/3 to 24 magic points. On the next day he teleports home regaining 2 magic points of the 12 lost. On the following day he rests casting no magic. In this way he regains the final 10 points.

In regaining ability you may never regain more points then you lost. If done 3 points and you rest you regain three points not ten.

100% LEVEL: Loss of 1/2 of the caster's magic ability dropping fractional points. Lost points are recovered in the same manner as for the 80% level above.

All points lost are based on the caster's **ORIGINAL** magic ability. If, for example, you are fatigued at the 100% level two days in a row you are totally fatigued and incapable of casting any magic for 24 hours. If a fatigued magician is fatigued again through casting magic no magic points are regained on that day. **EXAMPLE:** If fatigued at the 66% the first day and again the next day the 2 magic points that would normally be regained are not regained.

RESULT OF REACHING ZERO MAGIC ABILITY: (through fatigue)

The following penalties apply whenever magic ability reaches zero due to fatigue: (A) The magician will go comatose for 1-10 hours. (B) The following characteristics are reduced as follows: **STRENGTH** - 10, **HEALTH** - 5, **MAGIC POINT ABILITY** - 1 point per level. If this reduces your ability to zero you are no longer capable of casting magic of any kind. At his option the referee may allow this condition to be cured by anything that is capable of curing a **SPECIAL DAMAGE** injury. All losses due to this are **PERMANENT** unless the referee allows the above optional clemency. If magician can no longer cast magic he is nothing more than a scholar. A scholar trained in magic that no longer has any magical ability can **NOT** take apprentices for magic. Magic ability required to train novices. The knowledge without the ability is nice but worthless.

FATIGUE AND SORCEROUS COMBAT:

If these options are used the following fatigue effects will apply to those who engage in sorcerous combat: (A) The loser of the sorcerous combat, if not dead, is fatigued at the 100% level. (B) The winner of the combat is fatigued at the 66% level.

A magician that enters sorcerous combat already fatigued suffers a reduction in his sorcerous combat ability as follows:

FATIGUE LEVEL	SORCEROUS ATTACK	SORCEROUS DEFENSE
66%	- 10%	NONE LOST
80%	- 20%	- 20%
100%	- 50%	- 40%

EXAMPLE: Har'deel enters combat with the chaotic wizard **BALCLETIEN**. Har'deel is fatigued at the 80% level and Balcletien, who greatly overmatches the poor Har'deel, is fresh. Har'deel's base attack ability in sorcerous combat is 83/5 times 6/2 or 51 points. Due to fatigue this is reduced 10 points to 41. His defense is 96. When reduced 20% this is now 77. Har'deel is sure to die.

FAERRY MAGIC



The magic of the fey, the art of song and rune. The following Faerry races may use Faerry magic:

Dwarves, Troll Lords, the Faerry and Elves.

The elf is the most potent mage of the Faerry races. Any elf above level 4 experience may use non-alignment sorcerous magic requiring less than **SEVEN** magic points to cast. He must learn this from a Human that possesses the knowledge but he does **NOT** need to undergo a sorcerous apprenticeship to do so. None other among the Faerry races will at any time use any type of sorcerous magic.

Apprenticeship for a member of the **FAERRY RACES** to learn this magic requires **TWENTY** days per month for **SIX** months. After completion of the apprenticeship the Faerry type will possess either knowledge A or B as follows:

A) **SONG 1, RUNES 1-3, and SKILLS AS ARMORER**

OR

B) **SONGS 1-4, RUNE 1 and SKILL AS A MUSICIAN**

Of above knowledge choices Dwarves will always select option A and the Faerry will always select option B.

Time for a member of a Faerry Race to learn a song or rune is **FOURTEEN** days. Per **FIVE** points of intelligence a member of the Faerry race may use one song or one rune easily. For this intelligence is rounded down to the closest five percent. Per song or rune learned beyond this there is a 10% chance that it is remembered improperly each time it is used, if so it has no effect.

EXAMPLE: Elf with intelligence of 84 has ability to handle 16 songs or runes. Hypothetically, he knows 13 songs and 8 runes. Whichever were learned after his ability of 16 have the chance of failure in use. Say that these excess arts were 4 songs and 1 rune. In this case the first excess song bears a 10% chance of failure each time it is used, the second a 20%, the third a 30% and so on. The excess rune has a 10% failure chance, if another rune is learned it will have a 20% chance of failure with progression continuing until automatic 100% chance is reached.

Sorcerous magic gained by elves bears an automatic 20% chance of failure and is not included in the above progression for perfection of knowledge.

HUMAN USE OF FAERRY MAGIC:

In the main the human senses are too gross, unless he was raised by a faerry race, to accommodate the intricacies of faerry song and, to a lesser extent, runes. Humans other than **DRUIDS** and those raised by the Faerry race, may never progress beyond the third song or the fourth rune. Per song learned they have a 30% chance of failure, i.e., 30, 60, + 90. Per rune learned they have a 20% chance of failure, i.e., 20, 40, 60, 80.

Druids may not use any song beyond the sixth but have no restriction in their use of Faerry runes, except as they are limited by other skills.

A human raised by the Faerry may use up to the tenth song and the fifth rune. A human thus

trained may however only learn sorcerous magic under the same restrictions as apply for an elf.

In Faerry magic all songs and runes must be learned in hierarchial order. In example you may never learn song 5 unless you already know song 4. The same hierarchial learning applies in mastering runes. This progression in orders applies to both the **FAERRY RACES** and **HUMANS**.

Within their races the Faerry restrict knowledge. Only those with an intelligence of 60 or higher may learn any magic beyond the fourth song or the first tune.

It takes a human **ONE MONTH** to learn a **FAERRY SONG OR RUNE**. He may not learn these until he has learned that particular faerry language. Faerry knowledge may only be learned from a member of a Faerry race that possesses it or a Druid that possesses it. It is not available for sale on any street corner.

THE SONGS AND RUNES:

For use of these arts all users will use magic points which are determined in the same as are those for sorcerous magic. Restrictions for time to cast x number of magic points are also applicable to Faerry magic. The Faerry races will **NEVER** make pacts with any force so their ability for pact magic is disregarded. Any Faerry type that attempts to form such a pact, if not destroyed by the force, will be destroyed by his race, the faerry abhor the thought of drawing the attention of the gods to them. It is the paramount sin for their race.

Certain songs and runes are not used by certain Faerry races. In this case that rune or song is skipped in the progression with the next in order being the next in the progression.

Finally, members of the Faerry races may develop certain songs and runes to advanced levels of personal competence. Cost per increase, in time, 10 days per month for **SIX** months. Each increase of this type will increase the effect of the song or rune by 33%, one-third, rounded down to nearest whole number. This does not effect range only the force of the art itself. **EXAMPLE:** Normal blade rune + 10%, per increase blade ability increases 3%, i.e., 13, 16, 19, etc. Each subsequent increase of the arts effect requires additional six months at 10 days per month. (Above example, increase to 13 = 6 months, 16 = 12 months, 19 = 18 months, etc.)

RESTRICTIONS ON FAERRY MAGICIANS:

The Faerry races are race loyal. By this I mean that an elf will never attack another elf, a dwarf, troll or other of Faerry or, for that matter, anything else is fair game. A Faerry race magician will never use his power on his own race, nor will he be given provocation to do so. (Unless a player character decides he must make a pact in which case see above result!!!)

SONGS OF THE FAERRY CHART 'T'

(In race section the race specified will be one that does **NOT** use that art)

Race Code (for race section of below; **E** = **ELVES**/ **D** = **DWARVES**/ **LT** = **LORD TROLLS**/ **F** = **FAERRIES**)

SONG OF	MAGIC POINTS REQUIRED	RACE	SONG NUMBER
THE SHIELD	1	F,LT	1
THE SWORD	1	F	2
THE HORSE	1D,LT	3	
THE ARROW	1	LT	4
THE WOOD	2	D	5
THE JOURNEY	3	E,F	6
THE WIND	3	D,F	7
SHAPES	3	LT	8
THE AIR	3	D	9
DARKNESS	4	-	10
DESIRE	5	D	11
REVENGE	5	-	12
FIRE	6	LT	13
BATTLE	6	F	14
THE STORM	6	D,F	15
THE DEAD	6	D,LT,F	16
THE CORPSE	7	D,LT	17
BALEFUL OMEN	8	-	18
THE LORDLINGS	8	LT,D	19
FOREVER	10	LT,D,E	20

TOTAL SONGS USED PER RACE:

TROLL LORDS = 11/ DWARVES = 10/ FAERRY = 13/ ELVES = 18

DESCRIPTION OF THE SONGS

SONG OF THE SHIELD: This song increases the defense of the caster by 5%. It only influences personal defense and has no effect on others. The effect of the song lasts **EIGHT** turns.

SONG OF THE SWORD: Increases the chance to hit with a sword by 5%. The spell only effects the combat ability of the caster. Duration is **SIX** TURNS.

SONG OF THE HORSE: This song increases the capabilities of any horse, whether normal or faerry, that is being ridden by the caster. Horses under the effect of this song will move at twice their normal speed and defend themselves at + 10% with a chance to hit increased by 5%. This spell may only be used on a normal horse once in a day. It may be used on a Faerry horse three times in one day. Above characteristics are in effect for the duration of the songs effect. Duration is **FOUR** TURNS.

SONG OF THE ARROW: This song will increase the chance of a Faerry made arrow to hit a target by 15%. An arrow manufactured by humans is only increased by 5%. There is no increase in damage or range of the missiles. This song has no duration, it is concluded by the firing of the arrow to which it is dedicated. The effect of this spell is not additive or permanent and will only effect an arrow fired by the caster. If song used on an arrow that bears the permanent spell the chance of that magic arrow striking its target is **DOUBLED!**

SONG OF THE WOOD: This song will allow the caster to move noiselessly through a forest. Additionally, while effective and the caster remains in the wood it will operate as an invisibility spell except that if the caster attacks something, or is attacked by something, the effect of the song ends. Effect of the song lasts for 12 hours.

SONG OF THE JOURNEY: Use of this song increases the distance that the caster may move in one day, or night for a member of the Faerry races. If an encounter results the tactical move-

ment speed is not effected in anyway. The effect on strategic movement **TRIPLES** the distance that the caster may move in that period. Duration is a day or night.

SONG OF THE WIND: Attributes as for the neutral spell of the same name. (See preceding description of spells.)

SONG OF SHAPES: The effect of this song allows the caster to change his shape, as for spell of shape shifting. Unlike this spell those who use the song of shapes may modify their shape up to once every two turns that the song remains effective. The duration of the song is 10 turns. It effects only the caster.

SONG OF THE AIR: Allows the caster to speak with any predatory bird while the song is in effect. In addition with this you may call three eagles and order them to attack any creature. Duration, in this type of use, begins with the arrival of the bird or birds. May continue speaking or having them fight for 4 turns. It is not advisable to effect the fighting of eagles more than once in a given 24 hour period.

SONG OF DARKNESS: Song produces a circular area with a 20 foot radius that stimulates night like darkness. This is not the total darkness of the Chaos spell and has no debilitating effect other than that which is normal for some creatures in the night.

SONG OF DESIRE: As for the non-alignment spell of the same name except target has a 5% better chance of making his saving throw and that the song **MAY** be used to compel a non-intelligent creature to commit suicide.

SONG OF REVENGE: This spell is unlike the chaotic spell of the same type. This is a magically cast oath of revenge. The magician may cast it on himself or any willing person that has **FOUND** grounds for desiring revenge on someone or thing. A person effected by this spell must devote his **FULL** time to seeking out the object of his revenge and gaining that revenge. No time may be allocated for any other purpose. The effect of this song, against the object of the song only, allows **TWO** chops per turn in combat. Defense of the entity effected by the song is reduced 5%. This song may only effect **WILLING, INTELLIGENT** creatures. The effect lasts until the object of the song is dead or the entity seeking revenge is dead. If killed by the object of your revenge there is a 30% chance that you will continue to haunt him as a malevolent ghost if you are a human. Once cast this spell is permanent and may **NEVER** be dispelled by any spell or power of any kind.

SONG OF FIRE: With this spell the Faerry may create an attacking fire of minimal degree. This fire will score 4 hits damage with range and area covered as for **CHAOTIC FIRE**. Spell lasts for the turn it is cast only.

SONG OF BATTLE: The magician may only cast this on himself. The effect of the song increases strength and dexterity by 50% for the duration of the songs effect. This song may only be used in an actual battle situation and, by its effect, compels the magician to engage solely in physical combat. The effect lasts for the duration of actual physical combat. After casting it the magician has one turn to reach an opponent. On any turn that he fails to attack an enemy the effect of the song ends. **EXAMPLE:** The Elf Sh'col'tika-r casts the song of battle when his party is engaged by trolls. After casting he succeeds in engaging a troll on the first turn. After five turns of combat he kills his troll and is unable to reach a new enemy in the next turn thus ending the effect of his song.

THE SONG OF THE STORM: This song establishes a 20 square foot area of storm. The area is treated as both a rain and wind spell with the additional effect that per turn within the area any creature has a 20% chance of being struck by lightning. If this is indicated a saving throw is allowed, if it is made the lightening has no effect, if it is not made the entity so struck is **DEAD!** The duration of this storm is **THREE** turns. The magician may cast it a distance from himself equal to his experience level (1" per level). If he casts it and he is personally within the effect, he is **FULLY** affected by the song!!

SONG OF THE DEAD: The effect of this spell is as for the chaos spell of **NECROMANCY** except that there is no chance of the spirit attacking the caster. Durations and attributes as for **NECROMANCY**.

THE SONG OF THE CORPSE: The magician may, with this spell, evoke an **ASTRAL CORPSE** and set it upon any enemy. Effect lasts until the spirit is victorious or defeated. If this song is attempted and the caster fails the astral corpse will still come but he will attack the caster instead of the desired target of the song.

THE SONG OF THE BALEFUL OMEN: The dreaded curse of the Faerry. With this song the magi-

cian may lay on an enemy or thief, i.e., someone who has stolen from his race or himself, any curse intended to bring suffering or eventual death. The person on whom this song is laid has no saving throw. The effect of the song may be dispelled by a magician of a higher level than the caster of the song.

Optionally, instead of a variable curse, the victim will have an automatic encounter each day and will with a defense that is reduced 10%. The attributes of the curse cast may only influence luck, encounters, or strike victim with wasting diseases and such. With all such songs there must be a specified thing or action that the victim can perform to lift the curse. This will be known to the victim. Duration is until song takes full effect, is dispelled or lifted by appropriate action. A magician may never lift a curse from himself with his own magic.

THE SONG OF THE LORDLINGS: The song will materialize an **ASTRAL FAERRY** to physically aid the magician. The evoked faerry will cast no magic, he will only engage in physical combat. Summoned faerry will remain for **SIX** turns. An Astral Faerry will never come if evoked during the day. If cast song and fail you must relearn the song for the lordling takes it from you.

THE SONG OF FOREVER: This song is useable only by the faeries. With this song the faerry can manipulate the flow and effect of time on any organism. As an attack spell the magician may use this to alter the age of any creature by 100 years plus or minus. Any adult human whose age is of any creature by 100 years plus or minus. Any adult human whose age is modified in manner by more than 60 years will be considered to be dead. A saving throw will apply, if it is made the song has no effect. If you fail you are dead. On longlived races this song has little effect and for the purpose of the game has no effect. Actual purpose is a ritual evocation of the faerry realm in a religious manner. No member of a faerry race is affected by it.

Duration is 24 hours, range is circle with 30 foot radius. May only be cast one per day. Basically materializes a segment of the faerry realm on the material plane.

RESTRICTION ON SONG USE:

Only one song may be cast per 10 square feet of tactical area. The casting of more than one song in the same area will cause the automatic failure of both songs. (Song of one type, i.e., in one area if song 12 is being cast only song 12 may be cast at that time in that area. More than one entity can cast the same song in that area however.)

The reason for this restriction is that the purity of the vibrations must be maintained for the song to have any efficacy. For successful operation of magical songs perfection in vibration, tone and pitch are **MANDATORY!**

RUNES OF THE FAERRY		CHART 'U'	
RUNE OF	MAGIC POINTS	RACE	RUNE NUMBER
PASSAGE	2	-	1
PARALYSIS	2	LT,E	2
THE SEA	2	LT,F	3
FASCINATION	3	D	4
INSIGHT	3	D	5
GLAMOUR	3	LT	6
TRAPS	3	LT	7
TREASURE	3	F,LT,E	8
THE SMITH	4	F,LT	9
THE BLADE	4	F,LT,E	10
MIGHT	5	F,E	11
BLOOD SIGHT	6	F,LT	12
SPEEDY RETURN	6	LT,E	13
ASTRAL NIGHT	6	F,LT	14
PRESCIENCE	6	-	15
THE CHANGELING	7	D,LT	16
TOMORROW	8	LT	17
INVINCIBILITY	9	L,T	18
THE ASTRAL LORD	10	LT,D	19
EVERMORE	13	F	20

TOTAL RUNES USED PER RACE:

TROLL LORDS = 6/FAERRY = 9/ELVES = 13/DWARVES = 17

These are the basic abilities of the faerry. Abilities that are not used for a particular race are disregarded by them. **EXAMPLE:** Troll lord with option A knowledge would know song 2 and runes 1, 4, + 7.

THE RUNES OF FAERRY

THE RUNES OF PASSAGE: This rune allows the passage of the faerry races from their home plane to the material plane and back. The rune lasts 28 days and is ritually reactivated by the faerry on the first day of each month. Humans may use this rune if they desire but, if they do, it is pretty much a one way ticket if they venture of the faerry realm. One day in the faerry realm is equal to 100 years on the material plane. If you venture to the faerry realm and return without the proper sorcerous or faerry knowledge (song of Forever) you will die immediately without a saving throw!! **EXAMPLE:** Human ventures to Faerry and stays three days. On return to the material plane 300 years have passed. As soon as he reenters the material plane he ages 300 years. This effect only applies to humans and then only if they do not possess the proper magic abilities to counter it.

THE RUNE OF PARALYSIS: Anyone effected by this rune is totally paralysed for ten turns. A saving throw is applicable with no effect if the throw is made.

THE RUNE OF THE SEA: This rune doubles the speed of travel at sea and reduces the chance of encounter to 5%. The only encounter that cannot be avoided when this rune is in operation is another vessel of the faerry. Only Elves, Goblins and Trolls will ever move at sea among the Faerry. Rune duration is one movement turn, strategic.

THE RUNE OF FASCINATION: All attributes as for the fascination spell except all enemies within 20 feet are effected.

THE RUNE OF INSIGHT: This rune allows minimal clairvoyance in a combat situation. The effect of this is to increase chance to hit by 5% and increase defense by the same amount. Duration of the rune is **FIVE** turns.

RUNE OF PRESCIENCE: Effect as for chaotic **KNOWLEDGE** spell. Duration equals time necessary for the knowledge to be told. May not be used to gain any skill or magical knowledge

but will decrease time necessary by 50%.

RUNE OF THE CHANGELING: Used by elf and faerry magicians to produce the Changelings that are exchanged for human children. There are two methods to produce this changeling. They are:

- A) Use of the spell to modify the appearance of an old member of the casters race. Effect is permanent.
- B) Magico-sexual production of the changeling on a member of the opposite sex of a specific faerry race. The other race will never be willing so the one used must be a captive. For Elves the captive must be a **TROLL**, either Lord or Common. For the faerry the captive must be a Goblin. In this manner the changeling is conceived at the end of the casting of the spell. In both cases the Human child must be physically stolen from its home and replaced with the changeling. If discovered in the act of doing this you may not steal that child. Only children that have not been sanctified before a god, irregardless of alignment, may be stolen. Chance of finding one in time is 10% per month. Child found will be 1-6 **HEXES** from your location. You must make the changeling, switch the two and return to your home before that night is over or the opportunity to gain the child is lost forever. For attributes of **CHANGELINGS** see section of the **FAERRY**. If you make the changeling but fail to make the switch in time you have to keep the changeling!

THE RUNE OF GLAMOUR: Allows the magician to place the seeming shape of anything on any inanimate object. The thing created may not be the semblance of an animate creature. All creatures that see it are allowed a saving throw, if they fail it they will believe it to be what it seems to be, if they make they won't be able to figure out what it is but they will know it is not what it seems to be. A glamour will last for one day per level of the casting magician. Placing a glamour on something does **NOT** change the attributes of that object. **EXAMPLE:** Magician makes a pile of sticks look like a pile of gold bars. Even if believed if the sticks are exposed to fire they burn.

THE RUNE OF TRAPS: With this rune the races can detect, or create, magical traps. Time to create the trap itself is outside the working of the rune. What the rune does is magically protect the trap so that it may not be detected without magic. **EXAMPLE:** A Dwarf desires to protect his forge with a pit. He must allocate the time to dig the pit and then he may cast the rune to conceal it.

In detecting any time that the rune is cast to do so every trap within 30 feet is sprung with its magical protection ended. Effect of the rune lasts until the trap is sprung by the rune or by a victim or victims. The rune does not increase the efficacy of the trap it merely conceals it.

THE RUNE OF TREASURE: This rune operates in a twofold manner: 1) as a weak conceal treasure spell, any entering room with treasure have one chance in six of discovering the treasures existence (automatic if use magic) and, 2) a specified **SONG OF BALEFUL OMEN**, any one stealing a treasure protected by this rune will lose one hit per day to a wasting illness until they either return the treasure or die. In addition there is a 20% chance per week that treasure under this rune will return, via teleportation, to its hoard through the efficacy of the rune. This rune is effective three months.

RUNE OF TOMORROW: The rune of Faerry sleep. All creatures, except those of the faerry races, must make a saving throw. If they fail they will fall asleep for 24 hours. If they succeed they will fight at - 10% for 1-6 turns. Once effected by this sleep there is nothing known that can awaken the victim before the 24 hours are up. The sleep mist will cover a 20 square foot area for two turns. If you remain in area a second turn, must take 2nd throw.

RUNE OF THE SMITH: Rune used by the Faerry in magically enchanting nonferrous metals. In this method, depending on the efficacy of the caster, the sword, armor or whatever receives a permanent or semi-permanent increase in efficacy for attack or defense of 50%. The armour of the faerry, even that of the dwarves, is always non-ferrous metal. Spell lasts 24 hours unless extensive concentration placed on the effort. **SEE SECTION ON MAGICAL ITEMS.**

RUNE OF THE BLADE: The rune used by the dwarf in working ferrous metals into magical weapons. Attributes and duration as for the rune of the smith, see **SECTION ON MAGICAL ITEMS.**

RUNE OF MIGHT: When used doubles the strength of the caster for ten combat turns. The rune does not necessarily have to be used only for battle, if you need physical might for any other

reason the rune is fully as efficacious.

THE RUNE OF BLOOD SIGHT: This rune may only be cast on a willing entity. The effect of the rune is to place the entity in a blood fury that lasts two turns per 10 points of mental stamina rounded up. While under the effect of the rune the entity will receive two chops per turn each with a + 10% chance of hitting. Defense while under the effect of this rune is - 5%. On conclusion of the effect the entity will pass out for 24 hours and will have a 20% chance of dying from the effort the rune has drawn from him.

RUNE OF SPEEDY RETURN: A limited rune of teleportation. The rune will only carry the caster from anywhere to **ONE** specified destination, his home. The chance of success in this is automatic, unlike the full neutral teleport. Duration is for the time necessary to cast and travel.

RUNE OF ASTRAL NIGHT: This rune creates a 10 square foot area of astral substance anywhere within 50 feet of the casting magician. The effect lasts one turn. Any creature, except those native to the astral plane, exposed to this sphere must make a saving throw. If they fail to make the throw they are dead. Even if they make the throw there is a 20% chance of their going insane. If they go insane effect as for chaos insanity spell. This rune will not effect **ASTRAL CORPSES OR FAERRIES**.

THE RUNE OF INVINCIBILITY: Used by dwarves and dwarf armies only. While this rune is in effect no dwarf will surrender or need to check morale for any reason. The rune aids only those on the side of the caster who are within 120 feet of him. It gives no increase in combat ability, except unbreakable courage. If made as a permanent rune then effect applies to distance from the rune not the caster. Duration of the rune, if not permanent, is 20 turns.

THE RUNE OF THE ASTRAL LORD: Will call forth three astral fairies who will perform as in the **SONG OF THE LORDLING**. If rune fails result also as for the songs failure.

THE RUNE OF EVERMORE: Any who fail to make their saving throw against this ruin are dead. If make saving throw rune has no effect. Rune effects a circle around the magician with a 50 foot radius. Everything within the circle, except the ground and air, must take a saving throw. This includes the magician himself!! Rune is a flash of Astral force, you are either engulfed or suffer no ill effect. The magician has a + 10% chance of making the throw against his own rune.

Runes above rune ten may never be improved. Rune 7 may not be improved. Except for songs 1 + 2 no effect of song or rune is additive. If more than one non-permanent song or rune is operating on anyone entity, those for improving abilities only, the one that increases capabilities the most will have precedence. For further attributes of faerry magic see section on magic items. For attributes of faerry races see section on the **FAERRY**.

THE FAERRY RACES



For the purpose of the basic game there are **FIVE** basic Faerry races. They are as follows:

	RACE	AHP
1.	ELVES	8
2a.	TROLLS	20
2b.	TROLL LORDS	11
3.	DWARVES	7
4.	GOBLINS	5
5.	FAERRIES	4

All of these races have one common attribute, they are afflicted by sunlight. If forced to fight in light they will have a - 10% chance to hit. In addition the races will be incapable of utilizing **FAERRY MAGIC** while in light. Permanent runes or other permanent Faerry magic will work in light but if attacked magically the permanent magic has a 15% worse chance of making its saving throw. With the exclusion of **DWARVES** all Faerry races are also afflicted by **IRON**. To handle this all damage scored on a member of the Faerry races with an Iron or Steel weapon will cause **DOUBLE** damage to be inflicted. (If result scores 6 hits on Faerry race would equal 12 hits.) The following descriptions and charts delineate faerry race characteristics and encounters.

ELVES:	AVERAGE HIT POINTS 8	BODY TYPE HUMAN
	MOVEMENT 60 feet/turn	HIT DICE 2(- 2)
	ALIGNMENT NEUTRAL (GREY)	

The elf is the master magician of Faerry. He is also an incomparable smith of **NON-FERROUS** metals being fully as talented with these as is a Dwarf with iron. Physically the elf is four to four and a half feet in height with a thin and willowy musculature. In the physical realm they are generally weak but possessed of a blinding, precise dexterity. If allowed by the referee, elf characters should roll their characteristics with a - 20% on their strength and stamina rolls and a + 30% on their roll for dexterity + intelligence. In the case of minus factors 01 is the lowest possible result. Elves encountered will be armed with a Bow and a Sword. If they are more than 60 miles from their "lair" they will always be mounted. If not there is a 60% chance that they will be mounted. There is a 50% chance that any group of elves that encounters humans will attack if they are not outnumbered more than two to one.

The chance of finding elves in their "lair" is 5% if the party does not have a magician and 40% if they do. If an elvin lair is found the forces there are determined rolling on the elf encounter chart adding 60% to tour die roll.

The size of an Elvin encounter is determined as follows:

ROLL	NUMBERS	GROUP TYPE	MAGIC USING ABILITY
01-40	1-6	HUNTING PARTY	10%(1) 10 pts
41-80	2-20	NOBLE HUNTERS	100%(1-3) 20 pts
81-90	10-60	SMALL RAID	100%(1-6) 30 pts
91-95	20-120	NOBLE RAIDERS	100%(2-12) 20 pts + (1) ELVIN PRINCE
96-98	50-500	LOW ARMY	100%(1-10) 30 pts + (1) ELVIN PRINCE
99-100	400-1000	ROYAL ARMY	(4-10) 30 pts, 1-3 ELVIN PRINCE, 1 ELVIN MASTER

EXPLANATION OF ENCOUNTER TYPES:

HUNTING PARTY: A group of elves out seeking meat. If a magic using elf is with them he is a level 2 in warrior experience with all others level one.

NOBLE HUNTERS: A group of 1-3 experienced elves and retainers out hunting. The elves with magic point ability will be of warrior experience level three all other elves are experience level one.

SMALL RAID: A small party out on their own initiative hunting loot or other **FAERRY TYPES**. Magic using elves encountered are experience level four with others level one.

NOBLE RAIDERS: A force dispatched under the aegis of the elvin lords. The **PRINCE** will be experience level 10 and capable of using 100 magic points. The other magic using elves will be as previously described for **NOBLE HUNTERS**. The smallest group that this force will attack is 1/2 their size or more. If the group encountered is smaller there is a 50% chance they will allocate two elves to each member of the party and have the rest of the force move on. If they divide in this manner 1/2 of the lesser magicians will lead the attack on the party and the rest will move on. If they do not roll 50% or less they will ignore the party unless attacked or otherwise hindered in moving on.

LOW ARMY: Will operate as for the **NOBLE RAIDERS** as regards encounter situations. The lesser magicians in the party are level four with the prince as described above.

ROYAL ARMY: A royal army is engaged in a **MAJOR** operation versus the enemy. Unless the party encountering this group successfully avoids them they will allocate **THREE** elves to each member of the group. The attack will be led by an elvin prince and 1/2 of the lesser magicians. The remainder will move on. The **ELVIN MASTER** commanding the force is level 11 to 16 and capable of using ten magic points per level. The goal of the force is to achieve a surprise attack on their enemy so they will kill any persons encountered. If any escape they will track them for 1-6 days.

Elvin Princes and Masters are armed with magic sword and magic armor. In addition the master will have two other magical items of elvin manufacture.

A BIT ON THE WAY OF THE ELF:

Above all else the elf loves two things, magic and war. He hungers for these pursuits and life is meaningless to him without them. Elves are generally hostile to Humankind, though some open minded elves are neutral towards humans. Elves will only have dealing with humans in their own interests and for a limited period of time. Of all other races the only one the elf will generally never war on is the Faerry. There is a general alliance between these cousins and war does not occur between them. The most hated and constant foe of the **ELF** is the **TROLL** race. These races will fight on sight of the other. A state of nearly constant warfare has existed between these races for millenia.

THE ELVIN HORSE:

AVERAGE HIT POINTS 15
MOVEMENT 300 ft/trun (aver.)
ALIGNMENT NOT APPLICABLE

BODY TYPE LION
HIT DICE 3

The willowy mount of the elf. The horse is one half the size of a human animal. It has twice the speed and three times the dexterity of the base creature that humans call horse. In addition the elvin horse never tires, he can run all night without ceasing. The horse is afflicted by the same things which afflict elves.

TROLLDOM:

The troll race is as mighty as any race of Faerry. They are the hereditary and habitual enemy of the **ELF**. The distinct classes of Troll are as follows:

TROLL LORDS:	AVERAGE HITS POINTS 11	BODY TYPE HUMAN
	MOVEMENT 50 feet/turn	HIT DICE 2(+ 1)
	ALIGNMENT NEUTRAL (BLACK)	

The lords of trolldom are slightly larger than human size. They are highly cunning and fond of both treasure and human women. They are not capable of human magic, as are **ELVES**, but they do have ability in the Faerry arts. If allowed, Troll Lord characters should be rolled with a + 10% strength and dexterity and normal human intelligence and stamina. To utilize magic their intelligence must be higher than 70.

TROLLS:	AVERAGE HIT POINTS 20	BODY TYPE HUMAN
	MOVEMENT 50 feet/turn	HIT DICE 4
	ALIGNMENT NEUTRAL (BLACK)	

This plebian troll is a creature of immense strength and size. He is a vicious, somewhat stupid, predator whose favorite flesh is that of Humans. They are the thralls and pawns of their masters, the troll lords, when these Lords are present. When encountered without a Troll Lord present they will always attack and fight to the death **IRREGARDLESS** of the odds. In rolling the characteristics for this Troll strength and stamina are + 100%, 101-200. The dexterity and intelligence are - 60% with the lowest possible intelligence being zero and the lowest dexterity 01.

(OPTIONAL)	AVERAGE HIT POINTS 20	BODY TYPE HUMAN
TROLL KING:	MOVEMENT 50 ft/turn	HIT DICE 4
	ALIGNMENT NEUTRAL (BLACK)	

The hereditary masters of Trolldom. These trolls have the advantageous characteristics of **BOTH** of the above troll types with none of the disadvantages. If the intelligence is high enough, as for human requirements, they are capable of casting magic of the Faerry. No more than one king will be found with any troll group.

CHARACTERISTICS OF TROLLS ENCOUNTERED:

TROLL TYPE	LEVEL	WEAPON TYPE	ARMOR TYPE	MAGIC ABILITY
TROLL	1	club/stone axe	none	none
TROLL LORDS	3	non-ferrous metal	non-ferrous metal	15 pts
TROLL KING	1-10	+ 5% magic	+ 5% magic	6 per level

TROLL ENCOUNTERS

ROLL	NUMBERS	TYPE
01-40	1-3 T (1-3 1T, 4 + 5 = 2T, 6 3T)	HUNT
41-70	1-10 T	HUNT
71-90	11-20 T/ 1-3 TL/1-3 0/	NOBLE HUNT
91-95	1-6TL/per TL/1-10 T/10g per TL/	LOW RAID
96-99	20T per TL/1-10TL/(1TK)/11-20 0/1TR per TL/	HIGH RAID
100	50 T per TL/2-13 TL/(1TK)/ 2-20 TR/1-12 0g	ROYAL ARMY

CODE FOR ABOVE:

T = Troll/ TL = Troll Lords/ 0 and 0g = Ogres/ TK = Troll King/ TR = Trow

THE TROLL LAIR:

There is a 20% chance that Trolls are found in the lair. If so, the lair is a cavern complex. To determine the size of the tribe roll a single 20 sided die and add 90 to the result consulting the above table. If you do not desire to randomize the troll presence in the complex, simply take the **MAXIMUM** figure for a **HIGH RAID** as the number of inhabitants. If in Lair there will be 2 trow present and 1-6 Ogres instead of the figures listed above. The above figures represent what the force is like after it has been marshalled for a task.

TROLL TREASURE:

TROLL AND OGRE: 10% chance per of 1-10 copper pieces

TROW: 10% chance of 1-3 jewels

TROLL LORDS: OUT OF LAIR

1-100 gold pieces
1-6 Jewels
1-3 Jewelry

IN LAIR

as **OUT OF LAIR** plus the following;

400-1000 gold pieces
1-3 Miscellaneous Treasure
1-4 Jewels
30% 1-3 **HUMAN WOMEN**

TROLL KING: OUT OF LAIR

1000-1500 GP
1-6 Jewels
1 (2X value) Jewelry

IN LAIR

As out of lair plus
500-5000 gold pieces
2-20 Jewels
1 (4X value) Jewelry
1-6 Human Women
(+ 20% dexterity)
(and charisma)

CENTRAL HOARD

10000-60000 GP
1-100 Jewels
1-10 **OTHER** Trea.

The central Hoard represents the collected wealth of the tribe. Its safety is one of the primary duties of the Troll King. All treasures mentioned above, except out of lair, are found in rooms and hidden places in the cavern complex. They are not carried around by the listed owner. Out of lair gold pieces for the Troll King and Troll Lord are carried by a servant. In the case of the TK by a Trow or Ogre. The Troll Lord wealth is carried by a troll. All jewelry is worn by the owner.

(OPTIONAL)

THE TROLL HORSE:

AVERAGE HIT POINTS 45

MOVEMENT 100 ft/turn

ALIGNMENT NOT APPLICABLE

BODY TYPE LION

HIT DICE 9

This mount of trolldom is a thundering steed of monstrous strength. It is twice the size and strength of a human horse though it is of somewhat limited speed and dexterity. If it is decided to use this horse in your campaign each troll King will have one when found out of Lair. In addition, any Troll Lord encountered out of lair with more than 500 gold pieces will be mounted on one of these monsters. Common trolls will never be mounted. Finally, the horse of the troll has the culinary preferences of the troll.

A BIT ON THE TROLL RACE:

Unless trolls encountered are without troll lords **OR** the force is set on a greater purpose, **HIGH RAID** or higher encounter type, they will attempt to capture humans 30% of the time and Human females 100% of the time. Trolls will only negotiate with humans at all if they are offered great treasure or a large number of women. There is a 40% chance they will believe a Magician who offers these and a 10% chance of believing others. A **LAW** magician will never negotiate with trolls in this manner. The only time that trolls can be thus "reasoned" with is before people are eaten (if successful) or finally may attempt to convince a Troll Lord or King that you succeed in taking prisoner. When encountered, unless done very carefully, trolls will always fight before talking.

In relations with the Faerry races the Trolls kill elves on sight. Important elves are captured and tortured for 1-10 months before the troll allow them to die. Trolls have no dealings with

dwarves, attack Faerry that they happen to notice and are more or less friendly to Goblins as long as these remember who is master and who is slave. Basically they work with Goblins when it is convenient to do so. This is a rare occurrence indeed. The best relations that the troll have with with any creature or thing in the world is with Chaotic magicians who care little for "minor" scruples such as cannibalism, white slavery, etc. when their power can be advanced by ignoring such minor ideas. To reflect this tendency the referee can add an option of finding a level 3-8 Human magician with any troll force **LOW RAID** and higher on a roll of 30% or less.

DWARVES:	AVERAGE HIT POINTS 7	BODY TYPE HUMAN
	MOVEMENT 40 feet/turn	HIT DICE 2(-3) minimum
	ALIGNMENT NEUTRAL (GREY)	value 3 hits

The dwarf is a warrior of the greatest endurance. In addition they are the masters of all ironsmiths and masters of rune lore. Dwarves determine their ruler by his mastery of these skills, not his prowess as a warrior.

Physically the dwarf is a small creature in height with immense girth. In rolling a dwarf character strength is rolled at +10% and stamina +20%. The Intelligence of the dwarf is +5%. All other characteristics are as for human. Dwarves are encountered in the mountains or in their cavern complexes or otherwise underground. They are always armed with a metal weapon and armor.

Basic Game Dwarf encounters are rolled on the following table:

ROLL	NUMBER	TYPE
01-35	1-6 D	HUNT
36-60	1-10 D/1 LM	NOBLE HUNT
61-80	11-20 D/ 1 LM	PATROL
81-95	5D per LM/ 1-6 LM	GUARD
96-99	200 D and 1 LM per LK/1-3 LK	ARMY
00	200 D and 1 LM per LK/1-6 LK/1 DK	GRAND ARMY

DESCRIPTION OF ENCOUNTERS:

A **HUNT** represents a group of Young warriors out hunting. A **NOBLE HUNT** is an officially blessed hunt that could be seeking meat or scouting far from the cave or even on some mission (10% chance). A **PATROL** is a section of the tribe patrolling the perimeter of the area that the dwarf tribe considers to be theirs. Unless the party contains **GOBLINS** they will generally not attack unless attacked. If attacked, or the party contains Goblins, they will attack if the party is smaller than their force. If not they will blow the War Horn which will summon an **ARMY** (roll 1-5) or **GRAND ARMY** (roll 6) in 1-50 turns. Time required is a function of how close they are to the tribe's home.

A **GUARD** is found only on the entrance to the cavern complex that houses a dwarf tribe. If this group is encountered when the party has discovered a main entrance to a dwarf cavern complex. Beyond this method there is only a 10% chance of finding an entrance to such a complex. (See rules on **CAVERN COMPLEXES** for explanation.)

If a tribe is found they will have 1-6 **GUARD** contingents and 1 **GRAND ARMY** contingent as their population.

An army is a force dispatched by the tribe as a punitive attack for some injustice that the tribe has suffered. They will not combat persons who do not try to hinder them and whom they have no quarrel with. If given a berth they will pass without trouble. A **GRAND ARMY** is dispatched only when the dwarf realm has been invaded and is seriously threatened. If this encounter is met by the party there will be another army in the hex. Roll **1 HUMAN, 2-4 GOBLIN, 5 ELF, 6 TROLL**. Any persons encountered by this army will be taken prisoner until the combat is over. This will be 1-6 days of captivity. If desired it can be fought and the players given the option of aiding the Dwarves or trying to escape. Law characters will always aid the Dwarves against a Chaotic enemy, Trolls or Goblins. They will always try to escape if the enemy is Lawful. Any other event is at their personal discretion. The alignment of Human forces is rolled randomly.

ATTRIBUTES OF DWARVES ENCOUNTERED:

TYPE	LEVEL	MP	ARMOR	SWORD	MAGIC KNOWN TO DWARF	
					RUNES	SONGS
DWARF	1	NONE	NORMAL	metal	none	none
LORE MASTER (LM)	2	10	+ 5%	metal	1-3	1 + 2
LORE KING (LK)	6	36	+ 8%	+ 5%	1-8	1-6
DWARF KING (DK)	8-13	8/level	+ 15%	+ 15%	1-17	1-10

DWARF TREASURE:

DWARF TYPE	OUT OF LAIR	IN LAIR
DWARF	1-6 SP	2-20 GP/ 10% chance Jewel
LORE MASTER	1-3 GP	1-100 GP/ 1-3 Jewelry (x1)
LORE KING	1-10 GP	20-200 GP/ 1-6 Jewelry (x 2)/1 Misc. Treasure/1 Magic
DWARF KING	10-100 GP	1000-100000 GP/ 1-10 Jewels (x10) 2-20 Jewelry (x5) 2-20 Miscellaneous Treasure 1-6 Magic

In addition to the treasure listed above they will have their personal armor and weapon. The multipliers listed for in lair treasures is multiplied times the final value of the item.

A BIT ON THE DWARF:

The Dwarf is the most strongly neutral character in the game. Beyond his artistic pursuits his only interest is in the defense of the realm and revenging of wrongs done it. In the basic game the Dwarf will produce items for Humans that desire them if the human proves himself a friend by performing a mission set by the Dwarves. This mission is entirely up to the referee and should be weighed by both the level of the asker and the value of the item that he seeks. In the basic game the dwarf will produce only magic weapons or armor. The value of the weapon or armor will be as stated above for the various arms of the dwarf levels. **EX =** If Dwarf King makes the axe its value is + 15%. Anyone that forces a Dwarf to produce an item for them will have a cursed item and will have to roll a saving throw versus 8 point magic or he will be slain by a death curse.

GOBLINS	AVERAGE HIT POINTS	5	BODY TYPE	HUMAN
	MOVEMENT	40 feet/turn		
	ALIGNMENT	NEUTRAL (BLACK)		
			HIT DICE	1

Of all the Faerry races the Goblin is the most generalized in its habitat. They are encountered in woods, swamps, mountain and underground. They will only attack, when encountered, if they outnumber the opposition by at least three to two. If this is not the case, they have a 50% chance that they will trail the force encountered. During this period the tribe will be marshalling. This marshalling will take 1-4 days. If the goblins are not avoided by the end of this period, the party will be attacked by 200-2000 Goblins. Of these 20% will have leather armor and five will be capable of using magic. If so capable they may use **NON ALIGNMENT** spells three points or less, excluding **TELEPATHY**, for up to 12 magic points per day. These Goblin magicians are the Kings of the tribe, their level is four. The level of the armored goblins is two. If desired, Goblin characters are rolled with -10% Intelligence and normal strength.

Goblins encountered will have 1-6 copper pieces per goblin and 10-100 copper pieces per armor wearer. Goblin Kings will have gold as for armor wearers plus a 50% chance of having 1-3 pieces of jewelry. If encountered in the lair they will have twice the amount rolled above. If encountered in mountains or underground, the lair will be a cavern complex; if elsewhere, the lair will be an open campsite or a cave. The chance of finding a Goblin Lair, when Goblins are en-

countered is 30%. If found, the camp will have 30-180 Goblins, 20% armored, and 1 Goblin King. Goblins encountered out of the lair, as mentioned in the preceding paragraph, will be found in numbers of 3-30 creatures. None of these are armored.

THE FAERRY:	AVERAGE HIT POINTS	3	BODY TYPE	HUMAN
	MOVEMENT	ground 40 ft/turn flying 80 ft/turn	HIT DICE	1(-2) minimum zero
	ALIGNMENT	NEUTRAL (WHITE or GREY)		

The Faerry is a kindred race of the Elf. They are masters of time and illusion. Faeries attack only through the use of their magical abilities. Each faerry encountered is capable of using 6 points of faerry magic per level. The faerry steal children whenever possible. These are used by them as artisans in their own realm. A child thus stolen can never be recovered without entering the faerry realm if more than 12 hours lapses after the theft. In addition there is a 50% chance they will attempt to steal any human encountered that has a charisma of 90 or higher to serve in their realm. Physically the faerry are winged and 13-24 inches in height. In physical combat, a hit from any larger creature will kill them.

Faerry encounters are determined on the following table:

ROLL	LEVEL 1	2	4	6	10	15
01-30	1-10	1-6	n	n	n	
31-50	1-10	1-10	1-4	1	n	n
51-70	2-20	1-10	1-6	1	n	n
71-90	1-100	2-20	1-10	1-6	1	n
91-96	1-100	2-20	2-20	1-10	1	n
97-100	1-100	1-100	2-20	1-10	1-4	1

Faeries encountered above are capable of using faerry runes and songs equal to their level. In example a level 6 can use faerry runes 1-6 and songs 1-6. If their level is higher than the number of a type of faerry magic that faeries are capable of using, it simply means that they can use all of that type.

Faeries carry little or no treasure into the mortal realm. Per faerry encountered there will be one gold piece. Faeries of higher than level 6 will have one gold piece per level and a jewel (-20' on value table).

A BIT ON THE FAERRY:

Of the races of Faerry the Faeries are the most benevolent and at the same time the most involved with humans. They reward friendly behavior towards them generously and repay wrongs committed against them savagely and with great cunning. They generally never stay in the material plane of Human existence more than 24 hours. In the main they live in a different planar dimension which is the original home of all the Faerry races. If the referee allows expeditions into such sidereal dimensions, the treasure to be found in a Faerry lair is twice that that can be found in an Elvin castle. The Faerry, like the Elves, when at home are castle dwellers.

Unless, as mentioned previously, they are attracted by something the Faeries will not generally attack other creatures.

GROUND RULES FOR THE FAERRY RACES:

- A. The five races, or their animals, will never willingly be encountered in daylight.
- B. Elves will always attack Trolls and vice versa.
- C. Dwarves will always attack Goblins and any that attempt to bar such attack.
- D. Elves will never attack the Faerry.

In the basic game the referee should be careful to limit the contacts between these races and Humankind. They are selfish races and will only have dealings with other creatures in their own interest.

CHANGELINGS

AVERAGE HIT POINTS 15
MOVEMENT 60 feet/turn
ALIGNMENT NEUTRAL (BLACK)

BODY TYPE HUMAN
HIT DICE 3

A changeling is an entity left by elves and faeries when they steal human children. The basic type for these rules has immense strength, +50%, and is a totally unpredictable killer. This type of a changeling will fight with a +10% chance to hit. Per person encountered in any given month there is 10% chance that he will attack him. The relation of the person to the changeling has no effect on the chance of attack. Changelings have normal human appearance and live normal human life spans. They are in the form of humans because of the magic that is on them. In the basic game, to reduce complexity of character, if the changeling is discovered to be a changeling it will disappear. (This is not how it actually was but is close enough for the basic game.) The only means of uncovering a changeling are to make it cross water or to make it laugh. To do either it must be tricked. There is a 30% chance of successfully tricking him in this way. If attempted and failed, the changeling will attack. This attempt may only be made once by a given party of players. If attack comes, the changeling attacks the **WHOLE** party, not just the trickster.

FAERRY CAVERN COMPLEX

ENTRANCES:Each complex has **ONE** main entrance and 1-3 Side Entrances. Each side entrance has a 20% chance that it is a natural fissure. If so, it is warded with a trap rune if a Troll or Dwarf complex. If Goblin, it is unguarded. If the entrance is not a natural fissure, it will be guarded by runes, unless a Goblin complex, and a contingent of the race as guards. If it is a **DWARF** complex, it will be guarded by the **GUARD** encounter listed in the Dwarf section. If it is a **TROLL** complex, it will be guarded by **ONE** Troll Lord and 1-6 Trolls (roll 1-4) or 2 Ogres. In addition the entrance will be a secret entrance that must be found in the appropriate manner. **GOBLIN** complexes are guarded at the side entrance by 2-20 Goblins, none armored.

The main entrances of these complexes are 12-30 feet wide and 12-30 feet high. If a **DWARF** complex, the entrance will be guarded by the maximum **GUARD** encounter and will have a massive metal door warded by runes. If it is a **TROLL** complex, there will be no door. The guard will consist of 1-6 **TROLL LORDS** and 21-30 **TROLLS**. A **GOBLIN** main entrance will be warded by 10-100 Goblins, 10% of which will be armored.

WARD RUNES: Trolls and Dwarves ward their dwellings through the fixing of permanent runes on them. The following tables list the runes used for this purpose in the basic game:

RUNE	DWARF COMPLEX	TROLL COMPLEX
TRAPS	01-50	01-60
PARALYSIS	51-70	—
MIGHT	81-90	61-70
TOMORROW	71-80	—
INVINCIBILITY	91-100	—
FASCINATION	—	71-90
GLAMOUR	—	91-100

This table is used only if the runes are determined randomly. At his option the referee can set up the runic defenses of the complexes as he sees fit. If determined randomly, there is **ONE** rune on each side entrance and 1-3 on the main entrance. The runes will never be sprung by the creatures living in the complex, only by enemies with hostile intent.

When such a rune is sprung, it will act as the rune in the Faerry Magic section. Once sprung it must be reactivated by the casting of **ONE** magic point by a member of the tribe. There is a 20% chance of a rune at the door of any room and a 40% chance of a rune at any intersection.

These ideas are only indications of what the referee can do. Once the complex is drawn the defenses are entirely at your discretion. In addition to magical defenses feel free to add natural pitfalls and other non-magical traps.

COMPLEX SIZE: The size of the complex will vary with the population of the tribe. A **GOBLIN** complex will have **TWO** feet of tunnels per **GOBLIN** and **ONE** room per 30 Goblins in addition to the central throne room. Secret passages may be added as part of the complex's defenses at the referee's option. The size of the rooms is not included in the length of corridor that the complex is allowed but the total side length of the rooms should not exceed the length of corridors. For determining side length take the length of the room's longest side. **EXAMPLE:** If room is 20' by 40' you would add 40 feet to the total.

A **TROLL** complex will have **ONE** level per 300 trolls in the population. The trolls will generally share massive common caverns. From these caverns will radiate corridor ways to the more private rooms of the troll lords and troll king. The majority of these rooms should be in the lower levels with the majority of the common caverns being on the first level. Side entrances will access the complex at a randomly determined level. The main entrance will access the complex as a large corridor leading to a common cavern. A common cavern is large enough to accommodate up to 100 trolls easily. When found will have 1-100 trolls in it.

A **DWARF** complex will have **ONE** level per **ONE HUNDRED** dwarfs in the population. The top level will contain the main corridors and throne room. The lower levels will be the dwellings of the dwarves and the mines. Each level will have 21-30 rooms large enough to house 1-10 dwarves. The throne area will have a force equal to 2 x the maximum **GUARD** encounter at all times. The main hall and corridors that lead to it must be massive in size and ornate. The throne room must be at least 100 by 200 feet. The dwarves pride themselves on their craftsmanship and are highly ostentatious in the display of this ability. Side entrances to a dwarf complex will access at a random level as for the troll side entrances. With these facts in mind the actual details of the complex are entirely at your discretion.



ELEMENTALS:

Elementals are creatures that exist in, and are comprised totally of, **ONE** of the four elements believed to exist by classical peoples. These elements are Fire, Air, Earth and Water.

In all except two cases elementals are encounterable only when conjured by a magician. The magic required to conjure an elemental is totally dependent on the strength of that elemental class and the alignment of the casting magician. The alignment of the magician comes into play because of the alignment that the elements tend to. This base alignment is: **FIRE AND AIR = LAW, EARTH AND WATER = CHAOS**. It is far easier and less hazardous for a Chaotic magician to conjure a Water elemental than a Fire elemental and vice versa as regards a Law magician.

For this game a fifth class is added to the standard four elements, Astral elements. The substance of these is ethereal and tied to the forces of neutrality.

In the simple game each of the five elements will have two types of elementals. They will be listed with a numerical figure. This number, times the alignment modifier is the number of magic points required to summon them. These modifiers are:

LIKE ALIGNMENT: ONE	In example take a Fire elemental. Say the elemental's
ONE REMOVED: TWO TIMES	number value was 10. He is Law. A Law magician could
TWO REMOVED: FOUR TIMES	summon him for 10 magic points, a neutral magician
	for 20 magic points and a Chaotic magician for 40 magic points. In the reverse the same would
	be true for an Earth elemental worth 10. For Astral Law and Chaos are both ONE REMOVED
	from NEUTRALITY .

Elementals do not operate under any alignment restrictions. The differential is simply because of their nearness to the essences of different alignment forces. It is easier to call someone ten feet away than ten miles.

THE BASIC ELEMENTALS OF FIRE:

THE SALAMANDER: 10 Av. Hit Points, 2 Hit Dice, Reptile Body, 7" MVT. Salamanders are small creatures of fire. Their numerical value is 5. Any creature hit by a salamander will burst into flames. When hit is recorded a saving throw is allowed. If fail the throw you are dead, if made must avoid for one turn.

"MAGMA LIZARD" (sic): 20 Av. Hit Points. The numerical value of this elemental is 10. Any creature that comes within 20 feet of the elemental must make a saving throw. If it is failed the creature bursts into flames and dies. The elemental may move 100 feet per turn. (A Salamander moves 200 feet per turn.) Neither type of fire elemental is intelligent. 4 Hit Dice, Reptile Body, 10" MVT.

Dragons, Jinns and Ifreet are unaffected by Fire elementals.

ELEMENTALS OF AIR:

THE SLYPH: Av. Hit Points 10, 2 Hit Dice, Humanoid, 15", MVT, (AIR). A Slyph is a man-like creature comprised of air and controlling the same. They are intelligent with a numerical value of 5. They will never harm men unless magically compelled to do so and thus are not really "encountered" in a basic sense. A Hit from a Slyph will score three hits.

THE THUNDERBIRD: Av. Hit Points 20, 4 Hit Dice, Bird-like, 15" MVT, (AIR). This force of the air has a numerical value of 10. They cause effect through the storms they command. The storm will cover 50 cubic feet. Anyone within must make a saving throw, if failed they are dead; if not suffer one hit and and thrown out of area of effect. While the elemental remains the area of effect may be moved up to 200 feet on any one turn.

Air elementals may only be used in air that is not surrounded by another element. In example they can be summoned to an open meadow but **NOT** to a subterranean cavern. The air in the meadow is free, the air in the cavern is "imprisoned" by earth.

ELEMENTALS OF WATER:

UNDINES: Human size (10), 2 Hit Dice, Humanoid, 5" MVT. The Nymphs of the Sea. The numerical value of these is 5. They may be encountered without being magically summoned. They are found only in water in that case. All Undines have looks greater than 100 and are female. They are also totally carnivorous. They dwell in houses beneath the waves and are often friendly to mortal men that do them no harm. If attacked they are relentless and viscous enemies. Undine hit causes normal damage.

"KIN-MYRMID": Av. Hit Points 20, 4 Hit Dice, Reptilian, 6" MVT. The numerical value of this elemental is 10. Anyone that is within 20 feet of it is drowned. It will move 60 feet per turn. Any solid obstacle before it is undermined and battered down. Effect area only. Solid obstacle refers only to inanimate objects. No such effect on animate objects.

ELEMENTALS OF EARTH:

GNOMES: 2 (6) Hit Dice, Humanoid, 4" Per Turn. The Gnome is a dwarf sized elemental on earth. He is as skilled a smith as is the dwarf and is not afflicted by iron. He is however afflicted by silver and any hit with this metal will act as a poison spell on a gnome. 10 (30) Av. Hit Points.

The numerical value of a Gnome is 5. They have the ability to pass through the earth in the same manner that humans do air. In combat they are capable of size matamorphosis, they may alter to giant size at any time they desire. Time to achieve the full change is one turn. If hit while changing suffer double damage. When changed they will be capable of fighting as an Ogre in all attributes, except with Gnomes' intelligence, etc. Only their size will change.

Gnomes may be encountered in mountain or subterranean areas. They are generally malevolent to humans. They will only have peaceful dealings with Humankind if magically compelled or in some way in their own interest.

SONS OF GEA: Av. Hit Points 40, 8 Hit Dice, Humanoid, 7" Per Turn. These elementals are animated stone children of the earth itself. Their numerical value is 10. In size they are equal to the **ANAKIM**. Because of their connection to the earth they will have the following attributes.

1. Anyone who approaches to within 10 feet of them will have to take a saving throw against being swallowed by the earth. The movement of these elementals cause tremors that affect this ten square foot area. If swallowed, are dead. If not, you must roll each turn that you are within ten feet. This effect occurs only while the elemental is in contact with earth.
2. The elemental is untiring and invulnerable while it is in physical contact with the earth. If lifted from the earth or kept from contact in some way may be killed. If only wounded and allowed to touch the earth again the damage will heal immediately.

Lifting this elemental from the ground requires an actual strength of at least 100. To hold once lifted must make saving throw against five point magic each turn. Three turns out of con-

tact will automatically kill the elemental.

ASTRAL ELEMENTALS:

"ETHETRAUM": Astral unhittable except by magic and appropriate weapons. The numerical value of this elemental is 5. The effect is to create a ten cubic foot area of ethereal distortion. Any entity that enters, or is passed over, this entity must take a saving throw against insanity as for chaos insanity spell. If fail are thenceforth incurable comatose and will die in 1-6 days. For this elemental effect wizards add 30 to their throw (roll 40 = 10). This is due to the control learned and utilized by magicians over emotions. Their chance of being affected in this manner is thus greatly diminished.

ASTRAL WELL: The numerical value of this elemental is 20. The elemental affects a circle with a 30 foot radius extending upwards into the air to infinity. Anyone within the effect or who passes through it has a saving throw against 13 point magic. If the throw is failed they are dead as their essence and being is drawn from them to the astral plane. Anyone making their throw must take a throw against insanity and will be stunned 1-6 hours. The well may move 20 feet per turn in ground orientation.

The Ethetraum moves 60 feet per turn.

These are the basic elementals applicable to this game. Others will be covered in the projected expansions on this work.

RESTRICTIONS ON ELEMENTALS AND ELEMENTAL USAGE:

A. Effect of Elementals on Elementals:

1. Central conflict of the elements in **AIR vs EARTH** and **FIRE vs WATER**. This conflict exhibits itself in all levels of existence and is the basis for the alignments themselves. The Astral is the watcher and Judge and the force of Neutrality. In later material supplemental to this work the dichotomy hinted at here will be explained and delineated in its full detail.

B. Elementals and their Elements:

Elementals are at home only within the embrace of their element. If they are summoned out of contact with their element, they will start dying immediately. They are supported by contact with their element and cannot exist without this contact.

To simulate this restriction the following rule will apply to all elementals:

Per turn out of contact with their element the element will be reduced 1 hit point in value. Each turn this occurs they will take a saving throw against six point magic. If they make it, they will return to their element and disappear, if not they will continue to perform the magician's wishes. Per 20% that the elemental is reduced persons taking a saving throw against their effects will have a 5% greater chance of making the throw. (If elemental reduced 60% would be 15%.) If the elemental is reduced 100% it is dead and magicians contact with that element is severed (see following section).

C. Magical Contact and Use of the Elements:

To utilize elemental forces the magician must perform a ritual. This ritual will require the expenditure of thirteen magic points per day for one full week plus an initial week of purification. This expenditure will allow you to evoke elementals of **ONE** element. To evoke elementals of all five elements would require the performance of the above five times. Forces of the elements may not be evoked unless this ritual is performed or you possess a magical item allowing this contact.

Alignment restrictions apply to this in that the first element you make this pact with must be an elemental of your alignment. If you are **LAW** it must be either Fire or Air, if **NEUTRAL** it must be Astral, and if **CHAOS** it must be Earth or Water. Under no circumstances may a magician make pact with any element force before he has performed his first alignment spell and determined his alignment.

The magic expended to evoke the elemental is not a portion of the above ritual. It is the necessary force and payment for implementing the pact obtained.

D. Control of Elementals:

The amount of effort that the magician must expend to maintain and control the elemental once conjured is dependent on the difference in the alignments of the element and the casting magician. This is determined on the following chart:

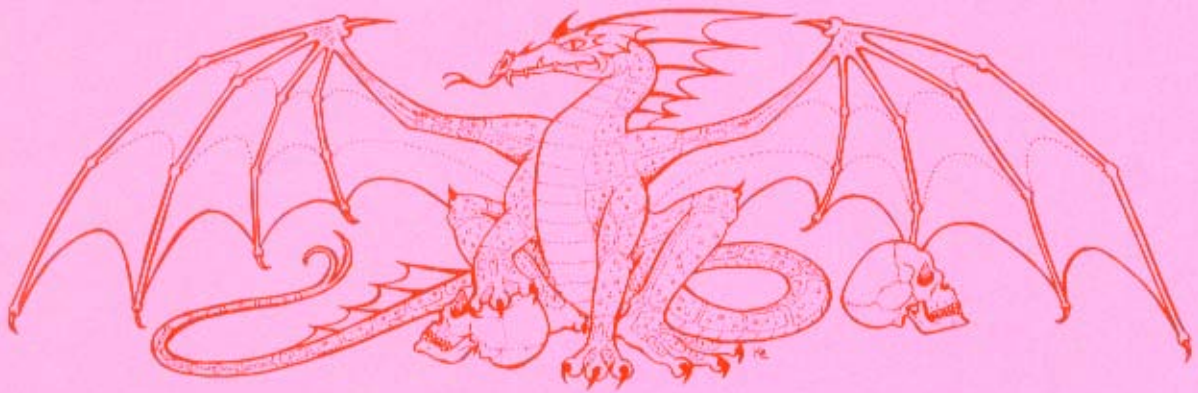
ALIGNMENT DIFFERENCE	CHANCE BREAK	
ZERO	30%	If the magician's control is broken by the elemental, the magician must expend one-half the number of magic points he expended to summon the elemental to reestablish his control. Until this control is reestablished the elemental will perform random actions of the following chart:
ONE	50%	
TWO	70%	

ROLL	ACTION	
2	Dematerialize	If the elemental is out of his element subtract 5 from the die roll. If the element is of a different alignment add the difference in the alignments to the die roll.
3 + 4	Move South	
5 + 6	Move East	
7 + 8	Move West	If the elemental leaves, he is lost and must be resummoned anew. All magic expended to regain control in this case
9 + 10	Move North	
11	Stand	
12	ATTACK CASTING MAGICIAN	

are lost. If the elemental attacks the magician he will attack until dispelled or the magician is killed. Roll for random action will be taken each turn until a result of dematerialize or attack magician is achieved. On killing the casting magician the elemental automatically dematerializes.

When magician attempts to reestablish control he rolls a saving throw against **ONE** magic point. If he makes it, control is reestablished; if not, the elemental will dematerialize, if or the same alignment, or attack if the alignment differs.

At anytime desired the magician may dispell an elemental he **CONTROLS**. This requires the expenditure of 1/10 the number of points of the summons or 1 magic point, whichever is higher (if cost you 40, dispell for 4; if cost 5, dispell for 1).

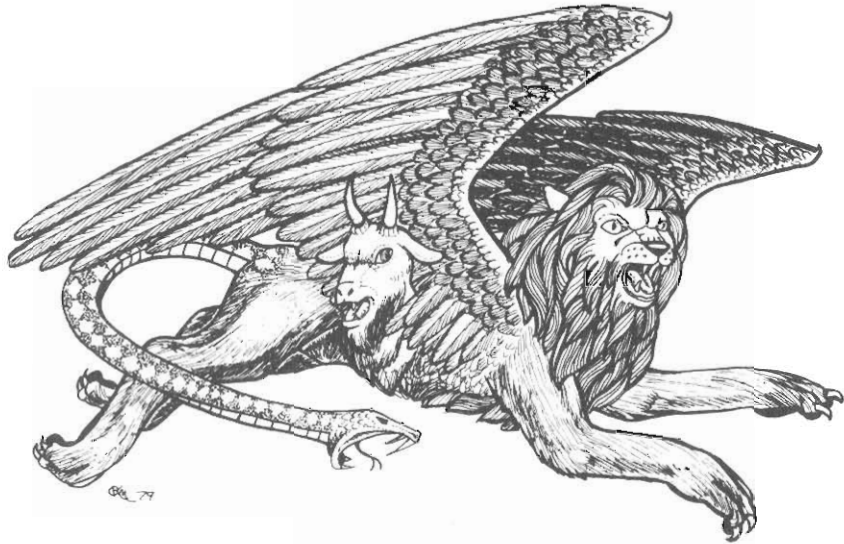


**ADVENTURES
IN
FANTASY**

**BOOK
OF
CREATURES
AND
TREASURE**

**BY
RICHARD SNIDER
AND
DAVID L. ARNESON**

BOOK OF CREATURES AND TREASURE



INTRODUCTION

The creatures of the basic game were extracted, in the main, from the myths of Europe and the Mediterranean. Some creatures, the AI, the Tigbanua and some of the characteristics of the **DRAGON** stem from other sources than this.

The intent of the creature section is to provide a mythos composed of those creatures that comprise the major segment of our mythological heritage and to present them in an accurate format. The creatures are presented here with the attributes, and background, they possessed in the myths of their origin.

The treasure matrices in the game are a rational system for randomizing this source of lucre. They provide a maximum of variation in the treasures while resisting the tendency, general today, towards treasure immensity. The artifacts of the game, like the spells in the magic system, are derived from the authors' research and represent a solid sample of these items. To maintain the balance of a game these potent artifacts should be rare. The tables have been weighted with this idea in mind.

From our viewpoint treasure is an important facet of any fantasy game. We believe that you will find this system highly enjoyable and mentally stimulating. Enjoy.

TABLE OF CONTENTS BOOK III

INTRODUCTION	ii
TABLE OF CONTENTS	iii
CREATURE DESCRIPTION	1
THE DRAGON	1
THE JINN	13
CREATURE INFORMATION CHART	30,31
TREASURE	32
GENERAL TREASURE CHART	33
GEMSTONE VALUES TABLE	34
MISCELLANEOUS TREASURE	34,35
MAGIC ITEMS	36
SWORDS	36
ARMORS	39
AMULETS	39
TALISMANS	42
MAGICAL ARTIFACTS TABLE	44
MISCELLANEOUS ARTIFACTS DESCRIPTION	45
SAMPLE CAMPAIGN ARTIFACT TABLE	50

CREATURE DESCRIPTIONS



DRAGONS

AVERAGE HIT POINTS; VARIABLE
MOVEMENT: GROUND; VARIABLE
FLYING; VARIABLE
ALIGNMENT; VARIABLE

BODY TYPE; SCALED
HIT DICE; VARIABLE

The Dragon is the most puissant, deadly and intelligent of all the creatures of man's mythi. Of all his attributes, the individuality of the Dragon must be stressed the most. Each Dragon is individual in its appearance, interests and personality and these factors must be simulated to adequately do justice to the species called Dragon.

Each Dragon has the following characteristics: Form, Age, Size, Sex, Intelligence, an Egotism Index, a Greed Index, a Personality Index, Alignment, Breath Value, Magic Rating, Interests and a Hoard. Referee's should roll and place the Dragons that exist in their campaign prior to commencing play. This will ease play as the rolling of some of these characteristics is time consuming and somewhat complicated.

To roll your Dragons consult the following tables:

FORM:

The Dragons' form is determined on the following charts. Use a 20 sided die to determine the **HEAD** and **BODY**; use two 20 sided dice to determine the extremities. If the Dragon turns out to be wingless, it is unable to fly.

HEAD

- 1 **HORNED RAM**
- 2+3 **HORNED CAMEL**
- 4-6 **HORNLESS CROCODILE**
- 7 **ELEPHANT HEAD**
- 8 **SALAMANDER HEAD**
- 9+10 **SERPENT HEAD**

BODY

- 1+2 **GREEN SCALES**
- 3-5 **ARMORED SCALES**
- 6+7 **RED SCALES**
- 8 **GOLD SCALES**
- 9 **GREEN ARMORED**
- 10 **RED ARMORED**

EXTREMITIES

- 2 **SHELLED BELLY, FRONT FEET OF TIGER**
- 3-5 **LIONS FORELEGS, EAGLES REARLEGS**
- 6+7 **FORKED TAIL, NECK OF SERPENT**
- 8 **WEBBED FEET, BOVINE EARS**
- 9 **WINGED, #6 and #8 ABOVE**
- 10 **WINGED, #2 and #3 ABOVE**
- 11 **WINGED, #3 and #6 ABOVE**
- 12 **WINGED, #2 and #6 ABOVE**
- 13-15 **WINGED, #3 and #8 ABOVE**
- 16-19 **WINGED, #2 and #8 ABOVE**
- 20 **WINGED, #2, #3, #6 and #8 ABOVE**

If the Dragons' scales are listed as being **ARMORED**, they will have the defense against attack of +5% plate armor. If not, they will have the defense of normal plate armor.

AGE

To determine the age of a dragon roll two 20 sided dice for a number 1 to 100. This number, divided by three (rounding up to the nearest whole number) equals the **AGE GRADE** of the Dragon, 1 to 34. For the purpose of the campaign, a Dragon increases **ONE** age grade every 30 campaign years. The actual age of the Dragon is 30 times his age grade for the purpose of the game.

SIZE AND HIT POINTS

The size of a Dragon is determined by multiplying his **SIZE GRADE**, determined below with one 20 sided die, times his **AGE GRADE**. The number reached as a result is the size and number of hit points of the Dragon. Once the size grade of a Dragon is determined it never changes; as the **AGE GRADE** increases with time the Dragon increases in size and hit points. Determine the **SIZE** grade as follows:

ROLL	1-3	4-7	8 + 9	10
SIZE GRADE	10	15	20	30

EXAMPLE: A Dragon of age grade 23 and Size Grade 20 would have 20 hits per age grade level for a total in size and hit points of 460 (on a roll of 8 or 9).

SEX

The sex of a Dragon is determined by rolling a 20 sided die. On a roll of 1-7 the Dragon is male; on a roll of 8-10 it is female. If the Dragon is female its size grade is increased 20%, i.e. it is 20% larger than the result specified above. **EXAMPLE:** Size Grade becomes 36 instead of 30 if grade 10.

Female Dragons will never mate before they are age grade 10 or after they reach age grade 30. If the female has an **INTEREST** in **LOVE** and is the proper Age Grade, then the following rules apply:

- (1) The female Dragon will lay 1-6 eggs (use a 6 sided die) **SIX** months after any mating occurs. There is a 50% chance per egg that the egg is fertile; otherwise, the egg will crumble into dust in **ONE** to **THREE** years. Fertile eggs require **THIRTY** years to mature. At the start of the 30th year a 12 sided die is rolled to see in which month the egg will hatch. (If the optional calendar is used, the Dragon will never give birth or hatch on the day of Tehuti or the month of the Basilisk. When the eggs hatch, the mother drives the hatchlings from the lair and destroys the remaining shell fragments.
- (2) Once the egg is laid it is self-sufficient. It requires no care. It is impervious to **NON-MAGICAL** attack of any kind. The effect of magical attack on it is at the referee's discretion.
- (3) Dragon hatchlings are **AGE GRADE 1**. They are fully capable of surviving in the wild as they possess a racial memory for such skills as are necessary. They are not capable of using their breath for 1-6 days. When they gain their breath weapon, they will also have fixed their personality, egotism, greed and interests.

INTELLIGENCE

A Dragon's intelligence is determined by rolling two 20 sided dice for a number 1 to 100. When this is determined, 80 is added to the number. The resulting intelligence range for Dragons is 81-180.

EGOTISM INDEX

All Dragons are egotistic to a greater or lesser degree. The Egotism Index determines to what degree the particular Dragon's egotism colors his judgement and influences his relations with other creatures. A Dragon's index also affects his alignment. The index is determined with a 20 sided die on the table below.

ROLL	AFFECT ON RELATIONS	AFFECT ON ALIGNMENT
1 + 2	There is a 10% chance that the Dragon will travel up to 90 miles from his lair with an adventuring party that asks him if: 1) The treasure is worth at least 100,000 G.P. or 2) The treasure contains at least 4 MAGIC ITEMS or 3) The treasure contains items of the Dragon's interest.	-30%
3-5	As above except there is only a 5% chance that the Dragon will travel with the party.	-15%
6-8	There is only a 5% chance that the Dragon will accompany the party and the treasure MUST contain items of the Dragon's interest plus one of the other conditions in 1 + 2 above.	0%
9	There is no chance that the Dragon will travel with the party; there is a 50% chance that the Dragon will attack if the party is of a different alignment.	+ 15%
10	No chance of the Dragon travelling with the party. There is a 50% chance that the Dragon will attack any creature that ventures within 90 feet of its lair regardless of alignment.	+ 30%

Once a Dragon refuses something, he will always refuse it. The Dragon will consider it an affront and will attack if asked to do something for a party that it has already refused to do.

GREED INDEX

Greed is also a trait common to all Dragons. The Greed Index reflects the Dragon's attitude towards wealth and the acquisition of wealth with other creatures. To determine the effect of the Greed Index roll two 20 sided dice for a number 1 to 100 and consult the table below.

ROLL	EFFECT ON RELATIONS	ALIGNMENT EFFECT
1-10	He will share in treasure equitably. He will even part with ONE item he possesses if a dire need exists for it.	-50%
11-25	He will share in treasure equitably. He will never allow his own hoard to be defiled.	-20%
26-50	He will always demand a 10% greater share of treasure than normally is due (if he went with two other creatures, he would demand 43% of the treasure instead of 33%). He will demand it twice; if it is not given after the second demand, he will attack.	0%
51-75	Will always demand a 20% greater share than is his normal due. He will attack anyone that does not give him his greater share the first time it is asked.	+ 5%

76-90	Will always demand a 40% greater share of treasure than normal. He will demand to personally take his share first and will attack anyone that touches the portion that he considers to be his.	+ 15%
91-97	Will always demand a 50% greater share of treasure. Will demand to personally take his share first and will attack anyone who touches what he considers his. Will attack anyone that attempts to enter his lair.	+ 30%
98-100	He will demand all the treasure gained as his share. He will attack anyone that moves within 90 feet of his lair.	+ 60%

PERSONALITY TRAITS

The following characteristics are the basic personality traits that can be found in Dragons. Roll two 20 sided dice and add the result for a number from 2-20. Roll three times per Dragon, determining three separate traits. If the same number is rolled twice, ignore the second roll and roll over. These three traits are the basic personality of the Dragon.

ROLL	TRAIT	ALIGNMENT EFFECT	ROLL	TRAIT	ALIGNMENT EFFECT
2	OPEN	-20	12	TREACHEROUS	+ 15
3	BRAVE	-5	13	MEAN	+ 15
4	KIND	-20	14	DEADLY	0
5	KILLER	0	15	CONNIVING	+ 5
6	HONEST	-10	16	IMAGINATIVE	0
7	ADVENTUROUS	0	17	COWARD	0
8	GLUTTON	+ 5	18	ARROGANT	+ 10
9	DULL	0	19	MISERLY	+ 10
10	WITTY	0	20	POMPOUS	0
11	TALKER	0			

NOTE: Referees should take these personality traits into consideration when player characters meet dragons, especially if the player attempts to form a friendly relationship with the Dragon. The Dragon's personality will decide result.

If Characteristics rolled conflict with the results rolled on either the egotism or greed index, the referee should feel free to disregard the roll on the personality table and roll over.

ALIGNMENT

A Dragon's Alignment is determined by his Egotism Index, his Greed Index, and his three Personality Traits. The procedure to determine Alignment is to add "Effect on Alignment" numbers of the five traits and indices for the Dragon and comparing the net result on the graph below:

LAWFUL		NEUTRAL		CHAOTIC		
-10	-5	0	+ 5	+ 10	+ 15	+ 20

**EGOTISM INDEX EFFECT + GREED INDEX EFFECT + PERSONALITY TRAIT #1 EFFECT
+ P.T. #2 EFFECT + P.T.#3 EFFECT = NET RESULT.**

If the net result is + 10 or greater, the Dragon is Chaotic; if the net result is -5 or less, the Dragon is lawful; otherwise, the Dragon is Neutral in Alignment.

DRAGON BREATH

The Breath weapon of all Dragons is fire. A Dragon may only unleash this Breath once every four turns; that is, if he uses his Breath on any given turn of combat, he may not use it during the next three turns. After the three turn wait, the Dragon can use his Breath again.

Dragon Breath causes damage in a 45 degree cone from the Dragon. The range of the Breath is equal to ten times the Dragon's Age Grade plus 90 feet (range is in feet). The Dragon may breathe in any direction he desires but only one direction per use. Only those creatures within the cone are affected by the fire.

To determine the potency of the Breath, divide the Dragon's Size by ten. Dropping any fraction, the result is the percentage chance that the Dragon's Breath will kill anyone within the cone. The Dragon rolls once for each creature within the cone; there is no saving throw allowed for any creature that the Dragon kills on this roll. If the Dragon fails to kill any creature on this roll, the creature then rolls his normal saving throw (as against a 10 point spell). If the creature makes the saving throw, he does not suffer any damage; if he fails, he is burned to a crisp. Any creature that is normally resistant to fire or is protected in some way against Dragons will disregard the automatic death chance.

MAGIC

The difference between sorcerous magic and Dragon magic is that Dragon magic is due to the innate supernatural powers of the Dragon. He is a force in his Alignment and capable of drawing magic directly from the Alignment's source. Human sorcerers, on the other hand, achieve their magical effects through a system of pacts with the forces of nature or the Alignments. These forces then wield the magic as the sorcerer commands; without these forces, human magic is impossible. A sorcerer is but an instrument of a greater force; the Dragon is a force in and of Himself.

While all Dragons have magical ability, unless they have the intelligence to recognize this ability in themselves, they will never use it. The threshold of this awareness is an Intelligence number of 150; if the Dragon has an Intelligence number of 151 or greater he will be able to use his magical ability; otherwise, he will not use it. Even Dragons who are aware of their ability generally tend to make little use of it.

The number of magic points available to an aware Dragon is 15 times his Age Grade and the use of this magic is restricted by the following rules.

- (1) Dragons automatically have the ability to cast any of the spells of their Alignment; they will never cast spells of any other Alignment nor will they cast any Non-alignment spells.
- (2) The Dragon will only use his total number of magic points monthly rather than daily. While he has the innate ability to use these points all in a single day, he will not do so because of his nature.
- (3) The Dragon will never use more than 5% of his total magical ability in any one day (round up fractions).
- (4) The experience level of a Dragon for magic use and saving throws, as a warrior, versus magic cast at them is equal to the Dragon's AGE Grade divided by TWO with any fractions rounded up to the closest whole number. **EXAMPLE:** A Dragon of AGE GRADE 28 would have an experience level of 14.

INTERESTS

All Dragons have an Interest in the world. The following list of interests give a basic indication of the pursuit that may be of the greatest importance to a particular Dragon. Roll two, 20 sided dice for a number from 1 to 100; roll only once unless a 97 to 100 is rolled on the first roll. A description of each Interest follows the table.

ROLL	INTEREST
1-25	MAGIC(M)
26-35	SCHOLAR(S)
36-45	WAR & WEAPONS(W&W)
46-55	CRAFTS(C)

56-70	HISTORIES(H)
71-80	CREATURES(CR)
81-90	FOODS(F)
91-96	LOVE(L)
97-99	TWO OF THE ABOVE*
100	THREE OF THE ABOVE*

*(Ignore subsequent rolls higher than 96.)

Magic — A Dragon with an Interest in Magic may cast his magical ability in a two week period rather than monthly and may cast up to 20% of his ability on a single day. He will also desire any magical item which he finds or sees. If the item is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given; roll for each magical item separately. In any treasures discovered, a Dragon with this Interest will *always* demand *all* magical items regardless of his Greed index (treat as a 100 roll).

Scholar — A Dragon with this Interest will desire any printed matter which he finds or sees. If the printed matter is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given. If the printed matter is magical, the Dragon will always attempt to seize it. In any treasures discovered, a Dragon with this Interest will *always* demand *all* printed matter regardless of his Greed Index (treat as a 100 roll).

War & Weapons — A Dragon with this Interest will desire weapons and printed matter that deals specifically with warfare. If the weapon or text is possessed by another creature, there is a 60% chance that the Dragon will attempt to take it forcibly if it is not freely given; roll for each item separately. The Dragon will automatically seize any magical weapon that it finds or sees regardless of his Greed Index (treat as a 100 roll). There is only a 60% chance that the Dragon will desire magical armors; roll for each set of armor separately.

Crafts — A Dragon with this Interest likes items of artistic value, i.e., jewelry and engraved metals (especially armors costing more than 100 Gold Pieces). There is a 50% chance that the Dragon will desire any item of art which he finds or sees; roll for each item separately. If the item is possessed by another creature, he will take it forcibly if not freely given. He will automatically seize any magical artistic items that he finds or sees.

Artistic items that the Dragon can be interested in are generally restricted to those that are portable. However, if the Dragon stumbles across a large area with some massive and wonderful art, i.e. a temple, throne room, etc., there is a 20% chance that he will attempt to clear the area of whatever inhabitants are there and will make it his lair.

Histories — A Dragon with this Interest is curious about the history of the major races. He will automatically desire any book that tells of or depicts the history of these races. There is an 80% chance that he will desire historical magical items, maps or graphic tapestries; there is a 40% chance that he will desire any other item of antiquity that he sees. If the item is possessed by another creature, he will take it forcibly if not freely given.

Creatures — A Dragon with this Interest is enthralled by the diversity of animal life. There is a 20% chance that he will attempt to subdue and study any creature who approaches his lair. If so captured, the victim will be held prisoner for 1-10 days (roll a 20 sided die for a number from 1 to 10). If the victim fails to escape by the time the Dragon is through with him, there is a 50% chance that the Dragon will eat him when the study is done; otherwise the victim will be released.

Foods — A Dragon with this Interest is a gourmet. He will steal any fancy foods (ordinary rations are not considered to be fancy) he finds and will hunt or eat only the finest meats. If the Dragon is Chaotic, his favorite indulgence will be human females, preferably virgins.

Love — A Dragon with this Interest is propagating the species. He is the only type that will ever breed; the others consider it a needless waste of time for the immortal Dragon to "sui-

ly" himself with such a "base" activity. There is a 10% chance every year that the Dragon will be engaged in this activity which means that there will be two Dragons in a lair. In all cases of this dual occupation, the Dragon who owns the lair will remain in the lair while the other departs when the affair is consummated. To determine the number of days that the lair will be occupied by both Dragons, roll two, 20 sided dice for a number from 1 to 100 and divide by 2 (drop all fractions). If the result is zero, the second Dragon stays for 1/3 of a day and then leaves. Unless under powerful duress, two Dragons will never cohabit in one place longer than this 50 day period. While mating, both Dragons will attack any creature who comes within 200 feet of the lair.

THE DRAGON HOARD

A Dragon's Hoard is his prize. Unless he is an exceptional Dragon, he will never brook any other creature disrupting his hoard. Roll for each type of treasure on the table below and multiply the Base Amount or Number by the Dragon's Age Grade to obtain the size of the Dragon's Basic Hoard.

DRAGON'S BASIC HOARD

Treasure Type	Base Amount or Number	Type of Die Used To Determine Amount or Number
GOLD	1000 to 6000	6 SIDED
SILVER	1000 to 10,000	20 SIDED
MAGIC ITEMS	0 to 1	6 SIDED (1-4 = 0; 5 + 6 = 1)
JEWELS	1 to 3	6 SIDED (1,2 = 1; 3,4 = 2; 5,6 = 3)
JEWELRY	1 to 6	6 SIDED
BOOKS	0 to 1	6 SIDED (1,2,3 = 0; 4,5,6 = 1)
MISCELLANEOUS TREASURE	1 to 10	20 SIDED

In addition to the Basic Hoard, the Dragon will also have a special concentration of treasure items which reflect the Dragon's Interest(s). Multiply the numbers found on the table below by the Dragon's Age Grade and add the result to the appropriate category of the Basic Hoard, "N" means there isn't any extra treasure of that type.

DRAGON INTEREST

TREASURE TYPE	N	S	W&W	C	H	CR	F	L
GOLD	N	N	N	N	N	N	N	1,000
SILVER	N	N	N	N	N	N	N	2,000
MAGIC ITEMS	2	N	1	1	N	N	N	N
JEWELS	1	N	N	1	N	N	2	2
JEWELRY	2	N	N	3	1	N	N	N
BOOKS	2	2	N	N	1	N	N	N
MISCELLANEOUS TREASURE	N	1	1	2	1	3	4	1

The total of these two tables is the amount of treasure that the Dragon possesses in his Hoard.

THE DRAGON'S LAIR

The Lair is the center of every Dragon's life; all the Dragon's possessions will be in it. The type of Lair is determined by rolling a 20 sided die for a number from 1 to 10. On a roll of 1 to 7, it is a cavern; on a roll of 8, it is an open eyrie in a mountain; on a roll of 9, it is an extinct volcano; on a roll of 10, it is a ruined palace or temple of some kind. All the different types of Lairs have the following in common:

- (1) The entrance will be at least 50 feet wide and 20 feet high and will open onto the main chamber.
- (2) The main chamber will be at least 200 square feet and will contain the Dragon and at least 80% of his Hoard.
- (3) The Dragon will *never* keep treasure in any area of the Lair that he cannot reach within two turns.
- (4) If the Dragon flies, the Lair will also have an exit from which the Dragon can leave aerially.

The actual diagram of the Lair beyond these guidelines is left entirely up to the referee.

The Dragon will never place his Lair within 200 miles of another Dragon. The Dragon will consider this size area to be his territory and will not brook the invasion by others of his race except in special circumstances as determined by the referee.

Except when mating, Dragons will always be encountered as a solitary creature. There is a 60% chance that the Dragon will be sleeping when encountered in his Lair and a 10% chance that he will not be in his Lair. If he is not in his Lair and the Lair is entered, the Dragon will return in 1 to 6 turns (roll a 6 sided die).

EXAMPLE

Below is the description of the Dragon Sco'la. It is recommended that the specifications of each Dragon be kept on a 3" x 5" index card. The detailed listing of the treasure items would be put on the back of the index card. (SEE: HOW TO SET UP AN ADVENTURE for a diagram of Sco'la's Lair.)

DRAGON SCO'LA

Size: 560	Average Hit Points: 560	Body Type: SCALED
Age: 840	Movement: 7" Ground	Hit Dice: NA
Intelligence: 161	15" Flying	Lair: Cavern
Alignment: Lawful		Interest: Creatures
Physical Description:	A winged male with a hornless crocodile head, an armor scaled body, a shelled belly, the feet of a tiger, a forked tail and the neck of a serpent.	

	Alignment Effect		Sco'la's Hoard	
Egotism Index:	9	+ 20	Gold:	56,000 Gold Pieces
Greed Index:	4	-50	Silver:	168,000 Silver Pieces
P.T. #1-Treacherous:		+ 15	Magic Items:	28
P.T. #2-Arrogant:		+ 10	Jewels:	28 pieces
P.T. #3-Brave:		-5	Books:	None
Alignment Number:		-10	Miscellaneous Treasure	252 Items

Magic Points: 420
 Breath Dimensions: 56% lethal; 370 ft. range
 Size Grade: 20
 Age Grade: 28

NOTES

For deciding if a Dragon will be of any service to others, the Dragon will not help in any active manner if *any* characteristic would cancel his helping other creatures. If more than one characteristic is against, he will attack if the creature is of a different Alignment; if more than two characteristics are against, he will attack regardless of alignment. Referees should use their judgement in making decisions concerning Dragon reactions.

DETERMINING DRAGON MOVEMENT RATES

The movement rates of dragons are determined as follows with the following formulas:

FLYING SPEED: 20"—(Hit point Value/100 (rounded down)) Example a dragon of size grade 6 and age grade 6 takes 90 hits. This yields a value above of 90/100 rounded down or 0 for a subtractor. The flying speed of this dragon would be 20" or 200 feet per turn.

GROUND SPEED: 12"—(Hit point Value/100 (rounded down)) Using the example above this would yield a **DRAGON** with a ground movement speed of 12' or 120 feet per turn.





BUGBEAR

AVERAGE HIT POINTS: 12
MOVEMENT: 6"
ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: LION
HIT DICE: 2(+2)

The Bugbear is closely related to the Goblin race. In fact, the name **BUGBEAR** was originally intended to mean **GOBLIN BEAR**. In size the Bugbear is about the height of an average human but is much stronger and incredibly vicious. Its intelligence is very limited and for all intents and purposes is little advanced over the animals in native intelligence. The Bugbear is totally carnivorous. Its favorite food is the tender flesh of human children.

In any **GOBLIN** encounter, in addition to the armored Goblins there is a 40% chance that 10% of the force rounded down to the closest whole number is made up of Bugbears. The Goblin lair will always contain a minimum of 15 **BUGBEARS**. If not encountered as part of a goblin encounter there will be 1-10 Bugbears encountered. They will always attack humans when given an opportunity to do so. If they are outnumbered they will trail the party and attempt to pick off a straggler or attack at night when they are sleeping. Unlike their Goblin sires the Bugbear is not afflicted by sunlight. They are however equally afflicted by **IRON** and the law **BURNING LIGHT** spell.

OGRE

AVERAGE HIT POINTS: 30
MOVEMENT: 6"
ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: HUMAN
HIT DICE: 6

Ogres are the misshapen, barren offspring of the Troll and Trow. The creature possesses limited intelligence and dexterity. His strength, however, is truly awesome. In rolling these characteristics, if desired his intelligence is between 1-10. His dexterity is -50% with 0 being the minimum. The strength of the Ogre is a +200% yielding a value of 201-300. Ogres do not use any type of finished weapon. When a weapon is required, they pick up whatever is handy, a tree limb, large rock, et cetera.

Ogres are encountered in groups of 1-4 males. There is a 10% chance that they will be encountered in their lair. In this case there will be 11-20 Ogres, 1-10 of which will be female. The only distinction for an Ogre being female is that the size is 80% of that of the male Ogre and the intelligence is 50% greater than the male ogre, i.e. 2-15. In the wars of Faerry the Ogre is commonly used by the Troll race as warriors. For details on this see the **TROLL** section.

TROW

AVERAGE HIT POINTS: 40
MOVEMENT: 7"
ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: HUMAN
HIT DICE: 8

Giant cousins and sometimes allies of the Troll race. The Trow is a cruel and stupid eater of men. Trow dwell in caves. They are generally found only in the mountains and along seacoasts. They dress only in skins and are at best armed with a club. In size they are twice the size of the troll. They are incapable of performing any artisan skills of any type. The Trow will generally attack anything except trolls on sight. In the troll horde this sometimes causes a problem when the Trow is left too close to the Ogres in the force. The Trow are fiercely hated by the **ANAKIM** (see **ANAKIM**).

When Trow are encountered the first two possible are adult. If a third is present, it is a child. A Trow child will be 3/4 the size of the full grown trow.

BLACK ELVES

AVERAGE HIT POINTS: 8

MOVEMENT: 5"

ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: HUMAN

HIT DICE: 2(-2)

The Black Elves, or Svartalgar, are encountered only below the ground. If exposed to the sun or a **BURNING LIGHT** spell they are automatically turned to stone without a saving throw. To be considered to be exposed they of course must be within the range of the effect. The Svartalgar are incapable of utilizing magic but they are fully as skilled as artisans as are their surface dwelling cousin, the Elf.

They are encountered as for **GOBLINS** in the goblin section except that all Svartalgar will be armored in at least leather armor, 10% will be armored in **CHAINMAIL**. All Black Elves are capable of Dark Sight at all times. Like the elf the Svartalgar are afflicted by **IRON**. The Svartalgar enjoy, above all things, misleading and tricking other creatures. When they are encountered, they will attempt to mislead the party or trick it until it is either lost or falls into a Svartalgar ambush. The referee should adjudicate this carefully in the play of the game. If you do not wish to play it out, then just give the same saving throw against the Svartalgar that applies for the **WILL OF THE WISP**. If the throw is failed, the person failing follows and is misled (1-4) or ambushed (5-10). If ambushed, will be hit by **FOUR** Black Elves per member of the party.

ANAKIM

AVERAGE HIT POINTS: 50

MOVEMENT: 8"

ALIGNMENT: CHAOS

BODY TYPE: HUMAN

HIT DICE: 10

The Anakim are the long lived sons of a Demonic power. They are also the children of mortal women. The typical Anakim has Human intelligence and is slightly larger than is the **TROW**. The **ANAKIM** dwells in magically protected castles and if his intelligence is sufficient is capable of using chaotic magic.

The Anakim is capable of manufacturing and using weapons and armors of metal other than **IRON**. The Anakim is afflicted by **IRON** in the same way as are the **FAERRY RACES**. The weaponry possessed by the Anakim should be determined by the referee at random. There is a 10% chance that his weapon is magic and a 20% chance that his armor is magic. If the Anakim is capable of using magic himself, these chances of magical items are tripled (30% and 60%).

The Anakim will generally attack **TROW** and **TROLLS** on sight. They are controlled by their desires for **HUMAN WOMEN**, wealth and all of the other significant pleasures of the material plane. They are exceedingly warlike and will go to any lengths to gain a person or thing that they desire.

When encountered out of their lair, the Anakim will be accompanied by **1-3 GRIFFINS**. He will be carrying **1-10 GEMS** and **10-100 GOLD PIECES**. When the Anakim lair is encountered, it will be guarded by **1-6 PERMANENT CHAOTIC SPELLS**. In addition the Anakim will have **2-12 GRIF-FINS**.

The Anakims' treasure should be rolled as for a **AGE GRADE 20 DRAGON** whose interest is **LOVE**. In addition the Anakim has a 40% chance of having **1-6 HUMAN WOMEN** as captives. A **LAWFUL** character will kill any women found in this condition. In future supplements this type of affair will be covered more thoroughly. For now this suffices.

ASTRAL FAERRY

AVERAGE HIT POINTS: 15
MOVEMENT: 6"
ALIGNMENT: NEUTRAL (WHITE)

BODY TYPE: HUMAN
HIT DICE: 3

Astral Faeries, or the Alfar, are encountered only as a result of the casting of the appropriate type of Faerry magic. The attributes of each Alfar are: **DEXTERITY 200, STRENGTH 80, INTELLIGENCE 150, STAMINA 200**. As mentioned in the spell, the Alfar will only fight physically when summoned. They will fight as level 15 warriors with a +20% saving throw versus magic. If a magician "kills" one of the Alfar with his magic, he receives **DOUBLE** the experience normally awarded for a level 15 warrior. He will also earn the permanent enmity of all **ELVES AND FAERIES**. There is a 60% chance that any encounter with Trolls will result in no combat as Trolls will consider him as their ally. If lawful, ignore the above troll advantage.

ASTRAL CORPSE

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: NA, (varies)

BODY TYPE: HUMAN
HIT DICE: 2

The Astral Corpse is the ethereal remnant of a person that used to exist in the material plane. It is only encountered through the appropriate spell or Faerry magic effect.

The goal of any Astral Corpse encounter is to take possession of a living human and thus live again on the material plane. Any hit scored by an Astral Corpse will require a saving throw versus 10 point magic. If the throw is failed, the victim is possessed by the corpse. If the throw is made, the hit has no effect. Other than possession the Astral Corpse is incapable of causing any damage to material beings.

A person possessed by this creature is stunned for 1-6 turns. After this period he will exhibit the characteristics of the Corpse that has possessed him. To determine these attributes roll on the following chances:

- (A) **ALIGNMENT: 1 = LAW/ 2 + 3 = NEUTRAL/ 4-6 = CHAOS**
- (B) **CHARACTERISTICS: Reroll INTELLIGENCE and CHARISMA**
- (C) **CHARACTER CLASS: 1-3 WARRIOR/ 4-6 MAGICIAN**. In these classes the experience level will be 2-12. If this indicates a change in class for the character, he no longer is capable of operating in his former class. If a magician, the new character will know **ONE** spell per level **PLUS** the number of magic points he can cast in one turn, i.e. if level 12, intelligence 100 = 20 spells.

Beyond the above simple adjustments the character will perform as specified for his new alignment. At the referee's discretion he may simply take the character out of play or treat the effect as an **INSANITY** spell. In future works more complex and accurate systems for handling **POSSESSION** will be presented. Until then, the actual handling of events such as the above is entirely at the discretion of the individual referee.

THE WILL OF THE WISP

AVERAGE HIT POINTS: NA
MOVEMENT: NA
ALIGNMENT: NEUTRAL

BODY TYPE: NA
HIT DICE: NA

The Will of the Wisp is an occupant of fens and marshes and will be found only in swamp terrain. When the Will o' Wisp is encountered, a six sided die is rolled. If a 1-4 is rolled, the "Wisp" is malignant. If a 5 + 6 is rolled, it is beneficent.

If the "Wisp" is malignant, it will lead the victim(s) on until he is lost or trapped in a bog. In effect, when the wisp is encountered, all members of the party must make a saving throw versus **FOUR** point magic. Any who fail the throw are under the spell of the wisp. Those who make the throw are immobile for 1-6 turns rolled randomly for each. Animals being used by the party, and other non-humans, need not take a saving throw, they are unaffected. Persons who were affected roll their saving throw again if the wisp is not countered. If they fail again, they are led into a bog and are dead. If it is made, they are simply lost in the swamp. The effect of the wisp may be dispelled by a **DISPELL MAGIC** spell cast within **FOUR** turns of the effect taking place. Beyond this point they are hopelessly out of reach. At the referee's discretion you may play this out and allow the unaffected members of the party to chase the affected members into the swamp and try to save them. Allowing this is optional.

If the Wisp is beneficent, it will serve to lead the party around, or out of danger. In addition it can answer **ONE** question that asks for either a direction or a yes or no answer. It will do one or the other, once one of the above is accomplished to the satisfaction of the Wisp, it will disappear.

The Will of the Wisp is the Marsh Fire. In physical form it manifests as small, glowing balls of flame. In the old legends the Will of the Wisp is associated with the souls of the dead. Due to its insubstantial nature the Will of the Wisp is incapable of inflicting physical damage. The Will of the Wisp has no lair or treasure.

THE JINN RACE

In the Basic game the members of the **JINN RACE** are: The Jinn, the Ifreet and the Ghul. They are afflicted by **IRON** in the same way as are the **FAERRY RACES**. They are not afflicted by sunlight or light of any kind. In addition to the Iron affliction the Jinn Race abhors salt and will never touch it if it is offered. If they are tricked into consuming salt, they will suffer the same effect as for a successful **POISON** spell. They will not be allowed a saving throw against the effect of salt. Obviously, when an Arab offered a visitor salt, as well as the hospitality and other meanings, he was making sure the person was not a Jinn. One can't be too safe.

In an advanced supplement to follow the place of the Jinn race will be delineated in detail. For now the full descriptions of Eblis's fall from Allah's grace, in Mohammedan legend, need not be delineated beyond sketchy detail as it effects the use of the above three creatures. The following are the descriptions of the Jinn race:

A Jinn Treasure is equal to the basic hoard delineated for dragons, **AGE GRADE 1**

THE JINN

AVERAGE HIT POINTS: 15
MOVEMENT: 6" on FOOT

BODY TYPE: HUMAN
HIT DICE: 3

**ALIGNMENT: (1 + 2 WHITE/ 3 + 4 GREY/
5 + 6 BLACK)**

The Jinn were born out of scorching heat and smokeless flame. They are mortal, but extremely long-lived. Due to their birth they are impervious to damage by fire. Due to their former status in the cosmology of Islam as angels, a predominately air force, there is a 30% chance that any **AIR ELEMENTAL** cast on them will refuse to attack and will be automatically dispelled.

The Jinn have a limited magical capability. They are capable of 20 points of magic but may only utilize the following spells: **INSPIRATION, WIND, SHAPE SHIFTING**. In addition they have native abilities allowing them to fly, remain invisible and cause humans to suffer the equivalent of the Chaos **INSANITY** spell. With the flight ability they can carry **ONE** passenger who must be in physical contact with the Jinn. The invisibility should be treated in the same manner as the **LAW INVISIBILITY** spell. When encountered the Jinn will be invisible 50% of the time. The insanity effect should be treated as for the chaos spell. The native abilities listed above do not require the expenditure of any magic points to perform. The Jinn may do any **ONE** of these in a given turn as long as he is not fighting or performing magic. Saving throws versus the magic of the Jinn, i.e. effects that the Jinn expends **MAGIC POINTS** to perform are taken with 10% subtracted from the chance of a successful throw. (If normally a 60% chance of making the throw, the chance versus a Jinn is 50%.) This 10% would not apply to the Insanity effect because it is a native ability that does not call for the expenditure of magic points. In the basic game all Jinn encountered should be treated as having an experience level of 10 for both physical combat and sorcerous combat.

A Jinn will never voluntarily enter sorcerous combat. If a magician gets to within 10 feet of the Jinn he may, if desired, force the Jinn into sorcerous combat against its wishes. In this event the Jinn will always fight the combat using the **KILL** mode.

In the basic game Jinn are encountered in Forest, Swamp and Human dwellings (or cities for simplicity's sake). If the Jinn is encountered in the forest or swamp, there is a 20% chance that it is encountered in its lair. If it is encountered in the city, there is 0% chance that this is the Jinn's lair. If the Jinn is encountered out of its lair, there is a 90% chance that only one is encountered. If you roll 91-100, then you have encountered 1-6 Jinn.

In the basic game the Jinn lair will be a cave (roll 01-80) or a magic castle (81-100). If it is a cave, it will be occupied by 1-3 Jinn and will have 1-3 Jinn treasures. If it is a castle, it will be

guarded by 1-6 permanent spells. Roll each, a roll of 1-4 = **WIND**, 5 + 6 = **INSPIRATION**. The castle of a Jinn will contain 1-10 normal Jinn and 1 Jinn with **DOUBLE** the normal experience level and magic point ability. The castle treasure will be 1 Jinn treasure per normal Jinn and Three times the maximum **JINN TREASURE** for the Jinn master. The castle size will be a level **ONE** as described in the **CASTLE** section. The referee should feel free to expand Jinn encounters as desired. The above only begins to scratch the society and attributes of the Jinn.

IFREET

AVERAGE HIT POINTS: 30
MOVEMENT: 8" on FOOT
30" FLYING
ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: HUMAN

HIT DICE: 6

The giant devils of the Jinn race. An Ifreet is the size of an old palm tree. It has two black wings, four hands of which two have the claws of a lion and onager tail like hair. He has two flaming red eyes in the normal human position and a green eye in the middle of this forehead between his full horns.

The Ifreet has the same magical ability as the master Jinn mentioned in the Jinn magic castle encounter. They have the same magical abilities as do the Jinn for both spells and native ability. Unlike the Jinn, the Ifreet is not capable of **INVISIBILITY** in the basic game. The Ifreet is also impervious to fire and has a 40% chance of turning **AIR ELEMENTALS** cast against it. Ifreet are always malevolent towards humans. In Islamic legend the Human race is responsible, in the Ifreet's eyes, for the fall of the Jinn race. The Ifreet does not forgive or forget this for one moment.

Ifreet are encountered in swamp, forest and desert. Their lairs are encountered only in the desert. If you encounter the Ifreet in the desert, the chance of encountering the lair is 30%. Other than lair encounters only **ONE** Ifreet is encountered. If the lair is found, it will be a cave guarded by 5-10 permanent spells. In addition there will be a 40% chance that the Ifreet is larger than normal size and magic point ability. If this event occurs, roll a six sided die and multiply it times the Ifreet's average hit points and his magic point ability. A larger than normal Ifreet encountered is unable to leave the cave unless he can force a human to perform a quest for him and return. If he does this, he will be freed from the bondage that Allah has placed him in. If this is the case, the Ifreet will have at least **FOUR** of his permanent spells set to force this event on those who encounter his cave. The physical attack range of an Ifreet forced to remain in his cave is ten feet. He will not willingly engage in sorcerous combat but may be forced as for the Jinn. In forcing either of these races to sorcerous combat consider their intelligence to be 60 and their stamina to be 100.

The Ifreet in its lair will have a Jinn treasure. If it is larger than standard size, then take its multiplier times the amounts of the treasure found for the actual amount.

THE GHUL

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: NEUTRAL (BLACK)

BODY TYPE: HUMAN

HIT DICE: 2

The Ghul are hideous desert dwelling monsters. They exist by consuming the bodies of the dead. They revel in misleading humans to their destruction. Any character that fails to make a saving throw versus 8 point magic will follow the Ghul's instructions. If he makes the throw, then the Ghul is found out; if not, he follows to the exclusion of all else. Only the character that the Ghul advises is allowed a saving throw. The Ghul is capable of taking the shape of any human he desires. He may do this five times per day. This is his only native ability. The Ghul are encountered in the desert or in cities. If encountered in the desert, there is a 20% chance of finding the lair; otherwise, **ONE** Ghul is encountered.

If the Ghul misleads a party he will take it into the desert and either leave it hopelessly lost (roll 1-5) or (on a 6 to 10) lead it into an ambush. The ambush will be by 20-120 Ghuls. There is a 10% chance that the Ghul army will be led by an **IFREET**.

If a Ghul lair is found, it will contain 20-120 Ghul. Each Ghul will have 1-6 copper pieces and there will be a Jinn treasure in the cave or burrow.

The native appearance of the Ghul is a hunched figure with long red fingernails and a general deformed and wattled appearance. They, like the Ifreet, generally hate mankind.

ĀL

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Āl is a demon from Armenian legend. It dwells in swamp and forest. It has snake like hair, brass fingers and iron teeth. Its most common weapon is a pair of large shears which it carries. The Āl revels in injuring human children. Its main food is the corpses of humans.

In addition to the normal physical attack, anyone that moves to within ten feet of the creature must take a saving throw versus the equivalent of the **PLAGUE** spell. If the throw is made once, it need not be taken again in the battle against **THAT** group of Āl. If it is failed, it will have the same effect as the spell would. the demons are unconcerned with treasure and their lairs are of insignificant import so there is no treasure chance when these creatures are encountered.

TIGBANUA

AVERAGE HIT POINTS: 10
MOVEMENT: 6"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Tigbanua is one of the **BUSO** class of demon feared by the **BAGABO** people of the Philippines. The Tigbanua have long bodies, feet and necks. Their hair is curly and they have a flat nose and a single **RED** eye. They are found in graveyards, forests and mountain. Their only food is dead human flesh. They never cease their efforts to make dead flesh out of live flesh. When the Tigbanua is encountered by humans, it will always attack. They will have +20% chance of successfully ambushing the party that they attack.

The animal enemy of the Tigbanua is the **CAT**. For the basic game, if the party has a feline of any type with it, you will never be ambushed by a force of Tigbanua and you may always avoid them if you desire to do so. Like the Āl, the Tigbanua is unconcerned with treasure and has an insignificant lair. There is no treasure chance in an encounter with these creatures.

RAKSHASA

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 2

The Rakshasa are the major demons of Hindu myth. In their native form they are colored yellow (1 + 2), green (3 + 4) or blue (5 + 6). Their eyes are vertical slits, their hair is matted and their fingers are set backwards on their hands. They possess extremely large bellies and have five feet.

The Rakshasa are shape shifters. They are capable of using this ability up to four times in a single day. If their false shape is discovered or broken (see **SHAPE SHIFTING** spell), they will assume their native form, as described above, for at least **THREE** turns.

The fingernails of the Rakshasa are deadly poison and their mere touch can cause death. To simulate this any hit by the Rakshasa will demand a saving throw versus a **POISON** spell. The chance of success on this throw will be a -5%. If the throw is failed, death is instantaneous. If the throw is made, no damage is scored by the hit.

The Rakshasa is a relatively stupid creature that is **ALWAYS** malignant to humans. They feed exclusively on human flesh and corpses. The major haunts of the Rakshasa are forests and cemeteries. They are most effective at night. If they are encountered in the daylight all saving throws and detection changes against their powers are resolved with a +15% chance of success for the player. (**EXAMPLE:** Poison is rolled with a +10% chance of success rather than a -5%.)

There is a 10% chance of finding a Rakshasa lair. If you do, the numbers found are **TRIPLED** with one of the Rakshasa being twice normal size. The treasure found will be a Jinn treasure.

NAGA

AVERAGE HIT POINTS: 15
MOVEMENT: 4"
ALIGNMENT: (1-4 NEUTRAL/ 5 + 6 LAW)

BODY TYPE: SNAKE
HIT DICE: 3

The Naga are Human headed serpents common to Indian legend. They are not generally malignant creatures but are a vicious and deadly enemy when they have been crossed. The Naga possess

a deadly venom. Any hit scored by a Naga will cause a saving throw versus the **POISON** spell with a -5% chance of making the throw. If the throw is failed, death is instantaneous. If the throw is made, it means that the Naga did not choose to inject poison on that hit. The damage inflicted by the hit is still inflicted. The Naga will have **ONE** dose of venom per **TWO** hit points that it possesses at full strength. Used doses are regenerated at the rate of **ONE** per ten turns.

All Naga have a jewel in the middle of their forehead. The value of the jewel will be equal to 1000 gold pieces per **HIT POINT** that the creature can take. (If you roll the hits out this is 3-30,000.)

There is a 10% chance of finding a Naga lair **IF** the encounter occurs on the shores of a quiet lake or cove. If the lair is encountered, it will have 1-6 Naga in residence. The lair of the Naga is an underwater palace. It will contain **ONE** Jinn treasure per Naga in residence. All the player must do is figure out a way to get it. Other than above the lair, the Naga can be encountered in forest, clear terrain or swamp. When encountered out of its lair, only **ONE** Naga is found.

The Naga are extremely sagacious creatures. In Hindu myth they contain the secrets of life and immortality. In the basic game the referee may establish a chance that the Naga will yield, or use, these secrets to the advantage of player characters who quest to the advantage of the Naga. The danger and time required for the request should be varied by the knowledge that the player desires to gain from the Naga.

CENTAURS

AVERAGE HIT POINTS: 20
MOVEMENT: 12"
ALIGNMENT: NEUTRAL

BODY TYPE: LION
HIT DICE: 4

The centaur is an intelligent half man,, half horse. His communities are comprised of 1-6 males, 2 to 12 females and 1 to 8 children. In addition, there is a 40% chance that the community is in a **HAMADRYAD** wood, a 60% chance of finding **1-6 SATYRS** in the community and a 20% chance that there are Nymphs. The type of Nymph, in this case, is varied by the type of terrain that the centaurs are encountered in. The centaur sex will vary its size as follows: males will be 100% of the above AHP, females 60% and children 30 to 80% of the above AHP.

The centaur, with few exceptions, are a violent, licentious breed and as such are totally unpredictable. When encountered they will attack (roll 01-30), ignore the party (roll 31-70) or be vociferously hospitable to them (roll 71-100). If hospitality is offered the party must spend at least 24 hours in the camp of the centaurs or they will be offended and attack. If the party contains a female human in it, there is a + 20% added to the above throw for the reception the centaurs give the party.

There is only a 20% chance that the centaurs are encountered outside of the lair. If so, the encounter will consist of 1-6 males. The centaur lair will contain treasure. For the effect of other creatures who may be associated with centaurs consult the descriptions of those creatures.

SATYRS

AVERAGE HIT POINTS: 5
MOVEMENT: 7"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 1

Satyrs are lewd and lascivious drunkards. They spend their time cavorting through the forest with the Nymphs and Centaurs, drinking and playing on their flute. In physical form the Satyr is a cross between humans and goats. They have the hooves, legs and horn of a goat. Their trunk from the waist up is human.

Satyrs generally shun men; if they are encountered, the Satyrs will take an evasion chance. If they fail to avoid, then the party encountered must take a saving throw versus the Satyrs' music, the equivalent of **TWO POINT MAGIC**. If the throw is made, there is no effect. If the throw is not made, the victim will follow the Satyrs' music through the woods, hoping to join the Satyrs and Nymphs in their frolics. The affected individual will attack anyone that attempts to bar his way. He may only be stopped from pursuing the Satyr through physical subdual. The effect of the Satyr will last until the Satyr releases the victim by stopping the music. If the victim is female, the Satyr will **NOT** release her until he has held her for 1-10 turns. When encountered alone, only **ONE** Satyr will be encountered. When encountered with other creatures, see the description of the other creatures to determine the numbers that are found. Regardless of the number of Satyrs encountered only one saving throw is required per man per encounter. For the play of the

basic game the only Satyr treasure will be a 20% chance that its flute is worth 2-20 gold pieces. Satyrs will have no other possessions.

NYMPHS

AVERAGE HIT POINTS: 10
MOVEMENT: (5)"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 2

The female animistic spirits believed to populate different areas by the Greeks. Two types of these, the Dryad and Hamadryad, will be mentioned separately. Three other types exist for the play of the game. They are:

THE NEREIDS: Nymphs of the Ocean

THE OREADS: Nymphs of the Mountains

THE NAIADS: Nymphs of Running Water, i.e. Rivers, waterfalls, etc.

The basic attributes of the Nymphs are the same. They are all capable of shape shifting up to **TEN** times per day. Any mortal man who encounters them must take a saving throw as delineated for the **HAMADRYAD**. When encountered there will be 1-3 Nymphs. Per Nymph there is a 40% chance of 1-6 Satyrs being present and a 10% chance of a **HUMAN** warrior being present. Nymphs are encountered only in their lair. Satyrs are, of course, never encountered with Nereids. All Nymph types will take men for lovers. If a Nymph is captured, she will have a 10% chance per day of escaping unless she is kept from doing so magically. If taken out of her normal residence, she will waste away and die in 4-10 weeks.

Nymphs never perform aggressive attack on any creature. They always defend passively through the use of their charms and shape shifting ability. When Nymphs are encountered there is a 30% chance that they have **THREE TREASURES**. If not, then there is no treasure.

Nereids are only encountered in their lair if the party is capable of magically detecting the lair's presence below the water. The lair of the Nereid is an underwater castle. If not encountered in the lair, then only one Nereid is encountered and there is no chance of her being associated with other creatures.

DRYADS

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: NEUTRAL (WHITE)

BODY TYPE: HUMAN
HIT DICE: 2

Dryads, in Greek mythology, were the mortal daughters of the god **ZEUS** who worshipped the oak. Because of their connection to the godhead they will have the following attributes:

- (A) Within their woods they will have a + 20% chance to avoid encounter.
- (B) They are capable of enlisting the creatures of the wood to their aid if they are in mortal peril. This will mean a 50% chance per day of attack by beasts of the wood and an automatic escape by the Dryad if she is left unguarded for more than three turns at anytime.
- (C) The looks of the Dryad are determined by adding 100% to the charisma rating rolled for her, i.e. a charisma of 101-200. Because of this charisma and her nature all human males that encounter Dryads must take a saving throw versus **THREE** point magic. If they make the throw, the power has no effect. If they fail the throw, they will attack anyone who attempts to harm the Dryad. In addition they will stay in the wood to serve the Dryad until she tells them to leave her. This will mean a stay of **ONE WEEK** per **CHARISMA** point of the character affected by the Dryad's power.

When encountered there will be 1-6 Dryads. Per Dryad there is a 20% chance of a human warrior and a 60% chance of 1-6 Satyrs. The warrior encountered will have a random experience level of 1-6. Dryads neither seek nor keep treasure. There is a 40% chance they will have the equivalent of **TWO TREASURES** in the belongings of creatures who have served them.

Dryads may be taken from their wood. If they are, they will attempt to escape at any opportunity. If out of their woods, the above control of creatures is no longer automatic. Instead this ability will have a 30% chance of coming into play for both facets daily. Beyond trying to escape the Dryad will be totally passive and resigned. A Dryad will sell on the **SLAVE** block, in Neutral or Chaotic areas, for 100 gold pieces per point of charisma. All Dryads are female. If the Dryad fails to escape in the first month, a roll must be taken each month against 10 point magic by the Dryad. If the throw fails, she has pined away to the point of death for the loss of her home.

HAMADRYAD

AVERAGE HIT POINTS: NA
MOVEMENT: 5"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: NA

The Hamadryad is the Nymph of the Oak. They are long lived spirits whose existence is totally bound to the tree of which they are a part. Each is tied to a single tree, as long as the tree lives, they live. If the tree dies, they die. If the Hamadryad is separated from her tree for more than **ONE HOUR**, she will die.

The Hamadryad is a licentious spirit who will attempt to lure humans with a charisma of 75 or higher into her tree. This attempt requires that the human make a saving throw versus **FOUR** point magic. If the throw is failed, the person will enter the tree and not return for 1-6 weeks. Victims of this effect will be permanently reduced in strength 10 points and in stamina 5 points. If the human makes the saving throw, the power has no effect and that **HAMADRYAD** will never affect that human. If reduced to 0 or less, the human is dead!

Once someone enters the tree the only way to get him out, short of the above time duration, is to burn the tree. If this is done, the party will be attacked by forest animals and the persons inside the tree will suffer 1 to 12 hits damage. The Hamadryad, of course, will die.

When encountered there will be 1-6 Hamadryad trees in the grove. They should be set up within 100 feet of a central point. The direction from the point should be determined randomly. The range of the Hamadryads' power is 60 feet. If there are six Hamadryads in the wood and you move to within sixty feet of all six, six saving throws are required.

MINOTAUR

AVERAGE HIT POINTS: 25
MOVEMENT: 6"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 5

The original minotaur of Knossus was the son of the Queen of Crete fathered by a bull meant for a sacrifice to Poseidon. Thus the Minotaur is the product of sodomy and heretical disregard of the gods.

The creature has the head of a bull and is human from the shoulders down. If encountered in its lair, it will automatically attack. If not in its lair, it will attack 60% of the time, i.e. if hungry. The mainstay of the Minotaurs' diet is human flesh. The Minotaur can be encountered in the mountains, forest and underground in man made dungeons or mazes. The minotaur is not a treasure keeper, give 20% chance 1 treasure.

UNICORNS

The Unicorn has been envisioned in many forms by man. In this game the following **FOUR** types of unicorn can be used:

UNICORN TYPE	AVERAGE HIT POINTS	BODY TYPE	MOVEMENT	HIT DICE	ALIGNMENT
CAPRINE	5	LION	20"	1	LAW
EQUINE	15	LION	40"	3	LAW
CTESIAN	20	LION	20"	4	LAW
The ORYX	10	LION	30"	2	LAW

If you do not desire to use the variable types of unicorns, then the **EQUINE UNICORN** should be used.

The basic form of the Unicorn varies by type. The Caprine Unicorn has the form of a goat. The Equine Unicorn has the form of a horse. The Oryx has the form of an antelope. The alicorns, or horns, of all three of these unicorn types is white at the base. From the base it narrows to a crimson point.

The Ctesian Unicorn is a more compounded creature. The fore quarters are those of a rhinoceros, the hind quarters are those of an antelope. It has the head of an ass. The Ctesian Alicorn is banded in black, white and red from the base to the tip.

All Unicorns prefer solitude and cannot be captured by men until they have fallen victim to a

human, virginal female. Once this has happened the beast can be captured and killed by men. The speed of the unicorn is reduced 50% when it falls victim to the virgin. The unicorn can never be tamed for the use of men. It will escape from or kill any who try.

THE ALICORN

The Alicorn is the horn of the Unicorn. The horn can be used to cure the effect of any poison, magical or otherwise. For this it must be used before the victim's death or on the turn of death. It will have no effect after the victim has died. In addition, the alicorn can be used to cure the effect of the **THROE** spell. The alicorn is utilized in the same manner as a **TALISMAN**. For this see the **MAGIC ITEM SECTION**.

The Alicorn is highly prized. In this basic game it can be sold at any **CITY** market for 10,000 gold pieces.

CYCLOPS

AVERAGE HIT POINTS: 60
MOVEMENT: 8"
ALIGNMENT: NEUTRAL

BODY TYPE: HUMAN
HIT DICE: 12

The name "Cyclops" means circle-eye. These monstrous sons of Poseidon were, under the direction of Hephaestus, the forgers of Zeus's lightning bolts. They are generally cruel and stupid. They dwell in caves found in the mountains or along sea coasts. In physical appearance they are three to four times the size of a human. They have a single eye in the middle of their forehead and are heavily haired.

Due to their awesome size and strength, the Cyclops is capable of throwing boulders of large size. They may cast the stone up to 120 feet. If it is cast at a building, wall, ship, etc., consult the basic game effect of a **HEAVY CATAPULT** used in this manner. If it is cast at a group of creatures, it will affect any creature within 10 feet of its point of impact. To determine the result the **CYCLOPS** rolls with a +20% chance to hit on the hit chart and +60% damage on the damage chart. If the result is greater than 100 on the damage chart, then the stone will score 2 to 20 hits on the creature hit. In using this ability the Cyclops spends one turn lifting the stone and one turn throwing it. Therefore at best he can only cast one every other turn. The cast stone must land at least 20 feet from the Cyclops who cast it.

As part of its subsistence, the Cyclops is a shepherd. If it is encountered in its lair, the lair will contain 10 to 100 sheep each worth three copper pieces. If encountered outside of its lair, the same number of sheep will be found within 300 feet of the Cyclops. Other than the sheep the Cyclops will have **TWO TREASURES**. The preferred food of the Cyclops is the flesh of humans. Any party that kills a Cyclops has a saving throw, as a party, versus **FOUR** point magic. If the party fails the throw, it will have bad luck, constant encounters and will be lost for 1-6 years. (You too can be Ulysses.)

HYDRA

AVERAGE HIT POINTS: 30
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: SCALED
HIT DICE: NA

The Hydra is one of the major children of Chaos. It is a large reptilian beast with nine heads on nine necks. Of these heads, the center head is **IMMORTAL** and cannot be killed even if it is severed from its neck. In simulating the attributes of the Hydra the following rules should be used:

- (A) The Hydra will receive a maximum of one attack per head. If more than one head is used to attack a single individual, it will only receive one chance to hit; each additional head, however, will give a +5% chance of hitting the target and a +10% damage on any hit.

EXAMPLE: The warrior **SHOGAR** encounters a Hydra while adventuring alone. Confident of his ability, he charges. Because of neck length the Hydra chops before **SHOGAR's** sword can strike. It does so with all nine heads yielding a +40% chance to hit for +80% on the damage table. **SHOGAR** will be lucky to get a chance to swing his sword.

The Hydra is limited in this head use. It will always attack as many of the available

targets as it possibly can. If it encountered 15 humans, it would attack **NINE** of them with one head each. When the hydra suffers damage and the heads regenerate, the above will apply to necks, not heads. If it regenerates to the point where it has **FOUR** heads on one neck, one person will be attacked by that neck and all four heads that are on it!

- (B) The Hydra possesses a venomous breath. Anyone hit by a Hydra must roll a number 1 to 100. If this roll exceeds his strength rating, he must roll a saving throw against **POISON**.

(C) **HYDRA REGENERATION:**

1. The damage that the Hydra can take is determined on a per head basis. The average Hydra, listed above, will take **THREE** hit points damage to each of its normal heads and **SIX** hit points damage to the immortal head. To remove a Hydra head it must be severed in one stroke, i.e. all hit points required to take it off must be scored in one turn. Up to two humans may attack a single Hydra head. To do this they must specify that they are working together on that head. If this is specified, they may total the damage they score on the head and use all modifiers due to both of them when determining if the head is effectively seared to prevent regeneration.
2. Except for the immortal head, the Hydra will regenerate **TWO** heads for each head severed on the turn following any turn that a head is lost. Each new head has the same properties and abilities as the old head did. If a three hit head is removed, it is replaced by **TWO** three hit heads. The only way to forestall the regeneration of the heads is to sear the wound with fire before the regeneration can occur. Only the player, or players, attacking the head that is severed can do this and then only if they have a burning torch in the hand at the time. The player desiring to do this must state specifically that he is doing so. To determine if the wound is successfully seared a saving throw is taken versus **TWO** point magic. If the throw is made, the wound is seared.

In searing the fire must be applied specifically to the head. For this reason magical fire effects thrown at the creature will not stop the creature from regenerating its damage, though it will score damage.

3. The Hydra may only be harmed through the destruction of its heads. Its body is totally impervious to damage from any source, physical or magical. When it is encountered, the Hydra will always be in its lair and will attack anyone that ventures within 100 feet of the lair.
4. The teeth of the Hydra may be used by **CHAOTIC SORCERORS** (magicians whose alignment is **CHAOS** and whose level is level 8 or higher) to produce the **CHILDREN OF HYDRA**. For attributes and procedure see the **CHILDREN OF HYDRA** section below.
5. The immortal head may not attack once severed. If it is not buried, it will grow a new Hydra in 30 days. A Hydra without its immortal head will die in 1 to 10 days.

CHILDREN OF HYDRA **AVERAGE HIT POINTS: 5**
 MOVEMENT: 6"
 ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: 1

The children of Hydra are created by planting the teeth from the non-immortal heads of the Hydra. Each of the heads will have **TEN** plantable teeth. The children are produced by burying the teeth, one to a hole, in an open field. The magician must bury them himself. He may bury **TEN** teeth per turn. No more than 33 teeth may be buried in any ten square foot area.

After the teeth are planted, the magicians cast **SIX** magic points to activate the spell. The effect will cause every tooth that is planted within 50 feet of the sorcerer's position to metamorphose into a sword armed, shield carrying skeleton. These creatures will attack anything that the sorcerer orders them to attack, irregardless of odds, until either they are destroyed or the target is. The children must be able to see the target to be attacked. If they cannot see the target, they will attack the sorcerer and any other human within 200 feet.

The children, once created, are unkillable in normal combat. The scoring of the hit points above serves to disable them to the point that they can no longer move. When this occurs, it re-

mains on the spot where it was disabled and attacks any member of the target party that moves to within **FIVE** feet of its position. The children will continue combat until the target is destroyed or it is more than 200 feet away from them **AND** can no longer be seen. In both cases, they will immediately crumble into dust. If the sorcerer who gave them life is killed, they will crumble into dust. If the child is immersed in water, it will be destroyed. To immerse the creature in water it must be hit with a **RAIN** spell or be tricked into entering a body of water. The children always take the shortest route to their target. They are unable to see invisible objects. The children, of course, have no treasure.

CHIMEARA	AVERAGE HIT POINTS: 25 MOVEMENT: 8" WALKING 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 5
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The Chimeara is a three-headed flying creature of Chaos. The heads of the Chimeara are those of a lion, a goat, and a serpent. It has the body of a lion and the wings of an eagle. The locations and attributes of the heads are as follows:

- (1) The Lion Head is located in the front and is only capable of biting at attackers.
- (2) The Goat Head sprouts from the right side of the body and may only attack towards the front, the rear, or the right side. The head is capable of attacking with or without fire; there is a 50% chance that the head will breathe fire in any given turn, though, once it breathes fire, it must wait two turns to breathe fire again. The fire will cover a 50 foot long, 45 degree cone and will have the same effect as a Chaotic Fire spell.
- (3) The Serpent Head is on the tail and may only attack towards the rear or to either side as a Poison spell.

SIDE BEING ATTACKED	HEADS THAT MAY DEFEND
FRONT	LION & GOAT
RIGHT	GOAT & SERPENT
LEFT	SERPENT
REAR	GOAT & SERPENT

GRIFFIN	AVERAGE HIT POINTS: 20 MOVEMENT: 8" on FOOT 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 4
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The Griffin has the body of a lion and the head and wings of an eagle. They are commonly found in association with the **ANAKIM** and as guardians of mines and treasure. Other than this they can be encountered in the forest, mountain or clear terrain. If encountered in clear terrain, there is no chance of finding the lair. If encountered in the forest or mountain, there is a 30% chance of finding them in their lair. If they are in the lair, **DOUBLE** the number rolled for numbers encountered, i.e. if roll 5, find 10.

The Griffins' main enemy, and favorite food, is the horse. It will always attack these creatures when they are found. Any mounted party that encounters Griffins will be attacked automatically. Beyond the above there is a 60% chance that the Griffins will attack. If the lair is encountered and the party does not withdraw, the Griffins will automatically attack. A Griffin lair will contain **ONE TO SIX TREASURES**. There is a 20% chance, if the encounter takes place in the mountains, that the lair is the entrance to a mine of some sort (see **CAMPAIGN RULES** for **UNDERGROUND**). Finally the Griffin is the father of the **HIPPOGRIFF**. For details see below.

HIPPOGRIFF	AVERAGE HIT POINTS: 15 MOVEMENT: 10" on FOOT 15" FLYING ALIGNMENT: CHAOS	BODY TYPE: LION HIT DICE: 3
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The Hippogriff is the spawn of the Griffin and the Horse. In this union the Griffin is always the sire. In physical form the Hippogriff has the head and wings of the eagle and the body of the horse. They are carnivorous beast with minimal intelligence. There is no chance of finding treasure with Hippogriffs when they are encountered.

The referee may, at his discretion, add an option for **CHAOTIC** cavalry to be mounted on these beasts. If so, no more than 10% of the nation's cavalry force should be mounted in this manner.

SPHINX

For the play of the game the two types of Sphinx are as follows. The alignment of both is **CHAOS**.

HUMAN HEADED SPHINX	AVERAGE HIT POINTS: 10 MOVEMENT: 6"	BODY TYPE: LION HIT DICE: 2
ANIMAL HEADED SPHINX	AVERAGE HIT POINTS: 12 MOVEMENT: 6"	BODY TYPE: LION HIT DICE: 2(+2)

The Animal Headed Sphinx has the head of either a ram (roll 1-3) or a hawk (roll 4-6). It is a vicious predator of minimal intelligence. When these are encountered, they will always attack non-chaotic parties. Chaotic parties will be attacked on a roll of 40% or less. When encountered, 1-6 will be found.

The Human Headed Sphinx has the head and chest of a man (roll 1 + 2) or woman (roll 3-6). These sphinxes are highly intelligent. When they are encountered, only one will be encountered. This Sphinx's manner of attack is to ask parties that it encounters a riddle. It directs the riddle at one member of the party. **IF** there are no volunteers to attempt the riddle, the referee should determine the person that it asked at random. Non player characters will never be subject to this chance when there is a player available to ask. To solve the riddle the player must roll less than or equal to his intelligence with two 20 sided dice rolled for a number between 1 and 100. If the player makes the throw, the Sphinx is killed and the player receives **DOUBLE** the normal experience for that level of creature. If he does not solve the riddle, i.e. rolls higher than his intelligence, he is **AUTOMATICALLY** killed by the Sphinx. On the roll for solving the riddle magicians will subtract 20 from the number that they roll. Optionally the referee may make a list riddles and quiz the players with them. If this is done, one riddle is assigned to each Sphinx as they always ask the same one.

When the riddling is going on no other character can interfere unless he can make a saving throw versus 15 point magic. If the throw is failed, the player who attempted it is dead. If it is made, he may attack the Sphinx breaking the riddle effect. If this occurs, the encounter becomes a normal combat with the above riddle throw disregarded. The time allowed to solve the riddle is equal to **THREE** combat turns. The above roll is taken at the end of the third turn. The riddle is considered to be asked as soon as the party moves to within 100 feet of the Sphinx or sees it within this 100 foot radii.

Both Sphinx types have the body of a lion. Neither are generally associated with treasure. Give a 20% chance of treasure when found.

CERYNEIAN HIND	AVERAGE HIT POINTS: 15 MOVEMENT: 20" ALIGNMENT: NEUTRAL	BODY TYPE: LION HIT DICE: 3
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This swift deer is beloved by many gods. Any person who kills the hind must take a saving throw versus 8 point magic. If the throw is failed, the person dies. Other members of the party that killed the hind must take a saving throw versus 2 point magic. If they fail, they also will die.

The Horns of the Hind are solid gold. Each horn has a value of 20,000 gold pieces for a total horn value per creature of 40,000 gold pieces. For carrying purposes each horn has a weight of 100. The hind is encountered only in the forest.

STYMPHALIAN BIRD	AVERAGE HIT POINTS: 5 MOVEMENT: 3" FOOT OR SWIM 18" FLYING ALIGNMENT: NEUTRAL	BODY TYPE: AVIAN HIT DICE: 1
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These birds are found only on lakes or marshes. Each bird is capable of firing its feathers as darts. They will have the effect and range of a short bow. Each bird is capable of firing **ONCE** per

turn. They cannot fire at a target that is less than **TEN** feet away. They may not fire when they are in flight. When not in flight, the birds' feathers serve as the equivalent of **PLATE ARMOR** for the players' chance of hitting. When the bird is in flight, it is treated as an unarmored target. The birds are omnivores with a preference for human planted grains and humans themselves.

NEMEAN LION

AVERAGE HIT POINTS: 20
MOVEMENT: 7"
ALIGNMENT: CHAOS

BODY TYPE: LION
HIT DICE: 4

The Nemean Lion is impervious to damage by the edges of normal weapons. It may only be affected with magical weapons or the casting of magic. It will have a +15% armor effect against magic weapons and will save against magic as a level 16 warrior.

If the lion receives a **SPECIAL DAMAGE** hit with a club or mace, it will be stunned for **THREE** turns. If during those three turns a single character can throttle it, it will be dead. To throttle the creature requires a strength of 96 or higher applied for **TWO** full turns. The player doing so may not perform any other action in the turns that he is strangling the lion. In inflicting damage the lion scores +10% damage on the damage chart. The hide of the lion can be sold for 20,000 gold pieces. If it is kept, it will serve as impervious armor for the **BACK** and **HEAD**. The lion can only be skinned with its own claws. Found in forest, mountain and clear terrain.

BASILISK (COCKATRICE)

AVERAGE HIT POINTS: 10
MOVEMENT: 5"
ALIGNMENT: CHAOS

BODY TYPE: REPTILE
HIT DICE: 2

The mythological birth of a Basilisk is accomplished by a serpent hatching a cock's egg; the resulting creature has the head, wings, and legs of the bird and the reptilian body of the serpent. From all indications, the Cockatrice is simply the male form of the species (the Basilisk being the female). Except for appearance, a definition of gender for these creatures is meaningless as the creatures are incapable of breeding among themselves. Needless to say, the Basilli would be exceedingly rare in any campaign setting.

The Basilisk and Cockatrice are possessed of awesome powers:

- (1) The ability to kill any animal form (including human) with their touch.
- (2) The ability to wilt any plant form with their touch.
- (3) The ability to smash stone with their breath.

Contrary to popular belief, the Basilli do *not* have the ability to turn any organism into stone; their power is death and destruction, nothing more.

The Basilisk and Cockatrice are creatures of zero intelligence. They exist only to kill and destroy, and will automatically go out of their way to kill any animate object they see. They will only bother killing plant life or smashing stone if these happen to be in their path. The Basilli are considered to be creatures of Chaos. They never check morale in combat for any reason; the only way to stop an attacking Basilisk or Cockatrice is to kill it. Regardless of alignment, the Basilli may never be subdued, charmed or trained in any manner, magical or otherwise.

To simulate the attributes of the Basilisk and Cockatrice, the following rules will apply:

- (1) Anytime a Basilisk or Cockatrice makes a hit in battle, the creature hit will roll an immediate saving throw (as against a 13 point spell). If the creature fails to make the throw, it is dead; otherwise, the creature does not suffer any damage.
- (2) Plant life touched by the Basilisk or Cockatrice is automatically killed. If a tree containing a Hamadryad happens to be touched by a Basilisk or Cockatrice, both the tree and the Hamadryad are killed by the contact (a saving throw is not allowed).
- (3) The breath of a Basilisk or Cockatrice will smash up to a ten cubic foot area of stone in any given turn. The range of this power is ten feet and the Basilisk or Cockatrice will only use this power if the stone is blocking the path that it has chosen to take. The breath does not harm animate objects.

VAMPIRE (LAMIA)

AVERAGE HIT POINTS: NA
MOVEMENT: VARIES
ALIGNMENT: CHAOS

BODY TYPE: HUMAN
HIT DICE: NA

The Vampire that will be used in this game will be the authentic Vampire of **SLAVIC** legend. The Lamia is a female Vampire whose roots are traced to Greek legend. As there is only minor variance between the two we have chosen to list them in one class herein.

The Vampire is a resuscitated corpse with some of the powers of the spirit. In appearance the Vampire is lean and pale, cold to the touch, skeletal and withered and clothed in the clothing that he was buried in. In the basic game this will be a shroud. When the Vampire is sated, his eyes gleam red and his body loses the withered appearance. Other physical characteristics of the Vampire are pointed ears, sharp curved finger nails, an extremely hairy body, foul breath and immense strength.

The Vampire has the following supernatural abilities:

- (A) The ability to pass through **SIX** feet of soil. This can only be done by the Vampire to pass through the soil of his grave.
- (B) The vampire has the ability to take the following forms:
 - 1. A Cloud of mist. As this cloud the Vampire may move 10 feet per turn and pass through any door that is not warded against them.
 - 2. A Wolf. As a wolf the Vampire has the speed of a wolf and the combat abilities and attributes of a **WEREWOLF**.
 - 3. A Cat. In this form the Vampire will be capable of moving silently. The speed of movement is 40 feet per turn.
 - 4. A Rat. Speed of movement is 30 feet per turn. In this form is capable of doing anything a rat can do.
 - 5. An Owl. Flying speed as an owl is 120 feet per turn.
 - 6. A Fly. In the form of a fly the Vampire can move 60 feet per turn. When the Vampire takes the form of a fly or a rat, there is a 60% chance that he attracts unusual numbers of these creatures that would be noticeable to a party that encounters the Vampire.
- (C) The ability to Hypnotize his victim so they neither struggle or remember the attack. The victim chosen by the Vampire must take a saving throw versus 10 point magic. If the throw is failed, the victim is enthralled.

Of the above abilities the **LAMIA** has the Hypnotic power, the ability to turn into a cloud of mist and the ability to pass through six feet of grave soil.

A Vampire is a corpse possessed by a Demonic spirit. In Slavic legend he is not harmed by sunlight. Vampires are not encountered during the day because they ethically choose to haunt the night.

Silver, Garlic and Crucifixes may be used to some effect against the Vampire. When the use is attempted, the Vampire is allowed a saving throw versus 1 point magic (for silver and garlic) or 3 point magic for the crucifix. If the throw is failed, the Vampire is turned away from the person who used it, i.e. he may not attack that person on that turn. In any encounter where the Vampire fails **THREE** saving throws he will attempt to flee unless the encounter takes place within 50 feet of his grave.

In Slavic legend the Vampire's grave is found with a horse. Under no circumstances will a horse walk on the grave of a Vampire. To kill a Vampire a stake of **CONSECRATED** wood, preferably oak, must be driven through his heart. Alternatively the Vampire can be decapitated with a **SEXTON'S SPADE**. After either of these is done, the Vampire's body must be burned.

Anyone hit by a Vampire will become a Vampire. If he is killed by the attack, he will rise Undead the next night. If not, he will become a Vampire on death. Anyone who dies and is not given the appropriate blessings of his religion will become a Vampire. Werewolves and victims of Chaos also return as Vampires. Finally, there is a 50% chance that any Chaotic Magician that dies will become a Vampire.

The sole purpose to a Vampire's existence is to seek blood. Vampires prefer to take blood from the opposite sex but will take it from either. Vampires and Lamia only take **HUMAN** blood. In Slavic legend if a Vampire survives as a Vampire for **SEVEN YEARS**, he will become human again and live a normal lifespan, excluding childhood. On his death he will become a Vampire again for another seven year period. A Vampire must take at least one victim per night.

For the Lamia, beyond the abilities previously stationed the victim **MUST** be of the opposite sex. Victims taken by the Lamia are always drained to the death.

For the attack of the Vampire, the Vampire will hit **ONE** victim **ONCE**. The hit scored in doing

so will score 2-20 hits damage. After the one hit the Vampire will leave. If interfered with, the Vampire has the ability to score +50% damage in normal combat. Their strength is equivalent to 300 for the play of the game.

In changing shapes the Vampire requires one turn to make each change. The Vampire may only ingest blood while in **HUMAN** form, as described in the first paragraph.

Vampires and Lamia are encountered in cemeteries and cities.

LYCANTHROPY

There are basically two different types of Were creatures. (1) Those which wish to be Were creatures and who with the aid of a shape shifting spell, will appear in the shape of that animal, and (2) Those who have been bewitched by others and are doomed to involuntarily assume the shape of an animal for years until the curse is broken.

The manner in which the curse manifests itself depends on the locale. In certain locales it is believed that the skin of a hanged man will allow the wearer to assume the shape desired. In most other areas the party will be wearing a belt made from the hide of the animal that they are turning into (or even wearing the whole pelt!)

Those who are involuntarily Were creatures are those who have survived an attack (But have not been cured by a Magician, etc.) or have been placed in bondage by a Magician (The Mage might have even been just practicing!!)

To kill such a creature one can use Silver Arrows, Bullets, Spear points, or have a Spearhead, Arrow point, or bullet made with a Barleycorn inside. During the actual manufacture of these items they should be mixed with the heart (Must be made by Magician) and liver of a bat. Normal attacks also cause damage at 1/2 normal.

To be protected against attacks by these creatures is ordered by carrying a simple grey stone blessed by the local priest (any religion!). If the creature's name is known, calling the name out in the presence (10') of the creature will cause it to revert to human form and scare it away.

To utterly destroy the creature the destruction of the girdle or cloak will also kill the user. The death of the magician who cast the spell will also break it. It is a common belief that the death of a Were creature will cause it to turn into a Vampire (see Vampire section).

These creatures will appear in packs of 1-20 creatures (all adult) with all the characteristics normal to the creature that they are appearing as. These creatures carry no treasure on their persons but in their lairs (10% of the time) there will be 10 to 100 Silver pieces found per creature (Were types only) in the pack. These creatures can be found day or night at any time of the year in almost any locale.

WOLVES	1 H.D.	target, 7" Movement
LIONS	3 H.D.	target, 6" Movement
BEARS	4 H.D.	target, 5" Movement

ROC

AVERAGE HIT POINTS: VARIES
MOVEMENT: ON FOOT: 3"
FLYING: VARIES
ALIGNMENT: LAW
BODY TYPE: AVIAN
HIT DICE: VARIES

The Roc is the King of the Birds of the Air. In form it is an immense eagle that often approaches the size of a **DRAGON**. Rocs are intelligent creatures.

If more than one Roc is encountered, they will automatically be in their lair and brooding. In this case one of the adults will be in the nest and the other within **SIX** moves of the nest hunting, if the nest contains eggs. If the nest contains live "roclets", both Rocs will be hunting no more than **FOUR** moves away from the nest. To determine the number of Rocs encountered consult the following:

ROLL	NUMBERS ENCOUNTERED
01-60	ONE ADULT (SIZE A)
61-85	1-3 EGGS, TWO ADULTS
86-92	1-2 ROCLETS (SIZE B), TWO ADULTS
93-97	1-2 ROCLETS (SIZE C), TWO ADULTS
98-100	1-2 ROCLETS (SIZE D), NO ADULTS

SIZE A: This refers to full adult Rocs. An adult male Roc, in the basic game, will have **AVERAGE HIT POINTS** of 60 on **12 HIT DICE**. An adult female **ROC** will have **AVERAGE HIT POINTS** of 50 on **10 HIT DICE**. The flying speed of both is a basic 50" per turn. To determine sex, for one adult encounter, a roll of 1 + 2 will indicate a male with 3-6 being female. This same roll is taken for the sex of any roclets that are found.

SIZE B: This indicates a brood of new hatchlings. They will be incapable of flight and will never leave the nest unless subdued and taken out. If this is done, they will only be capable of moving 1" per turn. In size these chicks will be 10 to 40% of the average adult size for their sex. Roll a 4 sided die to determine the percentage, determine sex as above.

SIZE C: These roclets are older than the babies of size B. They are not yet capable of flight but they may move the full speed on foot specified above. In size they are 50 to 80% of the average size for their sex. They will never be encountered more than 2" from their nest.

SIZE D: At this stage of the Rocs' development the roclets have nearly attained adult size and have been deserted by their parents so that they will start to hunt for themselves. The Roc encountered will be capable of full on foot movement. In size and flying movement they will be from 80 to 100% of full adult capabilities. To determine this roll a six sided die divided by two rounded up to the closest whole number if result is a fraction. **EXAMPLE:** A 3 is rolled. This indicates a Roc at 90% of adult size and flying speed. If he were male, this would yield **54 AHP** and flying speed of 45". Rocs encountered at this stage of development are ravenous and will attack anything that moves to within **ONE** move of the nest. This is automatic for a foot move away. When the party enters within the one move flying range of the Roc, a die is rolled. If a 1 or 2 is rolled on a 20 sided die, the Roc will take to the air, otherwise its hunger has not yet overthrown its fear of flight. Once the Roc takes to the air the first time this throw need never be taken again. A roclet in this stage may **NEVER** be subdued or captured.

If a roclet or an egg can be acquired, it can be trained by man. Generally to obtain it the parents must be either tricked or fought. Brooding Rocs, whether tame or wild, will **NEVER** have anything to do with other creatures beyond hunting. They will warn off **LAWFUL** persons encountered and attack all others. A Roc nest, once established, is permanent. The pair that build it will return to it whenever they brood.

The treasure of the Roc will be 0 to 12 **JEWELS**. This is determined by rolling two 20 sided dice for a number between 2 and 20 and subtracting eight from the roll.

Rocs will **ALWAYS** attack Chimearas, Griffins, Hippogriffs, and other Chaotic monsters, except **DRAGONS**, on sight. They will attack Dragons only in defense of their nest or if they have odds of at least two to one in their favor. (Two Rocs to One Dragon.)

Rocs may be encountered in any terrain except the ocean and swamp. If they are encountered other than in the mountain, or a high plateau in the desert, there is no chance of a lair encounter. In this case **ONE ADULT** is encountered automatically and the above roll to determine the encounter is ignored.

APE

AVERAGE HIT POINTS: 21
MOVEMENT: 5"
ALIGNMENT: NONE

BODY TYPE: HUMAN
HIT DICE: 4(-4)

Apes are encountered in the mountains and the forest. The standard troop encountered should be 30% male, 40% female and 30% children. The female will be 60% of the above specified adult male size, or 2(+1) hit dice. The children should be given a roll for both sex and size. Roll a six sided die: if even, it is male; if odd, it is female. The size will be 0 to 80% of the adult of their sex. This roll is taken with a 20 sided die subtracting two from the result. A result of zero or less is equal to zero. Babies at this stage are allowed no hit points. To determine the other child age grade hit points simply multiply the decimal equivalent of the percentage times the average hit points for the sex. The average hit points of the female will be 11 hits.

VIPER

AVERAGE HIT POINTS: 3
MOVEMENT: 4"
ALIGNMENT: NONE

BODY TYPE: SNAKE
HIT DICE: 1(-2)

The small poisonous snake. Any one hit must take a saving throw versus poison with a + 20% chance of making it. Poisonous snakes will not generally attack people unless they have

no avenue of retreat and thus feel themselves to be cornered. If startled, i.e. ambushed or ambushed, they will automatically strike on the first turn of the combat.

PYTHON

AVERAGE HIT POINTS: 15
MOVEMENT: 3"
ALIGNMENT: NONE

BODY TYPE: SNAKE
HIT DICE: 3

The large constrictor. Once they take a victim they will not continue to attack unless they are forced to do so. They will attack 60% of the time. If they do not attack, there is a 40% chance that they retreat, otherwise they will stay where they are and attack if the party comes within 10 feet or attacks in some other way.

BOAR

AVERAGE HIT POINTS: 8
MOVEMENT: 6"
ALIGNMENT: NONE

BODY TYPE: LION
HIT DICE: 2(-2)

The wild pig. Boars encountered will have a ratio of 20% **MALES**, 60% females and 20% piglets if more than five are encountered. If less than five are encountered, they will all be males.

HIPPOCAMPUS

AVERAGE HIT POINTS: 18
MOVEMENT: 21"
ALIGNMENT: NEUTRAL

BODY TYPE: SCALED
HIT DICE: 4(-2)

The Hippocampus is encountered only in the sea. In the mythology of Ancient Greece the Hippocampus was the beast which pulled the chariot of Poseidon through the seas. In physical form the creature has the head and forequarters of a Horse and the rear quarters of a fish. They are not generally associated with treasure of any kind.

PEGASUS

AVERAGE HIT POINTS: 30
MOVEMENT: FOOT 10"/ FLY 30"
ALIGNMENT: LAW

BODY TYPE: LION
HIT DICE: 6

In the legends of the Greeks Pegasus sprang from the body of Medusa on the Gorgons' demise. With this as its genesis it is obviously a very rare creature. In physical form the Pegasus has the body and head of a stallion and the wings of an eagle.

SEA SERPENT

AVERAGE HIT POINTS: VARIES
MOVEMENT: 18"
**ALIGNMENT: VARIES (1 to 4 NONE/
5 + 6 CHAOS)**

BODY TYPE: SCALED
HIT DICE: NA

The basic Sea Serpent used in this game is a catch all creature used to handle many different monsters from the Deep Sea **KRAKEN** to "Nessie," i.e. the Loch Ness monster.

In the main these creatures should only be encountered in the sea. At the referee's option he may allow any that take 150 hits or less to also inhabit large lakes.

To determine the number of hits taken by a Sea Monster roll a number between 1 and 100 with two 20 sided dice. The result of this roll is multiplied times a number between 12 and 30 determined by rolling 2 20 sided dice for a number 2 to 20 and adding 10 to the roll. This effectively gives a range from 12 to 3000 hits for sea monster size.

The monster will prey on anything 2/3 its size or smaller. Any sea monster that takes 500 hits or more, in the basic game, will attack and automatically sink any ship encountering it. Any player on such a doomed vessel that cannot swim is automatically killed. Players that swim will be able to stay alive and will float to shore in 1 to 10 days. If another sea monster is encountered, there is a 30% chance it will eat the player. Those cast adrift lose all weapons and armor. A dagger may be retained.

AITVARAS

AVERAGE HIT POINTS: 10
MOVEMENT: 3" FOOT/ 21" FLY
ALIGNMENT: NEUTRAL

BODY TYPE: AVIAN
HIT DICE: 2

The Aitvaras is a Lituanian House spirit. In flight it has the appearance of a bolt of fire. In the house or on the ground it has the appearance of a cock. As long as it is fed daily on egg and cheese, it will serve its master faithfully.

The service the Aitvaras provides its master is, pure and simple, theft. The items stolen are primarily foodstuffs and coins. Per day the master of an Aitvaras will receive 1 to 6 gold pieces worth of purloined property. In addition there is a 20% chance per month that the Aitvaras will steal a jewel (roll 1 or 2) or a piece of jewelry (roll 3 to 6).

When the Aitvaras is encountered there is a 20% chance it is unattached. If so, it will attach itself to the player present with the highest charisma rating. If it is not unattached, then it will steal the coins of a member of the party selected at random. The maximum loss to this is 20 coins or 1 Jewel (20%). The player being pilfered is allowed a saving throw versus 3 point magic. If he makes the throw, he may fight the theft. If he scores damage, the coins are saved and the Aitvaras is driven away.

These creatures, as house spirits, must have a permanent dwelling to serve. If the player does not have his own household, the creature will leave him in 1 to 6 days. An Aitvaras may not be ordered to perform any action by its master, it does only that specified above.

TENGU

AVERAGE HIT POINTS: 9
MOVEMENT: 5" FOOT/ 15" FLY
ALIGNMENT: VARIES (1 LAW, 2 to 5
NEUTRAL, 6 CHAOS)

BODY TYPE: HUMAN
HIT DICE: 2(-1)

The Tengu are winged humans who dwell only in the forest. When encountered, there will be 1 to 10 Warriors in the force. Per three turns they will be reinforced by 11 to 20 until 1 to 6 reinforcement groups have arrived. If they are encountered in the lair (20% chance), there will be 40 to 400 Warriors in the city. The city found will be built in the trees 30 to 80 feet above ground.

Tengu Warriors are armed in leather armor. Their weapons are the spear and bow. They have maximum ability in using both weapons due to the acuteness of their eyesight, easily the equal of the hawk.

AUROCH

AVERAGE HIT POINTS: 40
MOVEMENT: 10"
ALIGNMENT: NONE

BODY TYPE: LION
HIT DICE: 8

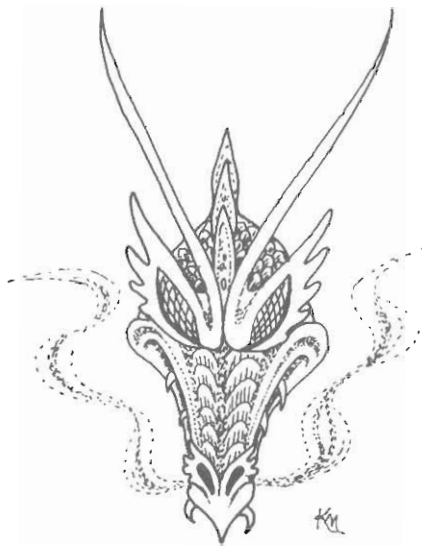
The Bulls of Ninevah. The Auroch is a giant wild buffalo. When encountered, there is a 40% chance of encountering a solitary bull, otherwise there will be **ONE** Bull, 1 to 6 Cows and 1 to 10 Calves. The cows are 75% of the size of the bull. The calves are 10 to 60% of the size of the bull. **EXAMPLE:** Cow **AHP** is 30, calves range from 4 to 24 in **AHP**.

The Herd will only fight if attacked. Anyone who moves to within 60 feet is considered to be attacking by the bull.



	CREATURE DESCRIPTION				NO. ENCOUNTERED
	AHP	HIT-DICE	BODY TYPE	SPEED	
HORSE	20	4	LION	15"	3 ► 30
In the wild must be outrun or cornered to be captured (max. 1 per pursuer) HUSBANDRY SPECIALTY will allow you to use one in 1 ► days.					
MULE	15	3	LION	10"	See Section
Rove about in herds of 2 ► 20 but are rarely found in the wilds. Most are cantankerous but domesticated. HUSBANDRY specialty will allow player to capture and use.					
LION	13	3(-2)	LION	6"	2 ► 12
A scavenger beast that attacks herd animals when hungry as well as man. Pelt is worth 1 ► 5 SP.					
TIGER	15	3	LION	8"	1 ► 6
Fierce beast of the wastes. Will attack when threatened, cornered or to protect young. The pelt is worth 1 ► 10 SP.					
WOLF	5	1	LION	7"	2 ► 20
Pack animals. Will attack man when in great hunger and/or to protect young. The pelt is worth 1 ► 10 CP.					
BEAR	20	4	LION	5"	1 ► 4
					(1 3 = 1 4 = 2)
					(5 = 3 6 = 4)
Will attack when enraged, hungry or to protect young. The pelt is worth 1 ► 5 SP.					

**CREATURE
INFORMATION CHART**



<u>CREATURE</u>	<u>A.H.P.</u>	<u>HIT DICE</u>	<u>BODY TYPE</u>	<u>SPEED</u>	<u>NUMBER ENCOUNTERED</u>
ELF	8	2(-2)	HUMAN	6	SEE SECTION ANY (FOREST, CLEAR)
TROLL	VARIES	VARIES	HUMAN	6	SEE SECTION ANY (MOUNTAIN, FOREST)
DWARF	7	2(-3)	HUMAN	4	SEE SECTION MOUNTAIN
FAERRY	3	1(-2)	HUMAN	3/12	SEE SECTION FOREST, SWAMP, CLEAR
GOBLIN	5	1	HUMAN	4	SEE SECTION FOR., SW., CL., MOUN.
BUGBEAR	12	2(+2)	LION	6	SEE SECTION AS GOBLIN
OGRE	30	6	HUMAN	6	SEE SECTION MOUNTAIN, FOREST
TROW	40	8	HUMAN	7	1-3 MOUNTAIN, SEACOAST
BLACK ELVES	8	2(-2)	HUMAN	5	SEE SECTION
ANAKIM	50	10	HUMAN	8	SEE SECTION ANY
CHANGELINGS	10	2	HUMAN	5	1 ANY
ASTRAL FAERRY	15	3	HUMAN	6	SEE SECTION NOT ENCOUNTERED
ASTRAL CORPSE	10	2	HUMAN	5	SEE SECTION NOT ENCOUNTERED
WILL OF THE WISP	NA	NA	NA	NA	SEE SECTION SWAMP
JINN	15	3	HUMAN	6/20	SEE SECTION DESERT, CITY
IFREET	30	6	HUMAN	8/30	SEE SECTION DESERT
GUHL	10	2	HUMAN	5	SEE SECTION DESERT
AL	10	2	HUMAN	5	1-6 SWAMP, CITY
TIGBANUA	10	2	HUMAN	6	1-10 CITY, FOREST, MOUNTAIN
RAKSHASA	10	2	HUMAN	5	1-6 FOREST, CITY
NAGA	15	3	SNAKE	4	1(1-6) FOR., CL., SW., (WATER)
CENTAURS	20	4	LION	12	SEE SECTION FOREST
SATYRS	5	1	HUMAN	7	SEE SECTION FOREST
NYMPH	10	2	HUMAN	(5)	SEE SECTION ANY
DRYAD	10	2	HUMAN	5	SEE SECTION FOREST
HAMADRYAD	NA	NA	HUMAN	5	SEE SECTION FOREST
MINOTAUR	25	5	HUMAN	6	1 FOREST

CREATURE	A.H.P.	HIT DICE	BODY TYPE	SPEED	NUMBER ENCOUNTERED
CAPRINE UNICORN	5	1	LION	20	1 FOREST, CLEAR
EQUINE UNICORN	15	3	LION	40	1 FOREST, CLEAR
CTESIAN UNICORN	20	4	LION	20	1 FOREST, CLEAR
ORYX	10	2	LION	30	1 FOREST, CLEAR
CYCLOPS	60	12	HUMAN	8	1 MOUNTAIN, SEA COASTS
HYDRA	30	NA	SCALED	5	1 D, MO., FOR.
CHIMEARA	25	5	LION	7/15	1 MOUNTAIN, FOREST, CL.
GRIFFIN	20	4	LION	7/20	1-3 MOUNTAIN, FOREST, CL.
HIPPOGRIFF	15	3	LION	10/20	1-6 MOUNTAIN, FOREST, CL.
SPHINX	10	2	LION	6	1(1-6) DESERT, MOUN.
CERYNEIAN HIND	15	3	LION	20	1 FOREST
STYMPHALIAN BIRD	5	1	AVIAN	3/18	10-60 WATER, SWAMP
NEMEAN LION	20	4	LION	7	1 FOR., MOUN., CLEAR
BASILISK	10	2	REPTILE	5	1 DESERT
VAMPIRE (LAMIA)	NA	NA	HUMAN	VARIES	1 CITY
LYCANTHROPES	VARIES	VARIES	LION	VARIES	SEE SECTION ANY
ROC	VARIES	VARIES	AVIAN	VARIES	SEE SECTION MOUNTAIN
PEGASUS	30	6	LION	18/30	1 CLEAR, FOREST
HIPPOCAMPUS	18	4(-2)	SCALED	21	2-20 AT SEA
SEA SERPENT	VARIES	VARIES	SCALED	18	1 AT SEA
AITVARAS	10	2	AVIAN	3/24	1 ANY (CITY)
DRAGON	VARIES	VARIES	SCALED	VARIES	SEE SECTION
ELEMENTALS	VARIES	VARIES	VARIES	VARIES	SEE SECTION
TENGU	9	2(-1)	HUMAN	3/15	SEE SECTION FOREST
AUROCH	40	8	LION	10	SEE SECTION MOUN., FOR., CLEAR
LION	13	3(-2)	LION	6	2-12
TIGER	15	3	LION	8	1-6
WOLF	5	1	LION	7	2-20
BEAR	20	4	LION	5	1-4(1-3 = 1, 4 = 2, 5 = 3, 6 = 4)
HORSE	20	4	LION	15	3-30
MULE	15	3	LION	10	SEE SECTION
BOAR	8	2(-2)	LION	6	2-20
APE	21	4(-4)	HUMAN	5	1-10 MOUN., FOR.
VIPER	3	1(-2)	SNAKE	4	1-10 SWAMP, WATER
PYTHON	15	3	SNAKE	3	1-3 SWAMP
MEN	10	2	HUMAN	5	VARIED
CHILDREN OF THE HYDRA	5	1	HUMAN	6	SEE SECTION

The above are the basic creatures and animals in the basic game. Their attributes, encounters and treasures will be more fully discussed in the following section. In the above when a movement rate is specified before and behind a slash, the rate specified before the slash is ground movement speed and the number after the slash is the creature's speed flying. In the basic game the basic hit die for rolling the number of hits that a creature takes is a 20 sided die read yielding a value from 1-10. The average figures are given for your use if you do not care to roll the creature hit points.

TREASURE

Deep in the hearts of many there lies the desire for vast power and riches. In many cases the two go hand in hand especially in the worlds where magic exists. Whether it is a mountain of gold or an artifact that bestows great power, the characters in a fantasy game will literally risk their alter ego's (the character) lives to gain these riches.

The following tables are provided to allow the players and referee to generate the treasures mentioned in the previous creature description section.

In the second section the "chance" of becoming a highwayman (ala Robin Hood, of course!) or his victim is provided for. The third section allows the ever fertile mind of referees the option to provide more asthetic forms of riches with which to furnish the numerous treasure rooms in his world. In this latter case there should also be present the more mundane, and relatively worthless, items to hide the valuable ones.

GENERAL TREASURE CHART

		First Roll									
		1	2	3	4	5	6	7	8	9	0
S e c o n d R o l l	1	C x 1 M x 2	C x 2 --	C x 1 --	C x 1 --	C x 1 --	C x 1 --	C x 1 S x 4	C x 1 S x 1	C x 1 S x 1	C x 5 --
	2	C x 2 --	C x 1 M x 1	C x 2 --	C x 1 --	C x 1 --	C x 1 --	C x 1 S x 1	C x 1 S x 4	C x 1 S x 1	C x 5 --
	3	C x 1 --	C x 2 --	C x 1 T x 2	C x 2 --	C x 1 --	C x 1 --	C x 1 S x 1	C x 2 S x 1	C x 1 S x 4	C x 1 --
	4	C x 3 --	C x 1 --	C x 2 --	C x 1 T x 2	C x 2 --	C x 1 --	C x 2 S x 1	C x 1 S x 1	C x 1 S x 2	C x 1 --
	5	C x 1 S x 1	-- S x 1	-- S x 4	-- S x 1	T x 1 S x 3	C x 2 S x 1	-- S x 2	-- S x 2	-- S x 2	C x 1 --
	6	-- S x 1	C x 1 S x 1	-- S x 1	-- S x 3	C x 2 S x 3	J x 1 S x 3	-- S x 2	-- S x 2	C x 1 S x 1	C x 4 --
	7	J x 1 --	J x 1 --	C x 4 --	C x 2 --	J x 1 --	J x 1 --	G x 3 T x 1	C x 2 --	G x 2 --	C x 4 --
	8	J x 1 --	G x 1 --	C x 2 --	C x 4 --	G x 1 --	S x 2 --	G x 2 --	G x 2 J x 1	G x 2 --	Roll Twice
	9	G x 1 --	C x 2 --	G x 1 --	G x 1 --	C x 3 --	G x 2 --	C x 3 --	G x 3 --	Roll Three Times	Roll Twice
	0	C x 2 --	G x 1 --	G x 1 --	S x 2 --	G x 2 --	C x 3 --	G x 2 --	Roll Twice	Roll Twice	Roll Three Times

C = Copper Pieces

S = Silver Pieces

G = Gold Pieces

J = Gemstones and Jewels

T = Misc. Treasure

M = Magic Items

) Times Number Listed After
) Each of the Letters on the
) Above Chart

2 → 20

Yes (Receive number listed)

Yes (Receive number listed)

FOR NUMBER OF MONEY PIECES

FIRST DICE NO. X SECOND DICE NO. X 10

NOTE 0 COUNTS AS 0

GEMSTONE VALUES TABLE

No.	Type of Stone	Value
9 → 0	Diamonds	1 d x 500
6 → 8	Emeralds	1 d x 200
1 → 5	Rubies	1 d x 100

G.P.

0 counts as 0 (Stone Flawed)

INDIVIDUAL WEALTH

Upon occasion an individual will be the victim of an attack. The amount of wealth upon that person will be determined by the activity at which they are engaged, their social status, and the throw of the die. All values are in silver pieces.

AT HOME (IN LAIR) **6 ► 36** **X** **BASE INCOME** **X** **SOCIAL STATUS** **=** **S.P.**
(1 Die x 6)

TRAVELING OUTSIDE OF HOME AREA **2 ► 12** **X** **BASE INCOME** **X** **SOCIAL STATUS** **=** **S.P.**
(2 Die)

IN HOME AREA **1 ► 6** **X** **(1) MONTHS BASE INCOME** **X** **STATUS** **=** **S.P.**

The Chance of a valuable artifact (weapon or item) is 1% per social level.

Where social status cannot be determined, roll two 6-sided dice; the number equaling social status for *income purposes* only.

MISCELLANEOUS TREASURE

TYPE	VALUE + WEIGHT MULTIPLIER	WEIGHT	ROLL
TAPESTRY @	1-10	5	1
KEGS OF VARIOUS GOODS *	*	*	2
PLATES, GOBLETS, UTENSILS	1-4	1/4	3
ORNATE WEAPONRY \$	1/2	VARIABLE	4
SADDLES/HARNESSES	1	11-20	5
CLOTHING	1	NA(1)	6
IVORY TUSKS	100 GP/tusk times 1-6	40	7
SCULPTURE #	1-10	15	8
ARTWORK &	2-20	5	9
FURNITURE	1-4	10	10

*MATERIAL TYPE TABLE FOR KEGS:

VALUE TABLE

ROLL	MATERIAL	VALUE	WEIGHT	/	ROLL	VALUE
1	IRON	4CP	40	/	2	1CP
2	COPPER	100CP	30	/	3	5CP
3+4	WINE	1-6GP	15	/	4	1SP
5	ALE	1GP	20	/	5	5SP
6+7	SALT	10GP	15	/	6	10SP
8	SPICE	100GP	15	/	7-9	1GP
9	AMBERGRIS	200GP	20	/	10-14	5GP

The values listed in this table are multiplied times the multiplier listed in the

10	PERFUME	1-100GP	10	/	15	10GP	table above. The roll on this table is taken with two 20 sided dice.
				/	16	25GP	
				/	17	50GP	
				/	18	100GP	
				/	19	200GP	
				/	20	500GP	

@ If the value of the tapestry is 5000 gold pieces, it is a magical tapestry. It will shift the scene depicted on it constantly giving a predictive picture of the future for the owner. The pictures depict the occurrences approximately one hour in the future for the owner of the dwelling in which the tapestry is hung. Unless hung it is black.

\$ Roll the actual weapon randomly on the equipment list. If this is not desired, then consider it to be a dagger, sword or axe determined randomly.

If the value of the sculpture is 5000 gold pieces, it is a magical statue. If 4500, depicts a minor force of the alignment. If 5000, it depicts a **GOD**. To determine the alignment of the statue roll as follows: 1-3 **LAW**/ 4 + 5 **NEUTRAL**/ 6 + 7 **NON-ALIGNMENT**/ 8-10 **CHAOS**. The magic point level for saving throws is equal to the value of the statue divided by 500. If non-aligned, no saving throw is necessary for anyone. Other statues will require a saving throw to be taken for any person of another alignment that moves to within 10 feet of it. If the throw is made, the statue has no effect on the person. If the throw is not made, then the victim must roll a 20 sided die as follows: 1-3 Stunned 3-30 turns/ 4 + 5 as 1-3 plus 1-6 hits damage suffered/ 6 + 7 Temporary Paralysis lasting 1-10 turns plus 1-3 and 4 + 5 result/ **8 + 9 DEATH/ 10 ALIGNMENT SHIFT**.

If the result is alignment shift, the victim must take another saving throw versus the same level of magic. If he makes it, he is the new alignment; if not, he is struck down by the forces of his former alignment. **EXAMPLE:** Har'deel the **LAW** magician dares to touch the stone visage of a god of Chaos. The result is an alignment shift. Taking his second throw he fails and is struck down by the Gods of **LAW**. Had he made the throw he would henceforth operate as a minion of Chaos and all **LAW** spell knowledge gained up to that point would be lost.

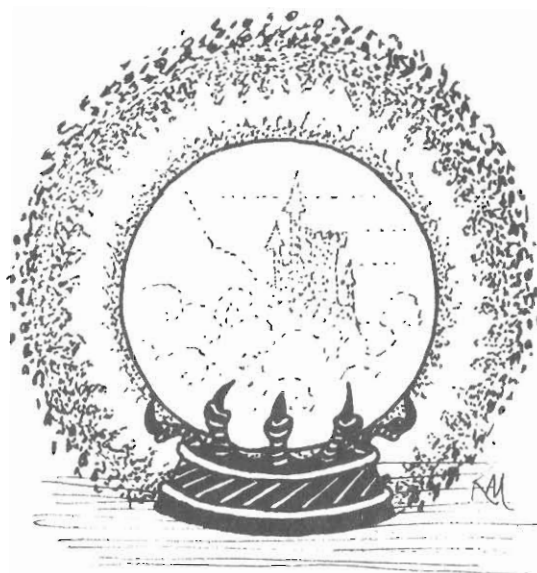
& If the value of a piece of art discovered is 9000 gold pieces or more, it is magical. The picture will serve as a dimensional portal. Any non magician that looks at it must take a saving throw against 15 point magic. If this throw is failed, he will cross the portal and be lost forever. Optionally, the referee may establish varied dimensions corresponding to his conception of the various heavens and hells of the alignments. In this basic game this will be left entirely to your discretion.

For misc. treasure first roll on the **LEFT HAND COLUMN** for the type of misc. treasure. Secondly roll for **KEG CONTENTS** if a '2' was rolled.

WEIGHT Ex. 1/4 for weight on plate means that a plate valued at 400 GP would only weigh as much as 100 GP. For a saddle the weight is 11 to 20 times the saddle's 'normal' weight (irregardless of value). A tusk will weight 40 although it may be worth 100-600 GP.

VALUE The 'normal' treasure value is multiplied by this figure. So a tapestry may be worth 1 to 10 times the normal base treasure but still only weigh '5'. Ornate weaponry, is only 1/2 the normal value so 500 GP would become 250 G.P.

MAGIC ITEMS



INTRODUCTION

There are two basic classes of magical items, the natural and the artifactual. **NATURAL** items are those items which gain the largest share of their magical ability through the attributes of the material itself. **ARTIFACTUAL** magic items on the other hand gain the majority of their force directly from operations of the maker during their construction.

For the purposes of the basic game this distinction is primarily informational. At advanced levels this difference will come into play in the production of magical items, witchcraft and other facets minimized in the basic version.

For the purpose of this game there will be two ways of obtaining magical items at the basic level: **1. INHERITANCE: 2. DISCOVERY.** The basic types of magical items in the basic game are:

1. SWORDS 2. ARMORS 3. AMULETS 4. TALISMANS 5. MISCELLANEOUS

These will be covered, by this section, in the order they are listed above.

INHERITANCE:

Possible inheritances are determined when starting a new character. To determine if you have an inheritance roll two twenty sided dice for a percentage. If the roll is equal to or less than your age, you have magical items in your possession.

To determine the type of this inheritance roll on the following chart:

ROLL		ROLL	
2+3	SWORD	16-19	AMULET, TALISMAN, 10-100 GOLD
4-6	SWORD, ARMOR, 50 GOLD	20	AMULET, TALISMAN, MAGICIAN'S SWORD
7-15	20-200 GOLD, 20% AMULET		

For exact magical item inherited above roll on the appropriate chart for the type of item. Amounts of gold that are variable should be rolled with a 20 sided die.

The sword inherited with a roll of 20 is **ALWAYS** a spellsword and is not usable by anyone except a magicsuser. See the description for further details.

SWORDS:

The sword of all magical items is most intensely tied to the wielder. The sword is the symbol of the wielder's power, it shares his life and has a life of its own. Inherited swords are inherited only by the eldest son of the wielder. If he has no children or only daughters, the sword is buried with him. Inherited swords will always perform dependably with their full attributes for the possessor.

Swords garnered other than through inheritance will react unpredictably. As a general rule they will be unusable. To determine the effect roll on the following chart:

- | | |
|--------|--|
| 1 + 2 | Take immediate saving throw against 8 point magic. If fail, you are dead. Sword can not be moved by any means. |
| 3-5 | You may utilize the sword. There will be a 20% chance per combat that the sword will fail to strike and defense will be reduced by 20%. In this case you will be incapable of either inflicting damage or SHEATHING the sword. Sword with this restriction will give only its combat bonus to the wielder and any special attributes will be unusable by him. |
| 6-8 | Ghost of former owner will come in 1-12 months to reclaim his blade. Until then usable in all its characteristics. When reclaimed, it is automatically lost without fail. |
| 9 + 10 | You are accepted by the sword. Treat as if inherited. |

MAGICAL ATTRIBUTES: Roll 6 sided, 1-3 no attributes, otherwise roll below with 2-20 sided.

ROLL

2	UNBREAKABLE	15	DEATH SWORD
3 + 4	GIVE LIGHT	16	SPELL SWORD
5 + 6	LIGHTNING	17	LIFE SAVER
7 + 8	INVISIBILITY	18	MAGIC DISPELLER
9 + 10	TRAVELLER	19	RESUSCITATE DEAD
11 + 12	PIERCE ROCK	20	SOUL CLEAVER
13 + 14	SPLINTER ARROWS		

EFFECT OF MAGICAL ATTRIBUTES:

UNBREAKABLE SWORD: Sword will never break or be altered through any means, including magic, in its form or attributes. This sword is always neutral in alignment.

GIVE LIGHT: When drawn in darkness, gives off a ten foot circle of magical light in the hands of the wielder. The effect is automatic and will always occur. Will cancel a chaotic **DARKNESS** spell if drawn within the effect.

LIGHTNING: Sword is capable of hurling bolts of lightning three times per day. Anything hit by such a bolt must make a saving throw against six point magic or die.

INVISIBILITY: Will act as an invisibility spell on the wielder. Will affect only the wielder and will occur automatically when the weapon is drawn.

TRAVELLER: Will allow the wielder to travel at two times normal strategic speed for as long as he desires without ill effect. This bonus will apply to his mount when he is mounted upon it.

PIERCE ROCK: The sword will be capable of piercing rock in the same manner as a **BASILISK**. Effect is gained by touching the stone and is usable only twice per day and only upon stone.

SPLINTER ARROWS: The sword will automatically destroy any arrows aimed at the wielder. This ability will not interfere with combat and in effect will mean that the wielder is impervious to missile fire of any kind.

DEATH SWORD: Any creature hit by this sword must take a saving throw against six point magic. If the throw is failed, the creature is dead, otherwise no damage is scored. This is an all or nothing weapon. **CHAOS**.

SPELL SWORD: In the hands of a magic user this sword will increase the number of magic points that he is capable of casting by 50%. In addition all saving throws taken against the

magic of someone in possession of this sword will have a -10% chance of a successful throw. In the hands of a non magic user the sword will give a +5% chance of resisting magic and nothing else.

LIFE SAVER: This sword will serve to keep its wielder alive until he can be helped should he be critically wounded. Unless he suffers an immediate death blow he will not die of his wounds while the sword is with him. In addition this sword will double the wielder's natural rate of healing.

MAGIC DISPELLER: Any magician attacking the wielder of this sword must, with each spell cast, take a saving throw versus dispell magic. If he fails the throw, his spell is dispelled. Other magic encountered can be dispelled by placing the sword upon it, i.e., magic items, etc. Success is determined as for a dispell magic spell. If backfires, effects are suffered by the wielder.

RESUSCITATE DEAD: The sword will bring the dead to life. If the sword is placed on a person within **ONE** turn after his death, he will live. Effect changes mortal wounds to normal injuries. Effect automatically is applied to the wielder if he is killed. May only be used on a player character and then only once per day. This sword is always **LAW**.

SOUL CLEAVER: This sword is always **CHAOTIC**. The sword will eat the souls of those it hits in combat. Unless the victim makes his saving throw he is a soulless dead hulk. Per soul eaten the sword will increase the strength of the wielder 10% for 6 turns. The effect of this increase is cumulative. When this sword is drawn, it must always have a victim irregardless of victim's alignment. If can't get an enemy, will take a friend or the wielder himself.

SWORD USE LIMITATIONS:

Roll two 20 sided dice. If the sword has a magical attribute, add 30 to the roll. If the sword is already a specific alignment, disregard any roll that indicates increased effect against that alignment. The exception to this is the **SOUL CLEAVER**.

ROLL

01-40	NONE
41-50	NO ATTACK ON LAWFUL*
51-65	NO ATTACK ON NEUTRALS*
66-75	NO ATTACK ON CHAOTIC*
76-80	COMBAT PLUS REVERSAL**
81-85	HARMLESS TO DRAGONS***
86-90	HARMLESS TO FAERRY RACES***
91-95	WILL ONLY CUT LAW@
96-99	WILL ONLY CUT CHAOS@
100	ATTACK INTELLIGENT CREATURES#

*If you attempt to use the sword against the specified alignment, it will refuse to leave the scabbard. It's sword of that alignment.

If you attempt to use this sword against your own alignment, an ally or a friend, the combat characteristics permanently reverse. **EX, Was +5%, after -5% for as long as you wield the weapon,

***Weapon will refuse to score any damage on creatures of this type. No reduction in defense.

@The combat plus of the weapon will only apply against the specified alignment.

#The combat plus will apply only against intelligent creatures.

DETERMINING COMBAT CHARACTERISTICS:

The combat plus and other miscellaneous data about magical swords are determined by rolling on the following charts. One roll is taken per chart with two 20 sided dice for a number between 1 and 100.

COMBAT PLUS:

01-50%	0%
51-83%	+ 5%
84-99%	+ 10%
100%	+ 15%

INTELLIGENCE:

01-60	1	LIMITED
61-80	2	AVERAGE
81-85	3	HIGH
96-100	5	BRILLIANT

ALIGNMENT:

01-34	NEUTRAL
35-67	LAW
68-99	CHAOS
100	NONE

With the above determined the following attributes can be determined for the sword.

1. There is a 40% chance that any magical sword is made of non-ferrous material. If so, it will weigh 1/2 that of normal swords and have no reduction in attributes.
2. **SWORD EGO:**
The ego of a sword is determined by the following formula:

$E = CP \times I + MP$ where **CP** = Combat Plus, **I** = Intelligence number and **MP** = Magical attribute number. Finally, if the sword is chaotic, add 5 to **E**. If it is law, subtract 10 from **E**.

The ego of a sword is taken into account by indexing against the intelligence of the character that possesses it. If the sword's ego is less than the intelligence, it will cause no problems. If the sword's ego is 20 or more greater than the would-be-wielder, it will control his actions, to its purpose. If the difference is 1-19 points, the player must make a saving throw anytime he desires to perform an action against the sword's characteristics. If he fails, the action is not taken. The throw is against **ONE** point magic.

ARMORS:

To determine the type of armor found or inherited roll on the following chart.

ROLL	TYPE	ENCHANTMENT MODIFIER	
01-30	SHIELD	-15%	Modifier is added to the roll on the following enchantment level table. See below:
31-70	CHAINMAIL	-5%	
71-95	PLATEMAIL	-0%	
96-100	PLATE ARMOR	+ 10%	

ENCHANTMENT LEVEL:

01-60%	0%
61-80%	+ 5%
81-95%	+ 10%
96-100%	+ 15%

In using magical armor no more than one armor plus is applicable in improving defense. If you have found a + 5% and a + 15% armor, your plus is either 5 **OR** 15%, not 20!!!!

AMULETS AND TALISMANS:

The best analogy that covers the distinction between an amulet and a Talisman is to liken an amulet to a suit of armor and a Talisman to a sword. The armor will perform its function whenever irregardless of any factors. Its influence is pervasive and constant. The Talisman, while more potent, must, like a weapon, be actively used to fulfill its purpose. A Talisman is as much good to the user before it is activated as a sheathed sword is to a sleeping warrior. Talismans may be activated in two manners:

1. By the action of the holding player spending three turns concentrating on its attributes.
 2. By the expenditure of 2 magic points by a magician. Time one turn.
- Without further ado I will get on with the business at hand. The items themselves:

AMULETS

01-15.	CHRIST CROSS	66-70	BLOOD
16-25.	MANDRAKE	71-75	HAIR.
26-30.	ACORN	76-80	RED CORAL.

31-35	ASHES	81-85	BROWN CORAL
36-40	BELLS	86-90	AGATE
41-45	CAT	91-94	TOADSTONE
46-50	RAVEN	95-98	AIR
51-60	GARLIC	99	LOTUS
61-65	SALT	100	TOPAZ

TALISMANS

01-05	PEARL	51-60	AMETHYST
06-10	LIZARD	61-65	BLUE
11-15	RED	66-70	YELLOW
16-20	GREEN	71-75	BOAR
21-25	COCK	76-80	BULL
26-30	IRON	81-85	LEAD
31-35	the MOON	86-90	EMERALD
36-40	CRYSTAL	91-95	TOURMALINE
41-50	DIAMOND	96-100	SERPENTINE

These are the thirty six basic "charms" for use with this game. The following delineates their attributes.

AMULET DESCRIPTIONS AND EFFECTS:

CHRIST CROSS: The effect of this amulet will increase the saving throws of the wearer 3% against **CHAOTIC** occurrences and magic. In addition it will drive back the **FAERRY RACES AND VAMPIRES**. Each of these is allowed a saving throw versus 8 point magic. If the throw is failed, they flee; if not, they operate without restriction for 1-6 turns after which another throw will be required. This process will continue until they flee or bearer dies.

MANDRAKE: The powers of the mandrake amulet that we will concern ourselves with in the basic game are its ability to open locks and give light. Effect of these powers will be as for the spells which perform the same functions. The amulet will only have these effects when exposed. If under something or wrapped, its power is negated until exposed.

ACORN: The acorn will increase chance of making all saving throws and defense by 3%. When the bearer is attacked by **LIGHTNING**, the saving throw against this is increased by 50%.

ASHES: The amulet of ashes will increase the bearer's strength by 20%. This increase will pertain whenever the amulet is worn and is fully applicable, the new strength that is, to all activities where strength is required.

BELLS: This amulet will protect the wearer from spell users and their effects. Wearer of this amulet will have a 15% greater chance of making saving throws versus magic and a +50% defense versus physical attack by spell users. This plus will apply to Dragons only if that Dragon's interest is magic. It will apply to **ELVES, DWARVES, FAERRY, ANAKIM** and **TROLLS**.

CAT: The wearer of this amulet may use it to predict the weather with 100% accuracy. If fighting a magician, this will allow him to tell that he is casting a spell using a weather effect as soon as he commences to do so.

RAVEN: The Amulet of the Raven will serve to increase intelligence 20%. In addition the amulet will serve as a guide. It will lead the bearer to any one thing that he can visualize clearly. To visualize an item clearly you must have seen it before or seen something of the same type.

GARLIC: This puissant amulet will serve the bearer as a ward against magic and all fantastic creatures, especially vampires. Magic cast against the wearer must make a saving throw versus

a dispell magic spell. If fail, it will be dispelled. All monsters attacking the wearer must make a saving throw versus 6 point magic. If they fail, they will flee. If not, they may attack but will have a -10% chance of hitting. If roll is made once, it need not be made again.

SALT: Any member of the **JINN** race, which includes Jinns, Ifreets and Ghuls, that comes within ten feet of this amulet must make a saving throw. If the throw is failed, they will die instantly; if not, they will flee.

In the basic game this amulet will have no effect on other creatures.

BLOOD: The Blood Amulet is creature specific in the following manner:

On finding a blood amulet roll on the animal table to determine from whom the blood was taken. The wearer will possess the attributes and instincts of that creature as much as is possible in human form. This should be ejudicated carefully by the referee if he desires to stimulate a full differentiation. If not, the effect of the amulet can be basically taken to increase strength, dexterity and stamina by 20% and decrease intelligence by 5%. In addition the wearer will have a 10% better chance to avoid ambush and a 5% better chance to lay an ambush.

HAIR: In the hands of a magician this amulet will increase magic ability by 20%. **EXAMPLE —** If capable of casting 30 points of magic, this amulet will allow the casting of 36. If worn by a non-magician, this amulet will serve to insure him of at least one child per year, or at least per woman per year.

RED CORAL: This amulet will serve to ward off creatures of **CHAOS**. All such creatures must make a saving throw versus four point magic per turn that they stay in the influence. If they fail, they will flee; if not, they may continue fighting with no restriction.

BROWN CORAL: Serves both to ward off **LAW** creatures and to **ATTRACT** those of Chaos. Ward effect as for red above except against law. For the attraction effect normal chance of encounter will be increased by 10% with a plus 10% chance that it will be a monster. If chaotic monster, it will automatically find the wearer and will follow until one or the other is victor in one way or the other.

AGATE: The wearer will have a 30% greater chance of making his saving throw against damaging effects of **RAIN, WIND AND LIGHTNING**. In addition he will be impervious to damage by **ANY** type or kind of Poison. In the hands of the magician this amulet may be used as a **TALISMAN** to cure victims of poisoning. Will always work if takes effect before the person dies. Total ritual will require two turns and the presence of water.

TOADSTONE: This amulet will increase the wearers saving throw against magic by 5%. In addition it will make him invulnerable to the effects of curses and witchcraft. (Note, in this basic game witchcraft is not applicable. At a later date supplements will be added that will cover the subject and make this amulet a highly valuable property.)

AIR: The bearer of this amulet will have a plus 5% saving throw versus magic. In addition he will automatically be unaffected by any magic or creature that achieves its effect by stealing the soul of its victim. If the bearer is a magician, he may also use this amulet to fly an unlimited distance at a speed of 300 feet per turn. Irregardless of the length of the trip the magician may only make one trip per week on the amulet. He must specify his intended goal. Once this is done he will fly there to the exclusion of anything else.

LOTUS: The wearer of this amulet will always find treasures and gain profits 10% greater than he would normally have achieved. This applies to wealth only, not magic items. **EXAMPLE:** If normally would find 80,000 Gold and 10 magic items in a lair with this amulet, will find 88,000 and 10 magic items. In the hands of a magician this amulet will confer immortality and allow him to cast magic at two levels higher than his actual experience at a plus 20% rate. **EXAMPLE:** Sokar is a magician of the fourth circle, i.e., level four. His intelligence is 100 allowing him 8 magic points per level. Under this amulet's influence he will operate as a magician of the sixth

circle, level six. With his intelligence this gives him a normal ability of 48 magic points. This 48 is then further increased by 20% or 9.6 points. As **ALL** fractional points are dropped, the total ability would increase from 48 to 57. If the amulet is lost, so is the power. (For the purpose of these rules the definition of **IMMORTALITY** is that an immortal is someone who will never die of natural causes, i.e., old age, disease. He can die violently like anything else in this case.)

TOPAZ: The bearer of this amulet will always be fearless of any danger and wise to the extreme. This means that while he will fear nothing he will judge the odds well and won't attack in situations that are sure to be his death. The referee must ejudicate this amulet such that the player is restrained as much as possible from asking stupid moves and taking stupid chances. In addition the wearer of this amulet may speak to all normal animals and will **NEVER** be attacked by any normal animal unless sorely provoked. **EXAMPLE:** Enters lion's den and starts playing with cubs. Mother warns, he persists and accidentally hurts one of the cubs. Mother attacks.

In the hands of a magician this amulet may be used to order obedience from one animal at a time. Effect is automatic. Also it may be used to cure insanity. Requirements for this are the same as poison curing amulet mentioned previously.

TALISMANS:

PEARL: May be used to place either the bearer or any other person that the bearer desires in a trance. The trance will last ten turns and the victim will be totally oblivious to anything during this period. In addition the amulet will also increase magic ability by 10%.

LIZARD: Use of this talisman will allow the bearer to slay with overpowering heat. It will affect any **ONE** creature. It will have no effect on the **JINN RACE** or **DRAGONS** and **FIRE ELEMENTALS**. It will have **AUTOMATIC** effect on water creatures. All creatures except those specified above are allowed a saving throw. If they fail, they are dead; if not, the talisman has no effect. The range of the effect is 100 feet.

RED: With this amulet a cone of violent force may be projected 50 feet. Anything within the cone that fails its saving throw is dead, otherwise they are driven 50 feet away from the source of the force.

In the hands of a non-magician this talisman will serve as an amulet accentuating all passionate emotions that occur within 40 feet of it. This effect will take effect immediately and be permanent. **EXAMPLE —** If player X is the bearer and feels disgust for something player Y does, the feeling is magnified to **LOATHING** of Y. If Y determines he dislikes X and moves within 40 feet, the feeling will become seething **HATRED** and he will attack. Y kills X and takes the amulet. He goes home and tells story to wife whose sympathy is changed to pity at the same time that Y's love is changed to all-consuming **LUST**. Et Cetera!!

GREEN: May be used to calm and sooth tempers. When used it will make combat impossible for the entity or entities affected. They will wander off and commune with the glory of nature around them. The area of effect is a 50 foot circle around the source. All creatures within the effect are allowed a saving throw. If the throw is failed, the above occurs. If the throw is made, they may continue fighting with a -5% chance of hitting.

In the hands of a non-magician this will act as an amulet. It will make the bearer totally passive and incapable of anything beyond contemplative and peaceful existence.

The effect of the talisman in first paragraph is 12 turns. The amulet effect will last as long as it is worn and it will never be removed by the wearer willingly.

COCK: May be used to dispell permanent effects of **CHAOTIC** magic. Magic allowed saving throw. In addition it may be used to kill Basilisks. The range of this effect is 150 feet. To accomplish the first effect the amulet must be placed directly on the victim's forehead.

For Basilisk effect, if the Basilisk makes its saving throw, it will proceed at its fastest rate of speed directly **AWAY** from the talisman.

IRON: This talisman is used to assault those creatures who are afflicted by iron. Those within the 40 foot semi-circle that it projects that fail their saving throw are killed. If make the saving

throw, they will be able to continue combat with a -10% chance of hitting.

the **MOON**: Allows the user to control all water creatures, including elementals, within 100 feet. In addition he may use it to double the potency of his magic for the casting of one spell. **EXAMPLE**: Uses the doubling and then casts a ten point spell. In actual points expended will require 5 magic points because he is casting at double potency. For control of creatures he must cast 2 magic points per turn that he desires to control them. Creatures only allowed saving throw failure once.

CRYSTAL: Use of this talisman achieves the same effect as a **FUTURE KNOWLEDGE** spell.

DIAMOND: User may use this talisman to poison beasts and men. In addition he may protect himself from spells of madness, beasts and physical damage by employing it defensively. All beasts and men attacking do so with a -5% chance to hit. Any hits take a saving throw against 8 point magic. If the throw is not made, the hit has no effect. While using this talisman the user may never be affected by any spell that achieves its effect by deluding him.

AMETHYST: The talisman may be used to double the charisma of the user. If this increases his charisma beyond 100, everything he says will be treated as a rhetoric spell. Anyone who decides to follow the user while the talisman is in operation will continue following irregardless of whether the talisman is in use or not. Effect of this talisman is good on Humans only.

BLUE: The use of this talisman will be the equivalent of an insanity spell on the target. In addition, while using this talisman the user will never be ambushed or taken by surprise by anything.

YELLOW: This talisman may be used by the caster to optimize his characteristics, raise all to full potential. In addition, while using his magic, ability is increased 50%. Finally, the talisman may be used to cast the equivalent of a hatred spell upon his enemies. Effect as for hatred.

BOAR: Through the use of this the user may cast death upon any one entity within 10 feet of the source. In addition he may use the amulet as a destruction spell. All attributes as for that spell. On the death power, a saving throw is allowed. If not killed the first time, will never be killed by death from that talisman.

BULL: The user may use to increase his strength 100% for three turns. In addition all saving throws while talisman being used or in effect, against storm powers, are + 10% chance of success.

LEAD: The talisman may be used to cause the death of any creature within 30 feet. If saving throw made, it will have no effect. This amulet **NEVER** has any effect on magicians or creatures capable of using magic.

EMERALD: This talisman will allow the user to understand any document or communicate with any entity. Remains in effect for two turns per use. In addition may be used to increase wealth of the holder. Per usage will increase wealth 20% or up to 10,000 gold a year, whichever is less. Finally, it can be used to double the intelligence of the caster for three turns. Consult the intelligence-magicpoint table to see how this will affect his available magic points.

TOURMALINE: When used this talisman will absorb all light within 100 feet of the source. Effect lasts three turns. Effect is as for a darkness spell except it may not be cancelled by any light effect. Darkness within the effect is total. Only creatures that can see in darkness may move, all others are totally blind. For sight must have equivalent of dark sight spell.

Optionally, referee may allow blind player characters to wander 20 feet per turn. Any creature attacked while in blinded condition is allowed saving throw. If not made, he is dead.

SERPENTINE: Through this talisman the caster may protect himself from spirits turning on him when performing necromantic spells. In addition may cast a spell of putrefaction on any **ONE**

entity within 60 feet of the source. If throw not made, the victim will rot one hit per day. When 1/3 of his hit points are rotted away, he is dead. If saving throw made, no effect.

ALIGNMENTS EFFECT:

The following restrictions on usage apply for amulets and talismans:

NOT USABLE BY LAW: MOON, BOAR, TOURMALINE, SERPENTINE.

NOT USABLE BY CHAOS: GREEN, COCK, IRON.

Neutrals are White or Black. If white, then as law; if black, then as for Chaos.

MISCELLANEOUS TYPES:

The miscellaneous types will primarily be suggested major artifacts that the referees can establish in their campaigns. Examples of such would be archaic spell books, abandoned shrines, super talismans, and miscellaneous junk like flying carpets, potions, wands, etc.

MAGICAL ARTIFACTS TABLE

FIRST ROLL						
	1 or 2	3 or 4	5 to 6	7 or 8	9 or 0	
S E C O N D R O L L	1	WAND	HEARTSTONE	AXE	SCROLL	SWORD
	2	SCEPTRE	WATER	ARMOR	SCROLL	SWORD
	3	CLOAK	WINE	BOW	SCROLL	SWORD
	4	HORN	DIAMOND	DAGGER	SCROLL	SWORD
	5	CARPET	EMERALD	TRIDENT	TOME	SWORD
	6	CAULDRON	RUBY	HAMMER	TABLET OF STONE	SWORD
	7	GOBLET	GEM SWORD	HELM	BOOK	SWORD
	8	BOOTS	CROWN	SPEAR	ETCHED IN METAL	SWORD
	9	RING	FLOWER	SHIELD	BOOK	SWORD
	0	GAUNTLETS	PLANT	SWORD	BOOK	SWORD
(WEAPONS)				(WEAPONS)		

MISCELLANEOUS ARTIFACTS DESCRIPTIONS:

THE ARMOR OF ST. ANDREW: This armor can only be penetrated by magic and magical weapons. The wearer of the armor has a +10% added to his chance of not being hit. He also adds 10% to his saving throws against Neutral and Chaotic magic. The armor may only be worn by a Lawful character. If touched by a player of a different alignment, when not being worn by someone, the player will be forced to take a saving throw versus 8 point magic. If the throw is failed, the victim is dead. If it is made, he pulled his hand away before he touched it.

THE SWORD OF BLOOD: This sword is a major artifact of Chaos. In the basic game, it will automatically take control of any non-magic-user who picks it up. No magic-user, irregardless of alignment will ever pick this weapon up. The wielder of the sword will be directed by it to the **SWORDS** purpose, see swords. When engaged in a combat that directly serves the purpose of the weapon, the wielder will fight with the equivalent of the **CHAOS ANGER + REVENGE** spell. When engaged in other combat, the effect on the wielder will be as for the **CHAOS MAD FURY** spell. The person that is possessed by this sword has no saving throw against the sword's effect. The saving throw against any other magic is +5%.

THE BOW OF LOCKSLEY: This weapon is a specially built magical longbow. The user of the weapon will be able to automatically penetrate any **NON-MAGICAL** armor or shield. In addition the range of the weapon is 50% greater than that of a normal longbow, i.e. increase at all three range divisions listed in the missile section. The damage scored by the weapon is also increased 50%. If you score 5 points damage on your roll, the effect with this weapon is a damage score of 8 points on your opponent.

THE AXE, ANNIHILATOR: This weapon will inflict double the normal damage scored on the victim. If 8 points scored normally, this weapon will score 16 points damage. In addition this axe will automatically penetrate any non-magic armor or shield.

DAGGER, DELUDER: This dagger appears to be a harmless object in the hand of its wielder until the wielder makes his first attack on the victim. On this first attack the wielder will have a +15% chance to hit. On subsequent turns the chance to hit is only +3%. If the target of the strike is a magic-user whose attention is on the wielder, he will detect the delusion and the weapon will only have the +3% chance to hit.

TRITON'S SPEAR: This spear is, in fact, a Trident. Its fighting characteristics double the damage scored by the weapon. In addition the weapon is poison. Anyone hit by the weapon must take a saving throw as for a **POISON** spell.

At sea the spear will allow the bearer to control 1 **HIPPOCAMPUS**. The ship on which the bearer is travelling will also be immune from attack by water creatures, especially sea monsters. These powers are the only powers of this spear that are usable in the basic game.

ELFIN ARROW: The Elfin arrow will penetrate any non-magic armor or shield. The missile will **AUTOMATICALLY** hit any target within its range that it is fired at. The range of the arrow is the maximum range of the **BOW** that it is fired from. The arrow will score 5 to 10 hits damage rolling a six sided die. If the damage table is being used, a special damage hit with this arrow will score 10 to 100 hits, i.e. will probably kill. Once fired the arrow is expended. It may **NOT** be re-used under any circumstances.

ELFIN CLOAK: The cloak shields the wearer with the Elfin equivalent of the **LAW INVISIBILITY** spell. For the basic game simply handle it as if it were this spell.

ELFIN BOW: The elfin bow is closest in form to the Human **COMPOSITE BOW**. It can be used mounted or on foot. The range of the weapon is 25% greater than the composite bow. Damage scored by it is increased by 50%. The base hit chance for an elf using this bow is increased 10%. Others get all benefits except this increase in hit chance.

WATERS OF LIFE: A healing potion. The potion may only be taken once per week. If taken more than this, it will poison the imbiber. The effect of the potion heals 1 to 4 hit points damage.

HORN OF INVINCIBILITY: This horn, when blown, has the effect of an invincibility rune on any dwarf within 60 feet of the horn. Used by humans it will serve to decrease the enemies' chance to hit any one within 20 feet of the blower by 3%. This horn is one of the major war horns of Dwarfdom, favors have been granted those who return such a horn to its makers. Any dwarf complex will do.

HORN OF PARALYSIS: Any non-dwarf within 60 feet of the blower must take a saving throw versus 5 point magic. If the throw is failed, the victim is paralyzed for 2 to 20 turns. If it is made, he is stunned, and cannot attack, for one full turn. Magicians add 10% to their chance of making the throw against it.

HAMMER OF MIGHT: A hammer enchanted with the ruin of the smith for a chance to hit increase of 1 to 10%, rolling a 20 sided die. In addition the user is under the rune of **MIGHT** while the hammer is in use.

THE RETURNING HAMMER: This weapon is the major missile weapon of the Dwarf. When cast, up to a range of 90 feet by a dwarf (60 by others), the hammer will have a + 1 to + 4 chance of hitting the target. Damage scored on the target doubled when thrown the target must be at least 20 feet away from the thrower, any less is insufficient. After reaching its target, and either hitting or missing, the hammer disappears. It returns to the hand of the caster in the **MAGIC EFFECT PHASE** of the next turn. It is thrown in the missile phase.

If the weapon is used as a normal melee weapon, it will retain the 1 to 4% plus. It will not, however, do more than normal damage.

AX OF INSIGHT: A dwarfish ax warder with the rune of **INSIGHT**. The effect is the same as the insight rune except the effect lasts as long as the weapon is in the warrior's hand. If used for more than **TEN** battles in any given week, there is a 10% chance it will fight its exhaustion by draining 5 stamina points from the wielder.

AX OF BLOOD SIGHT: This ax is activated by the bearer's first thought of hatred towards a particular type of creature. To handle this the first thing encountered **AFTER** someone has taken the ax will be the object of the ax's power. The player will automatically be affected by the **RUNE** of **BLOOD SIGHT** whenever that thing is encountered. The chance of the wielder's death from the permanent rune's effect is only 10%.

EXAMPLE OF THE AX'S USE:

Count Horace is riding alone through the dank forests of Southtown. Off the trail he spies a glimmer of metal and goes to investigate. Sunk into a large oak he finds the ax. As it is obviously of great value, a marvellous weapon, he keeps it though he is somewhat uneasy about the weird symbols on blade and handle. Resolving to ask the Sorcerer Al-Haza to decipher the ax's

purpose he rides north. Before long he reaches the tower and is told by the door that Al-Haza is occupied. "Begone!" At being treated so cavalierly by a mere Knight, Sorcerer though he may be, Al-Haza seethes with anger. The ax is now activated and in his hand. His blood sight is aimed against magic-users. He will definitely draw at least the wrath of Al-Haza in his attack.

FLYING CARPET: The standard arabic flying carpet. The carpet is affected with a permanent flying spell whose focal point is placed in the center of the weave. To use the carpet the player must place himself on it. The carpet will fly to the first destination that the player states to the referee. It will make the journey to the exclusion of all else. The carpet's flying speed, strategically, is 20 miles per hour.

THE CAULDRON OF LIFE: This cauldron may only be used by a magic-user. The effect of the cauldron will return to life any person that is placed in it overnight that has been dead for **LESS THAN 24** hours. There is no limit to the number of persons that can be placed in the cauldron in any given night. Once all are placed in, its magic is activated by the magic-user casting 15 points of magic on it.

If players desire to attempt to carry the Cauldron, its encumbrance value is 400. It has a 10 foot diameter and is made of iron and precious materials. If players wish to loot the cauldron for its precious materials, they will garner 100,000 **GP** with a portage cost of 80 encumbrance. No wizard of any alignment will ever take part in such a desecration of this cauldron. If looted, the cauldron loses all magical attributes. Cauldron affects only humans.

Those who attempt to loot the Cauldron must take a saving throw against 8 point magic. If they fail, they are turned to stone. If they make, they are cursed with defense decreased 5% until the curse is dispelled. Any person who has been brought to life by the cauldron that subsequently attempts to loot it is taken automatically by the Cauldron to unspeakable torment that we need not speak of here.

The Cauldron is a remnant of the elder arts that is respected and feared by the magicians of all the current "young" alignments.

GOBLET OF GREATNESS: To utilize this goblet the owner need simply drink wine from it once per day. If this is done, the player will gain the following increases in attributes:

- (1) Status level will increase **ONE** level per month until status is 2 x what it was before finding the goblet. All positions that the new status would allow will fall open when you are of sufficient rank to hold them.
- (2) The production of all lands under your control will double and you will receive 2 x the normal salary for your rank.
- (3) The player's charisma is doubled.

The goblet is indeed a potent artifact for those who would be great in their culture. It does, however, have a major drawback. If the owner ever goes without the goblet, he is poisoned. Per day that the player does not drink from the goblet he will age **FIVE YEARS**. In addition he will lose 50% of his status plus the charisma and salary increase. If more than five days consecutively go by without drinking from the goblet, the shock will kill the player, aging 25 years in 5 days. Any age brought on by not drinking from the goblet is retained even if you regain the goblet and re-commence imbibing therefrom. The owner will never share this goblet's power with any other person or creature.

THE WINE OF LIFE: The most potent healing draught in existence. The effect of the wine heals all damage suffered by the consumer, including physical disabilities. The time to accomplish this healing is **ONE** week. During this week the person being healed is totally comatose and someone must be with him at all times.

The disadvantage of this potion is that it is a major shock to the player's system. To determine the result of taking the wine add the player's health to his stamina and divide by two. The result is the chance of coming out of the coma at the end of the week. If the throw is failed, the person will remain in coma for another 1 to 3 weeks. At the end of this period the player attempts the same throw again. If the throw fails, the player is dead. If he comes around, his strength and health are reduced 10. **EXAMPLE:** After his battle with Al-Haza, Count Horace was on the edge of death. After seeing what ax Horace possessed, Al-Haza took pity on the Count and gave him a draught of the Wine of Life. Horace has a health of 78 and a stamina of 36. These

ratings added together and divided by two yield Horace a 57% chance of coming out of the coma at the end of the first week; Horace rolled a 59. With this bad luck, a six sided die was rolled and divided by two dropping fractions. Horace rolled a 5 and so was comatose an additional two weeks. At the end of this time he rolled a 41 and so came out of the coma, though losing 10 points from his health and his strength.

HELM OF FIRE: The wearer of this helm is impervious to the effects of fire. He will take no damage due to fire. This includes the effects of magic, elementals and Dragon Breath.

WAND OF LIGHT: This wand is a major sorcerous artifact of **LAW**. In the basic game it will double the magic points the wielder is capable of casting per experience level. In addition he may cast from it, at the cost of one magic point, a light spell with a diameter of effect of 300 feet. Chaotic creatures who come against this wizard will subtract a number equal to the caster's level from their chance of making the saving throw against his magic; if level 13, then -13%. If a warrior possesses this wand, it will increase his saving throw against non-lawful magic 20%.

THE SCEPTRE OF THE SEVEN: In the basic game this will have the same kind of attributes as the **WAND OF LIGHT** except instead of creating light it will create darkness. Instead of affecting Chaos it will affect Law. Caster's magic doubled as for the **WAND OF LIGHT**.

Unlike the chance of warriors for the wand, which bonus does apply against all save Chaotic magic, no chaotic warrior with any ideas about living to a ripe old age would ever touch it.

Both the wand and the sceptre are famed artifacts. No more than one of each should ever exist in a given campaign.

THE HEARTSTONE: This stone can be utilized only by magicians; non-magic-users who touch must take a saving throw against poison. The magician uses it to gain knowledge. The stone is intimately associated with an ancient mage of great power. For the basic game this is all that need be said.

When the Heartstone is found, the referee should roll randomly to determine the stone's alignment. If it is of an opposing alignment to that of the person who takes it, sorcerous combat will result. Consider the stone to have **MAXIMUM** characteristics at an experience level of 21 to 30. If the stone is victorious in combat, it will take possession of the loser and the loser will now be a magician of the opposing alignment who knows 21 to 30 spells and has been physically dead for at least a couple of centuries. The referee should determine the goal of this new person if he keeps it in play. If the complication is not desired, the referee should simply have the character teleport away and take him out of play.

If the stone is of the same alignment, the caster may use it to gain the spells of his alignment. This requires the allocation of 10 magic points per day for 28 days. During this period, the player cannot be disturbed by any other event. If he is disturbed, he will pass out for 1 to 6 turns and the value of the stone will be lost.

A neutral stone (for Law and Chaos) or a Law, Chaos stone (for neutral) that does not fit in the above two categories may be used to cut the time required to learn the magic of the stone's alignment by 50%. The expenditure of the same amount of magic points is still required, only the time is affected. A magician will never trade or sell a heartstone. They are among the most prized possessions that wizards can have. Anyone who caused one to be destroyed or lost would soon yearn for death.

SAMPLE CAMPAIGN ARTIFACT TABLE

NUMBER	DESCRIPTION	NOTES
01 - 05	THE ARMOR OF ST. ANDREW	X only one
06	SWORD OF BLOOD	
07 - 12	BOW OF LOCKSLEY	
13 - 17	THE AXE, ANNIHILATOR	
18 - 22	DAGGER, DELUDER	
23	TRITON'S SPEAR	X only one
24 - 34	ELFIN ARROW	
35 - 39	ELFIN CLOAK	
40 - 45	ELFIN BOW	
46 - 50	WATERS OF LIFE	
51 - 55	HORN OF INVINCIBILITY	
56 - 60	HORN OF PARALYSIS	
61 - 65	HAMMER OF MIGHT	
66 - 70	THE RETURNING HAMMER	
71 - 75	AX OF INSIGHT	
76 - 80	AX OF BLOOD	X only one
81 - 85	FLYING CARPET	
86	THE CAULDRON OF LIFE	
87 - 88	GOBLET OF GREATNESS	2 only two
89 - 93	THE WINE OF LIFE	X only one
94 - 97	HELM OF FIRE	
98	WAND OF LIGHT	
99	SCEPTRE OF THE SEVEN	
100	THE HEARTSTONE	X only one

Again roll the Dice provided twice to determine which item was found. If that particular item has already been found, roll again on the table for a different item.

CIVILIAN 'J'

30% Merchant (+ to 10 with 1 to 10 soldiers) 10 to 100 GP per Merchant.
 30% Wagon Train 1-10 wagons (100 to 1000 GP total convoy value).
 10-100 guards (see soldier chart).
 40% peasants 10 to 100 unarmed but for daggers.

CHART 'K'

TYPE OF TERRAIN	ALL MTD	ALL FOOT	MXD % MTD	% of MXD FORCE THAT ARE FOOT
CLEAR	01-60	61-90	91-100	5% → 20% foot
CITY	01-05	01-10	11-100	45% → 95% foot
MOUNTAIN	01-10	11-20	21-100	45% → 75% foot
WOODS	01-15	16-25	26-100	10% → 90% foot
SWAMP	01-05	06-10	11-100	65% → 95% foot; 25% chance all foot in boats
DESERT	01-90	91-95	96-100	5 → 10% foot
GENERAL	01-15	16-30	31-100	10 → 60% foot
WATER	NONE	100%	NONE	75% chance all are in boats (20 100 per boat)

OUTLAW: (Always unlawful)

SOLDIERS: Composition DF Force Encountered
 (Alignment is the same as area they are in.)

CHART 'L'

NUMBERS OF SOLDIERS ENCOUNTERED			
30%	1-10	(10 sided dice x 1)	
60%	10-100	(" " " " 10)	
10%	100-1000	(" " " " 100)	

MAGICAL (SEE MAGIC SECTION)

SPECIAL CREATURES TABLE 'M'

<u>Desert</u>			<u>Mountains</u>		
Changelings	01	20	Changelings	01	10
Hydra	21	40	Cyclops	11	20
Sphinx	41	48	Hydra	21	30
Basilist	49	56	Chimera	31	40
Aitvaras	57	76	Sphinx	41	45
Dragon	77	00	Hind	46	55
			Nemean Lion	56	65
			Aitvaras	66	75
			Dragon	76	00

<u>Forest</u>			<u>Other</u>		
Naga	01	10	Changelings	01	25
Minotaur	11	20	Naga	26	35
Changelings	21	30	Chimera	36	40
Unicorn	31	40	Hind	41	45
Hydra	41	55	Pegasus	46	50
Chimera	56	65	Aitvaras	51	80
Nemean Lion	66	72	Dragon	81	85
Pegasus	73	82	Vampire	86	95
Aitvaras	83	89	Cyclops	96	100
Dragon	90+				

TABLE Q

Hit probability modifiers according to type and area used in.

	Very long	Long	Medium	Short
Outdoors or large room (larger than 20 x 20)	+ 10	+ 5	0	- 10
Normal room (smaller than 20 x 20)	- 5	+ 5	+ 5	- 5
Corridor	- 5	+ 5	+ 5	- 5
Door	- 10	- 5	0	0

HIT LOCATION CHART 'O'

BODY TYPE HIT	TYPE OF DICE USED FOR DAMAGE						
	1 x 4	1 x 6	1 x 8	1 x 10	1 x 12	2 x 10	SPECIAL
HUMAN	01-20	21-35	36-50	51-65	66-75	76-80	81-100
SNAKE	01-20	21-35	36-55	56-75	76-90	-	91-100
LION	01-20	21-40	41-50	51-60	61-70	71-75	76-100
BIRD	01-05	06-15	16-25	26-40	41-50	51-60	61-100
REPTILE	01-25	26-55	56-70	71-80	81-85	-	86-100
SCALED	01-30	31-60	61-75	76-85	86-90	-	91-100

OUTDOOR ENCOUNTERS

GENERAL TABLE 'H'

BASE CHANCE	DESERT	MOUNTAIN	FOREST	CLEAR	CITY	WATER	OTHER
	20%	30%	15%	10%	5%	15%	15%
OUTLAW	01- 12	01- 18	01- 15	01- 05	01- 09	01- 11	01- 12
SOLDIER	13- 74	19- 65	16- 52	06- 55	10- 54	12- 36	13- 56
CIVILIANS	75- 94	66- 90	53- 82	56- 95	55- 94	37- 93	57- 93
SPECIAL	95-100	91-100	83-100	96-100	95-100	94-100	94-100

SPECIAL TABLE 'I'

SOLDIER	01- 55	01- 60	01- 40	01- 30	01- 30	01- 30	01- 40
MAGICAL	56- 70	61- 70	41- 80	31- 90	31- 90	31- 80	41- 80
OTHER	71-100	71-100	81-100	91-100	91-100	81-100	81-100

COMBAT MATRIX 'N'

BASIC BODY TYPE	HUMAN	SNAKE	LION	BIRD	REPTILE	SCALES
HUMAN vs.	40	35	55	50	35	75
SNAKE vs.	75	40	55	75	40	55
LION vs.	70	60	40	50	55	40
BIRD vs.	60	25	50	40	75	80
REPTILE vs.	75	35	55	25	40	55
SCALED vs.	80	60	60	20	45	40

<u>CREATURE</u>	<u>A.H.P.</u>	<u>HIT DICE</u>	<u>BODY TYPE</u>	<u>SPEED</u>	<u>NUMBER ENCOUNTERED</u>
ELF	8	2(-2)	HUMAN	6	SEE SECTION ANY (FOREST, CLEAR)
TROLL	VARIES	VARIES	HUMAN	6	SEE SECTION ANY (MOUNTAIN, FOREST)
DWARF	7	2(-3)	HUMAN	4	SEE SECTION MOUNTAIN
FAERRY	3	1(-2)	HUMAN	3/12	SEE SECTION FOREST, SWAMP, CLEAR
GOBLIN	5	1	HUMAN	4	SEE SECTION FOR., SW., CL., MOUN.
BUGBEAR	12	2(+2)	LION	6	SEE SECTION AS GOBLIN
OGRE	30	6	HUMAN	6	SEE SECTION MOUNTAIN, FOREST
TROW	40	8	HUMAN	7	1-3 MOUNTAIN, SEACOAST
BLACK ELVES	8	2(-2)	HUMAN	5	SEE SECTION
ANAKIM	50	10	HUMAN	8	SEE SECTION ANY
CHANGELINGS	10	2	HUMAN	5	1 ANY
ASTRAL FAERRY	15	3	HUMAN	6	SEE SECTION NOT ENCOUNTERED
ASTRAL CORPSE	10	2	HUMAN	5	SEE SECTION NOT ENCOUNTERED
WILL OF THE WISP	NA	NA	NA	NA	SEE SECTION SWAMP
JINN	15	3	HUMAN	6/20	SEE SECTION DESERT, CITY
IFREET	30	6	HUMAN	8/30	SEE SECTION DESERT
GUHL	10	2	HUMAN	5	SEE SECTION DESERT
AL	10	2	HUMAN	5	1-6 SWAMP, CITY
TIGBANUA	10	2	HUMAN	6	1-10 CITY, FOREST, MOUNTAIN
RAKSHASA	10	2	HUMAN	5	1-6 FOREST, CITY
NAGA	15	3	SNAKE	4	1(1-6) FOR., CL., SW., (WATER)
CENTAURS	20	4	LION	12	SEE SECTION FOREST
SATYRS	5	1	HUMAN	7	SEE SECTION FOREST
NYMPH	10	2	HUMAN	(5)	SEE SECTION ANY
DRYAD	10	2	HUMAN	5	SEE SECTION FOREST
HAMADRYAD	NA	NA	HUMAN	5	SEE SECTION FOREST
MINOTAUR	25	5	HUMAN	6	1 FOREST
CAPRINE UNICORN	5	1	LION	20	1 FOREST, CLEAR
EQUINE UNICORN	15	3	LION	40	1 FOREST, CLEAR
CTESIAN UNICORN	20	4	LION	20	1 FOREST, CLEAR
ORYX	10	2	LION	30	1 FOREST, CLEAR
CYCLOPS	60	12	HUMAN	8	1 MOUNTAIN, SEA COASTS
HYDRA	30	NA	SCALED	5	1 D, MO., FOR.
CHIMEARA	25	5	LION	7/15	1 MOUNTAIN, FOREST, CL.
GRIFFIN	20	4	LION	7/20	1-3 MOUNTAIN, FOREST, CL.
HIPPOGRIFF	15	3	LION	10/20	1-6 MOUNTAIN, FOREST, CL.
SPHINX	10	2	LION	6	1(1-6) DESERT, MOUN.
CERYNEIAN HIND	15	3	LION	20	1 FOREST
STYMPHALIAN BIRD	5	1	AVIAN	3/18	10-60 WATER, SWAMP
NEMEAN LION	20	4	LION	7	1 FOR., MOUN., CLEAR
BASILISK	10	2	REPTILE	5	1 DESERT
VAMPIRE (LAMIA)	NA	NA	HUMAN	VARIES	1 CITY
LYCANTHROPES	VARIES	VARIES	LION	VARIES	SEE SECTION ANY
ROC	VARIES	VARIES	AVIAN	VARIES	SEE SECTION MOUNTAIN
PEGASUS	30	6	LION	18/30	1 CLEAR, FOREST
HIPPOCAMPUS	18	4(-2)	SCALED	21	2-20 AT SEA
SEA SERPENT	VARIES	VARIES	SCALED	18	1 AT SEA
AITVARAS	10	2	AVIAN	3/24	1 ANY (CITY)
DRAGON	VARIES	VARIES	SCALED	VARIES	SEE SECTION
ELEMENTALS	VARIES	VARIES	VARIES	VARIES	SEE SECTION
TENGU	9	2(-1)	HUMAN	3/15	SEE SECTION FOREST
AUROCH	40	8	LION	10	SEE SECTION MOUN., FOR., CLEAR
LION	13	3(-2)	LION	6	2-12
TIGER	15	3	LION	8	1-6
WOLF	5	1	LION	7	2-20
BEAR	20	4	LION	5	1-4(1-3 = 1, 4 = 2, 5 = 3, 6 = 4)
HORSE	20	4	LION	15	3-30
MULE	15	3	LION	10	SEE SECTION
BOAR	8	2(-2)	LION	6	2-20
APE	21	4(-4)	HUMAN	5	1-10 MOUN., FOR.
VIPER	3	1(-2)	SNAKE	4	1-10 SWAMP, WATER
PYTHON	15	3	SNAKE	3	1-3 SWAMP
MEN	10	2	HUMAN	5	VARIED
CHILDREN OF THE HYDRA	5	1	HUMAN	6	SEE SECTION

TABLE 'D'

GENERAL SUPPLIES			
DESCRIPTION	COST	WEIGHT	REMARKS
50 Feet of Rope	5 CP	3	Holds 30 swallows of liquid Each burns 10 turns, illuminates 12 foot circle
10 Foot Pole	Free	5	
Water/Wine Skin	1 CP	1	
5 Torches	Free	5	
Lantern	1	3	Burns 50 turns, illuminates 25 foot circle
Flask of Oil	5 CP	1	Refills lantern once
2 Small Sacks	1 CP	1/10	
Large Sack	1 CP	1/10	
Pack Mule	350 SP	—	
Horse	500 SP	—	
Horse Ration	1 SP	15	Needs one ration per day to stay healthy
Beef Ration	1 SP	3	Any one ration of food is needed by each character per day to stay healthy
Water Ration	1 CP	8	Man uses 1 per day Mule uses 3 per day Horse uses 5 per day
Fish Ration	1 SP	3	
Pork Ration	1 SP	3	
Tinned Ration	2 SP	5	
Waybread Ration	2 SP	1	
A Meal at The Inn	15 CP	—	
A Room at The Inn	10 SP/Day	—	
A Room in Town	10 SP/Month	—	

TABLE 'C'

PRICE LIST					
DESCRIPTION	COST in G.P.	WEIGHT in lbs.	PREPARATION TIME in weeks	AVAILABILITY	MANUFACTURER/ SUPPLIER
Axe	2	10	1	Yes	Armorer
Bow	2	3	12	II	Armorer
Breastplate & Backplate	8	30	25	III	Armorer
Chainmail	6	45	25	II	Armorer
Composite Bow	4	4	130	IV	Armorer
Crossbow	4	4	16	III	Armorer
Crossbow Bolts (20)	2	5	3	Yes	Armorer
Dagger	1	1	1	Yes	Armorer
Flail	7	10	6	II	Armorer
Helm	5	5	12	III	Armorer
Helmet	2	10	2	Yes	Armorer
Lance	2	18	1	II	Armorer
Leather Armor	2	15	4	Yes	Stable
Long Bow	7	4	100	IV	Armorer
Pike	2	10	1	II	Armorer
Plate Armor	80	100	60	IV	Armorer
Quiver of Arrows (20)	1	4	2	Yes	Armorer
Saddle	10	10	2	Yes	Stable
Scabbard	25	3	1	Yes	Armorer
Shield (Heavy)	3	15	5	II	Armorer
Shield (Light)	2	8	3	Yes	Anyone
Spear	1½	7	1	Yes	Armorer
Sword	4	7	4	Yes	Armorer
Two-handed Axe	5	15	2	II	Armorer
Two-handed Sword	6	18	5	II	Armorer