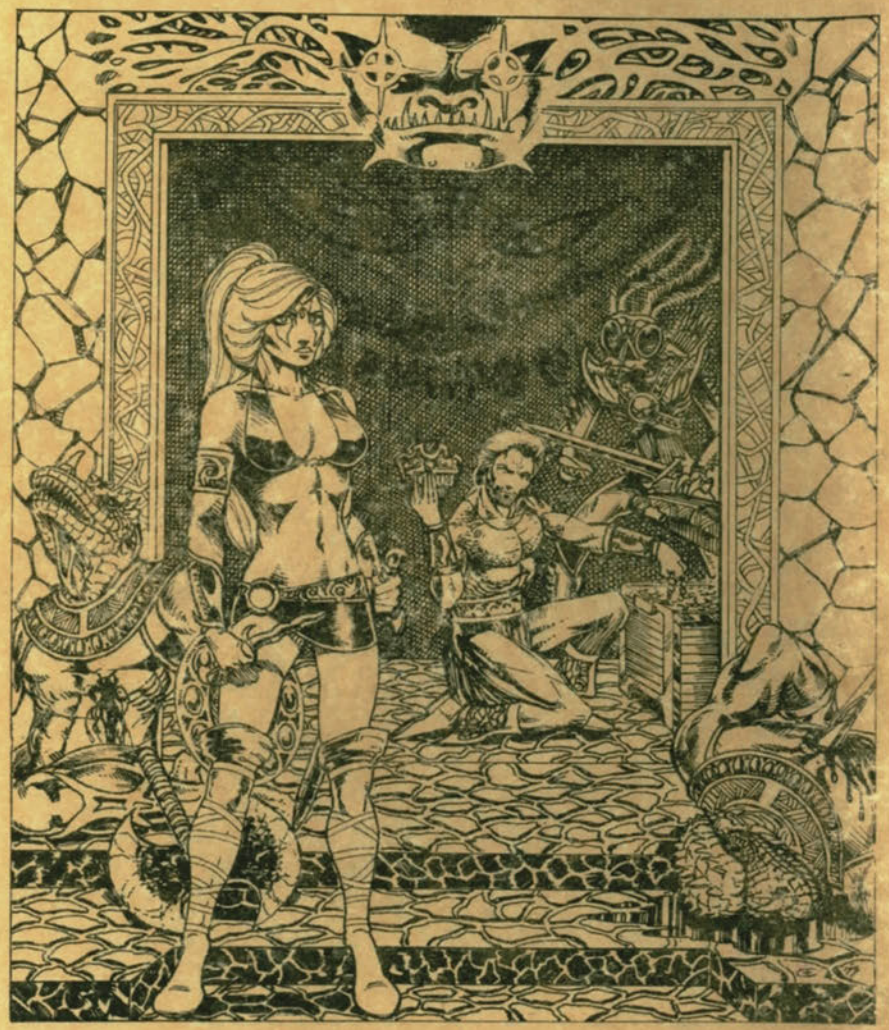
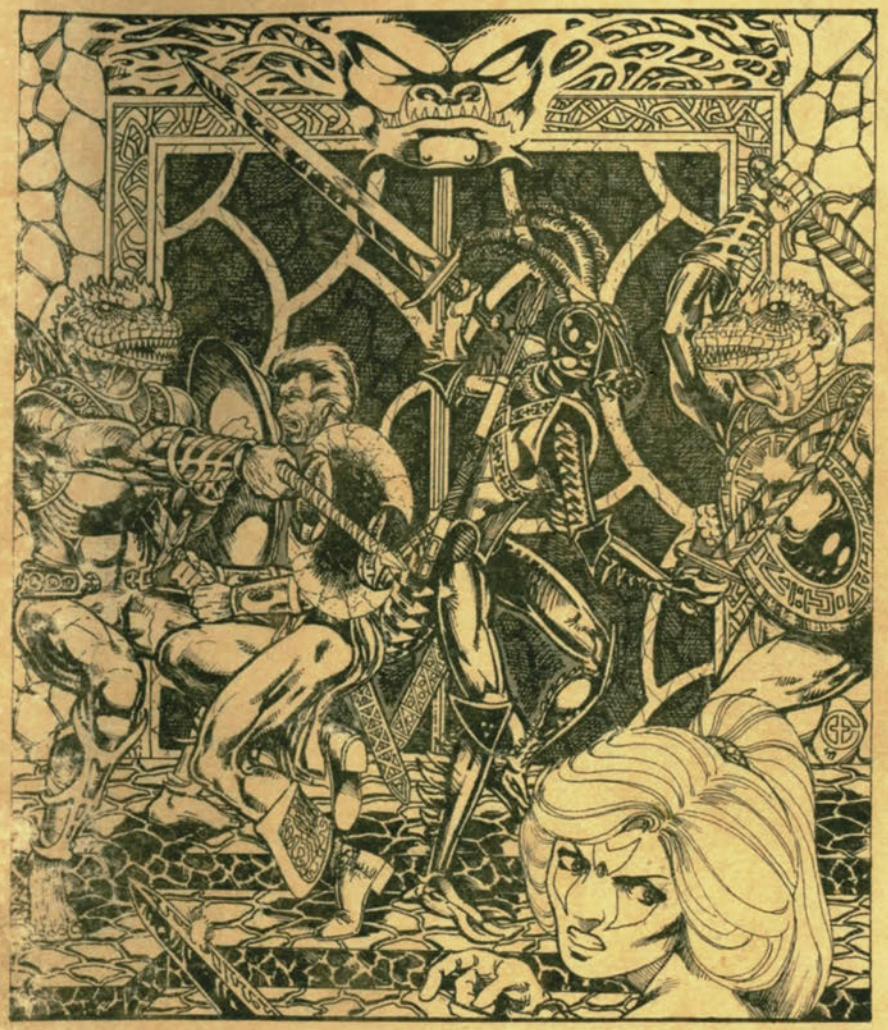


The Arduin Grimoire



Volume 1

David Hargrave

DEDICATION

I am deeply indebted to many people, without whom many of the ideas on these pages would have died stillborn. It has been a long, long year of trial and trouble, but made easier by friends both old and new. This supplement is dedicated to them certainly and with heartfelt gratitude, but it is also to those characters that lived,loved, and died in pursuit of loot and glory that my true dedication goes.

Koryu, leader of the forty-seven Ronin; Elric the Hell-Lost; Daniel the True Defender of the Dreaming Isles; Jothar, Champion of the House of the Rising Sun and Baron of the Realm; Kazamon, the Ring Bearer, hobbit and changeling; Benk the Benighted; Hamal Assad's Twelfth Lancers; Mithrom, bandit turned demon; Mogadore the drunken dwarf; Zorella, amazon leader of the doomed Hell Raid; Lasuli, elven and unafraid; Fredrick the Bold, slayer of Smaug and Sauron; Bolo Mark Nine,destroyer of a dungeon and near slayer of an entire world; the Seven Spartans and their never broken shield wall; Talso the grim mage; all of you are forever graven in the iron legends that will forever follow your steps through allternity. To you and the shades of near four hundred dead I lift a tankard of Rumble Tummy's ale in respectful salute.

Without all of you I could never have dreamed my dreams of glory, nor beheld the beauty of the Misty Mountains of Arduin.

David A. Hargrave
Richmond, California
February 1977

The cover artwork was done by the talented pen of Greg Espinoza-may it never run dry!

The interior artwork for this volume was done by a fine, young talent-Michio Okamura.

TEXT COPYRIGHT DAVID A. HARGRAVE, 1977 ©
ART COPYRIGHT DAVID A. HARGRAVE, 1977
ALL RIGHTS RESERVED. ANY UNAUTHORIZED REPRODUCTION OF ANY OF THE MATERIAL CONTAINED WITHIN THIS BOOK, EXCEPT FOR PURPOSES OF REVIEW, WITHOUT THE EXPRESS WRITTEN CONSENT OF THE AUTHOR WILL BE PROSECUTED TO THE FULL EXTENT OF THE LAW.

The Arduin Grimoire Volume 1

David Hargrave

FORWARD

About a year ago, this book first saw the light of day. Since then a lot of water has passed under the bridge of time. During that time a lot of things both good and bad have happened in the fantasy gaming field. Throughout it all I have endeavoured to maintain the high standard of honesty, truthfullness and friendliness that I laid down for myself and that you came to expect of me. The high acceptance that my book (and myself personnaly) have received has shown the wisdom of these standards. I promise to continue on in this way for so long as you,the readers,desire me to. Thank you for a good year and I hope we will be sharing many more together as friends.

This book is offered in the spirit of sharing, and I hope you will share it with others. For in the sharing of fun and hobbys, the true meaning of friendship most often manifests itself.

This book is solely a product of my imagination although many friends helped in its painfull birthing. Therefore I would like to thank Greg Stafford of the Chaosium, Peter Savoy and Bill Voorhees who believed enough to put up money when it was needed and a really hardworking Francesca The Bemused for typing the entire thing in one truely fantastic week. To all of the others, players all, I too give a hearty round of applause, for it was in the play and the testing that the ideas became concrete and real.

Although we have upgraded each printing as best time and finances will allow, this book is still in semi-rough form. All questions regarding this book or any of the other products that I now produce will be answered personnaly by me, with no middle-man or other barrier between myself and you the readers. I am a one man operation, and I appreciate all constructive criticism as well as compliments, so feel free to write me direct at:

DAVID A. HARGRAVE
5411 CARL AVENUE
RICHMOND, CALIFORNIA
U.S.A. 94804

If any person, organization, company or other entity either singularly or collectively is offended by any part of this book, I apologize for it now; SORRY!!!

GREY HORROR

HOW TO PLAY THE GAME

It seems that most new players are uncertain as to the sequence of play in a fantasy game so here is a rundown of most play situations.

OVERLAND TRAVEL: If the route is off marked primary or secondary reads, it goes like this? Move for one hour, then rol to see if you encounter random monsters, then move for an hour and repeat the roll for random monsters. During daylight there should only be one chance in six of meeting monsters, unless you are in woods, marshes or jungle, in which case it is two chances in six. At night however, all chances are doubled. At any rate, if a monster is encountered, then the sequence of events goes as follows: Determine the distance between you and the monster (from 20-240' in open terrain, from 10-120' in semi-covered or hilly terrain, from 10-60' in thick forrest or other vision restricted terrain, and always halved at night), then determine who can see it and who can't (simple line of sight) and then determine the monster's reaction to seeing you (roll a twelve sided die using this scale of reactions: roll of 1-3, monster is frightened off, roll of 4-6 and the monster shys back a bit and appears hesitant and nervous, roll of 7-9 and the monster warily approaches the party, and a roll of 10-12 the monster launches itself in a screaming attack upon your party without regard to it's own safety. For intelligent foes the table is: roll a 1-4 and they flee, roll a 5-8 and the indecisively stand around and debate on what to do, and of course, a 9-12 is an unhesitating attack upon the party), once that the distance of the monster and it's initial reaction are determined, then it goes like this: if the monster is charging and he is less than 30' away, this constitutes a surprise attack, and your party may not react until the monster has completed his movement and attack. Thereafter it is a very simple matter of the fastest dexterity attacking first, and the next fastest next, and so on down the line. This is covered more completely in the section on combat. But a short description would be: all attacks are made, all movement is made, and then the process repeats itself. Because it is the dexterity that determines what attacks go in first it quite frequently happens that a warrior will strike his opponent just before it is struck in turn by a blast of magic, and his weapon is caught in the effects, or he himself is. Such is the stuff melees are made of.

After the battle is over, and all of the healing that is possible is done, then the movement process is repeated until the ngiht camp is made. One point here, it is recommended that you have ten hours each of daylight and night, with two hours each of semi-light at dawn and dusk. This will be maintained year around unless you decide to do what I did nad have a set of seasons and the like, at which point you're on your own brother!

So there you have it, move an hour, roll for monsters, and move an hour and roll, ad infinitum. The only change you may wish to add into your game is a die roll once an hour to see if you are lost (one chance in six of this happening), however, I recommend that this rule only be used in extremely difficult or overgrown terrain, or outside of the boundaries of the lands where all of your adventures take place, or in pursuit situations at night.

It is also recommended that guards be posted at night and with the party's mounts while they are down in the dungeons, because a good umpire will always hit you when you least expect it.

Expeditions inside dungeons are just the same, only it is always dark, so bring your own light.

If you are at a loss as to how you can decide just what type and how many monsters came up on the random monster roll other similar role-playing games have a fair list, but your better off compiling a list of your own, and then rolling percent dice to see which kind pops up. Consider 1-3 people as a base unit for a dungeon run, and add more monsters for every three people on the run (if you have a party of three, then only one red dragon shows up, if you have 4-6, then it's two and so on). It's really very simple if you want it to be.

POINT SYSTEM

In the Arduin Universe, the ability to advance to higher levels is based on earned merit and not on acquisition of treasure. Therefore, points are given for many reasons, but NOT for gold or other treasure. After all, it is the act of robbery, not the amount stolen, that gives the thief his experience.

The following chart is a guideline, not a firm law, for each situation is different and meriting individual adjudication.

POINTS GIVEN	REASON GIVEN
400	Death (with successful revival), reincarnation, curse changed into another type entity, etc.
375	Being sole survivor of an expedition, acquiring the mightiest of artifacts (Satan's own pitchfork, nuclear weapons, phasers, etc.).
350	Defeating in single combat, demi-gods or major demons (above and beyond the normal points).
325	Defeating in single combat, any creature that is four times your size or is 20 hit dice or larger (whichever is greater).
300	Acquiring a major artifact (machine gun, explosives, staffs of Black Wizardry, wish rings with more than five wishes, etc.).
275	Doing spells of tremendous magical import (the conjuring of a major demon. using a gate spell, raising the dead fully and the like).
250	Being cursed, acquiring a cursed item, dying but being regenerated back to life, using spells of major magical import (astral body, teleporting, prismatic wall, etc.).
225	Acquiring most staffs, major rods (lordly might), using a single wish, acquiring plus 5 weapons or armour, and doing heavy magic spells (wind walk, phase door, cure desease, raising the dead, regenerate manna points or limbs, etc.).
200	Acquiring items that are plus 4, magical items that are unusual (wands of wizardry, slaver's lash, etc.), doing difficult spells like: limited wishes, all psychically draining one like: ESP and the like.
175	Acquiring plus 3 items, wands, most rings and amulets, and doing spells such as transmuting rock to mud, monster summoning and the like.
150	Being point man,* acquiring plus 2 items, lesser rings, amulets, etc., doing spells like dimension door, deactivate traps, polymorph self, and the like.
125	Acquiring single or limited use items (single-shot, spell storing rings, etc.), plus one items, doing spells like: wizard eye, or throwing a thunderbolt that kills the B.E.M. just in time to save the party.
100	Being expedition leader, coming within one point of dying, acquiring potions (100 points per dose), scrolls (100 points per level/per use), and for doing spells like: create food and water, mass invisibility, etc..
75	Being rear guard,* doing simple detection spells.
50	Figuring out a trap, tripping one and taking damage, all lesser spell use (locks, knocks, winds), going over half damage, doing extra dangerous and uncalled for acts (checking for secret places, when you know there are traps, etc.

*Means up to 3rd level, 4th gets 1/2, above, zero.

EXPERIENCE LEVEL CHART
continued

Traders, Psychics and Witch Hunters are covered on the sections pertaining to them.

LEVEL	THIEF	SLAVER	TECHNO	COURTESAN	ASSASSIN	ALCHEMIST	RUNE WEAVER	SAINT	ALL OUTLAWS
2nd	1,750	2,400	5,000	3,500	7,500	6,500	3,500	1,750	2,200
3rd	3,500	4,800	10,000	7,000	15,000	13,000	7,000	3,500	4,400
4th	7,000	7,200	15,000	10,500	22,500	19,500	10,500	7,000	6,600
5th	10,500	9,600	20,000	14,000	30,000	26,000	17,500	14,000	8,800
6th	14,000	12,000	25,000	17,500	37,500	32,500	24,500	21,000	11,000
7th	17,500	15,600	30,000	21,000	45,000	39,000	31,500	28,000	15,000
8th	21,000	19,200	35,000	28,000	52,500	45,500	38,500	35,000	19,000
9th	24,500	22,800	40,000	35,000	60,000	52,000	45,500	42,000	27,000
10th	28,000	26,400	45,000	42,000	67,500	58,500	52,500	49,000	35,000
11th	35,000	33,600	50,000	49,000	75,000	65,000	59,500	56,000	43,000
12th	42,000	40,800	55,000	56,000	82,500	71,500	66,500	63,000	51,000
13th	49,000	48,000	60,000	63,000	90,000	78,000	73,500	70,000	59,000
14th	56,000	55,200	65,000	70,000	97,500	84,500	80,000	77,000	75,000
15th	63,000	62,400	70,000	84,000	105,000	91,000	87,000	84,000	91,000
16th	77,000	69,600	75,000	98,000	122,500	104,000	94,000	91,000	107,000
17th	91,000	94,000	80,000	112,000	120,000	117,000	101,000	98,000	123,000
18th	105,000	108,400	85,000	126,000	127,500	130,000	108,000	105,000	139,000
19th	119,000	122,800	90,000	140,000	135,000	143,000	115,000	112,000	155,000
20th	133,000	137,200	100,000	154,000	150,000	156,000	122,000	126,000	171,000
25th	203,000	208,200	150,000	224,000	225,000	286,000	192,000	196,000	261,000
30th	273,000	279,200	200,000	294,000	300,000	416,000	262,000	266,000	351,000
35th	343,000	350,200	250,000	364,000	375,000	546,000	332,000	336,000	441,000
45th	413,000	421,200	350,000	504,000	525,000	806,000	402,000	476,000	621,000
55th	483,000	492,200	450,000	644,000	675,000	1,066,000	472,000	616,000	801,000
65th	763,000	634,000	550,000	784,000	825,000	1,326,000	612,000	756,000	981,000
75th	1,043,000	776,200	750,000	924,000	975,000	1,586,000	752,000	896,000	1,161,000
85th	1,323,000	1,060,200	950,000	1,064,000	1,275,000	1,846,000	892,000	1,036,000	1,341,000
95th	1,603,000	1,334,200	1,150,000	1,204,000	1,575,000	2,106,000	1,032,000	1,176,000	1,521,000
105th	1,883,000	1,618,200	1,350,000	1,344,000	1,875,000	2,366,000	1,172,000	1,456,000	1,701,000
Thereafter per level	56,000	57,600	40,000	28,000	60,000	52,000	56,000	56,000	36,000

As before, 1st level starts at zero points.

EXPERIENCE LEVEL CHART

These are the experience points needed to improve the character level.
See the section on points to see some of the ways they're earned.

LEVEL	WARRIOR	CLERIC	MONK	MAGE	ILLUSIONIST	DRUID	SINGER OR BARD	RANGER	NORMAL	BARBARIAN
1st	0	0	0	0	0	0	0	0	0	0
2nd	2,000	1,500	3,100	2,500	2,250	2,100	2,250	2,400	1,000	1,850
3rd	4,000	3,000	6,000	5,000	4,500	4,200	4,500	4,800	2,000	3,700
4th	8,000	6,000	9,000	10,000	9,000	6,300	9,000	7,200	3,000	7,400
5th	12,000	9,000	12,000	15,000	13,500	8,400	13,500	9,600	4,000	9,250
6th	16,000	12,000	15,000	20,000	18,000	10,500	18,000	14,400	5,000	12,950
7th	20,000	15,000	18,000	25,000	22,500	12,600	22,500	19,200	7,000	16,650
8th	24,000	18,000	24,000	30,000	27,000	16,800	27,000	24,000	9,000	24,050
9th	28,000	21,000	30,000	35,000	31,500	21,000	31,500	28,800	11,000	31,450
10th	32,000	24,000	36,000	40,000	35,000	25,200	36,000	33,600	13,000	38,850
11th	40,000	30,000	42,000	45,000	44,000	33,600	40,500	43,600	15,000	46,250
12th	48,000	36,000	48,000	50,000	53,000	42,000	45,000	53,600	20,000	53,650
13th	56,000	42,000	54,000	55,000	62,000	50,400	49,500	63,600	25,000	61,050
14th	64,000	48,000	66,000	60,000	71,000	67,200	54,000	73,600	30,000	68,450
15th	72,000	54,000	78,000	65,000	80,000	84,000	59,500	83,600	35,000	75,850
16th	80,000	66,000	90,000	70,000	89,000	100,000	68,500	93,600	40,000	83,250
17th	88,000	78,000	102,000	80,000	98,000	117,600	77,500	103,600	45,000	90,650
18th	96,000	90,000	114,000	90,000	107,000	134,400	86,500	113,600	50,000	98,050
19th	104,000	102,000	126,000	100,000	116,000	151,200	95,500	123,600	60,000	105,450
20th	120,000	114,000	144,000	120,000	125,000	168,000	123,500	133,600	70,000	120,250
25th	200,000	204,000	234,000	220,000	186,000	252,000	213,500	233,600	120,000	194,250
30th	280,000	294,000	324,000	320,000	255,000	336,000	303,500	333,600	170,000	268,250
35th	360,000	384,000	414,000	420,000	385,000	420,000	393,500	433,600	245,000	342,250
45th	440,000	474,000	504,000	520,000	510,000	504,000	483,500	533,600	320,000	416,250
55th	520,000	564,000	594,000	620,000	635,000	588,000	573,500	633,600	395,000	490,250
65th	840,000	804,000	834,000	1,202,000	1,135,000	756,000	753,500	833,600	545,000	638,250
75th	1,160,000	1,044,000	1,074,000	1,420,000	1,635,000	944,000	1,113,500	1,033,600	695,000	786,250
85th	1,480,000	1,284,000	1,314,000	1,820,000	2,135,000	1,280,000	1,473,500	1,233,600	845,000	1,082,250
95th	1,800,000	1,644,000	1,554,000	2,220,000	2,635,000	1,616,000	1,883,500	1,633,600	995,000	1,378,250
105th	2,120,000	2,004,000	2,034,000	2,620,000	3,135,000	1,952,000	2,193,500	2,033,600	1,145,000	1,970,000
Thereafter per level	64,000	72,000	100,000	100,000	65,000	67,200	72,000	60,000	25,000	60,000

CHARACTER LIMITATION CHART

Character Type	Cleric	Mage	Thief, etc.	Warrior	Psychic	Monk	Palidin	All Others
Human	**	**	**	**	**	**	**	**
Elf	8th	8th	8th	10th	**	*	*	**
1/2 Elf	10th	6th	12th	8th	**	6th	6th	**
Uruk Hai	8th	6th	**	**	*	*	*	**
Orc	6th	4th	**	12th	*	*	*	**
1/2 Orc	8th	5th	**	10th	4th	4th	*	**
Gnome	6th	3rd	10th	10th	*	*	*	**
Dwarf	4th	3rd	12th	12th	*	*	*	**
Amazon	8th	10th	**	**	5th	*	*	**
Hobbit	6th	6th	**	6th	3rd	*	*	**
Gnoll	4th	4th	10th	**	*	*	*	**
Kobold	2nd	4th	**	4th	*	*	*	**
Goblin	3rd	4th	10th	5th	*	*	*	**
Hobgoblin	4th	5th	12th	6th	*	*	*	**
Troll	*	*	*	**	*	*	*	*
Kobbit	4th	4th	**	7th	*	*	*	**
Gentaur	4th	4th	*	12th	3rd	*	*	**
Saurig	*	5th	*	10th	3rd	*	*	*
Phraint	*	*	**	**	*	*	*	*
Mer-Man	10th	10th	*	10th	3rd	*	*	**
Mermaid	6th	15th	*	*	12th	*	*	*
Triton	12th	12th	9th	**	*	*	*	**
Ogre	4th	4th	5th	**	2nd	6th	*	**
Giants	6th	4th	*	**	*	*	*	*
Titan	*	**	*	**	15th	*	*	**
Gnorc	6th	5th	12th	15th	*	*	*	**
Haggorym	*	6th	3rd	6th	2nd	*	*	*
Cave Man	*	4th	2nd	8th	2nd	*	*	**
Gargoyles	*	*	10th	10th	*	*	*	**
Furys	*	2nd	8th	8th	*	*	*	**
Pixies	*	4th	**	4th	2nd	*	*	**
Nixies	*	5th	*	3rd	10th	*	*	**
Felines	*	10th	**	**	10th	*	*	*
Canines	10th	2nd	4th	**	4th	*	*	*
Mammals	12th	4th	6th	**	4th	*	*	**
Avains	*	3rd	10th	**	3rd	*	*	*
Piscoids	*	*	*	**	**	*	*	*
Spiders	*	5th	**	**	8th	*	*	**
Insects	*	*	15th	**	*	*	*	**
Exotics	Var.	Var.	Var.	Var.	Var.	*	*	Var.
All Others	Var.	Var.	Var.	Var.	Var.	*	*	Var.

*Means that this category is closed to that character type.

**Means that there is <u>no limit</u> to the experience levels attainable in this area.

Var. means that it varies according to specific type.

Obviously, normal insects and animals are not smart enough to do much of anything, but there are were-creatures and other types that will fit the bill, so these guidelines are meant for them.

CONDENSED CHARACTER LIMITATION CHART

TYPE	Intelligence	Wisdom	Charisma	Ego	Agility	Strength	Constitution	Dexterity	Mechanical Ability	Swimming Ability	Stamina	Magic Resistance
Human-male	7-16	7-16	7-16	7-18	8-15	7-18	7-16	7-16	5-16	5-16	8-15	even
Human-female	8-17	6-15	9-18	9-18	9-16	5-14	6-15	8-17	4-15	4-15	6-15	even
Elf-male	9-18	3-12	8-17	9-18	9-16	10-17	10-17	13-18	3-8	6-11	10-17	+2
Elf-female	9-18	3-10	9-18	9-18	10-17	8-15	9-16	13-18	3-6	7-12	9-16	+2
½Elf-male	9-16	7-14	8-17	13-18	7-16	7-18	7-18	8-17	6-15	5-14	9-16	+1
½Elf-female	10-17	5-12	9-18	9-18	9-16	5-16	7-16	9-18	5-14	4-13	7-16	+1
(Gnomes are 10% less in all respects)												
Dwarf	6-15	5-12	7-14	11-18	9-14	9-16	11-18	8-15	13-18	1-8	12-17	+4
Hobbitt	6-13	6-13	8-15	6-13	12-17	7-12	7-14	12-17	4-9	1-4	7-12	+3
Amazon	8-17	8-15	7-18	9-18	11-16	6-17	7-16	9-16	5-10	9-16	9-16	even
(Uruk Hai 20% better in all respects)												
Orc	4-11	4-11	4-9	9-18	7-14	9-16	8-17	6-14	1-6	1-6	13-18	+1
½Orc	6-13	5-10	5-10	8-17	8-15	8-17	9-16	7-15	1-8	1-8	11-16	even
Kobold	4-11	4-7	4-7	7-12	9-16	6-11	9-14	7-15	1-6	1-4	7-12	-2
Goblin	5-12	5-10	5-8	9-14	8-15	7-12	10-15	6-14	2-7	1-5	8-13	-1
Hobgoblin	6-13	5-12	6-9	11-16	7-14	7-14	11-16	5-13	3-8	1-6	9-14	even
Gnoll	7-14	5-14	7-10	12-17	10-15	10-17	12-17	7-15	4-9	1-8	11-16	even
All Trolls	4-9	4-7	4-9	13-18	5-12	13-18	13-18	3-13	1-4	1-4	13-18	+1
Lesser Giants (up to hill type)	6-11	5-10	5-14	14-18	6-13	S	16-18	5-13	3-8	3-10	12-18+	even
Greater Giants (up to storm types)	7-14	5-12	7-16	16-18	7-14	P E	16-18+	7-15	4-9	5-12	16-18+	+1
All Dragons	9-18	9-18	9-18	15-18	7-12	C	18+	9-18	1-3	1-6	18+	special
Balrogs and lesser demons	9-18	5-10	3-12	16-18	9-14	I	18+	9-20	1-3	1-4	18+	special
Greater Demons &Demi-Gods	9-20	5-24	5-24	18-27	12-21	A L	18+	9-36 (special)	1-20	Varies by Individual	18+	special

CONDENSED CHARACTER LIMITATION CHART
continued

TYPE	Intelligence	Wisdom	Charisma	Ego	Agility	Strength	Constitution	Dexterity	Mechanical Ability	Swimming Ability	Stamina	Magic Resistance
Lesser Undead (ghouls to wraiths)	AS FOR THE PERSON WHEN ALIVE		← But -7	← But +3	9-18	11-16	NOT APPLICABLE	13-18	AS FOR THE PERSON WHEN HE WAS ALIVE	NONE	NOT APPLICABLE	even
Other Undead (specters to liches)			← But -4	← But +6	9-20	13-18		13-24		NONE		+1
Insects	1-6	1-3	1-12	1-4	9-20	1-?	1-?	15-24	1-?	1-6	1-18+ (special)	+1
Mammals	2-7	2-7	3-14	8-15	7-18	1-?	2-?	7-18	1-?	6-17	1-18+ (special)	even
Reptiles	2-5	2-5	2-13	8-17	5-12	1-?	2-?	3-14	1-?	7-18	1-18+ (special)	-1
Piscine	1-4	1-4	1-12	1-6	8-15	1-?	1-?	5-16	NONE	18+	1-18+ (special)	even
Avian	1-5	1-6	4-15	7-18	7-14	1-?	1-?	5-16	1-?	1-12	1-18+ (special)	even
Energy Beings	?	?	9-18	?	?	?	16-48 (special)	?	NOT APPLICABLE	?		+4
Silicate Life	?	?	1-12	?	?	?	1-10	?	?	?	?	+3

NOTE: Dragons & Balrogs and Demons are 50% Magic resistant (saving throw is rolled <u>only</u> if resistance roll fails).

HEIGHT CHART

Height	Male Human	Female Human	Amazon	Male Elf	Female Elf	Male Half Elf	Female Half Elf	Dwarf	Hobbit	Orc	Half Orc	Uruk Hai Orc
	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll	Die Roll
2'2"	---	---	---	---	---	---	---	---	---	---	---	---
2'4"	---	---	---	---	---	---	---	---	---	---	---	---
2'6"	---	---	---	---	---	---	---	---	---	---	---	---
2'8"	---	---	---	---	---	---	---	---	---	---	---	---
2'10"	---	---	---	---	---	---	---	---	01-10	---	---	---
3'	---	---	---	---	---	---	---	---	11-25	---	---	---
3'2"	---	---	---	---	---	---	---	---	26-45	---	---	---
3'4"	---	---	---	---	---	---	---	01-10	46-55	---	---	---
3'6"	---	---	---	---	---	---	---	11-25	56-65	---	---	---
3'8"	---	---	---	---	---	---	---	26-35	66-75	---	---	---
3'10"	---	---	---	---	---	---	---	36-50	76-90	---	---	---
4'	---	---	---	---	---	---	---	51-60	91-98	01-20	---	---
4'2"	---	---	---	---	---	---	---	61-70	99	21-30	---	---
4'4"	---	---	---	---	---	---	---	71-80	00	31-40	---	---
4'6"	---	---	---	---	---	---	---	81-85	---	41-50	01-20	---
4'8"	---	01-03	---	---	---	---	---	86-90	---	51-60	21-30	---
4'10"	---	04-06	---	---	---	---	---	91-95	---	61-70	31-40	---
5'	01-05	07-15	---	---	---	---	01-10	96-97	---	71-80	41-50	---
5'2"	06-10	16-25	---	---	01-20	---	11-20	98-99	---	81-85	51-60	---
5'4"	11-15	26-35	---	---	21-40	01-10	21-30	00	---	86-90	61-70	---
5'6"	16-25	36-50	01-30	01-25	41-60	11-30	31-40	---	---	91-92	71-80	01-25
5'8"	26-35	51-65	31-40	26-40	61-80	31-50	41-50	---	---	93-94	81-90	26-35
5'10"	36-50	61-85	41-60	41-60	81-90	51-70	51-70	---	---	95-96	91-95	36-50
6'	51-65	86-90	61-70	61-90	91-95	71-90	71-90	---	---	97-98	96-98	51-75
6'2"	66-70	91-92	71-80	91-98	96-98	91-92	91-95	---	---	99-100	99	76-90
6'4"	71-88	93-94	81-90	99	99	93-94	96-98	---	---	---	00	91-95
6'6"	89-96	95-96	91-94	00	00	95-96	99	---	---	---	---	96-97
6'8"	97	97-98	95-96	---	---	97-98	00	---	---	---	---	98-99
6'10"	98	99	97	---	---	99	---	---	---	---	---	00
7'	99	00	98	---	---	00	---	---	---	---	---	---
over 7" (special)	00	---	00	---	---	---	---	---	---	---	---	---

On double zero rolls, roll again, a roll of 01-10 means <u>less</u> than minimum size.

CHARACTER WEIGHT DETERMINATION CHART

TYPE	20-30 Lbs.	31-50 Lbs.	51-70 Lbs.	71-90 Lbs.	91-100 Lbs.	101-110 Lbs.	111-120 Lbs.	121-130 Lbs.	131-150 Lbs.	151-175 Lbs.	176-200 Lbs.	201-220 Lbs.
*Male Human	-	-	-	1-5	6-10	11-15	16-25	26-35	36-50	51-75	76-98	99
Female Human	-	-	-	1-10	11-30	31-50	51-70	71-90	91-97	98	99	100
Male Elf	-	-	-	1-10	11-25	26-50	51-75	76-90	91-95	96-99	100	-
Female Elf	-	-	-	1-15	16-35	36-60	61-90	91-98	99	100	-	-
Male ½ Elf	-	-	-	1-10	11-20	21-40	41-60	61-80	81-90	91-98	99	100
Female ½ Elf	-	-	-	1-15	16-30	31-50	51-75	76-90	91-98	99	100	-
Dwarves	-	-	1-5	6-25	26-40	41-50	51-60	61-70	71-98	99-100	-	-
Gnomes	-	-	1-5	6-25	26-35	36-45	46-55	56-80	81-98	99-100	-	-
Hobbitts	1-5	6-35	36-75	76-99	100	-	-	-	-	-	-	-
Amazons	-	-	-	1-5	6-15	16-25	26-35	36-50	51-75	76-98	99-100	-
Kobolds	1-40	41-80	81-99	100	-	-	-	-	-	-	-	-
Kobbitts	1-5	6-35	36-60	61-80	81-99	100	-	-	-	-	-	-
Goblins	1-5	6-25	26-50	51-75	76-90	91-99	100	-	-	-	-	-
Hobgoblins	-	1-10	11-25	26-50	51-75	76-90	91-99	100	-	-	-	-
*Gnolls	-	-	-	1-10	11-30	31-50	51-70	71-90	91-97	98	99	100
*Orcs	-	-	-	1-10	11-25	26-50	51-75	76-90	91-95	96-97	98	99
Ogres (Hill-Stone)												1-5
Lesser Giants (Fire, Frost, etc.)*	MULTIPLY % ROLLED X 10 LBS (IE. A ROLL OF 75 = 750 LBS.)											1-2
Greater Giants												1
*Titans	-	-	-	-	-	-	-	-	-	-	-	1-5
*Phraints	-	-	-	1-10	11-25	26-50	51-75	76-80	81-85	86-90	91-98	99
*Saurigs	-	-	-	-	-	1-10	11-20	21-40	41-60	61-80	81-98	99
*Trolls	-	-	-	-	-	1-5	6-25	26-50	51-75	76-90	91-95	96-99

* A double zero roll means: roll per cent dice and add 1 lb. per % rolled; doubled for giants

BODY TYPE DETERMINATION TABLE

DIE ROLL:	1-20	21-40	41-60	61-80	81-90	91-100
TYPE	Skinny-Boney	Wirey-Tough	Average	Muscular	Very muscular	Obese
NOTES	-1 to strength	+1 to dexterity	As It Says	+1 to strength	+1 to constitution, 2 to strength	-1 to constitution & dexterity

VAMPUSA

NOTES ON FANTASTIC BEINGS

TYPE	AVERAGE LIFE SPAN (ARUUIN YEARS)	AGE OF MAJORITY (adult)	USUAL ALIGNMENT	ABILITY TO MATE FERTILLY WITH HUMANS	GENERAL TEMPERMENT	NOTES, OBSERVATIONS, TYPICAL STUFF
Elf	Immortal	100	Chaotic-good	yes	Aloof, elitist	Seldom mingle with non-elves.
♀ Elf	1,000+	40	Neutral	yes	Aloof	Usually denying one or the other part of themselves
Dwarf	300	50	Lawful, good	yes	Gruff, touchy	Not well liked, touchy, fight a lot, greedy.
Gnome	330	55	Neutral	yes	Secretive, grouchy	Seldom seen, dislike day light & company
Hobbit	150	30	Lawful, good	yes	Happy, hungry	Always eating, brave but usually inept.
Amazon	90	18	Neutral	yes	Boastful & Arrogant	Pushy, men-haiters, frequently lesbian.
Human	80	(G)17	Neutral	---	Extremely varied	The best & the worst of everything.
Orc	Immortal	15	Chaotic-evil	*yes	Savage - treacherous	Warlike, quarrelsome, love to kill.
♀ Orc	500+	16	Chaotic-evil	yes	Crafty, viscious	Prefer ambushes to battles, petty.
Kobold	120	15	As above	no	Sneaky, cowardly	They love to gang up on cripples, thieves.
Kobbit	180	20	Neutral	no	Crafty, greedy	Thieving, pranksters, can be viscious.
Goblin	300	12	Chaotic-evil	no	Cunning, sadistic	Always trying to be "better than damn Orcs!"
Hobgoblin	330	14	As above	no	Treacherous, volatile	Worse than goblins, even nastier.
Gnoll	1,000+	16	Neutral	no	Cunning, tenacious	Warlike, seldom give up, love to argue.
Troll	Immortal	20	Chaotic-evil	no	Slow-witted, tenacious	Fearsome when aroused, but really dumb.
Ogres & Lesser Giants	500+	45	As above	yes	Slow-witted but volatile	Fierce fighters but loners & easily fooled.
Frost & Greater Giants	1,000+	60	Neutral	yes	Bombastic, greedy	Tougher to fool than the above but still loners
Titans	Immortal	(G)35	Neutral	yes	Arrogant, aloof	Disciplined occasionally, usually loners, TOUGH.

*Indicates offspring are usually "Mules" (sterile)
(G) Indicates full growth not then reached

NOTES ON FANTASTIC BEINGS
Continued

TYPE	AVERAGE LIFE SPAN (ARDUIN YEARS)	AGE OF MAJORITY (adult)	USUAL ALIGNMENT	ABILITY TO MATE FERTILLY WITH HUMANS	GENERAL TEMPERMENT	NOTES, OBSERVATIONS, TYPICAL STUFF
Pixies	Immortal	30	Chaotic-good	no	Secretive, playful	Like children and like them, at times very cruel.
Nixies	Immortal	25	Chaotic-evil	no	Sneaky, viscious	Hateful, little terrors that torment all.
Phraints	300+	12	Amoral	no	Absolutely logical	Emotionless, cold, but extremely loyal.
Harpies, Furies, & Gargoyles	1,000+	22	Chaotic-evil	*yes	Fanatic, insane, savage	Erratic, fanatical, sadistic.
Centaurs	500+	(G)15	Chaotic-good	*yes	Arrogant, crafty	Always looking to be "one up", wise but not nice.
Minotaurs	500+	(G)12	Chaotic-evil	*yes	Blindly angry	Not much to say, always horny, always savage.
Saurigs	150	(G)10	Neutral	no	Cunning but slow	Dislike humans greatly, usually treacherous
Dragons	10,000+	Special	Neutral	no	Greedy, sneaky	Can be a great friend but they'll usually eat you.
Salamanders, Afreets, Djinn, etc.	10,000+	100	Chaotic-evil	*yes	Cunning, sly, treacherous	Always out to nail their "masters", dangerous.
Balrogs	Immortal	(G)100	Chaotic-evil	no	Savage, Arrogant	Death incarnate, sadistic, terrifying.
Lesser Demons	Immortal	Varies	Chaotic-evil	no	VARIES	VARIES
Greater Demons	Immortal	Varies	Chaotic-evil	*yes	BY	BY
Most "Gods"	Immortal	Varies	Variable	*yes	TYPE	TYPE

* Indicates offspring are usually "Mules" (sterile)
(G) Indicates full growth not then reached

NOTES ON FANTASTIC BEINGS

TYPE	AVERAGE LIFE SPAN (ARDUIN YEARS)	AGE OF MAJORITY (adult)	USUAL ALIGNMENT	ABILITY TO MATE FERTILLY WITH HUMANS	GENERAL TEMPERMENT	NOTES, OBSERVATIONS, TYPICAL STUFF
Elf	Immortal	100	Chaotic-good	yes	Aloof, elitist	Seldom mingle with non-elves.
½ Elf	1,000+	40	Neutral	yes	Aloof	Usually denying one or the other part of themselves
Dwarf	300	50	Lawful, good	yes	Gruff, touchy	Not well liked, touchy, fight a lot, greedy.
Gnome	330	55	Neutral	yes	Secretive, grouchy	Seldom seen, dislike day light & company
Hobbitt	150	30	Lawful, good	yes	Happy, hungry	Always eating, brave but usually inept.
Amazon	90	18	Neutral	yes	Boastful & Arrogant	Pushy, men-baiters, frequently lesbian.
Human	80	(G)17	Neutral	---	Extremely varied	The best & the worst of everything.
Orc	Immortal	15	Chaotic-evil	*yes	Savage - treacherous	Warlike, quarrelsome, love to kill.
½ Orc	500+	16	Chaotic-evil	yes	Crafty, viscious	Prefer ambushes to battles, petty.
Kobold	120	15	As above	no	Sneaky, cowardly	They love to gang up on cripples, thieves.
Kobbit	180	20	Neutral	no	Crafty, greedy	Thieving, pranksters, can be viscious.
Goblin	300	12	Chaotic-evil	no	Cunning, sadistic	Always trying to be "better than damn Orcs!"
Hobgoblin	330	14	As above	no	Treacherous, volatile	Worse than goblins, even nastier.
Gnoll	1,000+	16	Neutral	no	Cunning, tenacious	Warlike, seldom give up, love to argue.
Troll	Immortal	20	Chaotic-evil	no	Slow-witted, tenacious	Fearsome when aroused, but really dumb.
Orgres & Lesser Giants	500+	45	As above	yes	Slow-witted but volatile	Fierce fighters but loners & easily fooled.
Frost & Greater Giants	1,000+	60	Neutral	yes	Bombastic, greedy	Tougher to fool than the above but still loners
Titans	Immortal	(G)55	Neutral	yes	Arrogant, aloof	Disciplined occasionally, usually loners, TOUGH.

*Indicates offspring are usually "Mules" (sterile)
(G) Indicates full growth not then reached

NOTES ON FANTASTIC BEINGS
Continued

TYPE	AVERAGE LIFE SPAN (ARDUIN YEARS)	AGE OF MAJORITY (adult)	USUAL ALIGNMENT	ABILITY TO MATE FERTILLY WITH HUMANS	GENERAL TEMPERMENT	NOTES, OBSERVATIONS, TYPICAL STUFF
Pixies	Immortal	30	Chaotic-good	no	Secretive, playful	Like children and like them, at times very cruel.
Nixies	Immortal	25	Chaotic-evil	no	Sneaky, viscious	Hateful, little terrors that torment all.
Phraints	300+	12	Amoral	no	Absolutely logical	Emotionless, cold, but extremely loyal.
Harpies, Furies, & Gargoyles	1,000+	22	Chaotic-evil	*yes	Fanatic, insane, savage	Erratic, fanatical, sadistic.
Centaurs	500+	(G)15	Chaotic-good	*yes	Arrogant, crafty	Always looking to be "one up", wise but not nice.
Minotaurs	500+	(G)12	Chaotic-evil	*yes	Blindly angry	Not much to say, always horny, always savage.
Saurigs	150	(G)10	Neutral	no	Cunning but slow	Dislike humans greatly, usually treacherous
Dragons	10,000+	Special	Neutral	no	Greedy, sneaky	Can be a great friend but they'll usually eat you.
Salamanders, Afreets, 10,000+ Djinn, etc.		100	Chaotic-evil	*yes	Cunning, sly, treacherous	Always out to nail their "masters", dangerous.
Balrogs	Immortal	(G)100	Chaotic-evil	no	Savage, Arrogant	Death incarnate, sadistic, terrifying.
Lesser Demons	Immortal	Varies	Chaotic-evil	no	VARIES	VARIES
Greater Demons	Immortal	Varies	Chaotic-evil	*yes	BY	BY
Most "Gods"	Immortal	Varies	Variable	*yes	TYPE	TYPE

* Indicates offspring are usually "Mules" (sterile)
(G) Indicates full growth not then reached

CHARCTER AND ALLIGNMENT OF PLAYERS CHART

Die Roll	Allignment	Kill Factor	Lie Factor	Tolerance Factor	Loyalty Factor	Cruelty Factor	General Notes
01-15	Lawful, good	01%	Never	100%	100%	None	Goody two shoes type, always smiles
16-40	Moderately Lawful	25%	05%	75%	85%	05%	The "true" lawful type, a little rough around the edges.
41-45	Marginally lawful	50%	25%	50%	75%	20%	Those losing "faith" in the "system."
46-50	Lawful evil	100%	50%	05%	50%	90%	Fanatical, bigoted, arrogant, nasty.
51-60	Neutral good	25%	35%	65%	75%	05%	Ready to accept most any decent idea.
61-70	True Neutral	50%	50%	50%	50%	25%	The true coin flipper, anything once!
71-75	Marginally Neutral	75%	65%	35%	25%	50%	Fairly erratic, sometimes evil/cruel.
76-80	Neutral Evil	100%	95%	10%	05%	75%	Crafty, refuses to commit to anything.
81-85	Chaotic Good	25%	35%	65%	65%	25%	Most Elves fit this category. Unpredictable.
86-95	True Chaotic	50%	50%	50%	35%	50%	So unpredictable even he doesn't know what's next.
96-98	Chaotic Evil	100%	99%	01%	01%	100%	You may never know what he'll do, but you can be sure it's nasty!
98-99	Amoral	Depends*	100%	Depends*	None	Depends*	Only does what is best for himself.
100	Amoral Evil	100%	100%	None	None	**	As above but he likes it better if it screws others.
++	Insane	Depends*	100%	Depends*	None	***	Cuckoo, plain and simple.

*Depends on the situation.
**As above but usually 100%.
***Variable up to 100%.
++A 10% chance on each type. Roll for it.

SPECIAL ABILITIES CHART FOR ALL WARRIOR TYPES AND BARBARIANS OR THOSE OF A SIMILAR NATURE

DIE ROLL	RESULTS
01-02:	-1 with longswords, -2 versus cold and disease.
03-04:	+1 with shortswords, -1 versus all magical attacks (even clerical).
05-06:	+1 with all axes, -3 versus all dragon "breath."
07-08:	+1 with spears and all pole arms, -2 versus all missile attacks.
09-10:	+1 with sabers/cutlasses, etc., -3 versus "stoning" and paralysis.
11-12:	+1 with maces and flails, _2 constitution, but -3 versus sleep and charm spells.
13-14:	+1 with morningstars, whips, bolos and slings, -2 with all swords.
15-16:	+1 with all non-mechanical bows, -2 versus all djinn and efreet attacks.
17-18:	+1 with all crossbows, javelins and throwing darts, but -1 versus cold.
19-20:	+1 with all knives, etc., but -1 with all other weapons.
21-25:	Mountain man, +3 to strength and constitution, climb like a thief.
26-30:	Woodsman, +3 with all bows, +2 hide in trees, etc., +2 agility and dexterity.
31-32:	Bad liar (-5 charisma when so doing) but +4 charisma to opposite sex.
33-34:	Natural locksmith, pick locks like a thief, but -2 versus poison.
35-36:	+2 resistant to all undead attacks, but -2 to all missile attacks.
37-38:	Ex-seafarer, who cannot be drowned even in full armour (he sheds it).
39-40:	Flesh tastes bad to monsters (75% chance they'll "spit you out").
41-42:	50% better vision and hearing and ability to see in the dark as an elf.
43-44:	Desert born, +3 to constitution and can find water 85% of the time.
45-49:	Good horseman, can buy them for 20% less but camels hate you.
50:	+2 versus all magical spells only, but -3 versus all breath weapons.
51-55:	Religious fanatic, -4 charisma and an inability to work with "pagans."
56-60:	+3 with rapiers, and -2 with all other weapons.
61-65:	A coward, -8 save versus fear and always have a 50% chance of fleeing.
66-70:	Stupidly brave, even greater demons don't scare you. -5 wisdom.
71-72:	Dragon friend, +2 save versus all dragon sttacks (65% chance of talking).
73-74:	Elf friend (they'll never attack you first), you speak their languages.
75-76:	Undead friend, they won't attack 50% of the time, -4 charisma.
77-78:	Roll six sided die, add the number as a plus with any one weapon type.
79-80:	-4 chance of figuring out anything mechanical, -3 intelligence.
81-82:	Your one desire is to form a secret society, add +5 charisma.
83-84:	Easily falls in love, opposite sex get +8 charisma versus you.
85-86:	Taught by a true weaponsmaster, get +2 with all western weapons.
87-88:	Bump of direction (75% accurate) and weather predictor (65% accurate).
89-90:	Born to kill, you truly savor it, -2 charisma, 25% of going berserker.
91-92:	Born of a normal mother and an efreet father, you are 100% fireproof.
93-94:	Hates dragons (90% attack on sight), so are +4 when attacking them.
**95:	You are a secret were-creature, roll to see what kind.
**96:	You were sired by an unknown demon, add+2 to all characteristics and saves
97:	You have the natural ability of "true sight."
98:	You are a natural warrior, add +1 to all of your physical attacks.
99:	You hate mages, therefore add +3 to all magical saves. You kill them.
100:	You are a young giant (roll to see what kind), are 7'10" takk, weigh 498 lbs., have maximum normal strength, are 3+2 dice and will go up a level (you are first level even though you are 3+2 dice), every 25,000 points earned as a warrior (that means going up one hit dice also), until you reach the maximum size for the type of giant you are. Thereafter you add one hit point per 25,000 points earned. And as you grow in levels you grow in size until you properly built. And as giants are not particularly handsome, -3 on your charisma.

** This indicates that there is a 98% chance you will be chaotic, and a further 50% chance you will be terribly evil, but all so very secret.

SPECIAL ABILITIES CHART FOR MAGES, ILLUSIONISTS, DRUIDS, ALCHEMISTS, MEDICINE MEN, PSYCHICS AND THOSE OF MAGICAL NATURES

DIE ROLL	RESULTS
01-02:	+1 with daggers, dodges well/+1 versus missiles, large monsters.
03-04:	Chronic insomnia, +5 versus sleep spells but -5 charisma.
05-06:	Movement competent, -2 versus "stoning."
07-08:	+50% vision with night sight, +1 ability to find secret doors.
09-10:	Fire and light competent, _3 versus blindness but -3 versus insanity.
11-12:	Animation and disanimation (paralysis, etc.) competent.
13-14:	+2 constitution, +1 strength, +5 ego, and -5 wisdom.
15-19:	Time and gate competent, with total inability to use all "cold" spells.
20 :	Flesh tastes so bad to monsters they spit you out 95% of the time.
21-25:	Bump of direction (50%), weather predictor (also 50% accurate).
26-30:	Undead competent, +3 versus undead life drains and paralysis.
31-32:	Sleep and charm competent, -3 versus all dragon "breaths."
33-34:	Cold and poison competent, -3 versus magical disintegration.
35-36:	Fear and confusion competent, -3 versus efreet and djinn attacks.
37-38:	Elemental competent, +2 versus their attacks, but -5 versus cold.
39-40:	+2 with daggers, -2 versus poisons and -4 versus venoms.
41-45:	Ability to smell poison (50% accurate), but -3 its effects.
46-50:	+1 to all character abilities but -1 on all magical works.
51-55:	Dragon friend (also speak high and low dragonish).
56-60:	+1 versus fire, -1 versus poison gasses, and add +2 to intelligence.
61-66:	+2 versus cursed scrolls but -2 versus all other cursed items.
67-68:	Polymorph competent, but -3 versus all polymorph on oneself.
69-70:	Excellent liat (+5 charisma when doing so), -3 versus undead attacks.
71-75:	Undead friend (50% chance of talking not attacking), -5 charisma.
76-80:	Liquids (water, oozes, etc.) competent, -2 versus disease and acid.
81-82:	Teleport, phase and dimension door competent, -2 with all weapons.
83-84:	+1 with all edged weapons, but -1 with all magic.
85-86:	All spells +1 versus true men but -1 versus all undead.
87-88:	Natural linguist(read all languages and speak 10 additional).
89-90:	Natural magical linguist (read all magical writings without touble).
91-92:	Can "sense" the value of all treasure within 10%, by handling.
93-94:	Totally fearless (fear spells do not work), but -5 wisdom.
95:	Make two rolls on this table ignoring this number.
96:	Natural ability to memorize one spell per level more than normal.
97:	Roll again on this table and once on the "clerical" table.
98:	Elf friend (always welcome to them, speak their languages), +3 agility.
99:	+1 on all character abilities, -3 versus all spells or magic.
100:	Magic competent (all magic), with the ability to pick locks and disarm traps as well as a thief two levels below your magical one, and the ability to climb equivalent to an assassin one level below your own. Your one major drawback is your +8 charisma.

SPECIAL ABILITIES CHART FOR CLERICS OF ALL TYPES, BARDS, SINGERS, WITCH HUNTERS, PALLIDINS and ALL OF A MORE RELIGIOUS THAN MAGICAL NATURE

DIE ROLL	RESULTS
01-02:	Mountain man, plus 2 to strength, agility and dexterity. Climb as a thief.
03-04:	Good horseman (buy them for 20% less), ride 20% farther per day.
05-06:	Natural linguist (add 10 extra languages to speak, read all others).
07-08:	Sickly and anemic, -2 off all character attributes, cannot be "hasted."
09-10:	Cure competent, plus 2 versus all undead life drains and paralyzation.
11-12:	Plus 2 wisdom, plus 1 strength, but -3 versus all dragon "breaths."
13-14:	Plus 3 save versus all cursed scrolls, but -3 save versus all elementals.
15-19:	Golem competent, plus 4 constitution, -3 versus all non-clerical magic.
20 :	Bump of direction (75% accurate), but clutzy, -5 dexterity and agility.
21-25:	Plus 3 with all non-edged weapons, but -2 defending against those types.
26-30:	Good with animals (50% chance of becoming "friends"), -2 versus cold.
31-32:	50% better eyesight (night vision also), but 50% worse hearing.
33-34:	Flesh tastes bad to monsters (65% chance of being "spit out").
35-36:	Chronic insomnia, -5 charisma, but 100% resitant to sleep spells, etc.
37-38:	Dragon friend, can speak naturally their languages.
39-40:	Clerical magic incompetent (-2 of all heals, spells, etc).
41-45:	Healing competent (add 2 to all point totals per dice healed).
46-50:	Plus 2 versus all "stoning," -2 versus all poison and venoms.
51-55:	Natural locksmith (ability as a thief for picking locks, etc.).
56-60:	Desert born, add plus 3 to constitution and ability to find water (90%).
61-66:	Natural ability to sense evil (95% accurate) and possession (75%).
67-68:	Ability to smell poison (100% accurate), but -5 versus "stoning."
69-70:	Dodge well, plus 2 to agility and dexterity, with plus 1 versus missiles also.
71-75:	-3 versus all undead life draining and paralysis, but plus 2 versus fire.
76-80:	Natural ability to memorize one spell per level more than normal.
81-82:	Plus 3 with quarter staff and cudgle, but -2 with all other weapons.
83-84:	Dispell and negation spell competent, -1 versus all missile attacks.
85-86:	Plus 3 save versus all fear and confusion, but -2 off intelligence.
87-88:	Hates all animals (and they can sense it so will attack 85% of the time).
89-90:	Plus 2 save versus all clerical spells, -2 versus all dragon spells.
91-92:	Keen sense of smell (75% chance of identifying any spoor).
93-94:	Have taken unbreakable vows of poverty, so can never have over 20 G.S.
95 :	Extremely pius, plus 4 to wisdom and versus all undead attacks.
96 :	Clerical spell competent (all spells), and elf friend (see mages list).
97 :	Clerical pallidin status, start at second level (you get all they get).
98 :	You have just been defrocked for murder, so you are now an anti-cleric.
99 :	You are blessed by your God (+2 save versus everything).
100 :	Add +3 to your intelligence, wisdom and charisma, for you have become a singing evangelist, with all of the ability of a singer (or bard), and you will disdain the use of all armour and weapons, except staves, quarter-staves and the like, nor will you ever aspire to riches, giving away all over 500 G.S. in amount.

SPECIAL ABILITIES CHART FOR THIEVES, MONKS, NINJA, HIGHWAYMEN, CORSAIRS, ASSASSINS, TRADERS, SLAVERS, RANGERS, AND ALL OF THOSE WITH A MORE OR LESS "SECRET" NATURE

DIE ROLL	RESULTS
01-02:	Natural locksmith, work at two levels above normal for these abilities.
02-03:	+3 with daggers/knives, etc., -1 with all non-edged weapons.
04-05:	+2 agility and dexterity, but -3 versus all attacks by oozes/slimes, etc.
06-07:	+2 with all sabers, cutlasses and the like, -1 with spears, etc.
08-09:	Good liar (+5 charisma when so doing), -3 versus cold.
10:	+2 with rapiers/foils etc., -3 with all other weapons.
11-12:	Flesh tastes bad to monsters (50% chance of being "spit out").
13-14:	Woodsman, +1 to dexterity, +3 with all missile weapons, hide like angels.
15-16:	Circus trained, +3 to agility, dexterity, add 25% to climbing ability.
17-18:	Arrogant, charisma -4, but +3 save versus magical spells.
19-20:	+4 with throwing knives and garrot, -3 versus poison and venoms.
21-25:	Conceited, charisma -2, but +2 versus clerical magic.
26-30:	+2 ability to hide in shadows and darkness over and above normal.
31-32:	50% better vision (and night sight), and +2 hearing but -2 dexterity.
33-34:	Dragon friend (can naturally speak both high and low dragonish).
35-36:	+1 to all character attributes but -2 versus all magic (even clerical).
37-38:	Roll twice on this table, ignoring this number and -1 versus fire.
39-40:	-1 from all character attributes, but also +2 versus all missiles.
41-45:	Quick learner, add 20% to all points earned after each expedition.
46-50:	+1 with longswords and spears, but -1 with all missile weapons.
51-55:	Heal at +1 point per dice healed, but -3 versus all diseases.
56-60:	Poor liar (-4 charisma when so doing), but +3 with a sling.
61-65:	+2 with shortswords, +1 with all knives, etc. but -1 with all axes.
66-70:	Bump of direction (95% accurate), and weather predictor (50%).
71-75:	Master herbalist (always detect poison and make it 1 die per level).
76-80:	Can naturally "sense" the value of all goods/treasure, etc. (98% accurate).
81-82:	+3 strength, +2 constitution, +1 agility, but -4 versus poison/venom.
83-84:	+1 charisma generally, +4 versus the opposite sex, sexually agressive.
85-86:	+2 at detecting traps and secret doors but -3 versus all missiles.
87-88:	Natural ability to use magic at two levels below own level.
89-90:	Roll twice on any table(s) desired, ignoring this number
91:	You're a natural in your role, start at the second level, adavnce 20% faster.
92:	+2 with all swords, -2 with all other weapons, and -3 versus fear.
93:	Religious fanatic (like the Thugee) and will work only for your faith.
94:	Natural linguist (add 10 spoken languages, and can read all others).
95:	-3 versus all cursed scrolls or other items, -2 versus poisons.
96:	Extremely greedy (75% chance you will try to steal all items of value).
97:	Can naturally "sense" all illusions and magic 75% of the time.
98:	Have a musical nature, progress as a singer/bard 3 levels below normal.
99:	Illiterate (can only speak your allignment and type languages).
100:	Sired by a vampire father and a normal female, you have the ability to withstand all undead life drains and apralysis, and in fact they will normally take you for one of them and leave you alone, however your charisma is subsequently never higher than 9, and you have an aversion to all clerical types and to fire (retreating 50% of the time). You are a loner and shun all but one or two close friends, and go out only at night, but your night vision make s that easy. Poison and venoms only do 1/2 damage to you and you naturally regenerate one point per minute (with all of the restrictions of trolls).

SPECIAL ABILITIES CHART
FOR
TECHNOS, NORMALS, SAGES, and COURTESANS
ALL OTHERS NOT COVERED

DIE ROLL	RESULTS
01-05:	Good liar, plus 5 charisma when so doing, plus 2 otherwise. -2 versus cold.
06-10:	Stunningly good looking, charisma is 25, but super arrogant. Plus 8 ego.
11-15:	Naturally mechanic, ability to figure out devices 90% of the time.
16-20:	Ability to discipline your studying habits and plus 3 to intelligence.
21-25:	Naturalist, can always find edible plants, check for good water, etc. **
26-30:	Pacifist, will not fight under any circumstances.
31-35:	Latent warrior, can fight as a first level warrior if pressed.
36-40:	Total unbeliever in magic, thus -5 saves versus all magic (even clerical).
41-45:	Elf friend, speak all their languages, they always help you.
46-50:	Natural linguist, add 10 spoken languages, always understand/read others.
51-52:	Happy-go-lucky, drinker, carouser, always spend all your money.
53-54:	Sexual athlete, plus 5 charisma versus opposite sex, never get enough.
55-56:	Natural knife fighter, plus 5 with all knife type weapons.
57-58:	Total coward, -8 versus fear spells etc., 90% chance of always fleeing.
59-60:	Secret were-creature (roll to see what type), 95% chance of being chaotic.
61-62:	Member of a secret society of evil and ancient ways. Plus 3 ego and charisma.
63-64:	Natural ability to detect magic of all types.
65-66:	Natural ability to detect traps of all types.
67-68:	Fanatic racist and bigot, you hate all not of your kind. -3 charisma.
69-70:	Sadistic, arrogant, athiest, -4 versus all magic, plus 8 ego, plus 3 strength.
71-75:	Very pius, help all in need, humble, plus 4 versus all magic, plus 8 ego, plus 3 strength.
76-80:	Obese glutton of unsanitary and foul habits, -6 charisma, plus 6 versus poison.**
81-85:	Natural ability to "know" when food or drink is poisoned (100% accurate).
86-90:	Good horseman, can buy them for 45% less, ride 40% farther daily.
91-95:	Animal friend (not monster), 65% chance they'll help, not fight.
96-97:	Dragon friend (75% chance they'll talk not eat you).
98-99:	Flesh tastes bad to monsters (98% chance they'll "spit you out").
100 :	Roll once on any three tables of your choice ignoring this number, but if you can't use what you roll up, tough, you're stuck with it.

**If you cannot obviously have this characteristic and still be the type of character you are supposed to be, roll again.

Special Note:

These characteristics are only guidelines, but if you accept the responsibility and roll for them, then you must accept the results as a permanent part of your character thereafter.

HARGRAVE'S TRADER (MERCHANT) CLASS

Note: Intelligence Range: 12-18; Constitution Range: 15-18 (prime requisite). These two ranges must be met if one is to be a Trader. They progress by earning experience in "commerce." For every 1,000 g.s. value in business they earn 10 experience points. (100,000 g.s. = 1,000 pts.) Of course, they get fighter's point and the like also. However, if a Trader never caravans/sails out of his city he can never exceed 10th level.

Traders are a class that combines many facets of warriors, slavers, techno's and normals' as well as possessing their own special talents. Traders can "bargain" for reduced cost of items, can find buyers for hard to sell items (for a commission of course). He (or she) has access to all sorts of useful information (through the guild) as to the locations of oases, mountain passes, caravan routes, etc. They can be interesting and formidable characters.

Note: "Bargaining" starts at 5% discount and improves 2% per level up to 40%. Then up by 1% per 3 levels to 50% (maximum). So bargain and enjoy! The ability to "equivocate" (talk so fast, logically and convincingly that all intelligent creatures may either, a) help you; b) be so confused as to not hinder you, or c) flee in confused agitation), starts at 5% per level then goes up 2% per level to a 40% chance then up 1% per 4 levels to a 50% (maximum). They always roll on a 6 sided hit dice up to 10th level. Then up 1 point per level.

Traders may wear leather armour only (with shield) or chain mail (no shield) and may use any non-missile (no pole arms either) weapon. Shortswords, scimitars and ocassional rapiers are favored. Traders have a bse 35% chance (up 1% per level) of knowing proper directions overland even without maps. They can also pick locks, disarm trapped chests, etc. like a thief 1/3 their own level. They also have the ability to "appraise" the value of any object with a 75% base accuracy, start upping at 2% per 3 levels thereafter. They can also read, but not use magic scrolls.

Points Needed	Level	Fighting Ability	Special Ability Gained
0	1st	1	Start "bargaining" ability
2,250	2nd	1	Start "directional" ability
4,500	3rd	1	Start "picklock, etc." ability
6,750	4th	2	Start "read magic" ability
9,000	5th	2	Start "equivocate" ability
13,500	6th	3	May use crossbows at 1/2 level
18,000	7th	3	3rd mate equivalent seafarer
22,500	8th	4	Add 5 languages learned
27,000	9th	5	Equivalent 1st level Monk ability
31,500	10th	5	2nd Mate equivalent seafarer, may use crossbows at full level
54,000	15th	7	Equivalent 2nd level Monk ability, 1st mate equivalent seafarer
99,000	20th	9	Equivalent 3rd level Monk ability, add 10 languages learned
144,000	30th	13	Sea Captain equivalent seafarer
504,000	50th	21	1st level illusionist ability
1,044,000	100th	31	Becomes automatic guildmaster, in his country and gets double thief/illusionist abilities.

NEW CHARACTER TYPE
"PSYCHIC"

General Notes

This character is a "naturally" psychic person. He can never have any characteristic higher than 12 except intelligence (prime characteristic) which is unlimited. They are not very physically inclined, tend to be dreamy and "out of it" most of the time. They can never use magic spells of any kind. Magic items can be used (if they remember to) but more than 3 being carried at once breaks their "psychic concentration." They never wear armour. Only Men, Hobbits, Amazons, and 1/2 Elves may be Psychics. All of the "intuits" start at a base of 75% and work up at 5% per level.

Special Note

Hit dice are always 6 sided because Psychics differ in their beliefs about what they do, they have no separate "names" for each level. Use what you like for each personality, use manna points (but use wisdom-intelligence-constitution)also.

Level	Points	Level	Points	Level	Points	Level	Points
1st	0 (1)	6th	10,000 (5)	11th	31,000*	20th	85,000
2nd	1750 (1+2)	7th	13,000 (6)	12th	37,000	25th	130,000
3rd	3500 (2)	8th	16,000 (6+2)	13th	43,000	30th	175,000
4th	5250 (3)	9th	19,000 (7)	14th	49,000	40th	250,000
5th	7000 (4)	10th	25,000 (7+2)	15th	55,000	50th	325,000

*add 1 point every 2 levels thereafter

Level	Ability
1st	Intuit traps.
2nd	Intuit secret doors, intuit poison
3rd	Clairaudience, intuit enemies (25% base, up 10% per level hereafter)
4th	Intui evil, speak to plants and animals
5th	Clairvoyance, unlock chests, etc.
6th	Levitate, speaks in tongues (1 new language per day, per level hereafter)
7th	Mental confusion, mental fear (the singer of fear)
8th	Man-tracking, invisibility (from 1 person/monster for each level hereafter)
9th	Intuit Magic, unlock doors, etc. Psychic "chains" (hold up to 3+1 dice immobile, up 1 dice per level)
10th	Locate objects, Monster tracking, ESP, MIND BLANK
11th	True sight, nightmare (phantasamal forces)
12th	Intuit objects (magic value-curses, etc.)
13th	Mental "scream" (stun up to 20 hit dice total for 1-6 melee turns. Add 1 die every 2 levels hereafter.
14th	Mental fist of striking (2 dice, add 1 pt. per level hereafter, range is 60' adding 5' per level hereafter)
15th	Telepathy, mental hand of grasping (as above, but holding like a giant)
20th	Telekinisis, animate objects, mental suggestion
25th	Yogi, self healing (1 point per turn, up to full hit value)
30th	Teleportation, psychic force field
35th	Mental (astral) projection
40th	Project insanity
45th	Project mass insanity
50th	Death (explode heart) projection

"The Barbarian"

Barbarians are uncivilized, unlettered warrior types that intensely dislike all technological ideas and items more complicated than a crossbow. They are extremely vulnerable to magik, believing in it too much for their own good. They dearly love to fight, and get a +3 save versus fear, as well as having a 50% chance,in any combat situation, of discarding their missile weapons and charging in glee! The only exception is against undead, which they hold in superstitious awe. They will (Roll 01-100) retreat in an orderly fashion 60% of the time, stand fast but with -1 attack due to their awe 30% of the time,and 10% of the time retreat in compleat disarray.

They can choose at any time during combat to go Berserk, adding +4 to their attack,but subtracting -3 from their defense. Once berserk, they will fight blindly for 1 melee turn for each level lessthan 20th level that they are, even if all of the enemy are dead. There is also a 60% chance for 1st level Barbarians going berserk uncontrollably, rolled for every melee turn. This decreases by 5% per level attained, a 13th level Barbarian going berserk only by choice.

They move 35% more silently and have 35% better hearing than civilized types. Their sense of smell is 50% better, and they climb 40% better also. They can never have a dexterity or agility of lessthan 11, strength less than 12, constitution lessthan 14, wisdom more than 12,intelligence more than 14, or charisma more than 16. Their egos are always at least 13, and after you have rolled your character up, add +1 to his hit dice (up to 12th level).

Humankind,amazons, dwarves, orcs of all types (as well as all goblin types) and hobbits only can be Barbarians. Elves are always civilized, other types being either civilized or pre-barbarian in nature.

Barbarians prefer axes, two-handed weapons, and spears, and usually wear leather armour or none at all (a few being rich enough to have chain mail). Never start a Barbarian with more than 60 G.S., and never allow them to know more than three languages,regardless of intelligence.

HALF ORC

NEW CHARACTER TYPE

"RUNE WEAVER"

Rune Weavers were the original human magik users, learning their craft from the reptillian races of eld. Their magik is stronger than that generally practiced now. It is, however, slower acting, and lengthy in its conjuration. They never wear armour, but do carry staves and daggers. They use a 6-sided hit die,and have a "prime requisite" based on the average of their dexterity and intelligence. Then multiply the prime requisite by their level to get their mana points. Do not divide as for other mages. Their spells take one melee turn per level in power of continuous rune weaving to work (with a one turn delay after completion). Modify this by subtracting 1 melee turn required per four levels in experience. Rune weavers may safely weave spells one level above the level normally available according to their level. They can weave spells two levels above with a 30% failure rate, and 3 levels above with a 90% failure rate. Any rune interrupted when 50% or less completed simply fails to work. 51% to 85% completed and it misses fire in a random direction at partial strength. 86% to 99% and it boomerangs back on its user. For every level a Rune Weaver is greater than the level needed to use that rune,add10% to the spell's attributes.

Rune Weavers do not dispell, they "unravel"! Thus, if a Rune Weaver wished to dispell or "unravel" a 20th level spell,all he would have to do is to "unravel" it for 20 melee turns (1 turn per level), using the full dispell magik mana cost each turn. But it would work 100%, nofailure. "Detects" work similarly,but the rune weaver "follows the weave" to gain insight. For every melee turn (and full detect magik mana cost eachturn) he gets a 20% chance of success and 5% information. Thus after 5 turns he'd be 100% sure it was magik and know 25% about it. So he'd "follow some more weave" and get all the information he wanted, right up to 100% knowledge after 20 melee turns.

Level Designations

1st: Initiate; 2nd: Novice; 3rd: Spell Spinner; 4th: Spell Weaver; 5th: Runeling; 10th:Rune Weaver; 15th: Master Rune Weaver; 20th: High Rune Weaver; 25th: Red Weaver; 30th: White Weaver; 40th: Grey Weaver; 50th: Black Weaver; 60th: Silver Weaver; 70th: Gold Weaver; 80th: Death Weaver; 90th:Moon Weaver; 100th: Star Weaver.

"TECHNO'S"

Techno's are specialists that disbelieve 100% in magic, and work from a strictly scientific point of view. They can "figure out" nearly any mechanical or technological item, given enough time and resources. They are constantly dismembering dragons to see where the flame thrower was hidden! Or getting eaten! They dislike intensely all forms of mages but tend to grudgingly tolerate clerics. They never wear armour unless it's something like a flack jacket. They also never carry anything except technological weapons to fight with. They think warriors are "a bunch of nea derthals". They have a 50% base chance, improving 1% per level, of "figuring out" mechanical devices, and a 10% base chance, improving 2% per level, of "figuring out" electronic devices. This means learning how they work, not why. If they choose one of the above as a "specialty", add 15% to base, but then they can only "figure out"that type of things.

Level	Designation	Abilities Acquired with Experience
1st	Probationer	No special ability
2nd	Student	Ability to automatically "figure out" rudimentary mechanisms
3rd	Student Tinkerer	Ability to "figure out" simple mechanisms (i.e., clocks, timers, etc.)
4th	Tinkerer's Assistant	Ability to "figure out" mechanical traps in 1-20 minutes (roll)
5th	Tinkerer	1st level thief pick lock ability, increasing 3% per level hereafter
6th	Master Tinkerer	Ability to detect mechanical traps, 25% base up 5% per level
7th	Techno Apprentice	Ability to detect electronic emanations, 35% base, up 5% per level
8th	Techno 3rd Class	Ability to detect mechanical "weak points", 20% base, up 5% per level
9th	Techno 2nd Class	Ability to detect radioactivity, 10% base, up 1% per level
10th	Techno 1st Class	Begin chemical and explosive "figuring" at 20% base, plus 2% per level hereafter
15th	Techno	Begin simple construction (i.e., flintlocks, clocks, deadbolt locks, etc.)
20th	Master Techno	Begin early medical technology; also percussion firearms, etc.
25th	Laboratory Assistant	Begin moderate construction (i.e., revolvers, bolt action rifles, etc.)
30th	Assistant Scientist	Begin elementary computer construction, build automatic weapons
40th	Scientist	Can begin nuclear "figuring" at 10% base, plus 2% per level hereafter
50th	Research Scientist	Begin elementary robotic construction and early transport technology
60th	Inventor	Begin intermediate robotic construction and early flight technology
80th	Master Inventor	Begin advanced robotics, early bionics, and laser technology
100th	Master Manufacturer	Advanced sciences, space flight (early) technology

NEW CHARACTER TYPE

"MEDICINE MAN"

Medicine Men are barb ian priest/mages, being somewhat akin to Druids. They can perform magik from all three categories. They never wear armour or use weapons other than their mystic war clubs and ceremonial daggers. They acquire animal "guides", usually pumas or wolves, 1 per each 3 levels of experience, which do all that is asked of them, even unto death. Medicine Men are also well versed in herbal lore, and can brew poison or poison antidotes of one 8-sided die in potency per each 2 levels of experience attained.

They must divide their mana three ways, using each third for clerical, mage type, and druidical magik. They cannot use any of the "true" offensive spells such as fireballs, thunderbolts, magik missiles, etc. But they can use thunderclap, wind, or other "natural" spells offensively. They can, of course, use all form of defensive magik. They do not turn away undead like clerics. They can also do "drum magik", which essentially "drums a spell", taking two melee turns per level of the spell required. This has only a 20% cost in mana of what it normally would have. For every two levels over the level required for its use, the drum magik can "drum away" 1 level of undead (cause them to flee).

Level	Designation	Special Powers Acquired (No Mana Cost To Use)
1st	One Who Learns	None
2nd	One Who Helps	Speak to animals
3rd	Medicine Dancer	Speak to plants
4th	Medicine Drummer	Speak to the dead
5th	Healer	Heal light wounds for all once per day per level
6th	Ghost Drummer	Drum Magik
7th	Low Shaman	Conjure animals, 1 die worth per level hereafter
8th	High Healer	Heal heavy wounds for all twice per day per level
9th	High Shaman	Determine poison type and potency by sight and smell
10th	Medicine Man	Cure disease once per week per 3 levels hereafter
15th	High Medicine Man	Detect hidden injury once per day per level hereafter
20th	Thunder Talker	Create "earthquakes" once per day per 3 levels hereafter
30th	Wind Walker	Wind Walk at will, 2 hours per level hereafter
50th	Spirit Man	Become ethereal, 1 hour per level hereafter

NEW CHARACTER TYPE
"WITCH HUNTER"

Special Note

Barbarians and Witch hunters detect each other and usually fight on sight. Usually only Humans are of this type, although Amazons and Dwarves are occasionally; hobbits and Elves never are.

General Notes

These characters are religious fanatics (99% Christian) that are obnoxiously "holier than thou" in their attitude towards just about everyone and everything. They will work only with Lawful types and will nearly always attack neutrals (75%) or Chaotic (100%) types. They are the only non-Magician or non-Clerical type that can use certain of those type spells.

Advantages

A. They can use the following spells (but only as the appropriate level is reached): 1) Detect Magic; 2) Detect evil; 3) Protection from evil; 4) bless (on himself only); 5) REmove curse; 6) Prayer; 7) Dispell evil; 8) Detect Lycanthropes; 9) Dispell magic; 10) Heavenly strength; (They are the only types that can handle cursed items safely). The can memoraize these regardless of their intelligence. Note: Divide their manna points by four not three.

B. They can "sense" the un-ead (30' indoors--90' outdoors). Starting with a 20% base chance of success then building by 5% per level. Nothing blocks this "sense."

C. Due to their righteous self esteem and beliefs they never have to roll vs fear or for morale except against Greater Demons.

D. They get +3 (vs undead) saving rolls and +1 (vs magic). Their attacks vs Undead are always +1 (1st-5th level), +2 (6th-10th level), +3 (11th and above).

E. They can charge "in righteous fury" (like a Berserker or Barbarian) and add +3 to their attacks. But like Barbarians, they must run it completely out. They can only do this vs Undead or Evil Clerics.

Disadvantages

A. They will never retreat from the Undead or Evil Clerics but will stay and fight to the end (25% chance they'll charge in righteous fury).

B. They can never have more than 12 intelligence or 15 wisdom. Their charisma can never exceed 9 except with Lawful types where it's +5.

C. They will use only maces (except in dire emergency when they'll use what's at hand, but then they'll do penance afterward), and will never own or use anything but strongly Lawful magic items (limit is 1 shield, 1 armour, 1 mace and 1 other). They will give to Clerics (65% chance) or destroy (30% chance) or leave behind (5% chance) all excess or other magical items. Neutral/chaotic stuff is always destroyed.

D. They cannot (no chance) detect traps and are highly susceptible to disease (-3 saving rolls) and poison gas (-2 roll).

E. They hate technology and refuse to use anything (except crossbows) complicated.

WITCH HUNTERS TABLE

Points Required	Level	Name	Spell Ability	Hit Dice	Fighting Capability
none	1st	Chosen One	None	1	Man
1800	2nd	Apprentice Seeker	#1	1+2	Man
3600	3rd	Seeker	#1,2	2	Man + 1
5400	4th	Soldier of God	#1,2,3,	3	Man + 2
7200	5th	Soldier of God	#1,2,3,4	4	2 Men
10,800	6th	Soldier of God	#1,2,3,4	4+2	2 Men +1
14,400	7th	Soldier of God	#1,2,3,4	5	3 Men
18,000	8th	Witch Hunter	#1,2,3,4,5	6	3 Men +1
21,600	9th	Witch Hunter	#1,2,3,4,5,6	7	Hero
28,800	10th	Witch Finder	#1,2,3,4,5,6,7	7+2	Myrmydion
36,000	11th	Witch Finder	#1,2,3,4,5,6,7,8	8	Myrmydion + 1
43,200	12th	Witch Finder	#1,2,3,4,5,6,7,8	8+2	Champion
50,400	13th	Witch Finder	#1,2,3,4,5,6,7,8	9	Champion + 1
57,600	14th	Witch Finder	#1,2,3,4,5,6,7,8	9+2	Super Hero
64,800	15th	Witch Finder General	#1,2,3,4,5,6,7,8,9	**	Super Hero + 1
Up	16th	Witch Finder General	" "		Super Hero + 1
by	17th	Witch Finder General	" "		Super Hero + 1
7200	18th	Witch Finder General	" "		(Thereafter
until	19th	Witch Finder General	" "		always Super
93,600	20th	Witch Finder General	" plus 10		Hero + 1)
108,000	21st	Witch Finder General	" "		
122,400	22nd	Witch Finder General	" "		
up	23rd	Witch Finder General	" "		
by	24th	Witch Finder General	" "		
14,400	25th	Marshall of the Lord	" "		
until	26th	Marshall of the Lord	" "		
	27th	Marshall of the Lord	" "		
	28th	Marshall of the Lord	" "		
	29th	Marshall of the Lord	" "		
237,600	30th	High Marshall " "	" "		
then there-	35th	Judge of Heaven	" "		
after up by 30,000 pts per level	40th	High Judge of Heaven	" "		

**Thereafter up by 1 point every two levels.

MULTIVERSAL TRADING COMPANY PRICE LIST
(in Gold Soverigns)

WEAPONS, Defensive

Leather Armor	15-40
Scale Armor	30-65
Chain Armor	30-85
Plate Armor	50-250
Helmet	10-20
Small Shield	10-18
Large or Kite Shield	15-25

WEAPONS, Offensive

Dagger, Stiletto	3-15
Throwing Knife	4-10
Hand Axe	3-7
Light Throwing Axe	4-8
Heavy Throwing Axe	5-12
Battle Axe	6-15
2-handed Battle Axe	10-25
War Pick	6-10
War Hammer	5-10
Mace	5-12
Morning Star	7-18
Short Flail	7-15
2-handed Flail/SWORD	9-18
Brass-bound or studded Cudgel	1-3
Broadsword	8-20
Shortsword	8-15
Rapier	9-18
Scimitar, Cutlass	8-12
Spear, 7'	2-5*
Any Pole Arm	7-15*
Lance, 12'	4-10*
Short Bow	20-40
Long Bow	30-60
Composite Bow	40-80
Light Crossbow	15-35
Heavy Crossbow	25-75
Arrows, bolts (per 30)	5-7
Sling	5-8
Lead Shot (50)	5
Trident	10-15
Weighted, 10' sq. gladiator net	30

POISON ANTIDOTE (per dose)

1st-3rd level	375
4th-7th level	575
8th-12th level	875
13th-20th level	1500

VENOM ANTIDOTE (per dose)

1st-3rd level	300
4th-7th level	500
8th-12th level	1000
13th-20th level	1500

Doctor John's Salve (heal heavy wounds)	1000

TOOLS

Leather-tipped 10' probe pole	1
15' (6"X4") oak plank	2
7½' brass-end) quarterstaff	1-3
Grappling Hooks	
Bronze	10
Iron	15
Steel	25
Mithril alloy	95
Adamantine alloy	200
Pick, Shovel	3
Each 50' rope	1
Spikes, 12X6":	
Bronze	1
Iron	2
Steel	3
Rope Laddar, 30'	10
Large Bag	2 CP
Small Bag	1 CP
Wineskin, ½-gal	3
Leather Backpack	5-15
Cloth Backpack	3-7
Torches, 6X2 hr.	8-15 SP
Lantern	8-15
Oil (1 pint flask)	2 SP
Crowbars, 4'	
Bronze (30% break)	5
Iron (20%)	7
Steel (12%)	10
(ALLOY) Mithril (5%)	35
(ALLOY) Adamantine (1%)	75
Mallet & 3X12" stake	3
Mirrors, steel	5
silver	15
glass	75

Holy Water, 2 oz vial	25
Holy Water, 64 oz	650
Garlic, bunch	5 SP
Wolfbane, sprig	10 SP
Belladonna, sprig	10 SP
5-day food, regular	2
5-day iron rations	10
Stretcher	6
Medical Kit	35-50
Boots	5-25
Boots, fur-lined	10-50
Cloak	5-25
Cloak, fur-lined	10-50
Pants & shirt	1-5
15' Leather Whip	8
Climbing Pitons, X20	6
Steel	9
Iron Doorstop, with pull handle	3
Aerial Saddle	40-125
Artificial or wood limb	5-500
Iron hand-hook	9
Steel hand-hook	18
Spider-silk rope, per foot	200

STEEDS AND EQUIPMENT

Pony Cart	65-80
Small Wagon	100-145
Medium Wagon	150-200
Large Wagon	365-500
Pony	30-40
Mule	20-30
Medium Draft Horse	30-50
Large Draft Horse	60-95
Pack Horse	25-35
Heavy Pack Horse	40-75
Light Warhorse	40-75
Medium Warhorse	100-150
Heavy Warhorse	200-335
Saddle	25-75
Saddlebag	10-30
Leather Barding	95-135
Chain, Scale Barding	150-200
Plate Barding	250-500

BOATS

Rowboat	95
Canoe	80
Small Sailboat	375-1750
Small Caravel	5,750-8,750
Medium Caravel	10,000-18,750
Large Caravel	21,575-67,500
Liburnium	10,000-20,000
Bireme	21,500-39,750
Trireme	33,750-69,500
Galisse, Dhowrigged	40,000-75,000
Oars, per pair	9

SP- SILVER PENNIES
CP - COPPER PENNIES

MAGIC IN ARDUIN

In fantasy wargaming there has been continual argument about magic and how it is supposed to work. The system presented herein is one that has undergone constant revision until it has become a truly workable system. I hope you understand though that this system is a based from which to work, and that magic is limited only by the reader's imagination.

To memorize a spell, a mage has to sit down and concentrate on his book of spells, undisturbed. The base for memorization is one hour per spell divided by the number of spells that the mage may memorize of that level. For example, using any other system, a fifth level mage may memorize 4 first level, 2 second level, and one third level spell. So when he sits down to memorize his spells, it takes one full hour for the third level spell, 30 minutes each for the second level ones, and 15 minutes each for the first level ones; a grand total of three hours.

During combat, a mage may "fire" a spell he has memorized every melee turn for so long as he has spells memorized. So the same mage that took those three hours to memorize his spells would be able to use a spell every melee turn for seven turns, whereupon he would have no more memorized spells to use, until he memorized more, or until he ran out of manna points.

Scrolls are simply pieces of paper that have the power of a spell imbued within them, and have the trigger phrase written upon them. Therefore scrolls may be read and used every other melee turn, because it takes a little time to drop one scroll, pull out another, unroll it, and read the trigger phrase.

In both cases if the mage is distrubed while saying the spell or reading the scroll, his concentration will be broken, with the result that the spell could fail entirely, partially fire, or even boomerang back upon the user. Naturally this is not exactly what the mage had in mind, so discretion is indicated for all of those situations in which the mage could be bothered.

In the universe where Arduin exists the use of magic is effected by all metals, so that mages cannot wear armour of the metal variety and function properly. Leather armour is fine, and even shields made of only wood and leather can be used, but most mages find that this cuts down their dexterity enough that they seldom use it.

Mages generally do not need to carry weapons other than their daggers, but those of fifth level and above can use magic swords, and those of tenth level and above may use all magic weapons. However they may never carry more than one at a time, for the use of weapons requires a mental discipline alien to the philosophy of magic, and so will interfere with a mage's concentration if he relys on them too much.

Magic is indiscriminate and will destroy friend and foe alike, so a mage should exercise great caution in combat situations, for in a melee it is all too easy to hit friends as well as enemies. Therefore, as a general rule, MAGIC SHOULD NOT BE ALLOWED IN CLOSE COMBAT SITUATIONS WITHOUT HEAVY PERCENTAGES OF CHANCE THAT EVEN FRIENDS WILL BE HIT.

If a mage has tried a fireball against an orc, and the orc made his saving roll and took only half damage, that means that as far as that particular type of spell is concerned, it does not work well against that particular orc, and from that time forward, his saving roll is automatically made against that mages fireballs. It is simply that the mage's fireball magic is not quite the right brand of magic to "cook" our orc with. This holds true for all magic, and in a situation where the spell either effects you or leaves you alone, if the saving roll is made, then thereafter that spell WILL NOT EFFECT THAT SAME TARGET. The only bright spot is that when the mage progresses up a level, his entire armory of magic improves and that little orc that got away will have to make his saving roll all over again against those nasty fireballs. And remember also, that the converse is true; fail that saving roll and thereafter you get none against the particular spell that that mage fire, until you yourself go up a level. And besides, where one mage's magic fails, another's will "burn, baby, burn!"

MAGIC IN ARDUIN CONTINUED

Carrying this a little further, we see a mage trying to detect magic on a sword his heroic friend has found. If he fails to detect on the first try, he will get no second chance as that sword just won't register to his detect magic spell (until he goes up a level and may try again). I think you get the picture.

Remember also that to use a wand or staff, the user must concentrate in order to do so. For if just thinking about firing that wand or whatever, casually, was enough to fire it, then there would be a lot of accidental firings. And I for one do not think that mages would build magic wands that would go off in their faces, so a little concentration is needed (as well as physical contact) to fire those things.

Remember also, that rings must be rotated to activate (for the same reasons), and that amulets and the like must be fingered or cupped in the palm. All of which actions are usually very visible to a watching opponant. And if a warrior is wearing his magic ring of flight under his armored gauntlets when he saild off the battlements, then he'd either better grow wings or hope he lands on a nice soft pile of hay, because that ring is unturnable under all that metal (and just try grabbing an amulet under a breast plate and gambeson).

EVEN MORE MAGIC IN ARDUIN

The upshot of all this is simple; you have to have your magical goodies where your hot little hands can get them at an instant's notice. And if you want to really jazz up your game, just add in a PHUMBLEPHACTOR. What's a P & P you ask? Simply put, it is a percent for mages or whomever, to grab the wrong end of a wand or to read off the wrong spell on his scroll in his haste to slay the onrushing purple uglys that are going to eat him. A suggested base is 50% to start, going down 2% per level attained, and modified by your dexterity (-5% per each point over 12 or conversely adding 5% per each point less than 9).

Another area that is seldom explored in fantasy gaming is what constitutes a "hit" when the weapon you've lobbed at the monster only has to touch it to work? This is discussed in the magic section because most simple "contact" weapons are magical in nature.

When using a weapon that requires no penetration to work such as a stasis compacted green slime grenade, just roll on the appropriate combat table, and add plus 4 to your attack. When using something like a shock wand (super cattle prod), roll and add plus 2 to your attack (you get less because you must close and strike as in normal combat).

When throwing an area weapon like a jar of magic shrinking potion, make your attack, adding plus 6, but then rolling percent dice to see how much actually hit your target (and if friends are near, roll to see if they've been hit also).

Another point to remember is that fingers of fire, cones of cold and the like all have a tendency to "splash" when they hit a solid target. Therefore consider that 50% will "splash" at ten foot range or less, dropping 10% for each 10 feet in range thereafter. The splash will be divided in quarters, one quarter each going left, right, up and down. Therefore, if an eight dice finger of fire is fired at a gorgon seven feet away, 50% will splash, that is, 4 dice (one die worth going in each of the directions). That can harm friends if they are in the way. Thus, once again, we see a limiting factor placed on magic.

Some controversy has also revolved around "manna" or "spell" points and their application towards limiting magic use. In Arduin here is the formula we use: Take the mages intelligence and multiply it by his level, then if his intelligence is 8 or less, divide by four. If it is 9 to 12, divide by three, and if it is 13 or greater divide by two. Therefore, a 7th level mage with an intelligence of 16 would multiply 16 x 7 = 112 and divide 112 by 2 = 56 manna points that the mage will generate each twelve hour period of rest (or twenty-four hour period of activity). This is important as every spell used

requires an expenditure of mental energy by the mage, measured in units called manna points. Most first level spells use one to one and a half manna points to work and so on up the line. So even though a mage could theoretically memorize twenty spells because of his level and intelligence, if he uses up all of his mental energy in the first seven or eight spells, then that's all he can do for the rest of the time it takes to recharge himself, and all of those memorized spells are only so much empty words.

So how do you find out how many spells he can memorize? Well, many another game has a workable system, but here's the one now in use in Arduin: Simply remember what the maximum level of spells it is that your mage can now use and use up the manna points you have in any combination of spells that do not exceed your level's ability to perform. If you have half points don't be afraid to use them. A spell requiring, say 5 points to fire, can be fired with 2.5 points but at half power!

So you say once again how do you determine what level spells can a mage use and again I say that many another fantasy game has a nice workable system but as this is the Arduin Grimoire, here's mine: For every two levels in experience, a mage can use one level of spells. Therefore, a fifteenth level mage could use up to eighth level spells (15 plus 2 = 7, that fifteenth level throws it over the top into the next level). However, there is a limiting factor based upon intelligence that works like this: The user's intelligence is divided by two, thus a mage with an 18 intelligence could do up to ninth level spells (18 plus 2 = 9), but one with an intelligence of 10 could only do fifth level spells (10 plus 2 = 5).

As there are spells up to tenth level extant in Arduin and ancient legends of spells up to 30th level in power, well, it is very obvious that mages will at one time or another have to increase their intelligence past the normal maximum of 18. Wishes are a good way to do this and some potions will also help on this. There are many more subjects I could cover, but this supplement is meant to get all of you gamers to see that the sky is the limit and that no single person, publisher or organization can have all of the answers.

So take whatever I have that you like, use the old established fantasy gaming systems, delve into Greg Stafford's WHITE BEAR RED MOON, or any of the other fine magic oriented games and put together what you like in a magic system. Who knows, it may end up such a good system that people will want you to publish your fantasy world!

NOTES ON PLAYER CHARACTER TYPES

The classical fantasy game almost always uses a Tolkeinian type cast of character types to a greater or lesser extent. This is not in itself bad, but it does tend to limit the scope of a game if they are all that are in the game. The people who do other games put much more than that into the game, but it has been my experience that most players are highly reluctant to utilize unconventional characters. So to all of you who always seem to use eleven mages or white anglo saxon protestant paladins, this paragraph is dedicated. For you will never know the joys of having your Jewish Kobold run up to every dwarf he see's and ask for a penny, no, you will never see your Phraint (insect) warrior leap fifteen feet over the heads of your more mundane comrades to get at the giant spider, nor will you ever thrill to the sight of your centaur knight being followed through the passages of a dungeon by his Sancho Panza holding a whisk broom, dust pan and large sack.

Never will you hear the complaints of the Brownie infantry squad as they whine about that stupid half-ogres cheshire cat that keeps looking at them and licking his chops. And never is such a lonely word. Don't be lonely, take a troll to lunch. The world is a small place but is even smaller still in relationship to the myriad worlds of the entire Alternity (alternate eternities). Do not be a small player from a small world, embarce the whole Almanity and give the different types a chance. I think you will find that the world your game is in will become a lot more fun if you do.

CLERICAL TURN-AWAY CHART

VERSUS UNDEAD

01-20 Die Roll Required for Turn-Away, By Level

Type Undead	1-2	3-4	5-6	7-8	9-10	11-15	16-20	21-25	26-30	31-40	41-50	50+
Skeleton	16	15	14	13	12	11	10	9	8	7	6	5
Zombie	17	16	15	14	13	12	11	10	9	8	7	6
Ghoul	18	17	16	15	14	13	12	11	10	9	8	7
Wight	19	18	17	16	15	14	13	12	11	10	9	8
Wraith	20	19	18	17	16	15	14	13	12	11	10	9
Ghost	-	20	19	18	17	16	15	14	13	12	11	10
Banshee	-	-	20	19	18	17	16	15	14	13	12	11
Mummy	-	-	-	20	19	18	17	16	15	14	13	12
Spectre	-	NO	-	-	20	19	18	17	16	15	14	13
Vampire	-	EFFECT		-	-	20	19	18	17	16	15	14
Morghoul	-	WITHIN		-	-	-	20	19	18	17	16	15
All Others	-	-	THESE		-	-	-	20	19	18	17	16
Lich	-	-	RANGES		-	-	-	-	20	19	18	17

NOTES

Subtract two from the number required if the undead is of the same faith as the cleric, or subtract one if the cleric is trying his "final try". If a roll is made, the undead types will flee in the straightest line away from the cleric. The turn-away takes place in visual sight of the cleric up to 10' from him (plus 5' per each two levels). A die roll double or more than that required for turn-away causes the undead type to discorporate, causing 100% destruction.

HARGRAVE'S DETECT ABILITY CHART

TYPE	POISON	EVIL	MAGIC	MASKED MAGIC	CURSES	DISEASE	HIDDEN INJURY	ALIGN-MENT	WEATHER	ENEMIES	UNDEAD
Mage	25%	33%	70%**	50%	40%	20%	20%	45%	55%	50%	66%
Cleric	45	70	35*	15	65	66	66	66	50	33	70
Psychic	33	33	33	15	10	45	55	70	45	70	33
Medicineman	60	50	45	25	66	70	60	35	66	66	60
Amulets	50	50	45	25	66	70	60	35	66	66	60
Rings	52	50	45	25	66	70	60	35	66	66	60
Wands	60	50	45	25	66	70	60	35	66	66	60
Rods	70	50	45	25	66	70	60	35	66	66	60
Staves	80	50	45	25	66	70	60	35	66	66	60
Other Artifacts	55	50	45	25	66	70	60	35	66	66	60

	TREASURE	MECHANICAL TRAPS	MAGICAL TRAPS	SECRET DOORS	INVISIBLE OBJECTS	"GATES"	ACTUALITY (TRUE SIGHT)	ALL OTHER
Mage	65%	45%	66%**	66%	66%	45%	70%	33%
Cleric	45	60	33*	33	50	25	70	25
Psychic	25	50	35	45	45	80	33	25
Medicinemen	45	55	45	45	33	25	33	30
Amulets	45	55	45	45	33	25	33	30
Rings	45	55	45	45	33	25	33	30
Wands	45	55	45	45	33	25	33	30
Rods	45	55	45	45	33	25	33	30
Staves	45	55	45	45	33	25	33	30
Other Artifacts	45	55	45	45	33	25	33	30

**Indicates that the percentage refers to non-clerical magic only.
*As above but for clerical only.

These are base figures only and in the case of spoken spells, the percents increase each level of experience gained in these amounts: Mages=3%; Clerics=4%; Psychics=4%; Medicinemen=4%; and Druids=5%. A person can combine a spoken detect spell with a detect ability of an amulet or any other item to get the combined percentage, but in all cases where the totals exceed 100% there is still a 10% chance for failure.

HARGRAVE'S MAGICAL EQUIPMENT SAVING THROW MATRIX

ITEM	HEAT	COLD	ENERGY	DISINTE-GRATE	NEGATION	TRIGGERS	ELEC-TRICITY	ACID	CRUSH	ALL OTHER
Swords *a	10	11	12	13	14	N/E	9	9	7	10
Other Weapons *a	11	12	13	12	13	N/E	9	8	8	11
Shields*a	8	9	10	11	12	N/E	10	10	9	10
Other Armour *a	9	10	11	12	13	N/E	8	10	12	9
Amulets *b	13	14	15	16	17	17	17	16	15	14
Rings *b	12	13	14	15	16	17	16	15	14	13
Wands *b	12	13	16	16	15	15	17	17	15	14
Rods *c	11	12	15	15	14	14	16	16	14	13
Staffs *c	10	11	14	14	13	13	15	15	13	12
Robes *a	18	12	18	17	16	N/E	15	14	4	12
Scrolls	20	16	19	18	17	17	16	19	6	12
Books	18	14	17	16	15	15	14	17	9	11
Potions *b	16	20	17	18	16	N/E	18	20	20	12
Elemental Gear *b	15	15	15	15	10	10	15	14	13	12
Mirrors/Balls *c	15	15	5	16	6	N/E	20	15	20	15
Musical Gear *b	14	14	15	15	16	N/E	17	18	19	12
Statues, etc.	7	12	11	12	N/E	N/E	16	10	9	10
All Other *d	12	13	14	15	16	17	17	16	15	14

*a: reduce necessary saving throw by one for each "plus" the weapon has.
*b: like attributes give reduced saves (as each indicates, +2 vs fire, etc.) as above. If it saves 100% versus fire, then fire can never destroy it.
*c: for each power related to an attack, it receives one point of the save necessary (if it can shoot thunder bolts and fire balls, then it gets one point of each of them, etc.).
*d: this simply means that the umpire must use discretion and the above for a base.

The item must make its saving roll whenever the host body is killed, or takes enough damage to put him down and out of the fight. However this last part holds true only for highly vulnerable items such as books, scrolls, and glass potion bottles.

Special Note: All frangible (breakable) items made of a very brittle or easily resonating substance (like glass mirrors or crystal balls), must roll a 20 to save versus all sonic or vibratory attacks.

ALSO remember that even though the mage was totally carbonized by the fire ball, an item that he may have carried in his pack (which was under him when he fell) may have been protected enough to rate a lower saving roll than would ordinarily be the case.

CHARACTER TYPE SAVING ROLL CHART

Character Type	Dragon Breath	Psychic Attack	Poly-morph	Disin-tegrate	Stoning	Para-lysis	Poison, Venom, or Acid	Spoken Spells	Rods or Wands	Staffs	All Not Covered
Mage	16	17	10	16	16	15	15	13	11	12	18
Illusionist	17	14	12	16	15	16	15	15	13	14	18
Rune Weaver	15	15	11	15	14	14	15	14	12	13	16
Singer/Bard	16	16	15	14	16	15	14	14	15	16	14
Druid	14	14	13	15	13	12	11	15	13	14	15
Medicine Man	14	14	15	15	12	13	11	15	14	15	14
Psychic	17	12	16	16	18	16	16	17	15	16	18
Trader	15	14	14	18	16	14	13	16	15	16	14
Modern Soldier	16	14	14	16	15	14	12	17	15	16	15
Barbarian	14	19	14	16	13	12	12	18	16	17	13
Warrior	15	15	13	16	14	13	12	16	14	15	14
Slaver	15	17	15	17	15	14	13	17	15	16	15
Paladin	15	14	14	16	13	13	16	15	13	14	14
Ranger	13	16	13	16	12	13	11	17	15	16	14
Cleric	13	18	16	14	14	14	14	15	13	14	16
Saint	12	19	15	13	13	13	18	14	12	13	17
Witch Hunter	15	14	14	14	14	12	13	16	14	15	14
Monk	16	16	13	14	15	12	12	16	15	16	13
All Martial Artists	15	15	14	15	16	11	14	17	15	16	12
Techno	15	14	17	16	15	16	17	20	18	19	18
All Outlaws	14	16	13	16	15	13	11	17	15	16	13
Assassin	17	13	16	17	13	15	10	16	14	15	15
Thief	17	15	14	16	16	14	13	15	13	14	15
Alchemist	18	16	13	17	13	13	9	18	16	17	18
Courtesan	20	15	17	18	17	16	17	20	18	19	18
Normal	16	18	16	17	16	15	16	18	17	18	17

SPECIAL NOTE

The numbers shown are base numbers for 1st level types. For every three experience levels gained, deduct one from the base number (3rd level is minus 1, ninth level is minus 3, etc.). Die rolls are 01 to 20 on two 10-sided dice. Kind as opposed to class always takes precedence. An elven mage rolls under the elf column.

SPECIAL OR EXOTIC CHARACTER SAVING ROLL CHART

Character Type	Dragon Breath	Psychic Attack	Poly-morph	Disin-tegrate	Stoning	Para-lysis	Poison, Venom, or Acid	Spoken Spells	Rods or Wands	Staffs	All Not Covered
Male Elf	11	14	14	16	10	15	10	13	11	12	14
Female Elf	12	13	15	16	10	16	11	13	11	12	15
Male Half Elf	13	14	16	16	12	16	12	14	12	13	16
Female Half Elf	15	13	16	15	14	15	14	15	13	14	15
Amazon	15	18	15	17	12	13	14	16	14	15	14
Dwarf	18	15	13	13	12	12	11	15	13	14	12
Gnome	17	14	14	14	13	13	12	15	13	14	13
Hobbit	17	12	16	15	15	15	14	17	15	16	14
Centaur	15	16	13	15	14	15	13	15	13	14	13
Phraint	14	13	15	17	16	15	10	19	17	18	15
Saurig	13	18	17	16	15	14	15	16	14	15	15
Half Orc	18	15	17	17	14	15	12	16	15	14	14
Orc	17	19	15	16	13	14	10	18	17	16	13
Uruk Hai	16	17	14	15	12	13	9	17	16	15	13
Ogres and Lesser Giants	15	18	13	17	13	18	12	16	14	15	12
Greater Giants	14	17	12	16	12	17	11	15	13	14	11
Titans	13	13	14	15	11	14	13	14	12	13	12
Lesser Undead	13	17	N/E	18	These attacks automatically slow them with 75% success*		N/E	17	15	16	14
Greater Undead	12	16	N/E	16			N/E	15	13	14	12
Dragons	9	16	10	11	9	10	10	13	11	12	9
Dragon Kind	10	17	12	12	10	11	11	14	12	13	10
Balrogs	10	18	13	10	12	12	12	16	14	15	12
Lesser Demons	9	13	11	11	9	9	9	16	14	15	12
Greater Demons	8	12	10	10	8	8	8	15	13	14	7
Demi-Gods	7	11	9	9	7	7	7	14	13	12	6
Lesser Slimes and Oozes	20	N/E	15	18	These attacks automatically slow them with 75% success		10	19	17	18	15
Greater Slimes and Oozes	18	N/E	13	16			8	17	16	17	14
Avians	18	18	15	16	15	16	19	18	16	17	16
Mammals	17	17	16	17	16	15	15	17	15	14	14
Insects	16	19	14	18	15	14	10	19	17	18	15
Piscoids	12	17	17	15	13	13	18	16	14	15	14

*except skeletons, zombies, and ghouls, which need 18 versus Acid

N/E means No Effect

RANDOM CHANCE CHART FOR MAGIK WEAPONS
(Roll for each column as required)

DIE ROLL	TYPE OF WEAPON	ATTACK PLUS	DAMAGE PLUS	INTEL-LIGENCE	EGO	NORMAL POWERS*	SPECIAL ATTRIBUTES**
01-03:	Dagger	1	1	1	1	Detect Magic	100% cold proof
04-06:	Shortsword	1	1	2	2	Detect life	100% fire proof
07-10:	Broadsword	1	1	3	3	Detect allignment	100% lightning proof
11-13:	Rapier	1	1	4	4	Detect Poison	100% disintegrate proof
14-16:	Saber	1	1	5	5	Detect distance	100% acid proof
17-20:	Cutlass	2	1	6	6	Detect mechanical traps	Anti-cleric magic shell
21-23:	Falchion	2	1	7	7	Detect magikal traps	9 Step life draining
24-26:	Hand and a half broadsword	2	1	8	8	Detect undead	Ability to function under water as in air
27-30:	Two handed broadsword	2	2	9	9	+1 to dexterity	100% stoning proof
31-33:	(light or heavy roll) Javelin	2	2	9	10	+2 to dexterity	100% dragon breath proof
34-36:	Spear	3	2	9	11	+3 to dexterity	Flaming weapon***
37-39:	Lance	3	2	10	12	+1 v. Undead	Cold Weapon (as Flame)
40-42:	Mace	3	2	10	13	+2 v. Paralysis	Paralyze all hit
43-46:	Maul	3	2	10	14	+3 v. and Life Drain	Treat all armour classes hit as AC 9
47-49:	Morning Star	3	2	11	15	+4 v. Attacks	Weapon becomes invisible (add 5 to attack)
50:	Bolo	4	2	12	15	Detect all Traps	Weapon can polymorph to any type
51-55:	Halberd	3	3	13	16	Haste (20%/c its cursed)	Cursed Weapon
56-60:	Battleaxe	3	3	14	16	Speed	Elemental conjuring power (roll/type)
61-65:	2-handed battleaxe	2	3	15	16	Flight	Spell turning ability
66-70:	(light or heavy roll) Throwingaxe	2	3	16	17	Levitation	Spell storing ability (1-6, any level,roll)
71-75:	Longbow	1	3	17	17	ESP	Ogre strength
76-80:	Shortbow	1	3	18	17	Mindblank	Stone
81-85:	Compositebow	1	3	18	18	Detect enemies	Hill Giant
86-90:	Heavy crossbow	4	3	18	18	Clairvoyance	Fire Strength
91-92:	Light crossbow	3	4	18	18	Clairaudience	Frost
93-94:	Sling	2	4	18	19	Invisiblity	Storm
95-96:	Staff Sling	1	4	19	20	Pass wall	Drain 1 life level per hit
97:	War Pick	2	4	20	21	Dimension door	Anti-magic shell
98:	Warhammer	3	5	21	22	Teleport	Etherealness
99:	Bullwhip (12-24' roll)	4	5	21	23	Dancing weapon	All Djinn powers
100:	Special Oddities (non-chuks, and like exotic weaponry)	5	5	22	24	Vorpal weapon (the same no. rolled twice=double strength)	All Efreet powers

*=roll one per each two intelligence levels over *12
**=roll one per each three levels over 12 when both I and E are 12 or more
***=1-6 pts, 1-8 damage, 1-10, 1-12 (roll)
01-10=Amoral; 11-25=Chaotic; 26-50=Neutral; 51-100=Lawful;
01-25=Good; 26-76=Average; 76-100=Evil

PRISMATIC WALLS AND THEIR USAGE

Within the realms of the various "dungeon worlds" there rages a controversy over just what a prismatic wall is, and how it may be used. Therefore in order to shed some more light on the matter, I herewith describe how they are thought of and used within the borders of Arduin.

A prism is most often used to separate the colors of light, not to combine them (giving one plain white light). Because of this we see prismatic walls as separate colors, each with a different property and magical effect, thus giving rise to many different types of prismatic walls all differentiated by color! Here is a list of the known types of prismatic walls and their properties:

COLOR	EFFECT to people, etc. crossing through	NULLIFYING AGENT
Red	Stops all missiles, 12 pts damage.	Ice storm.
Violet	Stops all clerical spells, flesh to stone.	Disintegrate.
Indigo	Stops all "detections," poison, 4-48 pts.	Passwall.
Rose	Stops all "breath," 6-60 pts.	Magic missiles can safely penetrate.**
Orange	Stops all "death" spells, 2-24 pts.	Thunderbolts or electricity (8 dice and up).
Purple	Stops all "disintegration," 1-100 pts.	Fire of all types (8 dice and up only).
Magenta	Stops all time oriented spells, 3-36 pts.	Thunderballs (8 dice and up).
Cyan	Stops all undead,, discorporating them, normals are not hurt in any way.**	
Pink	Stops all lycanthropes, disintegrating them, as above, normals are not hurt.**	
Silver	Stops all lesser demons, sending them back to "hell," normals are not hurt.**	
Bronze	Stops all spells fired from wands, and does damage only to wands (they explode).**	
Copper	Stops all staff fired spells as above (they also explode on crossing).**	
Gold	Stops all greater demons as in the silver prismatic wall.**	
Blue	A general purpose force field, freeze solid.	Dispell magic and disintegrate simultaneously.
Green	General anti-magic shell, insanity.	Clerical continual light.
Yellow	Stops all "fire," 5-50 pts.	Cold of all types (8 dice
Lavender	Stops all "cold," 4-48 pts.	"Wind" spells of cyclonic intensity.
Black	A wall of "timestop"!!! All is stopped!	Demons (all types) only may cross it. **
Black & Silver	Stops all "psychic" activity, mindwipe!!!	Thunderclap or high intensity sound.***
Black & Gold	Golem (all types) deactivation field, normal types are not effected in any way.**	
Red & Blue	Stops all liquids (acid, slime, etc.), dry out.	As above for normals.**
Green & Yellow	Stops all dragon attacks, paralyzes them.	"Trigger" spells. Normals not hurt.****
Purple & Silver	Stops all "etheral," gaseous, non-corporate from passing (10-100 pts), normals not hurt. **	
Green & Gold	Can be "keyed" to stop any single type of magical attack, 6-60 pts damage.**	

PRISMATIC WALLS AND THEIR USAGE (con't)

*Special note: Prismatic walls, when looked upon, have all of the capability to hurt, etc. as outlined in other available gaming systems.

**Indicates that the only way to nullify that particular form of wall is to have a "dispell magic" of equal or greater level than the level of the mage putting the wall up!

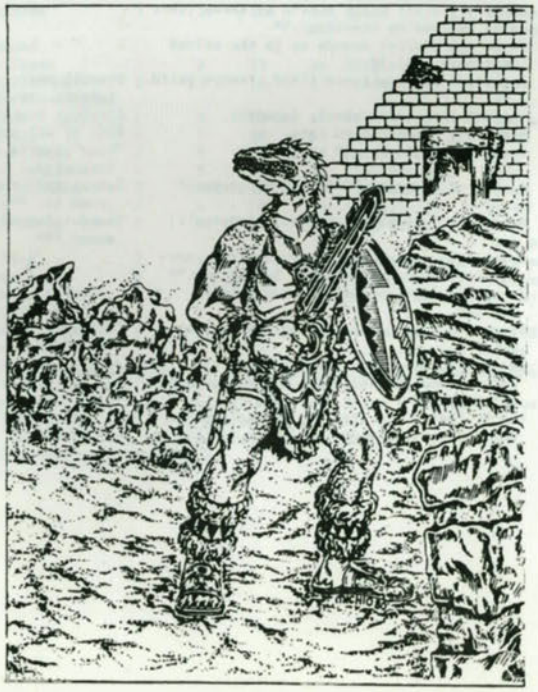
***This means that the entity trying to penetrate this wall psychically must himself save versus psychic attack or suffer "mindwipe." And, dear readers, mindwipe is exactly what it says! The luckless person has his entire memory, ego, sum of himself, sucked from him and utterly and permanently destroyed! He (or she or even it) become complete and total non-thinking beings. They can never again be anything but a mindless robot responding to other people's commands (and even that capability takes 1-6 months per each command "learned" (and never more than 10 command-limited responses be learned)).

****This means that all dragon attacks, whether physical, "breath" or even magical will fail. The only magical attack that the dragon could make effectively would be the aforementioned "trigger" spell.

One further note: Anyone seeing a prismatic wall with "true sight" has a 5% chance per level less than 20th of going permanently insane, and even if he does not, he will be "psychically stunned" for 2-20 months and will stand around staring, incapable of voluntary speech, movement or even coherent thought!

Special Note on Life Level (undead drains, etc.): Experience earned levels that are magically or otherwise blasted away may not be regained in any way except by: a) wishes; b) earning more experience.

Life levels lost to blood drains (or lost by unintelligent creatures from any cause) may be regained by absolute rest at the rate of one level per month. If that rest is broken for any reason, the healing process stops and may never be restarted for those particular lost levels!



SAURIG

DRUIDICAL MAGIK

Name: YALYNWYN'S SPELL OF THE SINGING WINDS Level: 3rd Mana Cost: 3 plus 3 per hour to sustain Range: 120' Area Affected: 60' diameter plus additional 10' per level over level needed to use Effects: A wonderfully scented gentle wind blows melodious music within the spell area, which immediately charms all up to 6th level into sitting and listening raptly.

Name: KHARCH'S SPELL OF THE BINDING EARTH (also called "The Earth Mother's Kiss) Level: 4th Mana Cost: 4.5 Range: 120' Area affected: Target only Effects: Target's feet/legs sink into the ground and are held for 10 minutes plus 1 minute per level over level needed for use. It will hold all up to double HD of user. One target only.

Name: CUELCHAIN'S SPELL OF THE WONDERFULL WIND HORSE Level: 5th Mana Cost: 5 plus 1 per 10 minutes' use Area afffected: None Effects: Horse-shaped air elemental of fog and shifting mist will appear to do the druid's bidding. It can "run" in the air at 48"/turn and attacks with 2 hooves for 2-16 each and 1 bite for 1-8. It can be ridden or sent on errands.

Name: MARLYN'S MIGHTY MYSTICAL MOUSE SPELL Level: 6th Mana Cost: 6.5 plus 1.5 per mile traveled or 10 minutes Area Affected: None Effect: A tiny, snow-white winged mouse with golden eyes appears to do the druid's bidding. It is 1+1 HD, 20 Dext., moves at 6" (24" flying), has an Ac. of 3, and can become invisible or passwall at will. It's bite causes those bitten to fall into a deep sleep (only a cure disease awakens), or if a save versus poison is made the hapless fellow is confused for 2-20 melee turns. The druid sees and hears all the mouse does.

Name: CHASTARADE'S SPELL OF THE STONE THAT WEEPS IN SILENCE Level: 7th Mana Cost: 7.5 Range: 60' Area Affected: 1 target Effect: A form of flesh to stone spell, except the victim becomes a boudler his own weight. He also keeps full mental functions so he can forever regret making a druid mad! And of course a stone can only weep in silence! A save versus magik causes the victim to age 20 years!

MAGES' SPELLS

Name: THE ROSY MIST OF REASON Level: 1st Mana Cost: 1 plus .5 per minute held in place Range: 60' plus 10' per level of user Area Affected: 60' diameter Effect: A cloud of rose-colored mist that causes all intelligent types to save versus magik at -4, or be reasonable and discuss things instead of fighting. All unintelligent types have a 10% chance of leaving, 20% chance of being indecisive, and 70% chance to eat you!

Name: ANTI-WEB AURA Level: 2nd Mana Cost: 2.5 plus .5 per minute used over 10 minutes Area Affected: Self only Effect: All webs, real or magikal, will not stick and will slide off, not entangling the mage.

Name: STEPHAN LE STRANGE'S SPELL OF THE INSTANT IDLENESS Level: 3rd Mana Cost: 3.5 Range: 60' plus 10' per level over level required for use Area Affected: 30' diameter plus 5' per level over lever required for use Effects: All in the area save versus magik or sit around watching the clouds go by, the birds, the bees, ho hum it's a nice day to do nothing!

MAGES' SPELLS
(Cont'd)

Name: THE WAILING WHEEL OF FIRE (or "Pyroman's Pinwheel") Level: 4th Mana Cost: 4 plus .5 per melee turn retained Range: 33' plus 3' per user level over level needed for use. Area Affected: Variable at 1' to 5' across per user level over level needed for use Effects: A whirling, wailing pinwheel of fire showering sparks in all directions. All hit take 2-24 fire damage, and if 3rd level or less and within 20', save versus fear or flee in terror. Total concentration is required to maintain it.

Name: THE FLAMES OF DOOM (or "Harbag's Hellfire") Level: 4th Mana Cost: 6 Range: 120' Area Affected: Target only Effects: Target bursts into black flame that feeds on the life force of the victim! The fire does 1 eight-sided die of damage per melee turn and drains 1 life level. It takes a dispell magik and a cure disease, done simultaneously, to put out.

Name: RHOAR-EEE'S TRANSIT SPELL (or "The Gone-Gone Spell") Level: 4th Mana Cost: 4.5 plus .5 for every minute more than 10 Area Affected: Any self-moving object of the mage's choice Effect: Object moves at 10 times normal speed for 10 minutes plus 1 minute per level or level needed for use.

Name: MASAYUKI'S MIST OF MALEVOLENT MISERY Level: 5th Mana Cost: 5.5 plus .5 over 100' moved and .5 per minute retained Range: 100' per user level over level required for use Area Affected: 15' cloud per level over level needed for use. It can be moved at 80' per melee turn Effects: A purple, roiling, squirming greasy fog that moans and gibbers. All 2nd level or less choke to death immediately, all up to 4th level save versus poison or die, save and suffer from intense confusion, dizzyness, nausea, and watering eyes as long as still in the cloud, and for 1-5 minutes after leaving it.

Name: MORGORN'S SPELL OF RED DEATH Level: 6th Mana Cost: 7.5 Range: 90' plus 5' per level over level needed for use Area Affected: And single target up to souble mage's own HD Effect: Save versus magik or be messily, noisily, and very fatally turned inside out!

Name: WARAGEN'S WAVE Level: 7th Mana Cost: 15 plus 1 per mile sent Range: To the limit of the mage's mana, if desired Area Affected: 100 gallons of water per mage's level over level needed for use. Effect: The water flows out of the river, pond, sea, etc., and flows to its designated target, rushes upon him, and smothers and drowns him. It then "relaxes" and is just water seeping away.

Name: YORGAN'S FALLING FOR FOREVER SPELL Level: 7th Mana Cost: 15 Range: 240' Area Affected: Any size or number of target(s) not to exceed double mage's own HD Effect: the target(s) immediately become weightless and "fall" upward (in a direct line away from the planet) at 100' per turn. If a save versus magik is made, the victim(s) are still thrown very violently 100' straight up.

Name: SULTHOE'S BLAZE OF GLORY Level: 8th Mana Cost: 10 to memorize and when fired, all remaining Range: Variable Area Affected: Variable Effects: The mage may, in a desperate situation, fire all of his remaining memorized spells in one burst AND utilize all remaining mana (not relegated to memorized spells) to boost their power, OR he may select one of his memorized spells and pour all remaining mana into it to boost its power accordingly (regardless of other spells memorized). In both cases the user will be unconscious for 1 to 12 hours (roll).

MAGES' SPELLS
(Cont'd)

Name: STAFFORD'S STAR BRIDGE Level: 9th Mana Cost: 18 plus 1 per minute after 10 minutes Range: 120' Area Affected: Variable Effects: A rainbow-hued bridge of coruscating light 5' wide and 20' long per level over level needed for use. It will carry any weight, cannot be hit by non-magikal things, and can be keyed to support any single type (or more), letting all others fall through selectively.

Name: KHURLUU'S CALL OF THE HELL SPAWN Level: 10th Mana Cost: 20 plus 1 per mile to victim(s) Range: Limited only by mage's mana Area Affected: Variable as to specific target or a simple "eat everything within 1000 yards!" Effects: Conjure and control 1 demon locust +1 per level over level required for use.

Name: ANTIGAN'S SHELL OF SILVERY SAFETY Level: 11th Mana Cost: 20 plus 2.5 per melee turn used over 3 Area Affected: Over mage only Effect: A silver, metallic, cylinder or force surrounds the mage. Nothing magikal less than 11th level can penetrate it in either direction and all techno energy weapons (laser, etc.) ricochet (in a random direction) off it, as do bullets and the like. However, 100% concentration is needed to keep it up and only enough air for 1-10 (roll) melee turns is inside. All demons are stunned.

Name: GANDOLYN'S GATES Level: 12th Mana Cost: 35 Area Affected: Octagonal area, 10' per side Range: 120' Effect: A glittering, 8-sided column (see area affected) covers the target. On the inside are 8 silver gates/doors. Seven lead to random hells, and the eighth opens on deep space. A glowing golden mist fills the inside nullifying all magik on the victim. The orichalcum octagonal tower is 100% sealed and cannot be broken out of by less than a phaser rifle. The only ways out are the gates. Once the victim opens and steps through a gate, he can never return, and the tower disappears forever.

Name: THE CURSE OF TINDALOS Level: 20th Mana Cost: 100 Range: Target must be seen (even by crystal ball or telescope is okay) Area Affected: Any single victim Effect: The "Lovecraftian Hounds of Tindalos" stalk and claim the victim in 1-20 days (roll). No save.

CLERICS' SPELLS

Name: AURA OF EVIL DETECTION Level: 1st Mana Cost: 1.5; Range: 10' Area Affected: Any single area (a door, a windowframe, etc.) Effect: The designated area is imbued with the ability to detect evil. If evil approaches with 10' a voice whispers in the cleric's ear, "Something wicked this way comes." It is audible up to 120' and lasts 10 minutes plus 1 minutes per cleric's level.

Name: KORGEN'S CLOUD OF KINDNESS Level: 2nd Mana Cost: 2.5 plus .5 per minute used Range: 60' plus 10' per level over level needed for use Area Affected: 45' diameter clous of Golden Mist Effect: Indentical to the Rosy Mist of Reason.

Name: TRANSFER CURSE (or "Not Me, God, Him!") Level: 3rd Mana Cost: 5 Range: 10' Area Affected: Varys Effect: The cleric designates a "proxy curse receiver" and when he (and only he) reads a scroll or touches an item that may be cursed, if it is, the curse affects the proxy not the cleric! This is a tricky spell and should be used with caution and no threatening or evil intent lest fallen status be your goal.

CLERICS' SPELLS
(Cont'd)

Name: GATHERING THE SHEAVES Level: 4th Mana Cost: 8 Range: 360' around the cleric Area Affected: Any single slain victim Effect: All scattered remains, regardless of size, within the area are gathered up and reassembled into their former form. Vaporized parts (or the like) are gone, but actual pieces even down to molecular size are affected.

Name: WILAMON'S WALL Level: 5th Mana Cost: 65. plus 1 per melee turn's use Range: 60' Area Affected: Any single target Effect: A silver wall 3' high by 10' long appears in front of the target. No matter how fast it moves, the weall is faster and is always in front of the victim. It gets as wide and as tall as it needs to keep the target away from the cleric! It is impervious to all except the strongest giants, and must be concentrated upon 100% to be maintained.

Name: VISIONS OF HELL Level: 6th Mana Cost: 7.5 plus 1.5 per minute after the 1st Range: 120' Area Affected: Any single intelligent entity Effect: Save versus magik or see all of your deepest ID nightmares in living color and stereophonic sound. They can kill if they're believed in. Nasty.

Name: THE HEAVENLY FOG OF FORGETFULNESS Level: 7th Mana Cost: 9.5 per 10 minutes or fraction thereof Range: 120' Area Affected: 100' diameter plus 20' per level over level needed for use Effect: A bank of silver and gold streaked pearlescent fog. All inside save versus magik or suffer immediate 100% amnesia for as long as they are in the clous and 2-20 hours (roll) after leaving it. Save and be confused for 2-20 melee turns.

Name:AURA OF ANGELLIC FIRE Level: 8th Mana Cost: 15 plus 5 per melee turn after the 3rd Area Affected: Self only Effect: Golden translucent flames cover the cleric. All undead who touch it must save versus disruption (save is still 4-24 damage). All others take 2-20 damage. It acts as a double bless on the cleric and absorbs life drains equal in number to the cleric's own level. Usable but once per day.

Name: RHYTON'S RELEASE Level: 9th Mana Cost: 12.5 Range: 240' Area Affected: 60' diameter plus 10' per level over leved needed for use Effect: A "trigger" spell that causes all magik in the area to "fire". That means wands, staves, rings, and the like shoot off at least one charge no matter where they are in the area. This one's fun!

Name: SPELL OF THE HORNS OF JOSHUA (or "The Jericho Spell") Level: 10th Mana Cost: 20 Range: 240' per level over level needed for use Area Affected: 180' diameter plus 20' per level over level needed for use Effect: A "double" earthquake. Building collapse, the ground splits, all in the area take 4-48 points damage and have a 25% chance of falling in one of the crevasses and being crushed to death, buried and gone. It lasts 1 melee turn, plus 1 per level over level needed for use.

Name: THE ASKALONIAN AVERT SPELL (or "Go Away Stupid!") Level: 20th Mana Cost: 50 Range: 60' Area Affected: Any single entity Effect: Those who are cursed by fell spells like the "Curse of Tindalos" can have the curse averted away from them if a 75% chance die roll is made. It can be used retroactively one hour per level over level needed to use. It may be tried but once per curse. If the avert is successful, it is sent back to the one who originated the curse!

Hargraves' New Magikal Spells (Wonderous Webs of Power)
(Continued)

Color of The Web	Name of Spell	Duration In Minutes	Level of Spell	Manna Point Cost	Range in Feet	Effects of Spell
As For Green Slime	Spell of the Web That Eats Men	1	4th	5	60'	A 10' diameter web of green slime. It attacks at 1 die per turn, then 2, then 4, etc. It is just like green slime in defense. It holds all up to 10 dice.
Shimmering Silver, Translucent Lines of Force	Kaid's Web of the Wonderous Star Spyder (CP)(C)(F)(P)(D)(L)	1/2	10th	13.5	30'	A 20' diameter energy web. It shrinks 4' per melee turn to a point, then blinks out. Those entangled are dimension ported to Another Universe. Holds all up to 20 dice.
Pale, Luminous (Translucent) Red with Tiny Flames All Over	Werthal's Web of the Fire Spyder (F)(CP)	2	3rd	4.5	60'	All entangled take 1-6 fire points per turn. It holds all up to 10 dice in size and cannot be put out, only dispelled. 10' diameter.
Bright Yellow	Spiraad's Spell of the Web of Pain (CP)(A)	2	3rd	3.5	60'	An acid exuding 10' diameter web that does 1-6 points acid damage per melee turn. It holds all up to 10 dice.
Whistling, Glowing Blue Web On Fire With Blue Flames	Palazaand's Witch Fire Web (CP)(F)	2	4th	5.5	60'	30' diameter web that holds all up to 12 dice, paralyzes them (or slows), and burns them at 1-6 points per melee turn! It screams/roars!

UD = Until Dispelled

(F) = Fire; (C) - Cold; (A) = Acid; (D) = Disintegrate; (CP) = Chop; (L) = Lightning -- 100% PROOF.

RUNE WEAVERS' MAGIK

Hargraves' New Magikal Spells (Wonderous Webs of Power)

Color of The Web	Name of Spell	Duration In Minutes	Level of Spell	Manna Point Cost	Range in Feet	Effects of Spell
Frosty White	Spell of the North Wind Spyder (C)(CP)	2	3rd	4.5	60'	Those entangled take 1-6 pts cold damage each melee turn until frozen solid. It holds all up to 10 dice in size. 10' diameter web.
Glowing Purple	Waziran's Wonderous Web of Paralysis (CP)	5	3rd	4	60'	All entangles must save versus paralysis at -4 or be paralyzed. Holds all up to 10 dice. It can only be cut by magikal items. 10' diameter.
Flashing Metallic Blue	Rorgoe's Spell of the Lightning Spider(L)(CP)	2	3rd	4.5	60'	All entangled take 1-6 electrical shock pts each melee turn. Those who save are still stunned as long as it functions. Holds up to 10 dice. 10' diameter.
Mottled Grey Green	Argoth's Spell of the Spider Golem (CP)(A)	5	6th	7.5	75'	All entangled are stoned for the duration of the web (they roll to see if they survive when it's gone). Even if save is made they're slowed. It holds all up to 15 dice. 10' diameter.
Pale, Sparkling Metallic Gold	Skylar's Web of Wonderous Entrapment (CP)	1	4th	4.5	90'	All entangled have 10% of their strength drained (for 1 hour) each melee turn. It will hold all up to 12 dice plus the dice of the strength drained. 30' diameter.
Smokey Translucent Black	Web of the Hell Spyder (CP)(F)(C)(L)	3	8th	10	90'	All entangled have one life level sucked out (permanently) every melee turn. It holds all up to 16 dice plus one die per level sucked out. 20' diameter.
Shiny Mother-of-Pearl	Moira's Spell of Shrinking Beauty	3	7th	8.5	75'	The web is 30' diameter and contracts 3' per melee round to a final diameter of 18". All inside are polymorphed smaller and smaller as it gets smaller (permanent). It dissipates leaving victim(s) 18" tall

NEW MAGIKAL TREASURES

Item: WITCH FIRE WAND Value: 3,500 G.S. plus 100 G.S. per charge Charges: 1 to 100 Looks: Shiny black 18" long wand with a glowing golf-ball-sized blue sapphire tip Range: 60'-90' Effects: A brilliant 6" wide whistling blue flame that spirals out to form a cone 15' across its far end. All hit take 3-24 fire damage and are paralyzed (except elves, who are stunned). It can be "started" up to 30' from the tip of the wand.

Item: RING OF NIGHT Value: 3,500 G.S. Looks: cool black onyx Effect: The wearer is 100% invisible in shadow or at night.

Item: WIND STAFF (or Staff of the Four Winds) Value: 50,000 G.S. plus 100 G.S. per charge Charges: 20 each of flight (36"/turn), poison gas (60' cloud of 4-48 damage), walk on water, breathe under water, conjure an air elemental, invisibility (for self), wind (a wind strong enough to blow gas or smoke 30' per melee turn), cyclone (45' tall, 5' wide at base, 15' wide at top -- it moves under the cleric's direction up to 90' per turn, and all it hits takes 3-36 points damage; all 4th level or smaller are bowled over; it lasts 6 melee turns), polymorph self to any aerial creature (for 1 hour), and lightning bolts (5' wode, 45' long, 8-48 damage). It can always be used to "strike" for 2-20 damage. Looks: 7' tall clear crystal staff.

Item: RING OF RAPID TRANSIT Value: 4.750 G.S. Looks: Dented, rusty ring of iron with the strange sigels "B.A.R.T." engraved on it Effect: The wearer can move 10 times as fast as normal (not dexterity) for 1 minute times his level, then must rest 3 minutes per each one moved.

Item: MISTY BOOTS OF SILENT SPEED Value: 50,000 G.S. Looks: Boots of translucent grey-blue mist or fog that is ever-shifting and changing, yet always the same Effects: The wearer can move on any surface (even illusions!) at double speed. They exert absolutely no ground pressure. The wearer is also 100% silent.

Item: SHIELD OF DEFENSE Value: 5,000 G.S. Looks: Plain, round steel-rimmed teakwood shield with a pointed steel center boss Effects: If the user elects to defend only, it has a 95% chance of completely blocking any single physical attack from anything up to 10th level. Otherwise it acts as a +2 shield.

Item: GAUNTLET OF THE FENCING MASTER Value: 20,000 G.S. Looks: Fine leather glove with silver scaled back, emerald encrusted wristguard and red threaded/patterned palm. Effect: Key for use by thieves, assasins, traders, slavers, or bards only, it works for epees, rapiers, or foils only. Within these restrictions, the user acquires a +5 attack and get double his normal number of attacks each turn.

Item: STAFF OF THE DRUIDS Value: 25,000 G.S. Looks: A gnarled black oak staff, 6' to 8' tall, entwined with living vines and crowned by mistletoe. Effects: It can "strike" for 3-18, conjure enough food and water for 2 people per user level up to thrice daily, cure all disease and heal light wounds for all creatures, and can cause plants to grow extremely fast up to 10 times normal size.

Item: HELM OF WAR Value: 10,000 G.S. Looks: Plain, unadorned steel helm Effects: The wearer has a 35% chance (plus 2% per level) of knowing in advance an opponent's attack move, and may either automatically parry it or attack first regardless of who's fastest, etc. It also increases his strength, constitution, agility, and dexterity by +3. Everyone except mages or illusionists may wear it.

NEW MAGIKAL TREASURES

(Cont'd)

Item: HOLY (or Un-Holy) ROBES Value: 20,000 to 50,000 G.S. Looks: White and gold or black and silver cowled robes Effects: Its AC can be from 4 to 2, and it can give a +1 to 5 save versus magik, protect 100% versus fear, confusion, paralysis, and one other random thing (like fire or cold, etc.). It usually has one great ability, such as the power of flight or invisibility. Of course, only clerics or druids may wear them, all others being fatally poisoned if they put them on.

Item: SLAVERS' LASH (or Lash of Submission) Value: 15,000 G.S. Looks: 18' long, barbed, blood red whip of fire demon hide Effects: It strikes for 3-18 plus the wounds fester/rot at 1 pt/minute thereafter. All hit must save versus fear or surrender (each and every time they're hit).

Item: RING OF REMEMBERING Value: 15,000 G.S. Looks: Silver and gold intertwined leaves forming a ring Effects: The wearer, touching any object or person, goes into a trance and can then "see" and recite its history in general outline. It always works.

Item: HAWK HELM Value: 9,500 G.S. Looks: Silver helm shaped like a hawk's head Effects: The wearer has his vision tripled, gets infra vision and is 100% immune to fear or confusion.

Item: DOCTOR JOHN'S SALVE Value: 1,000 G.S. per dose Looks: Pale orange vaseline-looking salve Effects: Applied to heavy wounds, one dose heals 2-16 damage points.

Item: GOLDEN CENTAUR SALVE Value: 1,000 G.S. per dose Looks: Pale green gelatin-like salve Effects: As for "Dr. John's" but for healing animals or monsters.

Item: GOLDEN DROPS OF HEAVENLY ESSENCE Value: 100,000 G.S. per drop Looks: A pale, translucent golden liquid Effects: One drop will restore 100% any dead being, regardless of damage or how little of said being is left. It will cure any disease, insanity, or amnesia. In all cases there is only a 1% chance of failure. It is so rare only 21 drops have been seen in the last 1,200 years! Remember, there must be at least a particle left with which to work.

Item: BOOTS OF BANANA PEEL Value: Depends on being Looks: Exactly like boots of speed or flight or other "good" magikal boots Effects: They will perform just as the boots they look like perform until a monster appears; then they lock onto the wearer's legs and become zero co-efficient! The wearer slips, slides, falls and falls and falls!

Item: MIGHTY, MYSTICAL SILVER SLING SHOT OF SLAYING Value: 10,000 G.S. each Looks: Oval shot of gold-flecked silver Range: 120 yards Area Affected: Target only Effect: The shot are "set" to slay any single type of creature (say Red Dragons or Orcs). Those types hit must save versus magik or die. If they save they still take 4-24 points damage (regardless of size).

Item: RING OF RUTHLESSNESS Value: Depends on construction material Looks: Usually of a precious metal and valuable gem(s) Effect: The wearer becomes 100% amoral evil and utterly ruthless. If anyone even disagrees with him he will slay them instantly. The wearer also gets +3 to his strength, intelligence, dexterity, agility, and constitution, and +6 on his ego. He attacks at +4 like a berserker.

NEW MAGIKAL TREASURES

(Cont'd)

Item: JAVELIN OF DEVASTATION Value: 5,000 to 15,000 G.S. Looks: 5' long javelins of writhing, crackling black flame Range: 90' Effect: When thrown it becomes a 3' wide, 12' long bolt of black lightning. Depending on its power it attacks at +1 to +5 doing 4-24 to 8-48 electrical damage and blasting 1 to 3 life levels.

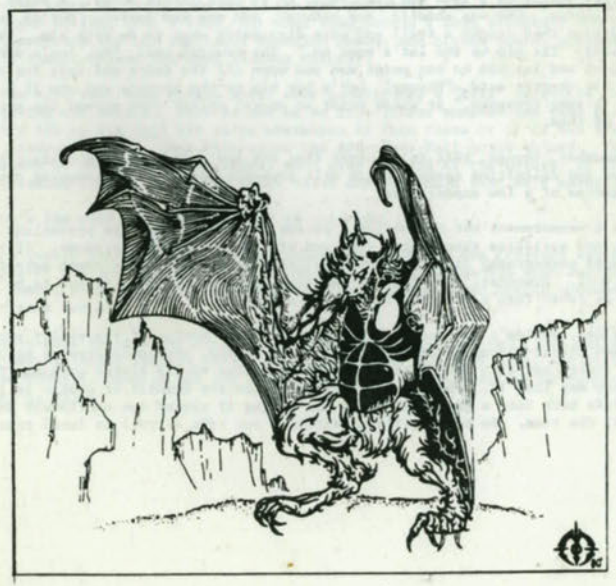
Item: OIL OF INSTANT IMMOLATION Value: 5,000 G.S. per vial Looks: Like quicksilver/mercury Effects: Spread it on anything, and 3 minutes after exposure to air it bursts into super hot flames that do 6-60 fire damage and cover 3 square feet per vial. It burns 1-3 melee turns (roll) and will melt 1" thick steel per vial used.

Item: OIL OF INSTANT IMMOBILITY Value: 5,000 G.S. per vial Looks: Like golden quicksilver Effects: Spread it on anything and 3 minutes after exposure to air it hardens into a steel-hard metal (immobilizing all movement) shell that only the strongest giants can break. One vial covers 3 square feet

Item: OIL OF INSTANT OBEDIENCE Value: 5,000 G.S. per vial Looks: Like metallic green quicksilver Effects: Spread it on any object and 3 minutes after exposure to air the object thus coated will "dance to your tune"! Chairs, rocks, people, all move as you command! No save and for 1 hour. One vial covers 3 square feet.

Item: WHIMSEY WINE Value: Varies wildly Looks: Like ordinary wine Effects: When drunk anything can happen. The user might become hasted, or turn blue! The dungeon master should have a "whimsey chart" with 20 or more things that can happen, and roll on it.

Item: DOOM FIRE WAND Value: 5,000 G.S. plus 100 G.S. per charge Charges: 1-100 Looks: A smokey grey crystal wand 18" long Range: 60' (5' wide cone) Effect: The green fire does 6 dice damage plus causes fear. Saving rolls versus both are required.



BOOGIE MAN

NOTES ON ALIGNMENT AND PLAYABILTIY

For whatever reason, many people also are afraid to use Chaotic characters in a game. This was almost too silly to think about, or so I thought until I saw so many people who never used anything but lawful types.

Investigating, I found the most frequently given reason to be this: The old rule about what percent of the treasures were what alignment. Well, the simplist way to fix that was to make the treasures 30% lawful, 30% neutral, 30% chaotic, and 10% amoral and/or unaligned. Still I saw people literally afraid to venture on an expedition with a chaotic party. So here for all of those people is a little "reality" concerning alignments:

Law does not mean good and chaos does not mean bad, and neutral certainly does not mean deliberately inbetween.

Law is a state of mind that has many meanings to many people, the only sure meaning being that it is order. That is to say, those that are lawful, adhere to a set of rules and regulations that are generally (but not always) laid down by a seat of power, either political or religious. And as it is to the benefit of that power for there to be peace, order and servitude among those whom they oversee, those rules generally prohibit murder, mayhem, rape, arson, mugging and the like. And in fact, those laws usually try to maintain equanamity among the people, either by strict equality for all as in socialist Sweden here on earth, or by strict class distinction as in feudal England, also here on earth. One must also remember that in Nazi Germany there were strict laws and that the German people as a whole were what you had to call lawful, so too were the inquisitors of the holy Roman church during the reign of terror in Europe in the 16th century. So when you use a "lawful" character in the future think about just what that means and in what context as far as the game is concerned.

By simple reversal we then see that chaos is merely lack of order, and as such is not inherently bad. Imagine a truly democratic society, and you have the archtypical chaotics. And as for neutrals, well they have some rules but not a lot, and are open to suggestion and equitable to change. They adapt to all situations.

But if you insist on a hard and fast rule, go by this little story: A party of three went into a dungeon. One was chaotic, one neutral, and one was lawful. During the course of the expedition they caught a troll and were discussing what to do with him. The lawful guy said, "Tie him up and let's move on." The neutral said, "No, let's put a rope around his neck and let him be our point man and open all the doors and test for all the traps," and the chaotic said, "Phooey! Let's put him to the torture and see if he knows where there is some treasure," at which point an amoral spider came around the corner and ate all of them.

Just remember, though, that it is never that cut and dried, as each character will have limiting and delimiting factors which will probably change with dismaying rapidity during the course of a few expeditions.

Evil is a measurement not of how bad a person is, but of what the prevailing society says is bad, and societies change with time and with geographical distances. If your government says pornography is evil and you believe in what your government says then to you that is evil. Remember, too, that at one time it was evil for a person to be a Christian. At least that's what the Romans believed.

And besides, wouldn't you really like to go on a run where, if you really get tired of that turkey cleric bad mouthing your goosing the amazon, you could step up behind him and pop his lights out with your family heirloom, genuine nickle plated warhammer? Try it, who knows, you may like it. The use of characters that are chaotic or exotic is just another way to put life back into a game that could get boring if played too cautiously and similarly all the time. So be a little adventurous and take a troll to lunch today!

GENERAL NOTES ON MONSTERS, COMBAT AND THE LIKE

The question has often been raised as to what can hit a mythological or magical monster and what cannot. Herewith is how it is done in Arduin: Magic weapons can hit anything as can technological energy weapons (pistols, etc. cannot his undead types), and silver weapons (or bullets) can hit all undead types. Normal swords and the like will have virtually no effect on animated metal or stone monsters because of the fact that they are usually magically animated anyway and because it is just simply too hard for swords to do more than chip stone or scratch metal. Also, fireballs and liekstuff won't do more than warm a stone golem up, even though it is magic fire, but if the mage is smart enough to hit that golem with a fireball one turn and a blast of cold the next, the expansion/contraction will be equal to both of the hit dice of the blasts and the damn thing will probably shatter! And I would suggest that the mage duck, because the fragmentation effect in a confined space would do an eight inch artillery shell justice!

All mythological/magical creatures can always hit all other creatures, regardless of the fact that the intended target can go gaseous, ethereal or whatever (and they can always see each other). Whereas normal creatures cannot even scratch anything other than other normal types. Yes, that does mean that a 20 dice giant spider (of normal mutational birth) cannot even touch the 3 dice ghoul that is slowly picking it apart with his junior woodchuck pocket knife. However, that little ghoul can be shoved aside by superior strength, webbed and the like by that big spider, or better yet outrun.

Also, undead (not including zombies or skeletons) can always see invisible objects simply because they live a little on this plane and the ethereal plane at the same time. So don't figure on hiding from the vampire that way or you may find yourself an unwilling blood doner!

Another point that has come up, that needs clarification: YES! an invisible person in a thick fog or mist or rain or even smoke cloud will be visible by his outline. No exceptions to this rule should ever be allowed, because it is simply physics.

Another sore point with some players/umpires is the use of potions and other things that make the body perform unnaturally. The answer is simple, for if a person is hasted and moving at double his normal speed, then his body is working twice as hard, aging twice as fast, tiring twice as fast, and, well, you get the point. If a person has swallowed a giant strength potion, that's fine, but that same person's bone structure has not changed to compensate for the increased muscular power, and broken bones, weapons and the like will result unless the user is damn careful.

There has also been some debate about what constitutes a "kill" in battle for the purpose of giving out points. Here is how we do it: If the monster has been killed, hurt to within 10% of its full hit value whereupon it then flees or if it has been immediately teleported away, then that earns the defenders full point values. If the monster takes up to 80% damage then flees, then give out 75% of the points, up to a 50% damaged and fleeing monster earns 40% point value and less than that only earns 10%.

Here are a few odds and ends that are of interest:

1. If a cleric fails to turn away an undead creature, he can try once again by channeling all of his strength into his wisdom, but it will leave him weak and unable to fight for a number of melee turns equal to his strength, so it had better succeed that time or it is curtains for him!

2. Undead will be repelled only by the signs and signels of their own religion, so don't try to turn away a jewish vampire with a cross of gold or the such like, and by the same token, moslem vampires need to see the actual name of Allah in order to be turned away, and so on and so forth.

NOTES ON COMBAT (con't)

3. Remember, that vampires in classical history do not like full sunlight, but can generally survive short exposures to it, and have no need to sleep during the day and could wander far and wide if they use a closed coach or some such contrivance to keep the direct light away from themselves.

4. Beasts that stone people can themselves only be stoned by those of their own kind.

5. Symbols that are of magical import, must either be seen or if invisible, touched to be effective. This holds true for pentagrams of power, magic circles and the like.

6. All fireballs and other offensive area effect weapons, have their damage points divided among all of those that are caught inside its limits. That means that if there are 4 people caught in a 6 dice fireball that does 20 points damage on the dice roll, then each of the four takes 5 points damage if they fail their saving throw, and 3 points 2-1/2 rounded up) if they make their save, NOT 20 point each!!!

7. All melees are fought as outlined in other sections, but remember that monsters move after the players have moved their pieces, so that unless the piece that the monster moves behind was in actual combat with that monster the turn before, it must make an emergency turn to try to face its new opponant (and must make its agility roll). Those that were in combat with it have the ability to maintain a proper facing with it as it is their opponant.

8. All monsters have the option of who their opponant will be and may break off combat at will. If they are unintelligent, then roll a twelve sided die at the end of each melee turn with the following results: roll of 9-12 means maintain present opponant even if deceased; roll of 5-8 means go to a new target (roll an eight sided dice to see in which direction it will go); and a roll of 2-4 means pull out of melee for one turn to get its bearings. A roll of 1 indicates retreat.

Fantasy gaming has a tendency to bog down during the "combat" phase of the play. The following notes and tables have been built after much play testing and observation of "real" combat as practiced by the Society for Creative Anachronism, Inc. (which I might add is as close as one will ever come to the real thing, this side of a time machine).

Generally speaking combat takes place in a series of "melee turns," these turns being six seconds in duration and ten of which constitute one regular movement turn. However, instead of only one tenth of the movement of one movement turn being the distance moved in a melee round, the full distance is moved in one tenth the time. This is because all normal movement turns are predicated on the characters moving at a very slow walk, searching diligently for traps and secret doors, whereas a melee turn is at full speed. So remember, one melee turns movement is one normal moves distance but at full speed.

Having play tested and watched "real" combat, I came to the conclusion that certain things should be incorporated into fantasy combat. Here they are:

Only two warriors may fight side by side in a ten foot space at full efficiency, or only one man with a two handed weapon. If two two-handed weapons or three regular weapons are wielded within that space, then -2 is taken off the die rolls of those warriors. Although it is nearly physically impossible to get three three-handed weapons into use in such a narrow way, four normal weapons may be wielded, but at -4 on the attack, unless the weapons used (all of them) are spears, for they may be wielded phalanx fashion. Carrying that one step farther, if there are three spearmen with shields fighting together in that ten-foot wide corridor, then add plus 2 to all of their defenses, and if there are four of them, add plus 4 to their defenses.

Speaking of spears and other long weapons, the longest weapon in any melee will always

NOTES ON COMBAT (con't)

strike first regardless of opposing dexterities. On the other hand, because of the unwieldliness of spears, etc. in close combat, after the initial combat, the spearman will lose -2 off of his attack if his opponent steps into him and forces him to shorten up on his shaft, unless, of course, the spearman is in one of the aforementioned phalanxs. Shields play a real role in combat, one which most fantasy rules fail to explore fully. So here are my ideas on shield use in combat.

On any melee turn, a warrior with a shield may elect to strike with it instead of with his weapon. Because the striking area of the shield is so large, plus 4 is added to the attack. The shield will do 1 point of damage plus one additional point for every point over 15 of the warrior's strength, and in any case will cause a "push back," of any similar sized opponent, and has a 2% chance per experience level of knocking him down.

Shields cover the front of the warrior and the side on which it is carried, but the side with the weapon is uncovered and does not count the shield in its armour class adjudication, unless a facing movement is made by the warrior to cover that side, before combat.

Also, when attacking diagonally across one's shielded side takes -1 off the attack, as the arm has to travel in an armour restricted direction, and over an obstruction (the shield).

Based on the level of difference between the defender and the attacker, there is a fifteen percent chance per level difference that the attacker will manage to get past the shield in his attack, so that it cannot be counted in the defender's armour class. Those of equal level always have a five percent chance of getting past an opponent's shield, and of course those of a lesser level than those they attack, have no chance to do so. Enough on shields. Here are a few more ideas on combat in general.

In movement and combat, the more armour one wears, the more restricted one is. Armour class 2 or 3 takes three off dexterity and agility, 4 and 5 takes 2 off, and 6 and 7 take 1 off each. These penalties are always substracted before combat.

In combat it is the person with the fastest dexterity that attacks first if the weaponry is close to equal. It is also possible to get more than one attack in a melee turn, but it also depends on the superior speed or dexterity. For example, an orc has a dexterity of seven and he faces an elf with a dexterity of seventeen. The elf attacks first at 17, and ordinarily the orc would attack next at 7, but because the elf is more than twice as fast, his second attack comes in at 8-1/2 (half of his dexterity of 17), so in effect he attacks twice before the poor orc can even attack once. Another example, an amazon sith a dexterity of eighteen and carrying a rapier engages a pirate carrying spear with a dexterity of nine. The pirate by virtue of having a longer weapon will attack first, but the amazon by virtue of a faster dexterity can elect to parry instead of using her "first" attack, and then counter-attack with her "second" attack. You will note the pattern of these combats. If a person has at least twice the dexterity of his opponent, then he will get two or more attacks depending on the actual dexterity. It is even possible to get three or more attacks in a turn if you are that much faster than your opponent. The timing of those attacks is ascertained by dividing the number of attacks into the dexterity (opponent's dexterity is six, your is eighteen, so you get three attacks, divide three into eighteen and you get six, therefore your attacks will come in every six dexterity points or at eighteen, twelve, and at six, at which point the enemy attack comes in).

You will also note that a superior dexterity can always elect to parry instead of instead of attack, and to adjudicate if you were successful or not just roll your normal attack roll and if a "hit" is indicated, you successfully parried the attack. In the case of fangs and claws instead of weapons, here is how it works. A dragon normally gets two

NOTES ON COMBAT (con't)

claws and a bite (or breath) each melee turn, so his attack is already broken up into three phases by the simple virtue of having two separate claws and a head. So if his dexterity is ten and yours is fifteen, you attack first and there is no worry, but if his dexterity is sixteen let's say, and yours is only eight, then his first claw strikes at sixteen, his second at around eleven, then your attack goes in at eight, and his bite follows at about five or so. The pattern will hold for all monsters regardless of the number of appendages they use in combat. Just divide that number into their dexterity and you have the pattern of their attack.

Also a shield can be used to block a specific attack much in the same way you parry against a weapon. If your dexterity is faster, and you do not want to risk the cockatrice hitting you, you roll your normal attack, plus 4 because of the size of the shield, and if you hit you blocked the attack. But remember this is in lieu of your normal attack.

One further note, full elves only have the option each and every melee turn of moving and then attacking, attacking twice (regardless of dexterity differences), or of moving twice (100% of his normal move each time). So as you see an elf could move his normal movement turn, then decide that his opponent might just eat him and so elect to "keep on trucking" and move again, thus covering twice the distance as his non-elf friends. One of the real problems of melees is that there is always one turkey that hollers "I'm firing my crossbow" at such and such, totally ignoring the fact that nine of his friends are in the way. Well here is how we discourage such idiocy: for every person or enemy in a given ten foot area that the dummy fires into, there is a 25% chance of hitting the wrong target. Roll that percent first, then determine (random roll excluding the intended target), who he actually hit. After he has killed off a few of his friends, the turkey will normally get the message.

A factor in any melee is the combatant's ability to force his opponent back so that he may trip over some obstruction (his dead friend for example), or fall down some stairs, etc. Therefore, consider any attack that is one less than is needed to hit as a push back, amounting to three feet.

MOVEMENT OF MEN AND MONSTERS

One of the big drawbacks of the most often used system of movement is its inaccuracy. If you take their listed movements as true speeds, you will find that dragons flying at 24" per turn are flying at about .56 mph! This figure is arrived at by taking the fact that if your dunegon is drawn on ten squares to the inch graph paper, and that each square represents 10', then you have a movement of 240' per turn as listed in their books. The first problem is that they never tell you if they mean one of their 10 minutes or one of their 5 minute turns, both of which tye use in their game. But taking the 5 minute move as a base (which amkes that 24" per turn twice as fast than if we used the 10 minute move), we simply divide 240' by 5 and come up with 49' moved every minute. Therefore multiplying that figure by 60 minutes we come up with 2940' per hour! And that's .56 mph by any arithmetic. So how fast is the poor man moving at 6" per turn? .14 mph that's how fast! It is now obvious that a new system is needed to compute realistic movement in our fantasy game.

The simple way is to make each movement turn only one minute long thus that dragon now moves at 240' per minute or (60 minutes times 240') at 14400' feet per hour. Now that only comes out to 2.74 mph which is not really fast. So once again we will have to upgrade the speed and say as a rule that the listed moves are actually five times those listed. That will give our friendly dragon a speed of 13.70mph in steady level flight, and taking the listed speed of 6" per turn for men, that works out to 3.43mph or almost exactly how fast a man does walk. So using all of the preceeding information, we find that a man will move 300' per minute if he walks at a fast steady pace. This will be reduced if he is wearing armour at the following rates: Armour class 8 reduces

MOVEMENT OF MEN AND MONSTERS (con't)

it 15%, AC 7 a further 10%, AC 6 another 5%, AC 5 another 10%, AC 4 another 5%, AC 3 a full 20%, and AC 2 another 5%. So a man wearing full plate armour with a shield (AC 2) could only move at 40% of normal speed or 120 per turn. These speeds are further reduced if you are tapping the floor, ceiling, etc. as you go along, so that fully armoured men would only cover 60' a minute if he did that. You can adjudicate your own partys depending on the heaviest armour class in your group using this system.

Another factor is that in combat a person's (or monster's) body is running pumped full of adrenalin or its equivalent. To take that into account, just assume that all men or humanoid types can operate at five times normal speed (combat speed) for ten full melee turns, at two thirds that for another ten full melee turns and then at normal full speed for an additional ten full melee turns, thereafter losing 10% efficiency each and every melee turn until he has to sit down and rest from exhaustion.

Monsters will fight at the same fast pace but based on a full, three quarter, one half, one quarter, then full normal pace and then loosing 15% per melee round thereafter.

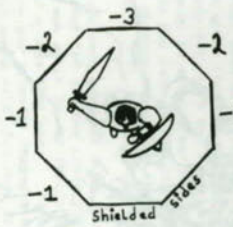
Now this means that the men in full armour can travel the full 120' each and every full melee turn, so long as he is operating at his peak adrenalin induced efficiency.

So how long is a melee turn you ask? They are six seconds each, ten to every one minute movement turn. That's very fast, but melees are just that rapid. Don't worry about people zipping out of sight during melees in dungeons, because I guarantee you that people neither think that fast during the game nor can they get turned around and past their slower comrades fast enough to get away. They'll have to fight in most cases or get gobbled up from the rear as they try to turn and split. And even if they do manage to get a running start just remember that all of the monsters are just as proportionately as fast as they are now, and can still run them down!

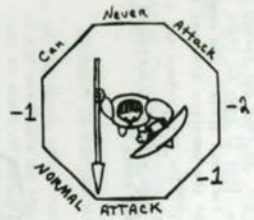
There will be further restrictions that will be illustrated on the page showing the hex grid system of movement and the facing costs.

STALKING VROAT

To compute falls, add the Character Agility and Dexterity, multiply by 3%, and then subtract the % shown below on the hex side of direction of impact. To determine if weapons, etc., are dropped, simply multiply the character's Dexterity y 5%, and that total subtracted from 100% give the percent chance on a die roll of 100% of not dropping said weapon, etc. In both cases, if the percentage of difference is not rolled, then the character falls or drops whatever he is carrying (roll for each item carried, if more than one is being carried). In both bases, a six-sided die is rolled to ascertain the number of melee turns it then takes for the character to get up, or retrieve the dropped item.

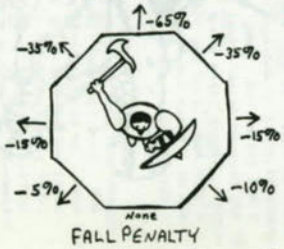


DEFENSE CAPABILITY



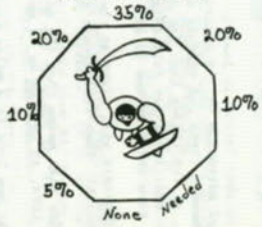
ATTACK CAPABILITY

MOVEMENT COST IN FEET FOR TURNING



FALL PENALTY FOR AGILITY ROLLS

VISUAL SIGHTING CAPABILITY



EMERGENCY TURN (Chance of fall)

ARMOUR CLASS

WEAPON	cl 9	cl 8	cl 7	cl 6	cl 5	cl 4	cl 3	cl 2	2+1/+2	2+3/+4	2+5/+6	2+7/up
two-handed sword	-2	-1	0	0	+1	+2	+3	+2	+1	0	-1	-2
hand & a half	+2	+2	+1	+1	0	0	0	-1	-2	-3	-4	-5
broadsword	+2	+1	0	0	0	0	-1	-2	-2	-3	-3	-4
shortsword	+3	+3	+2	+2	+1	0	-2	-3	-5	-7	-9	-10
rapier	+5	+4	+3	+2	+1	0	-2	-4	-6	-8	-10	-12
scimitar/cutlass/sabre	+4	+3	+2	+1	0	-1	-2	-4	-6	-6	-8	-10
knife/dagger	+3	+2	+1	+1	0	-1	-2	-3	-5	-7	-9	-11
two-handed battle axe	-2	-1	0	0	+1	+2	+3	+2	+1	0	-1	-2
battle axe	-1	0	+1	+2	+3	+2	+1	0	-1	-2	-3	-4
tomahawk/hand axe	+1	+1	+2	+2	+1	0	-1	-2	-3	-4	-5	-6
maul	-3	-2	-1	0	+1	+2	+3	+2	+1	0	-1	-2
mace	-4	-3	-2	0	+2	+3	+2	+1	0	-2	-4	-5
short flail	-3	-1	+1	+2	+3	+2	+1	0	-1	-2	-5	-8
two-headed flail	-4	-3	-2	-1	+1	+2	+3	+3	+2	+1	0	-1
two-handed war hammer	-3	-2	-1	0	+1	+2	+2	+1	0	-1	-2	-3
war hammer	-2	-1	-1	0	0	+1	+2	+2	+1	0	-2	-4
calvary or war pick	-3	-2	-1	0	+1	+2	+3	+2	+1	0	-3	-5
cudgel/club	+3	+2	+1	0	-1	-3	-5	-7	-9	-11	-12	-12
quarterstaff/stave	+6	+5	+4	+2	0	-2	-4	-4	-6	-8	-10	-12
mounted lance	0	+1	+3	+5	+6	+5	+4	+3	+2	+1	0	-1
spear*	+4	+5	+4	+3	+1	0	-1	-2	-3	-5	-7	-8
long spear/short pike*	+3	+4	+3	+2	+2	+1	0	-1	-2	-4	-6	-8
pike*	+2	+2	+3	+3	+2	+2	+1	0	-1	-3	-5	-7
halberd	0	+1	+2	+3	+4	+5	+4	+3	+2	+1	-1	-3
crowbar, shovel etc	+2	+1	0	-1	-2	-3	-4	-5	-6	-8	-10	-12
bullwhip	+8	+6	+3	+1	-1	-3	-5	-7	-9	-11	-12	-12
trident	+3	+4	+3	+2	0	0	0	-1	-2	-4	-6	-8
scythe	+6	+5	+4	+3	+1	-1	-3	-5	-5	-7	-7	-9
morningstar	-2	-1	+1	+2	+3	+3	+2	+1	0	-1	-3	-5
samurai sword	+8	+7	+6	+5	+3	+1	-1	-3	-5	-7	-9	-11
bare hand	+4	+2	0	-1	-3	-5	-8	-8	-12	-16	-20	-24

*NOTE: +2 FOR CHARGING WEAPON, NO BONUS FOR STANDING WEAPON

WEAPONS DAMAGE TABLE

*NOTE: IMPALEMENT DOUBLES DAMAGE.

WEAPON	SIZE OF ENEMY (in hit dice) ½ or less	up to 1+1	2 to 3	3+1 to 4	4+1 to 6	6+1 to 8	8+1 to 12	12+1 to 16	16+1 to 20	20+1 to 24	24+1 to 30	30+1 & up
two-handed sword	1-8	1-10	1-12	2-16	3-18	2-20	3-18	2-16	1-12	1-10	1-8	1-6
hand & a half	1-10	1-12	2-16	1-12	1-10	1-10	1-10	1-8	1-6	1-6	1-4	1-4
broadsword	1-6	1-8	1-10	1-12	1-10	1-8	1-8	1-6	1-6	1-4	1-4	1-2
shortsword	1-6	1-6	1-8	1-8	1-6	1-6	1-4	1-4	1-2	1-2	1	1
rapier*	1-6	1-8	1-10	1-8	1-6	1-5	1-4	1-3	1-2	1	1	1
scimitar/cutlass/sabre	1-6	1-6	1-8	1-10	1-12	1-10	1-8	1-6	1-4	1-2	1	1
knife/dagger	1-3	1-4	1-5	1-6	1-5	1-4	1-3	1-2	1	1	1	1
two-handed battle axe	1-8	1-10	1-12	2-16	3-18	2-20	4-24	2-16	1-12	1-10	1-8	1-6
battleaxe	1-6	1-8	1-10	1-12	1-12	1-10	1-8	1-8	1-6	1-6	1-4	1-3
tomahawk/hand axe	1-8	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1
maul	1-6	1-8	1-10	1-12	2-16	3-18	2-20	3-18	2-16	1-12	1-10	1-8
mace	1-8	1-8	1-10	1-10	1-8	1-8	1-6	1-6	1-4	1-3	1-2	1-2
short flail	1-10	1-10	1-12	1-12	1-10	1-10	1-8	1-8	1-6	1-5	1-4	1-3
two-handed flail	1-8	1-10	1-12	2-16	3-18	2-20	4-24	2-20	3-18	2-16	1-12	1-10
two-handed war hammer	1-4	1-6	1-8	1-12	1-12	2-16	3-18	2-20	3-18	2-16	1-12	1-10
warhammer	1-6	1-8	1-8	1-8	1-6	1-6	1-6	1-4	1-4	1-4	1-3	1-2
calvary or war pick	1-2	1-3	1-4	1-5	1-6	1-8	1-6	1-5	1-4	1-3	1-2	1
cudgel/club	1-3	1-4	1-5	1-6	1-4	1-2	1-2	1	1	1	1	1
quarterstaff/stave	1-4	1-5	1-6	1-8	1-6	1-4	1-3	1-2	1	1	1	1
mounted lance*	1-4	1-5	1-6	1-8	1-10	1-12	2-16	3-18	2-20	4-24	3-30	4-24
spear*	1-6	1-6	1-8	1-8	1-10	1-12	1-10	1-8	1-6	1-5	1-4	1-3
long spear/short pike*	1-5	1-6	1-6	1-8	1-8	1-10	1-12	1-10	1-8	1-6	1-5	1-4
pike*	1-4	1-5	1-6	1-8	1-10	1-12	2-16	2-16	2-16	1-12	1-12	1-12
halberd	1-6	1-8	1-10	1-12	2-16	3-18	2-20	4-24	2-20	3-18	2-16	1-12
crowbar, shovel, etc	1-4	1-5	1-6	1-8	1-6	1-5	1-4	1-3	1-2	1	1	1
bullwhip	1-8	1-10	1-12	2-16	3-18	2-16	1-12	1-10	1-8	1-6	1-4	1-2
trident*	1-6	1-8	1-10	1-12	2-16	1-12	1-12	1-10	1-10	1-8	1-6	1-4
long scythe	1-8	1-10	1-12	2-16	3-18	2-16	1-12	1-8	1-6	1-5	1-4	1-3
morningstar	1-8	1-10	1-12	1-12	2-16	1-12	1-12	1-10	1-8	1-6	1-5	1-4
samurai sword	1-5	1-6	1-8	1-10	1-12	1-12	1-10	1-8	1-6	1-5	1-4	1-3
bare hand	1-2	1-3	1-4	1-4	1-3	1-2	1	1	½	0	0	0

MISSILE WEAPONS ATTACK CHART

WEAPON	ARMOUR CLASS class 9	class 8	class 7	class 6	class 5	class 4	class 3	class 2	2+1/+2	2+3/+4	2+5/+6	2+7/up
heavy crossbow	-1	0	+1	+2	+3	+3	+2	+1	0	-1	-2	-3
light crossbow	0	+1	+2	+3	+2	+1	0	-1	-2	-3	-3	-4
composite bow	+2	+2	+3	+3	+2	+2	+1	0	-1	-2	-3	-4
short bow	+1	+2	+2	+1	0	0	-1	-2	-3	-4	-5	-5
long bow	0	+1	+2	+3	+2	+2	+1	+1	0	-1	-2	-3
sling	+3	+2	+1	+1	0	0	-1	-2	-3	-4	-5	-6
staff sling	+1	+2	+3	+4	+3	+2	+1	0	-1	-2	-3	-4
thrown dart	0	+1	+2	+1	0	0	-1	-2	-3	-4	-5	-6
light javelin	+2	+1	0	0	0	-1	-2	-3	-4	-5	-6	-7
heavy javelin	-1	0	+1	+2	+3	+2	+2	+1	0	-1	-2	-3
light dart engine	-1	0	0	+1	+1	+2	+3	+2	+1	0	-1	-2
medium dart engine	-2	-1	0	0	+1	+2	+2	+3	+3	+2	+1	0
heavy dart engine	-1	0	+1	+2	+3	+4	+5	+5	+4	+3	+2	+1
light stone thrower	0	+1	+2	+2	+1	+1	0	0	0	-1	-1	-2
medium stone thrower	-3	-2	-1	0	0	0	+1	+1	+1	+1	+2	+2
heavy stone thrower	-2	-1	0	+1	+1	+2	+2	+2	+2	+2	+2	+3
thrown spear	-2	-1	0	+1	+2	+1	0	-1	-2	-3	-4	-5
tomahawk	+3	+2	+1	+1	0	-1	-2	-3	-4	-5	-6	-7
heavy throwing axe	-2	-1	0	0	+1	+2	+2	+1	0	-1	-2	-3
proper throwing knife	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
thrown knife or dagger	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
bolo	-1	0	+1	+2	+3	+4	+3	+2	+1	0	-1	-2
hand-thrown rock	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
thrown club	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
shiruken	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
blow gun dart	+6	+5	+3	+1	-1	-3	-5	-7	-9	-10	-11	-12
chakra	+5	+4	+3	+3	+2	+1	-1	-3	-5	-7	-9	-10

NOTE: MISSILE WEAPONS GET A 3% perLEVEL OF HITTING SPECIFIC AREAS AIMED AT.

MISSLES DAMAGE TABLE

WEAPON	HIT DICE OF TARGET											
	½ or less	up to 1+1	2 to 3	3+1 to 4	4+1 to 6	6+1 to 8	8+1 to 12	12+1 to 16	16+1 to 20	20+1 to 24	24+1 to 30	30+1 & up
heavy crossbow	1-8	1-10	1-10	1-12	2-16	1-12	1-12	1-10	1-10	1-8	1-8	1-6
light crossbow	1-8	1-10	1-10	1-12	1-12	1-10	1-8	1-8	1-6	1-6	1-6	1-5
composite bow	1-6	1-8	1-10	1-12	1-10	1-8	1-6	1-5	1-5	1-4	1-5	1-3
short bow	1-4	1-5	1-6	1-6	1-8	1-6	1-5	1-4	1-4	1-3	1-4	1-2
long bow	1-6	1-8	1-10	1-10	1-12	1-10	1-8	1-6	1-6	1-5	1-5	1-4
sling	1-4	1-6	1-6	1-8	1-5	1-4	1-3	1-3	1-2	1-2	1-1	1-1
staff sling	1-6	1-8	1-8	1-10	1-10	1-6	1-5	1-5	1-4	1-3	1-4	1-2
thrown dart	1-6	1-8	1-8	1-10	1-8	1-6	1-5	1-4	1-2	1-2	1	1
light javelin	1-4	1-6	1-6	1-8	1-8	1-6	1-6	1-5	1-4	1-3	1-2	1
heavy javelin	1-8	1-8	1-10	1-10	1-12	1-12	1-8	1-8	1-6	1-5	1-4	1-3
light dart engine	2-16	3-18	2-20	4-24	2-20	3-18	2-16	1-12	1-10	1-8	1-6	1-4
medium dart engine	1-10	1-12	2-16	3-18	2-20	4-24	2-20	2-16	1-12	1-10	1-8	1-6
heavy dart engine	1-12	2-16	4-24	3-30	6-36	3-30	4-24	2-20	2-16	1-12	1-10	1-8
light stone thrower	1-12	2-16	2-16	3-18	3-18	2-20	4-24	3-18	2-16	1-12	1-10	1-8
medium stone thrower	1-10	1-12	1-12	2-16	3-18	2-20	4-24	3-30	4-32	3-30	4-24	3-18
heavy stone thrower	1-8	1-10	1-10	1-12	2-16	1-20	4-24	4-32	3-36	4-48	3-36	4-24
thrown spear	1-6	1-6	1-8	1-8	1-10	1-8	1-8	1-6	1-5	1-4	1-3	1-2
tomahawk	1-8	1-8	1-6	1-6	1-5	1-5	1-4	1-4	1-3	1-2	1	1
heavy throwing axe	1-8	1-8	1-10	1-12	1-10	1-10	1-8	1-6	1-5	1-4	1-3	1-2
proper throwing knife	1-4	1-5	1-6	1-6	1-5	1-4	1-3	1-2	1	1	1	1
thrown knife or dagger	1-6	1-5	1-4	1-3	1-2	1-2	1	1	1	1	1	1
bolo	1-6	1-8	1-10	1-12	1-10	1-8	1-6	1-4	1-3	1-2	1	1
hand-thrown rock	1-2	1-3	1-4	1-3	1-2	1-2	1-2	1	1	1	1	1
thrown club	1-3	1-4	1-5	1-6	1-5	1-4	1-3	1-2	1	1	1	1
shiruken	1-6	1-5	1-4	1-3	1-2	1	1	1	1	1	1	1
blow gun dart	1-1	1	1	1	1	1	1	1	1	1	1	1
chakra	1-4	1-6	1-8	1-10	1-8	1-6	1-4	1-2	1-2	1-2	1	1

NOTE: +2 FOR CLOSE RANGE, +1 FOR MEDIUM RANGE, NO BONUS FOR LONG RANGE, AND -2 FOR MAXIMUM RANGE.

MAIN COMBAT TABLE

01-20 Die Roll Required to Hit, By Level

Armour Class	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-30	31+
2+7	-	-	-	-	20	19	18	17	16	15	14	13
2+6	-	-	-	20	19	18	17	16	15	14	13	12
2+5	-	-	20	19	18	17	16	15	14	13	12	11
2+4	-	20	19	18	17	16	15	14	13	12	11	10
2+3	20	19	18	17	16	15	14	13	12	11	10	9
2+2	19	18	17	16	15	14	13	12	11	10	9	8
2+1	18	17	16	15	14	13	12	11	10	9	8	7
2	17	16	15	14	13	12	11	10	9	8	7	6
3	16	15	14	13	12	11	10	9	8	7	6	5
4	15	14	13	12	11	10	9	8	7	6	5	4
5	14	13	12	11	10	9	8	7	6	5	4	3
6	13	12	11	10	9	8	7	6	5	4	3	ALL
7	12	11	10	9	8	7	6	5	4	3	These can	
8	11	10	9	8	7	6	5	4	3	only miss on a 5%		
9	10	9	8	7	6	5	4	3	chance (roll 1-100)			

ARMOUR DESCRIPTION

Armour Class	Description
2	Full plate armour with shield
3	Unshielded full plate armour or fully armed Greek Hoplites or late Roman Legionnaires with shields
4	Chain or scale mail with shield or early Roman Legionnaires with shield
5	Unshielded chain or scale mail or metal studded or strapped leather armour with shield
6	Leather armour with shield or metal strapped or studded leather armour unshielded
7	Unshielded leather armour or quilted/padded cloth armour with shield
8	Shield only or padded/quilted armour without shield
9	Unarmoured person

NOTES

If a person has chain mail and a magik +3 shield, his armour class would be 4+3, not adjusted up to 2+1. Also, for practical purposes, no armour class greater than 2+7 is allowed. Whenever a 20 is required to hit, it is not a critical hit. A 2nd roll can then try for one. Clerics and the like always use the column back from their real level and mages and magikal types use the column two columns back. They're just not as good.

CRITICAL HIT TABLE

DIE ROLL	HIT LOCATION	RESULTS	POINT DAMAGE
01-02:	Head, frontal	Brain penetrated, immediate death.	4-32
03-04:**	Neck, frontal	Voicebox ruined, total voice loss.	1-8
05-06:	Wrist	Hand severed, die in 1-8 minutes.	3-18
07-08:	Chest or back	Impalement, weapon is stuck there.	3-30
09-10:	Side (roll)	1-5 ribs borken (roll number and where).	1-3 per rib
11-15:	Leg (roll side)	Artery cut, die in 1-10 minutes(roll).	1-8
16-20:	Arm (roll, etc.)	As above, but die in 1-12 minutes.	1-6
21-25:**	Foot, rear.	Achilles tendon cut, fall immediately.	1-3
26-30:	Fingers	1-5 (roll) severed (roll side).	1-each
31-32:	Toes	As above.	3 per two
33-34:*1	Face	Eye ruined (roll side) or torn out.	1-6
35-36:*2	Forehead	Gashed, blood in eyes, can't see.	1-3
37-38:*3	Crotch/chest	Genitals/breasts torn off, shock.	3-18
39-40:*4	Head, side	Ear taken off, hearing loss.	1-3
41-42:*5	Buttocks	Buttock torn off, fall, shock.	4-16
43-44:	Head, general	Stunned, 1-10 melee turns. No fighting.	1-2
45-46:	As above	Stunned, 1-6 minutes. No fighting.	1-4
47-48:	As above	Minor concussion, 1-10 minutes as above.	1-6
49-50:*6	As above	Moderate concussion, unconscious.	1-8
51-55:*7	As above	Major skull fracture, unconscious.	1-10
56-60:	Neck, frontal	Throat cut, die in 1-3 melee turns.	1-8
61-65:	Arm, variable	Torn off (roll % loss) die 1-3 turns.	4-24
66-70:	Leg, as above	As above, fall, die in 1-3 melee turns.	4-48
71-75:	Chest	Heart pierced, die immediately.	1-10
76-80:*8	Back, lower	Spine ruined, varied results.	2-20
81-85:	Face	As for No. 33-34, but both eyes, blinded.	2-12
86-90:*9	Face	Nose ruined, -6 charisma, stunned	1-8
91-94:*A	Head, general	Nothing apparent. Later problems.	1-2
95:	Guts ripped out	20% chance of tangling feet, die 1-10 minutes	2-16
96:*B	Head, top.	Skull caved in, major brain damage.	2-12
97:*C	Chest (roll)	Lung punctured, internal damage.	1-12
98:	Neck	Head torn off, immediate death.	5-50
99:	See results.	Body split in twain, immediate death.	10-100
100:	Head	Entire head pulped and splattered over a wide area, irrevocable death insues.	Total

** - Indicates permanent damage as listed.
*1 - Unable to fight 1-10 melee turns (roll), loss is irrevocable.
*2 - Blood in eyes can't fight for 1-10 melee turns (roll).
*3 - Immediate shock induced coma, death in 1-4 minutes.
*4 - Permanent 50% hearing loss and -2 charisma.
*5 - Shock induced coma for 3-30 minutes, permanent -3 agility, 1/2 speed.
*6 - Actually unconcious for 1-6 melee turns, after revival, confused and groggy for 6-60 minutes.
*7 - Out for 2-20 minutes and amnesia for 2-24 hours afterward, 40% chance of it becoming permanent.
*8 - Roll six sided die with following results: 1=100% parralyzed; 2=left side ditto; 3=right side ditto; 4=waist up ditto; 5=waist down ditto and 6 means the damage was too severe, death in one minute.
*9 - Breathing problems, -2 constitution as applicable to endurance, and bad speech problems (1-12) months to learn to speak properly, etc.).
*A - Brain will hemmorhage in 1-10 days resulting in either (roll) death or total and permanent insanity, incoherence, etc.
*B - All mental faculties permanently halved, roll % of memory destroyed (starting at 50%), charisma reduced by 8.
*C - Permanent halving of strength, constitution and endurance.

HARGRAVE'S FUMBLE TABLE

DIE ROLL	IMMEDIATE EFFECTS	DAMAGE, IF ANY
01-05	glancing blow	one-half normal
06-10	weapon twists in hand(s)	one-quarter normal and lose next attack
11-15	weapons (both) tangled	both parties lose next attack, 25% chance to drop
16-20	weapons slips out of grip	lose attack, weapon retreival in 1-3 melee turns
21-25	weapon knocked from grasp	as above, but time is 1-6 melee turns
26-30	opponent grabs weapon/hand	(opponent may decline) attack cancelled
31-35	flexible weapon hits wrong target	normal damage to wrong target
36-40	flexible weapon entangles self	attack lost for 1-3 melee turns
41-49	hit yourself	one-half normal damage
50	normal weapon shatters	one-eighth normal damage
51-55	foot slips	roll on agility table or fall for 1-6 melee turns
56-60	bump ally	each makes agility roll or loses attack
61-65	bump an enemy	as above
66-70	full stumble	those in fall direction make agility roll or fall
71-75	off balance	make one-half of dexterity roll or no attack
76-80	take blow not meant for you	take three-quarters normal damage
81-85	twist ankle	lose first attack, and one half of agility/ 5 min.
86-90	hit wrong target	three-quarters normal damage
91-92	hit yourself	lose next attack and take on-half damage
93-94	magic weapon breaks	100% for +1, decreasing 25% per "plus."
95	as above but for +3 and below	100% for +3, etc., etc.
96-97	hit and stun nearest ally	one-half normal damage and stunned for 1-10 melee
98	critical hit nearest ally	just as it says
99	critical hit yourself	yep, you did it
100	roll three times on above table	accept all three roll results

These rolls are made when the attacking player rolls a double one on the dice, and all results are final and irrevocable.

This chart will put realism into the game like nothing you have ever seen, unless you have ever been to a society tourney and seen the novices clobbering everyone but those they're supposed to hit!

One suggestion, though, as "GOD," you can adjudicate according to level of character by giving the players with characters over say eighth level a lower percent of damage taken/given, and melee time lost. That however, is up to the individual "GOD."

BRAWL CHART

ATTACK	Duck Right	Duck Left Left	Go to one Knee	Forearm Block (R)	Forearm Block (L)	R. Side-Step	L. Side-Step	Jump Back 1-3 Feet	Step in to Opponant	Drop Flat to Ground	Front Crossarm Block	Turn Sideways, Left, or Right
R. Cross	0	1	0	½	0	½	1	½	¼	0	½	1
R. Straight(short)	¼	½	¼	1	0	½	1	0	1	0	½	1
R. Straight(long)	½	1	¼	½	½	1	½	¼	¼	0	¼	½
R. Uppercut	¼	1	2	1	0	½	1	0	2	2	1	½
R. Haymaker*	0	2	½	½	¼	¼	1	0	½	0	½	1
L. Cross	1	0	0	1	½	1	½	½	¼	0	½	1
L. Straight(short)	¼	0	½	0	1	1	½	0	1	0	½	1
L. Straight(long)	½	0	¼	½	½	½	1	¼	¼	0	¼	½
L. Uppercut	1	¼	2	0	1	1	½	0	2	2	1	½
L. Haymaker*	2	0	½	¼	½	1	¼	0	½	0	½	1
L. Low Kick	1	1	2	1	1	1	0	0	½	2	1	½
L. Med. Kick	1	1	1	1	1	1	0	0	¼	0	1	¼
L. High Kick	2	0	0	½	1	1	0	0	0	0	¼	0
R. Low Kick	1	1	2	1	1	0	1	0	½	2	1	½
R. Med. Kick	1	1	1	1	1	0	1	0	¼	0	1	¼
R. High Kick	0	2	0	1	½	0	1	0	0	0	¼	0
Flying Drop Kick(low)	1	1	2	1	1	0	0	¼	½	0	1	0
Flying Drop Kick(med.)	1	1	1	½	½	0	0	½	1	0	1	0
Flying Drop Kick(high)	½	½	0	1	1	0	0	1	2	0	½	0
2-hand overhand smash	½	½	1	¼	¼	¼	¼	0	2	0	¼	1
Forked Fingers to eyes	0	0	0	0	0	0	0	0	(a)	0	0	0
Double-ear clap	0	0	0	0	0	0	0	0	(b)	0	0	0
Hand Chop to Nose bridge	¼	¼	0	0	0	¼	¼	0	(c)	0	0	0
Grab	1	1	0	½	½	½	½	0	1	0	1	½

BRAWL CHART

KEY TO BRAWL CHART:

2 - Double Hit = 2-8 points (kick =2-12 pts) Temporary (Brawl Period) damage, plus 1 point per strength over 14; 20% chance permanent

1 - Full Hit = 1-4 points (kick = 1-6 pts) Temporary (Brawl Period) damage, plus 1 point per strength over 14; 10% chance permanent

½ - ½ Hit = 1-2 points (kick = 1-3 pts) as above, but 5% chance of permanence

¼ - ¼ Hit = 1 point (kick = 1-2 points) as above, with 1% chance of permanence

0 - Miss = No Damage

SEQUENCE OF PLAY FOR BRAWLING:

Each person secretly writes his move (faster Dexterity attacks first), then Umpire calls for 'brawl' and the orders are shown. There are at least two parts to each melee as the fastest attacks & slower defends, then slower attacks and faster defends. Remember, hits are cumulative and those who lose all points are unconscious.

NOTE: Use double normal Hit Points for Brawl Points

Remember, for every strength point over 12, add +1 attack and for every dexterity point over 12 add +1 to defense; also, for every Agility point over 12 add 5% chance of not faling when hit. Finally, double Dexterity means double attack!

All those who fall down are down 1-3 melee rounds

*Haymakers turn the body one full facing for the return blow, and facing cannot be changed until move turn.

(a) - Blinded 1-10 melee Turns

(b) - Stunned 1-10 melee

(c) - Double Full Hit, with 20% chance Kill

Missed Kicks are -30% on agility fall rolls and all kickers are -10% when receiving return hit

WERE-CREATURES COMBAT CHART

(ANIMAL) TYPE	HIT DICE RANGE	AC	NUMBER, TYPE & DAMAGE OF ATTACKS
Wolf	1+1 to 5+1	4	1 bite for 1-6 to 1-12 points
Bear	2+1 to 8+1	4	1 bite for 1-8 to 3-18, 1 claw for 1-4 to 1-6 or 1 hug (2-24)
Lion	2+1 to 7+1	3	1 bite for 1-8 to 3-18, 2 claws for 1-4 to 1-10 each
Tiger	2+1 to 7+1	2	1 bite for 1-8 to 3-18, 2 claws for 1-4 to 1-10 each
Leopard	1+1 to 4+1	4	1 bite for 1-6 to 1-12, 2 claws for 1-3 to 1-8 each
Panther	1+1 to 4+1	3	1 bite for 1-6 to 1-12, 2 claws for 1-3 to 1-8 each
Jaguar	1+1 to 5+1	4	1 bite for 1-6 to 1-12, 2 claws for 1-3 to 1-8 each
Boar	1+1 to 5+1	5	1 slashing butt for 1-6 to 1-12 & 1 trample for 1-3 to 1-8
Fox	½ to 3+1	7	1 bite for 1-2 to 1-6
Badger	1+1 to 5+1	6	1 bite for 1-2 to 1-10, 1 claw for 1-3 to 1-8
Weasel	½ to 4+1	5	1 bite for 1-2 to 1-8
Otter	1+1 to 5+1	5	1 bite for 1-4 to 1-10
Toad	½ to 5+1	6 to 4	1 bite for 1-2 to 1-10 (some are poisonious)
Serpent	1+1 to 5+1	5	Little damage but poison can be of any strength
Falcon	½ to 1+1	7	1 bite for 1-2 to 1-3, 2 claws for 1-3 to 1-4 each
Hawk	½ to 2+1	7	1 bite for 1-2 to 1-4, 2 claws for 1-3 to 1-6 each
Eagle	1+1 to 3+1	7	1 bite for 1-3 to 1-8, 2 claws for 1-3 to 1-8 each. Wing buffets 1 pt. each
Condor	2+1 to 4+1	7	1 bite for 1-4 to 1-10, 2 claws for 1-4 to 10 each. Wing buffets 2 pts. ea.
Owl	1+1 to 5+1	7	1 bite for 1-3 to 1-12, 2 claws for 1-3 to 1-12 each. Wing buffets 3 pts. ea.
Spider	½ to 8+1	7 to 6	1 bite, usually highly poisonious. Hunting spiders get 2 leg attacks.
Wasp	½ to 5+1	5	1 bite for 1 to 1-3, 1 sting usually highly poisonious
Dragon Fly	½ to 7+1	4	1 bite for 1 to 1-8
Centipede	1+1 to 5+1	4	1 bite for 1-2 to 1-8, usually moderately poisonious
Scorpion	2+1 to 8+1	3	2 claws for 1-4 to 3-8 each, 1 highly poisonious sting, 1 bite for 1-4 to 2-16
Beetle	3+1 to 10+1	2	1 Jaws crush (bite) for 1-9 to 2-24
Mantis	2+1 to 7+1	3 to 2	2 claws for 1-6 to 3-18 each plus 1 bite for 1-3 to 1-12
Dragonet	Always 3+1	Varies	Equivalent to a young to adult dragon (of appropriate color)
Crocodile	3+1 to 7+1	3 to 2	1 bite for 1-10 to 2-24, 1 tail slap for 1-6 to 2-16
Ape (baboon)	1+1 to 4+1	7	1 bite for 1-4 to 1-8, 1 claw for 1-2 to 1-4
Ape (gorilla)	3+1 to 6+1	6	1 bite for 1-6 to 1-12, 1 hug for 2-16 to 3-36 <u>or</u> 1 hit for 1-4 to 2-16
Rat	½ to 3+1	6	1 bite for 1 to 1-4

<u>NOTES</u>

Were creatures gain experience levels per whatever their class (thief, warrior, etc.) They increase as a were beast, however, by adding 1 beast level per 3 class levels gained until maximum size. Thereafter they gain 1 hit point per each 25,000 experience points & 1 hit dice per 8 hit points until <u>double maximum normal size</u>. Thereafter they gain 1 hit point every 100,000 experience points gained etc. etc.

DINOSAUR CHART

Type	Hit Dice	AC	(Charge in Parens) Speed	Number & Type of Attacks Per Turn	Temperament	Where Usually Found	Numbers Found In
Tyrannasaur	12-20	5	12(18)	1 bite for 4-48 to 6-72 1 stomp for 1-10 to 2-20	agressive	plains near rivers	1
Allosaur	8-12	5	12(20)	1 bite for 2-24 to 4-48 1 stomp for 1-5 to 1-10	agressive	plains near rivers	1-3
Camptosaur	9-13	5	10(15)	1 bite for 2-24 to 5-50 1 stomp for 1-4 to 1-12	agressive	plains near rivers	1
Gorgosaur	9-15	5	10(15)	1 bite for 2-24 to 6-60 1 stomp for 1-5 to 2-16	agressive	plains near rivers	1
Dimetridon	4-7	6	5(8)	1 bite for 3-30	sluggish unless aroused	swamps -- <u>slow</u> rivers	1-4
Plesisaur	3-12	6	9(12)	1 bite for 1-12 to 4-48	agressive	lakes, seas, rivers	1-6
Elamasaurus	4-16	6	8(10)	1 bite for 2-16 to 6-60	agressive	lakes and seas	1-4
Kronosaurus	4-14	6	9(12)	1 bite for 3-18 to 7-70	agressive	lakes and seas	1-3
Moasaur	5-18	6	10(15)	1 bite for 4-24 to 8-80	agressive	lakes and seas	1-3
Ichthysaur	3-12	7	12(20)	1 bite for 1-8 to 3-30	playful unless hungry or aroused	lakes and seas	1-8
Pteronodon	3-7	8	12(15)	2 claws for 1-4 to 1-12 each 1 bite for 1-6 to 2-16	usually not agressive	cliffs, seashores	3-18
Pteradactyl	1-5	8	12(15)	2 claws for 1-2 to 1-10 each 1 bite for 1-3 to 2-12	usually not agressive	cliffs, seashores	3-24
Anklysaurus	4-8	2	6(9)	1 tailsmash for 2-16 to 3-30	agressive defensively	plains	1-4
Stegosaurus	6-12	3	6(9)	1 tailsmash for 4-24 to 5-50	agressive defensively	plains & forests	1-4
Trachadon	6-10	7	6(9)	*step on for 1-6 to 1-12	timid, usually flees in a straight line	rivers & swamps	1-12
Diplodoclus	12-30	7	6(9)	*step on for 2-12 to 3-30	timid, usually flees in a straight line	rivers & swamps	1-4

*indicates usually accidental actions

DINOSAUR CHART
(Continued)

Type	Hit Dice	AC	(Charge in Parens) Speed	Number & Type of Attacks Per Turn	Temperament	Where Usually Found	Numbers Found In
Giant Crocodile	6-15	4	8(12)	1 bite for 3-18 to 5-50	sluggish unless hungry or arroused	rivers & swamps	1-10
Brontosaurus	15-36	7	6(9)	*step on for 3-18 to 4-48	timid, usually flees in a straight line	rivers & swamps	1-4
Strycasaurus	5-16	5	9(12)	1 trample for 1-8 to 3-36 1 horn for 1-12 to 4-48	beligerant, but not aggressively so usually	plains & forests	1-8
Triceratops	6-18	5	9(12)	1-3 (roll) horns for 1-12 to 5-50 each 1 trample for 1-10 to 6-60	beligerant, but not aggressively so usually	plains & forests	1-8

SEA CREATURES LIST

Giant Squid	4+1 to 18+1	5 to 7	12(24)	1-10 arms hit 1-4 to 3-18 or constriction 1-8 to 6-36; also bite for pts equal to 50% more than constrict	aggressive	deep water	1
Giant Octopus	4+1 to 36+1	6 or 7	8(15)	As above for 1-4 to 6-36 and for 1-8 to 6-72; bite the same	placid	deep water	1
Giant Eel	3+1 to 18+1	6 to 8	9(12)	1 bite for 1-5 to 4-32 1 constriction for 1-8 to 4-48; they can also be electric	defensively aggressive	in the kelp beds near beaches	1-3
Small Sharks	1+1 to 3+1	4 or 5	9(15)	1 bite for 1-8 to 1-12 **	as for sharks: ok, unless in a feeding frenzy	varys; usually shallows	1-100
Medium Sharks	4+1 to 8+1	3 or 4	12(18)	1 bite for 1-12 to 4-24 **	as above	as above	4-48
Large Sharks	9+1 to 14+1	2 or 3	12(18)	1 bite for 4-24 to 4-48 **	as above	varys; usually deeps	2-24

*indicates usually accidental actions
**skin scrape damage can range up to 1-12 points

SEA CREATURES LIST
(Continued)

Type	Hit Dice	AC	(Charge in Parens) Speed	Number & Type of Attacks Per Turn	Temperament	Where Usually Found	Numbers Found In
Giant Sharks	15+1 to 24+1	2 or 3	15(24)	1 bite for 4-48 to 6-72 **	as previously for sharks	varys; usually deeps	1-12
Giant Lobster	4+1 to 12+1	2 or 3	6(9)	2 claws for 1-12 to 3-36 ***	aggressively defensive	medium depths	1-3
Giant Crab	4+1 to 16+1	2 or 3	6(9)	2 claws for 1-12 to 4-48 ***	aggressively defensive	medium depths	2-12
Killerwhale	4+1 to 10+1	6	10(18)	1 bite for 2-16 to 3-36	mild to very aggressive	varys, usually near land	1-20
Sperm Whale	12+1 to 24+1	5	12(18)	1 bite for 4-40 to 8-80 or one tail slap for 4-48 to 10-100	mild to very aggressive	deeps	1-4
Non-toothed Whale	6+1 to 40+1	4 to 6	9-12 (12-18)	1 butt for 2-20 to 10-120, 1 tail slap for 2-24 to 12-144	usually very timid	deeps	1-20
Giant Sea Slugs	4+1 to 40+1	7	6(8)	1 acid spit for damage equal to HD or 1 swallow for Purple Worm type hurt	usually very timid	shallows, likes coral	1-10
Giant Clam	4+1 to 12+1	2 or 3	No move	1 crush for 1-12 to 4-48	not applicable	shallows	1
Giant Manta Rays	6+1 to 16+1	4 to 6	9(12)	(1 sting for 1-3 plus poison for ?: few have stingers) 1 swallow as in Purple Worm	timid	deeps	1
Giant Sting Rays	4+1 to 12+1	5 to 7	6(15)	1 sting for 1-2 plus poison to 1-6 dice	aggressively defensive	shallows	1-12

**skin scrape damage can range up to 1-12 points
***they can "eat" a non-moving victim also for damage

Remember, all of the above is a general base. Different species can have widely variant statistics.

ESCAPE TABLES

*Subtract 10% if tentacles hit. Add 5% if claws hit. Subtract 20% if jaws enclose. Add 10% if hands grab.

MONSTER LEVEL	FIGHTER	BARBARIAN	RANGER	ASSASSIN	THIEF	CLERIC	MONK	MEDICINE MAN	MAGE	PSYCHIC	WITCH HUNTER	SINGER
	+10% per level	+7.5% per level	+9% per level	+5% per level	+10% per level	+10% per level	+20% per level	+2.5% per level	+2% per level	+1% per level	+4% per level	+0.5% per level
1+1	7%	80%	80%	50%	90%	60%	100%	6%	35%	20%	45%	2%
2+1	6%	70%	65%	48%	85%	55%	95%	5%	25%	15%	40%	2%
3+1	5%	60%	50%	46%	80%	50%	90%	4%	15%	10%	30%	1%
4+1	4%	50%	35%	44%	75%	45%	85%	3%	50%	5%	15%	1%
5+1	3%	40%	20%	42%	65%	40%	80%	2%	1%	1%	5%	1%
6+1	1.5%	30%	8%	40%	55%	35%	70%	1%	-5%	-10%	1%	1%
7+1	10%	20%	7%	35%	40%	30%	60%	5%	-10%	-20%	-10%	-1.5%
8+1	5%	10%	6%	30%	25%	25%	50%	1%	-20%	-30%	-20%	-3.0%
9+1	4%	5%	5%	25%	10%	20%	40%	-5%	-30%	-40%	-30%	-4.5%
10+1	3%	1%	4%	20%	1%	10%	30%	-10%	-40%	-50%	-40%	-6.0%
11+1	2%	-5%	3%	10%	-5%	5%	20%	-15%	-50%	-60%	-50%	-7.5%
12+1	1%	-10%	2%	5%	-10%	1%	10%	-25%	-60%	-70%	-60%	-9.0%
13+1	-5%	-15%	1%	1%	-15%	-5%	5%	-35%	-70%	-80%	-70%	-12.0%
14+1	-10%	-20%	-5%	-10%	-25%	-10%	1%	-45%	-80%	-90%	-80%	-15.0%
15+1	-15%	-30%	-10%	-20%	-35%	-15%	-5%	-55%	-90%	-100%	-90%	-18.0%
16+1	-20%	-40%	-15%	-30%	-45%	-25%	-10%	-65%	-100%	-120%	-100%	-21.0%
17+1	-30%	-50%	-25%	-40%	-60%	-40%	-15%	-75%	-120%	-140%	-120%	-24.0%
18+1	-40%	-60%	-35%	-50%	-75%	-55%	-20%	-100%	-140%	-160%	-140%	-27.0%
19+1	-50%	-70%	-45%	-60%	-90%	-70%	-25%	-125%	-160%	-180%	-160%	-30.0%
20+1	-60%	-80%	-60%	-70%	-105%	-85%	-30%	-150%	-180%	-200%	-180%	-33.0%
21+1 to 25+1	-70%	-90%	-70%	-80%	-120%	-100%	-40%	-175%	-200%	-225%	-200%	-36.0%
26+1 to 30+1	-85%	-100%	-75%	-90%	-130%	-115%	-60%	-200%	-225%	-250%	-220%	-39.0%
31+1 to 35+1	-100%	-125%	-90%	-100%	-145%	-130%	-80%	-225%	-250%	-275%	-240%	-42.0%
36+1 to 40+1	-120%	-150%	-105%	-120%	-175%	-160%	-100%	-250%	-275%	-300%	-260%	-45.0%
41+1 to 45+1	-140%	-175%	-120%	-150%	-205%	-190%	-120%	-275%	-300%	-325%	-280%	-48.0%
46+1 to 50+1	-160%	-200%	-135%	-175%	-230%	-220%	-140%	-300%	-325%	-350%	-300%	-51.0%
51+1 to 60+1	-180%	-225%	-145%	-200%	-265%	-250%	-160%	-325%	-350%	-375%	-320%	-54.0%
61+1 to 70+1	-200%	-250%	-160%	-225%	-295%	-280%	-180%	-350%	-375%	-400%	-340%	-57.0%
71+1 to 80+1	-220%	-275%	-175%	-250%	-325%	-310%	-200%	-375%	-400%	-425%	-360%	-60.0%
81+1 to 90+1	-260%	-300%	-200%	-275%	-355%	-340%	-220%	-400%	-450%	-450%	-380%	-63.0%
90+1 to 100 up	-300%	-350%	-225%	-300%	-385%	-370%	-240%	-425%	-500%	-500%	-400%	-66.0%

DUNGEON
MONSTER ENCOUNTER CHART

DIE ROLL	1st Level	2nd Level	3rd Level	4th Level
01	6-60 Kobolds	2-16 Phraints	1-12 Trolls	4-24 Bubble Men
02	4-48 Goblins	1-10 Vroats	1-8 Mummies	12-36 Furys
03	3-36 Hob-goblins	1-10 Zanths	4-16 Nite Hounds	8-48 Giant Skeletons
04	2-20 Skeletons	1-12 Harpys	1-4 Blue Slime	1-4 Hill Giants
05	2-24 Orcs	1-10 Kroans	2-24 Little Fuzzies	6-36 Skaith Hounds
06	1-8 Ghouls	1-8 Wights	1-4 Blue Ooze	6-36 Hellhounds
07	2-20 Leopards	1-12 Ogres	1-8 Throon	1-4 Cyclops
08	1 Mindworm	1-8 Bugbears	4-16Aigarthorns	1 Hydra, 3-8 heads
09	1-12 Brownies	1-12 Shadows	1-6 Specters	1-6 Vampires
10	6-36 Fire Frogs	2-16 Trogs	1 Giantground Octopus 3-6dice	1-4 Stone Giants
11	1-100 Lightning Bugs	100-1000 Teng Swarm	1-6 Cockatrices	1 Dragon, 5-8 dice
12	1-6 Thaelastra	1-4 Wraithes	1-6 Red/Orange Slime	1-12 Lycanthropes
13	8-32 Coneheads	1-8 Skyrays	1-6 Were-wolves	Akadi Column 100-1000
14	2-20 Zombies	1-8 Yellow Peril	1-4 Basilisks	1-4 Spigas
15	1-10 Groaners	1-4 Medusas	2-16 Deodanths	6-36 Pybras
16	2-16 Bubblemen	1-8 Red Fangs	4-24 Desert apes	1-4 Giant Air Squids
17	4-24 Sting Wings	2-16 Modern Soldiers	1-4 Dragon-snails	2-8 Air Sharks
18	1-8 Blue Moons	1-8 Gargoyles	1-8 Firebats	1-4 Moutharms
19	3-30 Shaggys	1-3 Lion Men	1-8 Minotaurs	2-16 Skorpadillos
20	2-24 Haggorym	1-10 Wobras	1-4 Goochygoops	3-30 Stinkbugs

DIE ROLL	5th Level	6th Level	7th Level	8th Level
01	2-12 Giant Zombies	1-4 Crunch Beetles	Hell Tide 100,000 1,000,000	1 Star Spider
02	1-4 Frost Giants	1-4 Fire Giants	1-4 Cloud Giants	1-4 Storm Giants
03	1 Hydra 9-12 heads	1 hydra w/ breath weapon	1 Gold Golem	1 Adamantine Golem
04	1 Dragon 9-12 dice	1 Dragon 13-15 dice	8-48 Moon Dogs	1 Dragon 16+ dice
05	10-90 Devil Dogs	1 Tri-Dragon	1-4 Manticores	1-4 Invisible Stalkers
06	2-8 Lash Lizards	6-24 Shi-Shi Dogs	1-4 Liches	2-10 Gryfylisks
07	2-8 Octorillas	1-4 Tryverns	2-16 Chimerae	1 Black Slime
08	1 Black & White Dragon	4-16 Thermites	6-36 Bears	Red Death Cloud
09	1-4 Wyverns	1 Mithril Golem	1-4 Vampusas	4-12 Gronds
10	1 Silver Golem	1 Blastarr	1-4 Salamanders	1 Allosaurus
11	1-8 Gorgons	1-4 Hellborers	1 Efreet	1 Elemental
12	1-4 Shadow Golems	4-16 Phase Skaithhounds	6-30 skorpoons	1 Triceratops
13	1-4 Golems of Light	1 Djinn	1-4 Sluggoths	100-1000 Kill-kills
14	8-32 Orgoyles	1 for 1 opposite Aligned Party	2-12 Lightning Spiders	12-48 Nungs
15	1-4 Wyvergons	1-4 Rock Worms	20-100 Sunbugs	2-12 Khorbs
16	12-48 Gnorcs	12-72 Droon	1-6 Firesnakes	8-48 Trelves
17	4-16 Phase Hell-Hounds	3-12 Wanshees	4-16 X-ray Beasts	1-6 Boogie Men

DUNGEON
MONSTER ENCOUNTER CHART (con't)

DIE ROLL	5th Level	6th Level	7th Level	8th Level
18	8-32 Ta'vreen	8-32 Thorgs	6-36 Wind Devils	6-60 Goons
19	8-24 Stirge Bears	12-48 Shockbones	6-36 Sun Devils	100-1000 Thunder-bunnys
20	2-16 Tumble-tangles	1 Emerald Ooze	8-48 Morqs	6-36 Tunchs

DIE ROLL	9th Level	10th Level	11th Level	12th Level
01	1-4 Hell Giants	1-10 Titans (Mages)	1-6 Shadow Titans	1 Greater Demon
02	1 Orichalcum Golem	1 Wraithe Dragon	1 Night Demon	1 Shydra
03	1-10 Balrogs	1-4 Vampire Balrogs	1 Green Slime Golem	1 Ibathene
04	1-4 Wraith Wyverns	2-8 Driches	1-4 Black & Silver Hydras	1 Silver Slyth
05	1 White Slime	1 Silver Slime	5-10 Sun Bears	1-4 Gold & Silver Hydras
06	1 Wind Demon	1 Black Wind	4-16 Lesser Giants	1 Hells Own Hydra
07	1-12 Doom Guards	1 Crystaloid	4-8 Lesser Dragons	1 Gold Slime
08	1 Tyrannasaurus	1 Maggoth	1-4 opposite Aligned Mages	1-18 Blue Wraithes
09	8-24 HellMaidens	1 Fire Demon	1-12 Succubi	1 Windego
10	4-24 Mansters	1 Yellow Mold Golem	2-8 Demon Locusts	1 Gworm
11	1-4 Black & White Hydras	1-4 Black & Red Hydras	12-48 Specters (protected)	1-12 Hell Stars
12	12-24 Grey Horrors	12-48 Ogres	2-20 Titans (Mages)	1 Land Kraken (20 + dice)
13	6-36 WarWheels	4-16 Dopple Gangers	6-24 Fireproof Mummies	12-48 Air Sharks
14	1 Genii	2 or more Elementals	12-48 Doomguards	4-16 Greater Giants
15	12-48 Deodanths	4-8 Shiva	20-100 Phraints	1 Spiga 20 + dice
16	1-4 opposite Aligned Mages (15-20 level)	12-48 Wraithes (Protected)	50-100 Orcs	4-8 Greater Dragons
17	1 Star Dragon	6-36 Sky Scorpions	6-18 Wyverns	1 Mirror Monster
18	1-4 Shiva	10-50 Boomers	8-32 Minotaurs	8-64 Demon Locusts
19	12-120 Ghouls (Protected)	1 Black Lightning Elemental	12-36 Trolls	6-36 Vampires (Protected)
20	8-16 Cyclops	6-24 Asian Ogres	12-48 Wobras	4-16 Crystaloids

(Protected) means they have an amulet of protection vs Clerical turn aways.

THESE CHARTS ARE EXAMPLES. INSERT YOUR OWN MONSTERS WHEREVER YOU LIKE.

OVERLAND (WATER)

MONSTER ENCOUNTER CHART

Die Roll	General	Mountains	Desert	At Sea
01	1 slime/ooze, etc.	4-24 storm birds	1 gworm	1 sea demon
02	6-36 ghouls	8-48 furies	1-6 fire snakes	1-4 pirate ships
03	10-100 bandits	10-100 brigands	10-100 nomads	2-24 grey skimmers
04	1 air elemental	1 lightning elemental	1 fire elemental	1 water elemental
05	1-4 dragons (random)	1-4 blue dragons	4-48 desert apes	1-12 ghost crabs
06	8-64 orcs	1-12 wind devils	6-36 sand saurigs	1 kraken
07	1-12 ogres	2-16 vords	1-12 giant scorpions	1 dragon (random)
08	1-8 cyclops	8-64 orcs	1-12 red runners	2-24 pteronodons
09	1 hydra	1-4 hill giants	1-4 dragons (random)	1 roc
10	6-60 kobbitts	1-4 stone giants	1-4 rocs	10-60 Sea Sprites
11	1-12 trolls	1 storm giant	1-12 sundevils	4-40 sea elves
12	1-20 deodanths	1 cloud giant	2-20 thorgs	6-60 mermen
13	1-8 wyvergons	1-8 yeti	1-12 ogres	4-48 tritons
14	4-32 orgoyles	1 hydra	1 fire giant	1-20 sea spiders
15	100-1000 thunder-bunnies	8-64 knoblins	1 hydra	1-4 plesisaur
16	4-24 mansters	4-24 gargoyles	1 black wind	1-4 elasmasaur
17	6-48 Little Fuzzies	1 windego	1 djinn	1-4 kronosaur
18	12-48 gnorcs	1-12 lightning spiders	1-4 salamanders	1-4 moasaur
19	2-16 chimerae	2-16 gryfylisks	1 efreet	1 sea hydra
20	1 ibathene	1-8 rocs	1 ibathene	1-12 Dragon snails

	Forest	Jungle	Swamp	Cities/Ruins
01	4-24 swordbirds	2-16 gronds	1-4 giant ground octopus	1-4 slimes/oozes, etc.
02	4-32 whisper wasps	6-36 skorpoons	1-4 swamp slime	1-4 vampires
03	8-80 trelves	1 ooze/slime (random)	2-20 Swamplings	1-6 spectres
04	10-100 bandits	1 earth elemental	1 water elemental	1-8 wraiths
05	1-8 black fishermen	1 hydra	6-36 swamp saurigs	1-10 wights
06	1-4 green dragons	1 red death cloud	1-12 yellow legs	1-12 ghouls
07	2-16 golden owls	2-8 lash lizards	1-4 black dragons	2-16 zombies
08	2-20 lammasu	2-16 octorillas	1 hydra	4-24 skeletons
09	8-64 orcs	2-20 tigers	1 allosaurus	1 hydra
10	1 hydra	1-4 triceratops	1 tyrannosaurus	1-8 throon

MONSTER ENCOUNTER CHART
(Continued)

Die Roll	Forest	Jungle	Swamp	Cities/Ruins
11	2-20 pixies/nixies	1-4 shiva	2-20 pybras	1 for 1 opposite alligned party
12	2-24 brownies	1 tri-dragon	1-10 will-o-wisps	4-24 shadows
13	1-6 Kill Kittys	1 ibathene	1-8 blue moons	1-4 Assorted Slimes
14	1-6 Medusae	teng swarm 100-1000	4-24 vroats	1-4 dragons (random)
15	1-4 basilisks	6-60 stingwings	1 shydra	2-24 harpies
16	1-8 gorgons	1-4 spigas	1-4 maggoths	2-20 deodanths
17	1-8 cockatrice	10-50 phraints	1-20 sluggoths	1-12 minotaurs
18	6-60 moondogs	4-32 nite hounds	1-4 boogie men	20-120 devil dogs
19	1-8 spigas	1-12 furcots	1 silverslyth	4-48 carrion crows
20	1 ibathene	1-4 floaters	1 ibathene	4-24 wobras
	Arctic/Snow	**Plains/Open**	**Caverns**	**All Other Areas**
01	1 air elemental	1 anklysaurus	1-8 vampires	4-24 trogs
02	1 deathlight	blood grass	1-12 spectres	2-20 skyrays
03	1 blastarr	100-1000 kill-kills	2-16 wraiths	6-60 goblins
04	1 wind demon	akadi column 100-10,000	2-24 wights	4-48 wargs
05	4-32 skaith hounds	100-1000 thunder-bunnies	6-60 Aigarthorns	1-20 air sharks
06	1-4 white dragons	1-4 dragons (random)	1-4 rock dragons	1-4 dragons (random)
07	1 frost giant	2-20 lions (black)	1 hydra	1-4 hydras
08	1 snow golem	4-48 boruu	1-4 rock worms	1-8 Gootchy Goops
09	2-20 snow spiders	2-20 orns	10-100 kobolds	4-48 hobgoblins
10	1-10 snow snakes	10-100 brigands	1-12 trolls	4-32 trorcs
11	1-10 great white owls	4-40 hell maidens	8-64 orcs	1-4 triclops
12	2-20 great snow apes	4-48 Skaitn hounds	1 stone golem	1 aii-loraii
13	1-4 black & white dragons	2-16 Sun Devils	1 crystaloid	1 Ibathene
14	1-4 black & white hydras	4-24 red fangs	1 earth demon	1 magnetic monster
15	1 windego	6-48 nungs	10-100 vampire bats	10-100 haggorym
16	1 black wind	1-4 rocs	1-4 Liches	4-24 hyenadons
17	1 silver & blue dragon	2-200 tumble tangles	1-4 driches	1-8 cyclops
18	6-48 dire wolves	1-4 spigas	1-8 Molemen	4-40 phraints
19	1-12 ice (white) tigers	2-20 deodanths	4-24 Firebats	6-60 Little Fuzzies
20	1 snow maggoth	4-48 waboons	1 night demon	6-48 trelves

Note: The hydras can be of the "weapon breather" type if need be.

WEATHER TABLES

Die Roll-roll once/day				WEATHER
Summer	Fall	Winter	Spring	
51-55	36-40	31	41-45	Sunny, clear, calm, warm
56-60	41-45	32	46-50	As above but with breeze
61-65	46-50	33	51-52	As above but with 10-20 MPH wind
66-67	51-55	34-35	53-54	As above but with 21-35 MPH wind
68-69	56-60	36-37	55-56	Overcast but calm, cool
70-71	61-65	38-39	57-58	Overcast with breeze
72-73	66-67	40-41	59-60	Overcast with 10-20 MPH wind
74-75	68-69	42-43	61-62	Overcast with 21-35 MPH wind
76-77	70-75	44-50	63-64	Light ground fog, cool, visibility 30'-60'
78-79	76-77	51-55	65-68	Heavy ground fog, cold, visibility 1'-10'
80-81	78-79	56	69-75	Light, misting rain, visibility 30'-60'
82-83	80-81	57	76-77	Moderate rain, visibility 10'-30'
84-85	82-83	58	78-79	Heavy rain, visibility 10' or less
86	84-85	59	80	Severe rain storm, flooding, etc.
87	86-87	60	81-83	Thunder storm, cool, slight sinds
88	88-90	61	84-87	Warm, muggy, severe thunderstorm, danger
89-90	91	62-68	88-90	Cold, slight wind, snow will not melt, 30° or less
91	92	69-76	91	Cold, zero - 30°, wind 10-20 MPH
92	93	77-83	92	As above but wind 21-35 MPH
93	94	84-90	93	As above but winds at 36-50 MPH
94	95-96	91-92	94	Light snow fall, cold, crisp, wind less
95	97	93-94	95	Wind 10-20 MPH, snow falling, visibility 30'-60'
96	98	95-96	96	Snowing, wind is 21-30 MPH, visibility 10'-20'
97	99	97	97	Snowstorm, winds at 31-50 MPH, visibility 10' or less
98	100 Roll Again	98	98	Severe snowstorm, zero visibility, winds cyclonic
99	100 To see	99	99	Clear, cold, 50 - 70 MPH winds, windstorm
100	100 Which one	100	100	Tornado
1-50	1-35	1-30	1-40	No change in the weather

SPECIAL AT SEA WEATHER

Die Roll-roll twice/day	WEATHER
1-5	Calm, clear, no wind, horizon to horizon visibility
6-10	Partly cloudy, visibility 10 miles
11-15	As above, visibility 5 miles
16-20	As above, visibility 1 mile
21-25	Foggy, at sea level, visibility 800 yards
26-30	As above, visibility 300 yards
31-35	As above, visibility 100 yards
36-40	As above, visibility 10 yards
41-45	Pea souper, visibility zero
46-50	Normal day, wind 10-15 MPH
51-55	Wind 16-20 MPH
56-60	Wind 21-25 MPH
61-65	Wind 26-30 MPH
66-70	Wind 31-35 MPH
71-75	Wind 36-40 MPH
76-80	Wind 41-49 MPH
81-85	Full Gale, winds 50-60 MPH
86-90	Storm, winds 61-75 MPH
91-95	Typhoon/Hurricaine, winds 76 MPH to ?
96-100	Waterspout

SPECIAL NOTES:

In Mountain Terrain, consider only 1-25 as "no change", the additional numbers thus available should read "very cold (20-40 degrees), Heavy fog (visibility 1-10 feet), directional disorientation". Roll dice twice each day.

In Desert Terrain, consider 1-75 as "no change", 76-90 as "hot & dry", 91-98 as wind 10-20 MPH (some blown sand), 99 as "lesser sandstorm" with visibility of 20'-40' (winds of 21-40 MPH) and 100 as a "Great Desert Sandstorm" with zero visibility and winds of at least 50 MPH. All in party take 1 point of damage per minute in the open. Roll dice every other day.

In Jungle Terrain, 1-75 is "no change", 76-88 is "very hot (80 plus degrees)', muggy, damp, etc.; 89-95 is "moderate rain" (as in 82-83 regular chart), 96-98 is "Heavy rain" (84-85 same chart), 99 is "severe rainstorm" (86 same chart) and 100 is typhoon/hurricaine. Roll dice twice each day.

RANDOM FOG AND MIST GENERATION CHART FOR DUNGEON ROOMS

Die Roll	Colors	Smell	Visibility	Sounds	Special Effects
01	Red	No smell	varys 1'-10'	No Sound	**Intense cold
02	Blue	Roses	3'	Whistling Wind	**Intense heat
03	Green	Honey	5'	Sounds of Combat	**Intense humidity
04	Purple	Almonds	7'	Weird Music	***Burning, stinging eyes
05	Yellow	Lemon	10'	No Sound	***Instant euphoria and elation
06	White	Cinnamon	15'	Whistling Tune	***Instant amnesia -- 10% permanent
07	Grey	Jasmine	10'	Screams of Anger	*Whimsical, weird effects
08	Black	Musk	7'	Rasping Metal	*Minus 1-6 (roll) to all attributes
09	Silver	Sulphur	5'	No Sound	*Add 1-6 (roll) to all attributes.
10	Gold	No Smell	3'	Wind Chimes	Instand, intense pleasure
11	Maroon	Corned Beef & Cabbage	varys 1'-5'	Stealthy Footsteps	*Delayed Diarrhea
12	Rainbow	Coffee	varys 3'-7'	Running Water	Instant aphrodesiac
13	Magenta	Honey & Almonds	3'	No Sound	*Intense incapacitating itching
14	Black & White	Dragon Shit	5'	Distant Bells	*Delayed magikal deafness
15	Red & Green	Putrescence	7'	Rattling Chains	*Drunkenness, 10% pass out
16	Orange	Ripe Cheese	10'	Moans & Groans	*Delayed chemical unconsciousness
17	Lavendar	Fish	15'	No Sound	*Delayed chemical blindness
18	Silver & Gold	Vanilla	100% Opaque	Unintelligible Whispers	*Delayed acid disintegration
19	Black & Silver	Burnt Meat	See entire room	Bubbling Mud	*Delayed action sex change
20	Ever Changing	No Smell	varys 1'-20'	Voiced Warnings	*Polymorph to random Monster

RANDOM FOG AND MIST GENERATION CHART FOR DUNGEON ROOMS

K E Y

Note: All special effects not otherwise annotated are of instant enactment and last only so long as the subject is in the room.

* indicates 1-20 minute delay time, with 1-20 hours lasting effects (roll).

** indicates minus 1-6 off all physical attributes for 1 minute per each minute in the room.

*** indicates effects last 1-10 minutes after leaving room.

This chart allows dungeon rooms to have weird and strange effects with ease without annotating the map, and allowing for something different each time.

HOBBITTS VS KNOBLINS

RANDOM TRAP MATRIX

DICE ROLL	FLOOR TRAPS	CEILING TRAPS
01	10' fall onto 7' steel spears	Sex charge ray, no save!
02	10' drop to emerald oozé ine	Disintegrate Ray
03	3' fall into 7' deep acid	Magic Negation Ray (all Magic must save!)
04	20 fall onto 10' steel spears	Teleport ray to?
05	40' low teleport shaft to?	Hydraulic roof smashes to floor
06	1000' drop to underground river	Buzz saw snaps down to 4' off floor
07	1' to 20' (roll) deep unfinished shaft	10' cubic feet of Dragon Crap pours down
08	10' fall to mechanical grinder	Stoning Liquid pours down
09	10' fall to molten lava (100% fatal)	Hot Oatmeal drops down
10	10' fall to 5' deep grey ooze	Red Slime drops down
11	10' fall to boiling mud 20' deep	Random Monster drops down
12	30' greased chute to 30' deep water	Black Slime drops down
13	20' drop to moutharm	Polymorph Ray flashes down
14	3' drop into 17' deep quicklime	Heat ray (2 dice damage per level)
15	Magic floor over Ibathenes mouth	Cold ray (2 dice damage per level)
16	Hydraulic lift smashes floor to ceiling	Paralysis ray (lasts 1-20 days, roll)
17	20' drop to purple mold	10' cubic feet of Plain Mud pours down
18	10' drop into 20' room with monster	Life draining ray (-1 level per dungeon level)
19	5' drop into 5' deep Dragon Crap!	Random monster teleports to spot
00	Umpire special! Anything goes!	Whimsey ray! Anything goes!

NOTES

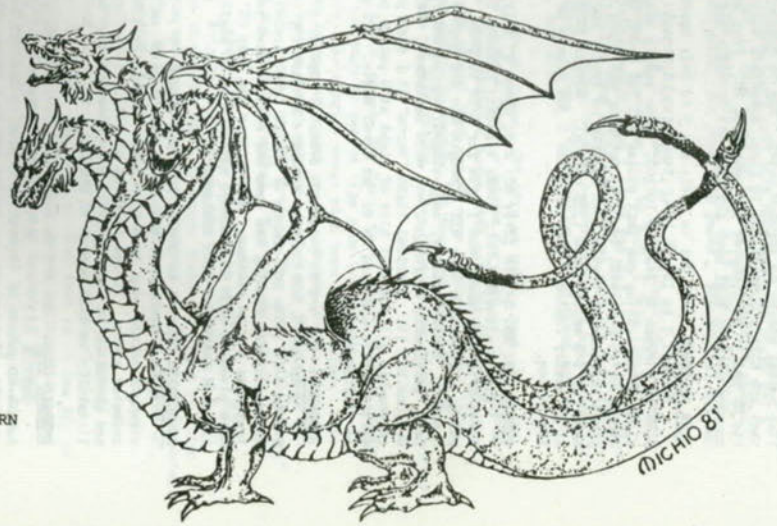
1. There is a 10% chance per level of dungeon that there is poison on the spear points. That means 10% chance on the 1st level or 50% on the 5th.
2. All poison or acid does one 8 sided die damage per level ie. 3 dice on the 3rd level, 7 dice on the 7th, etc. For acid that is per melee turn.
3. For every 10' of fall there is a 33 1/3% chance of impalement (for double damage) and +2 on the spear "attack" as well as 1-6 points damage just from said fall.
4. A six sided die is rolled to see if a trap has sprung. The number starts at one on the 1st level and increases 1 each two levels thereafter. So that on the9th level only a roll of 5 or 6 fails to spring the trap.
5. All monster rooms have monster (s) commensurate with the level of dungeon it's on. Spider webs with tenants are real fun attention grabbers!
6. All magic floors disappear from 1-10 seconds (roll) after 1st person steps on them. That way half the party can pass over it before it springs!
7. All rays, beams etc. cover the exact size of the ceiling trap on the floor.

MOST MALIGNANT & MALEFIC MISERIES KNOWN

WHERE USUALLY CONTRACTED	NAME OF MALADY	SYMPTOMS AND EFFECTS
Swamps	The Scarlet Screaming Sickness	The victim turns bright scarlett and feels, literally like he's on fire! So he screams. It is not fatal, but the pain is so bad there is a 10% chance per day (it lasts 5-10 days) that the victim will go permanently crazy.
Swamps	The Green Ague (or The Green Shakes)	The person turns dull, splotcy green and shakes uncontrollably with brief muscle knotting spams every few minutes (1-12/hour). Usually not fatal, people have a 10% chance/day (lasts 1-10 days) of 0-100% permanent paralysis.
Swamps	The Melting Sickness (The Slime Sickness)	The persons flesh becomes foft & runs oozily like melted wax, until he is so malformed he dies. He "melts" 10%/day and it lasts 1-10 days (10 days being fatal. The melted look is permanent & needs a wish to change (or raise dead fully.
Moors	The Steaming Doom (Smoking Death)	The person begins to lose body water in the form of perspiration & steam. He loses 10% body water/hour until he dies all dehydrated & withered like an "apple doll" or a raisin. It's painful, ugly & eminently fatal always.
Desert	The Grey Rot (Crumbling Doom)	The person has 5% of his body/hour turn grey & crumbly like dry mold (it flakes off) & will literally "crumble to death" in 20 hours unless healed. In fact after 12-15 hours most have already died (body still crumbles away).
Desert	Curse of the White Eyes (The White Blindness)	The victim has hot & cold chills & his eyes lose all vision (and turn pure white) at the rate of 5%/hour. After it's run its course (20-25 hours) the blindness has a 99% chance of permanence (less 3%/consitution point).
Desert	The Bursting Sickness (The Exploding Ague)	The victims stomach begins to swell with gas (he farts & burps constantly) until he is screaming in pain. In 4-6 hours he swells so much he bursts like an overripe grape & dies. It is very painful & very fatal.
Desert	The Spiraling Death (The Doom Spiral)	The victims motor/nerve/stability centers malfunction & he walks in an ever smaller spiral (he sees it as a straight line). It lasts 3-30 days & is not fatal in itself. It has a 3% chance/day of becoming permanent.
Mountains	The Angry Fever (The Red Rage)	The victim froths at the mouth, creams incoherently & flys (unpredictably) into berserker rages & attacks all near him in eye rolling fury (1-10/day). It lasts 1-10 days & has a 10%/day chance of permanency.
Mountains	The Stumbling Mania (The Laughing Sickness)	The victim stumbles (his depth perception is off 1-100%) & wanders aimlessly laughing helplessly. He cannot stop laughing, nor wandering around until he drops in exhaustion. It lasts 1-20 days but the victim usually dies after 8-12 days from sheer exhaustion.
Forest	The Red Sleep	The victim becomes pale red & falls into a deep, trance like sleep that cannot be broken. It lasts until cured or until the victim starves to death (8-15 days). This is a rare and seldom seen sickness.
Forest	The Withering Wakelessness (or The Grey Sleep or The Mummy's Curse)	The victim slowly becomes old & withered & cannot sleep. It lasts 3-30 days & withers 3 years/day (permanently). There is a 5% chance/day more than 7 of insanity (10% chance permanent/day) due to sleeplessness.

MOST MALIGNANT & MALEFIC MISERIES KNOWN
Continued

WHERE USUALLY CONTRACTED	NAME OF MALADY	SYMPTOMS AND EFFECTS
Forest	The Black Bloat (The Oliphants Sickness)	The victim turns splotchy black and swells and bloats up in odd and random places. Then the bloated area fills with body liquid and it becomes permanently (as in elephantiasis) that way. It's not fatal unless it settles in the heart (10% chance). It lasts 4-40 days, bloating 2%/day.
Cities	The Bending Fever (Twister)	The limbs of the victim become twisted, gnarled and bent. It lasts 1-10 days, victim losing 10% agility, dexterity & speed/day. It can be fatal if the neck area is affected (neck snaps) but it's only a 10% chance.
Snow and Artic Areas	The Aurora Fever (The glowing Madness)	The victim glows pale blue white and gibbers, moans, shrieks, laughs and and capers madly about insanely. It lasts 3-30 days and has a 3% chance per day of becoming permanent. However, because one trait of those afflicted is to strip naked in the heat of their fever, they usually freeze to death in 1-3 days.



TRYVERN

AIR SHARK: HD: 3+1 to 24+1; AC: 5+2; Speed: 18" to 36" (air only); Dext: 14-18; Number: 1-20 (more in special "frenzy" situations); % Liar: too stupid to; Attacks: 1 Bite for 1-8 to 8-80 (the skin can do 1-2 to 1-12 points "scrape" damage on brush bys); Looks: As for each type of shark; Notes: they swim through the air like normal sharks do through water. Due to hydrogen gas bladders in their bodies they are highly susceptible to fire, sometimes exploding in a fireball equal to its HD and 5' in diameter for each said HD. They are 100% fear proof. Their rushing attacks bowl over all they hit of their own size or less.

BLUE BELLOWER: HD: 4+1 to 18+1; AC: 3 to 2+1; Speed 6" to 10"; Dexterity: 9 to 14; Number: 1 to 12; % Liar:too stupid;Attack: 1 stabbing ram for 1-12 to 4-48 or 1 crush of 2-24 to 10-100. When sorely wounded it can exude a 30' diameter cloud of nauseating gas that causes all 2nd level and below to pass out and all others up to 6th level to flee, retching and dizzy. Looks: Bright metallic blue giant rhinocerous beetle that bellows so loudly most unprotected ears are deafened for 1-6 melee turns (35% chance). Notes: 100% fear proof but so single minded it is easily fooled. Lightning has a 50% chance of richocheting harmlessly off its chiten.

BOOGIE MAN: HD: 8+1 to 12+1; AC: 2+4; Speed 9" (fly at 27");Dext: 20; Number: Always alone;% Liar: 100%; Attacks: 2 kicks for 1-12 to 2-16 each, 2 horns for 1-8 to 1-12 each, and 1 bite for 1-16 to 2-24. All hits drain 1-4 strength points. Those who lose all strength die and become shadows under the monster's control. Looks: shadowy, semi-winged, horned and fanged nightmare. Notes: 100% fear, paralysis, confusion, and acid resistant. Only magic or techno energy weapons hit it. Clerical light "burns" it 1 dice per 2 clerical levels. It can regenerate all but that kind of light at 6 points per turn. It can pass through solid objects and uses up to 3rd level magic. Though a class of undead, it cannot be "turned away."

DEODANTH: HD: 4+1 to 9+1; AC: 2+Dext.; Speed: 18"; Dext: 17-20; Numbers: 1 to 20; % Liar: 90%; Attacks: 2 claws for 1-8 to 3-18 and 1 bite for 1-4 to 1-12 (witn 20% chance of 1 life level drain); Looks: 6' to 7' tall ebon humanoids with flaming red eyes and silver claws and fangs. They wear military trappings but no clothes. Notes: they can leap 20' to 40' in any direction and hate elves so much they always attack them on sight. They are 50% magic resistant and cannot be life drained.

DOOMGUARD: HD:1+1 to 24+1; AC: 2+4; Speed: 6"; Dext: always equal to its fastest opponant; Number: 1-100; % Liar: no intelligence; Attacks: 1-10 strength points plus by weapon type; Looks: dull black plate armor; Notes: magically animated armor. It can teleport at will. 100% fire, lightning, fear, paralysis, and confusion or charm proof. Cold does ½ damage and slows them. They must litterally be dismembered to stop.

EMERALD OOZE: HD: 8+1 to 16+1; AC: 2+4; Speed: 12"; Dext: 10-12; Number: 1-4; % Liar; not intelligent; Attacks: 1-8 pseudopods (roll). All hit have 4-40 points of themselves turned to Emerald Ooze. The following turn that part also adds its own attacks to its victim. Looks: Like a huge, pulsing liquid emerald 3' across per HD. Notes: It is 100% impervious to chops/cuts, lightning, fear, confusion, or paralysis, is 50% magic resistant and takes only ½ damage from all technological weapons.

GHOST CRAB: HD: 5+1 to 9+1; AC: 2+2; Speed: 10" (15" in water); Dext: 18 to 20; Number: 1-4; Attacks: 2 claws for 4-24 to 4-40 each and 1 life-level drain. If the victim fails to escape it "eats" 3-18 to 4-32 points per turn plus 1 life level drain. Looks: a giant, translucent crab with huge serrated claws and a grinning befanged mouth. Notes: it is a class of undead that inhabits sunken cities, dried up sea beds, salton seas, etc. They get a +5 save on clerical turn always, are 100% fear, confusion, and paralysis proof. Non-magical weapons do not hit them.

GREY HORROR: HD: 3+1 to 8+1; AC 5 to 3; Speed: 12" to 24"; Dext 16-21; number: 1-24; % Liar: 98%; Attacks: 2 claws for 1-8 to 3-18, 1 bite for 1-4 to 1-12 (all bitten off is immediately eaten) and 1 sting for 1-3 to 1-8 plus 1 dice of venom per HD of monster. Hobbits thus stung dissolve at 3-18 per turn (no save) all others are paralyzed. Looks: a cross between a scorpion and a spiga, usually 9' to 24' long and gun metal grey. Notes: 100% venom or poison proof and only take ½ damage from acid, fire, and cold.

HELL HORSE: HD: 6+1 to 10+1; AC: 3 Speed: 18" (fly at 24"); Dext: 12 to 16; Number: as needed; % Liar: 95%; Attacks: 2 hooves for 1-10 to 3-18 each and 1 bite for 1-6 to 1-12; Looks: huge skeleton horse with cat-like fangs and green flames for eyes. Notes: although undead they get +4 save versus clerical "turn aways." As undead, only silver and magic weapons hit them and they are 100% immune to paralysis, fear, sleep, or life drains. They hate dwarves,always attacking them.

HELL MAIDEN: HD: 5+1 to 8+1; AC: 4 Speed: 9"; Dext: 14 to 18; Number: 1 to 120 % Liar: 90%; Attacks: 1 per turn by weapon type plus 1-6 for strength; Looks: Voluptous bodies valkyrie like warrior women with bare skull heads. They wear chain mail and use shiled, lance, and sword or axe. Notes: only silver or magic weapons can hit them (or techno energy weapons). They are 100% immune to paralysis, fear, confusion, sleep, charm, or life drains. They ride "Hell Horses," are cannibalistic, and screech and gibber in combat. They are not undead.

HELL STAR: HD: 12+1; AC: 2+5; Speed: up to 24"; Dext: not applicable; Numbers: 1-4; % Liar:never lies; Attacks: it envelops its target draining 3 life levels initially and 1 per turn thereafter that it stays; Those enveloped go blind for as long as envelopment lasts and for 1-4 turns afterwards; Looks: a 10' diameter blue white star-like apparition. It is steady light nearly too bright to look at. It is a highly intelligent alien life form.

IBATHENE: HD: 30 to 50; AC: 2+1 overall, 2 on belly, 3 on eyestalks; Speed: 24" (32" at charge), ½ those in water; Dext: 9 to 12; Numbers: 1 to 6; % Liar:to stupid to; Attacks: The tongue can reach as many feet as it has HD, it wraps stickily doing 1-12 to 2-24 crush (and then hauls those hit into its maw next turn for a 6-60 to 8-80 bite), 2 claws for 3-36 to 5-50 each or instead 1 tail smash for 4-48 to 6-72. Looks: 60'-120' long reptiles with one eye on a long snakey eye stalk, bright green overall, red belly, yellow eyestalk; Notes: The tongue can lift a fully armored man and warhorse with no trouble. The claws can snatch up to 6 men simultaneously. They are so stupid they sometimes fight on even after killed (1-20 turns, roll) because they don't know they're dead!

KNOBLINS: HD 1+2; AC: 6 (wings 8); Speed: 4" (20" fly); Dext: 14 to 18; Number: 4 to 48; % Liar 50%; Attack: 1 hit for 1-3 or by weapon type (usually 4-dice poisoned darts); Looks: a weird combination of a little goblin, a bit of kobold, and a smidgen of bat. Usually dusty grey to black in color. Fairly small. Notes: not very brave, they prefer ambushes.

KOBBITS: HD: 1+1 to 3+1; AC: 6; Speed: 8"; Dext: 12 to 17; Number: 4 to 48; % Liar 60%; Attack: 1 as per weapon type (they prefer slings with little thorn studded clay balls dipped in 4 dice poison); Looks: A cross between a kibold and a hobbit. Very hairy, usually nut brown color skin and blue eyes: Notes: they like hobbits and dislike kobolds, are extremely accurate (+5 attack) with their slings and love scones.

MAGGOTH: HD: 12+1 to 36+1; AC: 7 to 5; Speed: 9" to 18"; Dext: 9 to 12; Numbers: 1 to 6; % Liar: to stupid to; Attacks: 1 Acid Spit (up to 90' covering 10' area) of a potency equal to ½ their own HD or 1 swallowing bite for 2-24 to 6-72 (a roll two better than score needed to hit "swallows" where stomach acid dissolves the victim at 1-12 to 3-36 per turn); Looks: Huge, grey white and yellow mottled slugs with quiverring black-tipped eyestalks. They stink like a cesspool. Notes: normal weaponry does only ½ damage, acid and venoms/poison harm it not at all. They are highly susceptible to fire, but are so dumb they continue fighting 1-20 meless turns (roll) after death!

MORGHOUL: HD: 3+1 to 5+1; AC: 3; Speed: 9" (12" fly); Dext: 18-21; Number: 2-24; % Liar: 85%; Attacks: 2 claws for 1-8 to 1-12 each and 1 bite for 1-6 to 1-10. All hit are paralyzed and rot 1 point per turn thereafter. Those bitten rot 1-20 immediately and 1 point per turn thereafter. Looks: Shadowy green yellow man-like shapes that smell like rotted flesh; Notes: a cross between ghouls and shadows, they get +3 save versus clerical "turn aways." They are 100% fear and paralysis proof, take ½ damage from acid, poison, or venoms. Holy water "burns" them at 1-10 points per vial.

PHRAINT: HD: 1+1 to 12+1; AC: 3 to 2; Speed: 9" to 15"; Dext: 17 to 24; Number: 1 to 40; % Liar: they never lie; Attacks: by weapon type or 1 claw for 1-4 to 1-10, 1 bite for 1-4 to 1-8 and 1 sting of 1-2 to 1-4 plus never more than 1+1 dice venom; Locks: 9' to 9' tall bright metallic blue, green, or silver grey insect warriors, erect, resembling a cross between a mantis and an ant but with only 2 legs and 2 arms. They usually carry javelins and two-handed swords. Notes: they can leap 15' to 30' and do so in battle throwing their javelins at the top of their arc and landing, sword in hand to strike. They are cold, emotionless, and logical, a veritable bug "Mr. Spock."

RED FANGS: HD: 3+1 to 7+1; AC: 7 to 6; Speed: 15" to 18"; Dext: 18 to 23 Numbers: 1-10; % Liar: 65%; Attacks: 2 leg hits for 1-4 to 1-10 each, 1 bite for 1-3 to 1-8 plus poisen double their HD; Looks: Red, velvet furred tarantula with 6 star sapphire like eyes and yellow fangs; Notes: they can leap 20' to 40' and move on any surface. The venom only paralyzes elves (-4 save), and their favorite food is hobbits, which they always attack first.

GHOST CRAB: HD: 5+1 to 9+1; AC: 2+2; Speed: 10" (15" in water); Dext: 18 to 20; Number: 1-4; Attacks: 2 claws for 4-24 to 4-40 each and 1 life-level drain. If the victim fails to escape it "eats" 3-18 to 4-32 points per turn plus 1 life level drain. Looks: a giant, translucent crab with huge serrated claws and a grinning befanged mouth. Notes: it is a class of undead that inhabits sunken cities, dried up sea beds, salton seas, etc. They get a +5 save on clerical turn always, are 100% fear, confusion, and paralysis proof. Non-magical weapons do not hit them.

GREY HORROR: HD: 3+1 to 8+1; AC 5 to 3; Speed: 12" to 24"; Dext 16-21; number: 1-24; % Liar: 98%; Attacks: 2 claws for 1-8 to 3-18, 1 bite for 1-4 to 1-12 (all bitten off is immediately eaten) and 1 sting for 1-3 to 1-8 plus 1 dice of venom per HD of monster. Hobbits thus stung dissolve at 3-18 per turn (no save) all others are paralyzed. Looks: a cross between a scorpion and a spiga, usually 9' to 24' long and gun metal grey. Notes: 100% venom or poison proof and only take ½ damage from acid, fire, and cold.

HELL HORSE: HD: 6+1 to 10+1; AC: 3 Speed: 18" (fly at 24"); Dext: 12 to 16; Number: as needed; % Liar: 95%; Attacks: 2 hooves for 1-10 to 3-18 each and 1 bite for 1-6 to 1-12; Looks: huge skeleton horse with cat-like fangs and green flames for eyes. Notes: although undead they get +4 save versus clerical "turn aways." As undead, only silver and magic weapons hit them and they are 100% immune to paralysis, fear, sleep, or life drains. They hate dwarves, always attacking them.

HELL MAIDEN: HD: 5+1 to 8+1; AC: 4 Speed: 9"; Dext: 14 to 18; Number: 1 to 120 % Liar: 90%; Attacks: 1 per turn by weapon type plus 1-6 for strength; Looks: Voluptous bodies valkyrie like warrior women with bare skull heads. They wear chain mail and use shiled, lance, and sword or axe. Notes: only silver or magic weapons can hit them (or techno energy weapons). They are 100% immune to paralysis, fear, confusion, sleep, charm, or life drains. They ride "Hell Horses," are cannibalistic, and screech and gibber in combat. They are not undead.

HELL STAR: HD: 12+1; AC: 2+5; Speed: up to 24"; Dext: not applicable; Numbers: 1-4; % Liar: never lies; Attacks: it envelops its target draining 3 life levels initially and 1 per turn thereafter that it stays; Those enveloped go blind for as long as envelopment lasts and for 1-4 turns afterwards; Looks: a 10' diameter blue white star-like apparition. It is steady light nearly too bright to look at. It is a highly intelligent alien life form.

IBATHENE: HD: 30 to 50; AC: 2+1 overall, 2 on belly, 3 on eyestalks; Speed: 24" (32" at charge), ½ those in water; Dext: 9 to 12; Numbers: 1 to 6; % Liar: to stupid to; Attacks: The tongue can reach as many feet as it has HD, it wraps stickily doing 1-12 to 2-24 crush (and then hauls those hit into its maw next turn for a 6-60 to 8-80 bite), 2 claws for 3-36 to 5-50 each or instead 1 tail smash for 4-48 to 6-72. Looks: 60'-120' long reptiles with one eye on a long snakey eye stalk, bright green overall, red belly, yellow eyestalk; Notes: The tongue can lift a fully armored man and warhorse with no trouble. The claws can snatch up to 6 men simultaneously. They are so stupid they sometimes fight on even after killed (1-20 turns, roll) because they don't know they're dead!

KNOBLINS: HD 1+2; AC: 6 (wings 8); Speed: 4" (20" fly); Dext: 14 to 18; Number: 4 to 48; % Liar 50%; Attack: 1 hit for 1-3 or by weapon type (usually 4-dice poisoned darts); Looks: a weird combination of a little goblin, a bit of kobold, and a smidgen of bat. Usually dusty grey to black in color. Fairly small. Notes: not very brave, they prefer ambushes.

KOBBITS: HD: 1+1 to 3+1; AC: 6; Speed: 8"; Dext: 12 to 17; Number: 4 to 48; % Liar 60%; Attack: 1 as per weapon type (they prefer slings with little thorn studded clay balls dipped in 4 dice poison); Looks: A cross between a kibold and a hobbit. Very hairy, usually nut brown color skin and blue eyes: Notes: they like hobbits and dislike kobolds, are extremely accurate (+5 attack) with their slings and love scones.

MAGGOTH: HD: 12+1 to 36+1; AC: 7 to 5; Speed: 9" to 18"; Dext: 9 to 12; Numbers: 1 to 6; % Liar: to stupid to; Attacks: 1 Acid Spit (up to 90' covering 10' area) of a potency equal to ½ their own HD or 1 swallowing bite for 2-24 to 6-72 (a roll two better than score needed to hit "swallows" where stomach acid dissolves the victim at 1-12 to 3-36 per turn); Looks: Huge, grey white and yellow mottled slugs with quiverring black-tipped eyestalks. They stink like a cesspool. Notes: normal weaponry does only ¼ damage, acid and venoms/poison harm it not at all. They are highly susceptible to fire, but are so dumb they continue fighting 1-20 meless turns (roll) after death!

MORGHOUL: HD: 3+1 to 5+1; AC: 3; Speed: 9" (12" fly); Dext: 18-21; Number: 2-24; % Liar:85%; Attacks: 2 claws for 1-8 to 1-12 each and 1 bite for 1-6 to 1-10. All hit are paralyzed and rot 1 point per turn thereafter. Those bitten rot 1-20 immediately and 1 point per turn thereafter. Looks: Shadowy green yellow man-like shapes that smell like rotted flesh; Notes: a cross between ghouls and shadows, they get +3 save versus clerical "turn aways." They are 100% fear and paralysis proof, take ½ damage from acid, poison, or venoms. Holy water "burns" them at 1-10 points per vial.

PHRAINT: HD: 1+1 to 12+1; AC: 3 to 2; Speed: 9" to 15"; Dext: 17 to 24; Number: 1 to 40; % Liar: they never lie; Attacks: by weapon type or 1 claw for 1-4 to 1-10, 1 bite for 1-4 to 1-8 and 1 sting of 1-2 to 1-4 plus never more than 1+1 dice venom; Looks: 9' to 9' tall bright metallic blue, green, or silver grey insect warriors, erect, resembling a cross between a mantis and an ant but with only 2 legs and 2 arms. They usually carry javelins and two-handed swords. Notes: they can leap 15' to 30' and do so in battle throwing their javelins at the top of their arc and landing, sword in hand to strike. They are cold, emotionless, and logical, a veritable bug "Mr. Spock."

RED FANGS: HD: 3+1 to 7+1; AC: 7 to 6; Speed: 15" to 18"; Dext: 18 to 23 Numbers: 1-10; % Liar: 65%; Attacks: 2 leg hits for 1-4 to 1-10 each, 1 bite for 1-3 to 1-8 plus poisen double their HD; Looks: Red, velvet furred tarantula with 6 star sapphire like eyes and yalow fangs; Notes: they can leap 20' to 40' and move on any surface. The venom only paralyzes elves (-4 save), and their favorite food is hobbits, which they always attack first.

SAURIG: HD: 1+1 to 8+1; AC: 7 to 4; Speed: 6" (9" in water for swamp saurigs); Dext: 8 to 13; Number: 1 to 30; % Liar: 40%; Attacks: 2 claws for 1-4 to 1-12 each (or by weapon type plus 1-2 to 1-10 for strength or only 1 tail for 1-8 to 2-16; Looks: 5' to 7' tall reptile warrior race. Of two types, green (yellow bellies), tailed swamp ones, and tan (grey belly) tailless desert ones. They use a weapon called Jhang which is akin to aztec or pacific islanders swords of ironwood with jagged obsedian edges all around. They are 100% unslowable but are highly susceptible to sleep spells.

SKYRAY: HD: 4+1 to 8+1; AC: 5 to 4; Speed: 24" (air only); Dext: 16 to 19; Number: 1 to 20; % Liar:20%; Attacks: 1 tail slash for 1-8 to 3-18 plus a paralyzing poison equal to their HD. Looks: Grey blue manta ray like shape with wickedly barbed tails and one golden, pupiless eye. Notes: their "eye" is more akin to radar (all attacks are +4!). They are actually fungoid, not animal, in nature and due to such are 100% impervious to charm, sleep, paralysis, confusion, and fear. Upon death they send out a spore cloud 30' in diameter. All breathing it become "host" to its "seed" with predictable results in about 3 months.

SPIGA: HD: 5+1 to 24+1; AC: 2 to 2+5; Speed: 16" to 36"; Dext: 18 to 24; Numbers: 1 to 4; % Liar: 95%; Attacks: 2 leg hits for 1-4 to 3-36, 1 bite for 1-6 to 4-48, plus a paralyzing venom that is 1/2 of the Spiga's HD or 1 web (a 25' to 90' long by 15' to 45' wide cone). The web will hold anything caught in it equal to its own HD plus 50%. Looks: Metallic silver, gold, or blue giant armored spiders. Notes: They are 50% magik resistant, 100% lightning, fire, poison/venom, and paralysis proof. Cold does 50% more damage. They are cruel and intelligent and hate humans.

TENG: HD: 1 point; AC: 2+5; Speed: 48"; Dext: 20; Number: Swarms of 10 to 10,000; % Liar: Too stupid to; Attacks: They fling themselves toward any warm or moving target attacking like living crossbow bolts (heavy), destroying themselves on impact; Looks: 4" to 7" long black arrowhead shapped winged beetles; Notes: They always attack, are 100% fear proof. Smoke confuses them and makes them torpid.

THE HELLTIDE: HD: 1 point; AC: 8; Speed: 6"; Dext: 15-18; Number: A veritable living wave, always in the thousands; % Liar: Too stupid to; Attack: They swarm over their victims going for eyes, ears, mouth, etc., first. Each can bite and sting for 1 point each every turn. They can devour 10 lbs. of a dead being per each 1,000 there; Looks: Bright green 3" to 9" long army ants; Notes: Absolutely 100% fearless; sleep and charm proof. The sound of the "tide" is like a gentle whispering.

THERMITE: HD: 5+1 to 9+1; AC: 3 to 2; Speed: 9" (1" per minute through rock); Dext: 12 to 16; Numbers: 1 to 36; % Liar: 50%; Attacks: 1 bite for 3-18 to 3-36 plus 1-12 fire damage; Looks: Glowing reddish yellow, red hot giant warrior termites; Notes: Their mere touch does 1-8 points heat damage. They are 100% lightning and fire proof. Cold does double damage.

THUNDERBUNNIES: HD: 1/2 to 1+1; AC: 6; Speed: 28"; Dext: 14 to 18; Numbers: 100 to 100,000; % Liar: 100%; Attacks: 2 kicks for 1 each, 1 bite for 1-3 (which is diseased: 1-3 turns after bite the victim gets dizzy, has blurred vision, -3 off all attributes); Looks: Crazed, foam-mouthed jack rabbits; Notes: Travelling in vast herds, their sound is like distant thunder. They roar in combat and are 100% fear and confusion proof. Like land pirhanas.

TRYVERN: HD: 9 to 12; AC: 2: Speed: 10" (12" at charge); Dext: 10 to 15; Numbers: 1 to 6; % Liar: 75%; Attacks: 3 bites for 4-24 each, 1 kick for 3-18 (every other turn), and 3 stings for 1-4 plus 8 dice venom each; Looks: Bright blue 3-headed (and tailed) wyverns; Notes: Non-edged weapons do 1/2 damage.

VROAT: HD: 4+1 to 7+1; AC: 6 to 4; Speed: 12"; Dext: 9 to 14; Number: 3 to 24; % Liar: 60%; Attacks: 1 bite for 3-18 to 3-36; Looks: Mutational cross between giant toads and crocodiles, thus earning the nickname "Jumping Jaws"! Notes: They can leap 10' for every HD in size. They are 100% fear proof and take 1/2 damage from acid, venom, or poison.

WYVERGON: HD: 7+1 to 9+1; AC: 2+2; Speed: 9")12" at charge); Dext: 9 to 12; Numbers: 1 to 8; % Liar: 85%; Attacks: 1 bite for 3-18 or 1 breath (45' x 15' cone) that stones all hit and 1 kick for 2-16 every other turn; Looks: Chunky, silver and brass colored, wingless wyvern; Notes: They cannot be stoned, slowed, or paralyzed.

YELLOW PERIL: HD: 3+1 to 7+1; AC: 6 to 4; Speed: 15" to 18"; Dext: 17 to 22; Numbers: 1 to 20; % Liar: 90%; Attacks: 1 bite for 1-4 to 1-8 or 1 acid spray (15' x 15' to 30' x 10' cone) and 1 snake-like constriction for 1-10 to 2-20. The bite venom is always double their own HD; Looks: Bright yellow, green-eyed and black-fanged giant centipedes. They smell like burnt almonds; Notes: They can move on any surface and are 100% acid resistant. They take 1/2 damage from venoms/poisons.

NEW GOLEM TYPES

(Note: % Liar omitted as they are mindless. Looks are also obious and so also omitted.)

Type: SILVER; HD: 88 points; AC: 2+1; Speed: 6"; Dext: 12 to 15; Number: 1 to 10; Attack: 1 hit for 4-40 plus 1 lightning bolt for 3-36 (10 times/day); Notes: 100% lightning, paralysis, sleep charm, and confusion proof (as are all metal golems).

Type: GOLD; HD: 110; AC: 2+2; Speed: 5"; Dext: 9 to 12; Number: 1 to 8; Attack: 1 hit for 4-48, 1 cone of fire for 4-40 (5 times/day), and the lst strike turns whatever it hits to solid gold! Notes: 100% fire, etc., proof.

Type: MITHRIL; HD: 100 points; AC: 2+4; Speed: 6"; Dext: 10 to 14; Number: 1 to 10; Attack: 1 hit for 5-50 and 1 Paralysis Ray (60' long by 5' wide)(up to 7 times/day); Notes: 100% "slow", etc., proof.

Type: ADAMANTINE; HD: 120 points; AC: 2+5; Speed: 5"; Dext: 8 to 12; Number: 1 to 6; Attack: 1 hit for 7-56 and 3 times a day a 45'x5' disintegrate ray; Notes: 100% disintegrate, etc., proof.

Type: ORICHALCUM; HD: 150 points; AC: 2+7; Speed: 4"; Dext: 8 to 10; Number: 1 to 6; Attack: 1 hit for 7-70 and can spray 10 dice of acid in a 36'x9' cone up to 5 times a day; Notes: 100% acid, etc., proof.

Type: SHADOW; HD: 56 points; AC: 2+4; Speed: 9"; Dext: 12 to 15; Number: 1 to 12; Attack: 1 hit for 1-12 that also causes fear and confusion for 1 to 10 melee turns; Notes: All non-magikal weapons can't hit it, but light does 1-6 points per level of its casting. It is 100% immune to all except fire or "light" based attacks!

Type: LIGHT; HD: 56; AC: 2+5; Speed: 12"; Dext: 15 to 18; Number: 1 to 10; Attack: 1 hit for 1-12 that also blinds for 1-10 melee turns and paralyzes (A save means victim is slowed); Notes: Just the opposite to a shadow golem. Only darkness or cold type attacks hurt it.

Hargrave's

DEMON LORE

General Data

I. All demons have infra-vison good to 120' or more
II. Demons hear everything within 120' regardless of obstruction.
III. Demons have saving rolls equal to double their hit dice, on the most favourable table (i.e., a 6 dice demon rolls like a 12 dice monster).
IV. Lesser Demons roll hit dice points on 10 sided dice, Greater Demons roll on 12 sided dice, Major Gods use 12 sided dice and 3 pips per die.
V. Lesser Deomons are 90% chaotic and 10% neutral. but Greater Demons have no such restrictions, they are whatever they desire to be.
VI. Demons cannot be frightened and usually attack everything on sight (90% chance) including others of their own kind (75% chance).
VII. Conjuration of demons requires that those doing so be of equal level to the type called. Chance of control is: at Parity, 10%; plus 1 level, 15%; plus 2 levels, 20%; plus 3 levels, 25%; plus 4 levels, 30%; plus 5 levels, 40%; and up 10% thereafter. However the % of control probability is halved vis-a-vis Greater Demons. Maintaining control requires 100% concentration!
VIII. Remember, once concentration/control is broken, it cannot be reestablished, BY ANYONE! for 24 hours. De-controlled Demons are mad Demons.
IX. Demons never check morale and although preferring to be alone, they will tolerate their own (demon type) kind, if, and only if, they are conjured together (still 20% chance of fighting), otherwise section VI previals, and Katey bar the door!
X. All demons regenerate as trolls but 50% faster (lesser) and 100% faster (greater) and they cannot be killed, only dissipated (all points gone and constant bombardment/attack for 6 consecutive melee turns so they can't regenerate, then they dissipate back to "hell"), unless, after having all points destroyed, a successful exorcism is carried out by the appropriate level cleric. The only exception to this rule is Lesser Demons hit by nuclear explosions, phasers or other technological energy weapons (including power whips) for points lost that way are un-regeneratable!
XI. Only magic weapons hit demons, the only monsters that effect Demons are Dragons and Balrogs (or other demons, etc.), and the "stoning" effect of medusaes only, or shadow Titans hits (don't drop life levels, just does hit damage). [Elementals, Djinns, Efreeb hit at one-half attack value, Golems at one-quarter.]
XII. Greater Demon treasures are: 250,000 to 500,000 Gold, 100,000 to 1,000,000 electrum, 500,000 to 5,000,000 Silver, 10,000 to 100,000 platinum, 1,000 to 10,000 mithril coins, 100 to 3,00 gems, 50 to 500 jewelry and 10 to 30 Lesser and 1 to 10 Greater, magical items as well as 1 to 3 artifacts--Lesser Demons generally have 10% to 20% of the above listed treasure.
XII. Demons always get 100% of hit dice points (like ancient Dragons), you just roll to see how many dice it is!

Special Information

XIV. 20th level Patriarchs have a 10% chance of turning away Lesser Demons; and that goes up 2% per level thereafter.
XV. 50th level Patriarchs have a 5% chance to turn away Greater Demons and that increases 1% per level thereafter.
XVI. Greater Demons always have at least 5% chance of not turning away!
XVII. Below are the known Demon (Lesser) types
a. Wind Demons
b. Sea Demons
c. Fire Demons
d. Earth Demons
e. Ice Demons
f. Night Demons
g. The Demon Locusts

DEMON LORE (con't)

h. There are of course, single (non-typed) Lesser Demons (Boak is an example).

XVIII. All types 4th level and below (3rd level for Clerics) automatically flee in terror from Lesser Demons (roll save us fear, fail and run, make save and be paralyzed with fear or pass out from fright!)

XIX. All types 8th level and below (6th level for Clerics) flee, etc. as above in XVIII when confronting Greater Demons.

XX. Demon attacks, like saving rolls, are under the table that is double their hit dice (6 dice demon = 12 dice attack table!).

STORM DEMON VS EARTH DEMON

THE 21 PLANES OF HELL

Number of Plane	Primary Inhabitants	Atmosphere	Average (F.) Temperature	Terrain, Looks, Notes, etc.
1st	Earth Demons *	Carbon Monoxide, humans die in 1-3 minutes	130°	Copper colored sky, ragged basalt, lava flows, dark, dry earth. No plant life of any kind. 60 hour day, no moon, golden aurora at night masks the stars
2nd	Sea Demons *	High in nitrogen, but breathable by humans	80°	Planet is 88% deep green, salty, warm water, with pale sea green sky, 3 moons, wild tides, a 25 hour day, and frequent storms and typhoons. Islands are heavily jungled with metallic silver plants. The world teems with voracious life, all hungry, and most large!
3rd	Fire Demons *	Super heated argon, humans die instantly	350°	Bare, blasted rock, one side always faces the sun, so that cyclonic winds prevail all the time, lightside to dark and back. Black sky, one coppery moon.
4th	Wind Demons *	Very high in neon and xenon but breathable by humans up to 4 hrs.	55°	Endless deserts with occasional oasis of flame. Red vegetation (the sands are generally shiny black). 3 pale red moons in the violet sky. Silver clouds. There are no bodies of water above ground. Mountains of basalt and granite criss-cross the continent rising to 50,000 feet. 25 hour day.
5th	Night Demons *	Slightly more carbon dioxide than Earth but atmosphere almost gone: humans last 10 minutes or less without oxygen	0°	Snow covered (patchy) metallic blue, green, black, grey rock and/or sand. Black sky; a nova cloud fills 2/3 of the sky; the sun is permanently 1/2 below the orizon (no rotation) and is a big hemisphere of black spotted red (it's dying). Mountains rise to 35,000 feet and pools of liquid mercury fill crevasses and holes everywhere.

THE 21 PLANES OF HELL

(Continued)

Number of Plane	Primary Inhabitants	Atmosphere	Average (F.) Temperature	Terrain, Looks, Notes, etc.
6th	Storm Demons	High in ozone (humans get headaches). Breathable anyway.	40°	Snow-covered tundra leading up to pine-like forests on mountainsides, deep blue sky, 2 silver moons, 28 hour day, winds blow constantly, 30 to 50 mph average.
7th	The Demon Locusts *	High in hydrogen and helium, humans die in 1-6 minutes.	85°	Lichen, slime and moss covered rock, grassy, spinelike mountainsides, muddy brown sky, hot, moist, and rainy most of the day (20 hours), no moon, mushroom and fungus forests. Stinks.
8th	Succubi *	Oxygen rich (humans get "the raptures") but breathable nonetheless.	75°	Beautiful, edenlike, rolling hills, greenery everywhere. Sparkling rivers, crystal blue seas, pale blue sky, a single silvery moon, 24 hour day. But an enzyme kills humans in 1-7 days.
9th	Lightning "Elementals"	High in ozone, argon, and carbon dioxide. Humans die in 1-10 minutes.	65°	Carbon "mountain" spines, 30,000 feet high or more. Silver grey sky, 30-70 mph winds, lightning leaping from spine to spine at random, 30 hour days. 11 small moons. Ground is highly charged, and could kill the unwary.
10th	Shadow Titans	Highly radioactive, an airless vacuum.	-225°	Bleak, blasted, melted swirls of rock, shattered mountains, H-bomb craters, etc. Blue glow and multi-colored auroras everywhere. Rings like Saturn (destroyed moon), no rotation.
11th	Swamp Demons	High in sulphur dioxide, but humans can breathe it (up to 25 hours).	115°	Jurassic swamps, bogs, rivers, and numerous shallow but not very salty seas. Fern forests. Dinosaurs and volcanos abound. 2 large moons (yellow and blue). Frequent meteor showers. Very noisy.

THE 21 PLANES OF HELL

(Continued)

Number of Plane	Primary Inhabitants	Atmosphere	Average (F.) Temperature	Terrain, Looks, Notes, etc.
12th	Sun Demons	Mostly neon, humans die instantly, if not sooner!	175°	Entire world looks like silver foil, most are instantly blinded by the reflected glare. No moons. 27 1/2 hour day. Swirling aurora, electrical storms, jagged terrain.
13th	Ice Demons *	Methane, some ammonia. Humans die instantly.	-180°	Swirling methane snows, rivers of ammonia, lightning split, deep putple skies. 7 golden moons, rounded but chasm-split ground. 48 hour day. Occasional mountains of pure gold, 8-10,000 feet high!
14th	Hell Cats	Full of bacteria so that even though breathable, humans die in 1-5 days.	77°	Strange brass-colored jungle world, pink sky, 3 orange moons, lots of huge lakes, small fresh water seas, rivers, etc. Few mountains (seldom over 10,000 feet). 25 1/2 hour day. Light misting rain a lot.
15th	Fire Fiends	Mostly kryton, helium. Humans die in 1-4 minutes.	150°	Glassy, green, smooth, no mountains (only small humps and hills), pale, gold sky, no moon. This planet was burned off by energy beam weapons in an interstellar war
16th	Acid Fiends	A gaseous form of sulphuric acid, humans die (horribly) in 1-10 minutes.	140°	Pools of acid (various forms), acid rains, pitted, eroded, brittle networks of spidery rock shapes. Lightning flashed constantly. Iron grey, always cloudy sky. 32 hour day, no moon. Pure death
17th	The Black Wind	High in nitrous oxide (laughing gas), but breathable by humans 11-12 hours.	35°	Blue-black sky, moonless, blasted futuristic cities, space ports, etc. Most vegetation is petrified, the seas teem with mutated, saurian or crustacean type life. 22 1/2 hour day. Red auroras at night.
18th	Windgos	High in carbon dioxide but breathable by humans 1-10 hours.	22°	Carnellian, sardonyx, chrysophase mountains. Brooks of liquid gold color (not water), rainbow skies, crystalline trees, truly beautiful. 9 pale violet moons, 36 hour day. Cold, constant wind that "chimes" through the crystal trees

THE 21 PLANES OF HELL

(Continued)

Number of Plane	Primary Inhabitants	Atmosphere	Average (F.) Temperature	Terrain, Looks, Notes, etc.
19th	The Creeping Doom	Breathable by humans, but smells so bad most can't stand it for 1-10 minutes.	60°	Proto-earth, 4 billion years past, soupy hot seas, volcanic action, trilobite type life, protoplasm pools, etc. Steel grey skies, 1 moon, rains a lot. The insects on land are BIG! 25 hour day.
20th	Star Demons	100% radio-active nitrogen trioxide. Humand die in 1-3 minutes.	-100°	Fantastically shaped (by nearly constant winds of 60-90 mph) rock, mountains, clay. Seas of liquid nitrogen, glowing hydrogen gas clouds (yellow-green), ochre sky, 29 hour day, 4 coppery moons, huge billowy fungus forests.
21st	The Greater Demons *	Extremely radioactive but breathable atmosphere. Humans die in 1-10 hours.	65°	The Greater Demons are mutations. The world is full of wrecked (H-bombed) cities, dark red mutated seas, kaleidoscope sky, evilly blue glowing moon, 24 1/8 hour day.

* Indicates the "best known" Demons.

"The Mage Strikes Back"

(HD indicates full 10 sided dice values)

Type: WIND DEMON; HD: 8 to 10; AC: 2; Speed 9" (36" flying); Dext: 16 to 20; Numbers: 1 to 4; Attacks: 4 claws at 3-18 each; Looks: 7' to 8' tall, smoothe skinned humanoids a bright electric blue color with batwings of pale, translucent gold, and four silver eyes equidistant around the head. When angry, tiny sparks crackle all over him; Notes: 100% invulnerable to all djinn attacks, takes 1/2 damage from lightning, wind, etc. They get a +3 save versus confusion, +2 versus flash/blindness, and +1 versus disintegrate. They can use 1st level magik and their greatest enemies are earth demons, which get +1 attack and defense against them. Their favorite food is elf meat, which they love dearly.

Type: ICE DEMON; HD: 8 to 10; AC: 2; Speed: 8" (10" flying); Dext: 10 to 15; Numbers: 1 to 6; Attacks: 2 claws for 2-20 each plus 1-10 intense cold damage, and 3 times/minute they can breathe a 3-36 cone of cold 30'x10'; Looks: Smoothe, snow white, 7' to 8' tall humanoids with translucent, ice-like bat wings and 3 eyes like chips of ice in a pyramid formation over their long-fanged mouth; Notes: 100% impervious to cold, paralysis, and slow spells. They take 1/2 damage from acids, but fire does 50% more damage. They can create walls of ice at will, use 1st level magik, and can drop the air temperature 20° per turn to a -180° maximum in a 30' diameter area around them. Inside that area, or in other intensely cold places, they get +2 to all their attributes. They hate titans and war constantly with them. Their favorite food is amazon meat.

Type: FIRE DEMON; HD: 9 to 12; AC: 2+1; Speed: 12" (24" flying); Dext: 17 to 20; Numbers: 1 to 3; Attacks: 2 claws for 4-24 each plus 2-12 fire damage; Looks: 7' to 9' tall reptillian-looking humanoids, bright scarlet, bat-winged, two-tailed, horned and befanged, with two eyes like pits of deep space and violet flames dancing over their bodies; Notes: The air is 200° in a 10' radius around them. They can use up to 3rd level magik, and create 10 double-sized walls of fire per day in any number from 1-10. They are 100% fire and sonics proof. Lightning and acid do 1/2 damage, but cold or water do 50% more damage. Every third melee turn they could breathe a 30'x10' cone of fire for 3-36, but very seldom do (die roll of 18 to 20), their egos demanding they physically slay their foes. They can also throw 5' diameter, 8 dice fireballs every other melee turn, and do so occasionally (die roll of 14 to 20), and can leap 35' in any direction. They can create mirages (illusion) at will, and heat the air in a 30' diameter area around them 20°/melee turn to a 400° maximum. They hate all other fire-based beings (salamanders, efreets, etc.), and attack them on sight. Their favorite food is elf hearts.

Type: EARTH DEMON; HD: 10 to 12; AC: 2+2; Speed: 6" (24" through the earth); Dext: 8 to 13; Numbers: 1 to 6; Attacks: 4 claws for 3-30 each, and all hit rot at 1 per melee turn thereafter; Looks: Mottled earth colors, lumpy headless boulder-shaped body with 4 legs and 4 arms, about 8' tall. There are eight irregular copper-colored eyes at random on its body; Notes: 100% impervious to sonics, fire, cold, and confusion. Lightning and acid do 1/2 damage, but water causes him to "melt" at 1 die per 100 gallons of water. They can use up to 2nd level magik, and when in contact with raw earth or rock, all attributes are +3! Clerical magik gets +2 attacks on them, so they hate clerics most of all, attacking them on sight. Their favorite food is ent hearts.

LESSER DEMONS

(Cont'd)

Type: SEA DEMON; HD: 8 to 10; AC: 2; Speed: 6" (36" in water); Dext: 13 to 16; Numbers: 1 to 8; Attacks: 2 claws for 2-20 each and 1 bite for 1-8 plus 4-24 points of venom which paralyzes all but elves and undead, which it dissolves at 2-15 per melee turn; Looka: 7' to 9' tall, fish-like humanoids, deep emerald green with irridescent dorsal spines and webbing between claws and toes, with two huge pupilless white eyes; Notes: 100% impervious to poison/venom, acid, paralysis, and confusion. They take 1/2 damage from cold, but lightning and sonics do 50% more damage. On dry land they lose 1 off all attributes every 6 melee turns until unconscious. They are frequently accompanied by sharks or schools of barracuda, or other nasty sea creatures. They love emeralds so much they will do anything to get them. Their favorite food is mermaid meat. They frequently use magik up to 3rd level.

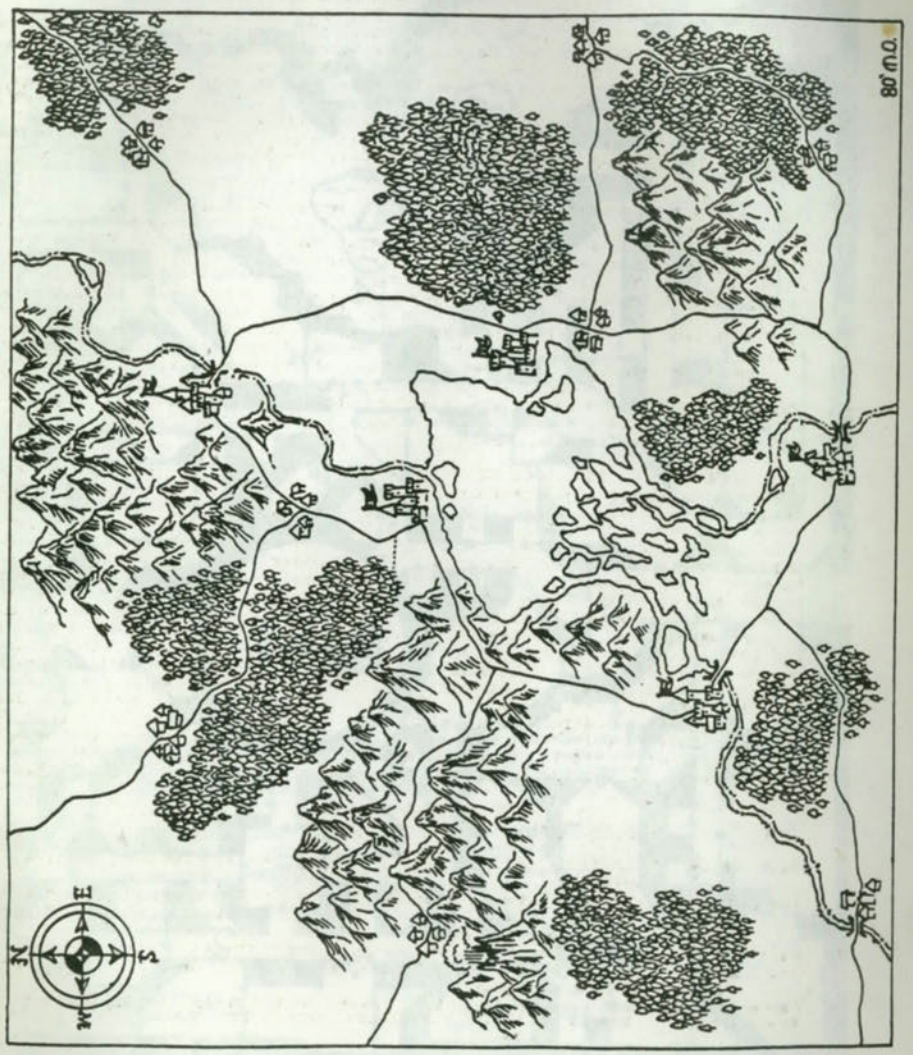
Type: THE DEMON LOCUSTS; HD: 6 to 10; AC: 2 (body), 4 (head); Speed: 9" (18" flying); Dext: 7 to 12; Numbers: 1 to 10,000; Attacks: 2 claws for 2-12 each, 1 bite for 1-8 plus 4 dice poison and 1 sting for 1-4 plus 8 dice poison that blinds and paralyzes all but hobbits, which are not affected in any way. Looks: 8' to 18' long, vaguely locust-shaped, silver and gold-banded bodies with beautiful, long-blond-haired and blue-eyed human heads. They smell like putrescent meat; Notes: Once committed to an attack, these near-brainless demons do not stop attacking until their target is 100% eaten! They are 100% immune to fear, stoning, and poison/venom. They take 1/2 damage from fire, lightning, and acid, and cannot be paralyzed or slowed. They are highly susceptible to confusion (-4 save), and cold does double damage to them. They belong body and soul to the greater demon "Abbadon", and "gate" to him at his command. All those he or the locusts kill become locusts themselves! They are true omnivores, and will eat anything from flesh to steel!

Type: NIGHT DEMON; HD: 10 to 12; AC: 2+4; Speed: 12" (24" flying); Dext: 16 to 20; Numbers: Always alone; Attacks: 2 claws for 4-24 each, 1 sting for 1-8 plus blasts 4 life levels (only 2 if save versus poison is made), and every third melee turn it can breathe a 15'x3' black flame that does 6-60 points, blasts 2 life levels, and causes those hit to rot at 3 per minute thereafter. If hard pressed, thrice daily they can exude a 60' diameter cloud of 100% opaque (except to them) black poison gas. It does 10 dice damage and lasts 30 minutes. While inside this cloud the demon gets +3 on all attributes; Looks: 9' to 12' tall, ebony-skinned humanoids with batwings and eyes like glowing pools of fire, with a long, barbed tail, and fangs and claws of pale translucent violet; Notes: They are 100% immune life drains, lightning, paralysis, and stoning. Cold, acid, poison/venom and fire do 1/2 damage, but they get -2 save versus disintegrate. They can, and do, use up to 4th level magik, and fear "holy water", for it burns them like acid for 1-8 points of unregenerateable (except at 1 point/day) damage. They hate and attack clerics on sight, and can leap up to 33' in any direction. Their favorite food is virgin's blood. All slain by them become spectres under their control. They are 100% invisible at night or in shadows or dark places. It is rumored that one Night Demon has ascended to "God" status.

KNOWN LESSER DEMONS

Type	Known Names (callable by spells)
Wind Demons	Tring, Lingaat, Vingyth, Arshing, Myring (female), Sondving, Olaving
Ice Demons	Ryobar, Manobar, Lukobar, Thandobar, Frundobar, Vardobar, Alcobar
Fire Demons	T'Skree, Turaag, T'Kraar, T'Vroon, T'Chreen, T'Vraalk, T'Luur (female?), T'Skaand
Earth Demons	Gnoth, Gnorr, Gnuld, Gnorg, Gnumra, Gnulth, Gnayla, Gnymba
Sea Demons	Urog, Uralth, Urong, Uragg, Urga, Urvos, Urnaat, Mithrom (now a greater demon?)
Demon Locusts	Bel (the leader), Tokk, Rarr, Vokka, Sarkk, Nemekk, Lokkok
Night Demons	Murgra, Braskael, Braskhund, Khnorvolkk, Branth, Aang, Razur

THE OVERLAND AND DUNGEON MAPS ON THE NEXT TWO PAGES ARE PROVIDED FOR YOUR INTEREST AND ENJOYMENT. David A. Hargrave



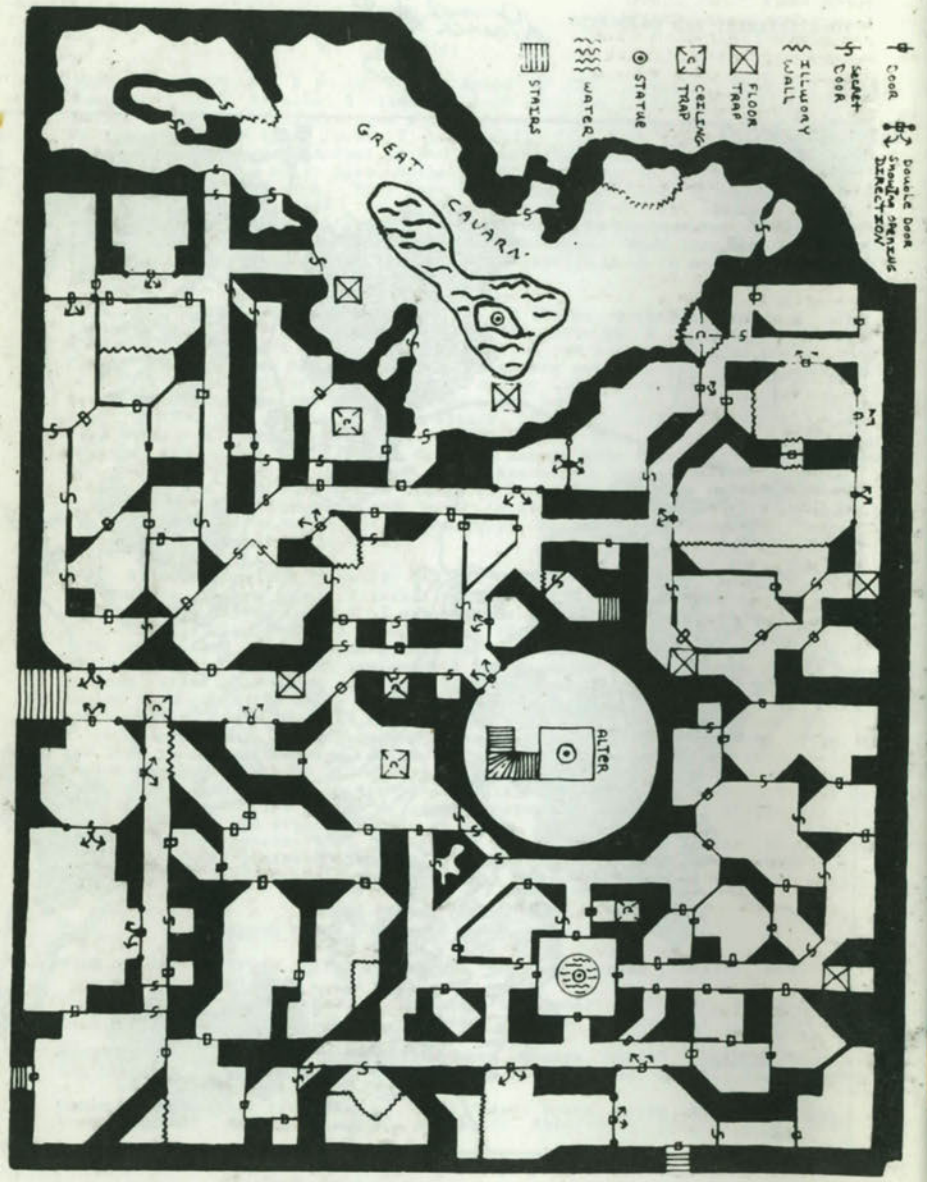


TABLE OF CONTENTS

Subject Matter	Page Number(s)
How to Play the Game	1
Experience Point Chart	2
Experience Level Charts	3-4
Character Limitation Charts	5-7
Height and Weight Charts	8-9
Notes on Fantastic Beings	11-12
Allignment Chart	13
Special Abilities Charts	14-18
New Character Classes	19-26
Multiversal Trading Co. Price List	27
Magik in Arduin	28-30
Clerical Undead Turn-away chart	31
Various Saving Roll Charts	32-35
Random Chance Weapon Creation Chart	36
Prismatic Walls	37-38
New Spells	39-44
New Magikal Tresures	45-47
Notes on Allignment, Combat, Movement, Monsters, etc.	48-53
Melee and Attack Charts	54-58
Main Combat Table	59
Critical Hit and Fumble Charts	60-61
Brawl Chart	62-63
Were-creatures Combat Chart	64
Dinosaur Charts	65-66
Sea Creatures List	67
Escape Table	68
Encounter Charts	69-72
Weather Tables	73-74
Random fog/mist Generator	75-76
Random Trap Matrix	77
Fantastic Diseases	78-79
New Monsters	80-84
Demon Lore	85-86
The 21 Planes of Hell	87-90
Lesser Demon Lists	91-92

FANTASY GAMERS

For the convenience of Arduin Fans, the following items may be ordered by mail if they are unavailable from your local retailer. Please list the number of each item desired and enclose a check or money order for the total amount. Add 50¢ for postage and handling. California residents add 6% state sales tax. Please make the check or money order payable to *Grimoire Games* and allow 3-4 weeks for delivery. The following are currently available:

The **ARDUIN GRIMOIRE** *Volume I* — $8.50 ea

WELCOME TO SKULL TOWER *Arduin Grimoire Vol. II* — $8.50 ea

The RUNES OF DOOM *Arduin Grimoire Vol. III* — $8.50 ea

CALIBAN *Arduin Dungeon #1 Level 8+* — $6.50 ea

The HOWLING TOWER *Arduin Dungeon #2 Lev. 1-4* — $6.50 ea

CITADEL OF THUNDER *Arduin Dungeon #3 Lev. 5-8* — $6.50 ea

DEATH HEART *Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.* — $6.50 ea

Arduin Artifact Cards — *24 magik artifacts* — $3.50 ea

Arduin Weapon Cards — *24 magik weapons* — $3.50 ea

Arduin Monster Cards — *24 monsters from the Arduin Grimoire* — $3.50 ea

Arduin Treasure PAK — *72 combined monster, weapon and artifact cards.* — $7.95 ea

Arduin Character PAK— *24 **illustrated** Arduin characters. All different with blank stat cards.* — $6.50 ea

Arduin Character PAD— *40 blank character statistics sheets.* — $3.50 ea

Please Mail All Orders & Enquiries To: **GRIMOIRE GAMES**
P.O. Box 4363
Berkeley, CA 94704