



Warlock's Tower

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A Supplement for Fantasy Games,
Especially "The Complete Warlock"

Warlock's Tower

Introduction

Welcome to *Warlock's Tower*. The set of rules you hold in your hands are designed to be a major supplement to **The Complete Warlock**, published last year. In addition, with the information contained in this introduction, you can apply many of the things you find herein to other medieval fantasy games, especially role-playing ones.

There are several basic rules contained in **The Complete Warlock** that you will want to become familiar with, if you do not already know those rules. It is best if you at least read **The Complete Warlock**, but if you cannot, you can adapt *Warlock's Tower* in the following manner:

These rules are based on the premise that there are characters living in a medieval fantasy setting, roughly similar to Europe at the start of the 14th Century, with the exceptions of the existence of magical and other forces that the Europe of the world that most of you are familiar with never found. Thus, there is magic, there are dragons and other monsters, and clerics perform what would be considered minor miracles on a daily basis.

Further, there are Adventurers, which is what your characters are, and these Adventurers, no matter what their natural tendencies and alignments, are out to achieve things, to slay monsters and gain treasures and things like that. Due to the greedy tendencies of these characters, they acquire and spend a lot of money, causing the monetary system to be much more inflated than it would have been in the Europe of the time of your ancestors. This can be seen

in the cost of building strongholds, and in daily living expenses. Lots of money causes prices to be high. If the world in which you choose to play has less money, adjust prices accordingly.

Speaking of money, we use an exchange rate of 10 silver pieces equals 1 gold piece. 20 copper pieces equal 1 silver piece. 5 gold pieces equal 1 piece of platinum. Our coins weigh 1/20 of a pound.

The basic combat system assumes that, as characters get to be higher level, they can defend themselves better, as well as attack better, and thus we have a system of Attack and Defense Levels. Attack Levels allow you to hit and damage things more often in combat, and Defense Levels help prevent you from getting hit and damaged.

The basic magic system assumes two major things not contained in some fantasy games: that the effort of casting spells may be measured, with the maximum amount of magic that a magic user may cast being determined by his Spell Point limits and the costs in Spell Points of the spells; and that magic is divided into six major classes, each of which represents magical and/or natural elements. These six classes are: Type I, magic of earth and body; Type II, magic of fire and destruction; Type III, magic of the personal will; Type IV, magic of outside spirits and forces; Type V, magic of water and life, as well as cold; Type VI, magic of air, light and heat. It is easier for a magic user to cast spells of a class to which he has dedicated himself, and harder to throw spells of the class of the natural opposite of his own class. Magic users have a Spell Point allotment per day

equal to their Hit Points plus their levels plus a possible bonus for high Intelligence. A magic user of 11th level with 24 hit points, and an Intelligence of 16 would have a total of 41 spell points. Use this to compare with your own system if you need to figure out how long it takes to construct magic items.

The higher level magical and clerical spells, and the thievish abilities, listed in *Warlock's Tower* often refer you to material found in **The Complete Warlock**. It just isn't possible for us to repeat all of this information here, and so again we suggest that you at least read those rules.

The Monster List and information contained in these pages can be used with other games without too much difficulty. A copy of the Natural Weapon Attack Matrix from **The Complete Warlock** will translate the weapon numbers to descriptions of how the monster fights. Just remember that, in our rules, the Armor Classes go from 1 being Unarmored to 8 being Plate and Shield. Leather is Armor Class 2. Shield is 3. Leather and Shield is 4a. Brigandine is 2b, and Brigandine and Shield is 4b. Chain is 5 (or 5a), and Chain and Shield is 6 (or 6a). Chain Plate is 5b, Chain Plate and Shield is 6b. Plate is 7, Plate and Shield is 8.

The magic item construction tables and descriptions can be utilized with any similar game, although you might have to alter some of the effects that items have to match your own system.

We hope that you find *Warlock's Tower* a useful addition to your fantasy gaming, whether by the rules of **The Complete Warlock** or by any other.

Optional Advancement Rules

The following rules should be considered optional for the beginning referee or for inexperienced groups of players. They will, however, add realism to your game at only a small inconvenience.

Any character that gains a spell or ability by increasing his level should not gain that spell or ability instantly. Thus, for any character that gains a spell or ability, it takes a number of game days equal to the level of the spell or ability to master the spell or ability enough to use it. Thus, a Thief who has just become 8th level must take 5 days to practice his new 5th level ability before using it. A Magic User or other character class that throws magic must do the same for his spells. This number of days is for each spell or ability, for levels where more than one are gained, and they are added together to find the total number of days of practice needed. In the case of a Thievish character, it takes no time to REMOVE abilities that are replaced by higher ones of the same type, since these are not forgotten, but simply become part of the higher ability. The sole exception to this practice time needed is the class of Clerics. A Cleric needs to spend an amount of time equal only to his HIGHEST new spell. This time is spent in rest and prayer. Thus a new 8th level Cleric should spend 5 days fasting, praying, etc.

Fighters take an amount of time equal to 1 game-day per level in order to gain the benefits of their Fighter Abilities. This means that, upon reaching 9th level, a Fighter could gain a Fighter Ability of some type with 9 days of practice. (See Special Rules, Fighter, page 11 of *The Complete Warlock*.) All character types automatically gain the Attack and Defense levels equal to their Hit Dice without further practice, along with adjustments for Strength and Agility.

Characters whose Hit Points change with any change in level gain the benefit of the increased Hit Points after one day of rest at home. This does not include time spent resting while on an

expedition; a character does not gain levels or hit points under such conditions, but only after returning home or after establishing another place of residence on a permanent basis, if such return is not planned. Thus, if a character decides to LIVE in a dungeon, or move to a new city, he may gain the benefits of new levels in such places, at the discretion of the referee. The referee should not allow players to simply say "I think I'm going to live here, so here are my hit points."

If a character does not, or cannot, rest or practice the required amount of time, his benefits do not stack up indefinitely. A character that has not rested or practiced at all since he has gained enough experience points to change his level can continue to gain only as many experience points as would still leave him at his new level. Any experience points that would be gained beyond that point are simply wasted. A character does not need to practice enough to gain ALL of his new abilities in order to prevent this experience-jam, but he MUST take his 1-day rest and make Hit Point adjustments.

At any level, a character is not required to make use of all of the spells or abilities available to him. Thus, if a magic user or thief goes up in level, he is not required to practice new spells or abilities immediately, or even to decide which ones to learn. A cleric must take time out to pray and gain spells as soon as he can. He can be excused from this requirement temporarily if his healing or other spells are needed by others. Likewise, a fighter is not required to practice for gaining his Fighter Abilities if his stronghold is being attacked at the time, or something like that.



Non-Human Character Notes

There are certain restrictions in what certain non-human characters may do, from their sizes and shapes. Some of these restrictions may seem obvious, but all of them should be read and remembered.

HALFLINGS: These characters, being only about 3 feet tall, are not capable of using certain weapons and implements made for humans, and can use others only with some sort of penalty. For example, in normal use, Halflings can only use slings and short bows for archery, although a somewhat smaller crossbow could be designed for a Halfling (it would cause only 1 die of damage instead of the normal 1½ dice). The availability of special, scaled-down weapons such as this crossbow should be at the discretion of the individual referee. Of the melee weapons, a Halfling could utilize daggers, hatchets and short swords without penalty. If smaller versions are available, maces and warhammers of Halfling size (doing 1 die of damage per blow) could also be used. Likewise a 1-die melee spear could be produced. Otherwise, Halflings simply do not have the size and leverage to use other human-size weapons properly. Thus, if a Halfling attempts to use a human weapon designed to cause 2 or more dice of damage from a normal blow, the Halfling must subtract 1 blow per phase from the BASIC number of blows that the weapon strikes per phase, adjusting his own blows further for his own encumbrance level. Thus, a Halfling trying to use a Longsword would be using it as if it were a 2 blow per phase weapon. A Morningstar would become a 1 blow per phase weapon, and a Flail would become 0 blows per phase, and thus unusable.

CENTAURS: These beings have their own built-in advantages and disadvantages. In the first place, a Centaur is somewhat taller at the head than a normal human, and so it finds low ceilings to be a problem. Also, while faster running than a normal human, a Centaur is less maneuverable in tight spaces. Basically, a Centaur is happiest outdoors, and thus is not the best of character types in worlds that consist of dungeons and tunnels under the ground.

WERE-CREATURES: Characters who are turned into, or reincarnated as, various forms of

were-creatures, should be handled carefully. The referee should always remember that the being must act within its own restrictions, such as not trying to change shape while wearing armor, not trying to throw spells while in beast form, and so on. A novice player should be discouraged from playing a were-being character, even in worlds where such optional character types are common. In general, there is a sharp division between the powers and abilities of the being in man-form and beast-form. Remember, in most cases, the beast-form cannot talk, has no hands, does not walk upright, etc. At the same time, the man-form usually has weaker physical skills, may move slower, etc. See Optional Character Classes rules for more details.



Familiars

When the Special Characteristics Table indicates that a character has a Familiar, or when the referee determines that a non-player character has one, the Familiar Table can be used to determine just what the familiar is. Roll the type of familiar on the table for the appropriate alignment. A result of Special should be at the discretion of the referee, generally something somewhat unusual, but not altogether impossible. A Unicorn might be one possibility for a Lawful magic user, and so on. After the type of Familiar is determined, the Size and basic Hit Dice should be rolled. Just what the size of a familiar means must be interpreted along with the type. An average Ape would be larger than an average Bird. Just use logic and sense.

Familiars have the same characteristics as player characters, and these characteristics should be rolled. They are not, however, adjusted after rolling.

A familiar initially has the Hit Dice, and thus the Hit Points, indicated by the initial determination. A familiar goes up in level along with its companion magic user. Instead of rolling hit dice as it goes up, however, a

Basic Familiar Table

Lawful	
00-49	Bird
50-90	Cat
91-96	Wolf
97-98	Ape
99	Special
Neutral	
00-39	Bird
40-85	Cat
86-95	Wolf
96-98	Ape
99	Special
Chaotic	
00-09	Rat
10-30	Bird
31-80	Cat
81-87	Bat
88-92	Ape
93-96	Wolf
97-98	Minor Demon
99	Special
Size	
00	Tiny
01-15	Small
16-35	Below Average
36-65	Average
66-85	Above Average
86-98	Large
99	Enormous
Hit Dice	
00-75	1
76-90	2
91-98	3
99	4
999	5
9999	6
99999	7
and so on. . .	

familiar adds hit points as follows: for each level that a familiar goes up, it adds a number of hit points equal to 1 point per level for each Hit Die that it initially had, plus 1 point for each Hit Die that its magic user companion rolls, as he goes up in level. This means that, if a Familiar originally had 2 hit dice, he would add 2 hits per level, plus 1 hit each time the magic user added to his basic number of hit dice (going from 2nd to 3rd level for example, which is from 1 die +2 to 2 dice). This

system means that the familiar's Hit Points will remain comparable to those of the magic user companion, and in some cases exceed those of the magic user. The penalty that the magic user with a familiar must pay is that he must subtract from his earned experience an amount equal to the Familiar's basic hit dice, expressed as a percentage. That is, if it was a 1 Hit Die familiar originally, the magic user loses 1% of his experience as he goes along, this experience being channeled into the familiar.

A familiar has certain abilities and restrictions. First off, a familiar will only engage in combat in its own defense, or if it can defend the magic user companion without strong risk to its own life. A familiar will not willingly commit suicide just for someone's convenience, nor will it fight in lost causes if both itself and the magic user companion can escape. The fighting abilities of a familiar are determined by its size and type, at the discretion of the referee. That is, the familiar normally uses natural weapons of some kind, teeth, claws, etc., usually Small or Medium sized. This should be determined by the referee when the Familiar is generated initially, and recorded for later use.

Familiars with at least Intelligence 15 can speak the language that is normally used by beings of the alignment of their companion magic users. Thus, a lawful familiar would speak Lawful, if it could speak at all. Familiars can understand simple words (like: fly, hide, fight, etc.), and can signal verbally if they notice dangers approaching. 2nd Level familiars can scout ahead of a magic user, if they can do so safely. Such scouts can signal simple replies, such as 'yes', 'no', 'danger', 'few', 'many', and so on, within the limits of its own understanding and perceptions. A familiar might not realize that something is dangerous, or simply might not notice. Familiars of 4th level or higher can understand somewhat more complex commands, such as 'fly up above', or 'look behind that tree', etc. Familiars will successfully complete such a task a percentage of the time equal to 6 times the

average of the Wisdom and Intelligence of the familiar.

A Familiar that dies may not be raised from the dead by a cleric, but may be reincarnated by magical means. If this is done, do not use the Reincarnation tables, but instead roll again on the Familiar tables to determine what the familiar comes back as.

Special Saving Throws

When combined with the Special Saving Throw table in **The Complete Warlock**, this table will provide you with almost all of the unusual saving throw categories you will need for special situations.

The use of the table itself should be simple to understand: the column on the left, headed 'Roll Needed,' indicates the number, from 1-19, that the character must roll with some combination of characteristics, to save vs. the specific thing indicated in the columns to the right. The characteristic(s) listed in parenthesis under the heading for each column of saving throws indicates what characteristic(s) should be checked. The characteristic, or sum of them as indicated, should give a number that is within the range below. You find the number that matches the one for the character being checked, and read to the left to find out what he needs to roll as his saving throw.

Charm I is a specific type of Charm effect that may be magical in nature, or a natural ability of a type of being. Generally, Charm I can affect all intelligent beings. It should be used in cases where a Charm ability affects the entire mentality of a character, rather than just the Intelligence or Wisdom. Add the Intelligence and Wisdom of the character together to determine the needed saving throw.

Charm II, which is checked vs. the Intelligence of the victim, is for use in cases where there is an attempt at direct telepathic or psionic control of the victim.

Charm III, which is checked vs. the Wisdom of the victim, is used in cases of attempts to displace the soul of the victim (as in demonic possession) or in cases where a sight or a sound is sapping the victim's will.

SPECIAL SAVING THROWS

ROLL NEEDED	CHARM I (Int + Wis)	CHARM II (Int)	CHARM III (Wisdom)	GAZE (2×Int + Dex)	PAIN (Const)
1	36+	21+	22+	54+	20+
2	35	20	21	51-53	19
3	33-34	19	20	49-50	18
4	31-32	18	19	46-48	17
5	30	17	18	44-45	16
6	28-29	16	17	41-43	15
7	26-27	15	16	39-40	14
8	25	14	15	36-38	13
9	23-24	13	14	34-35	12
10	21-22	12	13	31-33	11
11	19-20	11	12	29-30	10
12	18	10	11	26-28	9
13	16-17	9	10	24-25	8
14	14-15	8	9	21-23	7
15	12-13	7	8	19-20	6
16	10-11	6	7	16-18	5
17	8-9	5	6	13-15	4
18	7	4	5	10-12	3
19	6-	3-	4-	9-	2-

Clerics vs. Undead

Level	difference	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Lesser (animated)		N	A	B	C	D	D	E	E	E	F	F	F	F	G	G	G
Greater (spirit)		N	N	A	B	C	D	D	E	E	E	E	F	F	F	F	F
Solid (Ghoul, Vampire)		N	N	N	A	A	B	B	B	C	C	C	C	D	D	D	D

- N Dispel has no effect
- A Turn affects 1-4
- B Turn affects 1-6
- C Turn affects 2-8
- D Turn affects 2-12
- E Dispel affects 2-12 (or Turn 3-18)
- F Dispel affects 3-18 (or Turn 4-24)
- G Dispel affects 4-24 (or Turn 5-30)

The Gaze saving throw is used in cases where there is a chance that a character will look at something the sight of which will cause the character harm (the eyes of a vampire, or a medusa, for example). Take the Intelligence of the character, multiply it times two, and add his Dexterity. The sum is the number checked for the Gaze saving throw.

The Pain saving throw, which is checked against the victim's constitution, is used in cases where something causes the character specific intense pain, such as torture. This saving throw is used to determine whether the character remains conscious and aware in such situations.

Dispelling Undead

When a cleric uses the Dispel Undead spell (0C), subtract the level of the undead from the level of the cleric. Add or subtract from this number any adjustment for special characteristics or special items being used. Go to the appropriate (Lesser, Greater, or Solid). The letter given tells how many of the undead are turned or dispelled, rolled randomly. Add any bonus for high Wisdom of the cleric to this die roll. With results 'E', 'F' or 'G', the cleric, before rolling for numbers affected, may choose to 'turn' or 'Dispel' the undead. 'Turning' one or more undead forces it or them to move directly away from the cleric to a distance of at least 24", or as far away as it or they can go. 'Dispelling' an undead de-animates animated undead, and destroys undead in spirit form. Solid undead may never be dispelled, only turned or physically destroyed.

High-Level

MAGIC USER ADVANCEMENT Levels 21-40

LEVEL	HIT DICE	EXPERIENCE POINTS	SPELLS & LEVELS							
			1	2	3	4	5	6	7	8
21	10+3 PIPS	1,400,000	11	7	6	5	4	3	2	-
22	10+4 PIPS	1,600,000	12	7	6	5	4	3	2	-
23	11+1 PIP	1,800,000	12	8	6	6	4	3	2	-
24	11+2 PIPS	2,000,000	13	8	7	6	4	3	2	1
25	11+3 PIPS	2,200,000	13	9	7	6	4	4	2	1
26	11+4 PIPS	2,400,000	14	9	7	6	4	4	2	2
27	12+1 PIP	2,600,000	14	9	8	7	4	4	2	2
28	12+2 PIPS	2,800,000	15	10	8	7	5	4	3	2
29	12+3 PIPS	3,000,000	15	10	8	7	5	5	3	2
30	12+4 PIPS	3,200,000	16	10	8	7	5	5	3	2
31	13+1 PIP	3,400,000	16	11	9	8	5	5	3	2
32	13+2 PIPS	3,600,000	17	11	9	8	5	5	3	2
33	13+3 PIPS	3,800,000	17	11	9	8	6	5	3	2
34	13+4 PIPS	4,000,000	18	12	10	8	6	5	3	2
35	14+1 PIP	4,200,000	18	12	10	9	6	5	4	2
36	14+2 PIPS	4,400,000	19	12	10	9	6	5	4	3
37	14+3 PIPS	4,600,000	19	13	10	9	6	5	4	3
38	14+4 PIPS	4,800,000	20	13	11	9	6	6	4	3
39	15+1 PIP	5,000,000	20	13	11	10	7	6	4	3
40	15+2 PIPS	5,200,000	21	14	11	10	7	6	4	3

ELVISH ADVANCEMENT Levels 21-40

LEVEL	HIT DICE	EXPERIENCE POINTS	SPELLS & LEVELS							
			1	2	3	4	5	6	7	8
21	12+2 PIPS	2,800,000	9	6	4	4	3	2	-	-
22	13	3,200,000	9	6	5	4	3	2	-	-
23	13+1 PIP	3,600,000	10	6	5	4	3	2	-	-
24	13+2 PIPS	4,000,000	10	6	5	4	3	2	1	-
25	14	4,400,000	10	7	5	5	3	3	1	-
26	14+1 PIP	4,800,000	11	7	5	5	3	3	1	-
27	14+2 PIPS	5,200,000	11	7	6	5	4	3	1	-
28	15	5,600,000	11	6	5	4	3	2	1	-
29	15+1 PIP	6,000,000	12	8	6	5	4	3	2	-
30	15+2 PIPS	6,400,000	12	8	7	5	4	3	2	-
31	16	6,800,000	12	8	7	6	4	3	2	-
32	16+1 PIP	7,200,000	13	8	7	6	4	3	2	1
33	16+2 PIPS	7,600,000	13	9	7	6	4	4	2	1
34	17	8,000,000	13	9	7	6	5	4	2	1
35	17+1 PIP	8,400,000	14	9	8	6	5	4	2	1
36	17+2 PIPS	8,800,000	14	9	8	7	5	4	2	2
37	18	9,200,000	15	10	8	7	5	4	2	2
38	18+1 PIP	9,600,000	15	10	8	7	5	4	3	2
39	18+2 PIPS	10,000,000	16	10	8	7	5	4	3	2
40	19	10,400,000	16	10	8	7	5	5	3	2

Advancement Tables

THIEVISH ADVANCEMENT

Levels 21-40

LEVEL	HIT DICE	EXPERIENCE POINTS	SPELLS & LEVELS							
			1	2	3	4	5	6	7	8
21	11+1 PIP	1,500,000	10	8	8	6	6	3	2	-
22	11+2 PIPS	1,700,000	11	8	8	6	6	4	2	-
23	11+3 PIPS	1,900,000	11	9	8	7	6	4	2	1
24	12+1 PIP	2,100,000	11	9	9	7	7	4	2	1
25	12+2 PIPS	2,300,000	12	9	9	7	7	5	3	1
26	12+3 PIPS	2,500,000	12	10	9	8	7	5	3	1
27	13+1 PIP	2,700,000	12	10	10	8	8	5	3	1
28	13+2 PIPS	2,900,000	13	10	10	8	8	6	3	2
29	13+3 PIPS	3,100,000	13	11	10	9	8	6	4	2
30	14+1 PIP	3,300,000	13	11	11	9	9	6	4	2
31	14+2 PIPS	3,500,000	14	11	11	9	9	7	4	2
32	14+3 PIPS	3,700,000	14	12	11	10	9	7	4	2
33	15+1 PIP	3,900,000	14	12	12	10	10	7	5	3
34	15+2 PIPS	4,100,000	15	12	12	10	10	8	5	3
35	15+3 PIPS	4,300,000	15	13	12	11	10	8	5	3
36	16+1 PIP	4,500,000	15	13	13	11	11	8	5	3
37	16+2 PIPS	4,700,000	16	13	13	11	11	9	6	3
38	16+3 PIPS	4,900,000	16	14	13	12	11	9	6	4
39	17+1 PIP	5,100,000	16	14	14	12	12	9	6	4
40	17+2 PIPS	5,300,000	17	14	14	12	12	10	6	4

CLERIC ADVANCEMENT

Levels 21-40

LEVEL	HIT DICE	EXPERIENCE POINTS	SPELLS & LEVELS								
			0	1	2	3	4	5	6	7	8
21	11+1 PIP	1,500,000	24	11	7	6	5	4	3	2	-
22	11+2 PIPS	1,700,000	25	12	8	6	6	4	3	2	-
23	11+3 PIPS	1,900,000	26	12	8	7	6	4	3	2	-
24	12+1 PIP	2,100,000	27	13	8	7	6	5	3	2	1
25	12+2 PIPS	2,300,000	28	13	9	7	6	5	4	2	1
26	12+3 PIPS	2,500,000	29	14	9	7	7	5	4	2	1
27	13+1 PIP	2,700,000	30	14	9	8	7	5	4	2	2
28	13+2 PIPS	2,900,000	31	15	10	8	7	5	4	3	2
29	13+3 PIPS	3,100,000	32	15	10	8	7	6	4	2	2
30	14+1 PIP	3,300,000	33	16	10	9	8	6	4	3	2
31	14+2 PIPS	3,500,000	34	16	11	9	8	6	5	3	2
32	14+3 PIPS	3,700,000	35	17	11	9	8	6	5	3	2
33	15+1 PIP	3,900,000	36	17	11	10	9	6	5	3	2
34	15+2 PIPS	4,100,000	37	18	12	10	9	7	5	3	2
35	15+3 PIPS	4,300,000	38	18	12	10	9	7	5	3	2
36	16+1 PIP	4,500,000	39	19	12	10	9	7	5	4	3
37	16+2 PIPS	4,700,000	40	19	13	11	9	7	5	4	3
38	16+3 PIPS	4,900,000	41	20	13	11	10	7	6	4	3
39	17+1 PIP	5,100,000	42	20	13	11	10	8	6	4	3
40	17+2 PIPS	5,300,000	43	21	19	11	10	8	6	4	3

CENTAURS

These beings are one of the optional character types. In worlds with restricted character types, and for beginning players and referees, this character type should not be used except as the result of a Reincarnation spell, if the referee permits non-humanoid reincarnations. Some people might like running a Centaur, others might find it difficult. Each referee or group of referees should decide for themselves whether or not to allow them, and with what restrictions.

Basically, a Centaur is a being with the upper body of a human being and the lower body of a small-to-medium-sized horse. This means that a Centaur has a lot more mass than a human, in fact roughly 3 times the body weight. Thus, when rolling the Size of a Centaur randomly, determine the weight by finding the weight of a human of that sex and size, and multiply that weight times 3. Thus, a male centaur that is size 10 would weigh roughly 450 pounds. The dividing line of man and horse on a Centaur is roughly at the human waist, which joins the horse-body at the base of what would be the horse's neck. Thus, a Centaur has four feet and two arms. The carrying capacity of a Centaur is similar to its size: big. The only restriction to Centaurs carrying things is that the weight of their equipment and such should be distributed so that roughly $\frac{2}{3}$ is carried by the horse body, and $\frac{1}{3}$ by the human body. Carrying capacity for a Centaur is figured as if for a normal human: multiply the weight of the Centaur times the Carrying Capacity multiplier found in the Bonuses and Penalties Due to Strength table, page 12, **The Complete Warlock**.

Centaurs may be Fighters, Magic Users, Illusionists, or Thieves, based on their characteristics as if human. They may not be Clerics, nor may they be any combination character that at any level gains the powers of a cleric. In systems that allow Druids, a Centaur with sufficient Wisdom should be permitted to gain Druidical powers. Centaur fighters attain levels and hit

points at the same rate as an Elf, so use the Elven Advancement table for their hits and levels (ignore the spells, since fighters don't cast spells). Centaur Magic Users, Illusionists and Thieves have advancement like that of an Elven Thief in hit points and experience needed per level. Centaur Magic Users and Illusionists gain spells at the same rate as an Elf, and should thus use the Elven Advancement table to determine how many spells are acquired at each level. Centaur Thieves gain abilities at the same rate as a human thief, per level, but are restricted from using certain abilities, at the discretion of the referee. Basically, a Centaur Thief should not be allowed to use any Thievish Abilities that would be physically unreasonable for something shaped like a Centaur: hiding and moving silently would be more difficult, as would any of the ducking and dodging abilities. Still, a Centaur Thief could utilize melee and archery abilities, detection and burglary skills, and so on.

WERE-CREATURES

Any of the various types of were-creatures that change from man to beast and back again are likely candidates for character types. Like Centaurs, these creatures are difficult to run as characters, and should not be handled by novice players or referees.

Were-creatures have the special advantages that they cannot normally be damaged in their beast forms except by silver or magic. They have the disadvantage that they lose much of their human intelligence when in beast form. This means that they cannot think as clearly or communicate with other members of an expedition as easily as when in human form. It takes 1 full turn for a were-creature to change forms. When in human form, a were-creature can be any of the character classes that his characteristics allow, determined as if a normal human character. The only restriction to this is that if a character's alignment has been altered by becoming a were-creature (such as a Lawful

character becoming a Neutral or Chaotic were-creature by means of a curse), the character may no longer be a Cleric of his old alignment. The characteristics of a were-creature are the same as for a normal human, except for the fact that some types of were-creatures should be given a strength bonus when in beast form, particularly any were-creature that is particularly strong in comparison to a normal human. This is up to the individual referee. Due to the nature of a were-creature, it has difficulty absorbing the advantages of experience. Thus, a were-creature advances in level as if it were whatever character class it might be when in human form, but at a -50% loss of experience. Thus, a were-creature that is a fighter in human form, with Strength 11, would only receive the benefit of 500 experience points out of every 1000 earned. Any bonuses or subtractions for Prime Requisite are added or subtracted from this base percentage BEFORE the -50% is calculated. Thus, a character that would gain a 10% bonus for experience earned, if a normal human, would receive 55% benefit from experience. In other words, just calculate experience for the were-creature as if for a human, and divide the final result by 2.

Basically, any animal of roughly human size and weight could be the basis for a were-creature, depending on the referee and his world. Until you get the hang of designing new ones, stick with the ones from common fantasy and mythology sources.



Equipment and Expenses

TYPE	BASIC	FANCY OR DRIED
Drinks: (per pint)		
Beer	5cp	10cp
Ale	10cp	1sp
Mead	2sp	5sp
Wine	2sp	5sp
Brandy	2gp	5gp
Cider	2cp	
Hard Cider	10cp	
Vegetables and Fruits: (per pound)		
Beans	3cp	5cp
Peas	3cp	5cp
Beets	2cp	
Carrots	1cp	
Lettuce	5cp	
Lentils	3cp	10cp
Onions	3cp	
Cabbage	2cp	
Turnips	1cp	
Garlic	5sp	1gp
Apples	5cp	10cp
Cherries	10cp	
Plums/Prunes	2cp	3cp
Berries	3cp	
Strawberries	10cp	
Grapes/Raisins	4cp	1sp
Lemons	5cp	10cp
Meats: (per pound)		
Beef steak	1sp	
Beef roast	10cp	
Beef	5cp	10cp
Pork	5cp	8cp
Ham	10cp	
Bacon	8cp	
Suckling Pig	1sp	
Mutton	3cp	
Lamb	8cp	
Chicken	2cp	
Small birds	3cp	10cp
Duck	4cp	
Goose	5cp	
Swan	1sp	
Venison	2sp	
Boar	2sp	
Simple fish (whiting)	3cp	10cp
Good fish (cod)	6cp	1sp
Fancy fish (salmon)	15cp	2sp
Shellfish	10cp	
Sausage	5cp	
Good sausage	10cp	
Fancy sausage	1sp	

Dairy: (per pint, pound or dozen)

Eggs (per dozen)	6cp
Milk	2cp
Soft Cheese	5cp
Hard Cheese	10cp
Butter	8cp

Baked Goods: (per pound loaf or unit)

Rye Bread	3cp
Wheat Bread	5cp
White Bread	10cp
Sweet rolls (per dozen)	1sp
Cake	1sp
Fruit pie	1sp
Waybread	2sp

ITEM	BASIC	GOOD
Lodgings & Meals: (per meal or night)		
Room & meal	1sp	2sp
Room	10cp	1sp
Stew & bread	10cp	1sp
Roast meat	15cp	1sp
Breakfast	5cp	10cp
Banquet (per person)	5sp	1gp
Stabling: (per night)		
Mule	10cp	15cp
Light Horse	15cp	1sp
Medium Horse	1sp	1sp, 5cp
Heavy Horse	2sp	2sp, 10cp
Grains: (per pound)		
Wheat	1.5cp	
Oats	1cp	
Barley	1cp	
Rye	½cp	
Seasonings (per pound):		
Salt	10cp	
Honey	1sp	
Sugar	1gp	
Pepper	20gp	

ITEM	WEIGHT	COST
Miscellaneous:		
Backpack (cap. 30)	1	5
Belladonna, 1 bunch	.1	10
Coin (any type)	.05	—
Cross, Silver	3	25
Cross, Wooden	1	2
Cord (50 feet)	1	5
Flint & Steel	.5	5
Garlic, 1 bud	.1	5
Gemstone	.05	—
Grappling Hook	1	5
Hand Mirror, Silver	.3	15
Hand Mirror, Steel	.4	5
Holy Water, 1 flask	2	25
Iron Spike	.1	1
Jewelry, 1 piece	2	—
Lantern	2	10
Lockpick Kit	1	50
Mallet or Hammer	.5	1
Oil, 1 flask	2	2
Pole, 10'	7	1
Prybar, Iron	10	5
Sack, Giant (cap. 50)	1	5
Sack, Large (cap. 30)	.5	2
Sack, Small (cap. 5)	.1	1
3 Stakes, wooden	.3	1
6 Torches	1	1
Water flask (cap. 1 qt.)	2	1
Wineskin (cap. 1 qt)	.25	1
Wolvesbane, 1 bunch	.1	10

ITEM	BASIC	GOOD
Clothing:		
Men's:		
Tunic	5sp	1gp
Chemise	3sp	5sp
Hose	3sp	5sp
Cloak	1gp	2gp
Sandals	2sp	5sp
Boots	3gp	5gp
Complete Outfit	5gp	10gp
Robe	6sp	1gp
Women's:		
Cloak	1gp	2gp
Sandals	6sp	1gp
Slippers	1gp	2gp
Complete Outfit	3gp	6gp

ITEM	WEIGHT	COST
Melee Weapons:		
Battle Axe	10	7
Beaked Hammer	7.5	NA
Broadsword	5	8
Bullover	12	25
Dagger	2	3
Falchion	5	10
Fauchard	15	10
Flail	10	8
Great Axe	15	15
Halbard	15	7
Hand Axe	5	3
Hatchet	3	3
Kris	3	NA
Longsword	5	10
Lucerne Hammer	15	NA
Mace	5	5
Maul	15	20
Morningstar	10	6
Pike	15	5
Pole Arms (other)	15	7
Quarterstaff	10	2
Short Sword	4	8
Spear	10	2
Trident	4	10
Two-Handed Sword	15	15
Warhammer	5	5
Wide-Bladed Falchion	5.5	10

Archery Equipment:		
4 Arrows	¼	1
3 Arrows, silver tips	½	15
Composite Bow	5	50
Horse Bow	5	50
Long Bow	4	50
Short Bow	3	25
Light Crossbow	15	50
Heavy Crossbow	75	150
6 Light Quarrels	1	2
6 Heavy Quarrels	2	4
6 Light Quarrels, silver 1.5		30
6 Heavy Quarrels, silver 3.0		30
Javelin	2	1
Quiver (20 arrow cap.)	1	5
Quarrel Holder (18 cap.)	1	5
Sling	.1	2
5 Sling Stones, lead	.5	1
5 Sling Stones, silver	.5	2.5

ITEM	WEIGHT	COST
Armor:		
Leather (with helmet)	15%	15
Brigandine (w/helmet)	35%	100
Chain (w/helmet)	30%	50
Chain-Plate (w/helm)	42.5%	100
Plate (w/helm)	55%	150
Helm (for heavy armor)	8	20
Helmet	5	10
Shield	15	10

Horses & Accessories:		
Mule	700	20
Draft Horse	1000	30
Light Horse	600	40
Medium Horse	800	100
Heavy Horse	900	100
Barding	75	150
Cart (1-horse, cap. 600)	200	50
Lance	15	4
Bridle, bit & blanket	5	5
Saddle	25	25
Saddle bags (cap. 60)	10	10
Warhorse training		100
Wagon (2-horse)	500	100
[capacity 1000]		
Wagon (4-horse)	800	150
[capacity 2500]		

Strongholds



Stronghold Construction

For reasons of playability of the game, rather than ones of historical accuracy, there are restrictions on building castles and other fortifications that are based on the level of the characters involved, rather than the permission of the local royalty. Within the game, the following limits apply: unless otherwise stated, no character may build a permanent stronghold unless the character is at least 9th level. Clerics may build strongholds when they reach 8th level. Magic users may build strongholds when they reach 11th level. Combination character classes may build a stronghold when they reach the level at which the lowest of their combined classes could begin construction.

Only characters who possess a stronghold may hire alchemists or armed bodies of men. Only characters of a level sufficient to allow them to build a stronghold may hire men of any kind on a permanent basis, or for longer than a specific single task. Characters of sufficient level to build strongholds may share the building or ownership of a stronghold, or may simply rent space in an existing stronghold from one another.

The speed with which your stronghold is completed will be dependent on the size, and the number of men you have working on construction. The Hiring Rules will give you most of the information you need about hiring your work force. If there are limits to the local population, the referee should determine whether or not sufficient workers are available to complete your work immediately, or if there must be some delay.

The following restrictions apply to your work force in constructing a stronghold: unskilled laborers can only be used for clearing land and for digging through either earth or rock. During actual construction of walls or buildings, the bulk of your work force should be semi-skilled, with at least 15% of the total work force being skilled laborers, and 5% being craftsmen.

In addition to the labor costs of construction, the following are the costs of tools and other expenses that come up during construction.

Clearing land for construction can be done by unskilled laborers at a rate of 100 square feet per man per day (hereafter called sq. ft./man-day), at a cost of 5 copper pieces per 100 sq. ft. Wooded or rough terrain can be cleared at rate of 50 sq. ft./man-day, and cost of 10 copper pieces for that unit.

Digging dirt, for moats and ditches, as well as for setting foundations, can be done at the rate of 60 cubic feet of dirt per man-day. Temporary shoring, for ditches and such, costs 10 copper pieces per cubic foot of ditch. More permanent shoring, for moats, costs 15 copper pieces per cubic foot. Building earthworks takes less support, and thus costs only 5 copper pieces per cubic foot.

Digging through rock can be done by a force that consists of no more than 75% unskilled laborers. The rest must be at least semi-skilled, with appropriate numbers of foremen. Digging rock can be done at the rate of 15 cubic feet per man-day, and at a cost of 1 silver piece per cubic foot.

From this point on in the construction, all work must be done by workers who are at least semi-skilled. In all construction from this point on, no more than 1 man per 50 square feet may work on the construction.

Wooden Construction: Wooden stockade walls may be built, either as a temporary fortification, or a cheap one. These walls may be built at a cost of $\frac{1}{2}$ gold piece per foot high per foot of length of wall, up to a maximum height of 20

feet. Such walls can be constructed at a rate of 100 square feet of wall (not area surrounded by the wall) per man-day. Wooden buildings may be constructed at a rate of 3 sq. ft./man-day per story of height. The cost of wooden buildings is based on height, since taller buildings must be stronger. A 1-story wooden building would cost 4 silver pieces per square foot to build. A 2-story building would cost 1 gold piece per square foot. 3-stories would cost 1.6 gold pieces per square foot. 4 stories would cost 2.2 gold pieces per square foot. Wooden buildings may not be built taller than 4 stories.

Stone Construction: Stone walls may be built, for fortifications, at a rate of 50 cubic feet of stone per man-day. At the discretion of the referee, this may be adjusted due to terrain, especially if blocks of stone are not available nearby. In any case, stone walls cost 3 silver pieces per cubic foot of wall. Add 5% to this cost if passages are built running within the wall itself. Also add 5% per foot thicker than 6 feet thick, and 2% per foot higher than 20%, up to a maximum of 50 feet.

Stone towers are built at a rate of 30 cubic feet of stone per man-day. Round or curved walls and towers cost 1 gold piece per cubic foot of walls. Add 5% to this per foot thicker than 3 feet thick, and 2% per foot higher than 30% high, up to a maximum of 100 feet high. Square towers are built at a cost of 5 silver pieces per cubic foot of walls. Add 5% per foot thicker than 3 feet thick, and 2% per foot taller than 30%, up to a maximum of 60 feet high.

Other stone buildings are built at a rate of 1 sq. ft./man-day per story. 1 story costs 1.3 gp/sq. ft. 2 stories costs 3 gp/sq. ft. 3 stories costs 6 gp/sq. ft. 4 stories costs 9 gp/sq. ft. Like wooden buildings, these stories are roughly 10 feet in height.

Add 10% to the cost to provide for furnishings, and such things as stairs, windows, etc. Add another 10% if the buildings are intended as fortifications in case of siege or war, to cover defensive equipment. Add fancy

fixtures to taste. Read a good book, such as *Castles*, by Oman, to get ideas of just what is possible.

A 'stronghold' does not have to be a fortified manor or castle. It can just as easily be a cathedral, a wizard's tower, a thief's hideaway, or whatever your character could call home. You should design yours to fit the needs of your characters.



Hiring Fighters and Workers

Type of Hireling	Number Per Week	Salary Per Month
Unskilled Laborer	4-24	2gp
Semi-skilled Laborer	3-18	4gp
Skilled Laborer or Foreman	2-12	7gp
Specific Craftsman	15%	25gp
Artisan	25%	100gp
Architect	40%	1% cost
Engineer	10%	750gp
Animal Trainer	10%	500gp
Armorer	15%	100gp
Light Foot	2-12	5gp
Heavy Foot	1-6	7gp
Basic Archer	2-12	12gp
Crossbowman	2-12	10gp
Longbowman	1-6	15gp
Light Horseman	2-12	20
Medium Horseman	2-12	30
Heavy Horseman	1-6	45
Light Horse Archer	1-6	30
Medium Horse Archer (crossbow)	1-6	45
Sailor	1-6	10
Rower	2-12	5

Hirelings

Only those characters of sufficient level to build a Stronghold (see Construction of Stronghold rules) can hire workers on a permanent basis, or can hire fighters to act as a standing army. Below that level, characters may only hire workers to work on a specific job of short duration, at the discretion of the referee.

The table for hiring workers and fighters assumes that the characters live in or near a large center of population, either a city or an area with a lot of trade. If this is not the case in your world, adjust the chances of finding workers and fighters accordingly.

The column entitled 'Type' should be obvious, since it describes the type of worker or fighter you are attempting to hire. Specific Craftsman is for things like metalsmiths and woodcarvers. Artisan is for such occupations as sculptors, painters and such. Sea captains and caravan leaders should be paid and hired as if Artisans, if you expect them to be any good. Obviously, the availability of sailors and rowers is dependent upon their being a large body of water nearby. If you are in the middle of a desert world, there wouldn't be very many sailors. In addition to their uses in building Strongholds and other things, the classifications of laborers will help the referee in deciding how easy it is to hire workers for

various jobs. For example, wagon drivers would be semi-skilled laborers, while loaders for a hay wagon need not be skilled at all. For any job, a minimum of 1 Foreman is usually needed per 20 laborers.

The second column of this table indicates the number of persons responding to your advertising, at the basic cost of 1000 gold pieces per week spent at the nearest population center. This advertising takes the form of posted flyers, word-of-mouth, and agents deliberately looking for men for you. In those cases where a range, say from 2-12, is indicated, this means that that many people responded to your ad campaign, and can be hired. If a percentage chance is indicated, this is the percentage chance that someone fitting your needs has answered your ads.

Salary per month is also pretty obvious, except for the case of Architect. An Architect is paid an amount equal to 1% of the total cost of whatever you ask him to design.

Advertising to find your help can be combined among all of the different types you wish to hire. The cost of advertising is 1000 gold pieces per week, for as many of the different categories as you wish. For those categories where there is only a percentage chance of a response, you may double the chance of a response per week by either tripling the cost of advertising spent (i.e., 3000 per week), or by adding 50% to the salary being offered per month. Thus, if you advertise that you are willing to hire an Armorer at a salary of 150 gold pieces per month, you will have a 30% chance per week that someone will take the job. The chances may not be adjusted beyond this amount.

Due to their special position in the society, Clerics may hire workers and fighters at a much lower rate of pay, since the workers and fighters may feel that the spiritual benefits (and free healing) are worth the difference. Therefore, Clerics may hire help at wages of ½ those listed, but with only ¼ the response per week. Clerics need pay only 250 gold pieces per week in advertising costs.



Combat

Weapon Breakage

Whenever a Fumble or a Parry result indicates that there is a chance that a weapon has been broken, the following rules should be used to determine whether or not the weapon has indeed been broken. Basically, using the following rules will give a percentage chance that a weapon has been broken. If the percentage is 0% or negative, there is no chance that the weapon has broken. If the percentage yielded by your figures is 100% or greater, the weapon automatically breaks. If the result is between 1% and 99%, the weapon has a chance of breaking, and a percentile die should be rolled to determine whether or not the weapon did indeed break.

Basically, an average weapon has a 30% chance of breaking, without taking any other things into account. An extremely fragile weapon, such as an arrow, has a basic 60% chance of breaking. A solid or unusually well-made weapon (normally at the discretion of the referee, these include such things as a rock, which is solid, to a samurai sword or a kris, which are unusually well-made by their nature) only has a basic 10% chance of breaking. Please note that the fact that a weapon is magical does not automatically mean that it is especially well-made for these purposes.

From this base percentage chance of breaking, subtract the following percentages for the magical enchantment of the weapon being checked, if any. This percentage adjustment is figured for the greatest enchantment of the weapon, whether attack or damage bonus, not the sum of all its enchantments. For a weapon that is enchanted to be +0, subtract 40% from its chance to break. For a weapon that is +1, subtract 60%. For a +2 weapon, subtract 80%. For a +3 weapon, subtract 100%. Note that at this point, the indicated percentage may be negative; the next step, however, may make it positive again, so keep going.

1% should be added to the

chance of the weapon breaking for each point of Strength of the wielder. That is, in the case of a Strength 15 fighter possibly breaking a weapon, 15% must be added to its chance of breaking at this point in the calculation.

Adjustments must be made for the Armor Class of the target. If the target that the weapon has just tried to strike is Leather, add 20% to the weapon's chance of breaking; for Brigandine, add 30%; for Chain, add 40%; for Chain-Plate, add 50%; for Plate, add 60%. Add another 10% if the target's Armor Class includes a Shield, or if he is using one and the weapon is striking from the target's shield side.

If the target's armor is magical an additional adjustment must be made. If the target's armor is +1, 20% is added to the weapon's chance of breaking. If the target's armor is +2, 30% is added to the chance of breaking. If the target's armor is +3, 40% is added to the chance of breaking. The greater defense bonus of armor or shield is used if the target is being attacked from his shield side. The bonuses of armor and shield are not added together for checking for breakage.

Given the above information, you can see that an average weapon, being wielded by a Strength 10 fighter, striking a target in Chain armor, with both weapon and armor being non-magical, will have an 80% chance of breaking.

If the weapon being checked for breakage is parrying, rather than striking an opponent, the following adjustments are used instead: add 1% to the weapon's chance of breaking for each Strength point of the opponent, rather than of the wielder of the weapon being checked for breakage; add 10% for each die of damage that the opponent's weapon, the one being parried, would do, not counting adjustments for strength; instead of an adjustment for armor class of the target, use 40%, as if the target were Chain; if the opponent's weapon is magical, add the percentages listed for magical armor of the same degree of enchantment, i.e. 20% for +1, and so on. These figures

yield a 100% chance of an average weapon being broken in contact with a normal Broadsword, which is itself being wielded by a Strength 10 fighter. Also note that a +3 weapon would have a 0% chance of breaking under the same circumstances.

Parrying

It is possible to decrease the chances of being hit by an opponent by means of parrying his blows. This is done by (simplified somewhat) striking at his weapon rather than at your opponent directly. This is reflected in the combat system as follows:

A character may use his own weapon to parry any blow coming from the direction he is directly facing, within the limits stated below.

For each blow the character attempts to parry, he uses up one offensive blow with that weapon for that phase. He may not attempt to parry more blows than he could take offensively.

His parrying weapon must be of length 1-5, with the special exceptions of the Spear (8) and Quarterstaff (11). In the following descriptions, the spear is assumed to parry as length 8, and the quarterstaff to parry as length 3, due to its mobility. His opponent may be using any artificial weapon except a Morningstar or Flail, which cannot be parried, or any natural weapon except Large Mouth, Tail or Tentacle, or Butt-Ram.

For purposes of determining length of weapons, the following exceptions should be noted: when attacking, a Quarterstaff is treated as length 5. Monster attack classes labelled Small should be treated as length 2. Monster attack classes labelled Medium should be treated as length 5. Monster attack classes labelled Large should be treated as length 9. At the discretion of the referee, extremely large monsters may be treated as greater lengths or as totally unparryable by normal means. It would be hard, for example, to parry the foot of a Brontosaurus, just from sheer mass. Monster attack classes 11-14, Envelopment and Crushing

attacks, may only be parried by Spear or Quarterstaff, and only if the attacking monster has a solid, substantial body. In those cases, the attacks may be parried as if the monster were using a length 6 weapon.

The effect of a parry is calculated as follows: if the attacking weapon has a length 3 or less longer than the parrying weapon, and no more than 1 shorter than the parrying weapon, the number that the attacker needs to roll (00-99) to hit is reduced by ½. Thus, if a 25 had been needed to hit, the attacker now needs a 12 or less (always remember to count 00 as a number; needing a 25 or less to hit means that you have 26 chances out of 100).

If the attacking weapon is either 4 or 5 longer than the parrying weapon, the parry reduces the chance to hit by ⅓. Thus, if the attacker had needed a 29 or less to hit, he would now need to roll 19 or less to hit.

If the attacking weapon is 6 or 7 longer than the one being used to parry, or 3 shorter than the parrying weapon, the parry reduces the chance to hit by ¼. Thus, if the attacker had needed a 35 or less to hit, he would now need to roll 26 or less to hit.

If the difference between the attacking weapon and the parrying weapon is greater than is stated above, the attacking weapon may not be successfully parried. Further, neither a Hand Axe or Hatchet may parry a Maul successfully.

Due to the way a weapon is used to parry, there is a better than normal chance that the parrying character may break or drop his weapon. This is handled as follows: if the attacker rolls a number 1 higher than he needs to hit while being parried (i.e. needs to roll 19 or less and rolls a 20), the person parrying must check to see if his weapon has been broken. This is done by consulting the same rules used to check for weapons breaking due to Fumbles. Simply roll a Breakage Chance number for the weapon as if it had hit an opponent in Chain armor, using your opponents's strength rather than your own in the percentage check. If your weapon's roll falls

within its percentage chance of breaking, the weapon breaks, and cannot be further used to parry or attack.

If the attacker rolls a number from 2 to 5 higher than what he needed to hit through the parry, he has disarmed the parrying person, who loses 1-4 blows drawing out another weapon for fighting or parrying. During the time taken up by these lost blows, the attacking opponent's blows are, of course, unparried unless our beleaguered defender had another weapon in his other hand. (See **Using Two Weapons.**)

Using Two Weapons

It is possible for any humanoid or similar being to use a weapon in each hand, with certain limitations and penalties. While this normally refers only to two hands, being with more than two hands might be able to use more than two weapons, at the discretion of the referee.

First, the use of two weapons normally means that you are not using a shield defensively, and this may reduce the armor class of the wielder of the two weapons.

Second, only weapons with lengths 1-5 may be used together, as follows: any two weapons of lengths 1-4 may be used together, or any weapon of length 5 may be used with any length 1-4 weapon. (These lengths are as indicated on the Attack Matrix for Hand-Carried Weapons, **The Complete Warlock.**)

Third, any person using two weapons in this manner loses FOUR attack levels from his attacks with either weapon.

Fourth, the person using two weapons loses 1 blow from the number of blows he would normally take with EACH weapon each phase. That is, if using a 4 blow weapon and a 3 blow weapon in conjunction, he would take 3 and 2 blows, respectively.

He may use one weapon to strike and one weapon to parry blows of an opponent, with whatever restrictions the parrying weapon may have, or both weapons to strike, or both weapons to parry blows coming from the same general direction.

Miscellaneous Combat Rules

Any time a character is attacked from behind while in melee already, or otherwise engaged in fighting, he loses 1 defense level compared to the attacker from the rear.

Any defense levels that come from magical defenses built into a shield do not apply against any attacker that is attacking from a direction not faced by the shield. Thus, if a character has a shield on his left arm, an attack coming from his right or behind him is not guarded against by the defense levels of the shield.

Any time a character is completely immobile or in no way expecting an attack, he defends at level 0, adjusted only by any magical armor or protective devices or spells.

Any time a character is engaged in combat, it takes an amount of time equal to 1-4 blows (rolled randomly) with the new weapon to change weapons. This includes voluntarily changing weapons, or replacing ones lost or broken during the melee. If a character is not engaged in melee at the time of the weapon exchange, it takes only an amount of time equal to 1 blow with the new weapon.

It takes an amount of time equal to 2-12 blows of the recovered weapon to recover a weapon that has been dropped in the middle of a melee, if that weapon is in the immediate vicinity (1") of the continuing melee.

Normally, two combatants must be within 1" of each other in order to fight in melee. If a monster or other creature has an abnormally long reach or weapon, the melee range is at the discretion of the referee.

When combat is first joined, the character or being who charges into the melee takes his first blow first, if the weapons are equal.

On the first phase of a melee, if all else is equal, the longer weapon strikes first on the first blow. After that, the shorter, more maneuverable weapon strikes first. Blows are spaced out based on the number of blows per phase with each weapon, all blows being spread evenly throughout the melee phase.

Monsters and Encounters

Monster List

This list is intended to be only a sample of the various types of monsters that are possible under the Warlock rules system. At a later date there may be a more complete book of monsters. These are intended to give the beginning referee a place to start, and a basis for designing his own monsters. The list includes Demons, Dragons, Giants, Giant Animals, Mythical Beasts, Undead, and other types. The actual mixture is up to the individual referee, since the mixture should be balanced for each world or dungeon accordingly.

It is recommended that anyone attempting to utilize a monster listed here fully familiarize himself with the description and details before attacking a party with it. (By the way, whenever we say 'monster', we mean any type of being that is not a normal human or near-human being, not that the being is evil or hideous or anything. A 'monster' is not necessarily something that attacks and kills, but is something to be encountered, and sometimes fought.)

Basically, for each monster or being, the list starts off with the name (and description), followed by, in order: Alignment; Typical Location (to be used by the referee in designing his own monster encounter tables); Type of Being (to aid in determining whether Control, Charm, or other specific spells apply, and whether weapon Damage Bonuses apply, as well as to show just what 'ecological' spot the being takes up in a dungeon or wilderness); Number Appearing (this is an average encounter size, to be modified by the Encounter Table); Percentage Chance of Encounter Taking Place in Monster's Lair (usually abbreviated '% in lair' or something similar); Normal Movement Speed (in scale inches); Hit Dice Range (usually 'HD', this gives any suggested upper and lower limits for the Hit Dice of the monster in various situations or at different

ages or levels); Attack Matrix Weapons Used (W Hand-Carried Weapon, M means Natural Body Weapon, and the attached number corresponds to the numbers on the Attack Matrices); Strength (calculated on the human scale, and with damage bonuses adjusted accordingly); Armor Class (AC) equivalent, numbered as on the Attack Matrices; Attack and Defense Levels (used to adjust number needed to hit, see basic Combat Rules); Saving Throw Class (see Non-Human Saving Throw Table); Treasure Class (see Treasure Table); Special Notes (actually, this is often just a catch-all for information that did not conveniently fit into one of the other categories). Is all that clear? Good. Now let's start the list.

Alicanto: This 7-foot tall ostrich-like bird has the unusual ability to live by eating metal, usually of a particular type. Its wing feathers are typically the color of its favorite food-metal. The wings are not usable for flying. Alignment: Neutral or none. Location: anywhere metals are common. Type: scavenger or cleanup. Number Appearing: 1-2. In lair 10% of time (food stash). Moves 12". 6HD. Attack: M2, M19. Strength 18. Armor Class 2b. Attack 7, Defense 6. Saving Throw Class 1. No treasure unless with supply of its food (1000-4000 pieces). The type of Alicanto is determined by a roll of two six-sided dice. a roll of 2 or 3 indicates that this one eats copper. 4, 5, 6, or 7 indicates a silver-eater. 8, 9 or 10 indicate gold-eaters. 11 is a platinum-eater. 12 indicates a taste for unusual metals, to be determined by the referee. An Alicanto will not attack humans or similar characters unless they try and steal its food or attack it. Giving an Alicanto a snack of its favorite metal will normally befriend it into allowing passage through its room without harm (25% chance per pound of metal). It will not, however, voluntarily leave its own room or nest to follow or aid a person or persons so befriending it.

Alligator, Were: This being will normally appear as a large alligator (75% of the time) or as a human dressed in green (25% of the time). It is Neutral in alignment in human form, Chaotic in alligator form. Location: anywhere swampy or wet. Type: Lycanthrope. Number appearing: 1-6. In lair 50% of the

time. Movement: 6" on land in alligator form, 12" in human form or in water. 7HD. Attack: M3. Strength 13. AC 6b. Attack 7th, Defense 7th. Saving Throw Class 9. Treasure Class L.

Amphisbaena: This is a snakelike being with a head at each end. It is from 6-12 feet long, roughly corresponding to its hit dice. It has multicolored scales. It normally moves either straight in the direction of one head or the other, or sideways by advancing first one head, then the other. These are somewhat intelligent, and dislike human beings and other similar species. They are Chaotic in alignment. They live mainly in dry, sandy areas, but will tolerate dry caves or tunnels. Type: Monster Reptile. Number: 1-6. 40% in lair. Speed 12". 6-12 HD. Each head attacks as M2, poisonous (poison factor 1.0). Strength 18. AC 5. Attacks at its HD +1, Defends at HD. Saving Throw Class 10. Treasure Class C.

Ants, Army: These are somewhat large ($\frac{1}{2}$ " reddish ants. They have no alignment, and can be found anywhere on land except in swamps. Type: Insect. Number: 1000-6000. No lair. Move 6". Each ant takes 1/10 hit point. Each group of 250 ants attacks as M8. Their relative strength (they are rather small) is 9. AC 1. Attack and defend at Level 0. Saving Throw Class 6. No treasure. These ants, when swarming, eat everything in their path. For convenience, fight them in groups of 250. If they climb onto a victim, it is difficult to harm the ants without harming the person underneath. If they are attacking a being wearing armor of Brigandine class or higher, the first hit scored by any group of ants is considered to be taken up in penetrating the armor. Once inside heavy armor, they cannot be plucked off or crushed. On a victim wearing no armor or leather armor, they can be plucked off or crushed, 1-20 ants for each blow struck with armored or unarmored fist by the victim or his friends. If the blows are with armored fist, the victim takes $\frac{1}{2}$ point of damage for each blow successfully struck at the ants on him. There is a 10% chance that any blow struck with unarmored fist will transfer 1-20 ants to the striker. When the number of ants in any group is reduced below 250, or if a smaller number is on any victim, attack as if a full group, but pro-rate the amount of damage done.

That is, if someone has only 25 ants on him, they attack using the M8 weapon class, but do only 1/10 of the rolled damage if they hit. Each army ant is worth 1 experience point, calculated as if the ants were 1st level monsters. Bodies damaged beyond death level by army ants must make a Body Saving Throw vs. Destruction as if damaged by acid.

Ants, Black, Giant: These basically peaceful giant ants (6' long) will not attack those encountered unless someone enters their nest or attacks them. They are not intelligent and have no alignment. Location: underground or in basically dry outdoors (i.e., no swamps). Type: Giant Insect. Number: 1-20 in open, 20-100 in nest. In or near lair 90% of the time. Speed 15". 3HD. Attack: M8. Strength 12. AC 3. Attack and defend at 3rd level normally, at 5th when attacked in nest. Saving Throw Class 3. Treasure Class L.

Ants, Red, Giant: These basically hostile giant ants (6' long) will attack anyone encountered that is not one of them. They are unintelligent and have no alignment. Type: Giant Insect. Number encountered: 1-20 in open, 20-100 in nest. In or near lair 70% of the time. Speed 15". 5HD. Attack: M9, doing extra damage due to acid secretions (victim must roll saving throw vs. poison. Save means 1 HD acid damage, fail to save means 2 HD acid damage, per time hit.). Strength 18. Armor Class 3. Attack level 6 (8 in nest); Defense Level 5. Saving Throw Class 3. Treasure Class L.

Ant-Lion, Giant: This is a 10-foot long beetle-like insect (see a book on insects for a picture) that digs pits in the sand to trap victims. If the sand is soft and smooth enough, victims slide down and cannot climb back out of the pit. These monsters may disguise the pit with branches or other simple camouflage. They are not intelligent and have no alignment. Type: Giant Insect. 1 per pit, and seldom close together with another one. Always encountered in lair (pit). Move 6". 12HD. Attack: M10. Strength 25. Armor Class 6b. Attack level: 13; Defense Level 12. Saving Throw Class 9. Treasure Class D.

Banshee: This monster is normally encountered in the invisible, ghostlike figure of a woman, first noticed by a piercing, wailing voice. This being will not normally attack a party directly, and is therefore not normally fought.

Its presence heralds some other form of attack, and its wailing voice acts as a Fear spell (4M) on all in the party who hear it. Any failing their saving throw vs. Fear will attempt to flee in whatever direction is away from the Banshee. There will be an immediate attack upon the party, either upon those who fled (50%), or upon those who did not (50%), by monsters to be determined randomly by the referee from amongst the more dangerous ones possible for that location. A Banshee is Neutral in alignment. Type: Spirit. No more than 1 encountered at a time. Movement: 24". 5+ HD (no experience points credit for destroying a Banshee). Cannot physically attack a party. Can be hit by magical weapons as if Armor Class 4. Defense level equal to Hit Dice. Saving Throw Class 11. No treasure.

Basilisk: This monster looks somewhat like a four-legged rooster with scaly legs and tail, and a crown-like comb. It is about 2-3 feet long, and weighs about 12 pounds. Its feathers and scales are yellowish or greenish. It is Chaotic in alignment. Location: anywhere on land. Type: Poisonous Monster Reptile. Number: 1-4. 40% of the time in lair. Move 9" either walking or flying. 6+ HD. Attack as M6 (poisonous, poison multiplier 2.0). Strength = 2 x HD. AC6. Attacks at own Hit Dice level, adjusted if Strength high; Defends at Hit Dice level. Saving Throw Class 2. Treasure Class F. Anyone meeting the gaze of a Basilisk must roll a saving throw vs. Death, and will die if they fail to make this saving throw. Basilisks of 12th level or higher (sometimes called True Basilisks) have the ability to telepathically will their victim to look into the Basilisk's eyes. Victim must roll a saving throw vs. magic successfully or will automatically look into Basilisk's eyes. In other cases, whether victim looks into eyes is determined on Gaze Saving Throw Table.

Bats, Giant: These are 4-6 foot wingspan bats, usually (75%) of a variety that eats just about anything (scavengers), otherwise (25%) of a variety that eat only flesh and blood. They are unintelligent and have no alignment. Type: Giant Animal. Number: 2-12. 50% of the time in lair (usually daytime). Speed: 24" flying. 3+ HD. Attack type M2 (10% carry diseases fatal to humans and similar beings). Strength 10. AC 2.

Attack and Defense levels equal to Hit Dice. Saving Throw Class 3. Treasure Class B. Victims bitten by diseased bats need clerical Cure Disease done within 1 hour per point of Constitution that the victim has, or else will die from the disease.

Bats, Vampire: These normal-sized (1-2 foot wingspan) bats, dark brown or grey in color, will attack any warm-blooded animal who enters their lair or crosses their path while the bats are hunting. They are unintelligent and have no alignment. Location: outdoors at night, or in dark caves or tunnels by day or night. Type: Mammal. Number: 1-20. In lair 50% of the time. Speed 24" flying. 1 HD. Attack as M1. Strength 12. Armor Class 2. Attack level 1, Defense level 4. Saving Throw Class 3. No treasure. These bats will normally attack anyone not in shiny metal armor first. Their defense level bonus comes from their size and mobility.

Bear, Were: This type of were-creature is normally encountered in the form of a medium-sized bear (50% of the time) or a man dressed in brown or black furs (50%). 50% of these beings are neutral in alignment, the rest normally Lawful. Location: forests or caverns. Type: Lycanthrope. Number: 1-6. In lair 40% of the time. Speed 9 in bear form, 12" in human form. A full-grown Werebear takes 10+ Hit Dice in bear form. In bear form they Attack using M2 and M21 (can use weapons in human form). Strength 26 in bear form, 16 in human form. Armor Class 4 in bear form, 2 in human form. Attack and defend at Hit Dice level adjusted for strength and any magic items. Saving Throw Class 9 in bear form, or as human fighter of same level in human form. Treasure Class R. These beings are intelligent, but occasionally a little slow-witted in dealing with humans.

Beavers, Giant: These beavers, reaching a length of 6 feet or more, otherwise look just like their normal-sized counterparts. They have a limited intelligence, and behave in a Neutral or Lawful fashion on the whole. Type: Giant Animal. Number: 5-20. 85% of the time in or near lair. Speed 6" on land, 12" in water. 4 HD. Can attack with M2, M21, or M27. Strength 16. Armor Class 4. Attack at 4th level, Defend at 5th level. Saving Throw Class 10. Treasure Class L. These creatures build their colonies in watery areas,

often building dams, but on a larger scale than their smaller counterparts.

Boars, Giant: These are a slightly larger version of the already-dangerous wild boar. Weighing as much as 300-500 pounds, these vicious beasts are fully capable of downing a man on horseback. They are unintelligent and have no alignment. They live in forested areas or elsewhere with dense vegetation. Type: Giant Animal. Number: 1-8. 50% in or near lair. Speed 12". 6-10HD. Attack as M16. Strength 16. Armor Class 2. Attack at Hit Dice Level +1, Defend at Hit Dice Level. Saving Throw Class 3. Treasure Class B (from previous encounters with passersby).

Boar, Were: This monster will normally (75%) appear as a 200+ pound wild boar, or (25%) as a man in leather armor. In either form, it is of human intelligence, and is of either neutral or Chaotic alignment (50-50). This monster type is found anywhere where a real boar would be found, mainly in forests. Type:

Lycanthrope. Number: 1-10. In or near lair 35% of the time. Speed 12". 6+ Hit Dice. Attack as M16 or with weapons (in man form only). Strength 18. Armor Class 4 (in either form, assuming man-form has shield). Attack at Level +1, Defend at Level. Saving Throw Class 9 in boar form, as fighter of same level in man form. Treasure Class L.

Bogey: This earth-sprite appears in the form of a 4-foot tall man, dressed in green and brown colors. It is swarthy, with dark hair and no beard. Intelligent and Neutral in alignment. Location: anywhere, but prefers being underground. Type: Spirit. 1 appears at a time. 30% of the time in lair. Speed 18". Ranges from 6-15 HD. Can use one-handed weapons like a thief. Strength 18. Armor Class 2. Attacks and Defends at Level. Saving Throw Class 15. Treasure Class S. A Bogey will not attempt to attack a party, nor will it usually harm it directly, but may try to steal something or to play pranks if it can get away with them. A Bogey has the abilities of a 25th level thief, and limited magical spells of a magic user of a level equal its Hit Dice; a Bogey can cast NO offensive spells (that is, no control spells, destructive spells, or area effect spells that incapacitate other beings), but can cast spells upon itself and upon non-living items, as well as non-harmful but annoying spells on other beings (such as

turning a party's mule invisible).

Brown Beetle: This giant insect, 6+ feet long (its size roughly corresponding to its Hit Dice, in feet of length), is a medium-brownish beetle with pincers. It does not have useable wings, and cannot fly, but it can swim. It is unintelligent, and has no alignment. It can be found outdoors or underground. Type: Giant Insect. Number: 1-8. 20% of the time in lair. Speed 12". 6+ HD. Attacks as M9, doing 2 extra dice of damage from acid secretions on pincers. Strength 16. Armor Class 7. Attacks at Level +1, Defends at Level. Saving Throw Class 3. No treasure.

Bufo: This monster, also sometimes called "The Strong Toad", is a large (6-8 foot) toad-like being with a highly peaked shell somewhat similar to that of a tortoise, but much tougher. Intelligent and basically neutral in alignment. Type: Intelligent Non-human. Normally only 1 encountered. 80% of the time in lair. move 9". 12 HD. Does not make physical attacks (beneath its dignity). Armor Class 8. Defense Level 100. Saving Throw Class 15. Treasure Class G. This being gathers servants to wait on it foot and foot (it doesn't have hands), to bring it food and to polish its shell. It does this by means of a Charm spell (it has Charm Person, Charm Monster, Charm Being, and several Charm spells you probably never thought of). If physically attacked, it will withdraw within its shell (thus, its defense level) and let its servants defend it. Neither a Bufo nor its servants will normally attack a party unless the party attacks the Bufo or attempts to steal its carefully hoarded treasure. It can cast one of its Charm spells each PHASE on any one being within 24" and visible to the Bufo, and its Charm spells all have a 24" range limit. Victims get a normal saving throw vs. magic if they do not wish to be Charmed.

Bugbear: These beings can best be described as 6-foot tall, very hairy goblin-like creatures with wide flat faces. Their name comes from the fact that their appearance, especially at night, is very bearlike, and their only real claim to frightfulness comes from the fact that their tendency to move about quietly means that they usually startle anyone who sees them. Bugbears are Chaotic in alignment, being somewhat intelligent (3-9 on the human scale). Type: Goblin.

Number: 5-20. 30% of the time in lair. Speed 9". 3HD. Attack using M6, M1 or weapons (no bows or two-handed weapons, since their hands are not well formed for gripping, having claws). Strength 18. Armor Class 6. Attack level 5, Defense level 3. Saving Throw Class 8. Treasure Class K. Bugbears normally go out only at night or inside dark places. They can see normally in anything that is not total darkness, and do not like bright light. They move silently (-1/3 from normal chance for someone hearing them). While Chaotic, Bugbears prefer to steal without fighting rather than kill indiscriminately. Thus, if given the chance, they will slip away with a party's valuables rather than openly fight. If cornered, of course, a Bugbear will fight viciously, since they are afraid of almost everything that isn't afraid of them, and fear horrible things will happen to them if they surrender.

Bunyip: This animal has a body the size of a bull, with seal-like flippers, a long neck topped by an ostrich-like head, and fur-like feathers covering its brown body. It is only slightly intelligent (below human level) and if it has an alignment (only exceptional ones will, 10%) it is Chaotic. Bunyips live only in bodies of fresh water, and don't travel very far on land. Type: Aquatic. Number: 1-8. 20% in lair. Speed 6" on land, 24" in water. 6+ HD. Attack as M2. Strength 20. Armor Class 4. Attack as Level +4, Defense Level same as Hit Dice. Saving Throw Class 10. Treasure Class C. These beasts are carnivorous, and very much enjoy the taste of human flesh.

Capybara, Giant: These creatures are large (200+ pounds), furry, four-footed rodent-like animals with very large front teeth. Normal capybara would not attack humans, but the stress created by the enlargement of these Giant Capybara has driven them slightly mad, and they will attack anything that they see as threatening them, which is just about anything large. Unintelligent, these creatures have no alignment. They are found in plains and forests. Type: Giant Animal. Number: 1-6. 40% in lair. Speed 21". 8+ Hit Dice. Attack as M3. Strength 18. Armor Class 4. Attack Level = HD +2. Defense Level = HD. Saving Throw Class 3. Treasure Class K. These beasts are omnivorous, and can be

distracted by food if they are not already engaged in a melee (use Distraction Saving Throw).

Caterpillar, Giant: This is an 18-foot long caterpillar-like creature, three feet in diameter. The colors vary, but are usually green, brown, or grey, in some combination that makes it blend in with vegetation and dirt. These creatures are unintelligent, and have no alignment. Type: Giant Insect. Number: 1-6. 30% in lair. Speed 6". 4+ HD. Attack as M4. Strength 10. Armor Class 1. Attack and Defense Levels = HD. Saving Throw Class 6. No treasure. Not particularly hostile, but hungry at all times, and if you stand in its way, it will attempt to eat you.

Catoblepas: This monster looks like a large black buffalo with a pig-like head that hangs forward on a weak, thin neck. It has a black mane of hair on its head and neck. Unless it deliberately looks upward, a Catoblepas is always looking at the ground a short distance in front of it. These beasts are of subhuman intelligence, mixed Neutral or Chaotic in alignment (50/50). They live in forests, plains, or underground, but not in mountains or deserts. Type: Standard Mythical. 1 appearing at a time. 40% of the time in lair. Speed 6". 13 HD. Normally does not attack in melee, but can defend itself with M19. Strength 25. Armor Class 3. Attacks at 0th level, Defends at 13th level. Saving Throw Class 12. Treasure Class E. Anyone disturbing a Catoblepas at its grazing or meditating runs the risk that it will decide to lift its head and look around. Anyone meeting the gaze of a Catoblepas (Gaze saving throw) must make another saving throw, this time vs. Death. A Catoblepas will automatically look at anyone who attacks it, and may affect up to 2 persons per phase with its gaze, if they are standing close together in its line of vision.

Centaur: These beings are familiar in mythology, having the upper body of a human and the lower body of a horse, joined as if the waist of the human were joined to the lower end of a horse's neck. The horse part is the size of a small or medium-sized pony, and thus the resulting mixture is from seven to eight feet tall. Centaurs are fully intelligent and either Neutral or Lawful in alignment (50/50). They live in forests by preference, and do not like being underground. Type: Intelligent

Non-Human. Number: 2-12. In lair 30%. Speeds range from 12" to 18", depending on whether fully grown or armored. An average Centaur has 4 HD. They can use weapons, or attack with M18. Centaurs especially love archery weapons. Strength determined as if human (3-18). Normally Armor Class 2, but may also wear a breastplate (becoming AC 4b, speed 15" maximum) or breastplate and chain barding (becoming AC 6b, speed 12" maximum). The last two cases, of course, assume that the Centaur is using a shield. Without a shield, the Armor Classes become 2b and 5b respectively. The attack and defense levels of Centaurs are determined as if human, by hit dice, adjusted for strength and agility. Saving Throws as if humans of the same type (see below). Treasure Class H for a large group of Centaurs. Notes: Centaurs may be Fighters, Magic Users, or Thieves. (If Thievish, the referee should make discretionary judgments as to which abilities are possible, due to their bulk and shape.) They have saving throws as if they were humans with the same specialty and characteristics. Normal centaurs do not bother with armor except in times of war or other prolonged fighting. Centaurs are one of the types of being acceptable for Reincarnation results.

Cheetah, Were: This creature appears to be a large spotted cat with a weight within the human limitations (rolled as if size 3-18). It is extremely quick for short sprints. These shape-changers are occasionally seen as normal-appearing humans with a fur 'cape' that looks like cheetah-fur. They are intelligent, and Lawful or Neutral in alignment (50/50). Type: Lycanthrope. Number: 1-8. 30% in lair. Speed 36" for short distances, otherwise 18". 6 HD normally. Attack with M2 or M6 in cat form, weapons in human form. Strength 18. Armor Class 4 in cat form. Can wear armor in human form. Attack level 7, Defense Level 6. Saving Throw Class 9. No treasure normally found.

Chimera: This creature has a winged, scaly body, the tail of a serpent, clawed front feet, hooved rear feet, and three heads, one each of a large serpent (or small dragon, few people are sure which), a lion, and a goat. These beasts are of low human intelligence, and are Chaotic. Type: Standard Mythical or Flyer.

Number: 1-4. 50% in lair. Speed 12" (18" when flying). 9+ HD. The lion and serpent heads attack as M2, the goat's head attacks as M15. When flying, it can use its front claws as M6. Serpent and goat heads are strength 18, as are the claws. The lion head is strength 28. Armor Class 5. Attack level = HD +1. Defense Level = HD. Saving Throw Class 7. Treasure Class E. Each head breathes fire, in a flame that extends no more than six feet from the head. This fire does damage equal to the level of the Chimera divided by 3 (thus a 9th level would do 3 dice per breath, a 12th level would do 4, and so on), not rounded off. The Chimera will breathe fire each phase from any head that has its own opponent, but prefers not to breathe from two heads at the same target at the same time. In addition, the serpent's head is poisonous (poison factor 0.5) and the goat's horns cause a disease (fatal in 24 hours if not cured) if they hit. Also note that the lion head's strength gives it 4 dice of damage per blow, not 2.

Cockatrice: This monster appears somewhat similar to a Basilisk, but it has only two legs and a set of functional wings, and tends to act and appear more birdlike than the reptilian Basilisk. Its cry is similar to that of a rooster. A Cockatrice weighs only about 6 pounds. They are of low intelligence, but definitely Chaotic by nature. Type: Stone Turner, or Standard Mythical. Number: 1-6. 35% in lair. Speed 9" (18" flying). 5 Hit Dice. Attack as M5, and anyone hit must make a saving throw vs. Stone or be turned to stone instantly. Strength 12. Armor Class 4. Attack and Defense Levels: 5. Saving Throw Class 2. Treasure Class E. These are vicious little beasties that enjoy turning humans and other humanoids to stone.

Crocotta: This is a steel-grey, wolflike animal with a head similar to a mastiff dog. It weighs as much as a normal human being (roughly 150 pounds). It is somewhat intelligent (about like a wolf) and is Chaotic in alignment. Type: Predator, Canine. Number: 1-4. 40% in lair. Speed 18". 12 HD. Attack as M3, due to skill and viciousness rather than size of teeth. Strength 26. Armor Class 4. Attack at 14th level, Defend at 12th level. Saving Throw Class 13. Treasure Class R. These actively evil monsters will attack a human or

group of humans if they think that they have a good chance of killing and either winning the battle or escaping. The blood of a Crocotta is a strong acid. Cutting or stabbing weapons that hit a Crocotta are ruined for use after 3 phases if non-magical. If magical, a weapon has only a small chance of being ruined by the acid, equal to (5% per hit/(primary bonus of weapon +1)) per blow. Thus, a +1 weapon would have a $(5/(1+1))\%$, or $5/2$ (2.5) % chance of being destroyed, for each time it hit the Crocotta.

DAEMONS: This is an entire class of beings rather than a specific being. These beings include most of the Spirit and Elemental beings, along with beings whose nature is one and the same with some natural force. In many mythologies, these beings were called Giants or Demons or a host of other things, but herein we use the collective name Daemon, for they are not true Demons as we will see. These beings are not evil by their nature, but are generally Neutral or Chaotic by alignment, and tend to oppose the standard forces of human civilization, since all of them stem from forces that existed long before mankind. Their motto might be taken from a Robert E. Howard poem, to wit, "We were the kings ere man had come, and shall be kings again." Their nature is an independent one, although they can be controlled by magical means and forced to serve one or more masters. Djinni, Efrits, Elementals, and other such beings belong to that class of Daemon that often serve, albeit reluctantly. In addition, there are Daemons whose nature derives from one of the elements, natural or magical. These are what we will call Empowered Daemons, and these are the proudest and most powerful of all. These Empowered Daemons are often mistaken for true Demons, but their origin is in Chaos rather than Hell. Daemons will tend to be in areas related to their type of Power (one that is Water-based will not appear in a desert, for example), but otherwise may appear anywhere. Below are some types of Empowered Daemons. They have several characteristics in common: Number: 1-4. 40% in lair. All are Saving Throw Class 15. All have Treasure Class S calculated for each group of Daemons encountered. All Empowered Daemons are at least 10 Hit Dice in level, and some of the

characteristics vary with level and type as described below:

DAEMON OF AIR: This Daemon type appears as an invisible manlike being or as a vortex of air. This type has speed 24". It attacks as if using W7, +3 damage per die, + adjustments for strength, or as a Vortex spell of its own level. Also, 50% of this type are magic using, able to use Type VI spells only, at a level equal to its hit dice. Strength = Level +8. Armor Class 6. Attacks at level, adjusted for strength, Defense level = HD +3 (acts as +3 armor in all respects, including weapon breakage). Impervious to Type VI magic, and takes $\frac{1}{2}$ damage from Cold spells. Has a basic magic resistance (chance of not being affected at all) equal to $2L\%$, where L = Level of Daemon.

DAEMON OF EARTH: This Daemon type appears as an 8-foot tall, manlike being the color of granite. Speed 12". Attacks either as if using W4 (1 hand) or W10 (2 hands), +3 damage per die + adjustments for strength. Also, 50% of this type are magic using, able to use Type I spells only, at a level equal to their hit dice. Strength = $2.5 \times$ Level. Armor Class 8. Attack at Hit Dice level adjusted for strength, Defense level = HD +4 (acts as Armor +4). Fire and Cold magic do only $\frac{1}{2}$ damage to this type. Also, Daemons of Earth can hurl lava balls if not in melee, out to a range of 12", that explode in a 1" diameter, doing damage equal to $L/2.5$ dice of damage. These lava balls may be hurled every 2 phases, and come from the substance of the Daemon and from the earth itself.

DAEMON OF FIRE: This Daemon type appears as an 8-foot tall winged humanoid composed of or covered with fire. These wings, when not in use, appear almost cloak-like. Speed 15" (24" flying). Attacks with a weapon made of fire, of a type of its own choosing, any of those on the Weapon Matrix with lengths 1-10, or with a Whip of Fire that does damage equal to $L/2.5$ in dice of damage, and attacks using the same attack matrix line as a Morningstar (W7). Strength = Level +10. Armor Class 6. Attacks at Level +3, defense level = HD + 5 (acts as +5 armor). 75% of these Daemons of Fire are magic using, Type II spells only. They are impervious to fire in any form, and take -1 per die of damage from other forms of energy.

DAEMON OF WATER: This Daemon type looks like an 8-foot tall being with manlike head and legs, and the body and pincers of a giant crablike being. Speed 12" on land, 18" in water. Attacks with pincers as M10 (+3 per die damage + adjustments for strength). Strength = Level +12. Attack and Defense levels = HD on land, both +3 in water. Impervious to Type V magic, 40% of these Daemons are magic using, limited to Type V spells. These Daemons have a chance of being unaffected by any other non-fire magic equal to $2L\%$, where L is the Daemon's level.

DEMONS: This class are the true demons, minions of Hell and the infernal regions, lost souls and fallen angels. There are many things that are true for all Demons, and certain special characteristics specific to certain ones.

All True Demons have two or more shapes that they may assume when they appear outside of Hell: a standard form, and one specific to their type. Their powers are basically the same in both forms, although wingless Demons must revert to standard shape in order to fly. Which form is used is mainly a matter of the Demon's personal taste, or in some cases a need for subtlety.

The standard form of a Demon is the classical one: 6-8 feet tall, a bat-winged humanoid figure with cloven hooves, 2 arms, 2 legs, and a horned, beastlike head with sharp teeth. In either form, all True Demons have the ability to cast a Circle of Darkness about themselves with a 2" radius, through which they themselves can see normally. The strength of a Demon is equal to $20 +$ the Level of the Demon. All Demons have a Defense Level = HD + 6, and all can be hit only with magical weapons. All have a Magic Resistance equal to 75% against magic cast at their own level, adjusted up or down 5% per level for different levels. Thus, a 12th level Demon would have a 70% chance of not being affected by a spell cast by a 13th level magic user. This resistance does not include the Summon Demon spell. Further, Demons are able to cast spells within their own specialty classes, based upon which of the Six Legions the Demon belongs to. The Six Legions form the organizational basis of Hell,

and each Demon belongs to one of the Six Legions, under one of the six Demon Princes and their subordinates.

The First Legion of Hell is commanded by Lucifuge (sometimes called the Prime Minister of Hell). His immediate lieutenants are Bael, Agares and Marbas. Demons of the First Legion have knowledge of treasures and wealth, and are magic users limited to Type I spells plus specific Demon Spells (see below). Demons of this type appear either as standard Demons or in a form like that of a man, rough-hewn out of rock, with his facial and other features somehow not complete.

The Second Legion of Hell is commanded by Nebiros (Field Marshal of Hell). His immediate lieutenants are Ayperos, Nuberus, and Glasabolos. Demons of the Second Legion have knowledge of the powers of fire and destruction, and are magic users limited to Type II spells plus Demon Spells. Demons of this type appear in either the standard form or as a figure shaped of fire: winged or wingless by choice.

The Third Legion of Hell is commanded by Satanachia (Grand General of Hell). His lieutenants are Pruslas, Aamon and Barbatos. Demons of the Third Legion have knowledge of things mental, and are magic users limited to Type III spells plus Demon Spells. Demons of this type appear in either the standard form or as very attractive men or women, and as such are very smooth-talking and convincing. Demons of the Third Legion prefer to bargain rather than fight, or will use trickery or Charm spells to doom their victims.

The Fourth Legion of Hell is commanded by Agaliarept (another Grand General of Hell). His lieutenants are Buer, Gusoyne, and Botis. Demons of the Fourth Legion have knowledge of the unseen and the far away, and are magic users limited to Type IV spells plus Demon Spells. Demons of this type appear either in standard form or as rather misty shapes, sometimes mistaken for ghosts or helpful spirits.

The Fifth Legion of Hell is commanded by Fleuretty (Lieutenant General of Hell). Demons of the Fifth Legion are the true sons of Darkness, and can cast Darkness spells up to a limit of 1" per level of the Demon at any time, as well as being able to cast Type V spells and

Demon Spells. Fleuretty's lieutenants are Bathim, Pursan, and Abigar, and under their command the Demons of the Fifth Legion have knowledge of all things that happen or exist by night, or in any shadow. They appear as either the standard demon form or as a manlike shape made entirely of darkness. Even when they cast fire, it sheds no light, so great is their darkness.

The Sixth Legion of Hell is commanded by Sargatanas (Brigadier of Hell, but least in nothing but rank). His lieutenants are Loray, Valefar, and Forau. Demons of the Sixth Legion are able to cast Type VI magic as well as Demon Spells, plus all spells of transportation and opening of ways. The Sixth Legion are the patron demons of thieves, and have knowledge of invisibility, flight, opening of locks and barriers, and means of espionage. Demons of the Sixth Legion have no other true form than the standard form of Demon, but prefer to remain invisible at all times, and thus often seem to be merely a whispered voice.

Demons of all six legions have certain common abilities and restrictions not mentioned above. In combat, all Demons have an equivalent Armor Class of 6b, no matter what their shape. All Demons, when in melee, have a chance of draining Life Levels on any hit on any living victim (victim gets saving throw vs. magic, and is drained 1 Life Level if successful, 1-4 Life Levels if not). Further, in addition to the spells common only to their own Legion, all Demons have the following spells available to them:

Hellfire: the same as the spell for Magic Users (7M), doing damage at the level of the Demon.

Soulfire: a spell that may be thrown once per phase at any one living target. If victim does not successfully make his saving throw vs. magic, he loses 1-6 Life Levels. If victim successfully makes his saving throw vs. magic, he loses only 1 life level. Clerics of 8th level of higher and Paladins are more safe from this effect, and lose 1-4 life levels if they fail to save, and none if they make their saving throw. Range: 12".

Fear: the same as the spell for Magic Users, but with a 12" radius effect rather than a cone.

Confusion: the same as the spell for Magic Users.

Pyrotics: This spell, which can be fired at one target every phase, does

damage immediately equal to the Level of the Demon divided by 4, in dice of damage. If the victim makes his saving throw vs. magic, that is all that it does. If he fails to make his saving throw vs. magic, he takes the same amount of damage NEXT phase also, and again rolls a saving throw vs. magic. He continues to roll a saving throw each phase until he is successful or dead. Remember, the FIRST phase of damage is automatic, and the saving throw prevents more damage on the FOLLOWING phase. Thus, if a character is not successful until the third phase, he has taken three phases of damage. A character hit by a Pyrotics spell is noticeable from the blue flames that flicker over his or her body until the saving throw is made. These flames, and thus the damage, can be dispelled by a sufficient Dispel Magic spell, cast by a magic user or cleric at least the same level as the Demon or higher, not calculated as usual.

Power Word: the same as the spell for Magic Users.

Finger of Death: the same as the spell for Clerics.

Wall of Fire: the same as the spell for Magic Users.

For further information on Demons for your use as a referee, find a good book on Demonology or a reprint of one of the older Grimoires at your local library. And always remember: Demons are not nice people! Even if they fulfill a bargain to the letter, after being Summoned by a magic user (Summon Demon spell or other means), they will try and arrange things for their own advantage or profit, or for the benefit of Their Father Below. Anyone who turns his back on a Demon (figuratively or literally) deserves whatever nasty things that you can think up, as long as they are within the rules of the game.



Dragon: This being is not truly a monster, for most Dragons are fully as intelligent as a human being, if not more so. However, try and tell that to someone about to be eaten by a Dragon. There are many varieties of Dragon, but we shall deal with only a few of these, as guidelines for the imaginative referee. All of the basic types of True Dragon (as we shall call this type) are of the Western European mythological type: 4 legs, 2 wings, much bigger than man-sized, and having a breath that causes some form of damage. This breath may be flames or gas, or perhaps spitting poison, or a host of other things, but the key feature is that the breath is a weapon.

There are many characteristics that all of the True Dragon varieties have in common: They all live alone or in small groups, so seldom is more than 1 encountered at a time. They spend 60% of their time in their lairs, sleeping or counting their treasures. They move at Speed 9" (24" per phase flying). They attack using M2 or M7. Their strength ranges from 28+ (18 + Level). Most are Armor Class 6b, unless noted otherwise. Because of their strength, they have an attack level bonus, and so attack at least at Level +2, and their Defense Level = HD. Saving Throw Class 7. Treasure Class Q, adjusted downward at referee discretion for young Dragons without a full hoard. All Dragons have a natural tendency to use magic if they are intelligent enough, and if so, they will use magic of a Type similar to that of their breath weapon. Thus, a Dragon that breathed fire would be a Type II magic user, a Dragon that breathed cold would be a Type V magic user, and so on (see Magic Rules). There are several things about the mentality of a Dragon that should be kept in mind: First, Dragons live to be very old if they don't die a violent death, and thus acquire a great deal of wisdom. Second, Dragons don't think like people do; they don't engage in buying and selling, don't socialize, etc. One of their primary joys in life is in the acquisition and enjoyment of a treasure hoard worthy of the name, and the one thing that will get a Dragon very upset is to tamper with that hoard. Third, for the referee who wishes to introduce new varieties of Dragon, it must be remembered what a Dragon's breath is: a weapon. A Dragon is physically very strong and fast, and

the only reason for the existence of its breath is as a weapon that can handle things that brute force might not. Thus, a Dragon's breath, if it is consistent with the way Dragons work, must be able to be used against crowds of beings, since that is the only real thing that a Dragon has to fear. For example, a Dragon that had a breath that acted like a Heat Beam spell would be unlikely, whereas one that breathed a knockout gas would at least be possible. Here are a few examples of possible types of Dragons.

SILVER DRAGON: This variety of Dragon is highly intelligent, and would be regarded as Neutral in alignment by humans. All Silver Dragons are able to speak Dragon and some of the human tongues, if they so choose. 90% of Silver Dragons are magic users, Type IV spells only, at a level equal to the Dragon's Hit Dice. 12+ HD for this type. Silver Dragons enjoy living on high hilltops and in mountain caves. Silver Dragons have a breath weapon that is similar in its effect to the Energy Cone spells of a magic user. The breath of a Silver Dragon is in the shape of a normal magical Cone, $\frac{1}{2}$ " in length per Hit Die of the Dragon. This breath emanates directly from the mouth of the dragon, and the cone must go straight in the direction that the Dragon is facing.

PURPLE DRAGON: This variety of Dragon is highly intelligent, and would be regarded as Chaotic in alignment by humans (and by some other Dragons). All Purple Dragons are able to speak Dragon and some of the tongues of man, but they consider talking to humans to be

beneath their dignity. They are evil and unscrupulous, and even most of the other Dragon's don't like Purple Dragons. 90% of Purple Dragons are magic users, Type II spells only, at a level equal to the Dragon's Hit Dice. 14+ Hit Dice for this type. Purple Dragons live in mountain or forest areas. They have a breath weapon that is the same as the Bomb spell of magic users (in fact, that's where magic users first got the idea). A bubble-like pellet travels out from the mouth of the Dragon to a pre-determined distance, where it explodes. The ranged distance may not be more than 24" from the Dragon. The bubble travels in a straight line at the speed of an arrow.

GRAY DRAGON: This variety of Dragon is only moderately intelligent, and would be regarded as Neutral (but annoying) in alignment by humans. Only 60% of Gray Dragons speak an intelligible language other than their own, and only 20% of those that speak are magic using, limited to Type I spells at the level of the Dragon in their effect. The Gray Dragon is sometimes called a Stone Dragon, for the simple reason that its breath turns people and other living things into a substance that is stonelike in appearance and to the touch. This stonelike substance is edible to Gray Dragons. Victims may be restored to full health by the use of a Stone to Flesh spell. Whether the victim is turned to stone is calculated by figuring out the Breath Damage of the Dragon (see below) and comparing it to the Hit Points of the being hit. If the Breath Damage exceeds the Hit Points of the target, then it is turned to 'stone'. This type



of Dragon breathes in a normal Cone shape that is $\frac{1}{2}$ " long per Hit Die of the Dragon. Gray Dragons range from 20-24 Hit Dice normally, but a few rare ones have been found of higher or lower levels.

The amount of damage that is done by the breath of a Dragon is directly related to how many Hit Points the Dragon has, which is in turn determined by how old it is. Normally, one does not encounter very young Dragons without finding older ones taking care of them, so we won't bother with the young ones for now. A Dragon gains 1 Hit Point every year as it grows older, on the average. In order to determine the Level of a Dragon, divide its Hit Points by 4.5 and round off. That is, a 45 Hit Point Dragon would be 10th level. (Levels don't really matter to a Dragon, but it's nice to be able to figure out how many Experience Points one is worth if you defeat it.) Normally, the amount of damage that a Dragon's breath weapon does is figured as follows: each being who is within the breath must make a saving throw on the Dragon Breath saving throw column of the Saving Throw tables. If the being makes this saving throw successfully, he takes $\frac{1}{2}$ the number of points of damage that the Dragon has in Hit Points. If he fails to make this saving throw successfully, he takes the number of points of damage that the Dragon has in Hit Points. Thus, if a 54 Hit Point Dragon breathes on a character, that character will take either 54 or 27 points of damage of whatever type that Dragon is causing, depending on whether the character fails or makes his saving throw. The value of a Dragon's breath in damage is always the same as its Hit Points (not its number of Hit Points left to unconsciousness, if damaged, but its full allotment). Normally, a Dragon may use this breath at full value 3 times per day, or at half value 6 times per day. Thus, if faced with a mob of very low level creatures, a Dragon could breathe at only half-strength, doing only $\frac{1}{2}$ normal damage. This saves breaths for later. Normally, a Dragon breathes no more than once per turn, just as it (if it is magic using) may cast magic once per turn. However, if its own life appears to be in direct danger, it may attempt to breathe again less than one turn after it has breathed. It has a chance equal to $\frac{1}{6}$ per phase since it has last breathed of successfully

breathing again. Thus, after 2 phases, it has a $\frac{1}{3}$ chance of being able to breathe again. After 6 phases, it can ALWAYS breathe again, if it has any breaths left for that day. If a Dragon's mate or hatchlings are slain in its presence, a Dragon can breathe for a FOURTH time at the killers, but at great cost to itself, since it will fall unconscious 1 turn later for 2-12 turns, and cannot use its breath weapon on the following day.

Djinn: This being is a spirit by nature, and of changeable shape. They generally appear as a large cloud of dust or smoke, as a whirlwind, or as an 8-foot tall humanoid with dark brown skin (sort of dark sand-colored), whichever is the most convenient for the Djinn at the time. Very intelligent in most cases, Djinn are Neutral or Lawful in alignment. Type: Spirit or Daemon. Only 1 normally appears at a time. 50% in lair or container of some kind (see below). A Minor Djinn (90% of all Djinni fall in this class) has the following characteristics: Speed 9" (24" flying). 7 HD. Attacks as if with W7. Strength 29. Armor Class 5. Attacks at 9th level, Defends at 7th level. Saving Throw Class 13. A Major Djinn has the following characteristics: Speed 12" (30" flying). 15 HD. Attacks as if with W9 (2 blows). Strength 36. Armor Class 6b. Attacks at 17th level, Defends at 18th level. Saving Throw Class 15. Minor Djinn are mainly encountered bound as servants to a magic item that is inscribed with a Seal of Solomon and the true name of the Djinn (see Magic Item tables). Major Djinn are mainly encountered in the wild areas of desert or mountains.

Efrit: This being is often found in containers much too small to hold them if they were solid, and this is because they are not solid, being of the spirit world. When apparently solidified, an Efrit will appear as an 8-10 foot tall, winged, hooved, tusked, fiery humanoid with as frightening an appearance as it can manage. This is deliberate on the Efrit's part and it enjoys scaring people and animals. They are very intelligent, as well as Chaotic in alignment. Type: Spirit or Daemon. Normally only 1 appearing. Efrits have no lairs of their own, but sometimes are set to guard one belonging to someone else. There are two types of Efrit: Major and Minor. A Minor Efrit has the following

characteristics: Speed 9" (24" flying). 10 HD. Attacks as W7. Strength 32. AC 6. Attacks at 12th level, Defends at 10th level. Saving Throw Class 13. A Major Efrit has the following characteristics: Speed 12" (30" flying). 20 HD. Attacks as 2 blows with W9. Strength 40. AC 6b. Attacks at 23rd level, Defends at 24th level. Saving Throw Class 15. Anyone less than or equal to $\frac{1}{2}$ the level of an Efrit must make a saving throw vs. Fear when seeing any individual Efrit for the first time, or else flee in panic. Efrits are malicious, but will faithfully (sort of) serve a given master who controls them for up to 1001 days. If the master has been good and kind, they will simply leave. If the master has been harsh or annoying, the Efrit will revenge itself on the former master. An Efrit can be controlled by possessing a Seal of Solomon inscribed with the true name of that Efrit. Usually, there exists only one such seal for any one Efrit, as these were made long ago. Many of these Seals are used to stopper a flask or bottle in which the Efrit resides (see Magic Item tables) when not materialized to serve its master.

Elemental: This being is a spirit that temporarily animates a portion of one of the four natural elements: Air, Earth, Fire or Water. As such, an Elemental has the appearance of a being made of one of the four, appropriate to its individual type. They are somewhat intelligent, and Neutral in alignment. Type: Spirit or Daemon. Only 1 appearing of any 1 type in any 1 location, since Elementals don't overlap. Location in this case is defined as about $\frac{1}{4}$ mile on a side; square. Elementals are never in lair, not having lairs. Speed 24" in their own element, 12" otherwise. Hit Dice limited by the level of the conjurer, who may conjure an Elemental no higher than his own level. Air, Fire and Water Elementals attack as if using W7; Earth Elemental attacks as if using W9b. Strength = $2.5 \times \text{Level} (+5 \text{ to total for Earth Elemental})$. All are Armor Class 6b. Attack and Defense Levels = HD +4 to both if Elemental is touching a large mass of its own element. Elementals below 10th level have a Saving Throw Class of 13, 11-15th level have a Saving Throw Class of 11, and 16+ Level Elementals have a Saving Throw Class of 15. Will serve a magic user or other controller only reluctantly. If a

controller forces an Elemental to leave its own element to work for him, or orders it to fight for him, the Elemental will turn on the controller at the least opportunity, and seek revenge by killing the controller. This can happen if the controller is suddenly attacked, or if something magically interrupts the control, or if the controller is Charmed or put to sleep magically. Elementals have a natural enmity for beings that utilize an element opposite their own (fire vs. water, earth vs. air).

Firedrake: This is a large, wingless gray or coppery-colored dragonlike reptile, roughly 20 to 30 feet in length. They are of low to moderate intelligence on a human scale, and are Chaotic in alignment. They can be encountered anywhere in the wilderness, especially in mountains and forests, seldom in swamps. Type: Dragon. Number: 1-4. 50% in lair. Speed 15". Young firedrakes as small as 4 HD may be encountered, but adults are 8+ HD. Attack with M2, M7, and a breath that is the shape of a standard magical Cone, and ½" long per level of the Firedrake. Thus, a 12th level Firedrake would breathe fire in a standard 6" cone. As with a Dragon, this flame does damage equal to the Hit Points of the Firedrake to targets that fail their saving throw vs. Dragon Breath, or ½ that amount to targets that successfully make their saving throws. Strength 28. Armor Class 6b. Attack at Level +2, Defend at Level. Saving Throw Class 7. Treasure Class H. These beings are to Dragons what the great apes are to humans, and are probably the original form of Dragons, or similar thereto. Being less intelligent than a true Dragon, these can be occasionally fooled or trapped, but it is dangerous to do so. They like to eat, fight, and collect shiny objects for their homes, which are usually in small caves.

Furies: These beings are usually first noticed in a form that has the body of a woman, and the wings and claws of a very large bird, wings being bronze in color and claws actually BEING bronze. However, a Fury may turn invisible or change its shape temporarily to that of a human woman, and thus not be recognized until it regains its true shape and appearance. These beings are intelligent and Chaotic in alignment. They are found in most open areas, seldom in forests or jungles with overhanging trees. Type: Flyer,

Mythical. Number: 1-4. 10% in lair. Speed 20" flying (they don't like to walk, but will do so in human form, speed 12"). 6+ HD. Attack as M6. Strength 30. Armor Class 6b. Attack at Level +2, Defend at Level +4. Saving Throw Class 7. Normally keep no treasure of their own in lair. Normally, these beings will attack anything not in shiny armor first, since they do not like to look in mirrored or shiny surfaces. They are not harmed by mirrors, but will try to avoid looking into them if possible.

Ghosts: These are the restless spirits of those who feel that they died unjustly, and appear as glowing white apparitions in the shape of a human being with a formless lower body, giving the appearance of flowing white robes with no legs. This figure is translucent in bright light. These undead spirits are Chaotic in nature, and are found anywhere where men have lived in the past. Type: Undead. Number: 1-6. 25% in lair. Speed 15" near ground, 30" up in the air. 7+ HD. These Ghosts form whatever type of weapon they need, but no more than 1 weapon per combat phase; if they need to change. Unused or dropped weapons simply merge back into the Ghost. Strength 25. Armor Class 4b. Attack at Level +2, Defend at Level +6. Saving Throw Class 5. Treasure Class M. Each group of Ghosts collectively casts the equivalent of a Fear Spell that affects all who are within 6" of them and who do not successfully make their saving throw vs. Fear. Clerics get a +2 bonus on their die roll on this Fear. Can be turned or dispelled by Clerics as Spirit class Undead. Non-magical weapons cannot damage or interfere with a Ghost. They can be damaged by magical weapons or spells. Note that these beings do NOT drain Life Levels, but merely seek revenge against all living things for their own deaths.

Ghosties: These are the Undead results of draining the Life Levels from an animal or monster that is not intelligent. They have the appearance of a glowing, white animal, partly translucent in a strong light. Most of these are in shapes similar to those of common monsters or animals, occasionally in the shape of something unusual. These undead are Chaotic, although not intelligent or actively evil. Type: Undead. Number: 2-12. In lair 50%. Speed

18". They may be of any level that is appropriate to the type of being that they were when alive. An Elephant Ghostie (a horrifying thought, I assure you) should be of much higher level than a Mouse Ghostie, and roughly the same levels as when they were alive. Since different Ghosties are in different shapes, they attack as whatever they would have been using when alive. Thus, our Mouse Ghostie would use M1. All Ghosties are assumed to be Strength 11 (i.e., no adjustments positive or negative). Armor Class 4. Attack and Defend at their own levels. Saving Throw Class 8. Treasure Class C, from previous encounters rather than deliberate gathering. Ghosties are not dispelled or turned by low-level clerical spells, although they can be destroyed by a clerical Dispel Evil spell. Victims hit in combat by a Ghostie must roll a saving throw vs. magic or be drained 1 Life Level. This must be checked each time a living creature is hit by a Ghostie. Silver or magical weapons will hit and damage Ghosties, and magical damage-causing spells will affect them. Non-magical weapons that are not silver will not harm a Ghostie. Ghosties, since they are the animation of a simple life-force rather than a true undead soul, do not exist forever, but only for 1 month per Hit Die of the original animal, and then they simply dissolve.

Ghouls: These beings have the appearance of somewhat decayed-looking humanoids, with mottled dirt and vegetation coloring, and pointy teeth and claws. They are somewhat intelligent, and are definitely Chaotic in alignment. They are found mainly underground or in dark places, shunning the daylight. They are considered Undead, although there is some doubt, since they can be killed, and are not animated by magical means. Thus, for Type, consider them Undead as far as Control spells and weapon damage, but try to remember the differences. Number: 2-12. 20% in lair. Speed 9". 2-4 HD. Attack using M1 or M5. Strength 12. Armor Class 4. Attack and Defend at own Level. Saving Throw Class 12. Treasure Class K. Cannot be dispelled by clerics, but can be Turned as a Solid Body Undead. Due to the nature of a Ghoul, its touch or bite causes uncontrollable fear in most living beings, and this fright is such that it can paralyze most beings, if they fail to achieve their saving throw vs.

poison on each individual touch or bite. Elves and Paladins are immune to this Fear effect, and the fear-paralysis is removed by an Elf of higher level than the Ghoul, or any level of Paladin, physically touching the fear-paralyzed person. It is also neutralized by pouring 1 flask of holy water over the victim, if the holy water was made by a cleric of higher level than the Ghoul.

GIANTS: These beings actually include several sub-types with very different characteristics. All of the types of Giant have a few things in common: first of all, they are all large, humanoid beings. All are very strong, the weakest being as strong as the strongest normal-sized humans. All are very greedy, whether for food or for gold. Most are Chaotic in alignment. All live alone or in small groups. The different types are:

CLOUD GIANTS: These giants range from 16-25 feet tall, and are among the more intelligent of the Giant family. They build their own buildings and castles, rather than living in caves. Their name comes from the fact that they love to build on high cliffs and mountain peaks, and folk tales have given rise to the story that some of these castles actually rest on top of the clouds. Number: 1-4. In lair 30%. Speed 18". 13+ HD. Attack using weapons (large ones) and by throwing rocks (sling accuracy, 3 dice of damage adjusted for Strength of Giant). Strength ranges from 28-43, rolled per Giant. Armor Class 6. Attack Level = Level +2, Defense Level = Level. Saving Throw Class 13. Treasure Class N + 1000-6000 gold pieces per Cloud Giant. Cloud Giants have very keen senses and like the taste of human flesh.

CYCLOPES: (note: that is not a misspelling, it is the more correct plural.) This is the type of Giant encountered by Odysseus in his voyages. It is very tall, 25 feet or more, and has only one eye that in the center of its face, above its nose. It is otherwise shaped like a normal humanoid. These Cyclopes are not very intelligent, somewhere equivalent to human intelligence 3. Chaotic in alignment, these Giants live in rocky areas, mountains or islands especially. They eat only meat, especially human flesh, although they will accept other meat. Number: 1-2. 40% in lair. Speed 18". 30+ HD. Attack using a huge club (3 blows, but attack and damage as Maul, W9b, adjusted for

Strength of Giant). Strength = 20 + Level. Armor Class 6. Attack at Level +3, Defend at Level. Saving Throw Class 15. Treasure Class H. Note that these Giants have poor depth perception, and thus normally do not throw rocks at a man-sized target. They will, however, throw things at a wagon or ship that gets too close (rocks as above).

FIRE GIANTS: These Giants are among the more intelligent of the Giant family. They are 12-foot tall, ruddy, red-haired humanoids who build their own castles and homes. Chaotic in alignment, these Giants enjoy most parts of the wilderness, except swamps, and thus can be found almost anywhere. Number: 1-6. Speed 15". 12+ HD. Can use any large weapons. Strength ranges from 25-40, rolled per Fire Giant. Armor Class 6. Attack at Level +2, Defend at Level. Saving Throw Class 13. Treasure Class N + 1000-6000 gold pieces per Fire Giant. Fire Giants have a natural resistance (+2 saving throw, -1 per die of damage) to Type II magic. 10% of Fire Giants are Type II magic users themselves, at a level equal to their Hit Dice.

FROST GIANT: These Giants are less human-like than most, being from 15-20 feet tall and almost pure white in color. In a cold climate, due to their nature, they may have snow

and ice on their bodies and belongings, and thus look very unnatural. Moderately intelligent, these Giants are Chaotic in alignment. Number: 1-6. 30% in lair, which is normally a cave cut into a hillside or a glacier. Speed 12". 10+ HD. Use large weapons to attack, sometimes made of ice. Strength ranges from 24 to 39, rolled per Giant. Armor Class 6b. Attack at Level +2, Defend at Level. Saving Throw Class 13. Treasure Class N + 1000-6000 gold pieces per Frost Giant. Frost Giants are impervious to cold, but take extra damage from fire. Thus, if hit with a Fire spell, add +1 per die of damage received by a Frost Giant.

HILL GIANT: These are often confused with Ogres and Trolls, due to their general habits, but in fact they are much more pleasant in nature. Hill Giants are 8-12 foot tall, stocky humanoids. They are not very bright, and are Chaotic in alignment. They are not really very evil, however, and except for the bad habit of eating human beings if nothing else is available, they wouldn't be bad sorts at all. Number: 1-8. 30% in lair. Speed 12". 8+ HD. Attack with large weapons, especially clubs (mace, flail, or maul attack matrix line, depending on just how big a club). Strength 22-37, rolled individually per Hill Giant. Armor



Class 6. Attack at Level +2, Defend at Level. Saving Throw Class 13. Treasure Class N + 1000-6000 gold pieces per Hill Giant. Hill Giants can throw rocks as Cloud Giants (above).

STORM GIANTS: These are by far the most intelligent and civilized of the Giant family. They are 8-15 foot tall humanoids dressed in actual clothing, rather than in the rough furs preferred by most of the other types of Giant. Also, Storm Giants are of mixed alignment, evenly divided among Lawful, Neutral and Chaotic. Number: 1-4. 30% in lair. Speed 18". 15+ HD. Attack using large weapons, some also use magic. 20% of Storm Giants are Type VI magic users at a level equal to their Hit Dice. Strength range of 32-47, rolled per Storm Giant. Armor Class 6. Attack at Level +2, Defend at Level. Saving Throw Class 13. Treasure Class N + 1000-6000 gold pieces per Storm Giant. Storm Giants also have a natural resistance to Type VI magic (+2 to Storm Giant's saving throws, -1 per die from damage by Type VI magic).

Special Note: Fire Giants and Storm Giants sometimes use magic items of their own construction or items that were made for their use by other Giants who are magic users. Check for their chances of having magic items as if they were Fighting Men of the same level as their Hit Dice.

Goblins: These beings are generally short, 4-5 feet tall, humanoids with swarthy complexions and features that are somewhat ugly except to other Goblins. They wear crude armor and carry small weapons. They are of low human-level intelligence, and are Chaotic in alignment. Type: Goblin. Number: 10-60 per group. 50% in lair. Speed 6". 1 HD. Attack using weapons of lengths 1-4 on Attack matrix, most commonly Daggers and Hatchets. Strength 10. Armor Class 4. Attack and Defend at 1st level. Saving Throw Class 1. Treasure Class B. Goblins hate the light of day, elves and dwarves, not necessarily in that order. They can see very well in the dark, and move quickly and quietly there. Given a choice, they will not go outdoors during the daytime, or into the presence of a bright light. They are not harmed, however, by light.

Griffon: This beast has the body of a lion, and the head and wings of an eagle. It is of high animal intelligence, but has no real

alignment. Type: Mythical, Flyer. Number: 1-8. In lair 20%. Speed 12" walking, 30" flying. 7+ HD. Attack using M2, M6. Strength 18. Armor Class 5. Attack at Level +1, Defend at Level (+2 while flying). Saving Throw Class 7. Treasure Class L. Griffons are not naturally hostile to man, but their favorite food is horseflesh, and if you happen to be riding one, this could result in an unfortunate misunderstanding.

Harpies: These creatures are somewhat similar to Furies, but in general are smaller, and do not have the brazen claws and wings, but are rather more brown or green in color. These creatures are somewhat intelligent, and are highly Chaotic in alignment, and actively evil. Type: Flyer, Mythical. Number: 2-8. 20% in lair. Speed 6" walking, 15" flying. 3+ HD. Can hold small weapons or attack using M5. Also, the claws are poisonous (poison factor 1.0). Further, Harpies screech in a hypnotic fashion, and all hearing them clearly (within 6") must roll a saving throw vs. Charm III (see Special Saving Throws). Those failing to make this saving throw successfully cannot fight or defend themselves from the Harpies. Strength 12. Armor Class 3. Attack at Level, Defend at Level +2. Saving Throw Class 7. Treasure Class L.

Hippogriff: This creature has the basic body of a horse, but with the forelegs of a lion, and the wings and head of an eagle. How this mixture came to be has long been a matter for debate. In any case, it is somewhat intelligent, and Neutral in alignment. Hippogriffs live in high places, especially mountains. Type: Flyer, Mythical. Number: 1-8. No lair. Speed 18" running, 36" flying. 5+ HD. Attack using M2, M6 or M19 (rear hooves). Strength 12. Armor Class 5. Attack and Defend at level (+2 flying). Saving Throw Class 6. No treasure. Can be trained for riding, but are somewhat capricious, and a partially trained Hippogriff is a dangerous thing to ride, since it may maneuver in such a way that its rider will fall.

Lion, Were: This creature has the basic appearance of a small lion, or of a man with long, flowing brown hair. They are Lawful or Neutral in alignment (50/50), and normally are encountered only in plains or hills, sometimes in forests. Type: Lycanthrope. Number: 1-6. In Lair 15%. Speed 12". 7+ HD. Attack using M2 or M21 in Lion form, or weapons in man form. Strength 20. Armor Class 4. Attack at Level +1, Defend at Level. Saving Throw Class 9 in Lion form, or as a Fighter of the same level in man form. No monetary treasure.



Medusa: This being is named for the most famous of its type, Medusa of the Gorgon sisters. It is a being that has the appearance of a human female except for the fact that there are a number of small, snake-like appendages where hair would be on the head. These 'snakes' are in themselves blind, and can only see what the Medusa sees, but each one has a mouth with fangs, and will bite as directed. A Medusa is intelligent, and Chaotic in alignment. Type: Mythical, Stone Turner. Number: 1-4. In lair 75%. Speed 9". 4+ HD. Attacks using weapons, or M1 (the snakes, which get a total of 8 bites per phase) + poison (poison factor 0.5). In addition, anyone gazing into the face of a Medusa (including another Medusa) must make a saving throw vs. Stone. (Determine Gaze on Gaze Saving Throw table.) Strength 10. Armor Class 1. Attack and Defend at Level. Saving Throw Class 2. Treasure Class O. Live primarily underground or in caves.

Minotaur: This being is a 7-foot tall humanoid with a head like that of a bull. They are reasonably intelligent, but very short-tempered, and can be of any alignment. Type: Mythical. Number: 1-8. 20% in lair. Speed 12". 8+ HD. Minotaurs attack using weapons or M16 or M33. Strength = 10 + Level. Armor Class 4. Attack at Level +2, Defend at Level. Saving Throw Class 8. Treasure Class L. Normally live in forests or caves.

Ogre: This type of being is 6-7 feet tall and basically a dark brown, very ugly humanoid with lots of hair and bad grooming habits. They are of low intelligence, and are Chaotic in alignment. Ogres live just about anywhere where there is food. Type: Troll (they really are more similar to Trolls than Giants). Number: 2-12. 30% in lair. Speed 9" (12" if they are frightened). 4-8 HD. Attack using large weapons, especially clubs (as mace), flails and mauls. Strength 25. Armor Class 5. Attack at Level +1, Defend at Level. Saving Throw Class 8. Treasure Class L + 1000 gold pieces per Ogre. Ogres love gold and fighting, not necessarily in that order. They eat meat, and love the taste of human flesh. Ogres like to think of themselves as powerful and brave, but are actually somewhat cowardly when outnumbered.

Skeleton: This type of Undead is the magically animated set of bones of a being, usually human or similar.

1/6 of those encountered are skeletons of non-humanoid beings or of monsters. They have no intelligence of their own, and the alignment of their animator, usually Chaotic. Type: Undead. Number: 3-18. Speed 6". 1+ HD, up to a maximum of 1/2 the original level of the being whose skeleton is being used. Attack using M5 or weapons. Strength 10. Armor Class 3. Attack and Defend at Level. Saving Throw Class 4. No treasure of their own, no lair, but they can be used to guard one, with the orders 'Defend this room, and destroy all intruders'. Skeletons can be turned or dispelled by Clerics as Animated Undead.

Spectre: This Undead spirit appears in the form of a ghostly dark figure, faceless and featureless within its cowed cloak. It strongly radiates evil, seems intelligent, and is Chaotic in alignment. Type: Undead. Number: 1-8. 25% in lair. Speed 15" (30" flying with plenty of room). 6+ HD. Attack using any variety of sword, usually broadsword. Each hit with this sword, in addition to normal damage, drains 2 Life Levels from the victim. This sword vanishes upon the destruction of the Spectre, and cannot be used by other beings (they can't touch the hilt) if the Spectre drops it. Strength 18. Armor Class 6b (comes from intangibility rather than toughness). Attacks at Level +1, Defends at Level +4. Saving Throw Class 5. Treasure Class N. Spectres can only be damaged by magical weapons or spells, and can be turned or dispelled by Clerics as a Spirit Undead.

Troll: This is the basic form of Troll, which appears as a 7-foot tall, very ugly humanoid with rubbery flesh. It looks something like a smooth Ogre. It is of low intelligence, and is Chaotic in alignment. Trolls can live almost anywhere on land. Type: Troll. Number: 2-12. In lair 50%. Speed 12". 7-10 HD. Attack using M6 or weapons (clubs and other impact weapons; swords are too subtle for a Troll). Strength 25. Armor Class 6. Attack at Level +1, Defend at Level. Saving Throw Class 8. Treasure Class M. Trolls regenerate any damage that is caused by means other than fire or flame, at a rate of 1/2 Hit Point per phase, beginning 2 phases after first being damaged. Trolls very much enjoy the taste of human flesh.

True Troll: This is the cream of the Troll family, 8 feet tall, 400

pounds, and every inch ugly, with mottled brown skin, scruffy fur and pointed teeth and claws. Moderately intelligent, Chaotic in alignment, and actively evil. These True Trolls appear anywhere where there is the hope of food. Type: Troll. Number: 1-8. 40% in lair. Speed 12". 12-20 HD. Attack using M6 or weapons that require little manual dexterity. Strength 13 + Level. Armor Class 6. Attack at Level +2, Defend at Level. Saving Throw Class 13. Treasure Class O. True Trolls regenerate at a rate of L points per turn, where L is their level in Hit Dice, beginning the phase after they first receive damage. This regeneration is pro-rated per phase.

Unicorn: This beast appears as a golden-horned, shaggy-legged, horse-like animal with a goat-like beard. It is normally white, with a white or golden mane, but may be other solid colors with a white mane. Unicorns are intelligent, and are considered Lawful or Neutral in alignment. They live in forests. Type: Mythical. Normally only 1 appearing at a time, since they are quite rare. No lair or treasure. Speed 24". 5 HD. Attack using M16 or M19 if threatened, but will usually not attack. Strength 20. Armor Class 4. Attack at 6th Level, Defend at 15th Level. Saving Throw Class 15. Will not associate in any way with beings of a Chaotic alignment or those in any way pure of heart. Unicorns can sense poison within 6", and the touch of their horn will neutralize most poisons of Poison Factor 1.0 or less.

Vampire: This is a particularly dangerous type of Undead, that may appear in the form of a very pale-skinned human, or as a bat, a wolf, or a cloud of mist. In any form, they are dangerous. All vampires are very intelligent in all forms, and are Chaotic in alignment. They appear anywhere by night, but only in dark places by day. Type: Undead. Number: 1-4. In Lair 50%. Speed 12", 18" flying. 9+ HD. Attack using M1 (fangs) or swords and daggers in human form, M1 in bat form, or M2 in wolf form. All forms have Strength 30. Armor Class 1 in human form and bat form, AC 2 in wolf form. Attack at Level +2, Defend at Level +5. Saving Throw Class 5 or as an equivalent level Magic User, whichever is better. Vampires of 12th level or less have Treasure Class O, above 12th level they have Treasure Class S, but with

no silver. Vampires of all levels may assume either human or bat form, but only 1/3 may assume the form of a wolf. Any Vampire who scores a melee hit with teeth, in any form, drains 2 Life Levels from his victim. In human form, a Vampire has the added ability of being able to Charm any intelligent being that meets its Gaze (Gaze Saving Throw to see whether Gaze met), with a saving throw vs. magic being used to determine success (-2 to victim's saving throw roll). Vampires in human, bat or wolf form can control bats, wolves, rats, and other animals that frequent the dark of night, up to 1 animal per level of the Vampire. All Vampires must spend at least 8 hours per day lying in a container or depression filled with dirt of the Vampire's native land. Vampires cannot be dispelled, only turned, as Solid Body Undead. A Vampire that is damaged beyond its Hit Points but not properly slain simply turns gaseous for a number of turns equal to the amount of damage that it took beyond its basic Hit Points. Vampires regenerate non-permanent damage at the rate of 1 point per turn per level of the Vampire. Permanent damage can only be done to a Vampire by a weapon specifically enchanted vs. Undead, by holy water, or by a wooden stake driven through the Vampire's heart (which will slay the Vampire outright). Vampires of 13th level or higher include many magic users, and so any Vampire of that level has a 25% chance of being a magic user. Victims slain by a

Vampire draining their blood (and Life Levels) will rise from the grave in three days as Vampires, unless a stake is driven through the neo-Vampire's heart first. Charmed beings can also be converted into lesser Vampire slaves after 1 day under the control of the Vampire (the process involves the mutual drinking of blood and other horrible things), and these Vampire slaves will do anything to protect their Vampire master.

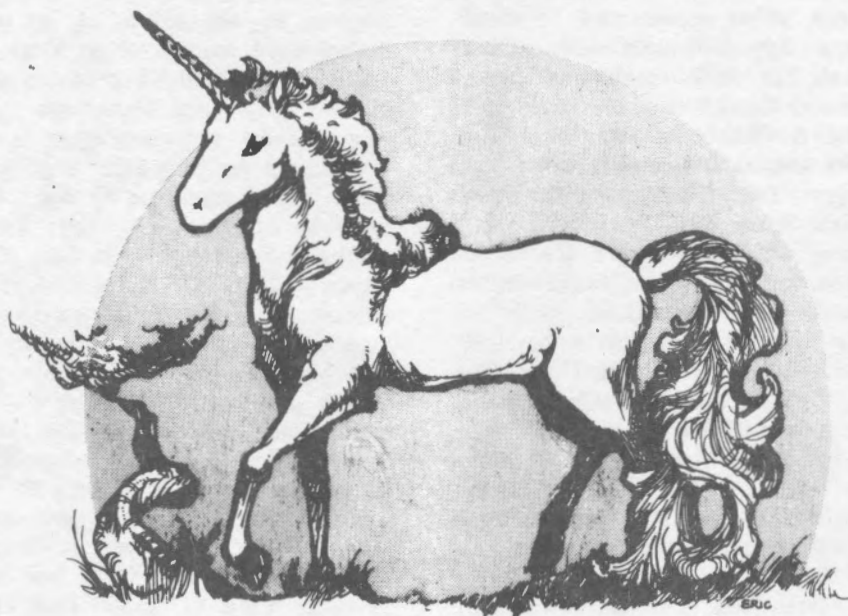
Werewolf: This is the prototypical Lycanthrope, the shapechanger from man to wolf and back, but with a small difference: this type of Lycanthrope does not change his shape voluntarily. They appear usually in the form of a large grey or black wolf, or as a human with no separation between eyebrows or hairy palms of hands. A Werewolf is intelligent, and Neutral or Chaotic (30/70). They appear mainly in forested areas. Type: Lycanthrope. Number: 1-10. 35% in lair. Speed 15" in wolf form. 6+ HD. Attack using M2 in wolf form, or with weapons in man form. Strength 12. Armor Class 4. Attack and Defend at Level. Saving Throw Class 9 in wolf form, as same level Fighter in man form. Treasure Class L. Anyone wounded but not killed by a Werewolf will turn into a Werewolf after the next full moon unless a cleric does casts a Cure Disease spell on the victim within 24 hours of the wounding. Werewolves can only be harmed by magic or silver, and will avoid silver in man or wolf form.

Designing Monsters

Hopefully, the Monster List has given you enough ideas of how the system works that you can start thinking about designing your own monsters, or converting existing ones from mythology or fictional sources. Unfortunately, due to copyright reasons, most fictional monsters cannot be published in these pages in their converted forms. Therefore, if you want your favorite monster out of someone's novel, YOU have to do the conversion into Warlock rules. And here's how:

When designing your own monsters, the name and physical descriptions are entirely up to you. However, when you design monsters based on a well-known (or not-very-well-known) fictional source, you should try to keep the monster in line with what the original source had it being like. Thus, if you want a monster that is six feet tall and has long fangs, you probably shouldn't call it a Tribble (you may laugh, but I've seen worse alterations done; cute little furry mischievous things that Lord Dunsany called Trolls were turned by one referee into evil chaotic killers, 'because they're Trolls, aren't they?'). Also, when naming your monsters, unless the name of the monster is a part of the mythos of your created world, the name should bear some relationship to the physical characteristics of the monster, and should be pronounceable. Players don't seem to appreciate a monster called a 'Veeblefletzer' very much, if it doesn't mean anything, but they absolutely cannot STAND something like a 'Zxqrtpg' being tossed at them. Also, YOU, as referee, should have a good idea what the monster looks like, in order to be able to figure out just what it can and cannot do, as well as to be able to describe it to the players. This includes figuring out about as much information as we included in the Monster List, if not more.

Once you have figured out what your monster is called and what it looks like, you should figure out what it THINKS like. The intelligence and alignment of the monster should be thought out logically. If there is a written source from which you have taken the monster, use that as your guideline. If the monster is original, remember to make it smart enough for its own survival. Monsters that commit suicide with their method of



attack had better have a very high rate of reproduction, or else they simply won't exist. Monsters that are hunters by nature should be able to hunt. While you are doing this, you should learn HOW your monster thinks, if it is intelligent; that is, does it think about things in some unusual manner, does its nature warp its viewpoint of the world. For example, a being that is blind would not think of things in terms of color. A vampire would not think that a sunny day was nice. A dragon would NOT like an elcanto, at least not one that eats metals that dragons like to hoard. And so on. Try to learn to think like your monsters.

Location and Type are relatively easy to figure out. Just don't put a monster where it would not want to be.

Number Appearing should vary with the type of monster. Something that is weak or low level would tend to run around in larger groups in dangerous areas, in order to survive. Powerful beings or large predators would move around in smaller groups unless there is some reason for them to gather (such as a large source of food).

Percentage of the time in lair is dependent on the type of monster also, primarily on just how much of the time it would tend to hang around its home, and how much of the time it has to spend out finding food and other goodies. Something that has no fixed home, but a somewhat favorite spot, has a very low chance of being 'in lair'.

Movement should be figured out based on comparing the speed of the beast to a man or a horse. How fast can it run compared to you? Compared to you, if you were carrying around a lot of equipment?

Hit Dice are a matter of judgment, with a little bit of sense required. Just how many blows with a sword should be needed to knock down this monster?

Attack Matrix weapons should be fairly simple. If a being has a favorite type of weapon that it carries, that is that. Natural Body weapons should be figured out based on the physical description that you already have in your head or on paper. Compare your monster with the ones on the list for size, and you should have no trouble with the weapons (claws are claws, teeth are teeth, etc.).

Strength is another matter of judgment, but here you have some

help if there is a written source for your monster. Just how strong is it compared to a strong man? To a normal man? A monster that is not very strong, but could wrestle reasonably against a normal man would be around Strength 9-11. A monster that took more of a struggle would be stronger, and so on. Truly strong monsters (above the human strength range) should be those with a physical structure that can support such massive muscles, such as an Ogre or a Giant.

Armor Class or equivalent is another matter of judgment. It is either how hard the outer surface of the monster is, or a way of adjusting the chances to hit. Thus, both a hard, scaly monster and one that is very thin and tenuous (and thus, hard to damage) might be armor class 6b, just because that one is hard to hit.

Attack and Defense Levels should be based on the Hit Dice of the creature, adjusted for Strength, how vicious or quick the creature is, whether it can dodge weapons, etc. Again, in the case of something that can be hit easily but not damaged, adding to Defense Level reduces the number of blows that cause damage to the creature.

Saving Throw Class should be determined from the various examples, and from the explanation of the Non-Human Saving Throw table. Basically, just give the monster a saving throw class that is appropriate to its resistance to magic

and other effects. (Normal butterflies should not have the same saving throws as a dragon, and so on.)

Treasure Class takes a little more work, although the examples should help. Basically, a monster gathers treasure up to the limit it can hold on to, unless it has recently lost treasure. The treasure classes are figured out for a normal group of each beings (Number Appearing). A very large or very small grouping of that type of monsters should have its treasure increased or decreased somewhat in quantity, but not necessarily in its percentage chance of having a specific type of treasure. See Treasure Class explanations for more details.

Make your own Special Notes for each monster that is not just a beast of some kind. If it has special powers or abilities, special likes or dislikes, remembering them when the battle is over can be embarrassing. Make sure that the notes would be sufficient to remind YOU of what the monster should be able to do, in case you forget.

In other words, the more thought and care you put into your monsters, the more they will BE monsters, rather than little men dressed up in monster suits (zipper optional). A dungeon or wilderness where all of the monsters act and react just the same is very boring, as your players will be quick to point out. So be kind to your monsters, and they will help you out in your refereeing.

MONSTER SAVING THROW MATRIX

S.T. Type Class	Distraction	Poison or Death	Wands	Stone	Dragon Breath	Spells Phantasm & Staves	Belief
1	10	12	13	14	15	16	16
2	14	10	12	5	14	12	12
3	16	12	12	12	14	14	18
4	4	NA	14	16	16	16	NA
5	8	NA	7	7	11	9	8
6	16	6	7	8	8	10	3
7	12	6	7	5	3	8	7
8	10	10	9	10	14	12	12
9	8	4	10	12	10	12	10
10	12	6	7	8	8	10	12
11	NA	3	5	5	5	3	3
12	6	NA	12	14	14	12	4
13	NA	6	8	9	11	8	7
14	8	4	5	7	8	8/3*	NA
15	NA	3	NA	2	3	5/NA*	NA

Monster Saving Throws

While a comparison of the Monster Saving Throw Matrix with the Monster List will give you a basic idea of how to use the Matrix on your own monsters, a little explanation will probably help you. The following notes should give you a good idea of which Saving Throw Class is most appropriate for any monsters of your own design.

Class 1 is the appropriate Saving Throw Class for beings of low human intelligence and no real resistance to magic. Roughly similar to a 1st level Fighter of low intelligence.

Class 2 is the appropriate Saving Throw Class for creatures with the power of Stone-Turning, such as a Cockatrice.

Class 3 is for most animals, including giant animals and insects that have no special characteristics.

Class 4 is for Animated undead, with no will of their own.

Class 5 is for independent undead, solid and with wills of their own, such as Vampires and other such powerful undead.

Class 6 is for beings that are tough but unintelligent. This class has an excellent Phantasm Belief saving throw because it isn't intelligent enough to easily perceive a visualized source of harm.

Class 7 is for Dragons and their relatives, especially the more powerful reptile beings.

Class 8 is for beings that are tough, somewhat intelligent, but with no special resistances.

Class 9 is for lycanthropes and shape-shifters of various kinds, Were-creatures and such.

Class 10 is for large creatures that are somewhat difficult to damage.

Class 11 is for beings with a considerable amount of resistance to magic, either by being magic-using and of high level, or from sheer toughness. Usually intelligent.

Class 12 is for medium-sized Undead, those which may or may not be independent, but are neither to be sneezed at nor run away from by characters of equal level. This includes most of the Spirit-type Undead.

Class 13 is for non-undead Spirits and some Daemons and such.

Class 14 is for beings with a strong natural resistance to magic and illusions.

Class 15 is for beings so resistant and so powerful that lesser magic (wands, staves, etc.) has no effect whatever.

On the Matrix itself, a few things need explanation. The Distraction column is to be used whenever the monster encounters two or more things of interest. If a monster that was busy chasing a character encounters something else to eat, of equal worth, the referee should roll a Distraction Saving Throw to see whether the monster will give up the chase for a quick snack. Some discretion should be used, adjusting for monsters whose intelligence does not match that of the average monster of the same Saving Throw Class. Basically, the more intelligent the monster, the less likely it is to be distracted by some short-range benefit.

The entry 'NA' instead of a number on the table means that beings using that Saving Throw line are not affected by items in that particular column. Thus, a Vampire is not affected by poison, already being sort of dead.

In Classes 14 and 15, the split saving throw for the Spells and Staves column indicates that the two types affect the being differently, spells above the slash and staves below it. Thus, a being with Saving Throw Class 15 is normally not affected by magic cast by means of a staff at all.



Treasure Classes

The following are the various treasure classes referred to in the Monster List and elsewhere. Each contains a set of percentages and ranges of value of the treasure, as well as a short note about what type of monsters or beings should be assigned that treasure class. Referees designing their own monsters should pay attention to these guidelines when deciding which treasure class should go with which monster.

For each class, there will be listings such as: Silver, 40%(1000-6000). What this means is that there is a 40% chance that the treasure contains silver, in amounts ranging from 1000 to 6000 pieces. Remember to convert the actual values to gold pieces when figuring total treasure later, but use the piece figure given to determine how much can be carried away, and how quickly.

Class A: Silver, 90%(100-600); Gold, 50%(10-60); Gems, 5%(1-6). This class is used for small, accidental gatherings of treasure in the lair of beings too small or too unintelligent to gather treasure, but who live near other monsters. It is also used to measure the 'pocket change' of low-level intelligent beings who are determined to be carrying small amounts of money.

Class B: Silver, 90%(200-1200); Gold, 50%(100-600); Gems, 10%(1-6); Jewelry, 5%(1-6). This class is used in circumstances similar to Class A, but for somewhat higher level intelligent beings, or for the lairs of unintelligent monsters who are powerful enough to occasionally kill someone who was carrying a small treasure. Giant animals might have this treasure class.

Class C: Silver, 90%(1000-6000); Gold, 50%(400-2400); Gems, 20%(1-6); Jewelry, 10%(1-6); Magic Items, 10%(1). This is the appropriate treasure class for monsters who are not treasure-collectors themselves, but who are somewhat dangerous to people passing through, and thus gather a little more in passing than the previous two classes.

Class D: Silver, 75%(2000-12,000); Gold, 50%(500-3000); Gems, 30%(1-6); Jewelry, 20%(1-6); Magic Items, 15%(1). This treasure class is gathered by monsters that value treasure, but are not very powerful, or that don't have many opportunities to gather it.

Class E: Silver, 50%(4000-24,000); Gold, 50%(1000-6000); Gems, 40%(2-12); Jewelry, 30%(1-6); Magic Items, 20%(1). This treasure class is deliberately gathered by monsters that value treasure, or is accidentally gathered by monsters who are low-level, but deadly to others of

similar level, such as a Cockatrice.

Class F: Silver, 50%(5000-30,000); Gold, 50%(2000-12000); Gems, 50%(2-12); Jewelry, 40%(1-6); Magic Items, 25%(1). A class for monsters one step more deadly than before, or for treasure caches being guarded by pet monsters and other guardians.

Class G: Silver, 25%(10,000-60,000); Gold, 75%(5000-30,000); Gems, 50%(3-18); Jewelry, 40%(2-12); Magic Items, 30%(1). This treasure class is for the more deadly guardian, or for something that has been gathering treasure for a while, with some success. This is the last of the general-purpose treasures, and should be reserved for monsters that are worthy of it.

Class H: Silver, 40%(1000-6000); Gold, 35%(2000-12000); Platinum, 10%(1000-6000); Gems, 50%(6-36); Jewelry, 40%(5-30); Magic Items, 40%(1-4). This treasure class is for low-to-medium level men or other intelligent beings of similar type, when gathered in groups. Thus, this treasure would be appropriate for a small band of magic users or a larger group of fighters.

Class I: Silver, 25%(1000-6000); Gold, 30%(1000-6000); Platinum, 20%(1000-6000); Gems, 50%(6-36); Jewelry, 50%(5-30); Magic Items, 60%(1-4). This treasure class would be appropriate for a temple or other place where intelligent beings and their money gather.

Class J: Silver, 20%(1000-6000); Gold, 50%(6000-36,000); Platinum, 25%(1000-6000); Gems, 60%(10-60); Jewelry, 50%(8-48); Magic Items, 50%(1-4). This class is for monsters somewhat less powerful than a Dragon, but greedy nonetheless, or a large and successful band of men or other intelligent beings.

Class K: Silver, 35%(1000-6000); Gold, 25%(1000-3000); Gems, 25%(1-6); Jewelry, 20%(1-6); Magic Items, 10%(1). This class is used for low-level intelligent or somewhat intelligent beings with about the relative powers and abilities of a 2nd or 3rd level fighter.

Class L: Gems, 25%(1-4); Jewelry, 25%(1-4). This class is for the 'packrat' type of monster,

that gathers only shiny things, but does not accumulate large hoards. Also good for monsters who are small or who cannot carry much.

Class M: Silver, 20%(1000-10,000); Gold, 60%(1000-6000); Gems, 30%(1-10); Jewelry, 25%(1-6); Magic Items, 20%(1-3). This treasure class is used for Trolls and other beings of similar tendencies and power, that just aren't all that interested in treasure, but gather it by defeating those who have it.

Class N: Silver, 25%(2000-12,000); Gold, 40%(1000-6000); Gems, 10%(2-12); Jewelry, 10%(1-6); Magic Items, 30%(1-4). This is the basic treasure class of Giants, modified occasionally for different types.

Class O: Gold, 40%(2000-12,000); Gems, 20%(4-24); Jewelry, 10%(2-12); Magic Items, 35%(1-6). This class is used for high level Undead creatures (thus, the lack of silver) or for other monsters dangerous enough to kill lots of people who were carrying magic items.

Class P: Gold, 75%(7000-42000); Platinum, 25%(1000-6000); Gems, 25%(3-18); Jewelry, 20%(2-12); Magic Items, 40%(1-6). This class is used for large tombs or for the treasure hoards of intelligent groups of beings, such as a large group of Dwarves.

Class Q: Silver, 50%(10,000-100,000); Gold, 75%(10,000-60,000); Platinum, 25%(3000-18,000); Gems, 50%(10-100); Jewelry, 60%(6-36); Magic Items, 20%(2-8). This is the treasure class for Dragons and very little else. There is little else powerful and greedy enough to collect such a treasure hoard.

Class R: Gems, 50%(3-18); Jewelry, 50%(2-12); Magic Items, 20%(1). This is a treasure class for monsters or beings who collect treasure, but don't care for coins.

Class S: Silver, 10% per level of monster or being, (1000-6000); Gold, 5% per level (2000-12,000); Platinum, 2% per level (1000-6000); Gems, 5% per level (6-36); Jewelry, 5% per level (6-36); Magic Items, 5% per level (1-4). This class is commonly used for higher level magic users and magic-using monsters. All of

the percentages in this and the following two treasure classes are multiplied times the level of the monster or being to find the actual percentage chance of each type of treasure being found. Thus, the lair of a 12th level magic user would have a 24% chance of having Platinum in it (2% times 12).

Class T: Silver, 15% per level (1000-6000); Gold, 10% per level (4000-24,000); Platinum, 2% per level (1000-6000); Gems, 5% per level (1-6 per 2 levels); Jewelry, 5% per level (1-6 per 2 levels); Magic Items, 5% per level (1-4). This class is for groups of higher level fighters or other intelligent beings. Note that, like Classes S and U, the magic items here are in addition to magic items the beings are carrying around with them. This is also to be considered true in any treasure class used for intelligent beings.

Class U: Gold, 10% per level (1000-4000 per 2 levels); Gems, 5% per level (1-4 per 2 levels); Jewelry, 5% per level (1-4 per 2 levels); Magic Items, 2% per level (1-4). This treasure class is to be used for somewhat smaller groups of men, or men who are moving their lair, or groups of intelligent beings who are on their own for long periods, without constant sources of treasure.

Note that many of these treasure classes do not contain all of the possible types of treasure. This is deliberate, and has to do with the practical limits and reasons of the treasure-gathering of different types of beings and monsters. Platinum should be considered somewhat rare, and is an optional metal, its inclusion at the discretion of the individual referee. Copper is not listed in the treasure tables, since it has been our experience that, except for pocket change, most characters do not spend time gathering up copper they find anyway. If you really want copper, include it in quantities similar to that of the silver for classes that include coins.



Gem and Jewelry Average Value Table

Carats Per Gem	
01-07	1
08-16	2
17-27	3
28-40	4
41-55	5
56-66	6
67-75	7
76-82	8
83-87	9
88-90	10
91-00	10 plus reroll (cumulative)

Gem Value Per Carat	
01-05	5 gold pieces per carat
06-15	10
16-20	15
21-30	20
31-35	25
36-40	30
41-45	40
46-65	50
66-70	60
71-75	75
76-85	100
86-90	125
91-95	150
96-98	175
99-00	200

Jewelry Composition	
01-20	Metal Only
21-45	Metal plus 1-6 gems
46-65	Metal plus 2-12 gems
66-80	Metal plus 3-18 gems
81-90	Metal plus 4-24 gems
91-97	Metal plus 5-30 gems
98-99	Metal plus 6-36 gems
00	Metal plus 1-100 gems

Jewelry Metal	
01-15	10-60 gold pieces in value
16-35	1-100 gold pieces in value
36-55	40-400 gold pieces in value
56-65	100-1000 g.p. in value
66-85	100-2000 g.p. in value
86-90	500-3000 g.p. in value
91-99	1000-6000 g.p. in value
00	1000-100,000 g.p. in value

Gems and Jewelry

When gems and/or jewelry are found in treasures, it is necessary to determine their value. This is done by use of the Gem and Jewelry Average Value Table. This table gives the average value of the gems and jewels in a large trove. The Jewelry part of this

table can be used to determine the value of a single piece just as easily, and in the case of a special item can be quite useful. At first, the use of this table may seem complex, but it becomes easy with continued use. For example, suppose you, as referee, have determined that there are 7 gems in a treasure. Now, roll on the Carats Per Gem table. This gives you the average size of the gems in the treasure. Roll on the Gem Value Per Carat table to find the average value per carat of weight of the gems. Multiply the two together, and the whole thing times 7 (for your 7 gems) to find the total value of the batch of gems. In the case of jewelry, the only difference is that the Jewelry Composition is rolled first, and then the value of the Metal and Gems (if any), the values of gems and metal being added together.

Exactly what metals and gems are represented by these values should be determined by the individual referee, if he is so inclined, because they change with the type of world or dungeon. For example, on a desert world, pearls might be extremely valuable, due to their rarity, or worthless, if no one wants them or knows what they are. Also, the workmanship of the jewelry is part of its value. A piece of jewelry that is all metal might be a rare work of sculpture, and thus worth a great deal, or a cheap bracelet, and worth little or nothing. If the shape of the jewelry matters, it should be determined by the referee as appropriate to the world and the treasure.

Encounter Modifiers

Encounter Distance	
2	Limit of Vision
3	Limit of Vision
4	Long Range
5	Long Range
6	1 Phase Move to Melee
7	1 Phase Move to Melee
8	1 Phase Move to Melee
9	Short Range, ½ Move
10	Short Range, ½ Move
11	Immediate Melee Range
12	Immediate Melee Range

Encounter Surprise Chance

2	Monster(s) Startled
3	Monster(s) ⅓ Surprised, Party Not Surprised
4	Both Sides 1/6 Surprised
5	Party 1/6 Surprised
6	Party ¼ Surprised
7	Party ⅓ Surprised
8	Party ⅓ Surprised
9	Party ⅓ Surprised
10	Party ½ Surprised
11	Party ⅔ Surprised
12	Party 5/6 Surprised

Monster's Average Hits Per Die

01	1
02-05	1.5
06-10	2
11-20	2.5
21-30	3
31-40	3.5
41-50	4
51-60	4.5
61-70	5
71-80	5.5
81-90	6
91-96	6.5
97-99	7
00	►7

Encounter Modifier Notes

The Encounter Modifier Tables allow the referee to determine randomly just what is coming around the next corner, and what to do about it.

The Encounter Distance table tells the referee how far away the monsters or beings are when first noticed. Note that this distance is given in relative movement rather than absolute distance. This is so that it can handle both indoor and outdoor situations. The phrases '1 phase movement to melee' and such do not indicate that a melee will automatically occur, it instead indicates how long it would be until such a thing *could* happen. The likelihood of battle depends on the actions of the party and just what was encountered.

Encounter Surprise refers to the chance that either the members of the party or the encountered beings or monsters will be surprised by the encounter, and suffer the penalties from the surprise.

Encounter Numbers				Lair Numbers			
Fighter Types	Magic Users	Parties Numbers	Monster	Fighter Types	Magic Users	Temple or Hall	Monster Numbers
01-05	1	1	1-4	1	1	1-4	1
06-10	1-4	1	1-6	N/6	1-3	1	1-4
11-20	1-6	1	1-8	N/4	1-4	1	1-6
21-25	1-8	1-3	1-8	N/2	1-6	1-3	1-6
26-30	1-10	1-4	1-10	N	1-8	1-4	1-8
31-45	2-12	1-4	1-10	N	1-10	1-4	1-10
46-50	2-16	1-6	2-12	N	2-12	1-6	1-10
51-60	4-16	1-6	2-12	N	2-16	1-6	2-12
61-70	2-20	1-6	3-18	1.5N	4-16	1-6	2-12
71-80	2-24	1-8	3-18	2N	2-20	1-8	3-18
81-90	4-24	2-8	4-24	3N	2-24	2-8	3-18
91-95	4-32	1-10	5-30	4N	4-24	1-10	4-24
96-98	6-36	2-12	6-36	5N	4-32	2-12	5-30
99	Re x 1-4	Re x 2	Re x 1-4	Re x 2	Re x 1-4	Re x 2	Re x 1-4
00	Re x 1-10	Re x 1-4	Re x 1-8	Re x 1-10	Re x 1-4	Re x 1-8	Re x 1-10

Surprise is normally checked for *each* person or monster, rather than for the battle as a whole. This table gives the chances of being surprised. Remember to modify these for Special Characteristics bonuses and handicaps, or for unusual characters (elves are surprised 1/6 of the time less often than humans, due to their superior senses of sight and hearing).

Average Hits Per Die are rolled on monsters where the referee does not wish to determine the hits individually, such as in large groups of small monsters. It is recommended that hits be determined individually for small groups, especially of intelligent beings. This table takes into account the tendency for beings with more hit points to survive, as well as the likelihood of hits averaging out somewhat.

The Encounter Numbers Table gives the referee a set of numbers of beings encountered. For intelligent beings, use the listed number ranges, rolling the appropriate dice to determine exact numbers. Thus, if you roll that the encounter consists of 3-18 fighter-types, roll 3 six-sided dice to determine just how many there really are. In the Monster columns, N represents the range given in the Number Encountered section for each monster on the Monster List. Thus, if the result of your roll is N/2, and your Monster List gives a Number Appearing of 2-12, you should have from 1-6 appearing instead. A result of 1.5N would have from 3-18 such monsters appearing.

In those cases where the tables says 'Re x 1-4' or something similar, this indicates that you should reroll, and multiply the result times the indicated roll. Thus, if you rolled a '3' on your roll from 1-4, and got a result of 1-6 on your reroll, you would roll from 3-18 to determine the final actual numbers encountered.

Men and Their Animals

In addition to the Monster List, there must also be sort of a People List, since men will sometimes be encountered during adventures. Basically, treat encountered men as if they were characters: they get the same bonuses and restrictions based on their characteristics. If you have a copy of *Instant Bad Guys* or some other listing of encountered men pre-rolled, you can just use that to determine those characteristics. Otherwise, you, as referee, should roll any characteristics that might be important in the situation. This will often include Strength, Intelligence, Dexterity and Agility, as well as hits (in which case you should also roll Constitution, which could modify the hit points). The Saving Throws and other circumstances are also the same as if the encountered men were characters: just use the appropriate Saving Throws for the type, level, and characteristics of each individual man. The only thing remaining is Treasure Class. For low-level Fighters, use Treasure Class C. For medium or higher Fighters, use Class T. For low-level Clerics, use class D. For medium-level Clerics, use class M.

For high-level Clerics, use Class I. Low-level Magic Users should be given Class E treasure in their lairs. Medium-level Magic Users should have Class H. High-level Magic Users should have Class S. Thieves should have treasure similar to that of Magic Users. For unusual classes of men, use whatever is the most appropriate. For example, Paladins and Rangers do not tend to accumulate much treasure, and thus should not be given an overly rich class.

There are several types of normal animals that are used both by encountered men and by characters, and should thus be discussed. Draft animals and hunting animals are quite common, and you found some of them listed in the Equipment tables. Basically, normal animals all have the same Saving Throw Class: Class 3. Normally, they are Armor Class 1 if without harnesses or packs, Armor Class 2 if saddled or harnessed, or Armor Class 5 if wearing Chain Barding. Unless stated otherwise, normal animals have Attack and Defense Levels equal to their Hit Dice. The following list gives the differences between the various animals.

Mules: These are the only pack animals that you can normally use in caves, tunnels, or other narrow or steep areas. Mules have 3 Hit Dice, and can carry up to 350 pounds at speed 12". Mules can pull wagons or sleds weighing, with load, up to 1000 pounds. A mule, if attacked, will kick with Small Hooves.

Light Horses: These are the fastest horses normally available, but are not very sturdy. A Light Horse can carry up to 250 pounds at speed 24", and cannot be trained to pull wagons. Light Horses have 2 Hit Dice, and can, if attacked, kick with Small Hooves.

Medium Horses: These are more durable, but not as fast. A Medium Horse can carry 350 pounds at speed 18", and cannot be trained to pull wagons, but can be trained to wear barding or to participate in cavalry melee. Medium Horses have 3 Hit Dice, and, if in melee, can kick with Small Hooves.

Draft Horses: These are sturdy, durable workhorses, who can carry or pull great weights, but not very fast. A Draft Horse has 4 Hit Dice, and can carry 450 pounds, or pull a wagon or sled weighing 1500 pounds, moving at speed 12". Draft horses will attempt to avoid combat, but if forced, will defend themselves using Medium Hooves.

Heavy Horses: These beasts, also known as Warhorses, are bred and trained for battle. They are physically quite similar to Draft Horses, being among the biggest and toughest of horses. A Heavy Horse will carry up to 450 pounds at speed 12", and can be trained to wear barding and to participate in battle, but does not pull wagons or sleds. Heavy Horses have 4 Hit Dice plus 2 hit points. They thus have Attack and Defense levels of 5th level. Heavy Horses, if in combat, attack using Medium Hooves.

Hounds: These are the tracking dogs that are commonly used. They move at speed 15", and can attack using Small Teeth. A Hound has 2 Hit Dice.

Mastiffs: These are the more solid killing-dogs, bred for strength. A Mastiff moves at speed 15", and can attack using Medium Teeth, attacking at 4th level. A Mastiff has 3 Hit Dice.

Falcon: These are the hunting birds commonly used, and actually includes several varieties. They fly at speed 24", and can attack using Small Teeth (Beak) or Small Claws, but normally only attack small animals. Falcons have 2 Hit Dice, but attack at 3rd level.

Other animals can be worked out by individual referees. Basically, just keep them reasonable relative to those listed, and you should not have too many problems.

Carried Magic Items

When men or other intelligent beings are encountered, they may be carrying magic items of their own, usually ones that the person or being carrying it can make use of. Thus, when a party encounters men or other intelligent beings, the referee should check and see just what they are carrying, and make use of the items properly if a battle or other encounter develops. Remember, the characters in the party aren't the only ones with the advantages given by magic items.

If you have a copy of **Instant Bad Guys**, you can simply use the listed items for each person encountered on those listings. If not, you can determine the same probabilities of just who is carrying what magic items by using the 'Carried Magic Items' table.

Each line of the 'Carried Magic Items' table is for a different type of character or being. For types not listed, the referee must use his own discretion. For combinations of two character classes, such as a Magical Fighter, use the higher chance for each of the two classes. The numbers appearing on the table are percentage chances of having that type of magic item *per level* of the

character or being who is being checked. Thus, a 5th level Fighter would have a 7.5% chance of having a magical Shield when encountered, while a 5th level cleric would only have a 5% chance of having a clerical Staff. In cases where the table shows a number like 2*1 or 2*0.5, it means that the being encountered has *two* chances of having that type of magic item, rolled separately, and also that, if both rolls are within the indicated percentage, that the being has two items in that category.

When determining the chance that an intelligent non-human has magic items, use the most similar class of humans for basic chances, and adjust for any special circumstances, such as a special preference for certain types of objects, or restrictions from using certain types of objects. A being from a species that can't read probably would not carry a Scroll, for example.

Each column of the 'Carried Magic Items' table represents one of the types of magic items. If the being checked is determined to be carrying one or more magic items, simply go to the Magic Item Tables for the appropriate type of magic items and roll the specific powers and abilities there.



Carried Magic Items

	Intelligent Weapon	Armor	Shield	Non-Intel. Weapon	Wand or Staff	Ring	Potion	Misc. Magic	Scroll
Magic User	1	—	—	3	2*1	2*1	2*1	2*1	1
Fighter	1	1.5	1.5	2*1	—	2*1	2*1	0.5	0.2
Cleric	—	1	1	1	1	2*1	2*1	0.5	—
Thief	1	1.5	1.5	2*1	—	2*1	2*1	2*0.5	0.5
Paladin	1.5	2	2	2*1.5	0.2	2*0.5	2*0.5	0.5	0.2
Ranger	1.5	1.5	1.5	2*1.5	1	2*1	2*1	1	0.5
Elf	1	1.5	1.5	2*1	2*1	2*1	2*1	2*1	1

Advanced Thievish Rules

SEVENTH LEVEL ABILITIES

1. DOUBLE DAGGER THROW +2
2. THROW DAGGER CRITICAL
3. ACROBATICS
4. CHEAT AT GAME OF SKILL +4
5. SLEIGHT OF HAND (99%)
6. CON + 6
7. CUT GEMS
8. EIDETIC MEMORY, HEARING
9. EIDETIC MEMORY, TOUCH
10. EIDETIC MEMORY, VISUAL
11. READ & IDENTIFY MAGIC
12. SPOT THIEVISH ACTIVITY (75%)
13. TIE UP WITH ROPES +3

EIGHTH LEVEL ABILITIES

1. ECHO WALK
2. DOUBLE DAGGER THROW +4
3. DOUBLE SHORT SWORD +2
4. GAME OF SKILL +5
5. COUNTERFEIT COINS (90%)
6. COUNTERFEIT MAGIC (90%)
7. DETECT SHIFTING WALLS AND ROOMS (90%)
8. EIDETIC MEMORY, TOTAL
9. ESCAPE FROM ROPES +3
10. READ MAGIC
11. SPOT THIEVISH ACTIVITY (90%)



Seventh Level Abilities

Double Dagger Throw +2: This ability allows a thief to throw two daggers at the same target simultaneously, adding +2 to his archery die roll to hit. Prerequisite: Double Dagger Throw (6th).

Throw Dagger Critical: This ability allows a thief to throw a single dagger at a stationary target, aiming for a specific area of that target's body. If the thief scores a hit, the damage is determined as if a critical hit on the area named, intensity determined as in the case of a normal critical hit (die roll of 1-6, see Critical Hit Table in *The Complete Warlock*). Note: this type of dagger throw is restricted as follows: the

target may be no more than 3" from the thief; the target may not be in melee or actively dodging the dagger; the thief may not be in motion at the time of the throw. Prerequisite: Throw Dagger +4.

Acrobatics: This ability allows a thief to engage in fancy tumbling, vaulting, or other equivalent motions for use both in entertainment and second-story burglary. This ability includes the ability to swing from ropes and other items in true swashbuckling style. For obvious reasons, most of the limits must be determined according to the individual circumstances, especially in combat, and thus this ability requires considerable discretion on the part of the referee. Prerequisites: Dexterity and Agility both 15 or higher.

Cheat At Game Of Skill +4: This ability allows a thief to cheat at gambling games of skill with a 90% chance of doing so successfully (not getting caught) and adding 4/6 to his chances of winning. Note that gambling games of skill are those in which some skill on the part of the player is needed (i.e., poker) compared to those in which luck is the determiner (wagering on snail-races, etc.). Prerequisite: Cheat At Game Of Skill +3.

Sleight Of Hand (99%): Same as Sleight Of Hand (95%), its prerequisite, but with added chance of success.

Con +6: Same as Con +3, its prerequisite, but with added chance of success.

Cut Gems: This ability allows a thief to cut and/or re-set gems and jewelry without reduction in value. This ability is useful primarily for converting stolen goods into saleable items, or in converting uncut gems into jewelry.

Eidetic Memory, Hearing: This ability allows a thief to memorize sounds, voices or conversations (no more than one minute's worth for each point of Intelligence the thief has) after one hearing, with 95% completeness. Prerequisite: Intelligence 11+.

Eidetic Memory, Touch: This ability allows a thief to memorize the weight, texture and other physical properties of an object handled once, for the purpose of recognizing it later or attempting to make duplicates or counterfeits. This ability is 95% accurate as long as the thief has had at least 1 turn to handle the object, and the object is handleable (a cloud

of gas or a castle wall is not to be considered handleable). Prerequisite: Intelligence 11+.

Eidetic Memory, Visual: This is what is normally called a photographic memory. It allows a thief to quickly scan an item and remember, with 95% accuracy, its physical appearance. It could also be used to scan a map or a page of writing with similar effect. The thief does not have to understand any writing in order to be able to reproduce its physical appearance. Prerequisite: Intelligence 11+.

Read & Identify Magic: This ability allows a thief to examine scrolls to see whether spells are on them, and if so, what they might be, with a chance of success equal to 10 X Intelligence of Thief (100% or greater means always successful). This ability does not allow a thief to activate either scrolls with spells on them, or special Protection scrolls, but does (involuntarily) activate cursed scrolls.

Spot Thievish Activity (75%): This ability is the same as Spot Thievish Activity, its prerequisite, except that it gives a thief a basic 75% chance of spotting ongoing thievish activity by a thief of his own level, or the results of such activity. This percentage is adjusted 5% for each relative level difference between the active thief and the spotting thief. Thus, a 17th level thief would have an 80% chance of spotting a 16th level thief at work.

Tie Up With Ropes +3: This ability is the same as Tie Up With Ropes +2, its prerequisite, except that it also neutralizes the Escape From Ropes +2 ability, if possessed by the person being tied, as well as subtracting an additional 10% from the basic chance to escape as figured in Tie Up With Ropes.

Eighth Level Abilities

Echo Walk: This ability allows a thief to walk in total darkness or blindfolded at a speed of 3" per phase. Unless specific traps have been set, the thief will be able to move with whatever level of silence his other abilities allow. The thief, using this ability, is maneuvering by hearing, touch, smell, etc. This ability may not be used to travel through a melee in progress.

Double Dagger Throw +4: This ability is the same as Double Dagger Throw +2, its prerequisite, but with an added chance to hit with each thrown dagger.

Double Dagger Melee +2: This ability is the same as Double Dagger Melee, but with an additional 2 Attack Levels with both daggers used. Prerequisites: Double Dagger Melee and Dexterity of 13+.

Double Short Sword +2: This ability is the same as Double Short Sword, but with an additional 2 Attack Levels with both short swords or with short sword and dagger. Prerequisites: Double Short Sword and Dexterity of 13+.

Game of Skill +5: This ability is the same as Game of Skill +3, its prerequisite, but with added chance of success.

Counterfeit Coins (90%): This ability allows a thief to manufacture coins and other familiar items used as money with a 90% chance of his fakes being accepted as real under normal examination. Prolonged examination by experts or magical spells may determine that the coins are not real.

Counterfeit Magic (90%): This ability allows a thief to manufacture items that may be mistaken for specific magic items upon first examination, especially by other thieves. These items will not fool a Detect Magic spell, but will generally fool a purely physical examination. The items thus made will not act as the magic item they appear to be.

Detect Shifting Walls and Rooms (90%): This ability is the same as Detect Shifting Walls and Rooms (50%), its prerequisite, but with added chance of success.

Eidetic Memory, Total: This ability allows a thief to memorize all of the physical characteristics of an object he is able to examine, with the same limitations as in Eidetic Memory, Hearing, Touch, and Visual, its prerequisites. This ability specifically allows the thief to memorize information conveyed by all of his senses, including smell and taste. Additional prerequisite: Intelligence 13+.

Escape From Ropes +3: This ability is the same as Escape From Ropes +2, its prerequisite, except that this ability will also allow escape from Tie Up With Ropes +3, as well as add 10% to the basic chances for escape.

Read Magic: This ability is the same as its prerequisite, Read and Identify Magic, with the additional benefit of allowing the thief to activate special Protection scrolls in addition to cursed scrolls. Basically, a

thief could thus use any scroll that does not cast a spell (or use Spell Points).

Spot Thievish Activity (90%): This ability is the same as its prerequisite, Spot Thievish Activity (75%), except for the added chance of spotting another thief in action. In other words, the base percentage is 90% instead of 75%, adjusted by the relative levels of the thieves.



The following are additional thievish abilities of the lower levels, to be added to those already listed in *The Complete Warlock*. Refer there when necessary.

In the case of any short sword or dagger abilities, other similar stabbing and cutting weapons may be learned similarly at the discretion of the referee. For example, a Kris could be allowed as a thievish weapon, or an unusual type of knife. These weapons would have to be learned separately, and would take up the space of a separate ability. Be careful not to let the thief get too far afield with his weapons. Thievish abilities should be limited to small, one-handed stabbing weapons (not axes, maces and such). The same holds true of archery equipment. If your world has an unusual type of archery equipment available that could be used by thieves, allow them to gain abilities in any that are appropriate (throwing stars might be appropriate, but a heavy machine gun would not).

Short Sword Defense +2: This Second Level thievish ability allows a thief to add +2 to his defense level against any attacks coming from his front or weapon side, made with any of the following weapons: Dagger, Kris, Hatchet, Handaxe, Short Sword, Trident, Longsword or Falchion. The thief must be using a Short Sword to defend himself against these attacks, but does not lose attacking blows while using this ability. Note: this ability cannot be used with both weapons if the thief is fighting with two weapons, and only helps against one opponent, if the thief is being attacked by more than one foe. Prerequisite: Short Sword +2.

Dagger Defense +2: This Second Level Thievish ability allows a thief to add +2 to his defense level against any attacks coming from his front or weapon side, made with any of the following weapons: Dagger, Kris, Hatchet, Handaxe, Short Sword,

Trident. Otherwise the same as Short Sword Defense +2. Prerequisite: Dagger +2.

Throw Short Sword +2: This third level thievish ability, is like its prerequisite, Throw Short Sword, but with +2 added to the Archery roll to hit. Prerequisites: Throw Short Sword and Throw Dagger +2.

Extra Dagger Blow: This Fourth Level Thievish ability allows a thief with the proper prerequisites to gain 1 extra blow per combat phase, after all other adjustments for movement speed or other conditions, while using a dagger. Prerequisites: Dagger +4, Dexterity of 13+.

Short Sword Defense +4: This Fourth Level Thievish ability is the same as one of its prerequisites, Short Sword Defense +2, except for the added +2 defense levels. Prerequisites: Short Sword +4, Short Sword Defense +2.

Dagger Defense +4: This Fourth Level Thievish ability is the same as one of its prerequisites, Dagger Defense +2, except for the added +2 defense levels. Prerequisites: Dagger +4, Dagger Defense +2.

Sling Accuracy: This Fourth Level Thievish ability allows a thief to use a sling with a reduced accuracy penalty for range. With this ability, a thief's chances to hit with a sling are figured as follows: instead of tripling the basic range before figuring the basic chance to hit (compared with a bow), only double the basic range. This means that a thief with this ability, firing at a target 12" away, would have a basic 'to hit' number of 9 instead of 13 (as if 24" instead of 36"). [See Archery Tables, *The Complete Warlock*, p. 17]. Prerequisite: Sling +4.

Throw Short Sword +4: This fifth level thievish ability is like its prerequisite, Throw Short Sword +2, but with an additional bonus to the Archery roll to hit. Prerequisites: Throw Short Sword +2 and Throw Dagger +4.

Extra Short Sword Blow: This Fifth Level Thievish ability allows a thief with the proper prerequisites to gain 1 extra blow per combat phase, after all other adjustments for movement speed or other conditions, while using a short sword. Prerequisites: Short Sword +4, Dexterity of 15+, speed 15"+.

Bow Or Sling Critical: This Fifth Level Thievish ability allows a thief, using a specific thievish archery weapon with which this ability has

been learned, to score Archery Critical Hits any time his adjusted Archery Die Roll exceeds the number he needed to hit for that shot by 18 or more. Thus, if he needed a 9 to hit, any shot that is adjusted by his personal abilities and magic to 27 or higher is a Critical Hit. This ability must be taken separately for each type of bow or sling to be used. Prerequisite: Thief must have +4 ability for any type of sling or bow to be used with this ability.



Advanced Clerical Rules

7th Level Spells

1. DETECT UNTRUE ANSWERS AND STATEMENTS
2. HOLD MONSTER
3. READ LANGUAGES
4. SUSPENDED ANIMATION (SELF)
5. VARI-HEAL+

8th Level Spells

1. CURE VERY CRITICAL WOUNDS
2. DISPEL MAGIC
3. SPEAK LANGUAGES



Seventh Level Spells

Detect Untrue Answers And Statements: This spell allows the caster to determine whether any being the cleric is talking to is telling the truth. It does not tell what the

truth might be if the creature is indeed lying, but it does give a true-or-false determination. Duration: 6 turns.

Hold Monster: This spell is the same as Hold Person (2) except it expands the range of what may be Held to include monsters of a non- or semi-intelligent nature. Duration: 9 turns. Range: 18".

Read Languages: This spell is the same as Read Languages (1M) for magic users.

Suspended Animation (Self): This spell allows the cleric to put himself into a state of suspended animation, requiring no food, water or air for a period of time determined by the cleric himself upon casting the spell, for a time not to exceed one day for each level of the caster. The cleric may be moved, touched, even killed while in this state. It does not make the cleric invulnerable. It merely provides a way out of certain situations.

Vari-Heal +: This spell is the same as Vari-Heal (5), but with 1 added to the results of the 4-sided die determining range of healing. Thus, this spell does 2-5 dice of healing, with bonuses applied to each die as determined in Cure Light Wounds (1).



Eighth Level Spells

Cure Very Critical Wounds: This spell is the same as Cure Critical Wounds (6) except that this spell does four dice of healing, with bonuses applied to each die as in Cure Light Wounds (1). Thus, the basic range of healing on this spell is from 8-28 (4 dice +4) with bonuses for the Wisdom of the cleric being applied in addition.

Dispel Magic: This spell has the same effect as the spell for magic users, Dispel Magic (3), except that the level of the cleric is applied against the level of the caster of the spell being dispelled.

Speak Languages: This spell is the same as Speak Languages (2M) for magic users.

Researching Clerical Spells

There are two ways to research Clerical spells. The first, and cheapest way monetarily, is to have a cleric sit down and research the spell himself.

This takes a time equivalent to the number of days it would take him to cast 140 spells of the level being researched. Thus, if a cleric has one 6th level spell per day, it would take him 140 days to research a 6th level spell. If, on the other hand, the cleric had 5 6th level spells per day, it would only take him 28 days to research a new 6th level spell. Furthermore, if the cleric has high Wisdom, the amount of time needed to do the research is reduced. A Wisdom 13-14 cleric would only take the amount of time necessary to cast 126 spells of the level being researched, and a Wisdom 15+ cleric would only take the amount of time necessary to cast 112 spells of the level being researched.

Just as in the research of magical spells, if the spell being researched is unusual, or requires an unusual object or being for study (as in the case of a special Hold spell for a non-human species), that object or being must be available during the entire time of research.

The second way of obtaining a spell that is unknown is to buy it from other clerics, at the discretion of the referee. The going prices for teaching clerical spells are quite expensive, being as follows:

- 1st Level: 10,000 GP
- 2nd Level: 20,000 GP
- 3rd Level: 40,000 GP
- 4th Level: 80,000 GP
- 5th Level: 160,000 GP
- 6th Level: 320,000 GP
- 7th Level: 640,000 GP
- 8th Level: 1,280,000 GP

Of course, the real problem is finding a cleric with any given spell in the first place. It is often easier to research the spell than to buy it from another cleric.

As in the case of magic users, it is often advisable for the referee(s) in any series of games to limit the initial clerical spells known. Our common practice is to assume that all of the normally listed 0th level spells are known, and from 4-6 spells of each higher level up to 5th are available. All others must be researched. For simplicity you should assume that the most commonly used spells of 1st-3rd level are the ones known: Cure Light Wounds, Hold Person, Cure Disease and so on up to your specified limit. The known 4th and 5th level spells could be determined randomly, as part of lost lore or whatever else fits the style of your world.

Advanced Magic Rules

Advanced Magic: Introduction

The following rules are designed to expand the magic system explained in **The Complete Warlock**, as well as add some new ideas to any other fantasy game you might enjoy.

The spell tables on the following pages will enable you to use 7th and 8th level spells. The explanations of those spells, as well as the explanations for the lower-level spells, are as complete as we can include, with our limited space. Those lower-level spells mentioned here, by the way, are in addition to the ones described in **The Complete Warlock**. If you also own those rules, you should write the new spells down on your spell tables there, so that you won't forget the new spells.

The Reincarnation, Spell Book, and Body Destruction rules are also included in this section, since they all deal primarily with magic of one form or another. So now we begin with:

Spell Books

Spell Books are the place where a magic user of any level keeps the written versions of the spells that he memorizes for normal casting. Any magic user must be able to refer to his spell books at least once per game week, for purposes of refreshing his memory of spells, or have a 1/6 chance per level of the spell of forgetting how to correctly throw the spell. This chance is reduced by 3/6 if the magic user has Photographic Memory (2M) as one of his spells, and has used it to memorize his spells, including any recently acquired

ones. Further, it takes one game day per level of the spell for a magic user to acquire a spell, by writing it into his spell books and memorizing it, if it is acquired in writing from another magic user's spell books. There is no such delay if he himself researched the spell, since his spell research time is taken to include writing the spell into his own spell books and learning how to throw it. The physical copying of the spell into a set of spell books takes one game hour per level of the spell. The rest of the time is spent in familiarization with the new spell.

The spell books of any magic user will normally include only those spells that he has memorized, with notes on any that he is currently researching. These notes will be sufficient to allow another magic user to research the same spell up to that same point in the research for 1/2 the normal spell point cost of researching the same spell the same percentage of the way through.

Spell books may be read by any character who understands the language in which they are written, although only a magic user will normally understand any details of spells noted. A Read Magic is not needed for this reading, although a Read Languages spell or implement may be needed to decipher Spell Books written in unfamiliar languages.

If a character loses his Spell Books, he must regain them or make a new set, with the same spells as the old ones. If he cannot obtain one or more of the spells from another magic user, he must leave that spell opening vacant until he can replace the spell. He may not change any of the spells lost.

If a character loses his Spell Books, but has not forgotten any individual spell (checked individually), he may write a new set of books for any unforgotten spells from memory, but it takes 2 game days per level of the spell if done in this manner. If he has forgotten the spell, and no one else has it written down, but he was the original researcher, he may research the spell again at 1/2 the normal cost of researching that same spell.

After a set of Spell Books is lost, its owner must check to see if he has forgotten any of the written spells every game week, until he has another written copy of each spell. Thus, a magic user without spell books rapidly loses command of his higher level spells, and will eventually forget them all unless he does something about the problem.

The cost of replacing a set of Spell Books is 10 Gold Pieces per level of spell for every spell written in them, in addition to the time spent in making the books. The weight of normal Spell Books is equal to roughly 1/10 of a pound per level of spells possessed by the magic user for normal books. That is, for a 5th level magic user with spells for all of his possible spell openings, the books would weigh 1 pound (3/10 for 3-1st level spells; 4/10 for 2-2nd level spells; and 3/10 for 1-3rd level spell). It is possible to engrave a set of spell books on metal sheets for a time and gold expenditure of 10 times normal, and at 10 times the normal weight.



The following spells are additions and changes to those in **The Complete Warlock**.

First Level Spells

Blaze: This first level magical spell is designed to make existent small fires flare up brightly upon command. It will affect one or more fires within a 1" radius circle. The flaring will not be specifically blinding in effect, but can surprise or startle nearby beings. Duration: 1 turn. Range: no more than 12" from the caster. Cost: 3 spell points, 4 for recharge. Class 2.

Charm (Specific Animal Species): This is the format for an unlimited number of spells, each designed to affect only one specific normal animal species. Note that this type of spell would not work on magical or enchanted beings, or on intelligent beings of any kind, but only on normal animals. Thus, while Charm Horse would work on horses of any variety, it would not work on either a camel or a hippogriff. Duration: until dispelled. Range: 12". Cost: 3 spell points, 4 for recharge. Class 5.

Charm (Specific Intelligent Species): This is the format for an unlimited number of spells, each

designed to work on a specific intelligent or semi-intelligent species. The effects are basically identical to Charm Person (1M). The primary limitation of this type of spell is that it could be cast only upon a species similar to that of the caster, and therefore would only be researched as such. Thus, a human being could research a spell of this type for an intelligent humanoid species, given an example to experiment upon, but might have trouble researching such a Charm spell for an intelligent starfish. Range: 12". Duration: until dispelled. Cost: 4 spell points, 5 for recharge.

Second Level Spells

Mini-Strength: This spell allows the caster to increase his own physical strength by 2-12 points (rolled) for a period of time of 1-10 turns (rolled). Cost: 4 spell points, 6 for recharge. Class 1.

Protection/Insects: This spell protects the recipient from being attacked or stung by normal insects for 2-12 turns (rolled). Range: recipient must be no more than 3" from caster at time of casting. Cost: 4 spell points, 5 for recharge. Class 5.

Speak With Animals: This spell is basically similar to Speak With Animals (1C), except for the fact that this spell will not cause animals to cooperate with the speaker unless it is in the direct best interests of the animal to do so, within the limits of its own understanding and intelligence. Cost: 3 spell points, 4 for recharge. Class 5.

Third Level Spells

Magic Analysis: This spell allows the caster to determine the basic purpose or method of operation of any normal magic item. It will not give extremely detailed information or specialized knowledge. This spell is also useful in the research and construction of magic items (see Magic Item Construction). Range: adjacent to item being examined. Cost: 6 spell points, 8 for recharge. Class 4.

Mental Static: This spell prevents the caster's thoughts from being read by ESP or similar means, but offers no protection against attempts to control the caster mentally. Cost: 3 spell points + 1 per turn maintained, recharge cost of 6. Class 3.

Projected Mini-Strength: This spell is the same as Mini-Strength (2M), but may be cast on a recipient no more than 12" from the caster. Cost: 5 spell points, 7 for recharge. Class 1.

Fifth Level Spells

Teleport: This spell allows the caster to transport himself instantly from one location to another, with the following restrictions: The caster must be firmly familiar with the intended destination (either the magical spell Photographic Memory (2M) or the thievish Eidetic Memory, Visual ability will assure this, as will a period of one hour spent memorizing the specific location at any time within the recent past). The caster must be fully conscious and in control of his actions (being knocked unconscious just as the spell is going off makes you lose some of your control). The caster may not Teleport either into or out of consecrated ground, or into a structure protected by the Castle Protection (7M) spell, if that spell was not of his own casting. The caster may not Teleport into any area in which magic is currently not functional, such as an area covered by Magic Damping Field (8M). If the caster accidentally or deliberately violates one or more of these restrictions, his Teleport spell malfunctions as follows: the magic user must make a saving throw vs. magic; if he succeeds in achieving his saving throw, he will simply fail to teleport at all, and will remain in his initial location. If the caster fails this initial saving throw, and was trying to Teleport to an unmemorized location or while losing control, he does Teleport, but must roll another saving throw vs. magic to determine the location, if any. If the caster failed to make his first saving throw, but succeeded the second time, he arrives at a location from 1-100" (rolled) in each of the three dimensions, from his intended location [i.e., 37" North, 12" East, and 84" Up is one possible result]. If the caster failed both his first and second saving throw attempts, but succeeded on the third attempt, he would arrive at a destination from 1-1000" (rolled) from his destination in each dimension. If he failed to make this third and final saving throw, he would simply vanish, having Teleported to a point unknown or nonexistent.

Sixth Level Spells

Control Weather: This spell allows the caster to change the weather conditions in his immediate area, up to a maximum radius of 1/12 mile per level of the caster. Changes must be made in a natural progression

(clear sky to light clouds to heavy clouds to rain to storm, for instance). Each level (1-6) of change costs 25 spell points to accomplish, and each change within a level of weather costs 15 spell points (except from Cold Wave (3) to Heat Wave (3), which change costs 30 spell points specifically). The weather changes thus caused are not reversible by a Dispel Magic spell, but must expend themselves naturally or be further controlled. The possible weather states and their levels are given below:

LEVEL	WEATHER STATE
1	Clear Sky
1	Light Winds
2	Light Clouds
2	Medium Winds
3	Stop Rain
3	Cold Wave
3	Deep Clouds
3	Heat Wave
4	Strong Winds
4	Storm Clouds
4	Rain
5	Rainstorm
5	Snow
5	Stop Tornado
6	Tornado
6	Blizzard
6	Thunderstorm

Daemon Control: This spell allows the caster to take control of any Daemon (NOT DEMON, see Monster Descriptions for distinction), either free-willed or already controlled, that is no more than 1.5 times the level of the caster, or of any combination of Daemons whose total levels add up to no more than the level of the caster. Thus, a 20th level magic user could control 1-30th level Daemon or 2-10th level Daemons with this spell. If he is taking over control of an already controlled Daemon, the caster must check his level against that of the current controller. If they are the same level, he has a 50% chance of gaining control, adjusted 5% per level in favor of the higher controller. Thus, our 20th level magic user would have a 55% chance of taking over control from a 19th level magic user. While controlled in this manner, a Daemon must obey any command of the controller that would not lead to the direct and permanent extinction of the Daemon. Range: 24". Duration: until dispelled. Remember: the affected Daemon(s) get their normal saving throw against being controlled, even if simply passing from one controller to another, and if they have been

mal-treated, they will turn on their controller as soon as the control is broken in any way. Cost: 12 spell points, 14 for recharge. Class 4.

Death: This spell causes all of the living creatures in a designated area 6" by 6" (2" high) who are no more than ½ the level of the caster to have to roll a saving throw vs. magic. Any such creatures who fail to make their saving throws die outright, with their bodies intact. Creatures who are not affected, or who are at least ½ the level of the caster, are not harmed in any way. Note: single celled creatures that live within other living beings symbiotically are considered beneath the notice of this spell, and are not affected unless their companion organism dies. Thus, neither your blood cells nor your intestinal bacteria need to have their saving throws rolled individually. Range: all parts of the affected area must be within 24" of the caster. Duration: the effects are instantaneous, and the deaths caused thereby cannot be dispelled, but instead would have to be reversed by clerical or magical means.

Monster Control: This spell is similar to Human Control (5M), but will work specifically on monsters of sub-human intelligence. For purposes of this and other spells that include the name 'monster', a monster is defined as any non-human living being of an animal (not plant) nature, other than common animals, and is of less than human intelligence. Thus, an Ogre would be a monster, but a Dwarf, a Vampire, or a Wolf would not. Range: 12". Duration: until dispelled.

Negation: This sixth level magical spell enables the caster to negate the CASTING of a spell in a manner similar to the way Percentile Negation (4M) negates part or all of a spell upon arrival at the location of the caster. That is, where Percentile Negation would only work on a that is aimed at or to include the Negater, this sixth level version would enable the person casting the Negation spell to pick a target, and to turn off part or all of his spell as it is being cast. Thus, someone using the Negation spell could reduce the effects of a spell being cast by an enemy for the benefit of other enemies, such as a Haste or other such spell. Just as in Percentile Negation, this spell may only affect ONE spell, and that spell

SPELL NAME

ACTIVATE MAGIC
AREA FEEBLEMIND
AREA WEAKNESS
CASTLE PROTECTION
COMMUNICATION
DETECT POLYMORPH
DISINTEGRATE MAGIC METAL
HELLFIRE
ENERGY BOLT, 12"
HOLD BEING
HOMING ELECTRIC MICROBALL
HOMING MICROBALL
ILLUSION, 5-SENSE
LASER
MASS CHARM
MEGA-ENERGY CONE
MICROBOMB
MICRO-COLD PELLET
MIND BLANK
PICKET BALL LIGHTNING
PICKET BALL OF FIRE
POLYMORPH OBJECT
PRESSOR CONE
PROJECTED ANTI-MAGIC SHELL
PROTECTION/NORMAL WEAPONS
REFLECTOR
RETURNING
SHIELDING
REVERSE GRAVITY
SLEEP, 12" RADIUS
SUPER CHARM
SUMMON DEMON
TEMPORARY TELEPORTAL
VARI-BOLT, 12"
VARI-COLD CONE, 12"
VARIABLE DEATH CONE
VARI-HEAT CONE, 12"
VIEW PAST

SEVENTH LEVEL MAGICAL SPELLS

MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
3	12	15	60,800
3	16	19	73,600
1	16	19	73,600
1	50	60	182,400
3	10	12	54,400
4	16	18	73,600
2	13	16	64,000
2	12 + 2/phase	18	67,200
4	18	22	80,000
3	14	17	67,200
6	13	17	64,000
2	12	16	60,800
3	5 + 2/turn	19	76,800
4	16	20	73,600
3	15	18	70,400
4	28	32	112,000
2	9	12	51,200
5	12	16	60,800
4	12/being	15	60,800
6	15 + 3/turn	22	80,000
2	15 + 3/turn	22	80,000
1	16	19	73,600
3	15	18	70,400
3	12	15	60,800
3	12	15	60,800
3	16	19	73,600
3	20	23	86,400
3	10 + 5n	18	70,400
1	12 + 4/phase	19	73,600
1	20	23	86,400
3	16	19	73,600
4	20	24	86,400
3	25 + 5/turn	33	118,400
6	12	16	60,800
5	16	20	73,600
3	16	20	73,600
6	16	20	73,600
4	12	15	60,800

must be cast at the same Dexterity Count or later of the same phase as the Negation spell, in order to have the basic effect. If the target of the Negation was NOT attempting to throw a spell that phase, he must make a saving throw vs. magic. If he fails this saving throw, the target has the effectiveness of the first spell he attempts to throw after the Negation reduced by the percentage negated, if he attempts to throw any spell within 6 phases of the Negation. The target does NOT know this, however, and may attempt to throw magic in a normal manner. In this case, he might be in for a surprise. Range: 24".

Smiting: This sixth level spell is the basis for the Staff of Striking. When bound into a magic item, the item must touch the target to impart its magical damage, normally 3 dice of magic. When cast as a spell, the spell acts as an invisible weapon, under the control of the caster. Normally, the cost of the spell is 6 spell points, +3 for each blow that the 'weapon' that actually hits, doing 3 dice of damage. However, the caster may reduce the damage to 2 or 1 dice of damage, and the per-blow cost to 2 or 1 points (a minimum of 1) accordingly. The Smiting spell has a chance of hitting any target equal

to that of a Heavy Crossbow at the same range, and the caster may attempt to strike any single target up to a maximum of 3 times in any 1 phase. Each time he actually HITS, however, spell points are expended. The target of the spell may be changed each phase, but not within a single phase. Any target being struck must be within 24" of the caster at the time of the blow. The 'weapon' may be dispelled by a Dispel Magic or other form of magic-damping that covers either the caster of the Smiting spell or the area in which the 'weapon' currently is. Anyone with the ability to See Invisible will see the Smiting spell as a small ball of light that causes its damage on impact. Unlike most spells, there is no saving throw applicable to this one, and damage is determined only by whether the caster hits or misses his target. A single casting of this spell will keep the Smiting active for 3 turns, whether or not blows are actually struck. The only maintenance cost is the per-blow cost. The amount of damage done by the spell's blows may be altered from phase to phase, but not within any single phase. The caster must be able to perceive the location of his target clearly. The Smiting effect will damage any creature that can be damaged by magical weapons.

Wizard Wind: This spell allows the caster to create a breeze in his immediate vicinity (no more than a radius of 1" per level, to a maximum radius of 24") that will blow in any one specified direction for 1-6 turns per level of the caster (rolled) at a maximum velocity not to exceed 1 mile per hour per level of the caster. This wind will follow the caster if he moves during its duration, even if his motion is caused by the wind itself. It can be used to propel sailing ships, floating objects, etc. Cost: 12 spell points, 15 for recharge. Class 6.



SPELL NAME

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
ACTIVATE DETECTORS	4	12	15	128,000
AIR JET	4	16 + 8/phase	28	204,800
DOUBLE PHASING	3	15	18	147,200
DOUBLE RANGING	3	15	18	147,200
HOMING ENERGY MICROBALL	4	14	18	147,200
HOMING PICKET BALL OF LIGHTNING	6	20 + 5/turn	28	211,200
HOMING PICKET BALL OF FIRE	2	20 + 5/turn	28	211,200
MACROBOMB	2	30	34	243,200
MACRO COLD CONE	5	120	130	819,200
MACRO HEAT CONE	6	120	130	819,200
MAGIC-DAMPING FIELD	3	20 + 2/turn	25	192,000
MAJOR EXTENSION	3	25	28	211,200
PERMANENT DIMENSION DOOR	3	30	33	243,200
PERMANENT PASSWALL	1	28	31	230,400
POWER WORD	3	15	19	147,200
REFLECTOR WALL	3	20 + 4/turn	28	204,800
SCROLL KNOCK	3	12	15	128,000
SHAPED VARI-BALL	2	14	18	140,800
SHAPED VARI-BOLT	6	12	16	128,000
SUMMON PERSON	3	25	28	211,200
SYMBOL	4	20 + special	25	179,200
VARI-BALL, 4"	2	18	22	166,400
VARI-BOMB	2	15	19	147,200
WATER JET	5	16 + 8/phase	28	204,800

Seventh Level Spells

Activate Magic: This spell allows the caster to activate any one magic item that is known and visible to him, whether or not he is touching it at the time. If another magic user is attempting to activate the same magic item during the same phase, whoever goes off first wins. If both complete their attempted activation at the same dexterity count, the higher level of the two activates the item. If both are of the same level, the caster of the Activate Magic spell wins. If BOTH are utilizing the Activate Magic spell, the item is activated, but uncontrolled as to range, direction, or any other specific orientation commands. Range: 12" maximum from caster to item being activated.

Area Feeblemind: This spell is the same as Feeblemind (5M), but affects all intelligent or semi-intelligent beings within a 6" by 6" area (2" high). The entire volume covered by the spell must be visible or otherwise perceivable to the caster, and all parts of the volume must be within 24" of the caster.

Area Weakness: This spell is the same as Weakness (5M), but affects all living beings within a 6" by 6"

area (2" high). The entire volume covered by the spell must be visible or otherwise perceivable to the caster, and all parts of the volume must be within 24" of the caster.

Castle Protection: This spell allows the caster to enchant the walls of a castle, tower, or other stone or metal structure. This enchantment protects the structure from being damaged by normal magic, either by direct destructive magic or by such spells as Move Earth or Control Weather. It also prevents any magic from traveling directly through the walls, either in terms of detection spells, or such spells as Dimension Door or Passwall. Each casting of this spell protects up to 3600 square feet of wall. Range: adjacent to wall or structure being enchanted.

Communication: This spell allows the caster to communicate telepathically with any person known to him who is separated from the caster only by a finite physical distance, and who does not deliberately resist the telepathic contact. The person being communicated with must be of the same or a similar species as the caster, and must be living. Duration: 6 turns.

Detect Polymorph: This spell allows the caster to detect the fact that someone or something within range is in a shape other than his/her/its normal shape, and further, to determine what the true shape of the polymorphed being or object is. Range: 1" per level of caster, up to 24" maximum. Duration: 3 turns.

Disintegrate Magic Metal: This spell allows the caster to destroy enchanted metal objects of no more than 10 pounds mass per level of the caster. The target object has a saving throw determined by the quantity of enchantment it possesses. For example, a magical weapon enchanted to +0 has a saving throw of 16; a +1 weapon has a saving throw of 14; a +2 weapon has a saving throw of 12; a +3 weapon has a saving throw of 10; and so on. Range: 24".

Hellfire: This spell allows the caster to summon a pillar of fire, 1" in radius and 2" tall. This fire does damage at the level of the caster, but, unlike most damage-producing spells, this spell may be sustained in place. If any person or object stays in the area affected by a sustained Hellfire spell, it continues to take full damage each phase, as long as the spell is maintained. The position of the Hellfire spell may not be changed while it is being maintained. Range: 24". Duration: as long as maintained.

Energy Bolt, 12": This spell is the same as Energy Bolt (5M), except for the bolt being 12" long after it expands from pellet form, with appropriate effects if it meets a solid object. Range: 24".

Hold Being: This spell is the same as Hold Person (3M), except for the fact that this spell will affect any intelligent being that is not immune to mental control. Range: 12". Duration: 6 + Level of Caster in turns.

Homing Electric Microball: This spell is the same as Electric Microball (4M) except for the additional ability for this spell to "home in" on any target that was within 12" of the caster at the time the spell was cast. This 'homing microball' will strike the target even if the target is protected by some form of spell-turning. If the target is protected by a reflective spell or surface of some kind, the homing microball will continue to home in and bounce off until either the reflection or the microball goes away, due to dispelling, or the target is

more than 12" from the microball (at which point the microball will simply vanish). Note that if, while tracking, the microball enters a place in which magic does not function, it will cease to exist. Range: lock-on of 12". Duration: as described above.

Homing Microball: This spell is the same as Homing Electric Microball (7M) except for the fact that the damage done is fire, rather than electrical in nature.

Illusion, 5-Sense: This spell is the same as the Illusionist spell of the same name, but there is no +4 adjustment to the saving throw of anyone put to the Belief test. Range: 24". Duration: as long as maintained.

Laser: This spell is somewhat different from most damaging spells. This spell produces a tight beam of energy, 1/72" in diameter, that has the following properties: it travels in a straight line, not impeded by air or other physically intangible substances. If it strikes a solid or liquid mass, the object or being struck must make its normal magic saving throw. If the object or being struck saves, the beam does damage equal to ½ the level of the caster in dice, and continues until it hits another mass. If the object or being struck fails to save, the beam does damage equal to the level of the caster in dice, AND a percentile die (1-100) is rolled, and that percentage of the beam is absorbed. The next object struck only takes damage based on the percentage remaining. This subtraction is cumulative, and the beam stops when 100% has been absorbed. Thus, if the first target struck absorbed 20% of a Laser spell cast by a 20th level MU, the next target would be hit by no more than 80% of 20 dice, or the equivalent of 16 dice. Note: this spell will reflect off of any magical mirrored surface. Be careful where you point it. Further note: the Laser spell will go through normal doors and thin walls, but a percentile die absorption check is rolled for each layer (one foot or less) of wood or stone it goes through. Range: until absorbed. Duration: 1 Dexterity Count.

Mass Charm: This spell combines the effects of Charm Person (1M) and Charm Monster (4M), with the added effect that it will affect up to 30 hit dice or levels of creature within a 6" by 6" by 6" cube. Each creature affected must make a separate saving throw against the spell, as against magic, but with -2 adjustment to the

actual die roll. The entire volume of the cube must be within 12" of the caster, and any creatures to be affected must be perceived by the caster, with no solid objects between caster and targets that would completely block the caster physically from the targets (i.e., not through a solid wall, even if the caster can see through the wall). Duration: until dispelled.

Mega-Energy Cone: This spell is the same as Mega-Cold Cone (6M) except that the damage is caused by energy rather than cold.

Microbomb: This spell is the same as Microball (4M) except that the damage is caused by a form of explosive impact similar to that in the Bomb spell (6M).

Micro-Cold Pellet: This spell is similar to Cold Pellet (6M) except that it may be fired once per phase in a manner similar to that of the Microball spell (4M). Range 6".

Mind Blank: This spell causes the recipient's mind to be protected by a shield that, in effect, prevents thoughts from traveling in or out. This means that a person wearing this spell cannot have his mind read by ESP or similar spells, and cannot be affected by Telepathy (4M) or similar purely mental spells. It also means that a person wearing this spell cannot read the thoughts of others or project thoughts to anyone else by natural or magical means. Further, a person wearing this spell could not be detected magically by means that require a spell or item to detect thoughts or intentions, such as Detect Evil or Detect Enemies. Duration: 1 day or until dispelled. Range: the target may be no more than 6" from the caster at the time the spell is cast.

Picket Ball Lightning: This spell is the same as Ball Lightning (3M) except that the ball can be 'programmed' to follow a specific route more than once, as long as the spell is maintained or until it hits a solid object and detonates. Range: at no time may the ball be more than 24" from the caster, or the control is lost and the ball simply detonates. Duration: as long as maintained.

Picket Ball of Fire: This spell is the same as Picket Ball Lightning, except that the ball is similar to that in Ball of Fire (3M), and thus does damage from fire instead of lightning.

Polymorph Object: This spell allows the caster to change the physical shape and structure of any

inanimate object to any other shape that allows the same mass in normal matter. Thus, a large rock could be changed into a similarly-sized pillow, but not to a grain of sand. The mass of the object remains constant, and thus an object could be made larger (but less dense) by this spell. This spell requires some degree of referee discretion, since the duration depends upon the degree of change. Basically, if the change requires no drastic alteration of shape or size, but merely of appearance, the spell lasts for up to 24 hours (or until dispelled). If the shape or size is altered (by at least 50% size) the spell will last for no more than 12 hours. An actual apparent change of substance (changing wood to the semblance of stone, etc.) will limit the spell to no more than 12 hours. Any change that strains the physical structure of the object (changing a rock into a pool of water, for example) will last for no more than 1 minute per level of the caster. This spell will not affect any living being. Range: the caster may be no more than 12" from the object being transformed at the moment of the casting of the spell. Duration: as above or until dispelled.

Pressor Cone: This spell creates a cone of force 12" long and 6" across at the end away from the caster. It has the effect of pushing any item or being that does not make its saving throw against magic away from the caster, to the edge of the cone. It will affect any quantity of objects within the cone, but no individual object may be affected that weighs more than 20 pounds per level of the caster. The pressor effect is not violent enough to hurl projectiles against targets or to crush victims against walls, but it will push the objects without doing damage. It could be used to indirectly cause damage, by such means as pushing a rock off of a cliff, for example. Duration: 1 magic phase.

Projected Anti-Magic Shell: This spell is the same as Anti-Magic Shell (6M) except for the fact that it can be cast on a recipient other than the caster himself. The recipient of this spell, if unwilling to have the Shell cast upon him, should roll a saving throw vs. magic. If the saving throw is made, the Anti-Magic Shell is ineffective, and vanishes instantly. Range: 12" from caster to recipient. Duration: 12 turns. Note that this spell may be cast on any object or

being occupying no more than 2 cubic inches, but not on more than one being or object within such a volume. Thus, it could be cast on a single person, or a door, but not on an entire castle, a whale, or a flock of birds.

Protection/Normal Weapons: This spell protects the caster from being struck or harmed by non-magical weapons made from normal materials or that are a part of the body of a non-magical being. It would not protect the caster from weapons that are themselves enchanted. It would not protect the caster from direct contact with a being whose basic nature is magical, or that is animated primarily by magical means. It would protect the caster from direct physical contact with a being simply under a spell, such as an appropriate Charm spell, if that being is otherwise not magical or enchanted. This spell may also be cast upon another living being, with the same effects as if cast upon the caster himself. Range: Recipient may be no more than 3" from the caster when the spell is thrown. Duration: 12 turns.

Reflector: This spell creates a skin-tight shell around the caster that is almost totally reflective to magic. Any magic that hits this shell will bounce off and return in the direction from which it came. If the magic is in the form of a beam, bolt, or cone, this reflection will re-direct however much of the spell would have continued past the point of reflection, for the width of the shell. Thus, someone standing behind a person with a Reflector spell in use would be protected from such aimed and directed magic by a sort of magical 'shadow' effect. Anyone being struck by a reflected part of such a spell takes normal spell damage. In the case of a spell that normally would strike only a single target (Magic Missile, Microball, etc.), the spell reflects off and will normally hit the original caster of the reflected spell. The Reflector spell is totally effective against directly cast spells of a magical nature, the so-called 'finger' spells, but will reflect spells cast with the use of an implement (staff, wand, ring, etc.) only 90% of the time (the other 10% having full effect on the person inside the Reflector). In cases where a person using Reflector is inside an area hit by a larger spell, the spell simply splashes off the outside of the shell. Duration: 3 turns.

Returning: This spell is used to counteract the effects of a Summoning spell, either for items or beings. Thus, under normal circumstances, a Returning spell will cause a summoned item or being to return to its original location immediately. It will have no effect on any item or being not currently under the effects of a Summoning spell of some form. Further, in cases where the level of the Summoner and Returner are not the same, the relative levels are compared by ratio in a manner similar to that of Dispel Magic (3M). In particular, this spell will negate the Summoning performed by Summoning (6M), Summon Demon (7M), Summon Person (8M) or Summon Monster (9M). Range: 12".

Shielding: This spell is designed to help prevent another spell from being dispelled by a Dispel Magic or similar means. Unlike most spells, this spell can be put on in layers, and each layer creates added protection against dispellation. Thus, if a single Shielding spell is cast on top of another enchantment, the Shielding spell would have to be dispelled before the protected enchantment could be dispelled. If two or more Shielding spells are protecting the same enchantment, each would have to be separately dispelled before the protected enchantment could be dispelled. The cost of each layer of Shielding is $10 + 5n$, where n is the number of the layer of Shielding currently being applied. Thus, the first layer costs 15 spell points, the next layer costs 20, and so on. Range: 24" from caster to the location of the spell to be protected, at the time of the casting of the Shielding spell. Duration: until that individual layer is dispelled.

Reverse Gravity: This spell allows the caster to reverse the direction of the pull of gravity within a cube 3" on each side for as long as maintained. Thus, all objects within the cube would tend to fall toward the top of the cube with a force equivalent to a normal fall for the same distance. Range: all portions of the cube must be within 12" of the caster. Duration: as long as maintained.

Sleep, 12" Radius: This spell allows the caster to cause ALL living beings within 12" of the caster, but not including the caster, to have to make saving throws vs. magic, or else fall asleep. The sleep lasts until

dispelled, or until the caster dies, or is more than 24" from any specific sleeping being (checked individually). The caster may include himself in the effects of the spell if he so chooses, and may choose to suppress his saving throw and fall asleep. This sleep does not break the spell. This sleep, being strongly magical in its nature, does not allow the sleeping victims to starve or die of thirst or suffocation. They could, however, be harmed by natural or magical means while they slept.

Super Charm: This spell allows the caster to throw a spell similar to a Charm Being (5M), but affecting from 2-12 intelligent beings, each of whom would be permitted a separate saving throw vs. magic to see if controlled. Range: 12". Duration: until dispelled.

Summon Demon: This spell allows the caster to summon one or more demons, under the following conditions: The caster may summon one or more demons whose total levels do not exceed his own, without direct penalty to himself, with the provision that any bodies or souls gathered during the course of working for the caster are to be used by or for the purposes of the demon(s). (Thus, if a magic user summons a demon and sends it out to find him a specific item, the demon is permitted to consume the body and/or soul, depending upon the demon's abilities and needs, of the item's guardian.) Further, a magic user may use the Summon Demon spell to summon a demon or combination of demons whose levels total no more than TWO times his own level, with the absolute guarantee that the demon(s) will be provided with a blood sacrifice whose total levels equal the difference between that of the demon(s) and the magic user. If this blood sacrifice, which must be of one or more intelligent beings, is not made at or before the end of the task assigned to the demon(s), the magic user himself, body and soul, is forfeit to the demon(s). A single demon of a level higher than twice that of the caster may be summoned, but not commanded to perform any task. Such a higher demon may be asked questions or favors, but will demand blood sacrifices equal to one-half the level of the summoner before answering questions or considering performing favors of any

kind. Further, if this higher demon is asked to exert any actual effort, it must be well repaid in value of its own choosing, or it will attack the summoner and seek to destroy him. Such a bargain can be and is normally made immediately after the summoning, and before the demon does anything. If the summoner has made and kept previous bargains, such a higher demon will normally provide simple information within its own field of knowledge without any payment other than the initial sacrifice. Range: demon appears within 6" of the caster. Duration: until the demon is Returned or released to leave by the terms of any agreement made. Warning: demons do not consider being a lifetime bodyguard to be a single task, and are very nasty if they feel they are being cheated. Referee discretion is very important on this spell.

Temporary Teleportal: This spell creates a circle, 2" in diameter, through which a being or object could move. Normally, this circle is upright, but it could be placed flat on a surface if the caster so chose. Any being or object going through this circle would arrive at a destination specified by the caster, as if stepping through a hole in space from one spot to another. If the caster has correctly memorized the location of the destination, there is no direct danger in this form of teleportation, unless one happens to be halfway through the Teleportal when it is shut down (in which case, one becomes two). The Teleportal is visible as a faintly glowing blue circle at both the departure and arrival points. Range: to any spot not magically shielded or protected from teleportation, and that is not clerically consecrated ground. Duration: as long as maintained.

Vari-Bolt, 12": This spell is the same as Vari-Bolt (5M), except the upper limit of the length of the lightning bolt is 12".

Vari-Cold Cone, 12": This spell is the same as Vari-Cold Cone (5M), except the cone is shaped like the standard 12" cone described in the spell Cold Cone, 12" Range (5M).

Variable Death Cone: This spell creates a cone whose maximum dimensions are 6" long and 3" wide at the end away from the caster. The length and width of the cone may be varied by the caster within these limits. All creatures within the cone whose levels are less than or equal to

that of the caster must individually save vs. magic or immediately die. Range: as described. Duration: 1 magic phase.

Vari-Heat Cone, 12": This spell is the same as Vari-Heat Cone (5M), except the cone is shaped like the standard Heat Cone, 12" Range (5M).

View Past: This spell allows the caster to observe the events in the immediate past at his present location. He may observe backward in time an amount of time equal to his own level expressed in hours. Thus, a 24th level MU could observe backward in time exactly one day. The spell allows the observation of a period of time equal to the level of the caster expressed in turns. Thus, our 24th level MU could observe a period of time no more than 24 minutes long. The caster must specify the time to be observed; the spell has no means of "scanning" for an event that happened at an undetermined time. The caster sees events as they would have been seen while standing at the location he is in at any point during the playback, and he may move around to change his point of view, but at no time may he leave a radius of 24" from the point at which the spell was cast, or else the playback is terminated.



Eighth Level Spells

Activate Detectors: This spell allows the caster to temporarily enchant any person or item so that, for a period of one day, that person or item will be detectable by any single detection spell that the caster chooses. Thus, a magic user could enchant a sack of gold to answer to a Detect Iron (1M) spell, or a Good person to be picked up by a Detect Evil spell. As with other magic, if the person being enchanted objects, he gets a saving throw against being affected. Range: caster must be within 6" of being or object to be enchanted. Duration: 24 hours.

Air Jet: This spell allows the caster to focus a powerful blast of air upon a chosen target, ¾" in diameter. This spell does damage at a rate of 1 die per level of the caster minus the range to the target in inches. Thus, a 30th level caster could do a maximum of 24 (30-6) dice of damage to a target 6" away. Further,

only the first row of targets is guaranteed to take the full amount of damage. If the first targets hit do not fall down, either from the damage or from the special knockdown probability, any targets standing behind the still standing target take only half of the normal damage from the spell (i.e., one-half the level of the caster, after subtraction for range). Notice that this spell can be maintained. This means that targets still in the path of the spell again take damage, but with the difference that only targets standing take full damage, and those fallen take half damage. The caster may make minor changes in the direction of the Air Jet, but no more than 45 degrees to either side of the initial direction, and, for purposes of damage, it points in a specific direction each phase, not all the angle swept through during a change of direction. Note that, since this spell forms a powerful stream of air, that something may wander between the caster and his intended target, especially if the spell is continued for more than one phase. Also note that this spell requires a large and continuous supply of air, and cannot be used in small rooms or other close quarters. A target is knocked down by the air jet as follows: there is a chance for a knockdown equal to 10 times the level of the caster, minus the weight of the target in pounds, expressed as a percentage. Thus, a 30th level caster hitting a 250 pound target with an air jet has a 50% chance of knocking down the target. In the case of a human target, the armor and equipment weight of the target must be taken into account. Range: the spell only does damage out to a range of 24". It will continue to produce a wind for a distance equal to twice the level of the caster in inches, one which will still blow smoke and other light substances in the direction aimed. Duration: as long as maintained.

Double Phasing: This spell allows the caster to bypass the normal limitations on how often magic may be cast, as follows: in normal cases, in which only one spell may be thrown every six phases, casting this spell enables the caster to throw spells every THREE phases instead. In cases in which a spell could be thrown every phase (such as Microball (4M)), it would enable the caster to throw TWO of the same spell at the same target each phase

(i.e., TWO Microballs). The effect begins immediately, in that another spell may be thrown only three phases after the Double Phasing spell is cast. Duration: 3 turns.

Double Ranging: This spell allows the caster to double the stated range which he could throw any following spell, for the duration of the Double Ranging spell. This means that he could throw most spells as far as 48", instead of the normal maximum magic range of 24". Duration: 3 turns. Note: This spell does not enlarge spells, such as cones or bolts, but merely lengthens the range at which they could be used, if there is any range at all. In most cases, this spell would have no effect on Cone spells, which emanate directly from the caster, or any other spell that begins AT the caster, rather than a distance away.

Homing Energy Microball: This spell is similar to Homing Electric Microball (7M), except that the damage is caused by pure energy, rather than electricity.

Homing Picket Ball Lightning: This spell is similar to Picket Ball Lightning (7M), except for the added ability to 'lock on' to a target in a manner similar to Homing Ball Lightning (6M) at the discretion of the caster.

Homing Picket Ball Of Fire: This spell is similar to Homing Picket Ball Lightning, except for the damage caused being due to fire instead of electricity.

Macrobomb: This spell creates a concussion blast similar to that of the Bomb spell (6M), except for the fact that the blast has a 6" radius, and only does damage equal to ¼ the level of the caster (see Macroball (5M)).

Macro Cold Cone: This spell creates a cone emanating from the caster that is 24" long and 24" wide at the end away from the caster, doing damage as Cold Cone (3M). Note that the outer surface of the cone is slightly curved, being exactly 24" from the caster. Also note that, due to the high cost of this spell, it takes more than one phase to throw. (There are 100 Dexterity Counts per phase, and this spell takes 120 counts to throw.) Whoever is in the cone when it goes off will take damage, so try not to let friends wander in. Still further note that the magic user casting this spell must be aiming in the planned direction for the entire time, and may not change direction

at the last moment. **Special Macro Cone Rule:** after the first 100 spell points have been pumped into this spell, it MUST be cast, unless the physical body of the caster is destroyed.

Macro Heat Cone: This spell is similar to Macro Cold Cone, except for the damage being caused by heat (see Heat Cone (3M)).

Magic-Damping Field: This spell allows the caster to create a field 6" by 6" in area, with a maximum height of 3", in which all normal magic will cease to function. This effect includes both spells and implements. In cases where a spell or implement has a continuing effect, the spell or implement will return to functioning after the field is removed, or after the implement or spell leaves the field. In cases where a spell or implement would continue 'until dispelled', consider a Dispel Magic, at the level of the caster of the Magic Damping Field, to have been thrown at the point at which the field takes effect. If the Dispel would succeed in dispelling the spell in question, then the spell or implement will not turn back on when it leaves the field. The field will not remove the actual enchantment from any magic item, but simply turn it off so that it would have to be reactivated in whatever way is normal to that type of item. Duration of field: as long as maintained. Range: all parts of the field must be within 24" of the caster at all times.

Major Extension: This spell is similar in description and effects to Extension (5M), except for the nature of the additional duration of the spell. With Major Extension, the duration of the spell is multiplied by a roll of 1-100. This spell MUST be cast with another spell, and the spell to be extended must neither be maintained nor consist of destructive energies of any kind. Thus, a Fire Ball (3M) could not be extended, nor could a Fire Wall (4M). The primary use of this spell is to prolong the effects of a spell such as Haste (4M) or Strength (4M). Range: as that of the companion spell thrown.

Permanent Dimension Door: This spell is the same as Dimension Door (4M), except for the fact that the 1" cube remains "active" as a means of transporting from the origin point to the destination point until dispelled. This means that beings or objects could be moved into the 1" cube and be transported to the destination of

the Dimension Door. Of course, this means that beings or objects which do not move away from the destination point might find themselves transported BACK to the point of origin when something else attempts to walk through the Dimension Door. Range: caster may be no more than 1" from original point of origin; destination may be no more than 36" from point of origin. Duration: until dispelled.

Permanent Passwall: This spell is the same as Passwall (5M), but lasts until dispelled.

Power Word: This spell produces a standard 6" cone of effect, emanating from the caster in the direction he is facing at the point of casting. The effects are as follows: any living being within the cone that is no more than 2 times the level of the caster must make a saving throw vs. magic. Creatures whose level is higher than that of the caster but no more than 2 times his level will not be affected if they save, and will be stunned and unable to take action for 2-12 phases if they fail to save. Creatures whose level is no greater than that of the caster, and no less than one-half that of the caster, will be stunned for 2-12 phases even if they save. They will be blinded for 2-12 turns (by 'blinded', this means that the use of whatever primary senses they possess will be denied them, be that sense sight, hearing, radar, or what-have-you) if they fail their saving throw vs. magic. Creatures whose level is less than one-half that of the caster will be blinded for 2-12 turns even if they save, and will die if they fail to make their saving throw vs. magic.

Reflector Wall: This spell produces a wall with dimensions similar to those of Fire Wall (4M), but with the properties of the spell Reflector (7M). Range: 6". Duration: as long as maintained.

Scroll Knock: This spell is specifically designed to safely open a scroll locked with the Scroll Lock spell (5M). When using the Scroll Knock spell, there is only a 10% chance that the locked scroll will be damaged or erased by the effort to open it. Range: adjacent to scroll to be opened.

Shaped Vari-Ball: This spell is the same as Vari-Ball (5M), but the resultant explosion of fire does not form a sphere, but rather, whatever shape the caster specifies in the casting. For example, the caster can

specify that the ball NOT expand in a given direction, forming a hemisphere rather than a sphere, or that it exactly conform to the shape of a room, forming a cube. Any simple shape is possible, at any total volume within the limitations of the Vari-Ball spell. The only limitation is that the fire will tend to form a single mass, and thus shapes that involve mazes and tentacles will tend not to work, but a simple donut-shaped ball of fire would be possible. Referee discretion should be used to make sure that the caster can make the decisions necessary (size, shape, etc.) in whatever amount of time that he has. This is not a spell for quick use in combat, at least not without a little planning. Range: 24".

Shaped Vari-Bolt: This spell is the same as Vari-Bolt (5M), but the resultant lightning bolt can be bent in any combination of angles totalling no more than 360 degrees for all bends, deliberately or not. Any parts of the bolt that would be beyond the point at which 360 degrees' worth of angles is exceeded simply fail to materialize. Thus, the bolt could be constructed in a manner that would zig-zag around an object or person to be avoided, or to hit oddly-arranged targets. If, however, something interferes with the bolt in such a way as to deflect the bolt itself, the deflection is counted toward the 360 degree limit. Range: 24".

Summon Person: This spell is similar to the Summoning spell (6M), except for the fact that this spell works on living, intelligent beings who are well-known to the caster. Note that well-known does not mean just someone the caster has met, but rather, someone with whom the caster is specifically familiar. If the person to be Summoned does not wish to go, he gets a normal saving throw against magic. The person to be summoned must not be substantially larger than the caster (within human size limits if the caster is human). The person summoned appears no more than 1" from the caster, at a location specified by the caster. The person to be summoned must not be in a location magically shielded, nor on ground consecrated to a living religion (i.e. holy ground of a religion believed in in the day and age of the characters).

Symbol: This spell allows the caster to inscribe a magical symbol on any surface upon which he can write. This symbol is used to store

any mental spell of the caster's choosing (i.e., not including destructive energy magics), to be triggered by someone reading the inscription. The caster may specify that the symbol may only be triggered by someone using Read Magic, or triggered by any reading whatsoever. The person reading the symbol (and any others within range of the spell being triggered) get their normal saving throw vs. magic for any effect caused by the spell. Range: symbol being inscribed must be immediately adjacent to the caster. Duration: until triggered or dispelled.

Vari-Ball, 4": This spell is the same as Vari-Ball (5M), but with the maximum size of explosion of 4" radius instead of 2".

Vari-Bomb: This spell is the same as Vari-Ball (5M), but the damage is caused by impact (concussion) as in the Bomb spell (6M).

Water Jet: This spell is the same as Air Jet (8M), but the damaging jet consists of water, and the caster must therefore be in or adjacent to a large supply of water. Range: as Air Jet for damage, but caster must be in immediate contact with water. Duration: as long as maintained.

Reincarnation Table

	Type
01-25	Fighter
26-40	Cleric
41-60	Magic User
61-72	Thief
73-79	Elf
80-84	Dwarf
85-86	Special Human
87-90	Halfling
91-93	Centaur
94-99	Were Creature
00	Special Non-Human

	Level of Being
01-35	1
36-60	2
61-75	3
76-85	4
86-90	5
91-95	6
96-98	7
99	8
00	9
000	10
0000	11
00000	12
000000	13
and so on. . .	

Reincarnation

For those referees who allow the use of the magical Reincarnation spell, or other means of reincarnation, the following rules and tables will allow reincarnations to be performed in a simple and reasonable manner. The table itself is written to cover only lawful reincarnations, but the referee may make the necessary changes to handle neutral or chaotic characters being reincarnated. The difference is a simple one: in those cases where a result is not possible due to alignment, primarily that of chaotic alignment for beings that are only lawful or neutral (elves, dwarves, halflings and centaurs), simply substitute something intelligent that is of the correct alignment, from among those creatures found in the dungeon or wilderness of that referee.

The table itself is simple to use. Simply roll a number from 01 to 00 to determine what type of being the Reincarnation has found. Roll again to determine the level, continuing to roll multiple 0's as far as necessary. Once the type and level of creature have been determined, roll a saving throw, as vs. Magic, for that creature. If the creature achieves its saving throw, the Reincarnation is a failure, and may not be attempted again. If the creature fails to achieve its saving throw, the Reincarnation has placed a new soul in the indicated body. This new soul is the one that you were trying to put there with the Reincarnation spell.

Unless the referee determines that some difficulty exists, the being with the soul of your old character will now attempt to return to that old character's home, and join with the other adventurers. This trip normally will take from 1-20 days (rolled randomly). After that time, the character will arrive and take his place among the other characters.

The notes on the Reincarnation Type table that indicate 'Special Human' or 'Special Non-Human' should be used by the referee as follows: if the Special Human result is rolled, the referee should roll

randomly from among all of the unusual human player-character types allowed in his games (Paladins, Rangers, Druids, Assassins, Bards, Monks, Combination Characters, etc.), basing the results as closely as he can determine on the relative percentages of each of those types that are around. For example, a Paladin would be much more common than a Magical-Fighting-Thief combination character.

The characteristics of a character who is the result of a Reincarnation are rolled randomly, with the following adjustment: if the Prime Requisite or any other characteristic does not meet the minimum requirement for that character class, including any adjustments that could be made (see rules for Creating Player Characters, **The Complete Warlock**), then that characteristic should arbitrarily be raised to the minimum required for that class of character. Thus, if a Magic User were rolled as a result, and, after adjustment, his Intelligence was apparently only an 8, this would be raised to the required 9, since otherwise the character could not have been a Magic User before, anyway. Please note that Reincarnation is the **ONLY** time that a characteristic may be adjusted in this manner, and it is only for the simplicity of the game that it is done, since otherwise it would take hours of dice-rolling to roll a character that qualified for some of the reincarnation results.



Body Destruction

When a character or other being is damaged by destructive magic or other destructive forces beyond the amount of damage that it takes to reach the Death Level of the character or being, a saving throw must be rolled to determine whether the dead body was destroyed. Such a determination must be made whenever the body takes enough damage from Fire, Electricity

(Lightning), Energy, Heat, or Acid to equal or exceed the Death Level of the character. Thus, if a character normally has a Death Level of 48.2 Hit Points, his body must be checked for destruction if it has taken at least 48.2 Hit Points of destructive magic or its equivalent (Dragon Breath, natural fire or acid, etc.). All of the various destructive forces are added together to check this total, but the saving throw is rolled as vs. the most recent damage received.

When using the Body Destruction Saving Throw table (**Complete Warlock**, page 10), simply make a ratio of the destructive damage received to the calculated Death Level of the body in question. If the damage is greater than the exact Death Level, and the ratio falls in between two listed numbers in the Times Death Level column, go to the **HIGHER** of the two numbers. Read across to find the column for the type of destruction. In the case of Heat, not listed on this table, simply use the Fire column and subtract 8 from the number that needs to be rolled.

If a character has been damaged partly from destructive magic and partly by other means, use **ONLY** that part that was destructive magic or similar to calculate the Death Level ratio, and whether or not the body needs to roll a saving throw at all. Thus, if a character who takes 23.4 Hit Points to Death Level has taken 12 points of damage in melee, and then takes 18 points of damage from a Fireball, he is indeed dead, but the body need not be checked for destruction. Furthermore, any damage that was taken from Dart or Micro spells of a type that would otherwise be destructive is not added in, since these spells do not cause the type of damage that could destroy a body.

A body that is determined to have been destroyed, through failure to achieve its Body Destruction Saving Throw, cannot be raised restored to life by a Raise Dead spell, nor can a Reincarnate or Animate Dead be successfully used on it. Only a Wish can normally recover a destroyed body.

Magic Items



Using Magic Items

There are several basic rules about the general use of magic items that should be mentioned here. These rules apply to any magic item unless specifically stated otherwise.

First, there are two basic types of magic items. One type is the item that is always 'turned on', or active. These include such items as Armor, Shields, items that include Resistance spells, or other things that must be constantly in effect. The other type is the item that must be 'activated' specifically in order to be used. This type includes most Wands and Staves, and almost any item that acts for a limited duration at one time. The Special Powers of an intelligent weapon often fall in this category, as do many Rings and other items.

In general, using a magic item that must be activated is the same as casting a spell, in that you may do this no more than once per turn (6 phases). Thus, you could not activate a magic item in Phase 1 of Turn 1 and then another item in Phase 2. The second item could not be activated until Phase 1 of Turn 2. You could also not cast a spell (magical or clerical) less than 6 phases after activating a magic item.

Any item that uses charges, either on a daily basis or total storage, must be activated in order to be used.

Normally, any item that must be activated becomes active instantly, at the Dexterity Count of activation. The Dexterity Count for activation of a magic item is figured as follows: the Dexterity of the activator is added to a roll of 2 six-sided dice (2-12); from this total, a number equal to the Level of the spell is subtracted. In cases where the item has been constructed specifically as Spell Storing, no matter which method is used to refill the item, the subtracted number should be the Spell Point Cost of the spell, rather than its level. Thus, a Ring of Invisibility would take 2 Dexterity

Counts to activate, and a Spell Storing Ring with Fireball in it would take 6 Dexterity Counts to activate. There are two special exceptions to this rule: Potions (which take from 1 phase to 1 turn to become active), and magical Wands and Staves, which are specifically activated by a magical spell. For Wands and Staves, the time delay for activation is equal to the Spell Point cost of the activation spell. Thus, a normal wand being activated by a normal magic user would take 1 Dexterity Count for activation, since the Activate Wand spell costs 1 spell point. Thus, the activation of most magic items is quicker than the casting of a similar spell (which is one of the reasons why magic items are constructed).

If a continuously-active magic item is somehow de-activated (either by restrictions of the item or by being temporarily dispelled or damped out) it will normally become active again 1 turn after the shut-down, if it is not still prevented from functioning. If more than 1 turn passes while the item is prevented from functioning, it will become active immediately upon being able to turn back on.

A Dispel Magic spell of sufficient power (determined relative to the level of the magic item, i.e. 6th for Wands, 8th for Staves, and 10th for most other items) will de-activate a magic item that must be activated. Such an item would have to be activated again (if possible) to turn back on. Even if the item was only activated for 1 Dexterity Count or less, it counts as a full activation for purposes of charges used or restrictions in usage per day. Thus, if an item is activated at the same Dexterity Count as it is de-activated, a charge is used up to no effect. A Dispel Magic will turn off most 'always-on' enchantments for 1 turn, with the specific exceptions of the basic attack, defense and damage bonuses on magical weapons, armor and shields. Thus, a Dispel Magic would turn off a Special Power in a weapon, but not the extra Attack Levels or Damage Bonus that the weapon gives in combat, and would have no effect on the basic defense levels added by armor or shield.

A Magic Damping Field or a Protection from Magic Scroll will prevent ALL magic items from functioning while within the volume covered. Items that must be specifically activated are considered de-activated by such coverage.

Constantly-activated items will turn themselves back on under the same rule as if hit by a Dispel Magic, again with the exception of magical armor and weapons, whose basic enchantments become effective IMMEDIATELY upon leaving a damping field or scroll.

Potions that have already taken effect but that have not yet expired count as an always-active item in the above rules. Potions that have not yet taken effect count as an item that must be activated. A potion with a gradual effect (i.e., Healing) can be terminated any time before its effect is completed, as if it were a magic item that required activation. Any partial effects that are in themselves permanent (2 points healed out of 6 to be done, for example) are not removed.

The physical destruction of any magic item immediately terminates any ongoing effects caused by the item. This means that if a Scroll of Charm Person was used to Charm a victim, the destruction of the scroll will terminate the Charm. However, the destruction of a magic item will not remove permanent effects already conferred (magical damage already caused by a weapon, for example). Thus, the destruction of a Lightning Bolt Wand will not remove the damage caused by an already-cast Lightning Bolt from that Wand.

Researching Magic Items

Any magic user of 11th level or higher may attempt to research how to construct any specific type of magic item, as long as he is of sufficient level to handle any spell that is to be used in the construction of the item. During the research, he must have access to the spells to be used, either memorized or in the form of scrolls. For instance, if a magic user were attempting to research a Ring of Detect Magic, he could use a scroll of Detect Magic in lieu of memorizing the spell himself, as long as he possessed a means of using Read Magic to read the scroll.

In order to research the construction of any magic item, costs must be expended as follows:

For each XY Spell Points, where Y* is equal to the total Spell Point cost of the item to be constructed, there is a $(10X + N)$ percent chance of correctly researching and manufacturing an item, N being equal to one-half the experience bonus of the magic user. Thus, an Intelligence 16 magic user, who would have a

10% experience bonus, would have a 15% (10 + 5) chance of correctly researching an item on the first try, 25% on the second try, and so on. The magic user would have an additional 10% chance on each try if he possesses an example of the item to be researched, along with the spell Magic Analysis (3M), either memorized or in scroll form (if he can use the scroll; Read Magic, remember?).

Each item incorrectly researched has a (10-N) percent chance of acting as a cursed item (that is, the item functions, but not correctly). In most cases, this type of item will have a reverse effect, or in some other way a harmful one. This should be determined randomly by the referee from any options appropriate to the individual item. A Ring of Cold Resistance gone wrong might make the user more susceptible to cold than normal, but it would not turn him into a frog, for example. Research failures that do not act as cursed items simply do nothing. Once a cursed item is produced, the magic user may attempt to deliberately reproduce the specific failure, starting off as if it were his second attempt at the item, and he may use Magic Analysis on the first cursed item to aid in this work, as on a normal item.

The full Gold Piece cost for the production of an item must be paid for each research attempt, successful or not. These costs cover the notes necessary to make more of any item (normal or cursed) that is deliberately produced.

Once the magic user has successfully researched the item, he may manufacture more of the item limited only by his spell points and money. He may also (or instead) write a Construction Scroll for the item that would enable another magic user to manufacture the same item, as long as the magic user could use spells of the level used in constructing the item. In order to write a Construction Scroll for any item, the magic user must expend spell points equal to the total item cost to the (1.1) power, and gold pieces equal to $\frac{1}{4}$ gold piece per spell point. (All of these figures are rounded up to the next higher spell point or gold piece if fractional.) Thus, a magic user could write a Construction Scroll for enchanting shields to +1 Defense Level for 931 spell points (500 to the 1.1 power), and at a cost of 233 gold pieces.

*For those of you not familiar with notation of this type, I will explain that 'XY' means 'X times Y'. In this particular case, X must be a whole number, and not a fraction. Thus, after each time the magic user expends an amount of spell points equal to constructing 1 of the item being researched, his chance of success is checked again.



Constructing Magic Items

In order to construct any magic item, a magic user must expend Spell Points and Gold Pieces per the various cost tables, sufficient to equal or exceed the listed or calculated costs for the specific item.

Further, in order to construct or repair any magic item, the magic user must have access to, in memorized or scroll form (IF he can utilize the Read Magic spell (1M)), any spells being bound into the item being constructed. That is, if he is attempting to construct a Ring of Invisibility, he must have access to the spell Invisibility (2M).

Only magic users of 11th level or higher may attempt to either research the means of construction of a magic item or to attempt to construct a known item on their own. Magic users of lesser level may only construct magic items with the aid of a Construction Scroll for that specific item, and may not attempt to bind in magic of a level that they may not safely use (see Scroll rules). Thus, a 1st level magic user with Read Magic could not successfully enchant most magic items, even with a Construction Scroll, unless the item used only 1st Level spells in its construction.

A Construction Scroll may be used by only one magic user to construct only one magic item at any given time. No more items may be started with that scroll until the item in progress is completed, or rendered un-completeable by destruction of the item or death of the magic user, or both.

The cost of manufacturing any magic item is calculated for the individual enchanter. This may vary in cases where a magic user is *enchanting a magic item that is in his specialty area (see Magic User rules, *The Complete Warlock*) or in the opposite of his specialty area. Thus, a magic user who has specialized in Type II magic (Fire and Destruction) would be able to construct a magic item binding a Type II spell into it for less than normal, but he would have to pay more than normal to bind a Type V spell into an item. The adjustment is calculated the same way that his spell point cost for throwing a spell is figured: that is, it normally costs 1 spell point less for a Type II magic user to throw a Type II spell than the list says, and 1 spell point more for him to throw a Type V spell. Use this adjustment to add to or subtract from the spell cost being bound in. Thus, if the calculation for an item says to use the Spell Point Cost or Recharge Cost in the formula for finding out the cost of the item, adjust this Cost number for the Type of the magic user. Thus, if a Type V magic user were constructing a Cold Cone wand, normally the wand would cost 4500 spell points to build, but for him it would cost 3400 (See Wand Construction Rules for a complete explanation of this particular case). The same wand being built by a Type II magic user would cost 5800 Spell Points, so it pays to build within your specialty.

The adjustment caused by the Type of the magic user never allows the cost of an item to become zero. If the Spell Point cost for the caster is zero (possible with some Detection and other relatively passive spells) count the cost as 1 Spell Point for purposes of construction.

No more than one magic user may work on the construction of any one magic item. This includes cases in which an item is partially completed by one magic user. Either the original enchanter finishes the item or it remains forever incomplete.

There are spells which exist only for the purpose of enchanting magic items, and are thus not included in the normal list of magical spells. These spells are primarily ones involving the enchantment of weapons or armor, and these spells occupy a position in the known spells of a person wishing to use them, just like other spells. If these spells are on

a Construction Scroll, they may be used by any magic user capable of using a spell of their level. They may NOT be used pro-rated at the level of the caster in the manner of some other types of spells (see Scroll rules). Several sample Construction spells are as follows:

The ability to add or create an Attack Level bonus to a melee weapon, up to a limit of +3, is a 2nd level spell for intelligent weapons, a 3rd level spell for non-intelligent weapons.

The ability to add or create a Defense Level bonus in armor or shields, up to a limit of +3, is a 2nd level spell.

The ability to enchant a weapon to have a Damage Bonus for a specific type of enemy (with narrow limitations, such as Magic Users or Giant Lizards) is a 1st level spell for intelligent weapons, a 2nd level spell for non-intelligent weapons.

The ability to enchant a weapon to have a Damage Bonus for a general type of enemy (such as Men or Giant Animals) is a 2nd level spell for intelligent weapons, a 3rd level spell for non-intelligent weapons.

The ability to enchant an archery projectile to have a Damage Bonus as well as an Accuracy Bonus is a 2nd level spell. The ability to enchant an archery projectile to have either a Damage Bonus OR an Accuracy Bonus is only a 1st level spell.

The ability to enchant an archery projector (a bow, sling, etc) to have an Accuracy Bonus is a 2nd level spell.

The ability to add Intelligence to a sword is a 5th level spell. The ability to add intelligence to other types of weapons or other types of magic items is a 6th level spell.

The ability to add the knowledge of a specific language (known to the enchanter) to an intelligent magic item is a 1st level spell.

The ability to add a general Damage Bonus (one that affects all targets) to a weapon is a 3rd level spell.

The ability to add the power to Drain Life Levels to a weapon is a 5th level spell.

The ability to Repair Weapons that are broken is a 4th level spell.

The ability to make a thrown weapon Return to the wielder is a 6th level spell.

The ability to make a weapon 'Flaming' is a 2nd level spell for intelligent weapons, a 3rd level spell

for non-intelligent weapons.

This list is intended to give the primary examples, not to indicate that these are the only things possible. When adding to your own list, try to remember to keep new enchantment spells at their correct levels, compared to the difficulty of the other enchantment spells.

Repairing Magic

If a magical weapon or shield has been broken in combat (but not destroyed by fire or other destructive magic) it is possible to repair the broken item. First, the repairer must be in possession of the spell for Repairing (this spell occupies a 4th level spell opening of the magic user, if memorized). When researching this Repairing spell, it is necessary to research the ability to repair damage up to a specific maximum percentage of damage that can be repaired. Thus, if it is researched up to 35%, any weapon broken no more than 35% (determined at time of breakage, 1-100%) may be repaired. When researching Repairing, it costs 1000 spell points per 10% maximum repair that could be effected.

If a weapon or shield has suffered a breakage of N% severity, it will cost 2N% of the TOTAL spell point cost of constructing such a weapon or shield to repair the break. Thus, if a weapon that cost a total of 10,000 spell points to construct suffers a 27% break, it costs 5400 (2 x 27% x 10,000) spell points to repair it. Further, there is a cost of ½ gold piece per spell point spent in the repair. Repair materials, like magical construction materials, are presumed to be available but expensive.

Writing Scrolls

Any magic user who is at least 11th level can write a scroll of any spell which he knows. This scroll may then be used by another magic user who has Read Magic (1M) either as a memorized spell or through the use of an implement. The Spell Point cost for writing scrolls is as follows: the Spell Point cost of writing a scroll is 10 x Spell Point cost of spell x Level of spell. Thus it would cost 10 x 5 x 3 or 150 Spell Points to write a scroll with Mini-Ball on it. There is also a Gold Piece cost equal to ½ Gold Piece per Spell Point expended in writing the scroll. The spell being put on a scroll must be a CURRENTLY memorized spell of the writer, i.e., not a spell that he has researched but cannot yet utilize due to lack of spell openings.

Constructing Magic Weapons

There are several basic principles to be followed in constructing magic weapons of any type, be it sword or sling ball. The first of these is that there are three different types of magic weapons: 1) a magic weapon with an intelligence of its own (usually a sword, usually a melee weapon; 2) a magical melee weapon with no intelligence, but that is enchanted to do more damage or hit more often; 3) a magical archery weapon or projectile, usually enchanted to hit more often, sometimes also to do more damage. These three types must be dealt with separately in many of the rules for construction. All of them have in common a Gold Piece cost of 1 Gold Piece per Spell Point used in the construction of the item.

Magical archery weapons are very simple to construct in their basic forms. There are two types of archery weapons: projectors (which include slings and bows), which hurl something at a target but never come in contact with the target; and projectiles (which include sling stones and arrows), which are designed to hit and damage a target.

Bows and other archery projectors are enchanted as follows: the normal enchantment for a bow or sling adds its bonus to the archery die roll of the shooter. Thus, a +1 bow would add +1 to the archery die roll of the shooter. In order to enchant a bow or sling in this manner, it is necessary to spend 2000 spell points to raise a normal, non-magical bow or sling to +1 accuracy. It costs 3000 spell points to raise a +1 bow to +2 accuracy, and 4000 spell points to raise a +2 bow to +3 accuracy. This cost is the same for all bows and slings that do 1 die of damage normally. For archery projectors designed to do more dice of damage, either such items as crossbows or ballistas, or items designed to be used by extremely strong beings (bows designed to be used by being strength 28 or higher), multiply the basic cost of the enchantment times the number of basic dice of damage to be done. Thus, a heavy crossbow would cost THREE times as much to enchant as would a short bow (see Archery Tables, *The Complete Warlock*). A longbow designed to be used by someone who is strength 30 would cost TWICE as much to enchant as a normal longbow. A magical light crossbow would cost 1½ times what

it would cost to enchant a short bow to the same level of accuracy, since the crossbow does 1½ dice of damage.

Arrows and other archery projectiles are enchanted as follows: the normal enchantment for an arrow or sling pellet adds its bonus to the archery die roll of the shooter, and also adds the same amount of damage per die to the rolled damage. Thus, an arrow +1 would add +1 to the shooter's die roll to hit, and would add +1 per die to the damage caused if it hits. It costs only 100 spell points to enchant a single arrow or pellet to +1. It costs 200 spell points to enchant a +1 arrow or pellet to +2. It costs 300 spell points to enchant a +2 arrow or pellet to +3. For projectiles designed to do more damage than 1 die basically, multiply the cost of the enchantment times the number of dice of damage that the projectile does. For example, it would cost 300 spell points to enchant a heavy crossbow quarrel to +1, because it would do 3 dice of damage instead of 1.

There is a special enchantment that causes weapons thrown or projectiles shot to return to the hand of the archer. This enchantment can be put on either normal archery projectiles, such as arrows or sling pellets, or on melee weapons that can also be thrown, such as daggers or warhammers. There are two sub-types of this enchantment. The first type will cause the weapon to return only to certain types of beings (such as a warhammer that would return only to a dwarf), and this enchantment costs 1250 spell points for each die of damage that the weapon does (by itself, not counting any temporary or permanent bonuses of the wielder). Thus, a dagger would cost 1250 to enchant in this fashion, and a spear 2500 spell points. The second form of this enchantment will cause the weapon or projectile to return to any wielder or shooter who happens to possess it. This form costs 3750 spell points per die of damage that the projectile normally does.

* * *

Non-intelligent melee weapons are the next form of magic weapons to be discussed. These are normally enchanted to do specific amounts of extra damage to every target they strike, or to enhance the accuracy of the wielder in melee.

It costs an amount of spell points to enchant a non-intelligent weapon

to be basically magical, but with no actual bonuses. This amount is equal to 200N, where N is the Weapon Length number of the weapon (see Attack Matrix, Hand Carried Weapons, The Complete Warlock, for weapon lengths; it is the column numbered 0A to 15). Thus, it costs 200 spell points to enchant a dagger to a state that we shall now call '+0', and it would cost 1000 spell points to enchant a broadsword to +0. At this point the weapon can be made into either an intelligent or a non-intelligent weapon, but after enchantment is begun beyond this point, it cannot be changed.

To enchant a +0 weapon to be a non-intelligent melee weapon with a damage bonus of +1 per die of damage it does costs 750 spell points per basic die of damage the weapon does. Thus, it costs 750 spell points to make a +0 dagger into a +1 damage dagger, and it costs 1500 spell points to make a +0 mace into a +1 damage mace.

To enchant a +1 damage non-intelligent weapon to +2 damage costs 1250 spell points per die of damage that the weapon does. To enchant a +2 damage non-intelligent weapon to +3 damage costs 1750 spell points per die of damage that the weapon does.

It is possible to enchant a non-intelligent weapon (including +0) to have an attack level bonus. It costs 500 spell points per pound that such a weapon weighs to enchant a +0 attack level non-intelligent weapon to +1 attack level. It costs 1000 spell points per pound to enchant a +1 attack level weapon to +2 attack levels, and 1500 spell points per pound to enchant a +2 attack level weapon to +3 attack levels.

Non-intelligent weapons can be enchanted to have both attack level bonuses and damage bonuses, at a doubled cost for both. They cannot be enchanted to have two different sets of attack level bonuses, or two different sets of damage bonuses. Thus, it isn't possible to make a mace +5 damage by enchanting it to be +3 damage and then enchanting it to be +2 damage again.

* * *

In theory it is possible to give any magic weapon an intelligence of its own. This is accomplished by binding spells which, according to some theories, actually cause the weapon to become aware, and according to others bind a free spirit of some kind

into the weapon. In any case, for reasons of the symbology of magic, it is much easier to bind an intelligence into certain types of weapons than others. Thus, for any weapon other than a sword or dagger, it costs twice as much as the stated costs to bind in any of the following enchantments (intelligence itself, as well as powers possible only to intelligent weapons).

As stated in the section above on non-intelligent weapons, the enchantment of an intelligent weapon begins with making it basically +0. (please note that THIS part of the enchantment does not cost more for other weapons than swords and daggers, since +0 doesn't actually DO anything, it is primarily a preparatory state).

In order to enchant a sword or dagger to have an intelligence of 1, it costs 2000 spell points. In order to increase the intelligence of an intelligent weapon, it costs 100N to raise the intelligence from (N-1) to N. Thus, it would cost 200 spell points to raise an Intelligence 1 sword to Intelligence 2, and so on. If a weapon has an intelligence of 1 or more, it is considered Intelligent for purposes of further enchantment.

To make an intelligent +0 sword or dagger have an attack level bonus of +1 costs 200 spell points per pound of weight of the weapon. To make an intelligent +1 attack level sword or dagger have an attack level bonus of +2 costs 400 spell points per pound of weight of the weapon. To make an intelligent +2 sword or dagger have an attack level bonus of +3 costs 600 spell points per pound of weight of the weapon.

Intelligent weapons can be enchanted to do more damage to specific enemies (such as +2 damage bonus vs. Trolls). This bonus is added to each die of damage that the weapon does. The cost of such damage bonuses are as follows: for an intelligent sword or dagger it costs 500 spell points per die of basic damage that the weapon does to enchant a weapon to do +1 per die to a specific type of enemy. This specific type of damage bonus may be added together on one weapon, up to a maximum bonus of +3 per die for any specific enemy, up to a maximum number of separate bonuses of 1 per point of Intelligence on the weapon. Thus, an Intelligence 2 dagger could be enchanted to be +1 damage vs. Men and +1 damage vs. Ogres, or +2 vs. Men, but no more.

Thus, the intelligence of the weapon must be high enough to equal the total number of damage bonuses, including those stacked together against a single type of opponent. In other words, an Intelligence 12 sword could have 4 different +3 bonuses vs. different types of opponent.

Intelligent weapons may also be enchanted to do extra damage to ANY target they hit in melee. This is called enchanting a weapon to have a General Damage bonus. It costs 1250 per basic die of damage that a sword or dagger does to enchant an intelligent sword or dagger to do +1 General Damage. It costs 1750 spell points per die of damage to enchant a +1 General Damage sword or dagger to be +2 General Damage. It costs 2250 spell points per die of damage to enchant a +2 General Damage sword or dagger to be +3 General Damage. General Damage occupies a space equal to 2 damage bonuses for purposes of intelligence, so an intelligent weapon must have an intelligence equal to at least 2 times the General Damage bonus of the weapon. Also, the General Damage bonus must occupy intelligence points not already used for a specific damage bonus vs. a type of enemy. (Now you see why you want to raise the Intelligence of your weapon occasionally.)

Intelligent weapons may also be enchanted to have certain special types of damage bonuses. For example, it costs 2000 spell points to enchant a sword or dagger to have the "Flaming" ability described in the Magic Swords descriptions. It costs 5000 spell points to add the ability to drain 1 life level per blow that hits to a sword or dagger. It costs another 5000 spell points to make a 'Drain 1 Life Level' sword or dagger 'Drain 2 Life Levels'.

Intelligent weapons that are at least Intelligence 10 can have a Language ability put into them by the enchanter. (See Magic Sword descriptions). This Language ability must be of a language known to the enchanter. No more than 1 language may be built in per 5 points of Intelligence in the sword or dagger, up to a limit of 5 languages. Each language ability costs 200 spell points to build into such a sword or dagger.

Detection spells may be bound into an intelligent weapon. One Detection spell may be bound into such a weapon per 3 points of

intelligence (rounded down) that the weapon has. Thus, an Intelligence 6 dagger could have 2 Detections built in. To add a Detection ability to a sword or dagger costs 1000N spell points, where N is the cost of that magical Detection spell to the caster (minimum cost of 1).

Intelligent weapons with an intelligence of at least 12 may be enchanted to have a Special Power. One such Power may be enchanted into a weapon for each 6 points of Intelligence the weapon possesses. Thus, an Intelligence 12 sword could have 2 special powers. (See Magic Sword descriptions for limitations of what these Powers may include.) The cost for enchanting a sword or dagger to have a Special Power is 1000N, where N is the spell point cost of the spell to be bound in (to the enchanter), with a minimum cost of 1. Thus, it would cost 4000 spell points to enchant a sword to give its wielder Infravision. If a weapon already has one or more Special Powers built into it, double this cost for any subsequent Powers. Thus, if a sword already had Infravision built into it, it would cost 6000 spell points to have the Power of Deodorant for its wielder (3 x 2000).

Weapons that have an intelligence of at least 12 may be enchanted to have a Purpose. This is a special enchantment that causes the sword to have a special effect on a specific or general group of targets. A Purpose may be designed to affect a single individual, a species of monster or being, a class of beings (water-breathers, for example), beings of a specific alignment (Lawful, Chaotic, etc.), sub-types of beings (magic users, for example), or simply to affect anything it hits.

A Purpose that is designed to affect only a limited type of being has a basic spell point cost of 4000N spell points, where N is the multiplier for the power of the purpose (see below). A Purpose that is designed to affect beings of a specific alignment has a basic spell point cost of 6000N spell points. A purpose that is designed to affect anything that the weapon touches has a basic spell point cost of 8000N spell points. Remember that all of these costs are doubled for weapons other than swords and daggers.

The three basic levels of power of a Purpose are as follows:

Purpose to Defeat (blank)—this purpose causes any target hit that falls within the limitations of the described opponent type to have to roll a saving throw vs. magic. If the being fails to make its saving throw, it is paralyzed or otherwise rendered immobile and incapable of further resistance. N=1.0

Purpose to Slay (blank)—this purpose causes any target hit that falls within the limitations of the described opponent type to have to roll a saving throw vs. magic. If the being fails to make its saving throw, it dies or is otherwise rendered inactive (in the case of Undead being or certain other magically animated types). N=2

Purpose to Destroy (blank)—this purpose causes any target hit that falls within the limitations of the described opponent type to have to roll a saving throw vs. magic. If the being fails to make its saving throw, it is disintegrated or otherwise destroyed, and cannot be raised from the dead or reincarnated. N=3

Thus the cost of a Purpose ranges from as little as 4000 spell points for a Purpose such as making a weapon Purposed to Defeat Gargoyles, all the way to 24,000 spell points for making a weapon Purposed to Destroy Opponent.

An intelligent weapon may acquire an Ego (forceful self-awareness) as it is being increased in Intelligence. To determine whether this has happened while you were enchanting the weapon, determine the Ego as follows: whenever the Intelligence of a weapon is increased 1 point (but NOT when it is first made Intelligence 1), there is a 1/6 chance that an Ego will be created or increased. Roll a 6-sided die. If the result is a 1, roll it again, and the resulting number will be the Ego increase. See Magical Sword rules for a description of the effects of this Ego.



Constructing Armor and Shields

There is only one basic enchantment type for normal armor and shields: an enchantment that adds to the Defense Level of the wearer. For all armor and shield enchantments, there is a Gold Piece cost of 1GP per Spell Point used in the enchantment.

The table below gives the costs to enchant various types of armor and shields to give various Defense Level bonuses. Unlike magical weapons, there is no +0 state of enchantment for armor and shields, with the exception that armor or shields that have an enchantment *other than* a Defense Level bonus need not add to the Defense Level if no one bothered to spend the spell points needed to give such a bonus. Thus, if one of the Special Armor characteristics is rolled on the Magic Tables, the armor may have no Defense Level bonus, depending on the mood of whoever enchanted it in the first place.

When enchanting any armor or shield, if the enchanter wishes to include any enchantment other than the simple Defense Level bonuses, the cost for the additional enchantment, as well as for the Defense Level bonuses, is doubled for *each additional* power or ability built into the armor or shield. Thus, building a set of armor that is +1 Defense Level and also confers Fire Resistance upon its wearer would cost twice as much as the sum of the costs of +1 Armor plus a Ring of Fire Resistance. Building it with *two* powers in addition to the Defense Level bonuses would multiply all of the costs by *four*.

In all cases where something other than the basic Defense Level enchantment is to be built into a set of armor or a shield, the other enchantment becomes the primary one, and must be planned and built into the armor or shield from the beginning of the enchantment. That is, you cannot build another power into a +1 shield or set of armor, but you could add defense level bonuses to a shield or set of armor that already had another enchantment built in. Of course, this defense level bonus would be at the extra cost, as explained above.

For purposes of research and construction, there are a few Special Shield powers that do not correspond to normal spells listed in these rules. Jewelling a shield uses up a 5th level spell opening, and costs 10,000 spell points. Mirroring a shield magically uses up a 6th level spell opening, and

costs 12,000 spell points. Adding Soul Trapping to a shield uses up a 7th level spell opening, and costs 28,000 spell points (double the 14,000 spell points it would cost in a magical mirror or other item, since this is not *just* a spell for shields).

In the case of other Special Armor and Shields, just compare the item to the similar spell or other magic item, and use the cost multipliers listed above.

As is the case with magical weapons, it is possible to utilize a set of armor or a shield that you plan to enchant to a more powerful level of defense or ability. Such partially-complete armor or shields give only the defense level bonuses thus far completed, figured out by prorating the spell point expenditure up to that point against the total cost of the final enchantment. Thus, if a set of armor or a shield is planned as being +3 plus some other special bonus, it would be +1 when 1/6 of the way completed, and +2 when 1/2 of the way completed.

ARMOR COSTS (in Spell Points) (also costs 1GP per Spell Point)

SHIELDS:

500	To raise to +1
1000	To raise from +1 to +2
1500	To raise from +2 to +3

LEATHER:

1200	To raise to +1
1500	To raise from +1 to +2
1800	To raise from +2 to +3

BRIGANDINE:

1600	To raise to +1
2000	To raise from +1 to +2
2400	To raise from +2 to +3

CHAIN:

1600	To raise to +1
2000	To raise from +1 to +2
2400	To raise from +2 to +3

CHAIN-PLATE:

1800	To raise to +1
2250	To raise from +1 to +2
2700	To raise from +2 to +3

PLATE:

2000	To raise to +1
2500	To raise from +1 to +2
3000	To raise from +2 to +3

Constructing Wands

There are several different types of Wands, and thus there are several different formulas that must be used for finding out their cost. All of them share a basic rate at which the Gold Piece cost of the materials for the item may be calculated: the Gold Piece cost of constructing any Wand is 100 times the square root of the Spell Point cost of the Wand. Thus, a Magic Detection Wand would cost 3742 Gold Pieces, and a Cold Cone Wand would cost 6708 Gold Pieces, in addition to their Spell Point costs. Remember to use the correct Spell Point cost for the Wand for the specific Type of magic user constructing it, since this also affects your Gold Piece cost.

The first, and most common type of Wand, is the Charged Wand. This standard type is the normal kind which actually throws a spell of some kind, and is limited in its number of charges, normally to 100. This type of Wand costs $100 \times (\text{Spell Point cost of the spell to the enchanter, squared}) + (\text{Level of the spell, squared})$. Thus, a spell that costs 6 Spell Points, and is 3rd Level, would cost $(100 \times (9+36))$ or 4500 Spell Points. This formula is used for all Wands that cast a spell that is designed to have a full effect on its target in some form.

The second type of Wand, and much less common, is the Charged Wand with partial effect. This is best represented by the Wand of Negation, where the spell being cast is simply designed to interfere with other magic. Wands of this type are constructed using a formula: $(100 \times ((\frac{1}{4} \text{ of the Spell Point cost of the spell, squared}) + (\frac{1}{4} \text{ of the Level of the spell, squared})))$. This formula is complicated, but it doesn't come up often. To check and see if you are doing the calculation right, note that a standard Wand of Negation, with 100 charges, costs 10,100 Spell Points to construct (based on the 6th Level Magical spell of the same name, costing 11 Spell Points).

The third type of Wand, a more common one, is the simple Detection Wand. These do not utilize charges when in use, and are designed to handle simple, low-level Detection spells (such as Detect Magic, Detect Gold, etc.) that involve simple yes/no type of responses and no difficulty in differentiating the item being sought from its surroundings. These wands cost $1000 + (200 \times (\text{sum of Spell$

Points + Level of spell)) Spell Points to construct. Thus, a Detect Magic Wand would normally cost 1400 Spell Points (1 Spell Point, 1st Level spell), and a Detect Evil Wand would cost 1600 Spell Points (1 Spell Point, 2nd Level spell).

The fourth and final type of normal Wand is the Analytical Detection Wand. This type of wand is the sort that has a Detection spell in it that has to make value judgements rather than simply give yes/no answers. This normally includes all of the Detection Spells that cost more than 1 Spell Point as their basic cost. Thus, a Wand designed to Detect Traps must be searching out the possibilities of a trap in any object toward which it is directed, or a Wand of Detect Altitude must give a numerical answer. These wands cost $1000 + (400 \times (\text{sum of Spell Points} + \text{Level of Spell}))$ Spell Points to construct. This means that a Detect Altitude Wand costs 2200 Spell Points to construct (2 Spell Points, 1st Level spell), and a Detect Experience Group Wand would cost 3000 Spell Points to construct (3 Spell Points, 2nd Level spell). These Analytical Detection Wands may or may not use charges. The simple way to tell is this: if the Wand has to give a numerical answer or has a Spell Point cost higher than its Level, it should use charges.

Wands which utilize charges and which have at least 1 charge left may be recharged. This recharge is accomplished by the use of the Recharge spell that accompanies whatever spell is in the Wand. Thus, a Cold Cone Wand could be recharged by the use of a Recharge Cold Cone spell. These Recharge spells are the same level as the utilized spell itself, and its Spell Point cost is listed in the Magical Spell tables under Recharge Points. Since a Wand is designed to hold only a single spell (just lots of charges), only the Recharge for this single spell is necessary for refilling the wand. If the Recharge spell to be used is written on a scroll rather than directly from a magic user's memory, please note that whoever is reading the scroll must be of a sufficient level to utilize the level of the spell (see Scroll Rules) that is doing the recharging.

Constructing Staves

There are three different types of Staff: Those usable by magic users

only, those usable by clerics only, and those usable by both magic users and clerics. In general, staves usable only by clerics cannot be constructed by magical means

Staves usable by both magic users and clerics generally do not use charges, since clerics cannot use the normal Staff Activation spells of a magical nature anyway. Thus, for a staff to be usable by both magic users and clerics, it must be built as a Permanent Staff. The cost of such a staff is calculated by first figuring out what the Recharge Cost of the staff is (see below) per charge. The cost of enchanting a Permanent Staff is $200 \times (\text{Recharge Cost per charge, squared})$ Spell Points. Thus, a permanently bound Staff of Smiting (6M) costs 28,800 Spell Points to construct (Recharge Cost is 12, thus $(12 \times 12 \times 200)$).

Staves usable only by magic users usually require Activate Staff spells and use up charges each time they are used. Such staves cost as follows: $(\text{Recharge cost per charge}) \times (\text{highest spell level} + \text{number of different spells}) \times 200$. Thus, a Staff of Vari-Ball, which would have a Recharge Cost of 10 per charge, would cost $(10 \times (5 + 1) \times 200)$ or 12,000 Spell Points to construct. A Staff of Vari-Ball and Microball would cost $(11 \times (5 + 2) \times 200)$ or 15,400 Spell Points to construct. (See below for why Recharge is 11.)

For both types of magically constructable Staves, there is a cost of $(150 \times (\text{square root of the Spell Point cost of the staff}))$ Gold Pieces. Thus, our Staff of Vari-Ball and Microball would cost 18,614 Gold Pieces for materials.

Staves that have at least 1 charge left in them may be recharged, up to a maximum number of charges for which the staff was constructed to hold, normally considered to be 200. The way in which a Staff is recharged depends upon which of two types of Staff it is: a Single Spell Staff or a Multiple Spell Staff. a Single Spell Staff may be recharged by anyone with the Recharge Spell counterpart to the spell that the Staff casts. This Recharge Spell, as in recharging wands, costs the number of Spell Points listed under Recharge Points on the Magical Spell Tables. Thus, each charge put on a partially depleted Staff of Vari-Ball would cost 10 Spell Points. A Multiple Spell Staff has a special type of recharge: there is a spell that will recharge it,

each charge able to be used for any of the spells; this spell is 1 level higher than the level of the highest spell in the Staff, and costs (Recharge Cost of highest level spell in Staff + 1 spell point for each additional spell). Thus, the Recharge for a Staff of Vari-Ball and Microball would be 6th Level, 11 Spell Points. (Vari-Ball is 5th Level and has a Recharge of 10, thus the addition of Microball adds the extra level and cost of the Recharge spell.)

BASIC POTION TABLE

Potion	Cost	Per Month
Growth	750	4
Giant Strength	1000	1
Gaseous Form	750	3
Speed	750	4
Flying	750	3
Delusion	250	6
Longevity	500	1
Clairaudience	750	4
Clairvoyance	750	4
Fire Resistance	500	4
Cold Resistance	500	4
Energy Resistance	1000	2
Invisibility	1000	3
Diminution	750	4
Poison (specific)	100/HD	4
Polymorph Self	750	3
Healing (1HD+1)	250	6
ESP	750	4
Levitation	500	4
Heroism	750	3
Double Protection	500	4
Protection	250	6
Mini-Strength	500	3
Poison Antidote (specific)	200/HD	3
Water Breathing	500	4
Slow	750	4
Deodorant	250	4
Infravision	250	4
Weakness	500	4
Sleep Drug (basic)	750	3
Feeblemind	750	3
See Invisible	500	4
Clumsiness	750	3
Electrical Resistance	500	4

Alchemists

Alchemists may only be hired by characters who have reached a level at which they are permitted to build strongholds and/or hire troops. A character may attempt to hire an alchemist as soon as he has begun construction on a stronghold or has built or purchased another suitable

location in which to install the alchemist's laboratories. The character must pay the salary of the alchemist, once hired, whether the alchemist is given any work to perform or not, and whether the laboratory is complete or not.

A normal journeyman alchemist is paid 1000 gold pieces per month. Such a journeyman alchemist would be capable of duplicating simple poisons and antidotes, as well as working from established formulas to produce formulas with a magical effect. A journeyman alchemist is also able to do a destructive analysis of a potion of unknown formula, with a 10% chance per week (cumulative) of successfully determining the correct formula of the potion. This destructive analysis uses up a dose of the potion being analyzed, at a cost equal to ten times the production cost of such a potion, plus the salary of the alchemist during the analysis. This destructive analysis is only capable of being used on basically standard potions (see Basic Potions Table), not rare or unusual ones. A journeyman alchemist is capable of supervising two apprentices (instead of working on potions).

An apprentice alchemist is capable only of working on simple poisons and compounds. For example, an apprentice alchemist could successfully produce a powder which would make a flame burn blue, or turn water red. Apprentice alchemists are not capable of producing useful potions, but can duplicate simple poisons, working under the supervision of a journeyman or master alchemist. An apprentice alchemist is paid 250 gold pieces per month.

A master alchemist is paid 5000 gold pieces per month. When assisted by either two journeyman or one journeyman and one apprentice alchemists, he is capable of manufacturing, analyzing or designing potions of a more complex nature than can be managed by a simple journeyman. For example, only a master alchemist can produce non-lethal poisons and sleep drugs for use by a thief. Only a master alchemist can develop the antidote to a poison from a sample of the poison (taking 1 week per 2 HD of damage the poison does). A master alchemist can do a destructive analysis of a potion in only 2 weeks, at the end of that time having deduced its formula

and converted it into a form that either other masters or journeymen may utilize. When working with his two assistants, a master alchemist may attempt to research a potion of unknown formula WITHOUT a sample of the potion. For each week of research, there is a chance equal to (1000/cost of projected potion %), cumulative. This will only work for potions that are on the basic potion table, or for simple variants thereof (for example, a potion that reversed the effects of a common potion, or of a similar type that is not common enough for a sample to have been found (such as, a specific potion of Paralysis Resistance, or some such).

An alchemist can only work on one type of potion at a time, either research or production. Because of the slow and careful nature of successful alchemy, most potions are only produced in small numbers per month, as listed in the Basic Potion Table.

When a character wishes to hire an alchemist, he must advertise the position(s) open. The cost to advertise for an alchemist is as follows: for each type of alchemist desired, the advertising cost is equal to one month's salary for that type per week of advertising. This gives a basic chance of getting responses of 12% for apprentices, 8% for journeymen, and 4% for masters. These chances can be doubled by multiplying the advertising costs by 4, and tripled by multiplying the advertising costs by 9. The chances can be no more than tripled.

When the hiring character is killed irrevocably, or otherwise rendered unable to continue the hiring of alchemists, the alchemists leave to seek other employment. If another character in the same city is at that time advertising for the hire of that type of alchemist, double that character's chance of successfully finding an alchemist (even if the character is paying extra already at the maximum limit). This means that a character could have a chance as high as 72% of hiring an apprentice whose employer has just died. The advertising must be already in progress at the time of the alchemist leaving another character's employ for the bonus percentage to be applied.

Any character of sufficient level may hire alchemists up to the following limits: two journeymen or one journeyman and two apprentices,

or one master, a journeyman and two apprentices. Alchemists hired by different characters may work together for purposes of research or production, but their laboratory facilities must be combined, at least during this work.

The cost of equipping an alchemist's laboratory is ten times the maximum 'handle' of potions per month that can be produced there (i.e., total cost of potions produceable there in one month), or five times the combined salaries of the alchemists to be established there, whichever total is the greater. This laboratory must be sufficient in size for whatever work is to be done there, or for whatever combination of alchemists are to be working there, even on a temporary basis.

The physical size of the working space of an alchemist, for purposes of figuring construction costs for the laboratory, are as follows: 100 square feet per apprentice, 500 square feet per journeyman, and 1000 square feet per master. These areas need not be in one room, but should be in adjacent parts of the same building, if they are to be considered one laboratory for combined researching purposes.

Magic users of at least 11th level may also produce potions by magical means, with the same abilities and limitations of a master alchemist. They may research the manufacture of a potion of which a sample exists at a cost of 5 spell points and 10 gold pieces each times the normal cost in gold pieces of a single dose of the particular potion. They may research the formulas of potions with which they are familiar but lack a sample in the same manner as a master alchemist researching an unknown potion, substituting units of 250 spell points in the formula instead of weeks. Such magic users may produce potions of a known type at the same rate as a journeyman alchemist, for the same cost in gold pieces plus the expenditure of 2 spell points per gold piece. Thus, a simple Healing Potion would require 250 gold pieces and 500 spell points, and no more than 6 of these could be manufactured by a magic user in a period of one month.

Thieves who have the Alchemy (Duplicative) ability (6T) may work as journeyman alchemists, but without the capability of supervising apprentices or researching unfamiliar formulas.

Constructing Rings And Miscellaneous Magic

There are certain basic rules that are common to many different shapes of magic items, whether in the form of a ring, a medallion, or a saddle bag. When designing or attempting to construct an item according to these rules, always remember to check the Magic Items Descriptions rules section to see if what you want to construct is possible, or in the right basic shape, since not all items or forms of items are practical or possible.

Unless otherwise stated, the basic form of simple magic items of these types have an effect as if the spell or effect that they cause were cast by a 10th level magic user. Magic items may be enchanted to act at levels other than 10th, but the spell point cost must be adjusted accordingly (see below).

Rings and other odds and ends of magic items cost a minimum of 2 gold pieces per spell point that the item cost to enchant. (This cost covers materials, which may include rare metals or jewels.)

At any point, before or after other enchantment, magic items may be enchanted to give them a basic saving throw against various forms of destruction. This basic saving throw is equivalent to that given a +0 magical weapon, and is thus called 'enchanting an item to +0. Enchanting metal magic items to +0 costs 1000 spell points per pound of weight of the item, with a minimum cost of 1000 spell points. Enchanting non-metallic magic items to +0 costs 2000 spell points, or 1000 spell points per pound, whichever is the greater of the two. Metallic magic items that are to be substituted for a piece of armor (helms, gauntlets, etc.) can be enchanted as if armor, up to a maximum of +3 (which applies to both defense levels and saving throws vs. destruction) for a cost equal to $\frac{1}{2}$ the cost of enchanting a suit of Plate armor to a similar level of defense (this cost is in addition to whatever the basic enchantment cost of the item itself is).

* * *

Enchanting an item to act as if it were casting a basic spell at all times, permanently charged or active, costs $1000 \times$ (spell point cost of the spell) or $2000 \times$ (level of the spell), whichever is the greater of the two. That is, if an item is always active (or almost active), and has a constant effect on the wearer, such as a Fire

Resistance or Invisibility item, the cost is figured as above. Thus, a Ring of Fire Resistance would cost 8000 spell points (2000×4 th level); a Cloak of Invisibility would cost 4000 spell points (1000×4 spell points). Note that the Ring of Fire Resistance would only have cost 6000 spell points if the lesser value were used ($(5+1) \times 1000$). (Also, see below for why the cost is $(5+1)$ rather than (5)).

Enchanting an item to store a spell or enhance the effect of a spell cast by the wearer costs: (number of spells) $\times$ ($1000 \times$ Recharge cost, figured as if Staff). Thus, a Spell storing ring that would hold 1 Fire Ball spell would cost 8000 spell points ($1 \times (1000 \times 8)$). A spell storing ring that would hold 1 Charm Person spell and 1 Fire Ball spell would cost 18,000 spell points ($2 \times (1000 \times 9)$). Enhancement items would include any items that improve the efficiency or performance of a spell, such as a Helm of Teleportation (see Magic Item descriptions).

Items that act as if Spell Storing, but that recharge themselves instead of having to be refilled by a magic user, work as follows; If the item refills itself on a daily basis, the cost of the item is as if Spell Storing + ($500 \times$ Level of Spell $\times$ number of charges per day). Thus, a Ring of Knock (3 times per day) would cost 5000 spell points for the basic spell, + ($500 \times 2 \times 3$), for a total cost of 8000 spell points. Note that the cost is NOT figured as if the ring were storing 3 Knock spells, but rather that it is storing 1 Knock spell, and recharging it 3 times per day.

Designing an item so that it needs a magic user to activate the item, rather than just anyone, means that the cost of the item is the LESSER of the two costs for basic enchantment, of ($1000 \times$ spell points) or ($2000 \times$ level). Thus a helm that gives the wearer the ability to Speak Languages would cost 4000 spell points normally, but only 3000 spell points if it could only be used by a magic user.

Items that must be activated (that is, they are not always in active the way a Ring of Cold Resistance would be) but that can be activated by anyone that is not a magic user, and that do not use any permanent charges, cost $1000(\text{Recharge cost of spell})$. Example: a ring that gives the wearer X-Ray Vision whenever activated would cost 7000 spell points to construct.

Items that contain multiple, but unrelated magical powers cost a much greater amount to build than items that have a single power. Such multiple items cost: (the sum of the costs of the basic powers, figured for active or constant items) $\times$ (the total number of powers in the item, squared). Thus, an example of a ring with multiple powers of this type would be a Ring of Fire Resistance and Invisibility. This would cost $(8000 + 4000) \times 4$, or 48,000 spell points to construct.

Items that contain multiple, similar but not directly related powers cost (the sum of the costs of the basic powers) $\times$ (the total number of powers). Example: a Ring of Fire Resistance and Electrical Resistance would cost $(8000 + 8000) \times 2$, or 32,000 spell points to construct.

Items that contain multiple, fully related powers cost: (the sum of the costs) $\times$ (the number of different powers)/2. Thus, a Crystal Ball (based on Clairvoyance) with Clairaudience would cost $(6000 + 6000) \times 2/2$, or 12,000 spell points. (Note that, in this case, the lower cost of 6000 spell points was used, since this item can only be used by a magic user.)

If a spell to be bound into a magic item has a maintenance cost, the spell point cost of the spell for calculation purposes must include 1 unit of time (turn or phase, per the spell) of maintenance cost. Thus, a spell that is listed as costing 4+1/turn would cost 5 spell points for purposes of calculation in making magic items.

If a spell to be bound into a magic item has a standard range, pro-rate any changes in range vs. $\frac{1}{4}$ of the total cost of the basic item for varied ranges. That is, if the basic cost of an item is 4000 spell points, 1000 spell points are considered related to the ranging effects. Example: an ESP Medallion would have a basic range of 6" at a cost of 4000 spell points. An ESP Medallion designed to have only a 3" range (that is, $\frac{1}{2}$ range) would cost only 3500 spell points ($4000 - (1000 \times \frac{1}{2})$). A decrease works by this fractional method. An increase beyond the standard range for an item costs DOUBLE the multiplier of the increase. Thus, that same ESP Medallion, but with a 9" range, would cost $4000 + (1000 \times \frac{1}{2} \times 2)$ or 5000 total spell points.

If the spell being constructed into a magic item has no standard range, but a maximum range, you may construct the item to have a smaller

maximum range, and reduce the cost for $\frac{1}{4}$ of the item accordingly. Thus, an item that cast a spell with a 24" limit could be built to have a 12" limit for only $\frac{7}{8}$ of the normal cost (that is, $\frac{3}{4}$ of the item is built normally, and the remaining $\frac{1}{4}$ only costs $\frac{1}{4} \times \frac{1}{2}$, or $\frac{1}{8}$. $\frac{3}{4} + \frac{1}{8} = \frac{7}{8}$).

If the item is being constructed to have a spell bound into it at another level than 10th, pro-rate the difference against $\frac{1}{2}$ of the total cost of the item. That is, if you were building a Ring of Detect Enemies, and wanted it to have a 12" range instead of 10", (thus being the equivalent of a 12th level magic user instead of a 10th), you would multiply $\frac{1}{2}$ of the cost of the item by $\frac{12}{10}$. In this particular case it would raise the cost from 4000 spell points to 4400 spell points. Remember, you can't enchant an item to act as if it were a higher level than the enchanter is at the time he starts constructing the item. If, for some reason, you wanted to make the Ring of Detect Enemies only have a 6" range, you would multiply $\frac{6}{10} \times 2000$ (which is $\frac{1}{2}$ the basic cost) for a total of 1200. Adding this to the other half of the basic cost (2000), you get a total of 3200 for the short-range version of the ring.

* * *

There are several cases of basic magic items that are not covered in a simple form by the above rules. These are mainly magic items for which no corresponding spell exists, at least on the standard spell tables. Several examples of these are given below:

The cost for an item that gives the power of Flying to the wearer is 2000 spell points + 1000 spell points for each 3" of speed per turn that the user flies. Thus, a Cloak of Flying (12"/turn) would cost 6000 spell points. A Cloak of Flying (24"/turn) would cost 10,000 spell points, and so on.

The cost for a Displacer item (which is based on the Illusionist spell) would cost 8000 spell points, (since an equivalent spell for a magic user does not exist, you'll simply have to take our word for this one). The construction of such an item by a magic user would usurp a 3rd level spell opening for the construction.

Containers with the power of Holding are another special case. a standard Large Sack of Holding would cost 8000 spell points to

construct, using up a 4th level spell opening. Other Holding items with greater or lesser maximum capacity would cost 4000 spell points for the basic Holding spell, and the capacity cost would be the ratio of the capacities $\times$ 4000. Thus, a Holding container with $\frac{1}{2}$ the capacity of a basic Large Sack of Holding would cost $4000 + (4000 \times \frac{1}{2})$ or 6000 spell points to construct.

Containers with the power of Lightness cost 1000 spell points per 30 pounds reduction in weight, and use up a 3rd level spell opening of the enchanter.

'Zap' Healing items cost 4000 spell points + 2000 spell points per point of ring capacity per day. This type of item uses up a 4th level spell opening.

Items that give the wearer Giant Strength cost 8000 spell points to construct, and use up a 4th level spell opening.



MAGIC ITEM DESTRUCTION SAVING THROWS

Item Type	Vs. Fire	Vs. Electric	Vs. Energy	Vs. Acid	Vs. Heat
Weapon, Armor, Etc. +0	16	16	16	16	10
+1	14	14	14	14	8
+2	12	12	12	12	6
+3	10	10	10	10	4
+4	8	8	8	8	2
Fire Resistance Item	10	12	11	14	2
Lightning Resistance Item	12	10	11	14	4
Energy Resistance Item	10	10	10	14	2
Acid Resistance Item	14	14	14	10	4
Protection Item	12	12	12	12	4
Double Protection Item	10	10	10	10	2
Cold, Other Resistance	16	16	16	14	8
Fire Spell Wand	14	16	15	16	6
Electric Spell Wand	16	14	15	16	10
Energy Spell Wand	15	15	14	16	8
Heat Spell Wand	14	16	15	16	6
Fire Staff	10	12	11	12	4
Electric Staff	12	10	11	12	6
Energy Staff	10	10	10	12	4
Clerical Staff	16	16	16	16	8
Other Metal Items	18	18	18	18	10
Other Non-Metal Items	19	19	19	19	14

Magic Item Destruction

When a character who is carrying one or more magic items receives enough damage from destructive magic to take him past his calculated Death Level, those magic items he is carrying must be checked to see if they are destroyed, just as the character's body must be checked. This is done by finding the most similar type of magic item listed on the Magic Item Destruction Saving Throw Table, and checking what Saving Throw that type of item needs against whatever the LAST type of destructive magic or damage that hit the item was. Thus, if someone carrying a Fireball Wand got hit by a Fireball and then by a Lightning Bolt, dying from the second, his own Fireball Wand must make a saving throw vs. being destroyed by Lightning, or be destroyed.

If a magic item is hit by destructive magic or other similar forces, but is not being carried at the time, its saving throw vs. destruction must be rolled if the amount of damage that it would have received, calculated as if the

item were a character or being who *failed* to make its saving throw(s), exceeds the Construction cost of the item divided by 50. That is, if a magic item cost 1000 spell points to construct, it would be immune to destruction from any spell doing less than 20 Hit Points of damage. In cases where an item is hit by more than one source of destruction within a single turn, all damage is added together, and the saving throw is rolled as vs. the LAST damage received. It is not necessary for an item to have its saving throw rolled for each spell passing through during any given phase or turn, but instead the damage is merely totalled and the saving throw rolled once, if the total damage is sufficient to endanger the item.



SCROLLS

CARRIED SCROLLS

(1% are Scroll-Locked when found.)

01	Protection/Lycanthropes
02	Protection/Elementals& Daemons
03	Protection/Undead
04	Protection/Magic
05	Protection/Clerics
06	Protection/Demons
07	Protection/Mental Spells
08	Recharge 1 Type Wand
09	Recharge 1 Type Staff
10-30	1 Magical Spell
31-40	2 Spells
41-49	3 Spells
50-57	4 Spells
58-63	5 Spells
64-67	6 Spells
69-70	7 Spells
71	8 Spells
72	9 Spells
73-74	7th Level Spell
75	8th Level Spell
76-85	Cursed Scroll
86-90	Reroll as "Lair" Scroll
91-95	Local Map
96-98	Treasure Map
99-00	Charm Spell (specific being or monster type)

Magic Item Tables

The Magic Item Tables on the following pages will enable you, as referee, to determine randomly the powers and abilities of magic items found by adventurers, either in the hands of other intelligent beings or monsters, or just lying around. In addition, these tables should give you a good idea of how to set up your own, more advanced tables if you so desire, and give you ideas of just what magic items are possible and which ones are not. Just find the table for the particular type of magic item you need, and roll on all of the appropriate sub-tables. In the case of a simple Ring or Shield, this is very quick. In the case of a very powerful magical weapon, it can take a minute or two, especially if you are not familiar with the powers involved. In any case, once you become familiar with the tables, they are very easy to use. Refer to the description sections for each type of magic item for more information.



Magic Item List

LAIR SCROLLS

(3% are Scroll-Locked when found)

01-10	Cursed Reroll
11-39	Reroll as "Carried" Scroll
40-43	Recharge 1 Type Wand
44-46	Recharge 1 Type Staff
47	Construction 1 Type Ring
48-48.49	Construction 1 Type Wand
48.5-48.99	Construction 1 Type Staff
49-49.49	Construction 1 Type of Miscellaneous Magic Item
49.5-49.99	Construction of Magic Armor (see table below)
50-50.49	Construction of Weapon (non-intelligent) (see table)
50.5-50.99	Construction of Weapon (intelligent) (see table)
51-55	Local Map
56-65	Treasure Map
66-85	Spell Books (see table)
86-90	Bestiary
91-95	Potion Formula
96-00	Clerical Research Scroll

MIXED MAGIC ITEMS PROBABILITIES

01-10	Books & Scrolls
11-15	Intelligent Weapon
16-30	Non-Intelligent Weapon
31-45	Armor
46-55	Shield
56-70	Potion
71-73	Staff (50% clerical)
74-80	Wand
81-90	Ring
91-00	Miscellaneous Magic Item

Treasure Magic

There are many times when a party will find a magic item that is not being carried by anyone or anything, but simply part of some monster's treasure hoard. In these cases, and any other time when you, as referee, need to randomly determine just what the heck a magic item might be, just use the 'Mixed Magic Items Probabilities' table. A percentile die roll will determine which Magic Item table you will be rolling on to determine the powers and abilities of the magic item. Thus, a roll of 33 would mean that you should go to the Armor Table and roll the specifics of the magic item there. An 89 would indicate a Ring, and so on. Remember, use this table for random items, not being carried or used by anyone or anything, and the 'Carried Magic Items' table for those being carried and/or used.



CONSTRUCTION SCROLLS: Intelligent Weapons

01-10	Make Weapon Intelligence 1
11-30	Make Weapon +0
31-50	Add Attack Levels (roll)
51-65	Add Specific Damage (roll)
66-75	Add Detection (roll)
76-85	Add Special Power (roll)
86-90	Add Language (specific)
91-94	Add Intelligence (limit 12)
95	Add Intelligence above 12
96-97	Life-Level Draining
98-99	Flaming Ability
00	Roll Twice
Non-Intelligent Weapons	
01-20	Enchant Weapon to +0
21-60	Add Damage Bonus (roll)
61-80	Add Attack Level (roll)
81-90	Archery Projectile Bonus (roll)
91-99	Archery Projector Bonus (roll)
00	Roll Twice

INTELLIGENT WEAPONS

TYPE OF WEAPON

01-40	Broadsword
41-55	Short Sword
56-70	Longsword
71-75	2-Handed Broadsword
76-82	Narrow-Bladed Falchion
83-88	Wide-Bladed Falchion
89	Samurai Sword
90-99	Dagger
00	Reroll on 'Non-Intelligent' table to determine type

ATTACK LEVEL BONUS

01	-3
02-03	-2
04-06	-1
07-20	0
21-70	+1
71-90	+2
91-00	+3

WEAPON BONUSES

01-25	Attack Bonus Only
26-50	Damage Bonus Only
51-00	Attack and Damage Bonuses

INTELLIGENCE OF WEAPON

01-03	1
04-08	2
09-15	3
16-24	4
25-35	5
36-48	6
49-61	7
62-72	8
73-81	9
82-88	10
89-94	11
95-98	12
99-00	Roll Twice, add results

EGO OF WEAPON

01-10	Intelligence - (2-12, rolled)
11-25	Intelligence - (1-6)
26-50	Intelligence - (1-4)
51-60	Same as Intelligence
61-75	Intelligence + (1-4)
76-90	Intelligence + (1-6)
91-99	Intelligence + (2-12)
00	Intelligence + (3-18)

NUMBER OF DETECTIONS

01-20	Maximum for IQ
21-40	Maximum for IQ -1
41-60	Maximum for IQ -2
61-80	Maximum for IQ -3
81-95	Maximum for IQ -4
96-00	None

DETECTION ABILITIES

01-08	Detect Alignment
09-12	Detect Shifting Walls
13-16	Detect Sloping Passages
17-24	Detect Secret Doors
25-28	Detect Traps
29-30	Detect Food
31-32	Detect Water
33-40	Detect Invisible
41-44	Detect Evil
45-48	Detect Good
49-50	Detect Platinum
51-54	Detect Gold
55-58	Detect & Identify Metals
59-65	Detect Magic
66-70	Detect Gems
71-78	Detect Enemies
79-82	Detect Poison
83-86	Detect Orientation
87-88	Detect Life
89-90	Detect Altitude
91-93	Detect Clairvoyance & Clairaudience
94-95	Detect Wall
96-98	Detect Silver
99-00	Unusual Detection (referee discretion)



SPECIAL POWERS

01-05	Clairaudience
06-10	Clairvoyance
11-15	ESP
16-20	Telekinesis
21-25	Teleportation *
26-30	Flying (1"/turn/IQ point)
31-35	Infravision
36-40	Healing *
41-45	Strength (x1-4) *
46-55	Protection
56-60	Read Languages
61-65	Individual Silence
66-70	Protection/Missiles
71-75	Quickness (+1 blow/phase)
76-85	Resistance (roll as Ring)
86-90	Personal Force Field *
91-95	Reroll as Amulet Power
96-98	Reroll as Scarab Power
99-00	Cursed (reverse reroll)

NUMBER OF DAMAGE BONUSES

01-50	1
51-75	2
76-90	3
91-98	4
99-00	Roll Twice

DAMAGE BONUSES

(Roll separately for each bonus)

01-05	Negative bonus (reroll)
06-50	+1
51-75	+2
76-91	+3
92-96	Flaming
97-98	-1 Life Level
99	-2 Life Levels
00	Purpose

PURPOSE TYPE

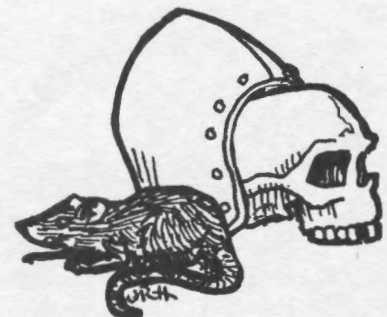
01-60	Defeat Target
61-90	Slay Target
91-00	Destroy Target

TARGET TYPE (Purpose)

01	Any Opponent
02-10	Fighters
11-15	Clerics
16-20	Magic Users
21-25	Thieves
26-35	Men
36-40	Lawful Opponents
41-45	Chaotic Opponents
46-55	Giants
56-65	Dragons
66-70	Demons
71-90	Specific Monster Type
91-00	Specific Being Type

LANGUAGES IN WEAPON

01-25	Maximum for IQ of weapon
26-50	1 Less Than Maximum for IQ
51-75	2 Less Than Maximum for IQ
76-90	3 Less Than Maximum for IQ
91-00	No Languages in Weapon



NON-INTELLIGENT WEAPONS

NON-INTELLIGENT WEAPON TYPE

01-45	Melee Weapon	41-55
46-60	Second-Rank Weapon	55-70
61-75	Archery Weapon	71-80
76-85	Outdoor Weapon	81-94
86-90	Magic-User Weapon	95-00
91-95	Clerical Weapon	
96-00	Thievish Weapon	

MELEE WEAPONS

01-05	Dagger	01-08
06-10	Short Sword	09-14
11-15	Broadsword	15
16-20	Longsword	16-29
21-25	Narrow-Bladed Falchion	30-38
26-30	Wide-Bladed Falchion	39
31	Samurai Sword	40-53
32-35	Hatchet	54
36-40	Handaxe	55-59
41-50	Warhammer	60
51-65	Mace	61-66
64-66	Beaked Hammer	67
67-72	Battle Axe	68-74
73-77	Great Axe	75-83
78-81	Morningstar	84
82-84	Flail	85-86
85-88	Maul	87-89
89-92	2-Handed Broadsword	90
93-95	Quarterstaff	91-95
96-98	Spear (4-5 foot)	96-97
99-00	Trident	98-99
		00

CLERICAL WEAPONS

01-35	Mace	01-75
36-60	Warhammer	76-98
61-75	Morningstar (no spikes)	99-00
76-90	Quarterstaff	
91-95	Flail	
96-00	Maul	

THIEVISH WEAPONS

01-40	Dagger	01-60
41-80	Short Sword	61-90
81-85	Sap (attack bonus only)	91-98
86-90	Sling	99-00
91-95	Tangling Net	
96-00	Kris (no bonuses)	

OUTDOOR WEAPONS

01-30	Reroll as Archery Weapon	56-65
31-60	Reroll as Melee Weapon	66-75
61-90	Reroll as Second Rank Weapon	76-85
91-94	Reroll as Thievish Weapon	86-87
95-99	Lance	88-95
00	Siege Weapon	96-00

SECOND-RANK WEAPONS

01-30	Spear (6+ feet long)	01-30
31-90	Halberd	31-90
91-00	Fauchard	91-00
	Polearm (general)	
	Pike	01
	Bullova	02-15
	Lucerne Hammer	16-60

ARCHERY WEAPONS

01-08	Sling	01-08
09-14	Sling Balls (1-20)	09-14
15	Sling + Sling Balls (1-20)	15
16-29	Arrows (1-20)	16-29
30-38	Longbow	30-38
39	Longbow + Arrows (1-20)	39
40-53	Composite Bow	40-53
54	Comp. Bow + Arrows (1-20)	54
55-59	Short Bow	55-59
60	Short Bow + Arrows (1-20)	60
61-66	Horse Bow	61-66
67	Horse Bow + Arrows (1-20)	67
68-74	Light Crossbow Quarrels (1-20)	68-74
75-83	Light Crossbow	75-83
84	Light Crossbow + Quarrels	84
85-86	Heavy Crossbow Quarrels	85-86
87-89	Heavy Crossbow	87-89
90	Heavy Crossbow + Quarrels	90
91-95	Javelins (1-4)	91-95
96-97	Ballista	96-97
98-99	Ballista Bolts (1-6)	98-99
00	Ballista + Bolts	00

MAGIC-USER WEAPONS

01-25	Dagger	01-25
26-65	Quarterstaff	26-65
66-85	Kris (no attack or damage bonuses for Kris)	66-85
86-90		86-90
91-00		91-00



SHIELD DEFENSE BONUS

01-60	+1 Defense Level	01-60
61-90	+2 Defense Levels	61-90
91-98	+3 Defense Levels	91-98
99-00	Special	99-00

SPECIAL SHIELD

(50% are also rerolled for defense bonus)

01-10	Mirrored	01-10
11-15	Jewelled	11-15
16-35	+4 Defense Levels	16-35
36-40	Brightness	36-40
41-45	Soul Trapping	41-45
46-55	Protection From Missiles	46-55
56-65	Protection From Undead	56-65
66-75	Protection/Lycanthropes	66-75
76-85	Cursed (reverse reroll)	76-85
86-87	Has IQ & Ego (as Sword)	86-87
88-95	+4 vs Specific Opponent	88-95
96-00	Roll Twice	96-00

TYPE OF BONUSES

Attack Level Bonus only
Damage Bonus only
Attack and Damage Bonuses
DAMAGE BONUS

Negative bonus (reroll)
+0
+1
+2
+3
Returning (reroll for bonus)
Special Damage Bonus
SPECIAL DAMAGE
BONUS EXAMPLES

1. Weapon does extra die of damage.
2. Hit by weapon acts as Dispel Magic.
3. Weapon is invisible, opponent's parries cut by 25%.

ATTACK LEVEL BONUS

01	-3
02-03	-2
04-06	-1
07-20	0
21-70	+1
71-90	+2
91-00	+3



ARMOR TYPE

01-25	Leather	01-25
26-65	Chain	26-65
66-85	Plate	66-85
86-90	Brigandine	86-90
91-00	Chain-Plate	91-00

ARMOR DEFENSE BONUS

01-65	+1 Defense Level	01-65
66-90	+2 Defense Levels	66-90
91-98	+3 Defense Levels	91-98
99-00	Special (see below)	99-00

SPECIAL ARMOR

(50% are also rerolled for defense bonus)

01-10	Impact Resistance	01-10
11-15	Special Power (as Sword)	11-15
16-20	Displacer	16-20
21-30	+2-12 Strength	21-30
31-40	+2-12 Agility	31-40
41-50	Resistance (as Ring)	41-50
51-60	Gauntlet Power	51-60
61-70	Helm Power	61-70
71-80	+4 Defense Levels	71-80
81-90	Cursed (reverse reroll)	81-90
91-95	Roll two times, use both	91-95
96-98	Girdle Power	96-98
99-00	Boot Power	99-00

POTIONS

01-02	Growth
03-05	Giant Strength
06-07	Gaseous Form
08-10	Speed
11-15	Flying
16	Delusion
17	Longevity
18	Clairaudience
19-21	Clairvoyance
22-25	Fire Resistance
26-28	Cold Resistance
29	Energy Resistance
30-35	Invisibility
36-37	Diminution
38-40	Poison (2-20 HD)
41-43	Polymorph Self
44-50	Healing
51-53	ESP
54-55	Levitation
56-60	Heroism
61-63	Double Protection
64-68	Protection
69-73	Mini-Strength
74-75	Specific Poison Antidote
76-78	Water Breathing
79-80	Slow
81-83	Deodorant
84-87	Infravision
88	Weakness
89-90	Sleep Drug
91	Feeblemind
92-94	See Invisible
95	Clumsiness
96-98	Electrical Resistance
99-00	Poison Resistance



Magic Item Weights (in pounds):

Amulet	.3
Belt	2
Boots, Pair	3
Bottle	1
Bowl	5
Brazier	5
Broom	3
Carpet	10
Censer	5
Cloak	1
Crystal Ball	5
Drums	30
Gauntlets (separate)	2.5
Girdle	2
Horn	5
Flask	1
Flask of liquid	2
Map	1
Medallion	.5
Mirror, Large	30
Potion & container	2
Ring	.1
Scarab	.2
Scroll	2
Scroll (encased)	5
Staff	10
Stone	5
Wand	6

MAGICAL STAFF

01-05	Commanding
06-12	Striking
13-14	Sorcery
15-16	Protection
17-18	Water
19-20	Fire
21-22	Air
23-24	Earth
25-26	Elemental
27-28	Death
29-30	Ice
31-32	Flame
33-34	Detection
35-36	Change
37-38	Defense
39-40	Discretion
41-42	Walls
43-44	Light
45-46	Transport
47-48	Winds
49-50	Slumber
51-52	Combat
53-54	Lightning
55-56	Repair
57-58	Traveling
59-75	1-4 Powers, 1 Type
76-90	1-6 Powers, 1 Type
91-99	1-6 Powers, Mixed Types
00	Has IQ, Ego as Sword, Reroll Powers

CLERICAL STAFF

01-45	Healing (2-7)
46-47	Extra Healing (4-14)
48-65	Striking
66-75	Snake
76-85	Withering
86-90	Commanding
91	Life
92	Death
93	Control
94	Piety
95	Restoration
96	Discovery
97	Speaking
98	Holding
99-00	Roll Twice



WANDS

01-28	1st Level Magical Spell
29-52	2nd Level Spell
53-72	3rd Level Spell
73-88	4th Level Spell
89-95	5th Level Spell
96-00	6th Level Spell

RINGS

01-18	Detection
19-30	Control
31-54	Resistance
55-74	Defensive
75-89	Active
90-98	Cursed
99-00	Special

DETECTION RINGS

01-05	Invisibility
06-10	Evil
11-15	Magic
16-20	Gold
21-25	Enemies
26-30	Good
31-35	Life
36-40	Poison
41-45	Traps
46-50	Sloping Passages
51-55	Alignment
56-60	Clairvoyance/audience
61-65	Orientation
66-70	Water
71-75	Food
76-80	Movement
81-85	Gems
86-90	Silver
91-95	Secret Doors
96-00	Teleport (after)

CONTROL RINGS

01-10	Mammal
11-20	Reptile
21-30	Plant
31-40	Avian
41-50	Insect
51-65	Human
66-70	Dragon (1 specific type)
71-80	Being (1 specific type)
81-85	Undead (1 specific type)
86-90	Flying Monster (1 type)
91-95	Aquatic Monster (1 type)
96-00	Land Monster (1 type)

RESISTANCE RINGS

01-10	Fire Resistance
11-20	Cold
21-30	Electrical
31-35	Energy
36-40	Poison
41-50	Type I Magic
51-60	Type II Magic
61-70	Type III Magic
71-80	Type IV Magic
81-90	Type V Magic
91-00	Type VI Magic

DEFENSIVE RINGS		MISCELLANEOUS MAGIC ITEMS		MEDALLIONS	
01-20	Invisibility	01-10	Helms	01-30	ESP (3-12" range)
21-40	Protection	11-20	Cloaks	31-40	Elemental Summoning
41-50	Protection, 6-foot radius	21-30	Boots	41-65	Active Spell (1-3/day)
51-55	Protection/Missiles	31-40	Medallions	66-70	Spell Storing
56-60	Fog (1" radius)	41-45	Amulets	71-75	Lycanthropy
61-65	Light Adjuster (1" radius)	46-50	Scarabs	76-80	Pyrotechnics (1-3/day)
66-70	Continual Light	51-60	Gauntlets & Gloves	81-85	Speak Languages
71-75	Continual Darkness	61-70	Belts & Girdles	86-90	Infravision
76-80	Protection/Life Level Drain	71-80	Containers	91-99	Cursed
81-85	Stone-Turning Resistance	81-00	Miscellaneous Shapes	00	Two Powers
86-90	Individual Silence				AMULETS
91-95	Slow Bleeding (-1 pt./turn)		HELMS		
96-00	Spell-Turning		(30% are armored, 70% unarmored)	01-12	Vs. Clairvoyance & ESP
	ACTIVE RINGS	01-10	See Invisible	13-15	Spell-Turning
01-05	Mini-Strength (1-3 per day)	11-20	Infravision	16-25	Protection
06-10	Water Breathing	21-30	Telepathy	26-35	Fire Resistance
11-20	Telekinesis (3X per day)	31-40	Read Magic	36-45	Cold Resistance
21-30	X-Ray Vision	41-45	Read Languages	46-55	Electrical Resistance
31-40	Djinn Summoning	46-50	Reverse Alignment	56-60	Energy Resistance
41-45	Elemental Summoning	51-55	Teleportation	61-65	Poison Resistance
46-50	Polymorph Self (1-3 per day)	56-65	Protection/Mental Spells	66-70	Acid Resistance
51-60	Infravision	66-75	Clairvoyance+Infravision	71-72	Paralysis Resistance
61-70	'ZAP' Healing (3-30 pts/day)	76-80	All-Around Vision	73-76	Mental Spell Resistance
71-75	See Invisible	81-85	Blinding Brightness	77-80	Protection/Missiles
76-80	Light (1-3 per day)	86-90	Feeblemind	81-83	Double Protection
81-85	Dark (1-3 per day)	91-95	Cursed (reverse reroll)	84-88	Stone-Turning Resistance
86-90	Passwall (1-3 per day)	96-97	Roll Twice	89-90	Susceptibility
91-95	Knock (1-3 per day)	98-00	True Sight	91-92	Two Powers
96-00	Healing (1 pt/turn, 2-40/day)		CLOAKS	93-98	Cursed (reverse reroll)
	CURSED RINGS		(5% are Blankets, for use by animals)	99-00	Protection/Self
01-10	Weakness	01-05	Mist (Gaseous Form)		SCARABS
11-20	Feeblemind	06-08	Darkness (individual)	01-20	Vs. Clerical Death Spell
21-30	Delusion	09-10	Spectre Cloak	21-25	Vs. Demonic Possession
31-40	Reverse Resistance	11-30	Camouflage	26-30	Vs. Exorcism
41-50	Reverse Defensive	31-45	Invisibility	31-35	Life Level Protection
51-60	Treachery	46-55	Flying (6-24"/turn)	36-40	Non-Degeneration
61-70	Reverse Active Ring	56-60	Vampirism	41-45	Enemy Detection
71-80	Spell Point Eater	61-65	Energy Resistance	46-50	Enemy Engrainment
81-83	Drain 1 Live Level/Turn	66-70	Cold Resistance	51-60	Courage
84-87	Reverse Control	71-73	Giant Strength +	61-65	Charisma (+3)
88-90	Reverse Detection		Invisibility	66-75	Vs. Lycanthropy
91-95	Poisoned Pin (2-20 HD)	74-80	Displacer	76-85	Detection (Roll as Ring)
96-97	Geas	81-85	Disguise Self	86-90	Insanity
98	Intelligent Ring	86-95	Reversed Reroll	91-99	Cursed (reverse reroll)
99-00	Solidification	96-00	Tireless Swimming	00	Two Powers
	SPECIAL RINGS		BOOTS		GAUNTLETS & GLOVES
01-20	Spell Storing (5/6 1 spell)		(5% are Horseshoes or similar)		(75% armored gauntlets, 25% gloves)
21-35	Double Ring (same group)	01-25	Silence	01-30	Striking (+1-+3)
36-40	Double Ring (any 2 powers)	26-38	Speed	31-40	Quickness
41-65	Regeneration	39-49	Water Walking	41-50	Accuracy (+1-+3)
66-75	Strength + 2-12 (all day)	50-60	Flying	51-60	Archery (+1-+3)
76-79	Anti-Magic Shell (1 per day)	61-70	Tireless Walking	61-65	Throwing (+1-+3)
80	Wishing (1-3 Wishes)	71-80	Levitation	66-75	Gripping
81-90	Special Curse	81-85	Balancing	76-80	Climbing
91-95	Special Spell Storing	86-90	Agility +2-12	81-90	Combat
96-00	Triple Ring (same group)	91-99	Cursed	91-98	Cursed (reverse reroll)
		00	Two Powers	99-00	Two Powers

BELTS & GIRDLES

(25% belts, 75% armored girdles)

01-20	Invisibility
21-30	Displacer
31-37	Lightness (—10-60 pounds)
38-41	Polymorph Self (1-3 x/day)
42-45	Levitation
46-50	Growth or Diminution
51-55	Giant Strength
56-59	Strength Multiply (1/day)
60-68	Impact Resistance
69-70	Anti-Magic Shell (1-3/day)
71-75	Double Protection
76-80	Flying (6-24"/turn)
81-90	Flotation (in water)
91-95	Cursed (reverse reroll)
96	Two Powers
97-00	Mini-Strength (all day)

CONTAINERS

01-20	Large Sack of Holding
21-25	Small Sack of Holding
26-30	Small Sack of Magic Beans
31-35	Backpack of Holding
36-40	Backpack of Lightness
41-45	Backpack of Readiness
46-50	Saddlebags of Lightness
51-55	Saddlebags of Holding
56-60	Flask of Holding
61-65	Flask of Djinn/Efrit
66-70	Flask of Alchemy
71-75	Flask of Gushing Water
76-80	Flask of Potion Multiplying
81-85	Cursed (reroll)
86-90	Small Sack of Trackless Dust
91-95	Cauldron of Potion-Brewing
96-00	Cauldron of the Undead

MISCELLANEOUS SHAPES

01-05	Hand of Glory
06-10	Flying Broom
11-15	Flying Carpet
16	Teleporting Carpet (1/day)
17-20	Mirror of Soul Trapping
21-23	Mirror of Magic Reflection
24-30	Mirror of Clairvoyance
31-35	Rope of Climbing
36-40	Rope of Stiffening
41-45	Rope of Entanglement
46-50	Saddle of Lightness
51-55	Bridle of Invisibility
56-65	Crystal Ball (20% with extra powers)
66-70	Torch of Brightness
71-75	Eternal Torch
76-80	Camp Wards
81-85	Lantern of Truth Detection
86-90	Lantern of 'Light of Truth'
91-95	Cursed Reroll
96-00	Bridle of Animal Control

Detecting and Analyzing Magic Items

With the various thievish and magical means of detecting and identifying magic items, there may be some confusion about just what is and is not possible in identifying a magic item.

First of all, the Thievish ability of Detect Magic is based on the fact that most magic items are made from rare or fine quality materials, and some are recognizable as such by a trained observer. Further, in cases where magic items are enchanted in such a way as to enhance their resistance to destruction, certain physical alterations become obvious. Thus, a piece of cloth that has been enchanted to be +0 will tend to resist unravelling, tearing or cutting. A magical shield will tend not to dent or chip under impacts that would harm a normal shield. Thus, a trained thief can notice many of these little things, and can figure them out. It is, however, possible to construct an item that *looks* like a magic item, from its materials and decorations. Further, in worlds where such things are possible, certain modern materials (such as nylon) would appear magical to even a trained thief, due to their physical characteristics, such as toughness and lack of fiber wear and tear. Therefore, when a thievish character uses his 'Detect Magic' ability, the referee should be aware of the limitations of this ability in cases where an item will have certain characteristics of a magic item. A thief might decide that an item is 'magical' and never be able to figure out what it does, for the simple reason that there was no actual magic there.

The magical and clerical Detect Magic spells, on the other hand, have a very different limitation. They will identify items that the thief will miss, and correctly realize that a nylon parachute left in the dungeon by a passing time traveler is not magical after all. However, the magical and clerical Detect Magic spells are unable to distinguish between an item of magical construction and an item that has had a spell cast on it. Thus, a Detect Magic spell aimed at a

small box might give an indication of 'Yes, there's something magical about that box.' The spell would not, however, distinguish between a Box of Holding and a box with a Magic Mouth spell that laughs at the opener.

All of this leads up to the Magic Analysis spell. Magic Analysis is a spell designed to tell you at least a little bit about the enchantment (if any) of an item. Basically, on a normal magic item, the use of a Magic Analysis spell will give the caster a good idea of what the major enchantment or enchantments of the item might be. Thus, if the spell is cast on a Ring of Fire Resistance, Magic Analysis would find this out. However, there is a limit to what Magic Analysis can determine. In practice, Magic Analysis will not indicate to the caster the effects of any enchantment that makes up less than 1/6 of the total enchantment of the item, figured out in Spell Point cost. Thus, in the case of a magical sword of great power, with many enchantments, Magic Analysis would only tell about any of the enchantments that individually cost at least 1/6 of the total cost of the sword's enchantments. The spell simply would not notice most of the lesser enchantments.

A further restriction of the spell is that, since the spell itself is not intelligent, it cannot tell the difference between similar things not well known to the caster. Thus, if a magic item were found that controlled an Efrit, but the caster of the spell was only familiar with Djinni (similar, but much more friendly beings), the Magic Analysis spell might cause him to believe that the item controlled a Djinni. A more dangerous example is in the case of a Cursed magic item. If the Curse or malfunction is a simple and obvious one, the Magic Analysis spell would notice it right away, such as in the case of a ring that turns its wearer to stone. If, however, the Curse is that the item works correctly *sometimes*, or that it works, but has some other drawback, the Magic Analysis spell would not point this out. One case of this was when a character found a set

of Boots of Water Walking that worked quite well, until he walked over the deepest point of any body of water. At that point, the Curse took over, and dragged him to the bottom. Fortunately, the first time he discovered this, the water wasn't very deep, and he survived.

In any case, the point is that you, as referee, should not give away information about magic items to the players unless they can gain that information fairly, by use of the spells and abilities of their characters. Let them set up ways to test and identify the magic items they find. It can be a lot of fun, especially with unusual magic items.



Scrolls and Books

There are several basic rules that apply to scrolls in general. These are as follows:

1) Any magic user who is at least 11th level can write a scroll that contains any spell that he currently has memorized. He cannot simply duplicate another scroll if he does not know the spell himself.

2) Most magical scrolls can only be used by a magic user. The exceptions to this are Protection Scrolls (as Protection/Undead, etc.) and Cursed Scrolls. Anyone who has the ability to Read Magic can activate either of these latter types of scroll. A magic user who has the spell Read Magic, or an implement that gives him that ability, can cast a spell from a Spell Scroll.

3) Spell Scrolls enable a magic user to cast a spell, but with certain restrictions. Any spell that is on a Spell Scroll can be cast by any magic user that can Read Magic, but there are two possible ways. A spell that is written on a scroll has a fixed upper limit to its possible effect, if there are effects that are based on the level of the caster. This limit is the lowest level at which a magic user could cast that spell as a memorized spell, or 6th level, whichever is the higher. Thus, a Wizard Lock spell, if cast from a scroll, would normally be cast as if cast by a 6th level magic user, even if the person reading the scroll were of higher level. A Vari-Ball spell cast from a scroll would do no more

than 9 dice of damage, since Vari-Ball is a 5th level spell, and magic users first have the ability to cast a 5th level spell when they become 9th level. If the caster of a spell from a scroll is the same level as, or higher than, the minimum level necessary to cast that type of spell, this maximum level of effect applies. If the caster of a spell is of lower level than that necessary to cast a spell like that on the scroll, there is a different rule. A lower level magic user may cast a spell off of a scroll that he could not memorize by either (a) reducing the effect of the spell to his own level (a 3rd level magic user casting a 3-die Fireball, for example); or (b) by taking the risk of possibly not being able to handle the spell properly, and attempting to throw the spell at the level of the scroll's own limit, in which case the magic user must roll a Saving Throw vs. Magic. If he succeeds in making this saving throw, the spell is cast at the scroll's level without problem. If he fails to make this saving throw, the spell backfires at him directly. A backfire of this type causes damage at the level of the scroll, if it was a damage-causing spell. In other cases, the spell simply aims itself at him. If the spell was a beneficial one being cast upon himself or others, the effects are reversed and personalized. Thus, a low-level magic user attempting to cast a Haste spell off of a scroll (a 7th level magic user would be required to cast this spell safely), and not successfully making his own saving throw vs. magic, would have the effect of a REVERSE Haste spell cast on himself, and would thus be moving at slow speed for a while.

4) Recharge and Construction Scrolls CANNOT be used by a magic user of too low a level to use a spell of that level and type. Thus, while a 4th level magic user might be able to use a scroll telling how to construct Rings of Detect Magic, he would only be able to build a ring that had the effect of his own level (4th). He would not be able to use a scroll of Recharge Fireball Wand to refill a wand of that type, since he could not handle such a memorized spell.

5) Clerical Scrolls do not give the immediate ability to anyone, cleric or not, to cast the spell written on them. Instead, Clerical Scrolls give the knowledge to any cleric of sufficient level to research that clerical spell without cost, and with only 1 day of delay per level of the

spell. This type of scroll is used primarily in the exchange of the more unusual clerical spells. Clerical Scrolls can be written by any cleric who is 8th level or higher, and can be written for any spell known to that cleric.

6) Anything described as a 'Scroll' can also be in the form of a book, at the discretion of the referee. Spell books, likewise, could be found in the form of a scroll.

7) A single scroll can contain spells and combinations of spells up to a maximum limit of 36 levels of spells. Thus, a single scroll could contain up to 9 spells of up to 4th level, but not 9 spells of 5th level. There is no limit to what can be contained in a book, but no more than one spell can be written on any one page of a normal book.

Scroll Descriptions

The following will give you a set of rules by which to design your own scrolls for use in the game, to be found in treasures, as well as describe the scrolls given in our sample Scroll tables.

PROTECTION SCROLLS: These scrolls all work in a simple basic pattern. Any Protection Scroll that gives protection against a specific being or type of being works in a manner similar to the clerical Protection From Undead spell (5C). That is, any being that falls under the description of that type (i.e., Undead, Lycanthropes, etc) may not enter a 1" radius circle around the person holding an activated (just read) Protection Scroll of that type unless it makes a percentile roll successfully, as follows: the being that is trying to enter the circle has a 50% chance of being able to do so, adjusted up 5% per level that the being is above 12th level, and adjusted down 5% per level that the being is below 12th level. Thus, a 13th level Elemental would have a 55% chance of entering a circle created by a Protection/Elementals Scroll. The only exceptions to this type of scroll are Protection/Magic, Protection/Clerics, and Protection/Mental Spells. These three protect all those within the 1" radius circle from ALL spells of the type mentioned, with the following limit: for each level above 12th that the caster of a spell is, he has a 5% chance of affecting beings within the

radius of the Protection Scroll. Thus, a 14th level magic user would have a 10% chance of successfully casting a spell into or through a Protection/Magic Scroll's area. Protection/Magic guards against magical (or Illusionist) spells. Protection/Clerics guards against clerical or druidical spells. Protection/Mental Spells guards against charms, controls, illusions, and such cast by ANY class. Remember, any character that can Read Magic by spell or implement can activate such a scroll, as well as those who gain Read Magic as an ability (Thieves and such).

RECHARGE SCROLLS: These scrolls are designed to enable a magic user to recharge a wand or staff that consumes charges. To determine which item that a scroll is written to recharge, roll randomly on your Wand or Staff table. The cost per charge to recharge a Wand is the Recharge cost of that spell on the Magic Spell Tables. The cost of recharging a Staff is based on the Recharge Cost of the highest level spell or spell point cost spell in the Staff, plus 1 spell point for each additional spell. This recharge spell for a Staff is one level higher, as a spell, than the highest level spell in the Staff. Thus, a Staff that has Vari-Ball and Microball as its spells could be recharged with a 6th level spell, at a cost of 11 spell points per charge.

SPELL SCROLLS: These are the most common type of scrolls. For the listings that simply give a number of spells on the scroll, the referee should determine randomly which spells of 1st through 6th level are on the scroll. Thus, a 3-spell scroll could have two 1st level spells and a 5th level spell on it, or any other such combination. Since most scrolls are intended for quick use, most scrolls have fewer spells on them. It takes time to search through an 8-spell scroll for the one you need. Also, since 7th and 8th level spells are not usually intended for the same purposes as lower level spells, they are separate on the tables, and not included in the multiple spell scrolls normally.

CURSED SCROLLS: These are something that must be left up to the individual referee. There are many possibilities in such scrolls. Some are designed as traps, causing harm or embarrassment to the reader. Others are the result of bungled research (a

Construction Scroll for Rings of Invisibility that don't work, for example). In the case of scrolls of a trap nature, anyone attempting to Read such a scroll, using a Read Magic, activates the trap, whether a magic user or not. Such a scroll could turn the reader into an invisible gnat, or make all of his hair fall out. Usually, a person activating such a trap should be allowed to roll a Saving Throw vs. Magic to determine whether the trap takes full effect, as if it were a normal magical spell.

MAPS: These can lead to great or small treasures, or just tell you the way into or out of somewhere. After all, those intelligent beings in a wilderness or dungeon don't want to get lost.

CHARM SPELL: This is actually just another specific type of Spell Scroll, but designed to handle the specific case of an unusual Charm Spell, such as Charm Hippogriff. The Charm Spell for any specific intelligent being or any specific type of monster can be included here.

CONSTRUCTION SCROLLS: These enable a magic user of sufficient level (able to cast a spell of the level used in this enchantment) to construct a specific type of magic item, or to put a specific type of enchantment into an item. In the case of Rings, Wands, Staves, or Miscellaneous Magic Items, no more than one magic user may put spell points into the construction of any one item. The construction need not be continuous. Any single Construction Scroll can be used to construct only 1 item at a time. An item may be abandoned while in progress, due to destruction of the partially-completed item or the magic user enchanting it; in this case the scroll may be used to begin constructing another item. To determine what is on a Construction Scroll, simply roll on the appropriate table for that type of item. In the cases of constructing magic armor or weapons, simply roll on the special tables for those types of construction.

SPELL BOOKS: These are the books of knowledge of spells of a magic user. The spell books for any given spell have enough information so that any magic user able to cast a spell of that level could learn the spell without further cost, and at a delay of only 1 day per level of the spell. When these are found in a lair that is not that of a magic user, they

have been previously stolen, and the level of the magic user should be rolled randomly (normally 1-12), and the spells determined accordingly.

BESTIARY: This type of scroll or book is normally useful only in areas where unusual beasts, beings, or monsters can be encountered. It should include basic information about from 2-12 types of being, written in whatever language was typical for the beings who owned the Bestiary. It is a good way to find out about monsters that are not common to the mythology of your dungeon or world. Characters can find such books of great value.

POTION FORMULA: These books or scrolls contain enough information to enable an alchemist of at least journeyman quality to produce potions of that type at normal rate after no more than 1 week of delay, as long as no unusual materials are required for the potion (referee discretion). The type of potion should be rolled randomly on the Potion table.

CLERICAL RESEARCH SCROLL: These are the only type of Clerical scrolls, and are described in the Scrolls and Books rules above.

★ ★ ★ Intelligent Weapons

Intelligent weapons are those which have an Intelligence (IQ) enchanted into them. They may also have an Ego, which is the self-awareness and active will of the weapon. Any intelligent weapon has an alignment (Law, Neutrality, Chaos) that is the same as the original enchanter who first gave the weapon an Intelligence. This alignment may not be changed by any normal means.

Any person attempting to use an intelligent weapon may have difficulty in convincing the weapon to cooperate. Any intelligent weapon, especially one that is enchanted to have a damage bonus or purpose vs. any specific type of enemy, will have the tendency to want to fight that type of being, regardless of consequences to its wielder (it gets a little carried away). Further, in other situations, a weapon may tend to influence the overall behavior of the character. To determine whether the character or the weapon is in control, the following is used: Add the IQ and Ego of the Intelligent weapon. This gives a point total. Add to this total 1 point for each Special Power that the weapon possesses, 1 point

for each Damage Bonus that applies to the situation, and 3 points for any Purpose that applies to the situation. Thus, an IQ 10, Ego 8 weapon with a Damage Bonus of +3 vs. Trolls would add up to a 21 in cases that involve Trolls, and whether or not to fight them. A character wielding the weapon would have a point total equal to 2 times his prime requisite (for any character types except Thieves and Halflings, who use Strength for this calculation). Thus, a Fighter with Strength 13 would add up to a point total of 26 under most conditions. The point total of the character is compared with the point total of the weapon. If they are equal, each has a 50% chance of being in control of the situation. For each point of difference, the higher one has an additional 5% chance of being in control. Thus, in the case of the Strength 13 Fighter and the described weapon, the Fighter would have a 75% chance of controlling the weapon, and the weapon would control the Fighter the other 25% of the time. Subtract 1% from the character's chance for every point of damage that the character has taken (pain saps the will). Add 1% to the character's chance of controlling the weapon for each phase of physical danger that he is in due to the weapon's control. This control can be checked every turn (6 phases) in situations of crisis or danger. The continuing influence of a weapon over a character is calculated in the same way, but by adding the IQ, Ego, Special Power and Purpose Bonuses only vs. the Prime Requisite (or Strength) of the character plus his level. A character that is generally controlled by a weapon enchanted vs. Dragons will generally dislike Dragons, etc. A weapon with a high Ego (at least equal to the level of the character) will demand fancy scabbards, gems for its hilt, a catchy name to be called by ('Trollsbane', 'Dragonfang', etc), and any other benefits that are appropriate to the weapon.

At any time, enchantments may be added to an intelligent weapon, at costs described in the Magic Item Construction rules, up to the limits described therein.

If a character attempts to handle an intelligent weapon that is of an alignment not his own, he will take damage from the weapon as follows: if a Lawful or Chaotic character attempts to handle a Neutral weapon

he will take 2-12 points of damage. If a Neutral character attempts to handle a Lawful or Chaotic weapon he will take 2-12 points of damage. If a Lawful character attempts to handle a Chaotic weapon, or a Chaotic character a Lawful weapon, he will take 4-24 points of damage. If the weapon, in addition to being of a different alignment, has a Purpose vs. whatever the character is, the damage is DOUBLED. If the character is being controlled magically or clerically by a character or being of the same alignment as the weapon, the damage is HALVED.

A character may not use an intelligent weapon's Detection or Special Powers if he cannot wield that type of weapon under the rules. Thus, a cleric would not be able to use the powers of a magical sword.

Intelligent Weapons Tables

The basic information required to randomly roll an intelligent weapon is in the tables themselves.

First, the referee should determine the physical type of weapon, whether sword, dagger, or whatever.

Second, the referee should determine the Intelligence (and Ego, if any) of the weapon, since this limits just what else can be built into the weapon (See Magic Item Construction Rules).

Third, the referee should determine what bonuses the weapon has, whether Attack, Damage or both. It should be remembered that Damage Bonuses are PER DIE that the weapon does in damage, and that Attack bonuses apply to the Attack Level of the wielder, and do not simply add their bonus to the die roll.

If a weapon has one or more Damage Bonuses, these should be determined. Each referee should set up his own table of possible Damage Bonuses, especially if he has original or unusual monsters, because there should be an appropriate chance that weapons encountered will be enchanted vs. such monsters. Thus, if there are Giant Gophers in your wilderness, there should be a chance that someone got annoyed enough to enchant a weapon to be +1 vs. Giant Gophers. Specific damages of this type should be more common than more general bonuses, due to the relative costs.

The Damage Bonus labelled 'Flaming' is a special enchantment that causes extra damage to beings

especially susceptible to magical fire, and certain other beings. A weapon that is 'Flaming' does +1 per die of damage to plants and plantlike beings, +2 per die to Trolls (or other beings specially damaged by fire), and +3 per die to Undead monsters (but not Demons). A Flaming weapon casts a light around the wielder equal to that of a torch, and is active whenever drawn.

The Damage Bonuses labelled '-1 Life Level' and '-2 Life Levels' describe the number of Life Levels that the weapon will drain from a living target on any one hit. Draining one or more Life Levels from a creature reduces its Hit Dice, Attack and Defense Levels accordingly. Any damage that the drained creature has taken is applied toward its REMAINING Hit Dice. Any creature that is dropped from its normal level to 0 or fewer Life Levels (normally equal to Hit Dice or Character Level) is dead. Any character that is slain while missing Life Levels below normal cannot have them restored by the 4th level Clerical spell.

Any weapon that has a Damage Bonus labelled 'Purpose' then has the Purpose determined on the appropriate tables. See Magic Weapons Construction Rules for the effects of these Purposes.

If the number of bonuses and abilities rolled exceeds the number that are possible for a weapon of the rolled intelligence, count up the available openings, and take the ones rolled, in order, up to the limit of the weapon. The only exception to this is: any weapon of Intelligence 12+ that has a Purpose rolled as one of its Damage Bonuses automatically has that Purpose, and something else is dropped from the rolled bonuses instead.

The Special Powers table gives a list of Special Powers possible in a weapon of IQ 12 or higher. In most cases, these Special Powers are always turned on whenever the weapon is in the hand of a wielder. The exceptions are those Powers marked with an asterisk (*). In these cases, the Power must be specifically activated AND have a limited number of uses per day. (Telekinesis must also be activated, but may be used without limit.) Starred Powers may be used a number of times per day equal to the IQ of the weapon divided by the Spell Point cost of the spell being activated. In the case of Personal Force Field, this includes

maintenance cost of the spell, so that it would be possible to keep the Force Field on for one continuous stretch of time, or possibly more than once for short bursts. Strength (x1-4) is the same as the 4th level magical spell, and thus cannot be used more than once per day if it works, no matter what the IQ of the weapon.

When designing your own Magic Tables, remember that Special Powers on intelligent weapons should be restricted to spells that primarily affect the wielder, and under no circumstances should include destructive magical spells. Thus, it would be possible to have an intelligent weapon that allowed its wielder to Polymorph Self, but not one that allowed its wielder to hurl Fireball spells.

The Detection Spells that are built into an intelligent weapon are basically the same spells that are available to magic users. The only difference is that the range of the Detection spells is based on the Intelligence of the weapon instead of the level of the caster. Thus, an Intelligence 10 weapon would have Detection abilities with the same range as the spells if cast by a 10th level magic user.

★ ★ ★ Non-Intelligent Weapons

Most of the material in the Non-Intelligent Weapons magic table is easy to understand. The type of the weapon, if it is to be determined randomly, is rolled on the Non-Intelligent Weapon Type table, followed by rolling on the indicated Weapon Type table. Thus, if you roll a 44 on the initial roll, you reroll on the Melee Weapons table. a 39 on this table would indicate that the weapon is a Handaxe. The abilities of the weapon are determined by rolling on the Type of Bonuses table, and rerolling on the indicated table(s). Thus, a weapon with only an Attack Level Bonus would be rerolled on the Attack Level Bonus table for the amount of the bonus.

The exception to this process is the class of Archery Weapons. Archery Weapons, due to the different nature of their enchantment (see Magic Item Construction rules) are automatically rolled on the Attack Level Bonus table for bows, slings and other projectors, this Bonus applying to the Archery die roll used when shooting, or on the Damage Bonus table for Archery

projectiles, such as arrows, sling balls, etc. This is true even though an arrow has both an accuracy and a damage bonus, since they are ALWAYS the same amount of bonus. Thus, a +3 longbow adds +3 to its archery die rolls. A +3 arrow would add +3 to the archery die roll to hit with that arrow, and +3 per die of damage done (adjusted for the strength of the shooter). An archery weapon that is directly thrown, such as a javelin, is rolled as if it were an arrow.

When the referee is determining what type of weapon has been found, if there is a restriction on the type of weapon (such as a weapon being carried and used by a cleric), simply use the appropriate sub-table. Thus, a weapon being carried by a magic user would be rolled on the Magic User Weapons table.

There are three special notes on the Damage Bonus table. The first one of these is 'Negative bonus (reroll)'. This indicates that the weapon was, accidentally or deliberately enchanted to do LESS damage than usual for that weapon. Roll again, and any + result is considered a - result for the damage adjustment per die (ignore rolls of 01, 99 and 00 on this particular reroll). A Negative Damage Bonus weapon therefore may do from 1 to 3 points of damage per die LESS than what is rolled. A result of -0 means that the weapon is the same as +0.

The second note is Returning. When this is rolled, reroll to determine what the actual Damage Bonus of the weapon is (ignoring further rolls of 99). If the weapon is one that can be thrown or shot in archery, it will return to one or more types of wielder. 50% of such items will return to anyone who throws them, and the other 50% are enchanted to return only to specific types of beings (Dwarves, but not Elves or Humans, for example). See Magic Item Enchantment rules for further details.

The third note is Special Damage Bonus. This one is very much up to the discretion of the individual referee. If you are just beginning to referee, or do not feel capable of working out detailed Special Damage Bonuses, simply ignore this result and reroll it as a normal bonus of some kind. The examples listed in the Special Damage Bonus Examples are just a few of the many possible.

Others could include: +4 Damage per die done with that weapon; Weapon causes wounds that bleed an extra 1-4 points per turn; Weapon will de-animate undead by touch; or a host of others.

Remember, Attack Level Bonuses are added to the Attack Level of the wielder, not to his Die Roll.

Damage Bonuses are added per die of damage done by the weapon.

Accuracy Bonuses of bows and slings are added to the Archery Die Roll to hit.

Bonuses for arrows and sling pellets are added to both the Archery Die Roll to hit and to the damage done per die of that projectile's damage.

Armor and Shields

The basic tables for determining the basic powers of randomly rolled magical armor and shields are easy to understand. If the armor is of a random type, roll on the Armor Type table to determine which type of armor it is. If there is a specific reason for a set of armor to be of a specific type (a thief's armor is, normally leather, for example), then simply roll the Defense Bonus of the armor.

The Defense Bonus of either armor or shields is added to the Defense Level of the character wearing or using the item. Armor adds its defense level to the wearer when attacked from any direction, but a shield only adds its defense level bonus to the user when he is attacked from a direction the shield faces. Thus, a person being attacked from behind, while using a shield in a normal manner, does not get the benefit of the defense level bonus of the shield.

If the die roll for the Defense Bonus of a set of armor or for a shield indicates Special, the item is rerolled on the Special Armor or Special Shield table, whichever is appropriate to the item. In the case of Special Armor, the powers are mostly very simple. If a power indicates 'as sword' or 'as ring', roll that power or ability on the section for the specified type of magic item. Thus, 'Resistance (as Ring)' means that you should go to the Resistance Ring table, and roll randomly there to obtain a result, and apply this to the armor. 'Boot Power' means that you should go to the Boot section of the Miscellaneous Magic tables, and roll to determine which type of boots are built into the armor.

A Special Shield can have a few non-standard results that must be described below.

'Mirrored' means that the shield has a highly-polished magical surface that reflects all forms of light, natural or magical. This type of shield can also reflect energy magic that is no wider than the shield, or that part of it that is as wide as the shield, with a 1/3 chance of doing so any time such energy magic hits the wielder of the shield from the direction in which he is holding the shield. Thus, if a Microball is aimed at someone holding a Mirrored Shield, it has a 1/3 chance of being reflected in the direction of the original caster. If a Lightning Bolt is aimed at someone holding a Mirrored Shield, there is a 1/3 chance that a section of the bolt as wide as the shield will be reflected.

'Jewelled' means that the shield is covered with faceted magical gems (total value if separated, from 10,000 to 60,000 gold pieces) that have a 1/3 chance of scattering light or energy magic that hits the shield. If such light or magic is scattered, it will splash outward for a distance of 6 feet from the shield. If a Microball or other individual weapon hits such a shield, it has a chance of hitting another target in this area. If it is a Bolt or Cone that hits the shield, ALL beings in the affected area are hit.

Neither a Mirrored nor a Jewelled shield will guard against the effects of energy magic hitting from a direction other than the special surface of the shield, nor will they protect against Cold, Poison, or other non-reflective effects.

'Brightness' means that up to 3 times per day, the wielder of the shield may call upon the shield to produce a blinding flash of light that lasts for 1 magic phase. This flash of light occurs at a point in the magic phase equal to Wielder's Dexterity + 2-12 - 2 (or as if the wielder were casting a 2nd level spell from his item). Anyone directly facing the shield from less than 3 scale inches away who does not make his saving throw vs. magic will be blinded for 1 turn.

'Soul Trapping' indicates that the shield has a dark, shiny surface whose appearance catches the eye. Anyone looking directly into such a shield from no more than 1" away will have to make a saving throw vs. magic. Anyone not making this saving throw

successfully has his soul ripped out and stuffed into the shield, leaving an uninhabited body that may be animated magically or possessed by a spirit or demon. The user of the shield may return a trapped soul to a body under the condition that the soul must perform a single service for the shield-holder, or simply release the soul freely. If the soul is released with a service condition, the freed soul MUST perform this service upon command, or it will return to the shield, as long as the shield still exists. No more than one single service may be required in this manner, and it must be simple in its nature. "Serve me forever" is not a single service. "Bring me all of your personal treasure" would be a single service. The freed soul cannot attack the holder of the shield until this service is completed.

'Protection From (blank)' indicates that the shield has the described power (see Spell Descriptions or Scroll Descriptions for details) in the direction that the shield faces. The shield would not provide the described protection to the back of the holder.

'Has IQ & Ego (as Sword)' indicates that someone has spent a lot of spell points to make the shield aware of its surroundings. In addition to the normal benefits of such a shield, it may have been enchanted to Detect its surroundings as if it were an intelligent sword. See Intelligent Weapons tables and roll the number and type of Detections, as well as its IQ and Ego.

'+4 vs. Specific Opponent' means that the shield normally may have a lower Defense Level Bonus, but when in combat vs. some specific type of being or monster, it adds +4 to the Defense Level of the holder.

'Roll Twice' means just that, that the shield may have more than one special ability. If the same ability or power is rolled twice, the second one is simply ignored, not added on.



Potions

Most of the potions listed have the same name as one of the basic magical spells. In cases where this is true, as well as most other potions, the following rules are true: The potion has the same basic effect as the named spell, beginning 1 full turn

after the user begins drinking or otherwise absorbing the potion. This effect lasts for a period of time ranging from 7-12 turns (rolled randomly by the referee). The effects of any potion do not add on to the effects of a similar spell or magic item. Thus, one would not get twice the effect if one wore a Fire Resistance Ring and also drank a Fire Resistance Potion. The exceptions to these rules are as follows:

Giant Strength, for which there is no equivalent spell, adds 19 to the strength of the user for its duration.

Longevity, for which there is no equivalent spell, negates the effect of a single blow by a Withering implement or spell. This negation does not wear off.

Poison, the effects of which begin immediately upon consuming the poison, and whose effects do not wear off at the end of 7-12 turns. A randomly obtained poison does from 2-20 HD of damage, determined randomly.

Healing, which cures from 2-7 points of damage, 1/6 of the randomly rolled amount per phase for six phases, beginning immediately after being consumed. Thus, if a damaged character drinks a Healing Potion, 1/6 of the total effect of the potion occurs on the Magic Phase following the drinking. An undamaged character may drink a Healing Potion, but any part of the Healing that would occur before the character actually is damaged is wasted, and has no effect. Any healing actually completed by the use of this type of potion is permanent, and the healing effects do not fade away after 7-12 turns. If a Dispel Magic or other form of magic-damping occurs while the Healing Potion is taking effect, only the parts that were completed BEFORE the Dispel have an effect.

Heroism, which adds +3 to the Attack Level of the consumer for 7-12 turns.

Double Protection, which adds +2 to the Defense Level and Saving Throws of the consumer for 7-12 turns.

Specific Poison Antidote, which neutralizes the effects (but not any damage already caused) of the poison for which it is intended. Thus, a Wyvern Poison Antidote would have the effect of a Neutralize Poison on a character who has been poisoned by a Wyvern.

Sleep Drug, which causes the consumer to have to roll a saving throw vs. poison. If the consumer fails this saving throw, he falls asleep for a number of hours equal to (24 - Constitution of consumer). This is a basic form of sleep drug usable by thieves, and modifiable at the discretion of the referee.

Otherwise, potions follow the basic descriptions of the similarly-named spells. Potions whose effects would be variable based on level (that is, that are based on a spell whose effects vary with the level of the caster) have the same effect as if they were a spell cast by an 8th level caster. This means that a Dispel Magic would have to successfully Dispel up to 8th level in order to stop a potion from functioning. This is especially to be noted in cases where a potion's effects may be temporarily interrupted by a Dispel Magic (see Using Magic Items).

The referee who wishes to design his own Potions should remember certain basic principles about the magic of Potions. Basically, a potion may only directly affect the consumer of the potion. Thus, a Potion of Fireball could not exist, unless it happened to turn the consumer into a Fireball (rather painful, at best). A potion should not cast a spell over any distance, and, with the exception of enhancing the powers of the consumer, should not affect other beings or objects at all. Thus, an ESP potion temporarily gives the consumer the ability similar to the magical spell, extending his perceptions enough to enable him to read minds. A potion of Charm Person, however, would be impossible, since it would actually cast a spell on someone else. A potion of Susceptibility to Charm Person, which would make the consumer more easy to Charm, would be possible. Obviously, if the enhancement of the potion-consumer's abilities causes the consumer to be stronger or weaker, this would change the effects of combat, and thus would indirectly affect other beings, but you could NOT drink a potion that would make someone ELSE weaker (no potions of Projected Weakness, for example). It just doesn't work that way.

Just remember the basic principle that a potion only directly affects the person consuming it, and you should have no trouble.

Clerical Staves

There are many types of Staff usable by clerics. All of these have several things in common. Unless stated otherwise, they may not be used (except as a simple quarterstaff) by any type of character except a cleric. Unless stated otherwise, if used in combat, they act as a +0 Quarterstaff, acting as magical but having no attack level or damage bonuses. Any staff on the table rolled from 1-85 requires no spell expenditure on the part of the cleric to activate it, but counts as an activation or spell use in terms of how often he may cast spells. Those determined by rolling from 86-00 on the table consume a 0th level spell each time they are activated, out of that cleric's spell allotment for that day. All clerical staves have a saving throw vs. destruction equal to that for a +0 weapon, unless stated otherwise. Clerical staves are not constructed (with the exception of the Staff of Striking or the Staff of Commanding), but are obtained directly by clerics while in communion with whatever deity their church follows.

Staves of Commanding and Striking are two special cases. A Staff of Striking may be used by either a magic user or a cleric. A Staff of Commanding MAY be constructed to allow clerics to use them (25% are constructed that way) at a higher cost than if the staff were usable only by magic users.

The following are descriptions of the various staves used in the Clerical Staff Table.

HEALING: This staff is able to heal any number of different living beings, at a rate of 1 being per turn, 2-7 points per healing. No individual Staff of Healing may be used on any single living being more than once in any one day. The staff (as with other Staves with healing abilities) must be in contact with both the cleric using it and the being healed for a full turn for any given healing. This turn may not be interrupted, or the healing is terminated at the point where contact is broken.

EXTRA HEALING: Same as above, but does 4-14 points of healing.

STRIKING: This is a combat weapon that does 4 dice of damage per blow struck, 3 dice of which are magical in nature. Thus, strength bonuses are only added to 1 die of the damage. As with other staves, it

uses the Quarterstaff line on the Attack Matrix.

SNAKE STAFF: This is a special type of staff that can either be used as a +1 Quarterstaff, or can be ordered to strike to Entangle (use Fast Envelopment line on Attack Matrix instead of Quarterstaff). Once it has Entangled a foe, the Staff flexes and holds him, with an equivalent strength of 25, and thus will hold beings of less strength than that.

WITHERING: This staff causes the destructive aging of any living being struck by the staff, at a rate of 10 years per blow. The victim gets a saving throw (as if vs. Death). Blows from this staff will not mature a young being, but simply reduce its lifespan. The effects of this staff can be counteracted by the use of a Longevity potion for each blow struck, if the potion is drunk within 1 game day of the time of the aging.

COMMANDING: This staff allows the wielder to cast spells equivalent to the magical Animal Control, Plant Control, and Human Control spells, no more than 1 per turn. All controlled beings at any given time must be of one of the three types. This staff, and all following clerical staves, use up a 0th level clerical spell for each use.

LIFE: This type of staff allows the user to cast a Cure Serious Wounds, Neutralize Poison, or Cure Disease spell.

DEATH: This type of staff acts as both a Staff of Striking and, when activated by the use of a 0th level clerical spell, also as a Staff of Withering.

CONTROL: This type of staff acts as a combination Snake Staff and Commanding Staff.

PIETY: This type of staff allows the user to cast a Cure Light Wounds, Detect Evil, Protection /Evil, Dispell Evil, Hold Person or Locate Object spell.

RESTORATION: This staff allows the user to cast a Cure Serious Wounds, Neutralize Poison, Purify Food & Water, Cure Disease, Restore (1-4) Life Levels, or Remove Curse spell.

DISCOVERY: This staff allows the user to cast a Detect Magic, Detect Evil, Detect Traps, Detect Clerical Spell, Detect Injury, Detect Alignment, Detect Water, or Detect Possession spell.

SPEAKING: This staff allows the user to Speak Languages, Speak With

Plants, or Speak With Animals, 1 at a time.

HOLDING: This staff allows the user to cast a Hold Person, Hold Being, or Hold Monster spell.

ROLL TWICE: Reroll two separate staves, and the results are combined in one staff.



Magical Staves

Staves that can only be used by magic users, or by both magic users and clerics, normally obey the following rules: Unless otherwise stated, a magical Staff may be used in combat as if it were a Quarterstaff +0. The powers within a staff may only be used by someone with the proper Activation spell (different for each type of staff, but all 2nd level magical spells, Type IV, 2 spell points). No magical staff that uses charges may contain more than 200 charges at any time. Any staff that uses spells whose effect vary with the level of the caster casts its spells as an 8th level magic user, or 1/2 the level of the user, whichever is the higher. Thus, a 20th level magic user can coax 10th level magic out of a staff. Unless stated otherwise, all staves use 1 charge each time they cast a spell. If a staff contains more than 1 spell, the user may cast any 1 of these spells at a time with the use of his Activate Staff spell. Staves that use charges may be recharged according to the rules in the Magic Construction rules for Staves.

Staves that contain Fire, Lightning, Energy, or Heat spells have a specific disadvantage: they can blow up! This explosion can be triggered deliberately by the wielder of the staff, as a measure designed to kill his enemies while taking his own life. It can also be triggered accidentally, by destructive magic hitting and destroying the staff. A Staff Explosion is calculated as follows: the Hit Points of damage done by a Staff Explosion at the point of the explosion are equal to the number of charges on the Staff at that point, times the recharge cost of the destructive magic on the staff (that will be explained below), all divided by 10. Thus, a staff with 50 charges, and a Destructive Recharge of 10, would do a basic damage of 50 Hit Points at range 0". The Destructive Recharge of a staff is figured out just like the total recharge cost of the staff (see Magic Construction Rules), but excluding

any spells that are not Fire, Lightning, Energy, Heat, or Bomb. Thus, a staff with only 1 destructive spell would not cause as much damage as one with 6 destructive spells of that same type and level. Special note: any staff that contains spells that are of a destructive energy, but do not do damage at the level of the caster (Fire Wall, Ball of Fire, etc.) have a special bonus. Such a staff cannot count such a partially-destructive spell as its HIGHEST spell for purposes of figuring out Destructive Recharge. Thus, the Staff of Flame would use Flame as its base spell for figuring Destructive Recharge, since Wall of Fire is excluded, and since Fire Resistance does not add to the explosion. Further, any Resistance spell that is listed on a Staff, that normally applies to the wielder, also applies to any saving throw made by the staff against that same danger.

The explosion radius and pro-rated damage on a Staff Explosion are figured out as follows: the explosion is a sphere, with a radius equal to 1/32" for each charge on the staff. The damage done at any range from the center of the explosion is figured as: Damage at range 0" minus the distance in (1/64"s). Thus, if no walls are around to compress the explosion, and someone is 1/4" from the staff that explodes, he will take 16 points less damage than someone touching the staff would take (16/64 = 1/4). Remember, however, that this explosion, like Bomb and Fireball spells, will be compressed and shaped by solid walls, and the referee should take this into account when figuring out the equivalent distance from the center of the explosion. This means that, if a character is standing 1/64 of the total explosion's total distance out from the center, that this should be compared to the explosion radius for figuring damage, rather than simply measuring direct distance from character to staff, since the character may be getting hit with compressed explosion. Now you can see the reason why most staves do not have several destructive spells in them: no sane magic user would carry around such a potential bomb! However, as you can see, staves that have no more than one or two destructive spells aren't too much of a danger, and can certainly be useful enough to be worth the risk.

Magical Staff Descriptions

The following list of magical staves is a description of the ones listed in our sample Magical Staff Table. As you can see, you can design many staves of your own, but this should give you a good basic list.

COMMANDING: This staff is the same as that usable by clerics, but its use is restricted to magic users. No more than one of the three spells may be in use at a time.

STRIKING: Same as Clerical staff.

SORCERY: This staff has the spells Vari-Ball, Vari-Bolt, Stone Wall, Wizard Lock, and Fear Cone.

PROTECTION: This staff has the spells Negation, Fear Cone, Levitation, and provides its wielder with continual Fire Resistance, Cold Resistance, and Double Protection.

WATER: This staff allows the wielder to Walk on Water, Breathe Water, Part Water, Lower Water, Summon a Water Elemental, or to Speak Mer. Each of these uses charges except for Speak Mer.

FIRE: This staff has the spells Vari-Ball, Microball, and Summon Fire Elemental.

AIR: This staff has the spells Air Jet, Air Wall, Summon Air Elemental, and allows its wielder to speak Wisp.

EARTH: This staff has the spells Rock-to-Mud, Stone-to-Flesh, Stone Wall, Summon Earth Elemental, and acts as a Staff of Striking that adds +1 to each die of damage.

ELEMENTAL: This staff allows the user to cast a Summon Elemental of any type, no more than 1 at a time, and uses 1 charge per elemental summoned. Further, this staff enhances the control that the wielder has over the Elemental so that it will obey any command of the staff-holder unless the staff-holder is physically attacked by someone other than the elemental.

DEATH: This staff has the spells Death, Individual Death, Cloudkill, Animate Dead, and Control Undead.

ICE: This staff has the spells: Cold Cone, Ice Wall, Cold Beam and Freeze Water, and provides its holder with continual Cold Resistance.

FLAME: This staff has the spells Flame, Fire Wall, Ball of Fire, Match, and provides its holder with continual Fire Resistance.

DETECTION: This is actually several types of staff, any of which can contain from 1-6 types of Detection spell, rolled randomly by the referee. These only use charges for the Analytical Detection spells

(See Magic Construction Rules, Wands section). Any single non-analytical detection spell from this type of staff may be kept activated at any time without utilizing charges. Activating more than one basic detection spell at a time uses up 1 charge for each extra detection spell.

CHANGE: This staff has the spells Growth Plant, Growth Animal, Polymorph Others, Part Water, and Charm Monster.

DEFENSE: This staff has the spells Anti Magic Shell, Protection/Magic Missiles, Water Breathing, and Dispel Magic.

DISCRETION: This staff has the spells Mirrorwall, Projected Image, and Invisibility.

WALLS: This is several types of staff, as a class. Any Staff of Walls should have from 1-6 Wall spells of various types, Fire, Ice, Stone, etc.

LIGHT: This staff has the spells Continual Light, Continual Darkness, Invisibility, and allows its holder to See Invisible.

TRANSPORT: This staff has the spells Teleport, Dimension Door, Knock, Passwall, and Flying.

WINDS: This staff has the spells Wind, Whirlwind, Air Jet, Vortex, and Wizard Wind.

SLUMBER: This staff has the spells Maxisleep, Ultrasleep, and Awaken.

COMBAT: This staff, like the Staff of Striking, does not use charges for its abilities as a Staff of Striking. In addition, however, it has the spells of Strength (x1-4) and Smiting, which do use charges.

LIGHTNING: This staff has the spells Vari-Bolt and Electric Microball, and provides its holder with Electrical Resistance.

REPAIR: This staff has the spells Dispel Magic, Remove Curse, and Healing (4M).

TRAVELING: This staff has no direct spells, and consumes no charges, but it adds 3" to the movement speed of the holder, will stand upright, balanced, if commanded to do so, and adds +2 to the holder's saving throw against falling into pits and other such traps.

Those staves where the notation simply tells how many spells and what types are to allow the referee to roll randomly for more unusual staves, perhaps designed for a specific magic user's needs.

A Staff with an IQ and an Ego also has an alignment, and acts as

such. It may also control the holder. See Intelligent Weapon rules for results.



Wands

Wands are a magic-user's best weapon, in many cases, or simply another useful tool of the trade. Wands are a means of storing up spells for later use, especially those spells you would always want to have, but not necessarily want to memorize.

A wand may include any magical spell of levels 1-6. No wand can contain more than one spell, or more than 100 charges of one spell. Due to the nature of the use of wands, and the relative construction costs, most wands are of lower level spells, and of less expensive spells (in spell point cost).

Each referee will have to do a little bit of work before using the Wand Table in these rules, since each referee's Wand Table will vary slightly. This is because the spells that are found in Wands on your world or in your dungeon should be tailored to the conditions. A world with vast deserts would have more wands of Detect Water than of Freeze Water. That same world might never have heard of a Wand of Cold Cone. Therefore, as referee, you will have to sit down with your list of magical spells and assign a probability to each spell. We recommend a number from 1-4% for any spell, since that gives strong likelihoods, but still allows all sorts of unusual items. Thus, on our desert world, we might give 4% to Detect Water on the spell table, and no more than 1% to Charm Fish. You will find that these same probabilities can be used to determine what spells are found on Scrolls found in treasures, or being carried by encountered beings.

To use the Wand Determination Table, simply roll a percentile number (01-00). This number will give you the Level of the spell that is contained in the Wand. Go to your now-prepared spell table, and roll a percentile number, counting down from the top of the list according to the percentages you assigned. The resulting spell is the one in the Wand. Now roll from 1-100 for the number of charges it contains when encountered.

Remember the following rules:

1) A wand may only be activated by a magic user, who can only do so by use of the Activate Wand Spell (1M).

2) A wand may be recharged up to its maximum capacity by use of the Recharge spell for the spell that the wand holds. Thus, a Fireball Wand may be recharged by use of the Recharge Fireball spell, at the spell point cost listed as Recharge Cost on the Spell Tables. Each casting of the Recharge spell charges the wand by 1 charge.

3) A spell cast with the use of a Wand is cast with a speed determined only by the spell point cost of the Activate Wand spell, not the cost of the spell contained within the wand. Thus, a magic user would fire his wand at a Dexterity Count equal to his Dexterity, +(2-12), -(Activate Wand Spell Point Cost).

4) Unless it is labeled, an unidentified wand can only be identified by using it, or by the use of a Magic Analysis spell (3M).

5) A normal wand casts a spell that has the same effect as if the spell were cast by a 6th level magic user, no matter what level magic user would be necessary to cast the spell.

See the Magic Construction Rules for more information about Wands.



Rings

Other than swords, rings are possibly the most common type of magic item out of myth and legend. Magical rings can help you or harm you, cast spells on the wearer or on others (with limitations). The Ring Table in the magic item tables gives many of the basic types that are possible, divided into several sections for convenience. The limitations in what kind of rings are possible are simple. A ring may only cast a spell on anyone other than the wearer if it is designed as a Spell Storing type of ring, either to be recharged by a magic user, or that recharges itself a limited number of times per day. Rings that only add to the inherent powers and abilities of the wearer usually have no limitations in terms of charges, unless stated otherwise. Rings that actually cause some alteration in the wearer (Polymorph Self, Healing, etc.) have some form of limitation in most cases, since they are most economical to construct in

that form (see Magic Item Construction Rules). Any character can wear one or two rings (no more than 1 on each hand). Any character may activate any normal ring. It is possible (see Magic Item Construction Rules again) to construct a ring that may only be activated by a magic user. There is a 10% chance that any ring found that must be activated in use is of this type. Rings, unless designed otherwise, are assumed to act as if the spells contained in them had been cast by a 10th level magic user.

DETECTION RINGS: These rings are designed to allow the wearer to detect the named type of thing, as if casting the appropriate Detection spell as a 10th level magic user. Thus, most of these detections have a 10" range when in the form of a ring. The only unusual ring in this section of the Ring Tables is the Movement Detection Ring, which allows the wearer to detect whether he himself is in motion or whether any other single object within 10" is in motion. The wearer may use this ring to 'sweep' an area in front of him when he is unable to see, and he would thus note anything moving in the area being checked.

CONTROL RINGS: These rings are designed to allow the caster to cast the Contrd spell named, normally 1-3 times per day (roll randomly when ring is found, or as constructed by a character). While it is possible to construct a Control Ring that will work more often, it is usually considered more expensive than practical to do so. In cases where there is no specific spell description for the spell named, use the information for Human Control, but applied to the type named. In those cases where it says 'Being (1 specific type)', this refers to non-human intelligent beings of types found in the dungeon or wilderness where the ring is found, or whatever the referee deems appropriate. In the other cases listed, Dragon, Undead, Flying Monster, Aquatic Monster, Land Monster, the referee should roll randomly on his Monster Encounter tables for appropriate types of beasts to be controlled by the Ring. The spell, when cast from a ring, lasts until dispelled.

RESISTANCE RINGS: These rings are designed to give the following advantages to the wearer: Against whatever type of magic or damage named, the ring adds +2 to the saving

throw rolls of the wearer, and subtracts 1 per die from any damage taken of that type. Thus, a Ring of Poison Resistance would add +2 to a saving throw vs. poison, and subtract 1 per die from the damage taken by the wearer. A Ring of Type VI Magic Resistance would help the wearer against Lightning Bolts and Air Jets, or any other Type VI magical spell. These rules apply to any other Resistance magic items that are worn, no matter what shape.

DEFENSIVE RINGS: These are rings that are continually functioning, usually based on the magical spell of the same name as the Ring. The special cases are Ring of Fog, which is based on the Illusionist spell, but with a reduced radius; Light Adjuster, which allows the caster to increase or decrease the light around him from weak daylight to total darkness; Protection/Life Level Drain, which gives the wearer a saving throw vs. Life Level Draining attacks, or +2 against such attacks that already give a saving throw; Slow Bleeding, which reduces by 1 point per turn any bleeding or deterioration of the wearer, conscious or not, as long as the wearer is alive; and Spell Turning, a special case all its own.

A Ring of Spell-Turning is designed to deflect magical spells that are aimed directly at the wearer. A percentage (from 1-100) of any spell that is aimed directly at the wearer of an item of Spell Turning is reflected back at the caster of the spell. Spell Turning will not affect spells that are cast from an implement of any type, but only direct magical or illusionist spells. Spell Turning will not affect spells that are aimed at an area that happens to include the wearer (such as cones, Fireball spells, or spells that affect all or most persons in a fixed area). Spell Turning will affect Micro spells, Beam spells, Individual spells, and that part of a Bolt spell that includes the wearer. Thus, if someone wearing Spell Turning were hit by a Lightning Bolt, he would reflect a percentage of that part of the Bolt that hit him back at the caster. Others hit by the same Bolt would not be protected in any way. In the case of Charm and similar spells, if the wearer of Spell Turning rolls 1-50%, he is still affected by the spell and must make his saving throw. If he rolls 51-100%, the CASTER must make his saving throw against his own spell. In cases where the spell

that hits the Spell Turning would cause damage, a percentage equal to the percentage of Turning is reflected back at the caster, who must attempt to make his own saving throw vs. magic. Spell Turning will not affect the natural abilities of beings or monsters (such as Dragon Breath or Stone Turning), and will not affect Clerical Spells.

ACTIVE RINGS: These include all of the rings that are of miscellaneous types, that either must be activated or that affect someone or something other than the caster. In cases where the vision of the wearer is enhanced (Infravision or See Invisible), the item stays activated, once activated, until removed or de-activated. Where a spell is named, and a number of times of use per day is indicated, simply use the description of the spell in the Spell Descriptions. The Healing Ring is based on the 4th level magical spell, and heals the wearer 1 point per turn, with a maximum limit of from 2-40 per day, determined for each individual ring. 'ZAP' Healing is a special type of ring that can be activated to heal whatever damage is on the wearer, up to its maximum limit per day. This healing is done instantly, during the magic phase in which the ring is activated. Note that the Healing Ring need not be activated, but will work automatically, while the 'ZAP' Healing Ring must be activated.

CURSED RINGS: These rings are some of the possible cursed rings, some of them deliberate traps, and others the result of bungled research. Those items labeled 'Reverse' are of the latter type, and the referee should roll randomly on the indicated table and reverse the powers of the ring. Cursed Rings, and other Cursed items that are worn, can only be removed by a Remove Curse (Clerical or Magical) or by being placed in a magic-damping area of some sort. A Dispel Magic will not suffice. Other Cursed Rings normally cause the wearer to have to roll a saving throw vs. magic, and failure to achieve this saving throw will allow the ring to take effect. A Ring of Treachery will cause the wearer to subtly betray his fellows, and destroy them. A Spell Point Eater will consume from 1-100 Spell Points, if the wearer is a magic user or illusionist. A Ring of Drain 1 Life Level/Turn will do so each turn the wearer does not achieve his saving throw vs. magic. A Ring with Poisoned Pin may be of any type,

but will do from 2-20 hit dice of poison damage to the wearer (1-10 dice if saving throw achieved). A Ring of Geas will cause the wearer to be controlled to the extent of being ordered by the ring to perform some dangerous task (referee discretion) or die. An Intelligent Ring will attempt to control the wearer (see Intelligent Weapons rules). A Ring of Solidification will solidify the air or water around the wearer, suffocating him. This solidification may be dispelled by a Dispel Magic, but there is no saving throw for the wearer of the ring if such a Dispel is not available.

SPECIAL RINGS: These are some of the more rare and expensive rings, not commonly found simply because they are not commonly produced. A Ring of Spell Storing contains 1 or more spells of any type, can be worn by any character type, but must be refilled by a magic user. Any single ring has spells of a fixed nature, such as a Ring of Spell Storing, 1 Fireball. The level of the Fireball contained would be that of the magic user who last filled the ring by casting a Fireball spell into it (not simply AT the ring, but deliberately into it). 1/6 of the Spell Storing Rings encountered are rings with at least 2 different spells (or charges of the same spell). There is a 1/6 chance of each additional spell (1/6 of the multiple rings are 3 spells or more, and 1/6 of those are 4 spells or more, etc). If the spell to be stored is variable in any way other than range or position, the limits must be determined by the magic user who fills the ring. Thus, a Spell Storing Ring with Vari-Ball in it have to have a specific size stored in it.

Double or Triple Rings require the referee to reroll two or three powers as described, either from the same group of rings or any rings.

Regeneration Rings are a much more powerful form of the Healing Ring (Active Ring section). A Regeneration Ring will heal the wearer 1 point per turn, with no upper limit per day (except for the number of turns in a day), using standard 1 minute turns. A Regeneration Ring will even attempt to heal a character who is unconscious, or who has absorbed damage greater to his death level while wearing the ring. If a character has more damage on him than his death level, and was wearing a Regeneration Ring when he exceeded

this death level, the Ring will attempt to heal him at the normal rate, but with an N% chance of failure, where N is the number of hits beyond his death level that the character was. If the Regeneration Ring is removed or destroyed while the wearer is still in excess of his death level, the character dies. A Regeneration Ring will heal a character who was NOT wearing it at the time the damage was absorbed only if the damage does not exceed the death level of the character. A Regeneration Ring will not heal a character whose body fails to achieve a saving throw vs. Body Destruction, if it is required.

Strength +2-12, (all day) will add the rolled number to the strength of the wearer, as long as he is in areas where magic functions. The amount is rolled per ring, not variable on any one ring.

Anti-Magic Shell (1 per day) means that the wearer may, once each day, activate the ring and it will cast an Anti-Magic Shell around him, with the same limitations as the magical spell.

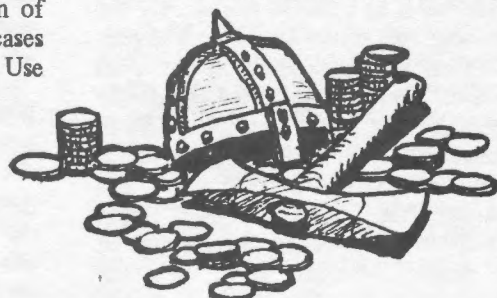
Wishing (1-3 wishes) means that the ring allows the wearer to make the indicated number of wishes, and is then forever used up. The success of a wish is largely up to the referee, but should generally do exactly what the wearer asks, as long as the wish neither (1) alters the flow of time or past events too drastically or (2) requires the wish to transport or create magic items of any kind. Thus, a wish could be used to snatch a body out of the jaws of destruction, if it would have been destroyed, but not bring along magic items. A wish could not be used to cause a major event not to have happened in the past, but can alter it slightly (such as a captive's body being removed from a Troll's lair before being eaten, but after being killed). A smart player will save Wishes for emergencies, and not waste them on minor things. A smart referee will be careful in what he allows his players to do with their Wishes.

Special Curse or Special Spell Storing rings are at the discretion of the referee, and exist to cover cases that are out of the ordinary. Use your imagination to its fullest.

Miscellaneous Magic Items

There are many magic items that fall under this category, but there are a few rules and limitations common to all of them. First, there is a limit to how many a character or being may wear at one time, of those that are to be worn. This limit is, 1 Helm, 1 Cloak, 1 set of Boots, 1 Medallion, 1 Amulet, 1 Scarab, 1 set of Gauntlets or Gloves, and 1 Belt or Girdle. Common sense should be used when applying this limit, and with reference to unusual magic items. A magical set of Goggles would not be adding another item to what may be worn, since they would replace a Helm, and both could not be worn together. The second limit to Miscellaneous Magic Items is a simple one: the shape of the item should be related to its powers and purposes. That is, Gauntlets should be related to things done with the hands, Boots to things done with the feet, etc. If the name of the item is the same as that of a magical or illusionist spell, assume that it performs as the spell does unless the description of the item states otherwise.

The most important limitation of all is that, unless the item is of a Spell Storing type, a magic item that is worn should not cast spells on other than the wearer. 'Spell Storing', as in the Construction rules, indicates both those items that need to be filled by a magic user, and those that refill themselves. Miscellaneous Magic Items that cast energy or destructive magic are especially to be avoided, if they are to act constantly or refill themselves. This last restriction is both for game balance and for the sake of the magic system, since it isn't nice to create energy out of nowhere. Unless stated otherwise, any item in the Miscellaneous Magic category can be used by any character that can wear the stated type of item. Magic users (not combination characters or elves) cannot wear items listed as being Armored. Humanoids cannot wear bridles and saddles. Again, use common sense where needed.



Helms

Most of the powers of the Helms listed are self explanatory. Unless stated otherwise, a Helm is designed to constantly cast the listed spell on the wearer, as long as the item remains active. When designing Helms for additional items, remember that Helms should contain magic related to the head and senses, or that involve mental spells.

A Helm of Telepathy gives the wearer the power of the 4th level magical spell.

A Helm of Reverse Alignment alters the alignment of the wearer, if he fails to achieve his saving throw vs. magic.

A Helm of Protection/Mental Spells prevents the wearer from being affected by, or from casting, any mental spells of a magical, illusionist, or clerical nature that involve illusions, controls, charms, holds, etc. It would not prevent physical effects that were mental in origin, such as Type III magic that has physical effects (Teleportation, Magic Missile, etc.).

A Helm of All-Around Vision is a featureless helm with no eye-slots, that gives the wearer the ability to look in any direction, even behind him. He cannot see in all directions at once, but has a normal field of vision in any direction. It takes 1 week of concentrated effort to learn to move around comfortably while wearing and using this item, since it blocks normal viewing.

A Helm of Blinding Brightness is a shiny, gold-colored helm that contains a jewel set at the tip. This jewel, upon command, will emit a bright light, equivalent to a Flash spell in brightness, from 1-3 times per day. The Helm itself, in daylight or equivalent, will cause any being using normal vision to avert his eyes from the wearer if possible.

A Helm of Teleportation does not itself contain that spell, but enhances the use of it by a magic user. There are two possible uses of a Helm of Teleportation: either a magic user may use it to attempt to multiply the number of times he may Teleport with a single expenditure of spell points (times 1-4, rolled randomly each use), or he may use the Helm to convert a Teleport spell to a Passenger Teleport spell, but not both. Thus, a magic user might Teleport for 1-4 times for the cost of a single Teleport spell, or take

someone along with him. All of the uses of such a Helm on a single Teleport spell must be within a single day.

Cloaks

Cloaks are the basic form of magic that must encompass the whole body. The ones listed are only a few of many possible, but give a good basis. Other resistance cloaks against physical forces, or cloaks that affect the appearance of the wearer are good examples. Normally, Cloaks are items that are always functioning, rather than items that must be activated. The exceptions to this are noted below. Unless stated otherwise, the Cloaks on the list act as the magical or illusionist spell of similar name.

A Cloak of Mist allows the wearer, upon activating the cloak, to turn himself and the cloak into Gaseous form, as the spell.

A Cloak of Darkness makes the cloak and wearer black as a shadow, and effectively invisible in shadows and at night.

A Spectre Cloak makes the wearer invisible, but leaves the CLOAK visible.

A Cloak of Flying must be activated, and is designed to travel at a fixed speed, determined by the referee when it is found.

A Cloak of Vampirism is considered by some to be a cursed item, since it gives the wearer the powers and abilities of a Vampire, but has a 10% chance per day of converting the wearer TO a vampire in the process.

A Displacer Cloak uses the illusionist spell, Displacement.

A Cloak of Disguise Self uses the illusionist spell of the same name.

A Cloak of Tireless Swimming is made of enchanted sealskin, and enables the wearer to float or swim for 16 hours per day without sinking, of which 1 hour per day may be active swimming for each point of Constitution the wearer has.

A Cloak of Camouflage allows the wearer to blend into any non-moving background with a 90% chance of not being spotted by any single being who looks in his direction.

As with other magic items, a Reversed Reroll indicates a deliberate trap or a research failure, and acts as a cursed magic item. Thus, a Reversed Cloak of Mist might allow the wearer to turn Gaseous, but not allow him to turn back solid, and so on.

Boots

Boots are a very simple type of magic item to design: they should involve the feet, protecting them or enhancing them in some fashion. Boots of Speed, Flying, and Levitation are exactly what the magical spells say, with the speed of the flying limited as in the case of the Cloak.

Boots of Silence allow the wearer to move without making noise, but do NOT cast a silence around him, or prevent him from hearing sounds.

Boots of Water Walking allow the wearer to walk at normal speeds on water as if on land.

Boots of Tireless Walking allow the wearer to walk across all solid surfaces for as many hours as he can stay awake, without physical exhaustion beyond that of carrying whatever load he has.

Boots of Balancing allow the wearer to balance on narrow planks, tightropes, etc., with 99% success.

Boots of Agility add 2-12 (determined for each pair of boots) to the Agility of the Wearer, with all appropriate benefits to saving throws and combat.

Cursed boots are just that, either a reversal or perversion of another type, or something the referee dreams up.

Two Powers indicates that two of the listed powers (rolled) are combined in one set of boots.

Remember to keep your Boot designs logical. No 'Boots of See Invisible' allowed!



Medallions

Medallions are a form of magic item that include most types of activated magic. Most medallions are in a circular form, sometimes with precious metals and gems, that are worn about the neck on a chain. Medallions may, in theory, contain any type of active magic. Thus, there is a section of the table that allows the referee to roll randomly on his own list of acceptable spells. All medallions must be activated in order to function, and most have a limited number of charges held, either per day or with recharging by a magic user necessary. The exceptions to this are items that provide a minor enhancement to the wearer (Speak Languages or Infravision) or that merely contain a Detection or receptive Mental spell (such as ESP).

Medallion of ESP (3-12" range) means that the Medallion has the ESP spell listed as a magical spell, with the range limit of the medallion rolled randomly.

Medallion of Elemental Summoning calls up one of the four types of elemental, of no more than 10th level (determined randomly by the referee per Medallion). Thus, a single Medallion calls up a single Elemental, of Air, Earth, Fire or Water. The person using this medallion need not be a magic user, but the same restrictions on what he may do and still control the Elemental apply as if he were casting the Conjure Elemental spell directly.

Medallion of (Active Spell) (1-3/day) is the referee option. Simply roll on the Spell Tables for a selected level, using the percentages you already had to write down for Wands and Scrolls, and roll percentile dice to find the spell. Any non-damaging spell should be permitted here (that is, no Cold, Fire, Lightning or Energy spells in particular). Medallions of this type should generally contain spells of no greater than 6th level.

Medallion of Spell Storing is similar to a Ring of Spell Storing. 5/6 have only 1 spell stored in them, determined as above, for Active Spell Medallions, but in this case, since a magic user is needed to refill the implement, destructive spells can be included. Thus, a Medallion of Spell Storing (1 Lightning Bolt) would be possible. Only magical spells can be stored in this or other Spell-Storing implements, not clerical ones.

Medallion of Lycanthropy: this type of Medallion allows the wearer to change from human form to animal form and back, as in the case of a Werewolf or other Were creature. Each Medallion is designed to change its wearer to a specific shape. If that shape, in Were form, is of an alignment other than that of the wearer normally, his alignment changes to that of the Medallion's form. Thus, a Lawful human activating a Medallion of Lycanthropy (Chaotic Werewolf) would change to a Chaotic Wolf form, still wearing the medallion. In Were form, the person has all of the powers and weaknesses of his new form, including the vulnerability to silver and limited intelligence.

Medallion of Pyrotechnics (1-3/day) allows the wearer, upon activating the medallion, to fire a

Pyrotechnics spell from it.

Cursed medallions can be the reverse of known medallions, or something else that the referee dreams up.

Two Powers, as in other forms of magic, means that the referee should reroll twice to determine what the medallion's powers are.



Amulets

Amulets are the shape of protective magic. An amulet can be in any number of forms, but for the sake of clarity, we define amulets to be those small magical symbols or gems that are attached to clothing, that are in symbolic, stylized, or geometrical shapes. An amulet that is in the shape of a living creature of any kind is called a Scarab in these rules, and is counted separately in the limits of what magic may be worn.

Most Amulets contain a normal magical spell of a defensive or protective nature, or the same spell as a previously described magical item. The others are:

Amulet vs. Clairvoyance & ESP: this Amulet prevents the wearer from being observed by spells of Clairvoyance, Clairaudience, or ESP, or by implements utilizing these spells.

Amulet of Mental Spell Resistance: this Amulet adds +2 to the saving throw roll of the wearer if a mental spell, magical or clerical, is cast at him.

Amulet of Double Protection: this Amulet adds +2 to the defense level and saving throw rolls of the wearer.

Amulet of Stone-Turning Resistance: this amulet adds +2 to the saving throw of the wearer vs. being turned to stone, and subtracts -1 per die from any stone-turning effects that are hit-die based (that is, when the number of points of stone-turning are rolled randomly, on dice, like Fire or Cold damage).

Amulet of Susceptibility: this cursed Amulet subtract -8 from the rolled saving throws of the wearer, and subtracts -4 from his defense level, while letting the wearer think that he is wearing a beneficial amulet of some kind.

Amulet of (Two Powers): this means that the referee should reroll twice to determine which two powers the Amulet contains.

Cursed Amulet: referee discretion, including reversed powers.

Amulet of Protection/Self: this Amulet is the paranoid's dream. It gives the caster a bonus of +2 on saving throw, and -1 per die on damage, against any spell that he himself throws, in cases where he accidentally includes himself in a spell, or has it turned or reflected back by his target.

Amulets, due to their protective nature, are always activated, and must be constructed as such (see Magic Construction Rules) to be generally useful. In theory, any spell that is protective could be put into an Amulet. In practice, spells that are basically protective vs. magical effects and physical effects are put into Amulets, while clerical protections, curse protections, and certain other related things are put into Scarabs. In theory, an Amulet is normally magical in origin, while many Scarabs are Clerical in origin, so this division is easy to explain.



Scarabs

These magic items are generally in the shape of a plant or animal, small, sometimes made of a gemstone, inscribed with either holy symbols or magical runes. They are worn pinned to the clothing or the wearer, somewhere over the heart or nearby. Some of these Scarabs may be constructed by magic users, but those referring to clerical powers (healing, vs. demons or undead, etc) are clerical in nature, and are obtained by appropriate clerics in favor with their relative deities who commune and ask such an item from above (or below, in the case of certain chaotic clerics). Scarabs are always active in their protective abilities, but may not do anything active except under limited circumstances. The various Detection Scarabs are magical in nature, as are most of the cursed Scarabs. The others are normally Clerical in nature.

Scarab vs. Clerical Death Spell: this Scarab is able to absorb into itself, without harm to the wearer, from 1-6 clerical Death spells, no more than 1 in any given turn.

Scarab vs. Demonic Possession: this Scarab helps to protect the wearer against Demonic possession by the following procedure: any Demon attempting to possess the wearer of this type of Scarab must make its own saving throw vs. magic, or find

itself contained within the Scarab, to be Dispelled at a time no more than 24 hours later. The Demon may not leave the Scarab during this 24 hours under its own volition, but may be released by the wearer of the Scarab upon making whatever promises the wearer deems necessary to protect himself from later revenge. The Demon may not break any promises made under the control of this Scarab, but need not make any promises at all if it chooses to simply remain in the Scarab for 24 hours. After that time, the Demon is free to do as it chooses, or to follow the original orders it had before attacking the wearer of the Scarab, if any. A cleric of sufficient level may cast a Dispel Demon at the Demon while in the Scarab. This will release the Demon from the Scarab whether or not the Dispelling is successful. If the Demon is neither released voluntarily nor Dispelled within 24 hours, the wearer probably does not want to still be wearing the Scarab, since the release of the Demon will leave a somewhat annoyed Demon standing next to him.

Scarab vs. Exorcism: this Scarab is generally Chaotic in origin, and is a favorite amongst the Demonic set. Any being possessing the wearer of such a Scarab may not be Exorcised by a clerical Exorcism spell. A Demon may trick a being into wearing such an item before or after successfully possessing him.

Scarab of Life Level Protection: this Scarab gives the wearer a saving throw (as if vs. death) against being drained Life Levels when hit by a being or spell that would do so, or +2 on his saving throw vs. magic or death in cases where a saving throw is already applied.

Scarab of Non-Degeneration: this Scarab acts like the clerical spell of the same name, taking effect whenever the wearer is damaged to the point of unconsciousness but not death.

Scarab of Enemy Enragement: This Scarab, one of the cursed ones, causes any enemy attacking beings including the wearer to have to make a saving throw vs. magic. Those failing to achieve this saving throw will attack the wearer of the Scarab in preference to other targets of equal importance. The wearer will normally believe this Scarab to be of some beneficial type, perhaps Enemy Detection (the referee should have it

tingle or light up in the presence of enemies to add to this belief).

Scarab of Courage: this Scarab gives the wearer a bonus of +4 to his saving throw vs. Fear spells of any kind.

Scarab of Charisma: this Scarab gives the wearer an apparent Charisma 3 points higher than his natural one, for all purposes other than qualifying for special types of character (such as Paladin).

Scarab vs. Lycanthropy: this Scarab will prevent the wearer from falling under the control of a Were form, or changing shape if he already is a Were creature of any kind. Thus, someone wearing such a Scarab could not be changed into a Werewolf by a bite from one, and a Scarab of this type would prevent a Werewolf in man-form from changing into a wolf.

Scarab of Detection (roll as ring): roll on the Detection Ring table.

Scarab of Insanity: this Scarab, while masquerading as some more beneficial type, will slowly cause the wearer to become insane (type of insanity at discretion of referee), curable only by a clerical Cure Insanity spell (4th level).

Cursed Scarabs, like other cursed items, may be reverses of other Scarabs, or something special at the discretion of the referee.

Scarab of (two powers) is just that, rolled as in the case of other double items.



Gauntlets and Gloves

This shape of magic item should have powers that directly reflect the abilities of the hands and arms. Normally, these are always active, rather than having to be activated, and provide the wearer with some particular bonus that never changes within any given set of gauntlets or gloves. Both gauntlets or gloves of a pair must be worn to provide this bonus, as in the case of boots. Magic users of types not permitted to wear armor (i.e., not elves or combination characters) may not wear armored gauntlets. In all descriptions, the term 'Gauntlets' also applies to the unarmored gloves that could occur. It's just shorter this way.

Gauntlets of Striking: this type of Gauntlet gives the wearer a damage bonus of from +1 to +3 per die with any melee weapon used while wearing them. This damage bonus will override (and thus replace) a lesser damage bonus on a weapon being wielded. If Gauntlets of Striking +1 are being used with a +2 damage bonus weapon, the weapon's bonus will win out, and +2 per die will be done. The bonuses are not added together, but the greater of the two is used. The amount of the Damage Bonus of such a set of Gauntlets is determined by rolling on the Unintelligent Weapons Damage Bonus table, ignoring results 99 and 00.

Gauntlets of Quickness allow the wearer to take 1 extra blow in melee, above and beyond all other adjustments. This extra blow is added in AFTER other adjustments are calculated for encumbrance and fighter abilities. This extra blow is added for any weapon of length 10 or less.

Gauntlets of Accuracy add attack levels to the wearer, normally from 1 to 3. These added attack levels do not add on to attack levels gained from an enchanted weapon, although they do add to levels gained from fighter abilities and from strength adjustments, as well as Thievish abilities. Thus, a fighter with Gauntlets of Accuracy +2 and a Broadsword +1 Attack Level would only add +2 to his attack level, not +3. The amount of Attack Level bonus is rolled on the Non-Intelligent Weapon Attack Level Bonus Table, ignoring 0 and negative results except in the case of cursed gauntlets.

Gauntlets of Archery add their bonus to the Archery die roll to hit, as if they were magical bows. Their bonus is determined by rolling on the Non-Intelligent Weapon Attack Level Bonus Table, ignoring 0 and negative results except in the case of cursed gauntlets. These Gauntlets add their bonus to archery projectiles, but not to already magical bows and slings. As in the previous two types of Gauntlets, the more magical (higher +) of the bow and the gauntlets takes effect, rather than adding their bonuses together.

Gauntlets of Gripping: these gauntlets can be commanded to hold any specific object, and results of 'Drop Weapon' on the surprise or fumble table will have no effect. However, the grip may only be de-activated during magic phase, and

therefore it takes more time to change weapons than usual. When using these gauntlets, it takes from 3-6 blows relative time with the weapon being dropped, to change to another weapon. Thus it can take from 1-2 phases to get rid of a mace, and draw something else.

Gauntlets of Climbing are specially designed gauntlets that allow the wearer to grip tiny cracks in vertical walls, or to hold onto ropes, allowing him to climb at twice the speed of a normal man with the same encumbrance (normally 1/12 of the horizontal speed of the same character).

Gauntlets of Combat are specially designed for combat using Armored Fist. They do 1 die of damage instead of the normal 3/4 die, and have a damage bonus of from +1 to +3 per die of damage, rolled on the Non-Intelligent Weapons Damage Bonus Table (in this case, do NOT ignore special damage bonuses, although Returning can be ignored).

Cursed Gauntlets can be the reverse of one of the above types, or something special.

Gauntlets of (two powers) have the specific limitation that, if the same power is rolled twice, no bonus may add up to more than +4 total, no matter what is rolled.



Belts and Girdles

The basic symbolologies of magic cause Belts and Girdles to have the same basic set of powers that are often found in Cloaks. Basically, Belts and Girdles should contain powers that directly protect or enhance the entire body. Magic users may not wear armored girdles, although elves and combination characters may do so. Most Belts and Girdles (called 'Belt' in the descriptions) contain normal magical spells or illusionist spells, but never clerical spells. Of those listed, only Polymorph Self, Levitation, Growth or Diminution, Strength Multiply, Anti-Magic Shell and Flying Belts must be activated.

Belt of Lightness: this belt reduces the amount of encumbrance of the wearer by from 10 to 60 pounds, rolled randomly by the referee when it is found.

Belt of Growth or Diminution: this Belt allows the wearer to become any size, from 6 inches tall to 12 feet tall, changing his size no more than 3 times total per day.

Belt of Giant Strength: this Belt adds 19 to the strength of the wearer. This strength bonus is not additive with any other magical strength enhancements, but takes over from any lesser ones, and gives in to any stronger ones. This Belt may be worn no more often than 1 day out of every 2 (that is, there must be a full day of rest in between full days of wearing the Belt).

Belt of Strength Multiply (1/day): this Belt contains the magical Strength spell (4M). It allows the wearer to activate this spell once per day, multiplying his strength by 1-4 times, as described in the spell, with all bonuses derived from the increased strength.

Belt of Flotation: this Belt allows the wearer to sink into water no further than the level at which the Belt is worn.

Belt of Mini-Strength (all day): this Belt adds from 2-12 (determined per Belt) to the strength of the wearer, and may be worn all day, every day, without ill effects.

Other Belts simply act as the similar spell, or as other magic items with the same name, described previously in these rules.



Containers

Magical containers may have just about any power suitable to their shape and size. Usually, from their name, they are capable of containing something, or already do. There are several powers that are common to more than one size or shape of item, and these are described by their power, rather than their shape.

Holding items (Large Sack, Small Sack, Backpack and Saddlebags) all have in common that they are bigger on the inside than they are on the outside. The inside of a Holding item is in another dimension, and most of what you put inside simply sits in one place there, not moving around with you when you move the item. Thus, a Holding container carries any amount of matter up to a limit of 33 1/3 times the normal carrying capacity of that container (33 in the case of a Flask), with a reduction in weight of 33 1/3 times. Thus, 100 pounds of gold would weigh only 3 pounds to the carrier of such an item. No item may be put into a Holding item that cannot fit through the mouth or opening of the item. No item may be put into or removed

from a Holding item while it is in a magic-damping area of any kind, or anywhere where magic will not work temporarily. The destruction of the Holding item will result in the permanent loss of all items stored 'inside' it. Living beings may be put inside such items (if they fit through the opening), but will find it very uncomfortable. Living, conscious beings should remain inside a Holding item no more than 12 turns at a time for any reason.

Lightness items all have in common that they reduce the apparent weight and encumbrance of things put inside them, although no more may be put into such an item than into a normal container of that type. A Lightness item carries its normal capacity with only the weight and encumbrance of the container itself, not of what it contains.

A Small Sack of Magic Beans may do something or nothing, depending, of course, on whether or not the beans are really magical. At the discretion of the referee, these beans may grow into magical plants or do other wondrous things, but don't get too carried away. After all, they're only beans.

A Backpack of Readiness will hold from 1-4 items in position to be summoned by the wearer. The wearer simply has to reach his hand into the Backpack and call "Cross" or whatever the item is, and it will leap into his hand, no matter how much junk is in the Backpack. Such a Backpack will hold no more than a normal one in weight or encumbrance, it just helps find things quickly.

A Flask of Djinn/Efrit contains one of the two types, to be summoned out by whoever uncaps the Flask. Remember, however, that someone may have put that Efrit inside the flask for a very good reason... See Monster List for descriptions of what you've found.

Flask of Alchemy: this Flask is built to convert any one specific substance into another specific substance. It may convert water to wine, or wine to water, or a certain poison into an antidote for that poison, or vice-versa. It normally will not create potions. Specifics should be determined by the referee.

Flask of Gushing Water: this type of flask, when uncorked, will shoot out an apparently endless stream of water, with enough force that it is

difficult for a normal-strength man to put the cork back in. Either a person with at least strength 25 (to recork it) or a Dispel Magic (to stop it) will turn this one off.

Flask of Potion Multiplying: this type of flask multiplies the duration of effect of a potion for from 1-4 times, if it is first poured into this flask. In the case of a Healing or Extra-Healing potion, the healing continues at the same rate for a longer time. In the case of a Poison, it does extra damage. Otherwise, only the duration is altered. A 4-sided die is rolled each time this flask is used, and a result of 1 means that the flask is exhausted for the day.

Trackless Dust eliminates the tracks of 1 or more men, and a small bag contains enough to cover tracks for 1/4 mile. Tracks that have been covered with this dust cannot be traced by any non-magical means.

A **Cauldron of Potion-Brewing** allows potions to be produced by a magic user in 1/2 the normal time and at a cost of 1/2 the normal spell points needed for producing a similar potion. This cannot be used by an alchemist, but only by a magic user.

A **Cauldron of the Undead** is used to animate Zombies or Skeletons, by putting bodies or bones into the cauldron. These animated undead are under the control of whoever is using the Cauldron. No more than 1 body every 10 turns may be processed in this manner, but there is no limit to the number of Undead controlled in this manner.



Miscellaneous Shapes

This section contains all of those oddball things that don't fit anywhere else. Any power is possible, as long as it is appropriate to the shape or form of the item. Magical ropes should do things logical for a rope, and so on.

A **Hand of Glory** appears to be a severed human hand, somewhat mummified, holding a black candle. When this candle is lit (it is not consumed by burning) the Hand gives the holder to Detect Gems, Detect Gold, and Detect Platinum. It also acts as a Protection spell vs. Good opponents, and radiates an Evil aura when lit.

A **Flying Broom** is just that, able to carry up to 200 pounds of weight at 36" per turn, and 400 pounds of weight at 24" per turn. It is activated only by its own Word of Command, different for each Broom. 20% have this word written on the handle (the previous owner might have had a bad memory). Otherwise, the Word must be determined by magical or clerical means. Magic Analysis is not sufficient to determine this Word.

A **Flying Carpet** will carry up to 600 pounds at 24" per turn when flying. It has a Word of Command, as a Broom does.

A **Teleporting Carpet** will Teleport (as the spell) once per day, carrying with it no more than 600 pounds. It has a Word of Command, and the person speaking the Word is the one who must have the destination memorized. See Teleport Spell for details.

A **Mirror of Soul Trapping** has the same power as the Special Shield Power of the same name.

A **Mirror of Magic Reflection** has a 1/3 chance of reflecting back any directed spell that is aimed at someone deliberately holding the mirror toward the spell.

A **Mirror of Clairvoyance** allows the holder to use the mirror as a means of focusing the spell of that name. Anyone may use such a mirror, and magic users may cast additional, related spells and have them work along with the Clairvoyance, such as Clairaudience or ESP. Limits as the spell of the same name.

A **Rope of Climbing** will obey commands to a limited extent, raising one end over a wall, gripping bars or other support points, within the limits of its length, with the strength of a normal rope. This, like other ropes, comes in lengths of 10-60 feet.

A **Rope of Stiffening** will stiffen to rocklike hardness in any position it is placed, upon command of the holder. It can be used to form a ladder, barricade a door, or used in countless other ways.

A **Rope of Entanglement**, upon command, will attempt to actively trip and entangle anyone that it touches, whether stepped on or thrown. Use Fast Envelopment Attack Matrix line for tangling, and the Entanglement Saving Throw of the victim for tripping.

A **Saddle of Lightness** subtracts 50 pounds from the apparent weight and encumbrance being carried by the

horse or other animal wearing it. This allows a Light Horse to carry a rider in armor, and other such adjustments.

A **Bridle of Invisibility** turns the wearing animal invisible, as if it were a Ring or other item for a human.

A **Crystal Ball** is an item strictly for magic users. 80% of these have the power of Clairvoyance. The other 20% may also have such things as ESP, Clairaudience, or other similar spells. Offensive spells are not permitted in this form, and therefore the Crystal Ball cannot cast a spell on someone being viewed.

A **Torch of Brightness** will, upon command, brighten as if a Flash spell were cast at the point of the torch. It may do this no more than 3 times per day. The torch is not consumed by normal flame, but merely burns with a magical fire when lit.

An **Eternal Torch** is merely a torch that, once lit, is not consumed, and cannot be extinguished except by the use of an Extinguish Fire spell.

Camp Wards come in sets of 12. These little black pyramids, 3" tall, are activated when they are set on the ground, no more than 24' from one to the next, in any shape around an area. They act as a Protection spell to those within, and will flash a blue light when any Enemy approaches nearer than 12" to any Ward. All 12 must be used together in order to function.

A **Lantern of Truth Detection** casts a warm, yellow light that can be aimed at any person or being. If that person or being tells a lie of any type, the light will turn blue for one phase.

A **Lantern of 'Light of Truth'** acts as the Illusionist spell of the same name, for no more than 12 turns at a time. It may be used no more than 3 times per day.

A **Bridle of Animal Control** continually casts that spell on the wearer of the Bridle, giving control to whoever holds the reins. This Bridle will not work on Monsters, but only on normal animals.



Poison

There are many different types of poisons that may be encountered in a medieval fantasy setting, and it is impossible to write a set of rules that will handle all of them without difficulty. The following, however, will enable you to handle almost any problems that you might encounter as referee.

The normal forms of poison are those that do all of their damage roughly at one time, with the damage measured in Hit Dice of Damage. Most of the natural poisons from plant and animal sources will be of this type. When a creature or character is wounded by the stinger or poisoned weapon of such a plant or animal, the wounded being must roll a saving throw vs. Poison. If the being succeeds in achieving its saving throw, it takes damage equal to one-half the number of hit dice of damage of the poison. Thus, if it is an 8-die poison, a character who saves against poison would only take 4 dice of damage from the poison. Whether or not the character achieves his saving throw, the damage from this type of poison is immediate.

On the Monster List, those monsters who use poison as part of their natural defenses have what is called a Poison Factor. This indicates just how strong their poison is in relation to the Hit Dice of the monster. Thus, an 8-die monster with a poison factor of 1.0 would do 8 dice of damage with its poison. A poison factor of 0.5 would mean that the monster would do 0.5 times its Hit Dice in damage with its poison, and so on. The Poison Factor of any monster's poison also indicates just how easy the poison is to neutralize or make an antidote for. A Cleric, with the Neutralize Poison spell, can neutralize any poison where the Poison Factor times the Hit Dice of the poisonous creature does not exceed (Level of Cleric times Wisdom of Cleric, all divided by 10). Thus, if a 10-Hit-Die monster with a poison factor of 1.5 were to poison a character, that poison would have to be neutralized by a cleric whose level

times wisdom totalled to at least 150.

Furthermore, the antidotes to any poison with a poison factor greater than 1.0 must be manufactured by a Master Alchemist. Poisons themselves may be manufactured by alchemists, but with the following restrictions: apprentice alchemists may manufacture only poisons with a poison factor of less than 1.0; journeyman alchemists may manufacture poisons with a poison factor of 1.0 to 1.99; only master alchemists may manufacture poisons with a poison factor of 2.0 or greater.

In addition to poisons of a natural type, there are poisons that do not come from plants and animals, even monstrous ones. These poisons can only be handled by alchemists, and do not often occur in the game. Arsenic is one such poison. Since these poisons are slow-acting and cumulative, their damage is not normally figured in Hit Dice of Damage, but simply in terms of whether or not the dosage is a fatal one. Inorganic poisons of this type have results that are based on not one, but two saving throws. The first of these is to determine whether or not the poison was administered in a fatal amount for that character. This first saving throw is as follows: to successfully save against such poisons, the character must roll, on a 0-19 die, a number equal to 21 minus his Constitution. Thus, for a Constitution 10 character, the needed roll is an 11. If this saving throw is achieved, then a second saving throw is rolled, this time on the normal Poison saving throw column, to determine the non-fatal effects. If the second saving throw is achieved, the person suffers only minor effects, such as nausea and dizziness. If the second saving throw is failed, the character falls unconscious until a Neutralize Poison is cast on him, or 1-4 days have passed, whichever comes first. If the original, Constitution-based saving throw is *not* achieved, then the results become more serious. If the character fails to achieve his Constitution vs Poison roll, he must then roll on the regular Poison saving throw column, with

the result that failing to achieve this second saving throw will result in death. If he fails the first saving throw, but successfully makes the second one, he falls unconscious until the poison is Neutralized by a cleric. If that is not done within 24 hours, he must again roll a saving throw on the Poison column, and again each 24 hours the poison remains unneutralized. Failure to achieve any of these saving throws, day by day, will result in the death of the character.

Other types of poison, of a non-fatal nature, are possible, such as: poisons that paralyze the victim; poisons that blind and deafen the victim; poisons that do nothing until combined with something else (such as a poison that causes the victim to turn blue the next time he drinks wine); all these things are possible. They are at the discretion of the referee, and should be used with care. Whether or not any of this type of poison take full effect is based upon the Poison saving throw column on the saving throw tables. If a poison of this type would, in the opinion of the referee, have a partial effect on those who achieve their saving throws vs. poison, then this must be taken into account.

We do not recommend the use of poisoned weapons for general purposes. In our own play, we do not allow the use of any poisoned weapon against any intelligent creature. The only exceptions to this are in cases where monsters have natural poisons. Even evil, chaotic beings have sense enough to know that, if they start violating this compact against poison, then everyone else might do so, and no one wants to keep dodging poisoned arrows.



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