

SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



CHARACTERS & COMBAT
VOLUME 1 OF FOUR BOOKLETS

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SEVEN VOYAGES OF ZYLARTHEN

VOLUME 1

CHARACTERS & COMBAT

BY
OAKES SPALDING

AFTER
GARY GYGAX AND DAVE ARNESON

TO JULIE
Who was kind even to kobolds

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FOREWORD

ONCE UPON A TIME almost forty years ago, two amateur historians—one temporarily working as a shoe repairman, the other as a security guard—released a little game in the form of three forty page booklets. With an odd but intriguing name suggested by the shoe repairman’s daughter, these “Rules for Fantastic Medieval Wargames Campaigns” sold one thousand copies in their first year, mostly to military hobbyists and collectors of miniature lead soldiers...

And that’s where the story ends, at least for our purposes. SEVEN VOYAGES of ZYLARTHEN is a re-imagining of the original edition of the world’s most popular paper and pencil fantasy adventure game, first published by Gary Gygax and Dave Arneson in 1974. The brilliance and charm of the earliest version was its simplicity and elegance, combined with a certain asymmetrical quirkiness. It invoked many sources—King Arthur, the Crusades, Middle-earth, the Arabian Nights, pulp fantasy, fairy tales, even science fiction. Its breadth of tone was a virtue, offering to the players a multiplicity of delights. Our intention was to follow the spirit of the original as closely as possible. We hope that we have (if only partially and in a small way) captured it.

The format and layout of these rules is meant to pay homage to the original game. It goes without saying (though we’ll say it) that the product in your hands is not published by Tactical Studies Rules, TSR (old or new) or Wizards of the Coast, nor is it affiliated with any of them in any way.

Happy dungeoneering! Guard the innocent! Avenge the wronged! May you find heaps of gold at the end of your path, or at the least a memorable and heroic demise! But above all, God grant that you find wonder everywhere!

Oakes Spalding
Campion & Clitherow

Feast of All Saints, 2013
Chicago, Illinois



INTRODUCTION:

If you are reading this, you are almost certainly no stranger to paper and pencil fantasy adventure games, including the first world's first and still most popular example. Thus, to save words, you will here find little explanatory text of the “what is adventure gaming?” or “how to play” sort.

The use of the term “fantasy adventure game” over the more often used “role-playing game” is intentional. Strikingly, the term “role-playing” appears nowhere in the original 1974 texts. Ideally, we who like this sort of game are interested in *adventure*—cooperatively exploring a fantastical world of strange terrors and fabulous treasures—not perfectly simulating the attitude and behavior of some grumpy dwarf, or whatever. Indeed, too much “role-playing” should be discouraged. “We don't explore characters; we explore dungeons,” someone once said. Or as C.S. Lewis explained, making a point about good science fiction that could apply equally well here, “To tell how odd things struck odd people is to have an oddity too much; he who is to see strange sights must not himself be strange.”

The game has no glossary. It is assumed that you know what is meant by “referee”, “saving throw”, “hit dice” and so on. In keeping with the format of the original rules, the use of particular dice will often only be indicated by the number ranges provided. (“1-6” implies the use of one six-sided die, “2-8” implies the use of two four-sided dice, etc.) When the word “die” is used it means six-sided die, unless otherwise indicated. The term “monster” is sometimes used in the obvious sense and sometimes used to denote any stranger, opponent or enemy of the players—authentically “monstrous” or otherwise.

SEVEN VOYAGES of ZYLARTHEN is published under the Open Game License using the Systems Reference Document and other Open Game Content sources. It is not meant to pose as a version of or be a replacement for any edition of the original game. Though much of SEVEN VOYAGES of ZYLARTHEN is not original, we are of course solely responsible for all errors.

RECOMMENDED EQUIPMENT:

SEVEN VOYAGES of ZYLARTHEN (the PDF's are sufficient, but you'll enjoy the game more if you buy the booklets)

Dice (as many as possible)—three sided (if available), four-sided, six-sided, eight-sided and twenty-sided

Paper (including graph paper for mapping) and **Pencils**—liberal supplies for all

Optional

Paper, plastic or metal figures to denote characters and monsters

Dominoes or blocks for constructing rooms and hallways (we prefer these to drawing on an erasable board)

A cigar box or “chest” of pennies, dimes and quarters, as well as a number of small bags—to represent the characters' hoards of silver and gold

A ready-made adventure, designed for the original game or for one of the contemporary “retro-clones” such as Swords & Wizardry or Labyrinth Lord.

PREPARATION:

The referee should be familiar with the rules contained in all four volumes as well as having prepared at least one adventure. The Players may read **Volume One: Characters & Combat** (though this is not strictly necessary), but they are discouraged from reading the other volumes. One does not wish to diminish the sense of wonder that is crucial for enjoying the game.

CHARACTER CLASSES:

There are three basic classes of characters:

- Fighting-Men / Fighting-Women (henceforth, "Fighting-Men")
- Magic-Users
- Thieves

In addition, there are three special classes of characters:

- Dwarves
- Elves
- Halflings

Fighting-Men: Fighting-Men represent the default class. Most able-bodied males able to handle a weapon will be Fighting-Men, and thus it is by far the most common class among player characters and non-player characters. Fighting-Men will usually have the most hit points and will progress the most rapidly on the attack tables. Most importantly, they may use all weapons and any armor. At 9th level and above they may build a castle that will earn 1 Gold Piece per year from each inhabitant of the surrounding area.

Magic-Users: Magic-Users are the weakest characters in terms of combat, but their spells make them potentially the strongest class of characters in the game (if they can survive the early going). They may use only certain weapons—daggers and staves—and may not use or wear armor. However, Magic-Users have the widest selection of enchanted items. At 11th level or above, Magic-Users may build a stronghold or tower. Also starting at 11th level they may manufacture enchanted items, scrolls and the like. Magic-Users (and only Magic-Users) know the written language of Magic, accessible through use of the Read Magic spell.

Thieves: Thieves are nimble practitioners of stealth and guile. This doesn't mean they are necessarily weak or small—Conan was a Thief. Thieves may use any of the normal weapons of Fighting-Men save the bow (though they may use the crossbow), but some magic weapons will be off-limits to them. For armor they may take advantage of leather, a helmet and a buckler only. Thieves will usually choose to equip themselves lightly. As a consequence they will often be the best choice for operations involving moving quietly, climbing and so on. Thieves have these special talents:

Hide in Shadows: If unencumbered, a Thief may, if unobserved, slip into the shadows where he will be virtually invisible as long as he remains motionless. Note, though, that many monsters and animals will have a keen sense of smell.

Luck: Once per combat encounter a Thief may either reroll one of his own die results or he may call for a reroll of any die result by the referee that affects only him.

Open Locks: Using the proper tools, a Thief has a 4 in 6 chance of “picking” most locks, even those of a magical nature, in the space of one turn. In the case of non-magical closures he will be allowed to make additional attempts.

Surprise: Thieves have an enhanced attack bonus when attacking by surprise.

Use Magical Scrolls: At 10th level a Thief acquires the ability to attempt to use magic scrolls. A die roll of 1-4 will indicate success, 5 will indicate failure and a 6 will produce the reverse effect.

Most Thieves grew up “on the street” in a large city. As a result, all speak Cant—the language of the urban underworld. They are adept at making contact with the criminal element or black market in any familiar or even somewhat familiar town or city, as well as where possible, lining up a free or inexpensive “safe-house” to lie low in for a awhile (though that sort of living arrangement may not sit well with all party members).

At 10th level a Thief may attempt to establish a guild of thieves, beggars or the like, or, for more “reformed” characters, an orphanage, hospital, home for the indigent, factory or merchant trading company. Of course nothing precludes creating an entity that combines more than one of these functions!





Dwarves: Dwarves operate as Fighting-Men but may not progress beyond the 6th level (Defender). They have these special advantages: 1) because they are small, hardy and highly resistant to magic they add one step (six levels) when rolling all saving throws; 2) they alone are able to successfully wield the Magic Dwarven Hammer; 3) Ogres, Trolls, Giants and other large humanoids will find Dwarves difficult to catch and thus will suffer a -4 penalty on attacks against them; 4) Dwarves are skilled at noting new construction, slanting passages, large mechanical traps, shifting passages and the like in underground settings; and 5) Dwarves speak their own language as well as that of Gnomes, Kobolds and Goblins, along with the common tongue of men.

Elves: Elves are multi-classed Fighting Men/Magic-Users, though they are limited to 4th level (Knight) in the former and 8th level (Solonist) in the latter. For purposes of gaining experience they must choose to operate as only one class or the other during the course of a single adventure, but they may freely switch classes in between adventures. At all times they will use the most advantageous of the hit dice, attack tables and saving throws of the levels attained in each class. Elves may always utilize the full weapons and armor of the Fighting-Man, but they may not wear armor while casting spells. In addition, they may perform a split-move and fire maneuver (see below) when using a bow. Their acute senses give them a 2 in 6 chance of detecting secret doors merely by proximity or casual observation. Elves speak Elvish, as well as the languages of Men, Orcs, Hobgoblins and Bugbears.

Halflings: Halflings operate as Thieves but will be limited to 4th level (Dodger) in that class. Like Dwarves, they add one step when making saving throws. They will also have deadly accuracy with slings (+3 on attacks). Player character Halflings will speak the common tongue and their own language.

Dwarves, Elves and Halflings have a 2 in 6 chance of hearing sounds when listening through heavy dungeon doors (the standard chance for blundering humans is 1 in 6). On the other hand, due to their relatively low weight and small stature they will generally only have a 1 in 6 chance of opening heavy dungeon doors (2 in 6 is the standard).

ALIGNMENTS:

The Ancient Wars that ravaged Old Earth were an attempt by the one who called himself the Liberator (known by others as Mendax) to consolidate his power over all of material creation. In those struggles, nations and races were often grouped into alignments—the forces of Chaos under the Liberator, the forces of Law that opposed him, and those that chose a middle ground either out of perceived self-interest or the perception that the principles and aims fought over did not concern them. As always, individuals within those groups were free to make their own determinations—leaving ample room for high acts of heroism as well as low betrayals.

The effects of the Wars remain, represented among other things in the old alignment languages, still understood by some, if less frequently used for actual communication. Scholars utilize the language of Law, while Chaos is used to inscribe black magic incantations and cursed scrolls. Many exotic and rare creatures know Neutrality—a relative of the language of Elves.

Many would claim that the struggle between Law and Chaos continues today just as fiercely, if less obviously or visibly as before, and with as much at stake as ever. To the extent that this is true, intelligent races and monsters will usually be identified with an alignment. Creatures of animal or lower intelligence, or who are mere animated entities will always be identified with “Neutrality”. A partial list of creatures and their alignments follows:

Blink Dogs (Law)	Lizard Men (Neutrality)
Bugbears (Chaos)	Lycanthropes (All)
Centaur (Law, Neutrality)	Manticores (Chaos)
Chimerae (Neutrality, Chaos)	Medusae (Chaos)
Dragons (All)	Men (All)
Dryads (Neutrality)	Minotaurs (Neutrality, Chaos)
Dwarves (Law, Neutrality)	Mummies (Chaos)
Elves (Law, Neutrality)	Nixies (Neutrality)
Evil High Priests (Chaos)	Ogres (Neutrality, Chaos)
Gargoyles (Chaos)	Orcs (Neutrality, Chaos)
Ghouls (Chaos)	Pegasi (Law)
Giants (Neutrality, Chaos)	Pixies (Neutrality)
Gnoles (Chaos)	Rocs (Law, Neutrality)
Goblins (Chaos)	Spectres (Chaos)
Gorgons (Chaos)	Trolls (Chaos)
Griffins (Neutrality)	Unicorns (Law)
Harpies (Chaos)	Vampires (Chaos)
Hippogriffs (Law)	Wights (Chaos)
Hobgoblins (Chaos)	Wizards (Chaos)
Hydrae (Chaos)	Wraiths (Chaos)
Kobolds (Chaos)	Wyverns (Neutrality)

Each player character is presumed to be a partisan of Law, whatever his class or background. It is assumed that players will generally not attempt to have their characters perform actions that are gravely evil (Thieves do not of course consider simple thievery to be such) or that obviously aid the forces of Chaos. From the point of view of a successful and enjoyable game, cooperation among party members is essential. That doesn't mean that the opinions, interests and goals of each party member will necessarily be completely aligned, or that the morally superior choice or action (if that is what is desired) will always be clear or agreed upon.

RELIGION:

The gods are many and varied. Some are malevolent. Most are jealous. All are dangerous. For the majority of mortals, serious and sustained worship of any of the gods is for priests and cultists only. Why devote oneself to one god, when there are a myriad to seek favor from or, more likely, to placate? And since deities are inscrutable and unpredictable, why not hedge one's bets by giving occasional offerings to many?

It is said that many of the gods—from the warrior god Thor to Venus the goddess of beauty and love, from Thoth the patron of scholars to the vile frog-headed Tsathoggus—are also featured in the mythologies and stories of other worlds. No one knows for sure, but it is an intriguing proposition.

In an obscure nation, unknown and undiscovered by much of the larger world, a few thousand people practice the monotheistic worship of one whom they call "Pantokrator". They do not deny the existence of the "other gods", but argue that they are creations of the One True God, or else perversions of that creation by Mendax. Their theologicians claim that the power and even the very reality of the other gods will fade as the Pantokrator is gradually revealed to other nations. But (according to the same theologicians) even the beginning of that process is still many of hundreds of years away...

LANGUAGES:

In the world of SEVEN VOYAGES of ZYLARTHEN, language variation is determined by species. Most intelligent races (including humans) have their own language. The primary language for humans is the "common tongue", understood by all humans, or at least all humans within the known world. In addition there are special languages such as the "artificial" languages of Magic-Users and Thieves, as well as the alignment languages used or understood by a few of the more highly intelligent members of some races. And of course some creatures will speak the languages of other species in addition to their primary language.

Knowledge of the right language at the right time can be extremely useful for adventurers, either in making friends (often unlikely friends), or in negotiating, bargaining, threatening, appeasing and so on. At the least, one might overhear mutterings of treachery or plots by monsters unaware of one's linguistic prowess.

SUMMARY OF PLAYER CHARACTER STARTING LANGUAGES:

Fighting-Men

Common

Magic-Users

Common

Magic

Thieves

Common

Thieves' Cant

Dwarves

Common

Dwarvish

Gnomish

Kobold

Goblin

Elves

Common

Elvish

Orcish

Hobgoblin

Bugbear

Magic

Halflings

Common

Halfling

Thieves' Cant

Player characters of above average intelligence may know additional languages (see below).





CREATING A CHARACTER:

To create a character, one first determines the character's six ability scores—strength, intelligence, wisdom, constitution, dexterity and charisma—by throwing three dice, six times in order. It is preferable to have each player roll his abilities one by one in sight of the other players and the referee. Then one chooses a character class informed by these scores.

Charisma Substitution (Optional): Any player may trade points in strength, constitution or dexterity for points in charisma on a 2:1 basis. This cannot be used to raise the score for charisma above 11.

Strength for Female Characters (Optional): For a female character, throw two dice to determine her strength score (rounding up to 3 if a total of 2 is obtained). Add one point to each of the five other characteristics (rounding down to 18 if a score of 19 is obtained in any of them).

Prime Requisite: Each character class has a prime requisite ability. One's score in this ability may give one a bonus or penalty on all experience points earned. All classes have secondary abilities and two have tertiary abilities. A higher than average secondary and/or tertiary ability will add points to one's primary requisite ability for the purposes of gaining experience only.

<u>Character Class</u>	<u>Prime Requisite</u>	<u>Secondary Ability</u>	<u>Tertiary Ability</u>
Fighting Man	Strength	Intelligence	Wisdom
Magic-User	Intelligence	Wisdom	--
Thief	Dexterity	Wisdom	Intelligence

<u>Prime Requisite Score</u>	<u>Experience Point Bonus/Penalty</u>
3-6	-20%
7-8	-10%
9-12	None
13-14	+5%
15-18	+10%

BONUS POINTS ADDED TO PRIMARY ABILITY*

		<u>Secondary Ability</u>								
		<u>1-10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
Tertiary Ability	1-10 or none	0	+1	+1	+2	+2	+2	+3	+3	+4
	11	0	+1	+1	+2	+2	+2	+3	+3	+4
	12	+1	+2	+2	+3	+3	+3	+4	+4	+5
	13	+1	+2	+2	+3	+3	+3	+4	+4	+5
	14	+1	+2	+2	+3	+3	+3	+4	+4	+5
	15	+2	+3	+3	+4	+4	+4	+5	+5	+6
	16	+2	+3	+3	+4	+4	+4	+5	+5	+6
	17	+2	+3	+3	+4	+4	+4	+5	+5	+6
	18	+3	+4	+4	+5	+5	+5	+6	+6	+7

*For purposes of gaining experience only

EXPLANATION OF ABILITIES:

Strength: Strength is the prime requisite for Fighting Men. It will affect things in a number of obvious ways, the precise occasions and degrees to be determined by the referee. Keep in mind, however, that the strength range presented is the range for fit and healthy adventurers trained in combat. Even a low strength score will not necessarily equate to weakness relative to, say, the general population.

Intelligence: For player characters the term "intelligence" actually denotes formal education or knowledge, especially that relating to books and literacy. It has nothing to do with how smart the character is or is perceived to be. Nor does it match up with one's facility with the spoken word or one's attitude toward learning in general. A player character's wit, curiosity and cleverness are the player's wit, curiosity and cleverness. On the other hand, when intelligence is referenced for non-player characters and monsters, the ability will have its normal meaning. Intelligence is the prime requisite for Magic-Users and the secondary ability for Fighting Men.

One's intelligence score will determine one's proficiency at reading and writing, and how many additional languages are known, if any, over and above those given by one's class or race. If one is a Magic-User, it will also determine the number of

starting spells in one's magic book and the maximum number of spells that can be known per level:

Intelligence 18 or more:	3 extra languages (Fighting-Men, Thieves)
Intelligence 16-17 or more:	2 extra languages (Fighting-Men, Thieves)
Intelligence 13-15 or more:	1 extra language (Fighting-Men, Thieves)
Intelligence 11+:	1-8 (INT – 10) extra languages (Magic-Users)
Intelligence 6 or less	Character is illiterate (though not in the language of Magic if the character is a Magic-User or Elf).

The referee will inform each player precisely which additional languages he knows at the start of play (determined randomly from a chart in Vol. 4). Possible languages include:

<u>Common</u>	<u>Uncommon</u>	<u>Rare</u>	<u>Very Rare</u>
Law	Neutrality	Chaos	Djinn
Goblin	Dwarvish	Centaur	Dryad
Kobold	Elvish	Harpy	Silver Dragon
Ogre	Stone Giant	Lizard Man	Titan
Orcish	Werewolf	Pixieish	Weretiger

Magic-Users and Elves begin the game knowing the spell Read Magic and additional spells corresponding to the number of their additional languages. It follows that Magic-Users and Elves with an intelligence score of 10 or below will start play with no additional spells.

In addition, their intelligence score serves as the upper boundary for the number of spells per level that Magic-Users and Elves may know. For example, a Magic-User with an intelligence of 15 could know a maximum of 15 1st level spells, 15 2nd level spells, and so on.

Wisdom: This ability represents one's common sense, emotional maturity and stability as well as one's capacity for focus and self-denial. Among other things, it will affect one's chances to turn away or (at higher levels) destroy Undead creatures—usually accomplished by the forceful presentation of a holy symbol. It is the secondary ability for Magic-Users and Thieves as well as the tertiary ability for Fighting Men.

Constitution: An exceptionally high or low constitution will modify one's hit points as well as determining one's chances for recovering from massive bodily adversity or shock.

Dexterity: This ability comprises bodily and manual dexterity, quickness and the like. It will affect one's success with missile attacks and combat initiative. Also, it is the prime requisite for Thieves.

Charisma: Having a high charisma (correlated with but not identical to physical attractiveness) can be very useful. One's charisma score will determine how many close associates—long-term hirelings, friendly monsters to accompany one on adventures, intimate servants, and so on—one can employ at one time. It will affect the loyalty base of the same—sometimes tested in situations where morale is checked—plus that of any normal hirelings or employees. It will also determine how others react to the character in many situations.

<u>Charisma Score</u>	<u>Maximum # Hirelings</u>	<u>Loyalty Base</u>	<u>Reaction Adjustment</u>
3	0	-2	-2
4	0	-2	-1
5-6	1	-1	-1
7-8	1	None	-1
9-12	2	None	None
13-15	2	+1	+1
16-17	3	+2	+1
18	6	+4	+2

When one first hires a character or creature into service, the referee secretly rolls a loyalty score using three dice, adjusting for various factors, such as initial pay, etc., as well as charisma. This loyalty score will thenceforth affect any morale determinations. If larger groups—men-at-arms, torch-carriers, bearers, etc.—are hired for a one-time job, the referee may choose to roll once—assigning the same loyalty score to the lot. Loyalty will affect morale thusly:

<u>Loyalty Score</u>	<u>Morale</u>
3 or less	Will desert or betray at the first chance
4-6	-2 on morale checks
7-8	-1 on morale checks
9-12	No effect
13-14	+1 on morale checks
15-18	+2 on morale checks
19+	No need to check morale

Morale is checked on two dice, with a result of 7 or higher indicating success. (6 or less means the subject refuses to fight, runs away, etc.) Normal hirelings or employees will generally make morale checks in these situations:

1. If suddenly faced with a monster or danger that their employer failed to inform them or warn them about. Thus, it is in the employer's interest to be fully forthcoming to his hirelings about the risks of any mission. If the risks are out of the ordinary, then the offered payment or rewards should be commensurate.
2. After their side suffers its first death.
3. After at least half of their side runs away (as a result of failing a morale check, or otherwise), is incapacitated or dead.

Close associates or intimate servants will only make morale checks at the end of each adventure, unless faced with unusual circumstances. Failure means the character or creature will refuse to accompany one on any further missions.

One's charisma score may also come into play when making a reaction check—a roll to see how a monster or non-player character reacts to one in a first meeting, a new circumstance or an instance where one is trying to influence a monster or non-player character in some way or persuade him, her or it to do something. A standard reaction check uses two dice, adjusting for circumstances and charisma. Standard reactions might be as follows, with a natural 2 or 12 always having the indicated result, regardless of charisma:

<u>Dice Score</u>	<u>Reaction</u>
2 or less	Hostile
3-5	Negative
6-8	Neutral or uncertain
9-11	Positive
12+	Extremely favorable or enthusiastic

It should always be remembered that the aesthetic standards of monsters often vary considerably from those of humans.



EFFECTS OF ABILITIES:

Strength 18	+1 on all melee damage
Strength 16 or more	+1 to open heavy doors
Strength 6 or more	May attempt feat of strength*
Wisdom 14 or more:	+2 to turn the Undead
Wisdom 7 or less:	-2 to turn the Undead
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or more	Survive adversity 100%**
Constitution 12	Survive adversity 90%
Constitution 11	Survive adversity 80%
Constitution 10	Survive adversity 70%
Constitution 9	Survive adversity 60%
Constitution 8	Survive adversity 50%
Constitution 7 or less	Survive adversity 40%
Constitution 6 or less:	Subtract -1 from each hit die
Dexterity 15 or more	+1 on initiative
Dexterity 13 or more:	+1 to fire any missile
Dexterity 8 or less:	-1 to fire any missile
Dexterity 6 or less:	-1 on initiative

*Bend bars or lift heavy gates, etc. (throw strength score or under on six dice)

**Some examples: being magically polymorphed by a hostile spell and then polymorphed back, turned to stone and back, continuing to fight after receiving a potentially fatal wound, surviving surgery (usually at a -10% penalty), etc. Whenever an "adversity check" is made a natural roll (the score before any modifiers) of 00 (100) will always result in failure, while a score of 01 will always result in success.

Once play begins there are many other ways in which ability scores might influence the outcome of diverse actions or events. For example, a high strength score might enable one to better or more safely open a stuck or heavy trap. A high dexterity score might give one a better chance of sneaking past the guard, and so on. A high score is usually a helpful thing, but not always. If one walks unknowingly past a lonely witch's tower, it might be better to have a low charisma. Otherwise the witch might be diverted from her solitary evil research and attempt to ensnare one as a lover.

Changing Character Class: A Fighting-Man may change class into a Magic-User, a Magic-User may change class into a Fighting-Man, and a Thief may change class into either a Fighting-Man or a Magic-User. To do this the character must have a score of at least 16 in the prime requisite score of the class he wishes to change into. He begins at 1st level in his new class and will be completely subject to its rules and restrictions, but may at any time use the hit dice, attack tables and saving throws attained for his previous class and level if they are more advantageous.

EXPERIENCE AND LEVELS:

As characters complete successful adventures they will have the opportunity to become more effective in combat and better at exercising the unique powers of their class. Success will offer the chance of obtaining experience points, which in turn may enable the character to attain higher and higher levels of power. Levels and the experience points necessary to attain them will vary by class, and the charts detailing the precise breakdown of these will be offered in a subsequent section. However, gaining a new level will almost always require accumulating thousands if not tens of thousands of additional experience points.

Experience points are acquired in one of two ways:

First, experience points may be awarded for slaying or subduing monsters. Monsters confer experience points according to their level—that is, the actual level rating of the monster (see Vol. 4), not necessarily the level of depth in a dungeon where they may be encountered:

<u>Level of Monster</u>	<u>Experience Points</u>
A	10
B	25
C	50
1+	100 x level

Experience gained from monsters will generally be divided equally among all members of an adventuring party including non-player party members, such as hirelings. However, after such an equal division, hirelings will only actually receive 50% of their share. Point awards from monsters are adjusted proportionately downwards if the average level of the characters in an adventuring party is greater than the dungeon level. For example, suppose a group of 3rd level characters defeats a group of monsters on the 2nd level of a dungeon, and the experience award would normally total 300 points. In this case the group would only receive 2/3 (the dungeon level divided by the level of characters) of this total, or 200 points. Experience awards are never adjusted upwards in the same fashion.

Second, experience points may be purchased with treasure obtained on adventures on a 1 to 1 basis for player-characters and a 1 to 2 basis for hirelings. Points must be bought within a day or two of returning to the party's home base or a "safe" area, and only as many may be gained as will be sufficient to take the character up one level.

In both cases, the character's experience point bonus/penalty, if any, will modify the actual number of experience points gained.

Example: Zylarthen, a Fighting-Man of 4th level (Knight) has already accumulated 13,000 experience points, needing 3,000 more to attain 5th level (Guardian). He also has a 10% experience point bonus, due to a strength score of 14 and a wisdom score of 13. Zylarthen's party of eight characters easily defeated a patrol of twelve Goblins (level A monsters) on the 2nd level of the dungeon on the way to a much more difficult but ultimately victorious fight with six Gargoyles (level 3 monsters) on the 5th level of the dungeon. Zylarthen's experience point gain so far is:

10 Goblins: $((10 \times 12 \times \frac{1}{2}) / 8) \times 110\%$	=	8
6 Gargoyles: $((300 \times 6) / 8) \times 110\%$	=	248
Total from Monsters	=	<u>256</u>

The party discovers treasure worth 40,000 Silver Pieces in the lair of the Gargoyles. Zylarthen's share (based on a prior agreement with the other members of the party) is 4,000. Upon leaving the dungeon and returning to safety in a nearby village, Zylarthen chooses to immediately spend 2,495 Silver Pieces (the maximum allowed, as the following totals will make clear) on experience points:

Total from Treasure: $2,495 \times 110\%$	=	<u>2,744</u>
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Grand Total:	=	<u>3,000</u>
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By the end of the adventure Zylarthen will have gained 3,000 experience points and therefore Guardian status, while retaining a small fortune of 1,505 Silver Pieces that he could spend on new weapons, armor, adventuring equipment and the like.

In a well-planned adventure, actual combat should yield only a fraction of awarded experience—generally no more than 10% or so. The immediate rewards of combat should not be so great as to encourage combat for the sake of it. From the point of view of experience, successively sneaking around a monster should be almost as advantageous as directly confronting it. This encourages decision-making that is more “realistic”. It is rational and prudent to be prepared to fight, or to fight with a greater goal—such as treasure—in mind. But no sane person fights for the fun of it.



ENCUMBRANCE:

Characters will have a desire to take sufficient equipment and supplies with them on their adventures. As well, they will want to be outfitted in the best possible armor and carry the most effective weapons, including spares (subject to their class restrictions, of course). However, there is a limit to what can be carried.

The encumbrance mechanic of SEVEN VOYAGES of ZYLARTHEN keeps track of how many items are worn or carried. The system is designed for items weighing one to five pounds—some weapons and armor components, many tools and other pieces of equipment and so on. Light or easily carried objects will count as zero items. This category includes normal worn clothing (not heavy clothing or armor) and small non-bulky items of a pound or less. In some cases, groups of these may be designated as one item for encumbrance purposes—three torches, six iron spikes, twelve arrows, etc. A few weapons, armor components or tools will be so heavy or unwieldy that they will count as 2, 3, 4, 5, 6 or 10+ items.

Additional Considerations:

No more than four weapons—counting a shield or buckler as a weapon but not counting one dagger or any missile ammunition—may be carried without penalty (1-3 javelins count as one weapon or item). Additional such items will count as triple weight.

No more than two items with an exact encumbrance value of 2 may be carried without penalty. Additional such items will count as triple weight.

No more than one item with an exact encumbrance value of 4 may be carried without penalty. Additional such items will count as triple weight.

No more than one item with an exact encumbrance value of 5 may be carried without penalty. Additional such items will count as triple weight.

Encumbrance has these effects:

<u>Encumbrance</u>	<u># Items</u>	<u>Base Move</u>
Unencumbered	0-5 *	13
Light	6-10 **	12
Medium	11-20	9
Heavy	21-30	6
Super-Heavy	31-40 ***	3
	41+	Prohibited

* May only carry individual items with an encumbrance value of no more than 1. Otherwise, encumbrance will be light or medium. A character wishing to move quietly, climb a nearly vertical wall or engage in any other similar delicate task is usually advised to be unencumbered.

** May only carry individual items with an encumbrance value of no more than 4. Otherwise, encumbrance will be medium.

*** May not cast spells, and -4/-4 on attack/defense.

Thieves may carry up to 500 coins “for free” (generally, each set of 100 coins counts as 1 encumbrance item). However, they may still not go above the overall maximum of 40 items, counting all carried coins.

MONEY, INCOME AND EXPENSES

The standard unit of account is the Silver Piece. The exchange rate for coins is:

1 Gold Piece	=	10 Silver Pieces
1 Silver Piece	=	5 Copper Pieces

At the referee's discretion, iron scrip (1 Copper Piece = 4 Iron Pieces) and diamond in amber coins (1 Diamond Piece = 100 Silver Pieces) may be added to the mix.

Expensive items, immovable things such as land or abstract entities such as salaries or rents are usually priced in gold, often without the "Pieces"—"that sword will cost you 4 gold". "My extensive holdings earn me an income of 5,000 gold a year," etc. Copper Pieces are the mode of exchange for cheap items or cheap people—"I spent my last copper on a cup of indifferent ale", "Can you spare a few coppers for the bowl of a poor veteran's widow who recently lost all her goods in a fire?" (a not uncommon claim of questionable veracity). And so on.

In many places, "making change" is illegal for all but officially approved money-changers. Thus, one should always try to have a few small value coins available to avoid possible losses due to rounding effects. On the other hand, large value coins are preferable in terms of how convenient they are to carry on one's person. Adventurers desiring to convert all or part of their wealth from one form of metal into another should be able to easily do so at any moneychangers for a small commission of only 5% or so.

All player-characters begin the game with 3-18 Gold Pieces, and they are free to immediately convert any monies that are not spent on starting equipment to experience points, as per the rules of the previous section. Mundane living expenses for player-characters and their hirelings—that spent on food and lodging, combat training or standard scholarly or magical research, but not on weapons, arms, transportation, adventuring equipment or other like items—are always assumed to be covered by the rules regarding conversion of money to experience points. Money spent on experience points happens "all at once" in game terms but is presumed to take place more gradually during "downtime" within the fictional world of the game. Thus while a player-character might be penniless, at least in game terms—perhaps because he has greedily converted all of his treasure to experience points—he need not worry where his next meal is coming from unless out on an actual adventure.

Hirelings must always convert the entirety of their treasure share to experience points even if this means that excess monies—those over and above what it would take to gain the next level—would be "wasted". In practice this means that hirelings must always have their arms, armor and equipment bought for them a part of their contract. (Among other things, this rule prevents player-characters from "exploiting" their hirelings by exerting unfair control over their spending decisions.)

A player may designate a "relative"—a second character whose abilities they have previously determined and class they have chosen—to inherit the money and possessions of their first character in the event that their first character dies or disappears. A 10% inheritance tax is customary. If this relative resides in an area far from the scene of the most recent adventures, a player may have to wait some

time to return to the game with his second character. Based on what the referee allows and advises, it will often be easier to get back in the game by, so to speak, starting from scratch with a completely new character.

Whatever the game choices of the player, the surviving characters in the adventuring party should feel an obligation to treat the body (if there is one) and possessions (if any remain) of their dead or missing comrade with respect.

Physical Coin Tokens (Optional): In our campaign we actually give players little bags of pennies, nickels, dimes, quarters, and (for really nice hauls) half dollars and dollars to represent their coin hoards. Everyone has found this vastly more fun (and potentially less prone to error) than the usual method of crossing digits or hatch marks off of a piece of paper. It makes discovering treasure—or spending it—more real, and even mundane items or inexpensive weapons seem more valuable when you have to pay for them with physical money.

We keep about \$200 worth of coins in a number of cigar boxes (these look very much like treasure chests), and have a dozen or so mock-velvet bags that we purchased for a few dollars at a jewelry store. To those who object that this is too great an expense, we would reply that it isn't actually an expense—we still have the money (perhaps it's even an admittedly odd way of saving money), and if we're ever down to our last \$200, we can always go back to hatch marks!

Penny	=	Copper Piece
Dime	=	Silver Piece
Quarter	=	Gold Piece
Kennedy Half Dollar	=	100 Copper Pieces (1 encumbrance item)
Presidential Dollar	=	100 Silver Pieces (1 encumbrance item)
Eisenhower Dollar	=	100 Gold Pieces (1 encumbrance item)
Small Washer	=	Iron Coin
Nickel	=	100 Iron Coins (1 encumbrance item)



BASIC EQUIPMENT COSTS (in Silver Pieces):

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	2	10' Pole	1
Axe	6	6 Iron Spikes	4
Mace	10	Sledge Hammer	7
Sword	7	Shovel	3
Hammer	15	Crowbar	2
Battle Axe	15	Hammer & Nails, 1 lb.	6
Long Sword	40	Glue, pint	1
Staff	1	Brushes & Paint, quart	6
Morning Star	5	Lantern	10
Spear	3	3 Flasks of Oil	3
Pole Arm	10	3 Torches	1
Lance	6	3 Uses of Deadly Nightshade	10
Sling	2	Silver Holy Symbol	25
Bow	7	Wolf Bane (blessed), bunch	10
Crossbow	10	Garlic (blessed), bud	5
3 Javelins	3	3 Wooden Stakes & Mallet	1
12 Arrows or Quarrels	3	3 Vials of Holy Water	75
6 Sling Bullets	1	Case, Quire of Paper, Reeds & Ink	8
Silver Dagger	200	Thieves' Pick & Tools	30
Silver Tipped Arrow or Quarrel	20	Surgical Tools & Supplies	100
Leather Armor	25	Chalk	1
Mail	200	Fine Clothing	100
Plate Armor	500	Steel Mirror	15
Buckler	4	Pair of Dice	1
Shield	7	Deck of Cards	2
Helmet	10	Whistle	1
Mule	30	Hourglass	10
Light Horse	200	Water/Wine Skin	1
Warhorse	500	Good Wine, quart	3
Barding (Horse Armor)	1000	Standard Rations, 1 person/1 day	1
Feed, 1 animal/1 day	1	Iron Rations, 1 person/3 days	6
Leather Back Pack	4		
Large Sack	2	<u>Free at Start:</u>	
Small Sack	1	Magic book (for Magic-Users)	
50' of Hemp Rope	3	Standard Clothing	
200' of Silk Rope	200	Whetstone, Olive Oil & Rag	
Iron Hook	5	Personal Effects (brush or comb, cup, spoon, string and tinderbox)	

BASIC EQUIPMENT ENCUMBRANCE:

<u>Item</u>	<u>Encumbrance</u>	<u>Item</u>	<u>Encumbrance</u>
Dagger	○	10' Pole	●●●●●
Axe	●	6 Iron Spikes	●
Mace	●	Sledge Hammer	●●● ●●●
Sword	●	Shovel	●●●
Hammer	●●	Crowbar	●
Battle Axe **	●●●●●	Hammer & Nails, 1 lb.	●
Long Sword *	●●	Glue, pint	●
Staff **	●●●●	Brushes & Paint, quart	●
Morning Star **	●●●●	Lantern	●
Spear *	●●●●	3 Flasks of Oil	●
Pole Arm **	●●●●●	3 Torches	●
Lance	●●●●●	3 Uses of Deadly Nightshade	
Sling **		Silver Holy Symbol	
Bow **	●●	Wolf Bane (blessed), bunch	
Crossbow **	●●	Garlic (blessed), bud	
1-3 Javelins	●●	3 Wooden Stakes & Mallet	●
12 Arrows or Quarrels	●	3 Vials of Holy Water	●
6 Sling Bullets	●	Case, Quire of Paper, Reeds & Ink	●
Silver Dagger	○	Thieves' Pick & Tools	
Silver Tipped Arrow or Quarrel		Surgical Tools & Supplies	●●●
Leather Armor	●	Chalk	
Mail	●●● ●●●	Fine Clothing (carried)	●
Plate Armor	●●●●● ●●●●●	Steel Mirror	●
Shield	●●●●●	Pair of Dice	
Helmet	●	Deck of Cards	
Buckler	●	Whistle	
Mule	—	Hourglass	●
Light Horse	—	Empty Water/Wine Skin	
Warhorse	—	Full Water/Wine Skin, 1 person/1 day	●
Barding ●●●●● ●●●●● ●●●●● ●●●●●		Standard Rations, 1 person/ 1 day	●
Feed, 1 animal/1 day ●●●●● ●●●●●		Iron Rations, 1 person/ 3 days	●
Leather Back Pack (holds 15 ●)	●	<u>Free at Start:</u>	
Large Sack (holds 20 ●)		Magic book (for Magic-Users)	●
Small Sack (holds 10 ●)		Standard Clothing	
50' of Hemp Rope	●	Whetstone, Olive Oil & Rag	
200' of Silk Rope	●	Personal Effects (brush or comb,	
Iron Hook	●	cup, spoon, string and tinderbox)	

NOTES ON EQUIPMENT:

KEY:

On the equipment list each “●” designates 1 item for purposes of encumbrance.

- The first item counts as 0 items. Each additional item of the same type counts as 1 item.
- * Generally used one-handed, but may be used two-handed at a +1 bonus to the attack roll.
- ** Used two-handed. Note that the sling only takes two hands to load.

Illumination: Lanterns illuminate a 30' radius. One flask of oil burns for four hours. Torches illuminate a 40' radius and burn for one hour.

Animal Transport: Mules, camels and horses come with complete tack and saddlebags. The relevant statistics are listed below (a man, without arms, armor or equipment, etc., counts as 30 items):

<u>Horse</u>	<u>Price</u>	<u>Carry Capacity</u>	<u>Hit Dice</u>	<u>Attacks</u>	<u>Armor Class</u>	<u>Move</u>
Mule	30	75	2+1	Nil	7	12
Draft Horse	50	100	2+1	Nil	7	12
Camel	150	75	2	Nil	7	15
Light Horse	200	75	2	Nil	7	24
Warhorse, Medium	500	100	2+1	Hooves or	7	18
Warhorse, Heavy	1000	125	3+3	bite (1 die)	7	12

Only mules may be taken into a dungeon, and even that may be problematic. Camels have been known to go for two weeks without water or food.

ARMOR CLASS TABLE:

Armor

<u>Class</u>	<u>Description</u>
2	Plate Armor & Shield*
3	Plate Armor
4	Mail & Shield*
5	Mail (also Horse Barding)
6	Leather Armor & Shield*
7	Leather Armor
8	Shield Only*
9	No Armor or Shield

* Or Buckler

DWELLINGS:

<u>Item:</u>	<u>Features</u>	<u>Cost*</u>
Cottage	1 room (includes garden)	50
Cottage with Barn	As above, with space for 1-3 animals	100
House (1 story)	2 rooms plus 1 kitchen	200
House (2 story)	6 rooms	500
House (3 story)	10 rooms	1000
Fine Townhouse	10 rooms	3000+
Manor House	20+ rooms	10000+
Small Shop	Public area plus back room	200
Tavern	Includes guest rooms and stable	5000
Guildhall		10000
Wizard's Tower		100000+
Large Guildhall	Includes dormitories, defenses, etc.	100000+
Small Fort, Keep or Castle		100000+
Large Fort, Keep or Castle		200000+

* Smaller buildings may be rented at 15-20% per annum of the cost to buy. For larger buildings, construction time will be at least a year and sometimes much longer.

WATER TRANSPORT:

<u>Item</u>	<u>Crew</u>	<u>Capacity</u>	<u>Base Move</u>		<u>Cost</u>
			<u>Oared</u>	<u>Sailed**</u>	
Raft	1-3	3	5	5/10	40
Boat	1-6	6	10	10/15	100
Small Galley	80	100	15	15/20	10000
Large Galley	180	300	10	10/15	30000
Longship	20-80	20-80	15	15/20	5000
Small Merchant Ship	15	50		10/15	5000
Large Merchant Ship	20	100		5/10	20000
Sailed Warship	15	50		10/15	10000

** Numbers before and after the slash are equal to base move rates under light vs. strong winds, respectively. Roll two dice each day: dice 2-3 = calm, dice 4-8 = light breeze, dice 9-11 = strong breeze, dice 12 = storm. No sailed movement is possible if becalmed. In storms, the move rate will be 5-10 in whatever direction the wind is blowing. Roll one eight-sided die: die 1 = north, die 2 = north-east, die 3 = east, die 4 = southeast, die 5 = south, die 6 = southwest, die 7 = west, die 8 = northwest.

MEN-AT-ARMS AND OTHER HIRELINGS:

<u>Classification</u>	<u>Cost</u>	<u>Classification</u>	<u>Cost</u>
Non-Fighter*	1	Dwarf Guard	5
Barbarian	1	Elf Legionnaire	10
Irregular	1	Halfling Slinger	10
Peltast	2	Koursor	10
Hoplite	3	Horse Archer	10
Javelineer	3	Turcopole	15
Slinger	3	Cataphract	20
Crossbowman	4	Fighting-Man	Special
Varangian	5	Magic-User	Special
Archer	5	Thief	Special

*Includes Torchbearers, Bearers, Cooks, Scribes, etc.

Each class must be advertised for separately at a cost of 10-60 Silver Pieces, though the referee may vary this based on local conditions, the size of the market, etc. An attempt will yield 1-10 applicants (exceptions: Fighting-Men, Magic-Users and Thieves). All hirelings come equipped with the standard arms and armor of their class (including horses in some cases) as well as basic traveling gear. However, rations, torches, cookware, mapping supplies, etc. must be purchased separately. Typical costs for long-term employment are equivalent to cost in Silver Pieces per month if one has a working stronghold, or per week if one does not. However, for dungeon expeditions and other particularly dangerous short-term missions cost may be expressed in Silver Pieces per day.

Any of the fighting classes may be hired as Fighting-Men capable of gaining experience points, for an initial outlay of 10 x standard cost plus the promise of at least half shares in any treasure.

Experienced Fighting-Men, or Magic-Users and/or Thieves of any kind may be hired solely on the promise of at least half shares in all treasure, but they will be difficult to find. For each attempt to locate an experienced Fighting-Man, there will be a 3 in 6 chance that 1-4 will arrive. For each attempt to locate a Magic-User, there will be a 1 in 6 chance that 1-2 will arrive, while for Thieves the odds are 2 in 6 that 1-3 will arrive. Explicitly describing the mission (and perhaps offering additional pay or rewards) will provide a greater chance of finding members of these classes but will also increase the odds of attracting particularly unsavory or unusual types—potentially including even supernatural or monstrous entities.

Fighting-Men, Magic-Users and Thieves will have an equal chance of being any level up to and including half the level of their employer rounded up. (1st and 2nd level player characters will only get a response from 1st level types. Those answering inquiries from 3rd level player characters will be split between 1st and 2nd level types, and so on.) It is important to note that abilities, spells and the like will generally not be known, though candidates with strength scores of 18, charisma scores in the lower or upper 10% ranges or those with below average scores in their prime requisite ability may be noticed.

The referee may consult Vol. 2, p. 53 for more information.



LEVELS AND THE EXPERIENCE POINTS NECESSARY TO ATTAIN THEM

Fighting-Men		Magic-Users		Thieves	
Fighter	0	Famulus	0	Borrower	0
Paviser	2000	Chirosophist	2500	Mouser	1500
Thane	4000	Tregetour	5000	Gilter	3000
Knight	8000	Pellar	10000	Dodger	6000
Guardian	16000	Theurge	20000	Courser	12000
Defender	32000	Thaumaturge	40000	Rescuer	25000
Protector	64000	Talismanist	60000	Targeteer	50000
Vindicator	125000	Solonist	80000	Swordman	100000
Lord*	250000	Mirabilist	100000	Thief	200000
		Magus	200000	Master Thief*	300000
		Archimagus*	300000		

* 100000 per additional level

FURTHER STATISTICS REGARDING CLASSES:

Fighting-Men	Dice for Accumulative Hits	Attack Capability**	Spells & Level					
			1	2	3	4	5	6
Fighter	1 + 1	Man				NIL		
Paviser	2	Man				NIL		
Thane	3	Man				NIL		
Knight	4 + 1	Man + 2				NIL		
Guardian	5	Man + 2				NIL		
Defender	6	Man + 2				NIL		
Protector	7 + 1	Man + 5				NIL		
Vindicator	8 + 2	Man + 5				NIL		
Lord	9 + 3	Man + 5				NIL		
Lord, 10th Level	10 + 1	Man + 7				NIL		
Lord, 11th Level	10 + 3	Man + 7				NIL		
Lord, 12th Level	11 + 1	Man + 7				NIL		
Lord, 13th Level	11 + 3	Man + 9				NIL		
Lord, 14th Level	12 + 1	Man + 9				NIL		
Lord, 15th Level	12 + 3	Man + 9				NIL		
Lord, 16th Level	13 + 1	Man + 12				NIL		

** Bonuses are added to weapon attack rolls. Able-bodied, male non-player characters—hirelings, townsmen, etc.—are treated as 1st level Fighting Men.

<u>Magic-Users</u>	Dice for Accumulative Hits	Attack Capability	<u>Spells & Level</u>					
			1	2	3	4	5	6
Famulus	1	Man	1	—	—	—	—	—
Chirosophist	1 + 1	Man	2	—	—	—	—	—
Tregetour	2	Man	3	1	—	—	—	—
Pellar	2 + 1	Man	4	2	—	—	—	—
Theurge	3	Man	4	2	1	—	—	—
Thaumaturge	3 + 1	Man + 2	4	2	2	—	—	—
Talismanist	4	Man + 2	4	3	2	1	—	—
Solonist	4 + 1	Man + 2	4	3	3	2	—	—
Mirabilist	5	Man + 2	4	3	3	2	1	—
Magus	6 + 1	Man + 2	4	3	3	3	2	—
Archimagus	7	Man + 5	4	4	4	3	3	—
Archimagus, 12th Level	8 + 1	Man + 5	4	4	4	4	4	1
Archimagus, 13th Level	8 + 2	Man + 5	5	5	5	4	4	2
Archimagus, 14th Level	8 + 3	Man + 5	5	5	5	4	4	3
Archimagus, 15th Level	8 + 4	Man + 5	5	5	5	4	4	4
Archimagus, 16th Level	9 + 1	Man + 7	5	5	5	5	5	5

Thieves

Borrower	1	Man (+9)*	NIL
Mouser	2	Man (+9)	NIL
Gilter	3	Man (+9)	NIL
Dodger	4	Man (+9)	NIL
Courser	4 + 1	Man + 2 (+16)	NIL
Rescuer	5	Man + 2 (+16)	NIL
Targeteer	6	Man + 2 (+16)	NIL
Swordman	7	Man + 2 (+16)	NIL
Thief	7 + 1	Man + 5 (+24)	NIL
Master Thief	7 + 2	Man + 5 (+24)	NIL
Master Thief, 11th Level	7 + 3	Man + 5 (+24)	NIL
Master Thief, 12th Level	8 + 1	Man + 5 (+24)	NIL
Master Thief, 13th Level	8 + 2	Man + 7 (+31)	NIL
Master Thief, 14th Level	8 + 3	Man + 7 (+31)	NIL
Master Thief, 15th Level	9 + 1	Man + 7 (+31)	NIL
Master Thief, 16th Level	9 + 2	Man + 7 (+31)	NIL

* Bonuses in parenthesis apply during turns where the Thief has surprise for a melee attack.

ATTACK MATRIX I.: MEN VERSUS MEN OR MONSTERS (MELEE)

Weapon Class	Type	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
0	Unarmed	10	11	12	13	14	15	16	17
1	Dagger	10	11	14	15	16	17	17	18
2	Axe	11	12	13	14	14	15	16	17
3	Sword	10	11	12	13	14	15	17	18
4	Mace*	11	12	13	14	14	15	15	16
5	Hammer	11	12	13	14	13	14	14	15
6	Battle Axe	10	11	11	12	12	13	14	15
7	Long Sword	9	10	11	12	14	15	17	18
8	Staff	10	11	13	14	16	17	18	19
9	Morning Star	10	11	11	12	13	14	15	16
10	Spear	9	10	11	12	15	16	18	19
11	Pole Arm	10	11	11	12	14	15	16	17
12	Lance	9	10	10	11	14	15	16	17

* Thieves only may use a club. It has a cost of 1, an encumbrance of • and has a -1 penalty to hit against Armor Classes 5, 4, 3 and 2.

Successful unarmed attacks do 1 hit of damage. All weapon attacks do 1-6 points of damage unless otherwise noted. See Combat, below for considerations regarding Weapon Class, special features of certain weapons, etc.

ATTACK MATRIX II.: MEN VERSUS MEN OR MONSTERS (MISSILE)

Range (in feet)	Type	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
60	Dagger	10	11	14	15	16	17	17	18
60	Axe	10	11	13	14	14	15	16	17
60	Spear	9	10	11	12	15	16	18	19
80	Javelin	9	10	11	12	15	16	18	19
120*	Sling	10	11	12	13	16	17	19	20
120*	Bow	8	9	10	11	15	16	20	21
120*	Crossbow	8	9	10	11	13	14	16	17

* If in outdoor conditions or if there is a high arched ceiling, these missile weapons may be fired at up to triple range with a -10 penalty on the attack roll.

At all ranges missile attack rolls may also be influenced by concealment or lighting conditions as determined by the referee. Missile fire into melee is discouraged.

If missile fire into melee is attempted, it is generally resolved by making an attack roll against a randomly determined melee combatant—foe or friend.

Most missile weapons may be used or fired once per turn. Slings and crossbows require one full additional turn to prepare each shot. If previously loaded and in hand, such weapons may be used immediately. However, if a character is surprised, there is a 3 in 6 chance that prepared slings will be dropped and tangled, and loaded crossbows will be accidentally fired.



ATTACK MATRIX III.: MONSTERS ATTACKING

Monster's Hit Dice	Sample Monster	20-Sided Die Score to Hit by Target's Armor Class							
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>
Up to 1	Kobold	10	11	12	13	14	15	16	17
1 +	Hobgoblin	9	10	11	12	13	14	15	16
2 to 3	Gnole	8	9	10	11	12	13	14	15
3 + 1 to 4	Gargoyle	6	7	5	8	9	11	12	13
4 + 1 to 6	Minotaur	5	6	7	5	8	9	11	12
6 + 1 to 8	Troll	4	5	6	7	8	9	10	11
9 to 10	Chimera	2	3	4	5	6	7	8	9
11 +	Purple Worm	0	1	2	3	4	5	6	7

CHARACTERS TURNING UNDEAD:

Type of Undead	Character Level									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9-13</u>	<u>14+</u>
Skeleton	9	8	7	5	4	3	3	2	1	-1
Zombie	10	9	8	6	5	4	4	3	2	0
Ghoul	11	10	9	7	6	5	5	4	3	1
Shadow	13	11	10	8	7	6	6	5	4	2
Wight	14	13	11	9	8	7	7	6	5	3
Wraith	—	—	14	11	10	9	8	7	6	4
Mummy	—	—	—	14	11	10	9	8	7	5
Spectre	—	—	—	—	14	11	10	9	8	6
Vampire	—	—	—	—	—	14	11	10	9	7
Ghost	—	—	—	—	—	—	14	11	10	8
Lich	—	—	—	—	—	—	—	13	11	9

Any character may attempt to turn Undead creatures by presenting a proper holy symbol. Throwing the number or above on two dice turns 2-12 Undead creatures. Throwing +6 or more over the number destroys 2-12 Undead creatures. Turning may only be attempted once (by no more than one character) during any particular encounter.



SAVING THROW MATRIX:

Class & Level		Death Ray or Poison	All Wands & Poly- morph or		Dragon Breath	Staves & Spells
			Paralysis	Stone		
Fighting-Men	1-6	11*	12	13	14	15
Magic-Users	1-6	13	14	13	16	15
Thieves	1-6	10	11	13	15	14
Fighting-Men	7-12	7	8	9	9	11
Magic-Users	7-12	10	11	10	13	11
Thieves	7-12	7	8	10	12	10
Fighting-Men	13+	4	5	5	5	8
Magic-Users	13+	6	7	6	9	5
Thieves	13+	3	5	7	8	7

- * Represents the number or higher needed on a twenty-sided die to avoid or lessen the particular effects. In some cases, such as a dragon breathing fire, making one's saving throw means one will suffer half-damage.

Monsters making saving throws are generally treated as Fighting-Men of a level equal to their hit dice.

HIT POINTS:

Hit points are first rolled when a character is created. Each time a character gains a new level, hit points are rerolled using the level table for the appropriate class. For example, a Fighting Man would roll one die and add 1 hit point as a Fighter. He would roll two dice as a Pavisier, three dice as a Thane, and so on, in each case applying the hit point bonus/penalty, if any, due to his constitution score. At the start of the game, all die throws should be re-rolled until an unmodified score of 4, 5 or 6 is obtained. Thus all beginning characters will have at least 4 hit points before any other modifiers. Upon attaining a new level, any die throw that results in a character having the same or fewer hit points than he had at the previous level should be re-rolled until a higher total is obtained.

Extra Languages (Optional): Any character may begin play knowing additional languages (in addition to those granted by his class, race or a high intelligence) by permanently sacrificing 1 hit point per language. Under no circumstances may a character choose a number of languages such that his starting hit points have the chance to go below 1. The player may choose any common or uncommon language (the referee will provide a list), or may have the referee randomly roll for a rare or very rare language. This option must be chosen before hit points are determined at first level.

MOVEMENT AND TIME:

Time in the game will flow at different rates, as in a novel or movie. Sometimes the referee may simply say “two-weeks pass”—such as, for example, when the adventurers are back in a relatively safe area, resting and recuperating. In other contexts, such as combat, actions will be tracked and measured down to intervals of a few seconds. Reference will be made to standard fixed units of measurement such as hours, days, weeks and so on. But in addition, there is the turn, which lasts ten minutes during exploration but no more than ten seconds during periods of combat or in pursuit or flight. Reference will thus occasionally be made to the “full turn” versus the “melee turn”.

Monsters will each have a base move—a factor of their intrinsic physical speed and endurance. Characters will have a base move based on their encumbrance. Actual movement speeds will usually follow from the base move:

<u>Movement Type</u>	<u>Movement Rate</u>
Overland or Rowing	½ x the base move in leagues per day
Sailing	1 x the base move in leagues per day
Flying	2 x the base move in leagues per day
Walking	240 feet per turn
Encounter or Running	1 x the base move in tens of feet per turn

Overland Movement: This assumes a road or clear terrain in good weather. Rugged terrain or unfavorable conditions may reduce one’s speed by half or more.

Walking: Denotes careful movement in an underground environment, slow enough to make an accurate map, and leisurely enough so that the base move is irrelevant. At this speed, characters must rest at least one turn in each hour.

Encounter: This is the speed at which engagements and combat are conducted. After extended combat characters will generally be required to rest for two full turns.

Running: This is movement at maximum effort for relatively short periods, for example, when engaged in either pursuit or flight. Obviously one may always drop items to shed encumbrance and thus increase one’s running speed. (In flight, dropping items—food, sharp objects, shiny things, treasure—may also have a chance of disrupting or distracting one’s pursuer.)

One downside of running is that one may fail to notice various conditions and features of the underground environment—the placement or exact number of doors or small openings, which precise angle or direction a corridor turns, etc.—and thus one may have a greater chance of getting lost or missing some important or potentially dangerous feature. Instead of the referee saying, for example, “you go down a 120 foot corridor, with four doors on either side, spaced 20 feet apart—one of them appears to be ajar and you hear soft but sinister laughing behind it”, he might simply state, “you run madly through the tunnel, passing multiple openings or doors.” Running also carries with it a much greater risk that one will trip or fail to notice an obstacle or trap. As with combat, after an extended period of running characters must rest for two turns.

COMBAT ACTIONS:

Combat is fast and furious, taking place in turns lasting ten seconds or less. Each turn of combat includes two phases—the movement phase and the melee phase.

Possible actions, announced, begun or taken within the movement phase of the turn include:

Take out Weapon: Any combatant may take out a weapon or switch weapons and then move and attack normally. For a combatant already engaged in melee, switching weapons will generally require dropping the first weapon unless the first weapon was a dagger.

Continue a Melee Engagement: At the beginning of the turn, some combatants will already be engaged in melee. These may continue to engage in melee, or attempt to disengage from melee. The decision to disengage must be made at the beginning of the turn. A combatant electing to continue in melee may do nothing but attack during the melee phase (or take out or switch weapons) unless his opponent decides to disengage from melee. If one combatant does decide to disengage, the one that elected to stand firm will generally get a free attack at +2 against his fleeing enemy and may then act as if he had started the turn unengaged. A combatant armed with a two-handed weapon or a weapon of class 8 or higher may not make a free attack against a disengaging opponent if there is at least one other opponent that is engaged or that remains engaged with him. (Among other things, this means that a combatant armed with such a weapon may be more easily outmaneuvered if facing two or more opponents.)

Disengage from Melee: After possibly enduring a free attack, a combatant that has elected to disengage gets a “free” move—“appearing” up to 1/3 of his base move in tens of feet away from his former opponent. He may then choose to move in the normal fashion during the movement phase, and may even find himself engaged in melee again (perhaps with the same opponent!), at which time he may attack normally. However, he may not prepare or use a missile, ready or cast a spell, read a scroll or engage in any other similar action for the remainder of the turn.

Prepare Missile: Some missile weapons require a turn or more to prepare—to load, wind, etc.—and cannot be used or fired until at least the turn after preparation is completed. A combatant preparing a missile or missile weapon must decide this at the beginning of the turn and then cannot move, make a melee attack or perform any other action for the remainder of that turn.

Use Missile Weapon or Magic Device: A combatant intending to use a missile weapon or magic device must decide to ready it at the beginning of the turn (slings and crossbows must have already been prepared). At any time during the movement or combat phase of the turn he may then fire it or use it, unless or until he is hit by an enemy missile, impacted by a device or spell or an enemy combatant reaches him and engages him in melee. Alternatively, he may simply decide to fire it or use it at the beginning of the turn. It's also permissible for a combatant with a readied missile weapon or device to, for whatever reason, get to the end of the

turn without electing to actually use or fire it. In any of these cases the combatant may not move, make a melee attack or perform any other action in that turn. Exceptions: 1) Elves may move at up to half their movement rate before or after firing an arrow. In addition, if they fire an arrow, they may make a melee attack later in the turn. 2) Any combatant with a throwing weapon or magic device already in hand may use it, potentially make a partial move—pro-rated according to when within the turn the weapon was thrown or device was used—and even make a melee attack at the end of the turn. In either case the referee must rule that there is enough time—generally six seconds or half a melee turn—to take out another weapon (presumably a melee weapon!) and make a normal attack. Otherwise the combatant may at the least suffer the disadvantage of attacking last in the subsequent melee turn. For example: consider that Zylarthen has a readied spear and is facing a horde of Trolls 120' away. If the Trolls elect to charge, Zylarthen could wait six seconds until the Trolls are 60' away (the Trolls have a Base Move of 12) and therefore in range, hurl his spear at them, and then have just enough time to take out his sword to engage and attack them when melee occurs. On the other hand, if Zylarthen encounters the Trolls at only 20' distance (perhaps rounding a corner), he could still throw his spear, but he would then attack last in the subsequent melee turn (or the referee might rule that he would not be able to make any attack in that turn, not having enough time to get out another weapon).

Cast a Spell: A spell-caster may decide to cast a spell at the beginning of the turn (without having to specify the target or even the specific spell). He may then choose to cast a particular spell at any time during the movement or combat phase of the turn (including the very beginning of the turn, as with missiles and devices) unless or until he is successfully hit by an enemy missile, impacted by a device or spell or an enemy combatant reaches him and engages him in melee. In such a case no spell may be cast that turn. As with readied missile weapons, the caster may end up choosing not to cast any spell. In any event, the caster may not move, make a melee attack or perform any other action in that turn.

“Simultaneous” Firing or Casting: Opposing missiles, devices or spells simultaneously fired, used or cast at the beginning of the turn will go off, in order, according to an on-the-spot initiative roll using one die, adjusting for dexterity and subtracting 1 from the roll for those casting 3rd or 4th level spells, and 2 from the roll for those casting 5th or 6th level spells. This is a separate initiative determination from the one that will be made if melee combat occurs later (see below).

Read a Scroll: The user must begin reading at the start of the turn, and the spell will go off at the end of the turn

Move: Combatants not subject to any restrictions caused by the above actions may move up to their full movement allowance. Movement is simultaneous and either side may adjust movement somewhat based on observation of the movement of the other, subject as always to what the referee believes is reasonable. Enemy combatants that meet during the movement phase must stop. They are then said to be engaged in melee and will later have the opportunity to launch or exchange blows in the melee phase.

Run Past an Opponent: In some situations a combatant may choose to get by or through an opponent instead of engaging him in melee. Whether or not this is possible will be up to the referee based on the situation, the distances or clearances involved, whether or not the attempt is made against an opponent that is already engaged in melee and/or the relative strengths and/or sizes of the combatants. (It will be often be easier for a small creature to, say run under a large creature, or a large creature to, say, run over a small creature than for one creature to merely run by another creature of the same size.) In most cases, the maneuver may usually only be attempted when moving at a run. If the referee judges it to be possible, he may rule that the moving combatant is subject to a free attack. If the attack hits and does at least 3 points of damage, the moving combatant must stop. He may then engage normally in regular melee during the melee phase.



ATTACK ORDER:

At the start of the melee phase, each side rolls initiative with one die, aiming to roll high. Those with exceptional dexterity scores add their modifiers to this roll, and will therefore potentially act out of step with the rest of their party. Attacks occur in two sets according to these rules:

1. If one combatant is prohibited from attacking or is forced by circumstance to attack last, his opponent will attack during the first set, perhaps even making multiple attacks, according to rule 3, below.
2. If it is the first turn of melee, then the combatant wielding the weapon with the higher Weapon Class will attack during the first set. If there is a tie, both combatants will attack simultaneously during the first set.
3. If it is the second turn or more of melee and the initiative rolls are tied, then the combatant wielding the weapon with the lower Weapon Class will attack during the first set. If the classes differ by 2-4 steps, then that combatant is entitled to one additional attack. If they differ by 5 or more steps, he will be entitled to two additional attacks. These attacks will also occur during the first set. Ties are resolved as above.
4. If it is the second turn or more of melee and the initiative rolls are not tied, then the combatant with the higher initiative roll attacks during the first set.
5. The combatant that did not attack on the first set attacks on the second set, unless of course he is prohibited from attacking due to actions taken during the movement phase or for some other reason.



OPTIONAL COMBAT RULES:

These add more complexity and arguably more realism to the play of the game. Which (if any) of the following rules are chosen should be agreed upon before play begins.

Attacks Against Large Creatures: Some melee weapons may confer a penalty or bonus on their damage die rolls against large creatures, generally tracking the weapon length and/or size:

<u>Damage Penalty (-1)</u>	<u>Damage Bonus (+1)</u>
Dagger	Long Sword
Axe	Spear
Mace	Pole Arm
Hammer	Lance
Staff	
Morning Star	

Charges: In the first turn of melee, one or both combatants may choose to charge, providing they were already running or at least were initially separated by at least 60 feet. Charging characters (on foot or horsed) add +2 to their attack rolls. An attacker wielding a lance from a charging horse will do double damage. A defender wielding a spear against a charge on foot, or wielding a pole arm against any charge will do double damage.

Critical Hit: If a party member rolls an unmodified score of 20 versus a monster, he will automatically hit (even if the score required was 21 or more). In addition, if the score required was 20 or less, the successful attack will do double damage (damage is determined by rolling two dice.) As a consequence of inflicting such a powerful strike, a weapon break roll is required (see below). If the attacker had chosen the Extra Damage option beforehand, with its own potential to do double or more damage (see below), then an unmodified score of 20 will not cause any additional doubling. However, a weapon break roll should still be made.

Disarming an Opponent: On any successful attack, but before rolling damage, the attacker may instead attempt to disarm an opponent. He may only do this if his weapon is at least as long/heavy by class and has at least as great a mass (as measured by encumbrance value) of that of his opponent. Thus, an attacker wielding a sword (class 3) may not attempt to disarm an opponent wielding a long sword (class 7); an attacker wielding a hammer (2 items encumbrance) may not attempt to disarm an opponent wielding a battle axe (5 items encumbrance) and so on. Two dice are rolled, below:

<u>Score</u>	<u>Result</u>
2-7	Failure
8-12	Success

This roll is modified by +1 if the attacker has either a longer or greater mass weapon by category than the defender (apply this bonus only once), by +2 if the attacker is using a pole arm and by -1 for each remaining 5 hit points (rounding down) of the defender. In addition, the referee should assign a modifier of +1 to -1 based on the relative strength of the attacker versus the defender.

Disrupting a Missile Attack or Spell: A combatant in the process of preparing a missile weapon, readying a missile weapon or device or reading a scroll, but who is hit or affected by an enemy missile, device or spell will be completely disrupted in his efforts for that turn. A spell caster who is so impacted will lose the chance to cast a spell for that turn.

Driving an Opponent Back: On any successful attack roll, but before rolling damage, the attacker may elect to forgo his regular damage roll and attempt to drive an opponent in any "back" direction, up to 30'. Roll as for a Disarm attempt, using the same modifiers. If a successful roll results in the defender potentially coming up against a deadly or highly dangerous circumstance—falling off of a cliff, etc.—he is entitled to make a saving throw to avoid harm.

Extra Damage: Before the attack roll is made, an attacker may choose to attack for two dice damage at a -5 penalty, for three dice damage at a -10 penalty or for four dice damage at a -15 penalty. This option may not be exercised if it raises the new effective number to hit higher than 20. Potential damage bonuses or penalties should be applied to each die.

Fire: Most monsters are not naturally flammable. However, if successfully hit in melee by a lit torch, they will take 1-2 hits of burn and impact damage. In the world of SEVEN VOYAGES of ZYLARTHEN, common lantern oil is particularly dangerous and flammable. If a monster is flammable—i.e. a Mummy wrapped in dry bandages—or if it has been previously drenched by oil, then a successful torch hit (melee or thrown) will inflict one die of damage for the current turn and the next turn. An attacker may fashion a "Molotov cocktail"—using a flask of oil and a rag—that self-ignites upon impact. This will take five turns to prepare.

ATTACK MATRIX IV.: FIRE AND OIL

Range		20-Sided Die Score to Hit by Target's Armor Class							
(in feet)	Type	9	8	7	6	5	4	3	2
—	Torch (Melee)	10	11	12	13	14	15	16	17
30	Torch (Thrown)	10	11	12	13	14	15	16	17
30	Oil	10	11	12	13	14	15	16	17
30	Flaming Oil ("Molotov Cocktail")	10	11	12	13	14	15	16	17

Helmets: If a monster rolls an unmodified 7 against a party member, it is assumed to be a strike against the head. If there is no helmet, then the attack will be an automatic hit and in addition will do an extra die of damage if the attack roll would have been a hit anyway. If a helmet is worn, then the attack will be a hit or miss as normal. However, there is a 1 in 20 chance that the helmet will be cleaved or otherwise ruined.

Mounted Combat: Mounted attackers are +2 to attack non-mounted opponents. (Thus, they are +4 to attack them if charging.) A mounted attack may be made from a riding horse or warhorse, though if it is made from a warhorse, the horse may also attack. Two-handed weapons cannot be wielded while on horseback.

A non-mounted character may choose to attack a mounted character by targeting either the rider or his horse. Against a rider, weapons of classes 0-4 suffer an attack roll penalty of -2. Weapons of classes 5-7 suffer an attack roll penalty of -1. Any hit on a rider will dismount him if the attacker rolls an unmodified 20 or if the attack succeeds by +2 or more if wielding a pole arm, or +4 or more if using any other weapon. Obviously, if the horse is killed, the rider will automatically be dismounted.

A falling rider must make a saving throw or be stunned for 1-6 turns. If falling from a charging horse, he will suffer an additional one die of damage.

Multiple Attacks: An attacker with two or more hit dice may make multiple attacks in the same turn against multiple opponents of one or fewer hit dice—one attack per hit die of the attacker up to a maximum of four. For party members (not monsters), multiple attacks are only possible with one-handed weapons of class 7 or lower. In addition, multiple attacks may not be combined with the extra damage option.

Number of Creatures that May Attack: There is a limit to how many figures may attack a single target simultaneously in melee—a limit partly determined by the size of the combatants. To use the following creatures as examples: If Goblins are small-sized, Men are average-sized and Trolls are large-sized, then

3 Goblins, 2 Men or 1 Troll could attack
1 Goblin

4 Goblins, 3 Men or 2 Trolls could attack
1 Man

6 Goblins, 4 Men or 3 Trolls could attack
1 Troll.

Of course, extremely small or extremely large-sized creatures may impose different maximum numbers, as determined by the referee.





Off-Hand Weapons: An attacker who is wielding a dagger in his off-hand will lower the Weapon Class of his primary weapon on the second and subsequent turn of melee by 2 against opponents wearing no armor or leather armor, and by 1 against opponents wearing mail or plate armor. Using an axe in one's off-hand will have converse effects—lowering Weapon Class by 1 against no armor or leather and by 2 against mail and plate. (Use the equivalent Armor Classes for monsters.)

Shields (and Staves) Shall be Splintered: A defender may attempt to possibly sacrifice his shield (though not his buckler) or staff to block a successful hit against him. This option must be chosen before damage is rolled. Damage is then rolled normally. On a damage roll of 1, the blow is blocked and the shield or staff survives. On a damage roll of 2 to 5, the blow is blocked and the shield or staff is destroyed, and on a damage roll of 6 the blow is only partially blocked—the defender takes half-damage (3 points, unless the attacker has a damage modifier)—and the shield or staff is destroyed. Against an attack doing multiple dice of damage, only one die of damage may be blocked for each “step” of the defender’s fighting capability (Man = 1 step, Man + 2 = 2 steps, Man + 5 = 3 steps, and so on).

Situational To Hit Modifiers: If made from behind, or made against a prone opponent, attacks are +2 to hit. If made with eyes closed, blinded or against invisible opponents, attacks are -4 to hit. The referee may of course decree that other modifiers apply, based on the situation.

Space Required for Effective Weapon Use: Most weapons require a certain amount of space to be used effectively, free of obstruction from walls, ceilings or fellow party members. The number below is the required frontage, expressed in feet:

Dagger	3	Long Sword	5
Axe	3	Staff	5
Sword	3	Morning Star	10
Mace	5	Spear	3
Hammer	5	Pole Arm	5
Battle Axe	10	Lance	*

* A lance may only be used effectively while mounted.

Sword or Axe Versus Wooden-hafted Weapons: An attacker armed with an axe, sword, battle axe or long sword may attempt to break a staff, morning star, spear, pole arm or lance. Roll as with a Disarm, above, though subtracting 1 from the roll. Success indicates the weapon is cleaved in two.

Unarmed Combat: In certain situations an attacker or set of attackers may be better off attempting to overpower or subdue an opponent through grappling rather than going for a direct kill. A grapple attempt must be declared before attack rolls are made for the side in question. Grappling is an all or nothing affair—attacks against a target cannot be split between grapplers and non-grapplers. Attack rolls are made normally with successful attackers being said to have grappled the target. The attacker then rolls one die for each hit die of the total hit dice of the successful grapplers. The defender rolls one die for each of his hit dice. The totals are compared and the results implemented according to the chart below:

Attacker's Total vs. Defender's Total	Result
+3 or higher	Defender is successfully subdued
-2 to +2	Both sides are struggling. Neither can use weapons, and another roll must be made in the following turn.
-3 or lower	All attackers are thrown off and stunned for an indefinite number of combat turns. For each stunned combatant there is a 1 in 6 chance that he will come out of it at the end of each subsequent turn.

Weapon Breaks: Battlefields are littered with broken weapons as well as broken bodies. Weapons have a chance of breaking on an attack roll of 20. In addition, if a monster of 5 or more hit dice or with medium armor (Armor Class 5 or 4) or heavy armor (Armor Class 3 or 2) is slain with a melee blow, there is also a chance of a weapon break. When a weapon break roll is required, use the table below:

<u>Weapon Cost</u>	<u>Chance to Break on a Twenty-Sided Die</u>
20+	1
7-19	2
0-6	3

The chance to break is increased by 1 if making a melee attack against heavy armor. In addition, the chance is doubled, tripled or even quadrupled if using the Extra Damage Option. A break for a sling, bow or crossbow generally means the weapon is damaged only temporarily—a string is broken, the winding mechanism is jammed, etc.—requiring at least one full turn to fix. However there will be a 1 in 6 chance that the weapon is permanently ruined. Of course, especially well-made, expensive or magic weapons may have modifiers making them more difficult to break (or may be allowed an additional saving throw). Poorly made weapons may have a modifier that makes them easier to break. A specialist with the proper tools and equipment can usually mend or re-forged a broken weapon for one-half of the original cost.

Weapon Class for Monsters: If a monster is using a conventional man-sized weapon, the Weapon Class may be determined accordingly. Otherwise, the monster may be assigned a “Weapon Class” based on these guidelines:

<u>Creature</u>	<u>Class</u>
Giant Ant	1
Kobold	2
Wolf	3
Goblin	4
Lion	5
Orc	6
Giant Snake	7
Bugbear	8
Troll	9
Ogre	10
Giant	12
Dragon	15





DAMAGE, DEATH AND HEALING:

For player characters, hit point damage is an abstract representation of the gradual wearing down of a character's luck, skill and stamina. Thus, hit point losses that do not reduce a character to zero will often represent only minor injuries—nicks and scrapes, bruises, sprains and the like.

If a player-character or allied or important non-player character—a hireling, etc.—is reduced to zero hit points, then in game terms he has probably suffered either a fatal blow or a major injury that may prove to be fatal. (There are no “negative” hit points. A damage roll that inflicts more hits than the character's current hit point total will simply reduce him to zero.) Roll a twenty-sided die and apply the results according to the Zero Hit Points table. If the character survives (or at least survives temporarily) but is still at zero hit points, any subsequent successful strike will necessitate another use of the table. However, each additional result should be applied only if the die result is lower than the previously applied result.

A note on the table: Many of the results are quite awful. But fighting and violence are like that; the physical effects should not be sugar coated, even for children. A character reduced to zero hit points should expect to die. If, perhaps against the odds, he “wakes”, he should be thankful that he may now regale his friends with a strange tale of gazing into the darkness of dread Sheol . . . and then returning to the abode of the living. Of course, if a character suffers a permanent injury that makes it difficult for him to hold his own in subsequent adventures, or if he is “out of the running” for an inconvenient period of time, it is perfectly acceptable for a player to create a new character in the usual way. After all, heroes do not always suffer heroic deaths. Sometimes they simply retire.

Hit point losses for monsters are dealt with differently than for player characters. At the referee's discretion, monsters that are reduced to 25% or fewer of their total hit points may be assumed to have suffered wounds that will prove fatal at a later time. However, they will keep fighting at full strength for the duration of the present battle. If a monster is reduced to zero or negative hit points, it dies immediately (or at least quickly—it is up to the referee if he, she or it has any last words, etc.).

ZERO HIT POINTS:

<u>Score</u>	<u>Result</u>
1-3	Instant Death: Decapitated, run through, etc.
4	Delayed Death: Death in 1-6 melee turns. Adversity check required to keep fighting.
5	Delayed Death: Death in 1-6 full turns. Adversity check required to keep fighting.
6	Severed Limb: Die 1-2 = left arm, die 3-4 = right arm, die 5 = left leg, die 6 = right leg. Death in 3-18 melee turns unless wound is staunched, then death in 1-4 days unless surgery is performed. Adversity check required to keep fighting.
7-8	Fatal Wound: Death in 1-6 full turns unless surgery is performed. There is a 30% chance of a broken limb (see below), and if there is a broken limb, there is a 50% chance that amputation of that limb will be necessary. Adversity check required to keep fighting.
9-10	Fatal Wound: Death in 1-6 days unless surgery is performed. There is a 20% chance of a broken limb (see below), and if there is a broken limb, there is a 30% chance that amputation of that limb will be necessary. Adversity check required to keep fighting.
11-14	Possibly Fatal Wound: Each night roll a die, with a 1 indicating death, a 6 indicating survival (at 1 point), and a 2-5 indicating no change in status. Surgery may also be performed at any time. Adversity check required to keep fighting. In addition, there is a 15% chance of a broken limb.
15	Permanently Debilitating Injury: Die 1 = blindness, die 2 = deafness, die 3 = major facial scar, die 4 = loss of hand, die 5 = loss of foot or serious leg wound ($\frac{1}{2}$ movement, -1 on all attacks permanently), die 6 = organ puncture (lose 1 level). Possible cures will be at the referee's discretion. Character is at 1 hit point.
16	Broken Limb: 50%: arm (unusable, -2 on all attacks and defense), 50%: leg (movement greatly slowed, -4 on all attacks and defense). The limb will heal in 2-12 weeks of complete rest, half that if surgery is performed. Adversity check required to keep fighting.
17	Serious Wound: Convalescence of days, weeks or months is required, as with surgery (see below), but no actual surgery is necessary. Adversity check required to keep fighting.
18	Knocked Out: Unconscious for 1-6 full turns, then restored to 1 hit point.
19	Knocked Out: unconscious for 2-12 melee turns, then restored to 1 hit point.
20	Surge of Adrenalin: Knocked down for one melee turn, then restored to 2-12 hit points or the character's maximum total, whichever is lower.

RECOVERY OF HIT POINTS:

All player-characters and their important hirelings will have at least a minimal knowledge of how to diagnose injuries, staunch and bandage wounds and even perform simple surgeries. One doesn't become an adventurer without knowing such things. Due to these skills and techniques, lost hit points may be recovered in a number of ways, though with the exception of surgery, these will generally only restore hit points if the character is not at zero hit points:

Binding of Wounds: 1-3 hit points lost in the battle immediately previous, per character.

Magic: See specific spell, potion or device effects. Only one spell, potion or device will have an effect during surgery (their effects will not be cumulative).

Rest: At the end of each day the adventuring party has the option of either 1) choosing to restore 1 hit point per character or 2) choosing to focus hit point recovery by restoring to one or more characters one die of damage for every five full levels of the adventuring party. For example, a party consisting of three 3rd Level, three 2nd Level and four 1st Level types—a total of nineteen levels—would be able to heal three dice of damage. These three dice could all be used on one character or broken up and applied to two or three characters. In this way even a lone character of 5th Level or higher could recover at least one die of damage. Of course, lone characters of under 5th level, or characters in parties containing fewer than five total levels, may each recover 1 hit point per day as per 1.

Surgery: Successful surgery may cancel a fatal result, as per the Zero Hit Points Table, above. Surgical tools and perhaps a skin of wine are recommended. Surgery requires an adversity check at a -10% penalty, with failure indicating death. Success may require substantial recovery time. A die is rolled to determine the length of convalescence: die 1 = 1-3 hours, die 2 = 10-30 hours, die 3 = 1-3 days, die 4 = 10-30 days, die 5 = 1-3 weeks, die 6 = 10-30 weeks. After this period, the character will be at 1 hit point and may then regain full hit points in the normal fashion through further rest. In addition, a character that "survives" surgery will permanently lose 1 point of constitution.

MAGIC USE:

As stated previously, a Magic-User begins with the spell Read Magic and additional spells known and in his possession equal to his intelligence score minus 10. These spells will be determined randomly out of the selection of 1st level spells detailed in Vol. 3. Spells are recorded in large hand-written tomes that the Magic-User will guard as his most treasured possessions. Further spells may be discovered in musty libraries, created through research or found in books or scrolls looted or acquired in dungeon expeditions.

Once a new spell is discovered by a Magic-User, he may copy it into one of his own spell books, and then try to know it. In order to know it, he must be of a high enough level to memorize it (see below). He then will have a 4 in 6 chance to know

it on his first attempt. If this is failed, he may try again upon achieving each new level.

A Magic-User may never know more spells per level than his intelligence score. (A lack of formal education, though not critically detrimental for future success will still have some negative effects that cannot be completely compensated for by self-teaching and hard work.)

Out of the spells he knows, A Magic-User may memorize a certain number of them based on his level, per day. He will then be able to cast them. Once cast, spells are gone until they are potentially "replenished" by further memorization, usually requiring the Magic-User's magic books.



