Dragons at Dawn: Supplement I
Twilight

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Introduction

Dragons at Dawn is a game of guidelines, not rules per se, in the spirit of that underappreciated pioneer of fantasy role playing games in America, Dave Arneson. The first thing that must be said is that this supplement is in no way a new set of "official" rules. It is a toolkit for referees and players to adapt into their games as desired. These ideas may freely be mixed, matched and altered as bests suits the individual campaigns. Although unique to this work, the guidlines herein are deeply rooted in the "Arnesonian" tradition, and have been inspired by his lifetime of published works and interviews, as well as the work of other early gamers. Arneson characteristically created rules on the fly, kept them memorized, and also memorized his adventures. Arneson's adventures tended to be bare bones anyway so he could add flesh to bone as he and the players interacted to create the game. Dragons at Dawn encourages that same spirit of creativity and social interaction without necessarily getting all tangled in rules and restrictions. Yet those who want a more detailed and comprehensive ruleset may directly apply the whole of this supplement for their game.

Although there are many differences in the rule mechanics, Dragons at Dawn is designed in such a way as to allow use of materials produced for traditional and familiar game systems with only minor adjustments to key statistics and some magic items.

Ultimately it is your game and it is up to you to find out what is most fun. Anything not specifically forbidden is permitted.

Dice and the Game

Dragons at Dawn makes extensive use of 6 sided dice throws, often 2d6. As you may know, throwing several dice and adding them together produces a skewed effect often referred to as a "bell curve" after the bell like shape that results when the effect is graphed. What this means is that mid range values like 5, 6, 7, on 2d6, are far more likely to occur than extreme range values like 2 and 12. Whether this is a good thing or a bad thing depends entirely on personal point of view of any given game mechanic.

The rules in Dragons at Dawn are meant to reflect the early days of gaming with Dave Arneson in the Twin Cities area. In those days only very few people had any kind of dice other than the common 6 sided variety. But in today's world we have many dice choices. Any players who dislike the skewed results of the "bell curve" effect should feel absolutely free to use straight 10 and 12 sided dice instead. This makes a less predictable game and opens the chances for both success and failure at the extremes of the die range. It is up to the Referee and Players to decide if this makes the game more or less fun. The only rule that should apply regarding dice use is that every one should be using the same methods. It is completely unfair for one player to roll 2d6-2 for their saving throw when another is rolling 1d10.

Hexcrawl

Hex Maps: Adventures begin with a map. Once the general nature of the world setting has been determined, the Referee must place the Player Characters somewhere in it.   That somewhere is where the game map must begin. The world maps, as with maps of specific castles, cities, the Underworld and so forth, may simply be drawn from the imagination or borrowed from some other source, but for game purposes, it is often most fun and easiest to begin with a blank sheet divided into a hexagon grid.

Scale: The greatest distance across any given hex is assumed here to be 5 miles. If you wish to use a different scale, numbers should be adjusted accordingly.

Random Map Generation Area: The extent of the starting map is a matter of preference.   For most games it is best to start in small stages (say 7 to 50 hexes at a time) and leave the rest for later expansion and exploration. Follow the system below to generate your map:

STEP 1 – PHYSIOGRAHICS

First choose a biome or roll for it randomly:

1	Arid or Ocean
2	Tropical
3	Sub Tropical
4	Temperate
5	Sub Arctic
6	Arctic

Note that Biomes should extend for a minimum of 40 miles to a maximum of about 2500 miles as a general guide.

Next determine the general characteristics of each five mile hex:

For Arid or Ocean,

d10	The hex has..
1, 2	Hills
3-6	Hills and Canyons
7,8	Open Country
9-10	A Deep Canyon

Roll again for chance of water in each hex - the chance depends on how dry the desert is, but as a default use 1d10 again with a 1 indicating the presence of a well or oasis. Otherwise, there is no source of water. If instead of desert, you are creating an ocean or large lake, a similar chance can be used for islands.

Arctic, and Tundra:

d10	The hex has:
1, 2	Elevated Terrain
3,6	Elevated Terrain and Lakes or Glaciers
7	Open Country
8	Open Country with lakes
9,10	A Miry Swamp

Roll again for Elevated Terrain (1d12)

d12	Elevation Type
1-5	Hills varying between 25 to 500 vertical feet
6-8	Mountains varying between 500 to 3000 vertical feet
9,10	Tall mountains varying between 3000 to 5000 vertical feet
11,12	Grand peaks 5000 + vertical feet

For Sub Arctic, Temperate, Sub Tropical or Tropical
Roll 1d10 for each square:

d10	The hex has..
1,2	Woods
3,4	Elevated Terrain
5,6	Elevated Terrain and Woods
7-9	Open Country with few trees or hills
10	A Miry Swamp

Roll again for Elevated Terrain (1d12)

d12	Elevation Type
1-5	Hills varying between 25 to 500 vertical feet
6-8	Mountains varying between 500 to 3000 vertical feet
9,10	Tall mountains varying between 3000 to 5000 vertical feet
11,12	Grand peaks 5000 + vertical feet

Once the general character of the hex has been determined, it needs to be filled out. If the hex is wooded, how extensive are the woods and what are they like? Percentile dice can be used to resolve this (20%, 50% etc.) or creative judgement can be used. Similarly, how long are any hills or canyons, and how deep are the canyons or how tall are the hills? Dice can be used to determine these things again. For example, perhaps the hills make up 70% of the hex. Perhaps there is also a canyon indicated. How long should it be? Roll 1d6 (reroll on a result of 6) and use the result as the length of the canyon in miles.

Virtually any feature of the terrain can be generated this way. Additional detailed terrain tables can be created or terrain tables from published sources, such as Judges Guild Ready Reference™ sheets or "The Wilderness Architect" in Fight On! #2 and #3, can be used, can be used, but it is usually best to generate the general character with dice using the

system above and create the specific detail by imagination. For example, suppose several heavily wooded hexes are generated near each other. The Referee may decide the area is a great Elven Wood and fill in a number of adjacent hexes with woods – as many as seems good - and then continue the map randomly beyond it.

Players and Mapmaking

It has been assumed up to this point that the Referee will be preparing the map ahead of time for game play, but there is no reason the players themselves can't be involved in the mapmaking process too. Everyone can sit down together and use their collective imagination to flesh out the immediate surroundings of the game. The key is just to have fun! It is best though that the players not know too many

details about the great world beyond so they maintain the sense of discovery.

Off the map

When players travel beyond the existing map, the Referee has two options;

1) draw more map
2) flip and reuse the existing map board

To reuse the existing map board when someone anyone ventures beyond the edge, simply have them reenter from the opposite edge of the board; i.e. if the character exited the map by traveling south they then enter the north edge, traveling east, renter from the west, etc. It is possible to traverse 3 or 4 boards on long expeditions this way.

POPULATION CENTERS

When a square is determined to be populated, roll on the table below to determine the type of settlement.
d6

STEP 2 - POPULATION:

The tables below refer to the dominant intelligent species in the area. Usually this is humans in most campaign worlds, but that is up to you

<u>Arid, Subarctic</u>

All terrain: 1 hex in 20 populated.

<u>Temperate, Tropical, Subtropical</u>

Wooded: 3 hexes in 10 populated
Elevated Terrain: 2 in 10
Elevated and Hilly: 1 in 10
Open: 6 in 10
Swamp 1 in 20

1	Walled City of 10,000 – 20,000 people	**Roll 1d10** - Has a Keep** on 1 - 6; has no Keep on 7, two Keeps on 8 – 10 **Roll 1d6** – Hex includes 1 castle with retainers on a 1-2, 2 castles on a 3, no castles on 4-6. **Roll 1d6** - 1 – 3, hex has an equal mix of 4-40 hamlets and villages, 4-5– hex has 4-40 hamlets and Scattered farmsteads, 5, hex has 20-80 scattered farmsteads.
2	Walled City of 1,000 – 10,000 People	**Roll 1d12** for each – Has a Keep on 1 -4, Wall on 5 – 10 **Roll 1d4**, 1-2, hex has 4-40 hamlets **Roll 1d4**, on a 1, hex has 1 castle with retainers.
3	4-40 open Hamlets 10 to 100 people	**Roll 1d6** – Hex includes 1 castle with retainers on a 1-3
4-5	2-10 Villages of 100 – 1000 people	**Roll 1d12** for each – Has a Keep on 1 -4, Wall on 5 – 8, Wall and Keep on 9,10, open on 11,12 **Roll 1d6** – Hex includes 1 castle with retainers on a 1-2
6	10 – 60 Scattered isolated farmsteads of 1-20 people each	**Roll 1-6, 1-2** indicates the presence of 1-3 locked and uninhabited Blockhouses stocked with provisions.

* The keep will be a short tower or fortified structure housing any town militia, an armory, and jail.

Places of less than 200 people will have only a few basic shops. Larger settlements will have much more varied shops:, a dragon market for selling valuable living catches, hirelings available, magic shops, libraries and so forth.

After determining the general character of several hexes, placing any population centers and so forth, roads, streams and rivers, if any need to be added. These are simply drawn on as seems logical. Roads will run out of population centers of 500 or

more and may also exist at industrial and trade locations. Areas with smaller populations may well have some small paths and marked trails, but these will rarely extend for any appreciable distance and those that do may well be nearly impossible to follow for those who don't know the landmarks. Of course, ancient roadways may exist in even the most overgrown wilderness.

STEP 3 - ADVENTURE ENCOUNTERS

Each **Temperate, Tropical, Subtropical** area has an average 1-3 encounters per 5 mile hex.

Each **Arid, Subarctic, Ocean Hex** and when engaged in **Flying Travel**, every 6th 5 mile hex has a chance for an adventure.

Each **Arctic** 5 mile Hex has a 1 in 10 chance of an adventure.

The Creatures Encountered

First determine the type of creatures present:

d8	Open Land	Forest	Lakes and Rivers	Swamps	Mountains	Deserts	Ocean	Cities
1	Humanoid	Human	Human	Human	Human	Human	Human	Human
2	Fantastic	Fantastic	Fantastic	Fantastic	Fantastic	Fantastic	Fantastic	Undead
3	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Humanoid	Undead
4	Lycanthropes	Lycanthropes	Lycanthropes	Lycanthropes	Lycanthropes	Human	Undead	Human
5	Normal	Lycanthropes	Normal	Normal	Normal	Normal	Normal	-
6	Human	Human	Fantastic	Undead	Humanoid	Dragon	-	-
7	Normal	Normal	Normal	Undead	Dragon	-	-	-
8	Dragon	Dragon	Dragon	Dragon	Dragon	-	-	-

If the chances of encountering a particular creature type do not suit the flavour of your campaign, alter the table as needed.

In Hexes where the creature(s) encountered could be aquatic, assign an appropriate chance (say 50%) and roll to see what creature table - aquatic or non aquatic - to use.

CREATURE TABLES:

Once the general type of creature has been determined (i.e. Undead, Normal, etc.) roll on a table listing each type of creature. Separate tables should be made for aquatic and terrestrial creatures. Avian creatures can be mixed in each. <u>These tables are best if made by the Referee to fit the flora and fauna of the game world.</u> Some examples are provided below using traditional creatures:

Humanoid Table
D10

1	Dwarves
2	Elves
3	Giants
4	Goblins
5	Halflings
6	Hobgoblins
7	Kobolds
8	Ogres
9	Orcs, Giant
10	Orcs, tribal

Fantastic Table
D12

1	Basilisks
2	Centaurs
3	Cockatrices
4	Dragons
5	Elemental, Air
6	Elemental, Earth
7	Elemental, Fire
8	Elemental, Water
9	Treant
10	Troll
13	True Troll
12	Unicorn

Humans table

D8

1-2	Bandits
3	Rebels
4-6	Retainers
7	Angry Mob
8	Nomads

Lycanthrope Table
D6

1-2	Werewolves
3-4	Werebears
5-6	Werelions/tigers

Normal Creatures Table
D8

1	Giant Eagle
2	Giant Wolves
3	Roc
4	Tarn, Cargo
5	Tarn, Racing
6	Tarn, War,
7	Thoat
8	Wargs

Undead Table
D6

1	Ghouls
2	Sarcophagus Skeleton
3	Wights
4	Wraiths
5	Vampire
6	Zombies

NUMBER APPEARING

Once the type of creature is determined, look to the creature description to determine details like the number appearing in the hex, the treasure type and so forth. Note that the general treasure types refer to the treasures found in the lair and the number appearing refers to potential combatants. Adjust as necessary.

DETERMINING THE LAIR
Roll 1d8

D8	Structure	Details
1	Industrial/Commercial Buildings	2 - 12 Structures, each of 1 - 6 Rooms with 1 - 12 Passages on 1 -2 Underground Levels (sawmill, mine, smelting works, pottery, glassblowing, saltworks, quarry, tavern, fairgrounds, trading post etc. at Referees discretion.
2	Temple	2 - 24 Rooms, 1-3 stories, Underground 1 - 6 Passages on 1 - 4 Levels
3	Cave	3 - 30 Passages on 1 -4 Levels
4	Castle (not previously known)	4-24 Rooms, 1 - 6 Towers, and 1 - 6 stories; Underground 2 - 12 Passages on 1 - 4 Levels
5	Farm	1 - 6 Buildings of 1 - 6 Rooms, and 1-4 stories, Underground 0 - 3 Passages on one Level
6	Magic-user's Tower	3-18 rooms on 2 – 7 stories, Underground 3 – 30 passages on 0 – 3 levels
7	For Undead only, a roll of 7 indicates a burial ground	1-100 graves, 1-12 passages on 1-3 levels
7-8	A combination of the above...	**roll d6**; 1 -2 two of the above, 3 - 4 three of the above, 5 - 6 four of the above. When the same type lair is indicated more than once, the number of structures, rooms and underground levels are added together.

When the lair indicated is not appropriate to the creature type inhabiting it, the lair should be considered either abandoned or in ruins, otherwise whether any structures are intact or abandoned is at Referee discretion. As an example, suppose the rolls indicate a dragon as the creature type for the adventure and a farm as the lair. The Referee must then imagine how such a thing came to be. Perhaps, a young dragon discovered a sturdy farm and promptly ate the farmer and livestock. Appetite sated, the large stone barn, nestled securely in the hillside, offered a comfortable den... Such is how a few random dice rolls lead to active adventure design.

CHANCE OF ADVENTURE WHILE TRAVELING

Once an adventure location has been determined, it remains to be seen if the player characters discover it. The information may be passed on to the players by any number of means if they are actively inquiring into the local situation, but if they are simply passing through or otherwise unaware of the possible encounters in the area, they may randomly encounter the inhabitant(s) of the lair as they travel through the hex.

1) First it must be determined if the player characters have found the Lair itself. The chance of randomly finding a lair are given as part of the creatures description as the % *in lair* (the percent chance the PC's have found the creature in its lair). So, if the Referee has determined that a group of Elves, 25% in Lair, for example – comprise the adventure in question then the adventurers have a 25% chance of stumbling on the elven village/city/cave. Note that this is a typical chance, and may be subject to modification depending on circumstance. For instance, a band of trolls guarding a narrow mountain pass will present a 100% chance of having their lair discovered by anyone passing through.

2) Whether or not the adventuring group has discovered the creature's lair, it must next be determined how many are present in it, or - if it is a solitary creature - whether it is present

at all. Unless otherwise specified, this is always 40% to 60% chance. Roll a six sided die; a 4 or less = 40%, 5 = 50%, 6 = 60%. So, if in our previous example the Referee had determined that there were 100 elves in the hex, with 50% present (a 5 on the d6), then 50 of them would be present in the elven lair. If this were a solitary creature – a dragon perhaps – then there would be a 50% chance that it is in its den and not out hunting.

3) Unless there is only one creature, the next step is to roll a d6 to see how many groups those outside the lair are split into. A 1-4 indicate they are all together, a 5 or 6 indicates two equal sized groups and require another roll. If a 5 or 6 comes up again, one of the two split groups is split again, and so forth, until no 5 or six comes up or no more splits are possible. So to follow our example, a roll of 5, a second roll of 6, and a third roll of 1 indicates the 50 bandits outside their lair are split into three groups, one of 25, one of 12 and one of 13 elves.

4) If the referee wishes to determine the direction the groups of creatures are away from their lair

and distance from the lair randomly, further die rolls can be used - consulting the random direction chart and rolling another 1d6 to determine miles distant. A 6 would indicate departure from the hex.

OUT OF LAIR ENCOUNTERS

If the characters did not manage to find the lair, there is still a very good chance they will encounter some of its inhabitants. Once the number and size of all the groups that are present in the hex have been determined, the Chance of Discovery column on the table below should be rolled for each group to see if they come into contact with the Player Characters. Chance of discovery merely indicates that the two (or more!) groups have come into sight (or hearing or smell) of one another and could potentially become aware of each other. The direction any NPC's are coming from will usually be from the direction of their lair unless there is reason for otherwise. Whether both groups are moving or one is stationary and other specific details must be determined by the referee.

# of Player Characters (Mounted or on foot)	Number of NPC's Encountered Out of Lair	Chance of Discovery	Chance of Evading
1-3	30+	50%	50%
	16-30	30%	70%
	1-15	10%	90%
4-9	30+	70%	30%
	16-30	50%	50%
	1-15	30%	70%
10-24	30+	90%	10%
	16-30	70%	30%
	1-15	50%	50%
25+	30+	95%	5%
	16-30	85%	15%
	1-15	75%	25%

- Woods subtract 10% to 25% to Chances of Discovery and add 10% to 25 % to Chances of Evasion and allow a 10% chance of evasion even when surprised.
- Mountainous terrain subtract 20% to Chances of Discovery and add 20 % to Chances of Evasion.
- Swamps and cities subtract 5% to Chances of Discovery and add 5 % to Chances of Evasion
- Travel on roads adds 20% to Chances of Discovery and subtracts 20% to chances of evasion.

CHANCE OF ADVENTURE WHEN RESTING

When the Player Characters stop to make camp, or find some other resting accommodations at the end of their travels each day, an additional roll takes place. If the Player Characters are taking an entire day of rest or otherwise staying in one location, check twice per day. Roll a d6 and consult the table below.

Hex Terrain	Encounter Occurs
Swamp, Mountains	4-6
Forest, Desert, Rivers and Lakes, Or While Flying	5-6
Ocean, City/village, Open Landscape	6

When an encounter is indicated, using this method, it will be entirely up to the referee to decide what time of day (or night) the encounter takes place. The creatures encountered could be one of the individuals or groups present in the hex, at the referee's discretion, but in most cases will be a "Wandering Monster" rolled for randomly using the tables. The number appearing should be determined exactly as is done in underworld encounters. Surprise (see below) applies as normal except sleeping groups without guards are automatically surprised.

Chance Cards and Hex Maps

Chance Cards, as described in the Dragons at Dawn rulebook, add in random, major events in a given area. It is important to note that Chance Cards can be used to cover various sized areas and calendar frequencies, meaning they could be used on an hourly, daily or weekly basis as may be suitable for a particular overland journey. They may also be used retroactively back in time as far as the Referee desires to flesh out recent and not so recent history.

SURPRISE

Encounters, especially in the wilderness may often be unexpected. Generally the referee will know by the nature of the circumstances whether groups and individuals may be surprised by an encounter. When an unexpected encounter of some sort has occurred, surprise must be rolled to determine who becomes aware of whom first.

Player Characters get the first roll – one per group. Surprise is indicated by result of a 1 or 2. . A roll of 1 indicates 1 round of surprise; a roll of 2 indicates 2 rounds of surprise; a roll of 3 or more means no surprise.

If the PC's are not surprised, roll next for the NPC's to see if they are surprised. If neither side is surprised then they become aware of each other simultaneously.

Surprised groups are caught unprepared and are unable to fight effectively or act decisively for the number of rounds indicated, essentially allowing unsurprised groups to act freely, provided their Morale permits it. The exception is that surprised characters may decide to simply run, allowing a 25% chance each that they might drop something they are holding.

Aggressive monsters who gain a surprise advantage will invariably attack unless severely outmatched. Such a monster cannot be avoided if within 20 feet.

Player Characters surprised by a group of NPC's may well be surrounded (at the discretion of the Referee).

Either side may attempt to avoid the encounter if they are not surprised. To do so they must make a successful roll on the Chance for Evasion column. If the chance of evasion fails, they have been spotted and the sides are mutually aware of each other.

Surprise in confined settings, such as dungeons and castles, may still occur, but with less frequency and with little or no chance of evading or of the Player Characters being surrounded, depending, of course, on specific circumstance.

Sighting Distance: Roll 2d4 for the distance (20 - 80 yards) unsurprised characters will first become aware of any other person or groups in the area. Surprised characters roll 1d4.

CASTLE ENCOUNTERS

Tolls and Fees

A toll/travel tax will be expected by any castle forces the PC's encounter but do not immediately engage in combat, unless the player characters have a

pass, or are otherwise allied to the inhabitants of the Castle. The toll may vary based on leader type, with fighters and Clerics typically demanding 1d6*100 gold pieces per group and Magic users usually expecting an equivalent amount gold and additional magic items. On occasion, the Castle leader may demand the recovery of an item or some other quest as payment for passage. Some leaders may accept a bet or challenge to a competition of some sort to resolve the toll. Failure to pay will result in attempts to capture the Player Characters for sale in the slave market, use as mercenaries, etc.

DUNGEON STOCKING REVISITED

The method Arneson originally recommended - that given in Dragons at Dawn - had a 1 in 6 chance for first level rooms to be empty, 2 in 6 for third level, and 3in 6 for levels 7 and above.

Interestingly the suggested progression does not match that found in Arneson's own dungeon notes from the early days. In his most famous dungeon, for example, level 6 has 35% of the rooms occupied, level 7&8 are at 40% occupancy, (9 seems very incomplete and missing info) and 10 is 50% occupied. In Arneson's later (1979) RPG he gives a different

progression based on percentiles and increasing in 5% increments per level, matching the 35% at sixth level quoted above. Merging the two methods gives us and interesting system:

Levels	Rooms Occupied
1 and 2	1 out of 6
3 and 4	1 out of 4
5 and 6	1 out of 3
7 and 8	2 out of 5
9 +	1 out of 2

This method gives dungeons that are a bit fuller than the original and closer to what we actually see in Dave Arnesons actual dungeons. However, what needs to be remembered here is that these represent occupied rooms, not the number of monsters actually present. There are also always wandering monsters. In dungeons that have been festering unmolested for a long time, the frequency of wandering monsters can be quite high regardless of level...

Protection Points Revisited

The Protection Point system presented in Dragons at Dawn compromised somewhat the method Arneson suggested in order to achieve results similar to what he actually did in his own games. In fact it is clear he generated Protection Points in a number of different ways, some of them by simply multiplying 10 times a 2d6 result.

As an example of the Dragons at Dawn system, lets use the occupancy rates given above and the point generation method in Dragons at Dawn – (counting the number of rooms per level, looking at the total number of points each room should have for that level and simply multiplying the rooms times the points).

So here's how it works out, more or less, for one of Dave's actual maps:

Level 1: 3 rooms 1 occupied; 15 points
Level 2: 15 rooms, 3 occupied; 210 points
Level 3: 12 rooms, 3 occupied; 180 points
Level 4: 12 rooms, 3 occupied; 300 points
Level 5: 5 rooms, 2 occupied; 175 points
Level 6: 4 rooms, 1 occupied; 160 points

These results are both typical and appropriate, however wide swings in the number of rooms can

leave situations in which deeper dungeon levels can be significantly easier than the one before. In the above example, level 6 could be a lot easier to clear out than level 4, depending on the monsters selected by the Referee.

Dungeon designers may prefer to use a more random version of the system going back to Arneson's original suggested method.

Level	Points x 1d10
1	5
2	15
3	15
4	25
5	35
6	40
7+	50

Once a room/area has been determined to be occupied, the number of Protection Points for the room are determined by rolling a 1d10 and multiplying the result times the number in the appropriate column, for the level. So for example, to get the Protection Points for a level 2 room, it would be 1d10 x 15, giving a range of anywhere from 15 to 150.

This system can also produce some wild swings, but will tend to be a lot more flexible and balanced across levels.

HOUSERULING COMBAT

CONVERTING AC TO OTHER SYSTEMS

To quickly convert Dragons at Dawn AC (positive numbers) to the traditional descending AC seen in many retroclones and older games, simply subtract the Dragons at Dawn AC from 10. So, for example, to convert a Dragons at Dawn Armor class of 4 to a descending armor class, the calculation would be (10 - 4 = 6). Thus Dragons at Dawn AC4 converts to descending AC6. The reverse, converting Dragons at Dawn AC to the traditional descending systems is also the same – subtract from 10 – a traditional AC of 2 coverts to AC8. In fact the only difference to be aware of is that while shields usually give a measly 1 point bonus in both Dragons at Dawn and traditional games, in Dragons at Dawn a shield alone is always

AC 3 (traditional AC 7). Negative AC, of course, needs no converting.

MORALE, MOMENTUM, AND DETERMINING THE ORDER OF ATTACKS IN A COMBAT ROUND

Dragons at Dawn only specifies that those who pass their morale throws always strike over those who fail, but no guidelines are given when opponents equally either fail or pass their Morale throws. The method that follows takes Morale into account to a greater extent by creating a system of shifting momentum whereby back to back rolls are possible by either the Players or the Non Player Character monsters.

As I play it, the order of who strikes when in a round is first determined by position. Those who entered the combat first and pass their Morale Throw strike first. When several characters meet this criterion I simply roll a die to pick who attacks or defends against who. Another approach, requiring a bit more bookkeeping, is to compare the Dexterity Traits of the attackers and allow higher dexterities to roll first.

Often the "monster" NPC's will lose their Morale Throw, and all the Player Characters will have equal or higher Morale and thus may be allowed to attack first, but if the monsters pass Morale and some of the players fail or have a lower Moral Condition for some other reason, then the order of attack/defend will not be the same for all players. **Monsters and Player Characters who pass their Morale Throw will attack first in a combat round against their opponents.** Each case of who attacks and who counter attacks in a Round must be handled individually regardless of which "side" they are on.

Should the attacker subsequently fail a Morale Throw, or the Morale Condition of the defender otherwise improve to an equal or better condition than that of the attacker, then momentum has shifted and the attacker will become the defender in the next round. Thus the attack/counter attack order in the round is switched.

For a simple example, a Selfish Orc is confronted by a Lawful Priest and a fight ensues. The orc fails his Morale Throw and drops from Normal to Shaken for two rounds. The Priests Morale Throw is successful and so he attacks. For two rounds the Priest attacks and the Orc counter attacks. Neither gets a clean hit. At this point the Orcs Morale returns to Normal and since it is equal to the Priests, the Referee

declares a momentum shift. The Orc, who has just rolled for his counterattack, now rolls again for an attack. After several more rounds, let us suppose the Priest, now counter attacking, manages to inflict a severe wound on the Orc. As a result, the referee requires the Orc to make another Morale Throw and he fails again, dropping back to "Shaken". Momentum therefore shifts once more and the Priest gets to roll again as the attacker. He hits again and kills the Orc.

ALTERNATE HIT DETERMINATION TABLES

The table below may be directly substituted for the combat table provided in the Dragons at Dawn rulebook. Hits are determined by rolling percentile dice. With this table, chances of hitting an opponent are improved – which may often work against the players favor! A base chance to hit an equal opponent of 40% is given in the rules Arneson co-authored and published in 1979 with Richard Snider. The table below reworks this figure into a Dragons at Dawn attack matrix in 5% increments following the pattern Arneson used in his 1973 draft manuscript:

Combat Matrix

ATTACK VALUE		DEFENSE VALUE																
		<1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	<1	40	35	30	25	20	15	10	5	1	-	-	-	-	-	-	-	-
	1	45	40	35	30	25	20	15	10	5	1	1	1	1	1	1	1	1
	2	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	1	1
	3	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1	1
	4	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1	1
	5	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1	1
	6	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1	1
	7	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1	1
	8	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	1
	9	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5
	10	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10
	11	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15
	12	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20
	13	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25
	14	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35	30
	15	99	99	99	99	95	90	85	80	75	70	65	60	55	50	45	40	35
	16	99	99	99	99	99	95	90	80	80	75	70	65	60	55	50	45	40
	17	99	99	99	99	99	99	95	95	85	80	75	70	65	60	55	50	45
	18	99	99	99	99	99	99	99	99	90	85	80	75	70	65	60	55	50
	19	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60	55
	20	99	99	99	99	99	99	99	99	99	95	90	85	80	75	70	65	60

"Monster Attacks"

Dave Arneson always made things just a little tougher for the monsters. This included giving them a separate attack matrix that gave monsters of approximately the same level as human characters and related races 5% less chance to hit - a one column shift in the defenders favor. For Referees who would like to do the same, it may be simulated easily without creating a separate table by simply adding one to the defense value of the defending Player Character, etc.

Two Handed Combat and Shield Bashes

Although it will negate a shields defensive bonus, a character may gain 1 additional Attack Value using their shield offensively or with a weapon held in the second hand in place of the shield or with a two handed weapon. Such attacks add half again as much damage (+ ½ HD) to the damage roll total. Likewise, a second weapon may be wielded defensively in place of a shield. The weapon will provide the same defensive bonus as a shield in melee, but not against projectiles. A secondary weapon cannot be used defensively and offensively in the same round.

The Armor Class Saving Throw and Armor Damage

Armor Class Saving Throws can be very effective against all but the best magic weapons, particularly when characters have especially good armor and bonuses. Sirjaguar in the ODD74 forum made a suggestion I wholeheartedly recommend - A simple rule for armor damage. Every time an Armor Save roll exactly matches the Armor Class number required to save, damage has been done to the armor, causing loss of one point of AC until such time as the armor can be repaired by a professional.

"Level" vs. AC

As research continues we may well come to know exactly what combat tables Arneson developed in his first year or two of play. The table given above; and the combat table presented in Dragons at Dawn are based on numbers he is known to have used at various points and are reflective of his style of play, but there is good evidence that he created the original form of the now famous "alternate" combat system, arranging his tables as Level/Hit Dice vs. Armor Class as seen in the common method of resolving combat in the worlds most popular roleplaying game.

We do know that Arneson's tables were either d6 or percentile based and not the d20-based table familiar to so many gamers.

Either the combat table given in Dragons at Dawn or, preferably, the alternate table given above may be used in the traditional Level vs. Armor Class system. To do so, simply use the character/creatures Armor Class rating instead of their HD number when calculating Defense Value in Step 1 as follows:

Step 1 – calculate Fighting Strengths:

1) Apply Dexterity modifier – Take the difference, if any, between the Dexterity scores of the combatants. This difference becomes a Fighting Strength benefit to the combatant with the higher Dexterity by being added to the Hit Dice number for calculating Fighting Strength when attacking or to the Armor Class number when defending.

2) Apply Size modifier (For combatants of significantly different physical sizes only) – divide both the attacker and defenders Hit Point Values by 10. If the attacker is physically larger than the defender, add the difference to the defenders Armor Class number. If the defender is physically larger than the attacker, add the difference to the attackers Hit Dice number.

3) Apply level modifier - Take the difference, if any, between the levels (or number of Hit Dice if no level is given) of the combatants and add it to the Hit Dice number when attacking or Armor Class when defending, of the combatant with the highest level.

4) Apply any special modifiers. The results of steps 1-4 are the Attack Values and Defense Values of the Combatants.

5) Apply any Morale Condition modifier

6) Compare combatants Attack Value versus Defense Value on the Combat Matrix

Step 2, etc as normal (see Appendix X for complete reference table).

The Level vs. Armor Class Saving Throw

Whether the Armor Class saving throw is used with this method is purely a matter of preference.

Some may dislike the double use of Armor in the system (although as a game mechanic, it makes little difference). Of course, Armor saves can be ignored altogether, but for those who prefer, an alternative Saving Throw is presented below.

These Saving Throws were almost certainly used by Arneson at least in regards to some monsters early in the development of the game. Therefore, those playing the basic version of Dragons at Dawn with a Level vs. AC combat table are encouraged to use this Saving Throw table and restrict the Saving Throw to warriors only, as Arneson did.

2d6-2

Level	Saving Throw
1-3	9
4-7	7
8-10	4

Level vs. Armor: The Basic Game

For convenience, one combat table is given in Dragons at Dawn for use in both the Basic and Enhanced versions of the game, a combat table based around Hit Dice. Careful study of Arneson's early notes and statements, indicates that Hit Dice were not originally applied to monsters, but apparently referred to the number of dice a player character would roll for damage.

Exactly how Arneson handled those early monsters is a mystery, but some of his statements suggest that "fantastic" monsters at least (meaning those with magical, unnatural abilities) are all to be considered as "superheroes", regardless of their actual Hit Dice. Juvenile, inexperienced Fantastic or Leader type Normal creatures (lets say 2HD and greater Normal creatures) are rated as "heroes" (½ the Hit Point and other Values for Fantastic creatures), and less than 2HD Normal creatures or the youngest, weakest and oldest Fantastic creatures are rated as "Flunkies" (¼ standard Values for Fantastic creatures).

Players of the Basic game may want to emulate this early system using the attack charts provided below:

Player Character Attack Table

	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8
Flunky & Wizard 1-4	90	85	80	75	70	65	60	55
Hero & High Wizard	75	70	65	60	55	50	45	40
Superhero	55	50	45	40	35	30	25	20

Monster Attack Table

	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8
Flunky	95	90	85	80	75	70	65	60
Hero	75	70	65	60	55	50	45	40
Superhero	55	50	45	40	35	30	25	20

FAME

As characters go up in levels, their fame spreads and with fame comes a reputation. People will have heard of level 1 characters within a ten mile square (100 square miles) centered on the characters base of operation, provided they remain within that area for more than 6 months. This amount is doubled with every level as shown below:

Character Level	Area of Fame In Square Miles	% Chance of Fame Outside Area
1	100	2
2	200	4
3	300	6
4	400	8
5	500	10
6	600	12
7	700	14
8	800	16
9	900	18
10	1000	20

If characters travel outside their Fame Area before 6 months have passed, their fame area will not increase with level advancement in their old area, but will grow to the proper size in their new area if they stay within it for the required 6 months. The last column of the table indicates a base chance that any given person outside the fame area may happen to have heard of the characters – and should be modified of course depending on the type of individual, meaning a Wizard might be more likely to have heard of another Wizard than the average given. The column may also be used in reverse for the chance that a person in a characters area of fame has actually not heard of the individual.

Fame is always accompanied by a reputation. Reputations can consist of any number of things depending on the alignment and deeds of the characters and the cultures of the game world. Thus the effect of reputation is sometimes a matter of roleplay, but reputation in general will have an effect on non player character reactions and the hiring of hirelings. For this purpose the Referee must keep

track of the general tenor of the characters reputation from adventure to adventure. Famous characters would be wise then to guard their reputation! Rumors, both positive and negative, and formerly positive rumors discovered to be lies, can have interesting in-game consequences...

For situations where the Referee may have some doubt regarding a Non-player Characters' reaction, the following table may be used:

Reputation	Positive Reaction Chance	Persuasion Bonus/Penalty for Merchants
Heroic Reputation	85%	+15%
Successful or More Than Fair	75%	+10%
No Reputation or Average	60%	0
Mixed	45%	-10%
Greedy, Incompetent or Abusive	30%	-15%

A Heroic reputation can only be had at Hero levels and above, however, being a high level character is no guarantee of such a stellar reputation. Adjustments of up to 15% should be made for high or low Appearance scores, depending on gender, species, age, class and so forth of the characters involved- yes, some people can almost always get what they want. If price haggling is going on, the amount of money offered will also affect chances. The Bonus/Penalty for Merchants Persuasion ability is just that – add it or subtract it from the Merchants chances to persuade.

The result of the die roll gives an indication of the degree of passion in the reaction. The greater the difference between the percentage needed and the actual roll, the more positive and enthusiastic the reaction. For example, let us suppose a Warrior with a Heroic reputation is attempting to talk a street vendor into giving him a free lunch. If the warrior rolled a 10 (a 75 point difference from the 85 needed), the Vendor would gladly give the warrior what he's asking for and more. If on the other hand the warrior rolled an 80 (a mere 5 point difference) the vendor may well only give him an apple and offer the rest of the lunch at half price. Of course a roll over 85 would indicate total failure for the Warrior.

TRAITS

The following notes and modifications can be applied to the Character Traits as desired:

HEALTH(CONSTITUTION):

The bonus is added to the number of Hit Point Values recovered in the usual time.

Health Bonus Table

Character Trait	Bonus Healing Points
8	+1
9	+2
10	+3

DEXTERITY:

For a finer grained approach, dexterity maybe divided into quickness and grace.

GRACE (GRC):

Grace encompasses the ability to move fluidly, with control, agility, balance, and fine motor skills.

QUICKNESS (QWK):

Quickness is a measure of speed of movement - how fast a Character can react and otherwise move or run. It is primarily used when determining base movement rate, Battle Order in combat, or as a Throw versus traps, and the like. High Quickness could give a bonus to Hit Point Values due to the quick, reflex reaction that helps minimize the impact of damage.

APPEARANCE:

Appearance Leadership Table

Character Trait	Bonus to Morale Roll
8	+1
9	+2
10	+3

MORALE FOR HIRELINGS AND HENCHMEN

Loyalty Trait

All Non-Player Characters (including monsters) in the service of Player Characters must be given a Loyalty (aka Ego) Trait. Loyalty traits are a kind of Character Trait generated by rolling 2d6 -2. It primarily determines possible benefits or penalties to Morale throws but can be used for other situations, such as temptations to steal or attempts at bribery. Adjustments to this score are made for the Player Character's Appearance Trait score and for other factors as determined by the Referee. For example, hirelings continually exposed to extra-hazardous duty, poorly paid, and so forth, may receive a -1 or -2 to their Loyalty. NPC's kept in service may receive a +1 bonus for every year of time in game. If they are treated particularly well, given bonus pay, and participate in successful adventures, this bonus may be increased to +2 or +3 a year. The players, of course, can not know the hirelings Loyalty trait, shy of reading their minds.

Loyalty Trait	Morale Effect
3 or less	-3 on morale throws
4	-1 on morale throws
5-6	No effect
7	+1 on morale throws
8-9	+2 on morale throws
10 and above	Need never check morale

In most cases, hirelings are employees, usually not servants or slaves. They may be ordered to perform certain duties, but are completely free to refuse to perform tasks not explicitly agreed to at the time the NPC was hired. Most hirelings will not sacrifice life and limb for the good of the party; they look out for their own interests first. The same may be said of henchmen, - NPC's who follow the party for their own reasons. If a hireling or henchman has been fairly treated, they will normally be willing to take an equal share of the risks. If they are given a full share of treasure when their first expedition is completed, their Morale should be raised by 1 while they remain associated with the characters.

Loyalty Trait for Players

Players may, if they wish, add a Loyalty or Ego trait to their character matrix. This would only be used by players who prefer to have the dice decide

when their character might take a bribe or rebel against the other players or similar instances of self interested behavior that are normally handled through role play.

ADDITIONAL MORALE THROWS

In addition to the beginning of combat, Morale Throws should be made when faced with some great challenge or when the danger appears unusually threatening, extreme or shocking. The character must know, suspect, or believe that they are overmatched and in serious danger. If however the character is facing the danger on purpose as a means of protecting the life of others – an act of bravery, the Referee may rule that there is no need for a Morale throw.

Typical examples of appropriate times to require a Morale roll:

- The character could be killed in just one round.

- The first time a character has received any significant damage in months

- The characters Hit Point Values drop to less than one third.

- At least ½ of a characters companions are dead or have run off.

- The character suddenly experiences a severe shock from something unexpectedly horrible.

- Neither the character nor the group has physical or magical means of dealing with the challenge they are facing.

- Death of a leader or the most experienced character.

- Any non Elf (or partial) is learning a new Elfin spell. Learning Elfin magic exposes a character to dangerous Numeninous influences and can damage and warp the mind.

Characters may also have no way of knowing, in any given situation, the true level of danger they are in. Characters who do not even suspect the amount of danger they are in require no special Morale throw. When determining whether to require a Morale Throw, what the characters believe is more important than what they know. For this reason, a powerful illusion is certainly cause to make a Morale Throw, even though the threat is false.

Desensitizing

If a character has already successfully faced a particular creature or terrifying sight, then they are less likely to falter when facing it again. Every time a type of encounter is successfully resolved, a + 1 adjustment factor may be added to future Morale throws for a similar encounter later. This soon leads of course to a point where higher level characters will no longer need Morale throws in many situations. Players need to keep track of these bonuses if their character has them.

Inspiring

Spells, magic items, and other methods which instill courage, will negate the need for a Morale Throw. Likewise an inspiring orator or leader with a high appearance can lift the Morale of any group. The orator must make an Appearance throw, adjusted by any oration education bonus they may have.

Leader Death or Panic

Leader death results in any Morale bonus the leader may be imparting being turned into a negative – thus the more popular the leader the bigger the loss of Morale. Leader death always requires a Morale throw. Much the same result occurs if a leader panics.

FAILING MORALE

When the state of Surrender is reached on the Morale Condition table and no surrender is possible or simply at the Referee's discretion in the appropriate circumstance, the player or referee must roll a 1d6 and consult the Panic Table.

Panic Table:
1) The character drops everything and runs their full movement rate (routs) or cowers as best they can if there is nowhere to run, (as per banished undead) for 2 rounds. After 2 rounds the character must make another Morale Throw at -2. Characters who are cornered may attack after one round at +1 Chance To

Hit but -3 penalty to their own armor class. Spell casters have shaky hands and voices, etc. and must make a Saving Throw against their Level.

2-3)   The character is either fear struck or startled and will hesitate, rooted motionless to the spot for one round.

4)   If the character is facing some kind of enemy, they (regardless of class) are overcome with a kind of maniacal berserker rage and charge the target, utilizing whatever weapons are on hand. All attacks are 3 times FS. The character will ignore all damage and keep attacking round after round until the target is in tiny pieces or someone stops them. Anyone interfering with the character has a 75% chance of catching one attack from the character themselves. However if the threat faced by the character is not an enemy or object that can be attacked, the rage will be transferred to someone or something else, such as the person they blame for getting them in the mess in the first place, the locked door of the dungeon, etc. Similarly any spell caster reading a new spell may tear the scroll or spell book to pieces.

5-6)   The character must make a sanity Throw. This is accomplished using 1d10. (See below)

SANITY

Culture matters. In fact culture matters MOST in regards to what constitutes "proper" behavior, be it sane or insane. For gaming purposes, this means that what causes trauma, how characters respond to it, what constitutes dysfunctional insanity, and how others react to those affected should never be some colorless, one size fits all paradigm based on the learned behavior of the modern industrial west.

Presented here are a few broad categories that generally reflect the types of basic genetic/instinctive "wiring" responses that occur as a result of mental stress and trauma. Exactly how these play out should be done in accordance with specific cultural expectations in the campaign.

For example, in some societies the "natural" response to extreme trauma is to go headhunting, in others, by non violent religious devotion, in others, ritual suicide. In some societies, blind rage is encouraged (Berserkers) in response to shock; in others a semi catatonic/schizophrenic state

(zombiism) is the expected response. etc.

If required to make a Sanity Throw, the player must roll a 1d10. On a 1 through 4, nothing happens and the player gets to pick 1, 2, or 3 from the Panic Table. On a 5-10 the character has gone insane. There may well be situations where the Referee will feel that having one of the characters, or NPC's go insane is either not appropriate at the time or will otherwise detract from the enjoyment of play. If so simply ignore the results. Keep in mind that experienced characters, having "been there and done that" will receive Desensitized bonuses, and may very well be at a point where insanity – at least for familiar horrors - is impossible and no roll is needed.

Failing a Sanity Throw

There are two ways to handle a failed Sanity Throw. The player can look through the list and choose the form of insanity the character has developed. This method has the advantage of keeping the player in control of the character and allowing some creative role playing. The second method is to simply let the dice decide.

5,6   **Post-Traumatic Stress Disorder**
The trauma and stress of repeated frightening encounters has worn down the characters psyche to the point they are mentally and physically affected. They begin to suffer nervous jitters and twitches, aches and pains and are easily fatigued and panicked. The character feels a sense of imminent doom they may express to other players and will feel distracted and unable to focus. Any spell takes twice as long to cast; Armor Class is worsened by -1 and Attack Values and all saving throws are at -1 from the appropriate Trait.

7   **Schizophrenia**
A schizophrenic suffers from a lack of clarity about themselves and the nature of reality. They experience bizarre delusions, babbled speech, auditory hallucinations ("hearing voices"), social withdrawal and they engage in bizarre, irrational behaviors. A schizophrenic character can not

solve complex problems, participate in any kind of rituals or cast any spells. They are 50% likely every round to flee from the party or attack someone in the party if fleeing is not an option. If the party engages with NPCs they are 50% likely to take action opposite to that of the party, i.e. refuse to attack a monster or attack a friendly group of elves.

8 **Paranoia**

The character fears everyone and sees plots and schemes behind everything. Threats are everywhere and everyone's actions have an insidious dark purpose meant to lead to the characters downfall or death. Paranoid characters may still interact with friends and party members, but will tend to grow increasingly suspicious of their companions and perhaps one or two companions in particular. They may attempt to form alliances with "trusted" friends and can sometimes be very convincing in their arguments. The paranoia may also be directed toward a particular kind of object or species of creature. In some cases the paranoia can be beneficial to the party, as the paranoid character may be hypervigilant, in certain circumstances. More likely, the paranoid character will engage in unpredictable and unfriendly behavior at inappropriate times. The Game Master and player will need to work out the exact details.

9 **Amnesia**

Loss of memory may not seem so bad until it is realized that it means the character no longer knows anyone, or who to trust, or why they are where they are. Further, the amnesiac loses all experience while affected, becoming a 1st level character. While skills remain intact, they will not know they have them until they make some attempt that utilizes their skill,

and they can not make use of any character class abilities, including spellcasting. Hit Point Values and Character Traits remain unchanged. The single benefit of amnesia is that whatever happened in the past is no longer affecting the characters mind, possibly sparing them from the need to make additional Morale Throws.

10 **Hallucinations**

The character begins "seeing things"; things that aren't there; and reacting as if they were. The imaginary objects are usually of a consistent nature. The character always sees snakes or bugs or rushing water or bloodstains but not all three. The hallucinating character will always react with a strong emotional response to what they think they see. They will behave as if it is very real and important to them with possibly deadly consequences. Alternatively, the character may consistently fail to see something, such as a dragon or perhaps a color, such as blood red. The hallucinations can be triggered at any time.

Period of Insanity

The Player must roll 2d6 and subtract their level from the results. If the result after subtracting level equals 1 or more, then that is the number of days the character will suffer the effects of the insanity, provided each day includes a full 8 hours uninterrupted rest. If the roll result minus the characters level is 0 or less, then the raw roll result equals the number of rounds the character will be affected before the character snaps out of it. Optionally, a roll of a natural 10 could be taken to indicate permanent insanity. For example, Nosenrald, the 3rd level Elf Mage, is adventuring with a friendly party when the group is attacked and overwhelmed by werewolves. Nosenrald fails several Morale Throws and runs away. When he returns he finds his companions have literally been torn to bits and gnawed on. It drives Nosenrald insane. Nosenrald's player rolls a 4 on 2d6. Four minus Nosenralds level (3) equals 1, so Nosenrald will remain insane for 1 day.

If the player had rolled a 2 instead of a 4 then subtracting Nosenralds level 3 would have resulted in a -1. In that case the raw die roll of 2 would represent the number of rounds Nosenrald would remain insane. After an episode of temporary insanity ends, the character should still evidence some lingering effect or altered behaviors. The character will generally seem to be their old self, but certain things and certain moments may evoke quirky behavior. It's up to the Player to decide how to role play this, if at all.

Insanity Intervention

If immediate attention is given when a character suffers an episode of temporary insanity, attempting to calm, slap, or otherwise bring the person back to sanity, the period of insanity can be shortened by 1d6, either rounds or days, depending on the length determined for the insanity.

Curing Insanity

Priests, calling on a special healing, are able to cure Insanity in the same manner as physical wounds, or a Wizard could brew a Vital Mind potion that will return the character to normalcy.

NONPLAYER CHARACTER REACTIONS

Often the Referee will decide how a Non Player Character should react in a given situation and determine play accordingly, but for those times when the Referee is uncertain or simply wishes to leave it up to fate, the following table may used by rolling two six-sided dice and adjusting for Appearance and any other appropriate factors:

Reaction Table

Dice Score	Reaction
2	Hateful, Desires Violence
3-5	Dislike
6-8	Neutral/ambivalent
9-11	Friendly/agreeable
12	Enthusiastic (Loyalty +3)

Alignment (if known), intelligence, cunning, fear, greed, special skills, and so forth should all be considered when determining reactions.

CHARACTER INHERITANCE

Characters live dangerously. When fate turns against them and death occurs, the player may designate a relative or companion (usually their new PC) as the heir of the deceased. Inheritance may be immediate but if there are any questions regarding the death or no body is present, a month or more may be required for local authorities to recognize the inheritance. A 10% tax on the value of the inherited property may be assumed and "collected" by the referee.

If a presumed dead character should suddenly return and want their property back, they should generally be allowed to have it as far as any authorities are concerned – along with another 10% tax – provided there are no particular quirks to local culture that might suggest otherwise. The heir in such a case must have a Loyalty score which would be given a 0-2 penalty. The resulting Loyalty modifier is then applied to a Reaction roll (rather than a Morale throw) to see how they "feel" about the return of the property to the previous owner.

AGEING

Even great characters must face old age and natural death. Players roll once per year (or whatever passes for a year in your campaign) for natural death. Each player will be required to roll their characters death chance using a d20 and comparing the result to the table below. If the roll is equal to or less than the number listed, there is a chance of natural death. Players are allowed a Throw against their Health Trait. If the roll equals or is less than the Trait, the character will have 1 to 6 weeks of illness but will live. If the roll is greater than the Health Trait, the character dies of natural causes.

At the ages in the table marked with an asterisk (*), the effects of growing old begin to manifest. When the character reaches these age grades they subtract 50% of the number listed in the DEATH ROLL column rounded up, from ALL Character Traits except Brains, Cunning and Appearance. For game purposes, Brains, Cunning and Appearance are generally unaffected by age. The amount subtracted from the characteristic Traits however, can never be more than 50% of the original total. For example, a mighty warrior with a Strength of 10 can never drop to less than 5 due to the effects of age.

At age 56 for most Humanoids and Doppelgangers, and 111 for Trollborns, Elves and similarly long lived creatures, the character may no longer gain additional Hit Point Values regardless of level gains, and at 61/121 years of age the character will actually begin to lose Hit Point Values at the rate of 2 per year, regardless of whether they continue to advance in levels or not. Note that this loss of Hit Point Values due to age stops once the characters base Hit Point Values are reached. A character can never drop below level 1 Hit Point Value no matter how old. Also, there are magical means whereby both the loss of Hit Point Values and Characteristic Traits can be prevented or reversed, but sudden loss of that magic can have drastic and immediate consequences.

THE TABLE OF DEATH

AGE – Humans and Doppelgangers	AGE – Elves, Etc.	Hit Point Value	DEATH ROLL
0 -1	0-2	1 Hit Point Value	4
2 to 10	3-8	2	2
11-16	9-24	3-4	1
17-35	25-70	Full	1
36-45	71-90	Full	2
*46-50	*91-100	Full	2
*51-55	*101-110	Full	3
*56-60	*111-120	No Additional HPV gained	4
*61-UP	*121-UP	Automatically loose 2 HPV a year	5

Arneson's Monster HPV By Age:

Monster Hit Point Values can be varied by both age and Hit Dice. Some creatures (like humans) will usually only have one HD throughout their lives, but others (like characters and Dragons) will gain Hit Dice as they mature. Their Hit Point Values will vary with age. The very young should have 1 pip per die increasing to 6 at the height of maturity/strength. Some variation may be given between males and females of many species also.

For example, a very young female Giant may get either 5 or 6 hit dice but count only 1 spot on each of those dice toward her Hit Point Value total. As she matures she may reach 11 or 12 hit dice and count 6 pips on each die thus having Hit Point Values of 66 or 72.

(Fantasy role play gaming) at its start was a simple system with guidelines that could be tailored to the players. The game was a co-operative effort by the players (Each having strong points and weakness.) to overcome the obstacles (Problem solving.) set up by the DM. The skills (Such as found in my AIF [Adventures in Fantasy] game.) allowed you to build your character. As each edition came out new layers and more/different rules were added. Some good, some bad, always more restrictive in some way even if it was a more 'simple' game.

Dave Arneson, "Dark Lord of Game Design", ODD74 Forum

CHARACTER MATRIX

In addition to the categories listed in Dragons at Dawn, players using the Ageing and Society rules should include that information on their character record.

A very basic Sample Character sheet is provided in Appendix 10. There are also several very excellent fan created versions available on the internet.

PLAYER CHARACTER SPECIES

Here are a few "new" character races used in my campaign:

Doppleganger (aka Face Dancer)

A rare species of shape changing humanoid who are often hated and feared by others. Since they have the ability to mimic any humanoid form within two feet of their height and 300 pounds of their weight with 90% accuracy, evil dopplegangers often assassinate some person and assume their identity. However, player character dopplegangers need not follow this trend. Dopplegangers are unable to cast spells or use magic items of any sort due to some element of their make up. They are also resistant to magic, receiving a +3 to all saving throws involving magical effects.

- No Wizard, Elf Mage, or Cleric Characters
- Cannot wear armor or clothes, but can carry shields and weapons.
- Natural Armor class base of 6.
- +1 to Health
- -1 to Strength
- +3 to all magic saving throws involving magical effects.

Orc

About the same size as elves, but much stockier, Orcs have grey-green skin, small eyes, large jutting jaws with huge canines and pointed incisors. Orcs are usually fighters. They are tribal, very hierarchical and nocturnal, being able to see in the dark as well as elves and dwarves. They are of average

intelligence but tend to be volatile and very militaristic. While martial skill and strategic savvy are highly valued by orcs, honor and responsibility are not. There are, of course, exceptions. Tribes of orcs

are usually found in isolated places, most often in mountain caverns and thick forests, due to the orcs' dislike of sunlight. Orcs move normally at 90 yds per round.

- -1 penalty when fighting in bright light
- +1 to their Health score and a +4 to any saving throws involving disease
- Track sign on a roll of 1-2 on a d6 when within 10 feet, or on a roll of 1-4 on a d6 when they are actively looking.

Trollborn

It has been a common enough occurrence for certain monstrous creatures to take a sexual interest in a human, and vice versa, for the offspring of such unions to be a known, if rare, occurrence in most lands. These offspring usually are called Trollborns. The most usual parents of Trollborn, other than another Trollborn, are Goblins, Trolls, Ogres, Nightmares and Hafgygr. As frequent targets of discrimination by all concerned, Trollborns often band together or attempt to mask their identity. Trollborns tend to be stronger than normal and quick tempered, and are often lacking in what most people would call good looks. There are, of course, exceptions. Trollborn are resistant to the effects of

magic and, like elves, their natural life span is about 160 years - but few actually live that long.

- +2 to Strength
- +2 to Saving throws vs Magic
- -2 to Appearance

THE CLASSES

Classes are only broad, general categories. By concentrating on the appropriate education as the player levels up, the character's abilities are customizable so that most characters can be made quite distinctive.

In essence there are only two character types – those who use magic and those who don't. Those who fight are further subdivided into those who focus entirely on fighting and those who focus on fighting and subterfuge. Magic likewise, is divided between those who practice divine magic, and those involved with the raw and not so raw forces of numenous powers. Other types of magic could conceivably exist, also.

Taming The Wizard

In Dragons at Dawn, even first level Wizards are amazingly powerful with their at will abilities of fireball and lightning, drawing from the fantasy wargaming rules by Gygax and Perren. In Role play gaming, Wizards were "tamed" and became one of the weakest characters to play until high levels were reached. While many love having Wizards who can play a prominent role in the game even at first level, others prefer the more typical "weak" Wizard. It is very easy to tame the at will powers of the wizard in your Campaign world if desired by applying the following rule:

- The damage done by a Wizard casting their at will abilities of Fireball or Lightning is 1d6 per Hit Die of the caster for Fireballs and the same for Lightning except it receives an additional +1 per die. All other characteristics of the spells, including any saving throws, apply unchanged.

Elf Mages should follow the spell rules as originally written in Dragons at Dawn.

PRIEST/MONK

Monks, as described in the rulebook, are a sub variety of Priest who have dedicated themselves to a particular order, individual, or philosophy within a religion. Monks therefore are specialists who may (or may not) have particular skills related to their discipline but are otherwise identical to other Priests. Listed below are some examples of possible Monk varieties.

Monk – Order of the Frog

A strange cult that believes humanity must be replaced by intelligent amphibians.

Miracles:

Level 1

Priests who make their Saving Throw suffer no damage or ill effects, regardless of the circumstances.

Amphibian Communication (instead of Cure) – The Monk is able to both speak to and understand the speech of all Amphibians. Further, the animal will, at least initially, react positively toward the monk.

Turn Away Undead – as normal

Level 4

Water Breathing (instead of Detect Alignment) – the monk can breath in water as easily as in air.

Blessing - as normal

Dispel – as normal

Ward - as normal

Tranquilize – as normal

Level 8
At 8th level, Priests who fail their Saving Throw will nevertheless only

receive half the damage or suffer half of the called for results.

Control Animals – the monk is able to give orders to normal animals, who have no choice but to obey.

Levitate - as normal

Death Curse – as normal

Revivify – as normal

Monk – Order of the Green Robes

These Monks celebrate nature and abhor all but the simplest and most natural technologies. They will not use any refined metals. These Monks are also skilled at predicting the weather up to three days ahead, having a 50% chance of a correct prediction at level 1 increasing to 75% at level 4 and 100% at level 8.

Miracles:

Level 1

Priests who make their Saving Throw suffer no damage or ill effects, regardless of the circumstances.

Cure – as normal

Change Shape (instead of Turn Away Undead) – Three times per day, a Monk of the Green Robes may change shape into any kind of animal, bird, or fish, once to each kind and varying in size from about 1 to ten feet long. They receive the Hit Dice and Hit points of their new form.

Level 4

Speak with Animals (instead of Detect Alignment) – as per the spell

Blessing - as normal

Control Insects (Instead of Dispel) – the monk is able to demand unconditional obedience from all insects within 1 yard per level of the monk. The effect is permanent as long as the insects being controlled are within the range allowed. Control will be lost within one normal round as soon as the insects are out of range.

Ward - as normal

Tranquilize – as normal

Level 8

At 8th level, Priests who fail their Saving Throw will nevertheless only take half the damage or suffer half of the called for results.

Control Plant Growth (instead of Mental Immunity) – the monk is able to cause all plants within 1 yard per level of the monk to grow at a rate of ten feet per round.

Levitate - as normal

Death Curse – as normal

Control Animals (Instead of Revivify) – the monk is able to demand unconditional obedience from all animals within 1 yard per level of the monk. The effect is permanent as long as the animals being controlled are within the range allowed. Control will be lost within one normal round as soon as the animals are out of range.

Monk – Order of the Guardians

A martial order dedicated to the protection of pilgrims and the weak. The monks frequently seek out war torn or troubled areas or places of pilgrimage to carry out their mission. These Monks give up some of the priests miraculous powers in return for martial training and skill and typically seek out education in weapons training.

Miracles:

<u>Level 1</u>

Priests who make their Saving Throw suffer no damage or ill effects, regardless of the circumstances.

Cure – as normal

Turn Away Undead – as normal

<u>Level 4</u>

Detect Alignment – as normal

Blessing - as normal

Resilience (instead of Dispel) - The guardians' divine faith imparts a complete immunity to normal diseases, germ attacks, and the like; and a +1 bonus per level for Throws against poisons, the effects of dehydration and hunger, hot and cold, lack of sleep, etc..

Ward - as normal

Protect (instead of Tranquilize) - The monk has acquired impressive and deeply ingrained skill at preventing harm to persons nearby. This effect confers a +1 bonus to the Armor Class rating of any friendly character or NPC within 5 feet of the guardian. At eighth level, this bonus increases to +2 to Armor Class to friendlies within 8 feet of the Monk.

<u>Level 8</u>

At 8th level, Priests who fail their Saving Throw will nevertheless only take half the damage or suffer half of the called for results.

Mental Immunity – as normal

Fanatic Might – (instead of Levitate) - the Priest's faith and devotion allows the Priest to fight beyond the point that other characters would fall

unconscious or die. Priests are able to engage in melee, call down Miracles, or take other combat actions until reaching -8 Hit Point Values (-1 more HPV per level after 8). At -9 Hit Point Values or more (adjusted by the Priests level) the Priest collapses unconscious as normally occurs at 0 Hit Point Values. After this point is reached, death will occur in 1d6 normal rounds as usual.

Death Curse – as normal

Revivify – Not allowed

Monk – Order of the Slayer

A Slayer is a fanatical enemy of all undead and of any Numenous beings who threaten harm to the living. Their primary purpose, is to battle evil spirits wherever they may be found and especially to rid the world of undead. Slayers are so fanatical in this regard they will rarely hesitate to attack undead or malicious ghosts and will often insist on tracking down and exterminating them when any rumors of their existence are heard. This can be extremely problematic for some other characters who may be companions of a Slayer and who may have a more pragmatic or live and let unlive philosophy. Slayers will always insist on destroying undead. Slayers are usually (there are sometimes exceptions) much more at peace with ghosts, spirits, and other Numenous beings, provided such spirits are harmless. Many Slayers will form a kind of bond with some spirits, particularly those of dead ancestors and may also have a familiar who is bonded to them – usually in the form of a bird of prey, but any animal is possible.

Miracles:

<u>Level 1</u>

Priests who make their Saving Throw suffer no damage or ill effects, regardless of the circumstances.

Cure – as normal

Turn Away Undead – as normal

Level 4

Detect Alignment – as normal

Detect Disease (instead of Blessing) - As protectors of life, Slayers develop some skill (+1 Bonus, +2 at 8th level) in herbal medicine and the healing and detecting of diseases. There is a 5% chance per level that the Slayer will be able to properly identify any given disease. The chance increases to 10% if the disease is related to sprits or the undead.

Gain Familiar (instead of Dispel) – Slayers are able to attract a familiar spirit who will come to them in the form of an animal – often a bird of prey – which the spirit has possessed. The spirit will usually be that of a dead ancestor or friend. Not all Slayers will want to have a pet familiar with them, particularly zealously righteous Slayers who object to spirit possession of all sorts. Because of the Numenous bond between them, the familiar can communicate very basic and general information to the Slayer who will suddenly just know or have a hunch or be able to gather the information from the behavior of the animal. The familiar will always understand the Slayer and may be sent on reasonable errands.

Ward - as normal

Uncanny Sight (instead of Tranquilize) – Slayers gain the ability to see Numenous beings that are otherwise invisible (this ability does not extend to include living creatures). Slayers are also able to sense the presence of both Numenous beings and undead creatures within 20' no matter how well they are hidden. This does not mean they will know exactly where the hidden being is or exactly what they are, but the Slayer will sense that the being is close and there is a 10% chance per level they will be able to identify the nature of the being.

Level 8

At 8th level, Priests who fail their Saving Throw will nevertheless only take half the damage or suffer half of the called for results.

Mental Immunity – as normal

Levitate - as normal

Death Curse – as normal

Revivify – as normal

CREATING THE PLAYER CHARACTER

Society and Profession

Although it is no longer accepted as a universally valid way of categorizing human societies, the anthropological model of Bands, Tribes, Chiefdoms, States is perfectly useful as a simplified abstraction for the purposes of a game. All humanoids therefore must be part of one of these broad social categories. Persons who are members or living within one of the less complex categories may face class and level restrictions. However, the class and level restrictions apply only to persons living within the given society. There is no restriction on anybody – beyond common cultural prejudices – who chooses to leave a society and live in another, more complex one. Moving to a simpler society may or may not restrict character growth depending on circumstance.

Bands – Living in intimate, small groups is the natural state of humanity. Societies organized as bands travel in small, kin based groups ranging from a single family to 30-50 persons but averaging around 25. These groups often have only very weak leaders, usually the elders of the group. Individuals are both strongly dependent on the group and highly independent in attitude – meaning nobody does what someone else tells them if they don't want to or to which they feel no strong social obligation. Bands travel large territories in search of food and other resources and rarely stay in one place for more than a few weeks or months at a time. Housing needs are met with basic shelters that can be erected in a day. Since the time demands of gathering wild foods are usually not great, Band societies often have a great deal of leisure time and they may develop fairly complex social conventions as a result. They may or may not practice some agriculture but never more than on a very basic, plant it and leave it level. Bands do not have access to complex technologies except through trade. Examples: Inuit, Yanomamo, Aeta, Andamanese

Tribes are usually larger than bands and are always more organized societies. A typical tribe may number more than 100 persons. Tribes have stronger leaders and engage in more purposeful agriculture. Leaders achieve their positions through impressive behavior which gains the respect of the tribe; some titles may be inherited but real authority never is. Tribes occupy villages or territories for years, sometimes decades before relocating. Often wealth redistribution and feasting are central and important organizing features of tribal life. Complex technologies are possible, but limited manpower is always an issue in such endeavors, and specialists are rare. Examples: Ainu, Sioux, Iroquois

Chiefdoms are larger still. Thousands of people are organized together under the leadership of an established aristocracy. Positions of power are usually inherited and society is stratified into classes. The society often engages in noteworthy constructions, monumental architecture and so forth. Law lies in the hands of the aristocracy and is usually unwritten. Justice must often be undertaken by the individual as the mechanisms for enforcement beyond social ostracism are weak. Virtually any kind of pre industrial technology could be developed in Chiefdom societies. Examples: Vikings prior to 900, Pre Dynastic Egypt, 18th century Hawaii, Mound Builders.

States are a collection of strong and highly organized institutions; the destruction of one or more of which transforms but does not destroy the state. Among the hallmarks of states are institutions that coin money. Also. Occupations in states are highly specialized. States demand obedient populations and develop the means to enforce law and order. All character classes and levels are present in state level societies.

Skills and Education

> *I also wanted to get in something on educating your character so one could learn different skills.*" *Dave Arneson, Pegasus Magazine™, Premiere Issue, 1981, Judges Guild Inc. Pg 6*

Dragons at Dawn does not have a standard list of "skills" for players to choose from. Nevertheless having a list to serve as a guideline to potential areas of expertise and their effects can be useful and so the following information and skill descriptions found in Appendix I are given in the spirit of example, rather than rule. My own players continue to make their own unique additions to the education lists, as no doubt will players in every group.

Education can be either Formal or Informal.

Formal Learning

Formal skills are those which must be formally studied for long periods of time with a master and/or at a formal location such as a school, a royal court, or within a business. The average length of time is listed with each skill. For a character to have these skills they either have to be acquired prior to adventuring (level one) or the character must take a break from adventuring for the designated length of time and have access to a teacher.

Informal Learning

Informal skills are those which could be learned while engaged in other activities, such as adventuring. Skills that do not require formal learning nevertheless do require that the character has been in a circumstance allowing the learning of the skill. For example, tracking can be learned informally provided there is a teacher and the character has opportunity to learn. Tracking could not be learned if the character had been adventuring in an underwater kingdom or trapped in a jailhouse.

How to Learn New Skills Formally

To learn a formal skill, the character must find a teacher, go to a school or location where the skill can be learned, and spend an appropriate length of time devoted to learning. No breaks of more than two consecutive weeks or a total of 2 months in a year may be spent on outside activities, such as adventuring, when a character is engaged in a course of study. If more time than this is taken for extracurricular activities, the student will lose 50% of their accumulated time in training in the course and may be fined or penalized by the instructor.

Attempts to Gain Formal and Informal Knowledge and Skills

The times listed with the skill are the average amount of time it would take to complete the course to the degree of a +1 bonus. These times represent the normal amount of time required to be spent learning. To determine if a Character has learned a formal or informal subject, they must make a successful Brains throw. A character is allowed three attempts to complete the course. The first attempt may be made

before Average Time is expired with a +2 modifier. The second attempt is made at the point where Average Time is reached with no modifier. The final attempt may be made at any reasonable time after the average time at a - 2 modifier. If all three rolls fail, the character may not attempt the course again for a number of months equal to the average time of the course times three.

Note that both formal and informal skills require some time to learn. If circumstance is such that the character would not have the time to learn the skill, or is not in an appropriate place, or does not have a teacher when one is required, then the skill cannot be acquired.

Education Based On Character Age And Background

In Dragons at Dawn, a random number is generated to determine how many background skills a character has at character creation. Referees and Players may wish to use the following rule instead for a more realistically backstoried character.

The Referee and Players must decide on the wealth and social status of the characters before assigning their education. Middle class characters begin with 4 areas of knowledge/skills. Very poor characters begin with only 2 and must choose at least one occupational skill that involves manual labor, rich characters start with 6 but may not choose any craft or profession that involves manual labor.

Players also receive 1-3 extra Education points for every 5 yrs after the age of 15 the character is, to use as they please. In other words, a new character who is between the age of 15 – 20 gets 1 extra education bonus points to use at character creation, a character 20-25 get 2-6 extra points to distribute, character between 25-30 get 3-9 points and so on. These extra Education points are given only to new 1st level characters.

- After their initial education points are determined, characters never again get automatic points. They must take the time in game to learn new skills or knowledge either formally or informally.

Using Skills Together

If players decide to pool their characters skills on a particular task, this can be allowed. In this case

everyone with the skill will get a Saving Throw with a +1 bonus to the relevant Character Trait.

Using Skills in Ignorance

Characters will want to attempt things for which they have no training, but which would normally require training. For instance, a Warrior may want to attempt to pick a lock. The Referee may simply allow a Saving Throw versus the Dexterity Trait and another versus Brains, but in such cases it would be normal to apply an appropriate penalty to the scores. Picking a lock might be considered very difficult for someone who has no idea how to do it. If the Warrior player argues that he has watched the Thief/Assassin do it a hundred times, the Referee may allow the rolls with no penalty, but in no circumstance would a bonus apply to a character with no skill in the task they are attempting.

Judging Difficulty Penalties

Referees must necessarily develop their own sense of what they think are appropriate bonuses and penalties in the context of their campaign. As a general guide, a -2 is justified for tasks of significant difficulty; a -4 would apply to the kind of stunts that only work in Hollywood and -8 should be sufficient for things only a fool or a god would try.

Skill and Trait Clashes – Opposed Throws

Situations will arise where characters will attempt opposing actions. There are two ways of handling such situations in Dragons at Dawn. Which ever method is used, it must be consistently applied.

The first method calls for two or more Throws- one for each character. If all the characters involved manage to make successful Throws, then the character with the greatest difference between the Throw and the Character Trait wins. Ties are ties and nothing is resolved; if necessary have the characters roll again.

Another, and perhaps better, method is to make the difference between the statistics involved into a positive modifier for the one who has the advantage. Suppose the town bully - Strength 9 + 2 Ringkunst bonus for 11 total - is arm wrestling Nosenrald the Spell caster – Strength 6, no bonus. Working the math, the bully has the advantage by +5

so its 11 + 5 = 16 and that's an automatic win for him. The bully declares that even his teenage daughter could trounce poor Nosenrald. Now suppose, the next day, Nosenrald is challenged by the Bully's daughter – who only has Strength 5 and no modifying training. Nosenrald - Strength 6 - in this case has a one point advantage. So that one point difference, added to his Strength (6+1=7). With Saving throws, equal or over fails, so Nosenrald would have to roll 6 or less to win. If he fails, he loses again. Of course, the player might be wise to let the daughter win...

Skills (Appendix I)

Informal skills are marked with an (I), formal skills with a (F).

Brains Skills
Arithmetic (F)
Craft (F)
Disguise (I)
Fire-Building (I)
Forgery (I)
Language (I)
Listen (I)
Death Attack (I)
Deflect Missiles (I)
Hypnosis (I)
Identify (I)
Literacy (F)
Literacy - nonnative (F)
Lip Reading (I)
Mapping / Cartography
Mimicry (I)
Nature/Survival (I)
Navigation (I)
Pankration
Savate (F)
Signaling (I)
Tracking (I)
Sleight of hand (I)
Weaving (I)

Strength Skills
Berserk Attack (I)
Leap (I)
Ringkunst (F)
Strength Training (I)
Health Skills
Poison Resistance (I)
Repel Undead (I)
Swim/diving/Holding Breath (I)

Dexterity Skills
Acrobatics (I)
Ambidextrous (I)
Art (I)
Binding (I)
Climb (I)
Cavalry (F)
Driving (I)
Defensive Fighting (I)
Escape (I)
Ice Skating (I)
Nordic/Telemark
         Skiing (I)
Open Locks (I)
Piloting (I)
Riding (I)
Slow Fall (I)
Snares/Traps (I)

Skulk(I)
Weapon Mastery (I)

Cunning Skills
Animal Training (F)
Appraise (I)
Direction Sense (I)
Divination (I)
Detect Deception (I)
Foresight (I)
Hand Signal (I)
Law and Justice (F)
Observation (I)
Occupations(F)
Oration (F)
Medicine (F)
Memorize (I)
Uncanny Sight (I)

Appearance Skills
Acting (I)
Impersonate (I)
Leadership (I)
Music (I)
Singing (I)
Luck (I)

PLAY OF THE GAME

Assigning Object Statistics

There are times when it may not be clear cut what the difficulty of a given task should be for the characters in question. In these situations an appropriate Characteristic Trait may be assigned to the obstacle the characters are trying to overcome, a locked door, or chests, for example. Doors might range from flimsy paper thin panels to heavy oak. If characters are unable to unlock a door they may elect to try to bash it in. The Referee can assign an appropriate Strength score to the door and resolve the attempt as an Opposed Throw. So, for example let us

say that Nosenrald – Strength 8 – is faced by a moderately sturdy dungeon door that the Referee decides is the equivalent of Strength 7. Nosenrald's attempt to smash in the door can then be resolved as an Opposed Chance Role (see above). Nosenrald can of course make repeated tries and might also improve his chances using a battering ram.

Now, suppose poor Nosenrald fails to smash in the door and decides to hack it with an axe. In such a case, the Referee can assign Hit Point Values to the door – lets say 15 and let Nosenrald attack it with no chance of missing. Generally, unless the object is really tough – a steel safe, for example – wherein the characters would become fatigued long before it is reduce to 0 Hit Point Values, the Referee should

simply declare Nosenrald successful and move on with the game.

When to use Saving Throws

Realize players should only have to roll if they are doing something where a significant chance of failure is "realistic". After taking the entire situation into consideration, if the Referee thinks players don't have a significant chance of failing, then there is no need to roll.

COMBAT

> *Fantasy role Playing began to lack the role playing aspects that the original adventurers enjoyed so much in Blackmoor. They enjoyed the role playing instead of hacking and slashing the monsters. They thought up clever tricks and traps instead. Dave Arneson, Pegasus Magazine™, Premiere Issue, 1981, Judges Guild Inc. Pg 6.*

Special Combat Conditions

Number of Combatants

Provided there isn't a wall or some other obstructions, up to 6 human sized attackers can engage a single character at a time. Characters, on the other hand, can stand within melee distance of only so many opponents at a time without penalty, as shown below:

Level	Warriors (and Guardian Monks)	Wizard, Elf Mage and Priest	Thief Assassin, Merchant, and Sage
1	1	1	1
2	2	1	1
3	3	1	2
4	4	2	2
5	4	2	3
6	5	3	3
7	5	3	4
8 -10	6	3	4

Any attackers above the number the defender can normally face, will hit automatically each round!

Surprise Attack

A surprise attack occurs when the defending side is either completely unaware or unsuspecting of the attack. The attacker gets an automatic +4 Chance To Hit for one round and the defender automatically drops two levels of Morale Condition. Thereafter the defender- regardless of level - must check Morale at the start of each round. The bonuses and penalties remain in effect until the defender is able to make 3 successive Morale Throws without routing.

Climbing

Characters who are climbing ladders, walls or cliffs suffer an automatic penalty of - 4 to their Armor Class. If they can manage to get a hand free to attempt to attack with a melee or projectile weapon their opponents get a +3 bonus to their Armor Class.

Invisible Characters

Invisible characters can only be attacked if their approximate location is known. Some creatures have powerful senses of smell, echolocation, or electromagnetic detection that may give them a fair idea where an invisible character is. A general modifier of +4 to the Invisible Creatures Armor Class may be used when the approximate location is known but this should be modified according to the circumstance. Note that to a blinded character or characters in darkness, all creatures are invisible.

Kneeling or Recumbent

Creatures on their knees, on their backs (supine), face down (prone), or otherwise recumbent suffer a penalty of -3 to their Armor Class and any standing opponents a kneeling or recumbent character attempts to attack with a melee or projectile weapon get a +3 bonus to their Armor Class.

Cover

Complete, impenetrable cover provides complete protection (AC 10) of course. However, the amount of partial cover a character may have as a percentage determines the amount of protection. Here is how: determine the percentage of cover; divide the number by 10; subtract 1 and add the total to the hiding creature's Armor Class. It may sound complicated but it is really simple. Example: Nosenrald, wearing only his Spell casters robes and a helmet (AC 2), is hiding behind a rock that gives him 50% cover, so dividing 50 by 10 (round up if needed) gives 5. Subtracting 1 from this yields 4. Adding 4 to 2 (Nosenralds Armor Class) yields 6. Therefore, hiding behind the rock gives Nosenrald an effective Armor Class of 6.

Bronze and Flint Weapons

Weapons made of bronze inflict the same damage as steel weapons when used against unarmored or cloth armored foes. However, edged bronze weapons suffer a – 1 to damage rolls per Hit Die against all other types of armor. Likewise, edged flint weapons suffer a -3 penalty per die to damage against the same types of armor.

Contact and Area Damage Weapons

Weapons that spray, splash, or project an effect – such as a Molotov Cocktail, a jar of acid or an explosive rune carved on a chest – are treated as short range projectile weapons. As such, any thrown area damage object may receive an education bonus to hit if the thrower is practiced at pitching.

Damage for Area Damage Weapons is given for two areas - a zone of Direct Effect and a Splash Zone. The Splash Zone is always double the distance of the Direct Effect zone and ½ as damaging to characters. For example, a bottle of sulfuric acid does 4d6 points of damage in a Zone of Effect of 4 feet and 2d6 in a Splash Zone of 8.

The chance of being hit in the Splash Zone is the same as being in the Direct Effect Zone.

All characters have a chance to avoid the Area Damage Weapon by making a successful Saving Throw with whatever modifiers the Referee feels are appropriate. Characters in the Direct Effect Zone must make an Armor Class save. If that is successful, they must then make a Dexterity save or take Splash Zone damage. Characters in the Splash Zone who make a successful Dexterity save take no damage.

The near miss - For thrown Area Damage Weapons that miss their target, there is still a chance that the Area Damage Weapon will land and activate near enough to put the target in the Splash Zone. To determine if this is the case, the player or Referee representing the throwing character must make a Dexterity save. To determine where the object landed and who else might be in its Direct Effect and Splash Zones, roll a 1d4 and consult the table below.

D6	Location
1	falls short and lands to the front of the target
2	overshoots to the rear
3	wide to the left
4	wide to the right

Shield Wall

Three or more characters standing side by side with shields overlapping edge to edge and engaged in purely Defensive Fighting may add 2 points to their Armor Class.

Fighting with a Cloak

Using a cloak, jacket, towel, or the like imparts a 1 point bonus to Armor Class if used defensively in hand to hand combat. If used offensively, the cloak may entangle the opponent's weapon, causing them to

miss their attack that round and there is a chance they could be disarmed. To see, make a Saving Throw against Dexterity for both attacker and defender. Both results must favor the attacker for the entanglement to succeed.

Fighting Withdrawal

Characters may freely back away from a fight while continuing to engage in melee - making a fighting withdrawal. However, any character making a fighting withdrawal due to severe injury will automatically cause all nearby friendly companions involved in the fight to make a Morale Throw at a -1 penalty.

Rout

Anyone (or thing) who turns and bolts automatically gains a -3 to their Armor Class and looses any shield Armor Class benefit they may have for as long as they run.

Unarmed Combat

The Combat method for humanoids who are fighting unarmed is the same as armed combat except that damage is an automatic 1 Hit Point Value + any strength or other modifiers. For every Education Bonus point characters have in Savate, they may add an additional Hit Point Value of damage.

Wrestling

The Combat method for humanoids who are attempting to wrestle, throw, toss, grab, grapple, or take an opponent to the ground is exactly the same as armed combat except that any Armor Class benefit received by body armor is completely negated. Shields however, continue to give their normal Armor Class benefit. So, for example, Nosenrald – a human with no skill at Ringkunst - is wearing chainmail AC 5 and carrying a shield (AC3) rendering a wrestling Armor Class rating of AC 3 because of the shield. Without the shield, Nosenralds wrestling AC would be 1. Note that having an education in Ringkunst changes Armor Class, as noted in the Ringkunst description.

Once AC adjustments have been made the combat chance to hit rolls are made normally. A successful hit indicates the wrestler was successful at engaging the defender and the wrestler may roll 1d2 points of damage plus any Ringkunst Education bonus the wrestler may possess. Other attackers may attempt to attack normally or may also attempt to wrestle the defender. In either case they will attack at +2 to Fighting Strength.

However any additional attackers who miss the engaged defender are considered to have automatically hit the wrestling attacker instead, and must roll damage against them!

Further, any wrestling attempts against a defender which fail result in the attacker being "thrown off" for 1d2 points of damage + any Ringkunst Education bonus.

When the time comes in the combat round for the defender locked in a wrestling grip with an attacker, to counterattack, a normal attack roll is made, and a successful hit indicates the defender has thrown off the attacker for 1d2 points of damage + any Ringkunst Education bonus.

Dressing Wounds

Whenever a character has lost 5 or more Hit Point Values from damage in a single encounter, or 50% of their total if the character has less than 9 Hit Point Values, the character can bandage their wounds or allow another to do so. The encounter must be over and, the players must make it clear to the Referee who is being bandaged and who is doing it. It is not automatic. The procedure is to roll a 4 sided die. The result is then restored to the character's Hit Point Value total. Note that the character must have access to some means of dressing the wounds, such as strips of cloth, water, healing salves or herbs, a first aid kit or some such. Dressing Wounds takes 1 round for every Hit Point Value restored. The effects of Dressing Wounds can be combined with any miraculous or alchemical healing provided the "first aid" is, in fact, done first. Dressing Wounds can only occur when characters are resting and may be done only once. However, emergency bandaging may be allowed during a fight to save the life of a character reduced to 0 HP. The character doing the emergency care is themselves subject to a +4 Chance To Hit while wrapping the bandages, etc. Emergency bandaging done during a battle may not be repeated for any additional benefit after the battle.

Helmets and Head Hits

Anyone in armor (or just carrying a shield) but not wearing a helmet or wearing a helmet of a lesser class than their body armor has a 10% chance of being hit in the head per successful attack against them. Persons wearing metal helms are not affected by this rule. Hits to the head of persons affected by the rule mean they can only make the Armor Class

Saving Throw against Armor Class 1 (no armor) with no modifiers allowed.

Fumbles

On any roll of a natural 12 when rolling for hit probability, there is a possibility of a fumble. Roll a 2d6; on a 6 there is no fumble; treat original roll as a normal 12. On any other number 2 through 12 the character has fumbled – refer to the chart below for results using the raw number rolled. A fumble always misses the opponent

Fumble Table

10-12.   Character is knocked unconscious for 1 – 100 rounds

8-9   Weapon twists or bends or otherwise malfunctions or loss of use of natural weapons from natural causes (sprain, etc.). Requires 1d6 rounds to restore normal function.

7   Weapon breaks.

5   Hit nearest object or ally, 1/4 damage; 50% chance weapon is stuck for 1d6 rounds.

6   Close one, but no fumble.

4   Hit self; 1/3 damage.

3-2   Stumbled. Make Saving Throw vs. Dexterity or fall recumbent.

Critical Hits

Dave Arneson created a hit location system that proved a bit unwieldy and too deadly in practice and it has been rarely used. Nevertheless, some of the details of that system lend themselves quite well to a more nuanced critical hits system. Frequency of hit location was determined by me through forensic data from skeletal material from battle of Visby casualties.

A combat roll of a natural 2 indicates a critical hit may have occurred. Roll a 1d10 and refer to the chart below for the results indicated by the number rolled. A Critical Hit always hits the opponent regardless of its Armor Class although an AC saving throw should be allowed as normal. The only exceptions are targets that can only be damaged by particular types of weapons and the character is not using a weapon capable of hitting it. (Note: right and left below should be reversed if the attacking character is left handed.)

1   Strike on right arm or equivalent; arm severed if damage exceeds more than 1/3 of the character's remaining Hit Point Values, causing the further loss of ¼ of the character's remaining HPVs per round unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

2   Strike on left arm or equivalent; arm severed if damage exceeds more than 1/3 of the character's remaining Hit Point Values, causing the further loss of ¼ of the character's remaining Hit Point Values per round unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

3,4   Strike on right leg or equivalent; leg severed if damage exceeds more than ¼ of the character's remaining Hit Point Values, causing the further loss of ¼ of the character's remaining HPVs per round unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

5-7   Strike on left leg or equivalent; leg severed if damage exceeds more than ¼ of the character's remaining Hit Point Values, causing the further loss of ¼ of

the character's remaining Hit Point Values per round unless immediate medical or miraculous attention is applied. Severed limb reduces Dexterity, and Strength Traits by 1/3rd.

8-10   **Head wound**, instant reduction to 0 Hit Point Values if damage exceeds more than ¼ of the character's remaining Hit Point Values, otherwise the character is knocked unconscious for 1 – 50 rounds.

Effects of Lost Limbs

Leg

Loss of a leg slows movement to a crawl for bipeds (1/4 movement reduction for quadrupeds) and reduces Dexterity, and Strength Trait by 1/3rd.

Two Limbs

Loss of an arm and a leg or two legs severely reduces movement to a ½ speed crawl or roll, reduces Dexterity by ¾, and causes loss of ½ of the characters remaining Hit Point Values per round unless immediate medical or miraculous attention is applied.

Primary Hand

Loss of primary hand (usually the right hand) in non ambidextrous characters means the automatic loss of all weapon mastery skills.

Arm

Loss of either arm prevents any use of bows or the loading of crossbows.

Two Arms

Loss of two arms causes loss of ½ of the characters remaining Hit Point Values per round unless immediate medical or miraculous attention is applied.

Wing

Loss of a wing prevents any ability to fly and reduces the Dexterity Trait by 1/3rd.

Tail

Loss of a tail or other appendage reduces the Dexterity Trait by 1/3rd.

Sustaining Accumulative Damage

When Hit Point Values drop below ½ due to physical injury, 1 point is removed from the Dexterity score and movement rates are cut in half. When Hit points drop below ¼ due to physical injury, 2 points (total, not in addition to any points already removed) are removed from the dexterity score and movement rate is reduced to ¼ of normal. (The above rule derived from principles found in Supplement II of the 1974 rules.)

Death And Dying

Upon reaching 0 Hit Points, Non Player Characters of 1 HD or less are unconscious. For each level a character has (and optionally NPC's), +1, they can survive damage below zero Hit Point Values provided they receive medical or magical care within 1 turn. Thus a 1st level PC is unconscious at -2 and dead at -3, a 2nd level PC is unconscious at -3 and dead at -4,

etc. A healing potion or cure spell restores consciousness and Hit Point Values immediately.

Surrender and Bribery:

Even animals and creatures of limited Brains will often attempt to run instead of die. Any character can, of course, offer to surrender at any time or attempt to bribe opponents with treasure; their opponent need not stop fighting or even consider the offer if they wouldn't want to.

Damage while Immobilized or Diseased

The initial Hit Point Values a character has at level 1 is considered their Base Health score. If a character (PC or NPC) is immobilized for any reason (turned to stone, paralyzed, knocked unconscious, etc.) their HPV's temporarily revert to whatever they were at level 1, no matter what level they may have advanced to. Similarly, any NATURAL diseases also damage only the characters Base Health score, making it just as likely for the 10th level Thief/Assasin to die of plague as the 0 level barmaid. However, characters get their full Hit Point Values when afflicted with Magical diseases.

Deadly Situations

As with diseases, characters caught in deadly situations revert to their base level 1 Hit Point Values. The exact nature of the situations will vary and must be announced as a deadly situation by the Referee. Common examples include being caught under a descending ceiling and being held with a knife to the throat. Generally the character may receive a Saving Throw, for instance if attempting to escape, but failure to get out of the situation may mean damage will be taken. All damage will apply to the characters level 1 base Hit Point Values and may very well result in character death, regardless of level.

FALLING

Damage from falling is determined by rolling a six-sided die for every "level"; that is, every 10 feet to a hard surface or every 20 feet if the fall is broken by water or some yielding substance. Those falling must make saving throws, one chance out of six for every level fallen in which damage could be sustained.

Falling Save Table

Level Fallen	Numbers needed on 1d6
1	2-6
2	3-6
3	4-6
4	5-6
5	6
6+	7

For a fall of 6 levels, the character would save and take no damage if a 7 or higher were rolled on a 1d6, and while that is normally impossible, a DM could assign bonuses based on circumstance that might make it possible. Otherwise falls of 6 levels or more automatically fail the save and damage is d6 per level fallen.

POISON

Poisons in Dragons at Dawn usually do not kill instantly. Instead poisons have the following:

a damage rating
an incubation period
a duration
a Throw penalty or bonus

The damage rating tells what die to use when calculating damage and the duration will be a number of rounds, turns or days the poison lasts and how frequently to calculate damage. Prior to every damage calculation, the character will get a Saving Throw against their Health Score, modified by the amount specified by the poisons' Throw penalty. Referees are encouraged to make poisons that reflect the flavor of their game world, but a few from my own campaign are listed in Appendix VII as examples.

Poison Types
(adapted with appreciation from Roger from Australia: http://heroesonly.com/handling-poison)

Generally in pre-industrial societies, a few dozen plant-based poisons may typically have been know, but rarely were more than one or two known that were really powerful. Further, the majority of

poisons had to be administered in numerous doses over time because they are not themselves strong enough to kill in a single dose, and are basically useless when applied to weapons. Most plant based poisons also won't be effective in ancient traps in tombs because they break down within a couple of years (or sometimes, within days.) And only a very, very few are fast enough acting to be useful in combat.

The following are all based on real poisons known historically. Rather than give specific names, a type is given. This way the Referee can use whatever naming conventions desired followed by one of the types listed below. Each Type description is that of a specific, unnamed poison, but the description and symptoms can be changed as desired to create different poisons of the same general type.

TYPE I. Mineral poisons: Very stable poisons that can remain potent in a trap for centuries. Based on a real poison that was fairly well known in mediaeval and Renaissance Europe. Lethal dose is about 3 grains.

- **Description**: crusting of fine white powder stuck on the blade with some binder; sharp metallic taste followed by soreness in the part that touched it.
- **Saving Throw**: +1d4 (many people have a mild tolerance.)
- **Incubation**: 1d4 hours (although it immediately causes pain in the wound and irritation in the surrounding skin)
- **Duration**: 1d4 days
- **Damage**: -1d4 Health/ day, death through heart failure if Health reaches 0.
- **Symptoms**: Headache, vertigo and nausea; progressing to jaundice (yellowing of the skin), exhaustion, and severe shortness of breath.

TYPE II. Typical arrow poisons: while common in legend, only a handful of real ones exist. This example is based on one which was actually used in Europe, China and India, mainly for hunting (it is too slow to be really effective in combat):

- **Description**: A lethal dose is nearly invisible on a blade. Extremely bitter taste, causes numbness to lips.
- **Saving Throw**: -1d4
- **Incubation**: 1d6 minutes
- Duration: 10d6 minutes
- **Damage**: -1d4 Strength / 10 minutes, commence drowning damage when

STR = 0 (total paralysis, including chest muscles).
- **Symptoms:** A numbing, tingling sensation starts near the wound site and gradually spreads outwards. Death is eventually due to cardiac arrest or respiratory failure.

TYPE III. "Instant" arrow poisons: one major reason that poisoned weapons have never been popular is that there are very, very few poisons that work fast enough to actually be useful in melee combat. None at all were known in mediaeval China or Europe. The example below is based on a real one from South America; it is one of the fastest acting poisons known, and note that it still isn't actually "instant" at practical arrow dosages:

- **Description:** minimum lethal dose is invisible. Crude form appears as milky sap.
- **Saving Throw:** 0 (Just to give the suckers an even break; in reality, you don't survive this unless a friend has the antidote.)
- **Incubation:** 4d6 rounds
- **Duration:** 1d4 hours
- **Damage:** -1d10 Strength / round, commence drowning damage when STR = 0 (total paralysis, including chest muscles).
- **Symptoms:** No other effects, but the sensation of paralysed breathing muscles is terrifying.

TYPE IV. Typical plant based poisons added to food. There are literally thousands of plant based materials, and a few animals, that will make anyone deathly sick or dead who eats them, so the Referee can wax lyrical on the precise effects.

a) all but the most potent need several spoonfuls somehow slipped into someone's dinner;
b) most taste absolutely awful (probably an adaptation to stop you eating them accidentally), so they need to be masked with strongly flavored foods;
c) *NONE* of them work quickly, and many take days to kill.

The example below is based on a poison used in many real life murders, possibly including the assassinations of several emperors, popes and tsars.

One advantage for the assassin is that, unlike most plant based oral poisons, it actually tastes nice.

- • **Description:** about an ounce of pulped vegetable, off-white with a very faintly greenish hue. Smells slightly of honey.
- • **Saving Throw:** 0
- • **Incubation:** 4d6 hours (no precursor symptoms at all.)
- • **Duration:** First phase, 1d4 days. Second phase, 2d8 days.
- • **Damage:** -2 penalties to Fighting Strength due to illness in first phase. -1 Health per day in 2nd phase. If victim survives, 50% of this loss cannot be healed naturally.
- • **Symptoms:** First phase, stomach pain, vomiting and diarrhea. The victim then appears to get better for about a day, but then begins to suffer diarrhea, jaundice (yellowing of the skin), and headaches progressing to delirium, seizures, then coma, and finally death.
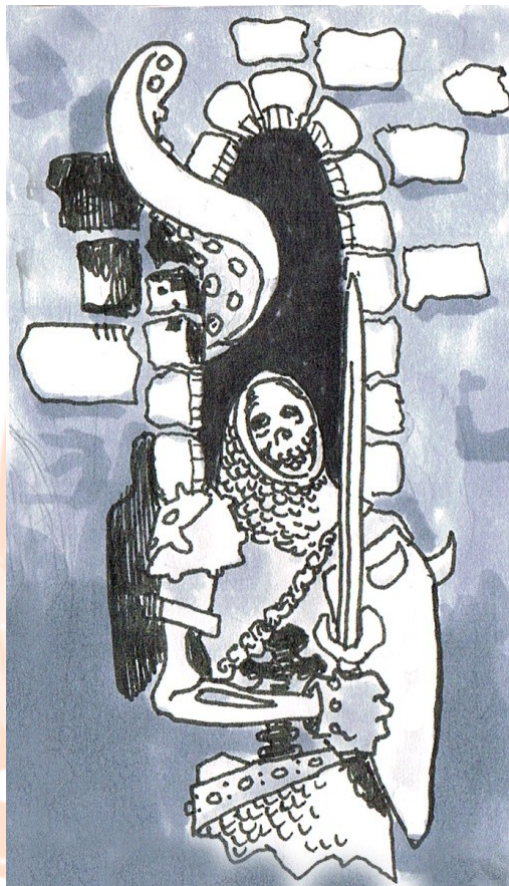
POISONED WEAPONS

If a hit is scored by a poisoned weapon, the victim must make a Saving Throw and also take the normal number of damage points indicated by the die roll. If they make their saving throw, the poison failed to penetrate, but if the character does not make the Saving Throw, they are poisoned, and take additional damage according to the type of poison used.

Characters may freely use poisoned weapons, but there is a 50% chance each turn such a weapon is displayed that any person in viewing range of it (10' or less) will recognize that the weapon has poison and react with ferocity, gaining a +4 Fighting Strength and +4 points of damage when a hit occurs on the bearer of the poisoned weapon.

FATIGUE

Even heroes get tired:

Activity	Rest Required
5 days of overland travel	1 day
5 turns of normal movement	1 turn
2 turns of running	1 turn
3 rounds (minutes) of combat per level, tests of strength, climbing (unskilled)	1 round per level

Failure to rest results in fatigue. Fatigued characters fight less effectively. Strength and Dexterity suffer a -1. Fatigued characters must also subtract 2 from all Hit Rolls and Damage Rolls, drop 1 Morale Condition automatically, before any throws are made, and drop to 1/3 normal movement rate.

Terrain Modifiers

Woods:
Visibility is reduced to 25% when trees have leaves; 75% if bare.
Projectile distances (except throwing spear) reduced by 50%

Riding mounts and flying 10% cumulative chance against hitting a tree limb, can be avoided with a successful Dexterity Saving Throw at a -1 penalty.

Gentle Slopes and Ladders
On approximately 10 to 44 degree slopes, uphill movement reduced by 1/3. Going downhill does not affect movement rate.

Steep and Treacherous Slopes, Cliffs, Walls, Ropes, Webs, etc.
On approximately 44 to 90 degree slopes, uphill movement is reduced by 2/3rds. Downhill movement is reduced by 1/3. Wheeled vehicles and untrained horses cannot cross this terrain either uphill or downhill.

Mountains:
Movement rate reduced by 25%.

Swamp:
Movement reduced to 1/3 of normal. No Charging.

Fences and Trenches and Broken ground
Movement reduced by ½

Rivers and Creeks
Movement reduced by ½. All melee combat receives a +2 penalty to Armor Class rating.

Underwater/swimming

The swimming movement rate for most land based creatures (excepting those with aquatic adaptations) is ¼ their normal movement rate.

Swimming underwater further slows the character. Movement should then be reduced to smaller units. If the surface movement rate is being measured in yards, underwater it will be measured in feet; if meters are used for the surface rate, the underwater rate will be decameters, etc. Thus, a character who swims at 22 meters per round on the surface will swim at 22 decameters per round underwater. No projectile weapons may be used except crossbows and their range is reduced to point blank and short. All attacks result in half damage. Shields are useless. No fire - except magical - will function. Any release of Electrical energy (like a lightning bolt spell) can not be directed but will instead effect the entire area and everyone in it.

Armor and Burdens While Swimming

Wearing armor and/or being heavily encumbered creates a chance of drowning. Characters in water have a 50% chance to shed their armor before being dragged down. Roll once per turn in the water. Failure to remove armor or burdens results in the chances of drowning given in the table below:

Armor or Weight Allowance	Chance of Drowning
Plate or more than 25% Encumbered	100%
Chain-Type or 25% Encumbered	80%
Leather or 20% Encumbered	20%
Unskilled swimmer or Storm*	+50%

*In a storm or for individuals who have not learned to swim, add 50% to the chance of drowning given. Unencumbered characters in no armor will still have a 50% chance of drowning in a storm. Unskilled swimmers caught in a storm face a 100% certainty of drowning.

Only weapons that can be held in the teeth or buoyant weapons (wooden, usually) can be carried when swimming, otherwise, the hands must be unencumbered.

Light and Vision

Adventure role playing games are most often played around a table indoors under electric lights, or at the very least under circumstances where there is plenty of light to read by. These sorts of circumstances can make it easy to forget that many adventuring situations are dark and shadowy and lit with flickering flames or eerie magical glows. What is important to remember about this is not just the atmosphere, but the limits to what the characters can and cannot clearly see.

The chart below lists common vision circumstances and the distance to which characters can see clearly.

Vision Circumstance	Vision Radius in feet
Starlight	35
Moonlight (full to half full)	150
Moonlight (1/4 to half full)	80
Bonfire	40
Torch	15
Candle/lamp	8
Mirrored Lantern	25' in ½ radius (not a full circle)

Characters may also be able to dimly see reflective objects at up to twice these distances. Such objects include gems, shiny metal, and yes, eyes.

Food and Water

Often the fact that characters are taking care of their basic bodily functions is simply assumed. It is not too unusual, however, for the adventuring part to become involved in situations where the basic staples of life can not simply be assumed. Traveling in a vast parching desert, for example, will require the party to have sufficient supplies of food and water with them. What counts as sufficient will depend on circumstance and the environment.

A general rule for water is one quart per person per day, minimum. Lack of water results in the loss of ¼ total Hit Point Values and a 1 point penalty on all Saving Throws and Fighting Strength per day lacking water, cumulatively. Thus the fourth day will see the character reduced to 0 HPV and likely to die if unaided.

Food is not as critical, but characters who eat less than 1000 calories a day (varying by size, climate, activity, etc.) will loose 1 Health point every 2 Days. If reduced to 2 or less Hit Point Values, the character must make a Health Saving Throw or become unconscious, and will loose the last two points at a rate of one per day. If reduced to 0 HPV, the character is dead. Every decent meal a starving character eats will restore ¼ of their Hit Point Values.

Certain vitamin deficiencies, such as scurvy, might also be an issue in some campaigns and should be kept track of when appropriate. A character who lacks vitamin C in their diet has a 25% chance of contracting scurvy after 4 months with an additional 25% per month thereafter (100% at 7 months). Scurvy prevents any non-magical healing and reduces the characters Hit Point Values by half for every week it remains untreated, until the character is dead.

TRAVEL OUTDOORS AND GETTING LOST

Much of the characters time is likely to be spent travelling overland. If the player characters venture out of sight of a trail, road or marked path, without a guide or map, they may have to make Navigation Throws and may very well get lost.

If there is some way for the players to navigate or landmarks to follow they will not be lost but may require a Navigation Throw. If, on the other hand, they have no guide or reference a throw to see if they are lost is required. Since knowing the true direction one is travelling in is often in question for the players, the referee must track where and how the PCs actually move.

Navigation Throw - If the characters are able to see the sun, stars, a river valley, etc and the players state they are observing such orienteering aids, the players may be led to believe their characters are moving in a stated direction. Whether they are actually moving in that direction depends somewhat on the judgement of the Referee. Any party of travelers in unknown territory and without roads, markers and modern devices like a compass, could easily be as far as 45 degrees off even though carefully observing the direction of the sun etc. When, in the judgement of the Referee a Navigation Throw is called for, the Referee must roll a d6, apply any appropriate modifiers, and consult the table below:

Navigation Throw Table:

Die Roll	Travel
1-2	Drifting Right
3-4	Drifting Left
5-6	Moving Straight

Getting Lost - If there are no direction indicators or navigational aids or the characters are not actively noticing them, there is a chance they may get lost, depending on the terrain type. A roll must be made to see if the players are lost every time they stop to rest or at least twice a day. Roll a d6 add or subtract any appropriate modifiers, and consult the following table:

Chance to be Lost by Terrain Type:

Terrain	Die Roll
Clear	1
Woods	1-2
River	1
Swamp/Jungle	1-3
Mountains	1-2
Desert	1-3

If the roll is outside the number or range shown on the table, the group continues to travel in the direction desired, but the Referee may nevertheless feel a Navigation Throw is called for.

Direction Checks - If the number rolled falls within the range indicated on the Chance to be Lost table the characters are lost and a Direction Check must immediately be made by the referee. Further Direction Checks must be made every time the players stay in one location for one turn or longer. To make a Direction Check, roll a d6 and consult the table:

Direction Check Table

1-2	Wandering in 1d6 mile Circles Clockwise
3-4	Wandering in 1d6 mile Circles Counter Clockwise
5-6	Moving Straight in a Random Direction

On a result of 5 or 6 – Moving Straight in a random direction - the referee must next roll a 1d6 and consult the Random Direction Table to determine exactly which way the characters are going, regardless of the direction they think they may be heading.

Random Direction Table

Roll	Direction of Actual Travel
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Note that being lost is not necessarily a bad thing, in that it can provide an opportunity for the Referee to introduce an adventure to the players they would otherwise have missed.

MAGIC

Concentration

For Elf Mages to cast a spell, or for Wizards to use an at will ability or magic item, the spell caster must concentrate. If something threatens to interrupt the Spell caster's concentration as they attempt to cast a spell, the spell caster must succeed on a Concentration Saving Throw or fail and lose the spell points/spell without casting the spell.

The table lists common interruptions to concentration and the appropriate Throw.

Spell Concentration Table

Disturbance	Saving Throw Target Number (2d6 -2)
Injury	From 12, subtract both the points of damage taken by the caster, and the spell point cost of the spell being cast.
Spell attack	Caster Level
Grappling or Pinned	Level of the spell caster
Jostling Motion or Noise	Caster Cunning

Schools of Magic

There are seven schools of magic:

Earth
Air
Water
Energy
Obviation
Organic/Miracles
Illusion

Magic is magic. Magic, regardless of type is the manipulation of the raw, mindless spirit energy of the Numenous world. The difference in types of Magic User or Priest has more to do with the nature of the means of manipulation, not the numenous energy itself.

There is no difference in the magic behind each school. Rather, the schools represent broad groupings of similar kinds of spells. Spell casters may learn spells from any group, but some will choose to specialize in one or two.

A wizard who specializes gains a +5% bonus on Spell Failure Throws <u>per level</u> or an Elf Mage who specializes subtracts 1 point per level of the caster up to 6 points total, from the spell cost of spells of the chosen school. Note that this can never reduce spell point costs to less than 1.

To specialize in a particular school the spell caster must choose to do so at 1st level.

Earth: Spells that deal directly with the soil, metal and rock.

Water: Spells that manipulate liquids.

Air: Spells that manipulate aspects of the atmosphere, gaseous forms, and wind.

Energy: Possibly the most common sorts of spells, Energy spells channel the magic of fire, electricity, temperature, light, time, and space.

Obviation: Spells that prevent some other action, protect, block, or banish or create an absence of some kind such as darkness.

Organic/Miracles: Spells that effect the living things of nature; grant control over animals and plants and or allow communion between them and the spellcaster. Miracles in particular are able to alter the very nature of reality such as turning water into wine.

Illusion: Spells that create false images and false perceptions.

Original Dragons at Dawn Spells by School

Earth

Conjuration of an Elemental (V)

Air

Conjuration of an Elemental (V)

Water

Conjuration of an Elemental (V)

Energy

Cause Morale Check (II)
Conjuration of an Elemental (V)
Detection (II)
Evil Detection (II)
Extra-sensory Perception (IV)
Fireball (III)
Fly (III)
Invulnerability (VI)
Lightning Bolt (III)
Locate Object (II)
Teleport (V)
Wizard Light (I)
X ray Vision (I)

Obviation

Darkness (I)
Protection against Magic (III)
Protection against Lycanthropes (III)
Protection against Undead (III)
Raise Morale (V)
Re-Direct Edged Weapons (IV)
Resistance to Fire (I)

Organic

Animal Obedience (II)
Boost Reaction Time (I)
Brains Increase (VI)
Cause Panic (V)
Clone (VI)
Combat Increase(V)
Decay (V)
Food (VI)
Heroism (VI)
Human Obedience (VI)
Invulnerability (V)
Move Silently (III)
Paralyze (VI)
Read Emotions (I)
See in Darkness (IV)
Shape Changing (IV)
Size (IV)
Speak with Animals (II)
Speak with Plants (IV)
Speed (III)
Strength (V)
Truth (IV)

Illusion

Appearance (IV)
Concealment (III)
Detect and Open Secret Doors (III)
Illusion (II)
Invisibility (IV)
Project image (VI)

New Spells by Level

Level 1

Change Colors (Illusion)
Command Rope (Energy)
Nudge (Energy)
Trip Trap (Obviation)

Level 2

Detect Secret (Energy)
Find Precious Metal (Earth)
Find Precious Stones (Earth)
Flame Whip (Energy)
Giant Leap (Organic)
Lock/Unlock (Obviation)
MageSpark (Energy)
Metal Location (Earth)
Return Weapon (Energy)
Ritual Sacrifice (Energy)
Shape Water (Water)
Telescopic Vision (Organic)
Ventriloquism (Illusion)
Web Strand (Earth)

Level 3

Accelerate (Energy)
Detect Outline (Energy)
Disguise (Illusion)
Duplicates (Illusion)
Fog (Water)
Hide Odor (Obviation)
Magic Shield (Energy)
Telekinesis (Energy)
Telepathy (Organic)
Water Walking (Water)
Web Net (Earth)

Level 4

Boil (Water)
Cold (Energy)
Control Gasses (Air)
Protection (Obviation)
Rain (Water)
Reflect Bolt (Energy)
See in Darkness (Organic)
Silence (Obviation)
Slow (Energy)
Spider Fingers (Organic)
Substitutiary Locomotion (Energy)
Trail (Organic)
Trail Erase (Organic)
Walls (Earth)
Wind (Air)

Level 5

Conceal Magic (Illusion)
Flesh Death (Organic)
Gash (Organic)
Heavy (Organic Magnet (Earth)
Immobilize (Obviation)
Mind Bullet (Organic)
Rain of Acid (Water)
Snowstorm (Water)
Spontaneous Combustion (Energy)
Slow Magic (Obviation)
Traveling Spell (Energy)
Wizard Sight (Organic)

Level 6

Age (Organic)
Arrest Magic (Obviation)
Burning Bright (Energy)
Create Weather (Air)
Disintegration (Energy)
Earthquake   (Earth)
Gaseous Form (Air)
Link (Organic)
Magic Gate (Earth)
Part Water (Water)
Reverse Gravity (Energy)
Stop Time (Energy)
Tornado (Air)
Wind Blast (Air)

Countering a Spell (Elf Mages only)

If an Elfin Mage has a spell cast at them and the Mage also knows the spell, they have a chance to cancel its effect, provided they are aware the spell is being cast and are not engaged in some activity which would prevent them from trying. If, for example, an Elfin Mage is engaged in melee or some other activity and a spell is cast on them, that character has no chance to counter it; they must be aware and unoccupied to counter a spell.

To counter a spell, the character must roll a Health Trait saving throw, just as if they were casting the spell themselves. Success means it is countered and the spell "fizzles out" without effect. Countering takes one round and costs 1 spell point and no other activities at all may be undertaken during that round.

A Note on "Elfin" Magic

While elves are often found in fantasy worlds, they certainly do not populate every such world. Elfin magic, is a system, and it is a system the Referee can choose to use or not, or alter, as befitting the campaign. For example, the elfin magic system might instead be that of a lost or dying race in a Martian desert like environment, or perhaps as a rare kind of psionics in orcs. As a system, it can be used in any number of creative ways regardless of the presence of elves in the world.

Gaining New Spells

Any spell caster of any level can research spells and create new ways of using magic as detailed in the Dragons at Dawn rule book.   The spell caster must specify precisely what type of spell they are attempting to create. The player must submit detailed descriptions to the Referee. They must then work out together exactly what level the spell should be, what it will cost, how long it will take, how long it will last, etc.

The Referee should carefully consider all aspects of the spell, including range, duration, area of effect, and saving throws.   The important thing for the Referee to be cognizant of is the effect any new spell will have on play. If the effect is particularly advantageous for the Player Characters, some counterbalancing measures should be considered, such as repeated use leading to addiction and insanity.

Wizards need stuff. They constantly search out sources for the ingredients they require to create spells. What those ingredients are can radically alter the feel of magic in a campaign world. It could be buttercups and fairy tears, or it could be orc eyes and grave mold. Whatever the case, it is definitely important to know how much and to what extent the players will be interested in joining in searches for spell ingredients. Arneson himself does not seem to have used "search for spell ingredients" as group adventure hook much, if at all. Gathering spell ingredients seems to have been one of the sort of things that were left for the players to do individually between group adventures. It could be handled as a one on one adventure with the player or just as a short between game narrative, if the other players are not interested in such quests. This is part of the reason its important to track players on a calendar.

In my own campaign, the wizards often gather monster body parts and such, for use in formula, and also for sale (hide value) during the normal course of an adventure. Anything else they need is usually purchased.

Magic and Iron

Iron and magic are intimately linked. When magic is in operation it always produces an odor of hot metal, or some say, hot blood.

Iron, while molten, or red hot, is a kind of conduit or enabler of magical energy. Even the iron content in warm fresh or circulating blood (heme) will act as such an enabler. In fact, this is why undead, except of course recently fed vampires, are unable to cast spells. Few persons outside the learned circles of the magic using classes understand the connection, but it is well known or rumored that the smell of blood is a warning that spells are being cast.

By the same token, cold, hard iron and steel objects are barriers to magic because the magic therein is arrested, finished, stilled. The finished, cold, product arrests or freezes the magic but like the metal itself, the magic is active and malleable when the iron is red hot. To be clear, hot iron as a channel for magic refers to the point at which iron is malleable, as in red

hot on a forge, for example. It need not be flowing, but the more malleable, the easier the magic.

Spell casters must not be in physical contact with any objects, including magical objects, containing any amount of cold (room temperature) iron when they are attempting to cast a spell. Any cold iron will ruin the spell. This of course includes iron and steel armor. However spell casters can wear armor of other materials – dragon scales for example – without any problems.

Further, spell casters must eat a diet heavy in red meat, marrow, blood puddings and the like, and iron rich vegetables like spinach, due to the constant risk of anemia from the magic they cast; casting spells draws out some of the iron from their blood with every spell. The laboratories of many a Wizard develop a light coating of red dust that is the iron that has been drawn from the caster during spell work.

Spell casters must avoid raw iron as much as possible, never wearing it, eating things cooked in it, etc. Solid, cold objects predominantly made of iron can not be enchanted in any way, and will resist the penetration of pass through magic effects like magical effects, like X-ray Vision, Locate Object, Detection, ESP and Clairaudience.

In the presence of magic, objects containing any amount of iron will begin to grow warm – the stronger the magic, the greater the warmth. Continued exposure will increase the warmth to the point that the iron can grow red hot and even melt – at which point it begins to strengthen the magic instead of resisting it as when it was cold. A spell caster clamped in manacles could still theoretically cast a spell, but would almost certainly burn themselves very badly in the process.

This also means that anyone in iron armor or holding any iron at all within the area of effect of a spell will likewise be affected. A warrior in plate standing in the bask of a continual light spell is going to start sweating pretty quickly and sword bearing goblins under the cloak of a Darkness spell will find their hands getting burned if they don't let go. Note that "flash bang" magic effects, such as fireballs, lightning, teleportation and so forth, take place to quickly to effect iron and its alloys very much.

To find how fast and to what extent this warming effect occurs, consult the tables below:

Time in rounds (spell levels 1-3)

Weight lbs.	Very warm	Scalding	Red Hot	Molten
>5		1	2	3
6-30	1	2	2	4
31<	2	3	4	5

Time in rounds (spell levels 4-6)

Weight lbs.	Very warm	Scalding	Red Hot	Molten
>5			1	2
6-30		1	2	3
31<	1	2	3	4

Enchanted objects containing iron, such as magic swords, will always be warm to the touch, and always have at least a very feint odor of magic.

Health and Magic

As mentioned above, creating magic physically draws out the iron components (heme) in the blood of the caster. Usually this is well within the tolerance of the Health of the magic user, but it is quite possible to exceed it. Each time within a 24 hour period, a Wizard creates a spell in a laboratory or either a Wizard or an Elf Mage casts a spell a note should be made of the spells level. When the total of the spell levels exceeds 20, a cost of one Health point is temporarily removed from the spell caster's Health Trait total to reflect the loss of iron in the blood. Health Trait points return after 7 days provided the caster is able to eat properly.

Enchanting Iron

Iron and alloys of iron such as steel can not be enchanted as easily as objects of wood, stone, bone and so forth. For Iron and its alloys to be made into magic items, the enchantment – the carving of the runes – must be done while the iron is hot, fresh from the forge. Once finished and cooled, no changes to the enchantment can be made without reforging.

Power Nodes

Numen exists almost everywhere. It is an extremely rare location that a Spell caster cannot draw upon Numen to create magic. However the distribution of Numen is not strictly uniform. There are some very rare places where little or no Numen is present. More commonly, there are places where Numen is concentrated for some reason or other. These points or power nodes as they are sometimes called, allow a spell caster to cast spells with much greater ease – meaning that Elf Mages can use some percentage less of spell points (never more than 75%)

or Wizards will have a greater success rate when casting or creating a spell. Nodes are never less that 2' in circumference and never more than 200'. More than one can occur in a given area but they may also be solitary. They are truly special places where magical effects can sometimes spontaneously occur. Spell casters who build towers or permanent research facilities will often attempt to do so on or near a node.

Magic Wands, Staves, and Focal Objects

In Dragons at Dawn, wands, staves or any other of a Wizard's focal objects, such as crystals, shrunken heads, etc. do not contain spell "charges" as such. Instead they channel numenous power. These items are heavily carved with runes scripts and bindrunes. Any object can be enchanted to have a given property or compatible properties, but once it has that property there is no way to switch it on and off without knowing the trigger (see below).

Many wands and particularly, staffs are designed not to cast certain spells but instead to Augment a particular spell or school of spells. These are carved with additional runes needed for those spells – and may contain or have attached other specific components. The rune staff or wand so carved does not contain the spells or spell itself and the spell caster must know the type of spell the staff or wand augments, in order to make use of the Augmentation effect.

Note that as Inscribed magic, these effects may be used continuously and without end as long as the runes remain intact. There are no charges or limits or any such thing. There is however a price to pay.

The Bond

Spells, whether made by Wizards in a lab or cast by Elf Mages through song, are all basically one off affairs. Once used, the magic is gone. Magic items created through the inscription of Runes, are enchanted through a bond of blood and magic and have an almost living quality. In the case of swords, the enchantments are so great that they achieve a kind of sentience, and behave differently from other magic items, including having a loyalty score.

In any case, magic items are quite a bit different, and more intimate than mere spells. Other than swords or items simply reinforced with magical strength like armor or an appearance altering effect like a cloak of invisibility, inscribed magic items containing a specific spell effect have a 10% chance per use by Wizards or Elfin Mages or 15% per use for all other classes of forming a bond between item and user.

The effects of such a bond are that the user will not wish to discard or replace the item. They will grow inordinately possessive of it and have a strong craving to use it whenever opportunity arises (save versus Cunning to deny the craving).

Thereafter, the bonded individual has a further 10% or 15% chance per use, depending on character class as above, of developing one of the 5 types of insanity. This chance is reduced by 1% for each level of the wielder, so that a fifth level Wizard bonded to a particular magic item has but a 5% chance per use of developing an insanity; an eighth level wizard, but a 2% chance and so forth. Continued use means continual chances, and the character could conceivably develop all 5 types of insanity. The only exception to this rule is magic wands that cause spell Augmentation. While these wands are just as likely to bond with a user as other wands and magic items, they do not carry the side effects that can lead to insanity.

Obviously, it is in the character's best interests to use inscribed magic items with active spell effects carefully and sparingly, if at all.

Breaking the Bond

Death of the owner or destruction of the item severs the bond. Other methods may exist but can neither be easy nor harmless. Magic items which have been separated from their bond have a 50% chance of becoming cursed.

INSCRIBED MAGIC

Inscribed magic is glyphs, signs and runes imbued with a magical effect. All "magical" objects must have characters either carved or stamped and stained with blood or written/painted with blood. Sometimes, these magical runes may be invisible under normal circumstances, but they can always be revealed with a reveal magic spell or under conditions particular to the object. such as in moonlight, in fire in the presence of certain creatures, etc.

Runes and Armor Class:

Although the effect of runes are based on the level of the rune carver, effects on chance To Hit rolls and Armor Class ratings present a different case. No matter how powerful the spell caster is, inscribed magic may never effect an armor class rating by more than 5.

Making A Permanent Inscribed Spell:

A permanent spell may be carved into a permanent edifice, such as a building, a statue, etc., or may be carved on an artifact, such as a weapon, a ring or medallion, etc. The glyphs, runes or signs must be carved or stamped into the object being enchanted.

Runes that are drawn will not effect what they are drawn on, however, the ink itself can be enchanted this way.

Inscribed Magic Ritual:

Each rune or sign has a name and an associated power or related group of powers. To enchant an object, these steps must be performed in exact order:

1. *Carve* the runes.
2. *"color"* the runes with blood.
3. *"prove"* the runes by chanting the names of the runes in the order they were carved.
4. *"enchant"* - say poetically and sometimes plainly or sometimes cryptically what the runes were meant to do.

The time it takes for the magic to be complete depends on the level of the spell as detailed in Dragons at Dawn.

Trigger:

Runes are always continuously live; however, their effects often only occur in specific circumstances. The magic of the spell will radiate from the focal point (runes). The spell itself will be triggered when the appropriate condition occurs. If no trigger is specified, the effect is continuous. Triggers can be anything, a magic word, the presence of a being within a certain distance, a specific event, such as falling into a trap or being shot at, etc.

Ranged effects, once activated, will extend the full distance of their range, provided nothing prevents it, and will always effect the target that is closest to the focal point (rune) and so on until there is no one left within range.

Effect of Inscribed Magic:

The inscribed magic will have the level of effectiveness of the spell caster who created it or less.

It is possible for a Wizard or Elfin Mage to make an inscribed spell less powerful than their level if they want to.

Duration of Runes:

Inscribed magic is a material manifestation of numen independent of the spell caster. Because of this, inscribed magic will remain effective until the terms or circumstances of the spell, are broken or it is re- carved/written as a new rune/runescript by someone of equal or greater level than the original creator. The death of the spell caster will not affect the permanence of the magic. As long as the item and the runes remain intact the spell will remain.

If the item, or focal point, is broken, then the person who broke it must take a Throw versus Cunning or receive such damage as the Referee deems appropriate.

Recarving:

An equal or higher level spell caster may attempt to recarve the runes to alter their effect. Success will be determined by a Brains Throw.

Knowledge of Runes:

There are 24 standard runes and spell casters will know all 24 at first level. These runes may be written differently in different cultures (glyphs/signs) or have different names but the sounds associated with the rune and the corresponding effects will always be the same. Additional Glyphs, signs and runes can of course exist, however they may be extremely obscure, lost, or the idiosyncratic creations of individual spell casters and not otherwise likely to be known, as best suits the details of each campaign.   All Glyphs, signs, and runes work in a similar fashion and according to the same rules as the 24 known runes.

Spell casters will not necessarily recognize a given rune when written in the magic script of another culture.

	ABC	Name	Literal Meaning	Normal sphere	Merkstave sphere
ᚠ	f	Feu	Cattle	Moveable Wealth, Gain	Greed, Jealousy
ᚢ	u / v	Ur	Bison, Wild Cattle	Natural Power	Natural Disaster
ᚦ	th	Thurs	Giant	Bad luck, harm	It has the power when employed in a sequence of three to alter the meanings of succeeding runes.
ᚨ	a	Ansur	Gods	Positive Spiritual/Divine Power, spirit realm	Negative Spiritual/Divine Power, spirit realm
ᚱ	r	Reid	Cart wheel	Fast Travel	Motionless, fixed
ᚲ	k	Kaun	Ulcer	Disease, fever	Light, heat
ᚷ	g	Geofu	Gift	Protection from poison, to make safe	
ᚹ	w	Wynn	Comfort	Joy, Contentedness	Induces madness
ᚺ	h	Hagall	Hail	Causes Hail, cold , bad weather	Protection from bad weather
ᚾ	n	Nied	Necessity, Enslavement	Oppression, binding	Salvation, freedom
ᛁ	i	Is	Ice	Bridge, bring together, dangerous crossing	
ᛃ	j	Jara	Year	Good year/period of fortune, prosperity	Bad harvest, period of misfortune
ᛈ	p	Peorth	Hnefatafl Game piece	Unknown fate, chance	Doom
ᛇ	ï	Yr	Yew	Permanence, Steadfastness, security, protection from conjury	Death
ᛉ	z / r	Jlhs	Elk	Cause Wound	Protection from wounds
ᛋ	s	Sywil	Sun	Knowledge, Clear-sightedness	Melting away, "ice" destruction
ᛏ	t	Tyr	Honor/Victory	Victory	
ᛒ	b	Biarkan	Birch	Young Healthy Growth	Withering
ᛖ	e	Eoh	Horse	Comfort, Happiness	
ᛗ	m	Man	Humans	Creation,	Destruction
ᛚ	l	Lagu	Water	Life	
ᛜ	ng	Ing	Fertility/Growth	Fertility/Growth	
ᛞ	d	Dagr	Day	Light, safety	
ᛟ	o	Odal	Possession	property and inheritance, wealth and prosperity, protect what is precious against trolls and other malevolent forces	

Combining runes produces creative and more powerful effects allowing the mage to specify exactly what he wants the runes to do, the exact spell desired. The rune combinations for specific spells are not given in the game and generally don't matter. The following is informational "color" for Referee's, but could of course be worked into a specific system if desired.

Repeating runes increases their effectiveness by a full amount each time. If Nosenrald, is making a +3 macana of striking, he might carve the TYR rune 3 times for +3 bonus Chance To Hit. If he only carved it twice, it would only be +2, despite the fact that Nosenrald is level 3. Although, each rune has a powerful effect individually, combining the runes into runescripts or bindrunes would bring much greater results if done properly.

A **Bindrune** is simply two runes written onto each other so as to be one character.

A **Stacked-rune** is the same rune drawn on itself several times, slightly offset. The Tyr rune resembles a pine tree when you do this to it.

A **Runescript** is a series of runes written one after another in such a way as to produce a specific magical effect – such as the protection of a ship from storms. A runescript may contain Bindrunes and or stacked runes.

Merkstave – a "trolled" rune, meaning it is reversed, backwards, upside down. Doing so gives an opposite effect. Some runes cannot be written merkstave.

New Magic Range and Frequency

Range is specified for known spells, but if the caster is attempting to create a new kind of magic effect with a runescript, a rule of thumb is 10' per level of the spell caster. For the Frequency the spell effect occurs, use the level of the caster per round (or less as desired by the runecarver).

Lets say Nosenrald is a 3rd level Wizard and he wishes to create a staff that can produce fog. Once made, this staff would permanently create fog within a 30' radius, renewing a maximum of 3 times a round (since fog lasts about ten minutes, the effect in this case appears continuous). Nosenrald can increase the area of fog by carrying it around of course, but not its frequency.

The effect will always remain at the level of the spell caster (or less, if made so on purpose) at the time it was made. Should the spell caster reach higher levels, he would have to re-carve and re-enchant the runes for the magic to be increased to his new level.

Thus Nosenrald, our 3rd level Wizard, may wish to make a goblet that will cause a spill should any poisoned drink be poured into it. The effect will be that anyone drinking from the goblet will get a + 3 to their Health Trait when making a Saving Throw to avoid the poison. When Nosenrald reaches 4th level the goblet will remain at +3 and not gain a point unless Nosenrald re-carves and re-enchants the runes.

Crafting Time and Failure:

Making a magic item by carving runes, glyphs and signs on them is handled exactly the same as creating potions, scrolls and so forth in Dragons at Dawn. Thus, there is a 35% base chance the finished magic item will be a dud and not work when employed. This failure rate increases by 10% per level of complexity of the spell, (i.e. level II - 45%, level III - 55%, etc.), -5% per level of any Wizard or Elf Mage who has previously made an identical magic item successfully.

Time to successfully enchant the item is likewise identical - one week for level 1 items, one month for level 2 items, and 1 year for level 3 and higher. A spell caster may work on any number of spells at one time provided they have the components and the workspace. Upon reaching level 6, the spell caster may reduce the item creation time by 1/2 and a level 8 wizard needs only ¼ the usual time. A successful save against Brains (raw score - no bonus) can further reduce the crafting time by 1d6 * 5%.

MAGICAL CURSES

A magical curse may be created by combining runes or runescripts into a normal writing. These curses must be read to be activated, but are exactly the same in effect and nature as a Sage's curse. They may in fact be created by Sages, who are otherwise unable to write runes for magical purposes, or they may be written by Wizards or Elf Mages. When a Sage writes out a runic curse, their chances of success are identical to their normal curse success rate. Likewise, Elf Mages or Wizards writing out a runic curse have

the same chances they normally do when creating runic magic items.

MIRACLES

Magic is capable of doing many wondrous things. The one thing magic can never do however is change the chemical nature of a substance. Magic can, for example, heat water, freeze it, evaporate it, transport it, color it, mask its taste and more, but it can never transform it into anything that isn't water or its base components (oxygen and hydrogen). Magic can not change water into wine. Miracles can and do transform materials. A Miracle can make wine out of water or poison or anything else.

Normally, Miracles are special, world altering magic coming through divine power available to Priests, (although a referee is of course free to fold the list of Miracles into the normal spell list of Wizards and Elf Mages if doing so will suit their campaign world better).

Calling For Miracles

Priests may attempt to pray for a Miracle anytime they wish, however they only have a 10% chance per level of having the Miracle granted. Further, each day they pray for a Miracle and fail to receive one, their chances are reduced by 10%. Thus a first level Priest who prays for a Level 1 Miracle and fails, can't try to have a Miracle granted again until the next day. Priests generally pray for Miracles of their level or less, having only a 1% chance of successfully calling down a Miracle of a level greater than their own. Miracles, by nature, often do things that should not be possible, altering reality at a molecular level.

It takes a full round for a priest to effectively call for a Miracle. The Miracle, if granted, will then take effect the following round, or, if the Referee prefers, at a time randomly determined by a dice roll. Gods don't like to be rushed.

The Miracle comes from the god the Priest calls on. It may well be that being able to grant Miracles is what makes a being divine. Usually, Priests may only call on Miracles that agree with the god's philosophy and personality. No god will knowingly enact a Miracle whose effects they would find disagreeable, but gods are usually not omniscient and it may be the Priest is pulling from a pool of power reserved for them, without, necessarily, the divinities awareness. Sooner or later though....

Like Faith

Miracles cast on another Priest, cleric, or devout follower of the same faith, are **twice** as effective.

Avoiding Miracles

Any Characters (including NPC's) not wishing to receiving the effects of Miracles can make an appropriate Saving Throw to avoid or reduce the effects.

Miracles by Level

Level 1

Alter Density
Anti-Shock
Itch
Purify Food

Level 2

Hurt
Charm
Create Food
Create Water
Mend

Level 3

Abandon
Cause Disease
Change Weight
Cure Disease
Dizzines
Might
Sick
Tired
Wake

Level 4

Conjury
Cure Blindness
Shape Change
Miracles in a Bottle
Throes

Level 5

Blind
Deafen
Hemophilia
Paralyze
Projection
Rot
Truth
Translucence

Level 6

Clumsiness
Sleep
PanLingua
Somebody Else's Problem

Level 7

Increase
Invulnerability
Lethe
Rubber Skin

Level 8

Grow New Body Part
Phasing
Poison Touch
Possession:
Question
Vermin Plague

Level 9

Become Object

Level 10

Create Spring
Transform
Transmute

Appendix I – Skill Descriptions

Occupational skills
Average Time: 2 years

These are crafts, labors, professions, sciences and any kind of occupational skill a character may have. Usually, these would be background skills and knowledge the character would have acquired prior to adventuring, but it is conceivable that a player may wish their character to learn a new occupational skill. All such learning is acquired formally, but the length of time will vary. Most occupational skills take years to learn well. The benefits of having a particular occupational skill will have to be decided by the Referee and players on a case by case basis. The character can attempt to make a living at their skill and provide expert information or make informed judgements on the activities of the occupation. Characters with low bonuses may need to make a Saving Throw to do so at the discretion of the Referee.

Knowledge
Average Time: 2 years

The character has expert knowledge in a particular field of study, having a 35% chance of knowing any given topic with certainty (equivalent to the secondary field of a fist level Sage). Each additional point of Education acts as a 10% bonus.

Acrobatics
Average Time: 10 months

Acrobatics is the ability to balance, jump, catch, and juggle in very impressive ways. Such skills can be developed with an emphasis on performance, such as trapeze flight, human pyramids, and such, but can also be applied or developed for more adventurous purposes. A character with this skill may attempt anything and receive the skill bonus, but the Referee will apply appropriate penalties for particularly difficult things like leaping from tree branch to tree branch in the forest while engaged in combat. A character with this skill may also be allowed to apply their talents to situations where agility is called for – such as dodging a trap.

Arithmetic
Average Time 2 months

The character with this knowledge is able to use all basic forms of mathematics and arithmetic with increased education bonus points, indicating increased mathematical ability.

Ambidextrous
Average Time: 1 year

The character with this skill improves the ability of the non primary hand by +1 per talent point allocated. Three points are all that is necessary to be considered completely ambidextrous with no penalty for either hand.

Appraise Value
Average Time: 1 month

Appraisals are for objects of value, such as jewelry, musical instruments, antiques, works of art, rare weapons, etc. Although similar to a Merchant's ability to appraise, this Education bonus is limited to one specific category, such for example, as the erotic pottery of Sweetwater or the tapestries of Faraaz. The possessor of appraisal knowledge has a 35% chance of knowing the value of an object in their prevue. Each additional point of Education acts as a 10% bonus.

Berserk Attack
Average Time: 1 month

Berserk Attack provides an automatic Morale Condition of Flushed when attacking and a +3 to Damage, but, when defending, the Berserker suffers a penalty of ½ to their Defense Value. Berserkers feel nothing and are incapable of reason. They will continue to fight until all enemies are dead or they are exhausted. Fatigue from going berserk equals a number of rounds equal to the level of the Warrior.

Binding
Average Time: 1 month

This skill entails the making of knots, tying techniques, and binding. Additional Education bonus points allow the character to make more secure and complex bindings, and if the character has two points or more, they will also know how to use a lasso.

Calling
Average Time: 1 month

A character with this skill can imitate animal calls, to the point where even the animals may not be able to tell the difference. Bonus points in this skill generally allow the character to copy other sounds with which they are familiar, including foreign accents, particularly so if they have had an opportunity to practice. Characters with this skill should specify what sounds they are particularly good

at, and they must be sounds the character is exposed to, but there is no limit to the types of animals or other sounds they can practice imitating.

Cavalry
Average Time: 2 years

Characters with the cavalry skill are familiar with all types of horses used for riding and are trained in methods of mounted combat, both individually and in a cavalry group. They are further familiar with basic horse care and the use of most kinds of tack and do not need to make a Saving Throw to saddle, mount, ride, charge, and care for and evaluate horses or some other sort of mount with regard to the campaign setting. Increased bonus points indicate greater abilities to maneuver through or jump over obstacles (never more than 2/3rds the height of the horse), ford bodies of water, guide the mount with the knees, and so forth. The following actions can also be accomplished with a successful Saving Throw with appropriate modifiers:

1) *Cover*: The rider is able to use the horse as cover by lowering themselves down the side of the mount, becoming 90% hidden from view of the opposite side. The character doing so will only have one hand free.

2) *Break Fall*: The character who falls or is thrown from their horse can apply their Cavalry Education bonus to any Saving Throws they need to make to avoid damage.

3) *Shoot*: the character can shoot projectile weapons from a moving or still mount with no penalty and with any applicable bonuses as if they were standing on solid ground.

Climb
Average Time: 1 month

The character can apply any bonus points in this skill to any Saving Throws the Referee may require when climbing a cliff, steep incline, wall, rope, web, or the like. A failed Throw means that the character goes nowhere. If they are on solid ground they may not attempt to climb at that precise location again that day. If they are already climbing but have been required to make a Dexterity or Strength Throw, it means they are stuck and must either go back or make a second roll to try again. A second failed Throw means that the character falls. Both hands must be free for climbing.

Contortion
Average Time: 3 years

The character has the ability to bend, stretch and move their body in unusual ways. They have a knack for untying or loosening bonds, breaking free from grips, and getting loose from anything that constricts them.

Death Attack
Average Time: 1 month

Characters with this skill are able to put enemies in Deadly Situations more easily. They are skilled at slitting throats, strangling, and the like. Any points they have in this skill are applied both to their attack roll and as negative modifiers to the opponent's Saving Throw to escape the attack, if there is one.

Defensive Fighting
Average Time: 1 year

The character who elects to fight purely defensively is able to add every point they have in this skill to their Defense Value.

Deflect Shafted Projectiles
Average time: 8 months

The character can deflect incoming shafted projectiles such as arrows, spears, javelins and axes away from themselves. At least one hand must be free. The attempt to do so must be done before the Referee makes an attack roll for the incoming projectile. The player may then make a Saving Throw of 8 minus any talents they may have in this skill. On an adjusted roll of 4 or less, the character may optionally catch the projectile.

Direction Sense
Average Time: 1 month

The character has an increased chance of retracting their steps correctly from memory, if necessary.

Disguise
Average Time: 4 months

Gives the character a knack for making themselves look, sound and act like someone else - base chance of success is 40% plus 10% per additional Education bonus point.

Disarm Opponent
Average Time: 10 months

The character has become adept at knocking loose an opponents hand held weapons. Every natural 6 rolled on a damage die, requires the target to make a

Saving Throw verses Dexterity with a penalty equal to the number of points the character posses in this skill. Failure of the throw means the targets weapon flies from their grip. The target also receives the damage rolled minus 6. The character may elect to ignore the disarm opportunity if they choose, in which case the target takes full damage and keeps its weapon.

Divination
Average Time: 2 months

The ability to read messages from the spirit world through various means to reveal hidden knowledge, once per day per point. It is up to the Referee to decide on the level of detail. Knowledge of the future is generally not possible except in the vaguest of terms.

Driving
Average Time: 2 weeks

The ability to control a particular type of moving vehicle.

Forgery
Average Time: 3 weeks

The character is able to both create a forged document or assess a possible forgery - base chance of success is 40% plus 10% per additional Education bonus point.

Fire-Building
Average Time: 3 weeks

With this skill, characters can start a fire with nothing more than some sticks and tinder if necessary. They will also be proficient at using flint and steel and may know other methods such as the use of a fire piston if appropriate to the setting. Success is guaranteed when weather and time conditions are not issues, and the character may start the fire in 1d12 rounds minus the talent rating. In other, more adverse, circumstances a Saving Throw applying the Education bonus may be necessary.

Hand Signal
Average Time: 2 months

A special hand signal language by which any information can be passed - base chance of success is 40% plus 10% per additional Education bonus point.

Hypnosis/Autohypnosis
Average Time: 6 months

The Hypnosis/Autohypnosis ability is non magical. Auto hypnosis is the ability to put one's self into a trance like state which sharpens the focus of the mind. It takes a full hour to take effect, minus 3 minutes for each level of the character, during which the character must remain completely undisturbed. Both hypnosis and autohypnosis may be attempted once per day per point of skill. Hypnosis acts exactly like the **Charm** spell. Autohypnosis allows any ONE of the following:

1) *Mind over Body*: The character is able to control the normally automatic bodily functions, such as breathing, heart rate and metabolism. This can allow them to survive much longer in low or no oxygen or poisoned environments and even allows the character to convincingly appear dead. The character may maintain the *mind over body* state for a number of turns equal to the number of points the character has in this skill.

2) *Fast Healing*: At two or more Education points, the character's body is able to heal at twice the usual rate, provided they are able to have 8 hours of sleep or meditation.

3) *Iron Mind*: At three or more Education points, the character acquires a +2 bonus to all Saving Throws made against any Miraculous or magical attack directed to the mind.

4) *Focus*: At three or more Education points, the character adds a plus + 2 bonus to any physical or mental task, including combat for the number of turns equal to the Education points the character has in this skill. This bonus can be combined with any other bonus the character may have.

Hunting
Average Time: 2 years

Hunting requires that the participants spend long hours and cover a great deal of ground in wilderness terrain. Most hunters are involved in the harvesting of meat animals and/or the trapping of fur bearing animals; however some hunters are not involved in, or have any skill at, the killing of animals at all, pursuing their own purposes. Also a special kind of hunter, sometimes called a Ranger, hunts for a different type of "game" entirely. These characters are in service to a people or a place, engaged in searching for enemies, monsters, invaders, criminals, and the like. Typically, rangers do not leave their range, except for temporary

purposes. Having an Education bonus in Hunting confers the following benefits:

1) *Resistance To Elements*: Hunters gain a +1 bonus to all Throws involving damage from fire, water, earth, air, cold and lightning attacks or environmental conditions. This bonus increases to +2 at 3 bonus points and +3 at 5 Education bonus points.

2) *Hypersense*: The hunter is keenly aware of thier surroundings and is able to sense when something is amiss. They have a +1 increase per bonus point to any Saving Throws for knowing if they are being watched or followed. They also have an equal bonus per level of picking up faint or unusual smells and an equal chance per level of being able to correctly identify them. This bonus does not extend toward secret doors, indoor traps, or other architectural features.

3) *Camouflage*: Hunters have learned to blend in with their accustomed surroundings using the terrain, objects, light and shadow, types of dress and skin pigments. Note that this skill will not be known by hunters who only hunt for flora, and further can only be employed in natural environments. Once hidden, the camouflaged individual or object will not be noticed by any casual passersby and will receive a -1 for one or two bonus points, -2 at three and four bonus points and -3 at five Education bonus points in the Hunting skill to any Cunning Saving Throws made by anyone searching the area where the camouflage is. Hunters cannot camouflage when being watched or within anyone's field of vision. Further, any attempts to Move Silently while camouflaged must be done at some penalty as determined by the Referee for the particular circumstances. If metal armor of any kind is being worn, Moving silently is out of the question. Hunters receive an automatic surprise attack when attacking opponents while camouflaged.

4) *Bane*: Hunters become intimately familiar with their prey. For each Education bonus point in Hunting, one specific kind of creature (or other) that the hunter has encountered often becomes a favored mark. The Hunter gains double Attack and Defense Values when

confronted by the creature in combat and a +2 to any Saving Throws involving the same. Exactly what beings are chosen is up to the player but must be creatures the character has encountered on multiple occasions.

Ice Skating
Average Time: 1 week
The character with this skill knows how to use Ice skates – more talents means increased skating ability.

Identify Poisons And Diseases
Average Time: 8 months
The character is able to correctly identify poisons and diseases 20% of the time for each point of skill the character posses in this field of study – provided they are able to either see or smell the substance up close. Likewise, Characters with this knowledge can identify diseases at the above rates both as they are manifesting in symptoms and in cases where the disease is present in large quantities in an object – provided some telltale sign of it exists.

Leap
Average Time: 5 months
The Character can jump both high and long. Each skill point adds one foot to a 1d8 roll for height and a 1d20 roll for length. The character also knows pole vaulting – adding the length of the pole plus body height plus skill bonus plus 1d8.

Language (choose type)
Average Time: 6 months
The character can understand and speak a language (not necessarily very well, 20% comprehension per Education Bonus point) and can read it if coupled with a literacy skill.

Leadership
Average Time: 5 years
Successful use of this skill adds + 1 per point to the Morale of any NPCs under the character's control. It can also be used to convince other NPCs to follow the character's commands.

Listen
Average time: 2 months
The character is adept at picking out soft sounds, whispers, etc., hearing a specific conversation in a crowded room, or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the Referee, but

comprehension should be 20% per Education bonus point. It takes one round to listen. A character can make use of this ability for as long as they like.

Lip Reading
Average Time: 8 months

The character is able to ascertain what a person is saying by watching their lips. This is especially useful at a distance where it is difficult or impossible to hear the speaker or of use to deaf characters. The lip reader must, of course understand the language being spoken.

Literacy
Average Time: 5 months

Gives the character the rudiments of reading and writing their native tongue, such that they will be able to read signs, scrolls, simple books and most other printed material. In addition the character with bonus points in this skill has the ability to create written messages – very simple writing if the character has only one point of Education. Literacy of at least 2 points is required for Wizards and 3 points are required for Sages. Many types of learning may also require some points in this skill as decided by the Referee. Literacy does not allow the character the ability to understand magical texts. Magi, the language of magic, is both arcane and foreign to the untrained. Reading comprehension is 20% per Education bonus point. Note that this skill does not allow a character to ever interpret writing in a completely unfamiliar language.

Literacy - Nonnative Language
Average Time: 5 months

The character must be able to speak the non-native language before attempting this skill. Points in this skill allow the character to both read (signs, scrolls, simple books etc.) and write (send messages, sign documents etc). Reading comprehension is 20% per Education bonus point.

Luck

Just what you think. Allows the lucky player to reroll one die roll per day per skill point.

Medicine
Average Time: 2 years

Education points in medicine may be applied to the HPV restored by bandaging. Characters who are poisoned, burned, or subjected to any damage that normally requires a Saving Throw, may be treated by a character with medicine skill, provided that is all both the characters are doing and there are no distractions, so that the education bonus points may be added to the affected character's Saving Throw. Characters with medicine skill may also treat themselves. The effects and duration of diseases will also be somewhat mitigated by the skill in medicine possessed by the attending character, as determined by the Referee on a case by case basis.

Memorize
Average Time: 3 months

The character with points in memorization can attempt to memorize long passages of data of all sorts, including virtually anything seen or heard. The more points a character has, the greater amount that can be memorized. As a rule of thumb, each point allows the accurate memorization equivalent of a typical story, poem, chapter in a book, detailed map, contents of a house, long string of numbers or lists, or the like. The character always retains this information.

Music
Average Time: varies by instrument, often 6 months or more

The character with music Education can play a specific type of instrument (flute, harp, etc.) with competence and is also able to play related instruments with less competence depending on how different they are. The skill may or may not include music notation, if such exists in the character's world, depending on the character background and the interpretation of the Referee.

Nature Lore and Survival (choose biome)
Average time: 3 years

This skill is the knowledge of common plant and animal life forms of one specific biome: desert, deciduous forest, boreal forest, jungle, grassland, various seascapes, plains, or the arctic. Characters with talents in Nature Lore and Survival have knowledge of such things as where to find potable water, edible and poisonous plants, and healing herbs. They will have some chance of knowing how to make proper shelters and what steps must be taken to survive in the environment. They will also have a chance to recognize when something is amiss in their normal environment. If the skill throw occurs in a biome different from the one(s) the character is skilled in, the Referee may modify the roll according to best judgement of the degree of difference. Base rate of success 50% plus 10% per additional point.

Navigation

Average Time: 2 years

The character is able to ascertain cardinal directions while traveling or sailing outside. The character must be able to see such things as landmarks, weather and vegetation patterns, and especially the position of the sun and stars and shadows.

Nordic/Telemark Skiing

Average Time: 2 weeks

Like riding, diving and swimming, the higher the skiing talents, the better the chance of avoiding difficult situations.

Observation

Average Time: 3 weeks

The character with this skill is really good at noticing things, seeing traps, secret doors, finding lost objects or that suspicious character in a crowded tavern. Provides 1 Saving Throw bonus per Education point but no more than 3 total.

Open Lock

Average Time: 4 months

This character with an Education in this skill knows ways of opening locks without the proper key. Identical to Thief/Assassin chances – 1 point per level.

Oration

Average Time: 6 months (Formal)

This skill includes the ability to speak well in public, debate effectively and avoid or broker conflicts with diplomacy. It takes 6 months of formal education to acquire this skill, however additional points may be added without further formal training.

Piloting

Average Time: Varies by type – never less than 6 months

This skill is the knowledge of directing a sailing vessel or flying ship. Knowledge of piloting applies to one category of vessels only (such as yachts). The Referee may rule that some partial skill bonus may apply to some similar types of vessels but generally each type requires separate piloting knowledge.

Poison Resistance

Average Time: 1 year

This skill gives a 1 point bonus per Education point to Saving Throws against the effects of poisons. This is because the character has built up a resistance to the effects of poison through the self administration of miniscule doses.

Riding (choose type)

Average Time: 6 weeks

This skill includes the handling, care, feeding, and use of tack and saddles for one type of riding animal, in addition to the ability to mount, direct and maintain a seat on the animal. Lack of this skill means that a failure may occur in any of the above areas and any attempts by the character to care for, saddle, or ride an animal they are unskilled with, will take four times the normal length of time and will have a much greater level of difficulty.

Ringkunst

Average Time: 10 months

This is the skill of Wrestling/Grappling. In wrestling combat, the character with this skill receives + 1 Fighting Strength per point when attempting to knock down, grab, throw, or otherwise wrestle with an opponent. Further, and possibly more importantly, they receive an automatic AC of 4 when an opponent attempts to wrestle them or has the character in their grip, regardless of what type of Armor the character is wearing.

Further still, the opponent's weight/size becomes irrelevant, except in extreme cases, such as attempts by a PC to wrestle a full-grown dragon. Thus, while the character with Ringkunst skill may choose to apply their own size modifier if it is to their advantage to do so, the opponent's size will give them no advantage, provided the opponent does not posses Ringkunst skill themselves. When two skilled wrestlers engage in combat, the size modifier applies to neither.

> **Pankration:** players receive the Pankration skill automatically when they posses any talents in both the Ringkunst and Savate skills together. Pankration cannot be chosen as a separate skill and no skill points are allocated for it, instead the bonus points must continue to be allocated to the base Ringkunst and Savate skills. The advantage to being a Pankrationist is that in addition to the Savate and Ringkunst skill benefits, the character also gets to add 1 to the Armor Class base of 4 for every 1 talent point they have in Ringkunst. For example, a Pankrationist with 2 Education bonus points in Ringkunst would have a wrestling AC of 6 (4+2); a Pankrationist with 3 Education points in Ringkunst, would have an effective Armor Class of 7; and so on.

Running

Average Time: 1 month

Characters with this skill can run or jog two times longer per bonus point than normal before becoming Fatigued.

Savate

Average Time: 18 months

This is the skill of Unarmed Combat - knowing how to kick, punch, elbow, and knee opponents and defend from the same. This does not include body locks, throws, holds and pins which are part of the Ringkunst skill. For every talent in this skill, characters add one point of damage to successful attack.

Pressure Point Attack:

Pressure Point attacks are special attacks available to practitioners of Savate who have at least two Education points in the Savate skill, have spent at least 8 additional months in formal training, and have at least one unencumbered hand or foot. In addition to the unarmed damage sustained, anyone successfully struck by the Pressure Point attack must make a Saving Throw vs Health or be put in such severe pain or otherwise stunned so as to be unable to act for 1d4 rounds. The character must declare a Pressure Point attack before making an attack roll.

Signaling (choose type)

Average Time: 1 week

This skill applies to a specific set of codes or signs used to communicate. The signs or codes may involve repeated sounds, symbols, flags, patterns of smoke, branches, or any other objects. In all cases their will be a formal and consistent set or rules for the arrangement of the code "objects". However, knowing one type of signaling system imparts no knowledge of any other signaling system. Each must be learned separately.

Singing

Average Time: 2 months

Although many can sing well naturally, learning to master the craft to be able to carry a tune with proper pitch, pacing and breathing takes a bit of practice and training.

Sleight of Hand

Average Time: 1 month

A character with this skill is able to move or switch an item in a manner such that those around him are not readily aware where the item has been hidden or that it has been moved at all. This ability also includes lifting or cutting purses and removing items from pockets or otherwise off of a character without being detected. Chance of success and modifiers identical to Thief/Assassin Deceit.

Slow Fall

Average Time: 11 months

For every talent the character has in this skill, they take damage as if the fall were 10 feet shorter than it actually is, provided they are within 10 feet of a vertical surface or other objects that can be used to slow the descent. This distance increases by 10' for every talent added to a maximum of 100'.

Skulk

Average Time: 8 months

If not being directly observed, a character with skulk talents (points) knows how to hide from other individuals or animals in a built environment. A successful Dexterity Throw makes the character almost invisible. The character can also move quietly up to one-half normal speed and hide at no penalty but suffers a -4 penalty to Dexterity Saving Throws while moving one half to normal speed. Movement at less than ½ speed incurs no penalty. The character can perform this skill indoors and outdoors and may have improved chances if there are distractions, shadows, and the like.

Snares and Traps

Average Time: 11 months

The character with this skill is practiced in the art of building and using traps capable of snaring animals, creature, and unwanted visitors. A successful Saving Throw indicates that the trap will function properly. The character can also determine the nature of traps built and left by others and attempt to disarm them using any Snares and Traps Education bonus points they posses as a bonus modifier towards the disarm attempt. Failure to disarm requires a second Saving Throw and if that fails also, the character sets off the trap and suffers the trap's effect. Note that this skill is restricted to the kind of traps and snares the character has had an opportunity to learn. Basically this means that a character from a tribal society would not know how to create or disarm a complex descending ceiling trap in a medieval style castle. Similarly, a character with no experience as a spell caster, would have no clue how to set or disarm a magical trap, regardless of how many points in Snares and Traps they posses.

Strength Training
Average Time: 6 weeks

Allows the player to add 1 point to the Strength Trait per bonus point. Strength for humanoids can never be more than 12.

Swimming/Diving/Holding Breath
Average Time: 2 months

Persons with this skill know how to swim and how to dive well. They are also able to hold their breath one minute (round) per bonus point. No one can hold their breath for more than 10 minutes, unless hypnotized.

Tracking
Average Time: 4 months

The character can follow tracks and find and interpret sign. The Referee is encouraged to increase or penalize the chance of success depending on the circumstances (age of the sign, type of terrain, number of tracks being followed, and so forth). The amount of information gathered by a tracker from sign will also depend on how many Education bonus points the character possesses and it is up to the Referee to decide what is reasonable.

Veterinary
Average Time: 16 months

The character has knowledge of how to treat wounded or sick animals - handle as Medicine skill.

Weapon Mastery
Average Time: 5 months

Characters with this skill may add a one point modifier to both the Fighting Strength and to damage done, per Education bonus point, for a single Weapon type, up to a maximum possible of +5. All types of weapons, including all projectile – crossbows, bows, etc. - and all throwing weapons - stones, knives, sticks, spears, axes, javelins, bolas etc. – are governed by this skill. Each type of weapon must be mastered separately and there is no limit to the number of weapons an individual may master. Types of weapons can be fairly broad, such as "swords", "bows", "pole arms", etc.

Weaving
Average Time: 3 weeks

Not the hand craft, the maneuver. When not wearing armor, a character with weaving skill may apply any Education bonus points in this skill to their Armor Class. The character must be able to move around freely in an environment to which they are accustomed. Thus the skill would not apply to non aquatic creatures when they are in water or vice versa, or to characters experiencing a noticeably different Gravity, such as might be found on a moon; and so forth.

Earth

Earthquake
Level: 6
Duration 1 round
Range: Sight

Causes the ground to shake and split within a 300 yard area that must be within sight of the caster. There is a 1 in 6 chance per individual caught in the area that they might fall into a crack for 2d12 points of damage. Trees in the area have a 2 in 6 chance of falling, but structures such as buildings will have varying chances depending on the type of construction and ground conditions as determined by the Referee. Generally a 25% chance per story may be assigned to wood frame constructs.

Find Precious Stones
Level: 2
Duration: 2 rounds
Range: Sight

Causes the caster to "see" in their minds eye the location of all precious stones within a radius of 75 feet.

Find Precious Metal
Level: 2
Duration: 2 rounds
Range: Sight

Causes the caster to "see" in their minds eye the location of all precious metal within a radius of 75 feet.

Magic Gate
Level: 6
Duration: 1d20 rounds at random
Range: Sight

Opens a door to another location – can be anyplace the caster thinks of.

Magnet
Level: 5
Duration: 2 rounds
Range: Sight

Causes an object (any kind including flesh) to attract all magnetic metals (Iron, steel, etc.} in a radius of 30 feet. The attraction is absolute and can not be resisted by loose objects. Fixed metal objects, including body armor, must make a Saving Throw against a Strength of 10 plus or minus any modifiers the Referee feels are appropriate. Damage to flesh or fragile objects is 1d4 for every 10 feet the metal object travels for a maximum of 3d4 at 30 feet.

Walls
Level: 4
Duration: 2 rounds
Range: Sight

Creates a magical wall of a given substance. The size of the wall is roughly 8 inches thick and 30' by 30' straight or a circle with a circumference of 15 feet and the same height. An additional 5 feet in any direction or 4 inches in thickness can be added for each level of Augmentation. The shape and curvature of the wall can be adjusted at will by the caster and can even be made to from a dome. The wall can also be moved at a speed equal to the basic movement rate of the caster. The effects of different types of walls are shown on the table below:

Fire	3d6 points of damage – will burn anything flammable within 1 yard.
Water	No damage, but will leave anything caught in it soaking wet.
Ice	Solid barrier that can withstand 17 points of damage – if moving, causes 1d6 points of damage to anything it hits.
Rock	Solid barrier that can withstand 34 points of damage – if moving, causes 1d6 points of damage to anything it hits.
Sand	3d6 points of damage to anything caught in this wall – will remove paint, rust, etc. ruin clothes and cause general wear and tear.

Web Strand
Level: 2
Duration: N/A
Range: caster

Causes a thread of webbing to shoot out from the casters palm to a distance of 30 feet. The web is 1/8 inch thick and very sticky. The strand can be moved and directed as the caster desires. A Strength score of 7 or greater is required to break it but it can easily be burned or cut with a sharp object.

Web Net
Level: 3
Duration: N/A
Range: caster

Causes a 9' by 9' net made of webbing to shoot out from the casters palm to a distance of 30 feet. The webbing is 1/8 inch thick and very sticky and will cling to and wrap around anything it lands on. A Strength score of 7 or greater is required to break it but it can easily be burned or cut with a sharp object.

Air

Control Gasses
Level: 4
Duration: rounds per level of the caster
Range: 10 feet per caster leve;

The caster gains complete control of all gasses – including sentient creatures in gaseous forms - within 10' per level of the Spell caster, and is able to direct their shape and location.

Create Weather
Level: 6
Duration: rounds per level of the caster
Range: Unlimited

Allows the caster to create any localized form of weather desired. The size of the weather phenomenon is 10' per level of the caster, unless Augmented.

Gaseous Form
Level: 6
Duration: rounds per level of the caster
Range: Touch

The spell caster is able to turn a target (usually themselves) into a cloud of gas. The cloud of gas is able to remain contiguous and move at the creature's normal movement rate. As a gas, the creature can penetrate anyplace that is gas permeable and is able to return to their normal form at will. All possessions held by the creature become part of the cloud and are transported with it. The gas itself is made of the molecules of the object from which it arose. In no way does this spell allow the object to be transformed into a specific kind of gas – like mustard gas, for instance.

Wind Blast
Level: 6
Duration: 4 rounds
Range: 175 feet

Creates gale force winds within a 20 cubic foot path chosen by the caster. Anything not tied down or otherwise secured or extremely heavy will be picked up and thrown 3d6 feet and suffer damage equal to half the distance thrown unless a successful Saving Throw verses Health is made.

Wind
Level: 4
Duration: 4 rounds
Range 175 feet

Creates a breeze, either ranging from gentle to steady at the discretion of the caster, within a 20 cubic foot path chosen by the caster. The breeze is sufficient to fill the sails of a ship if desired and may be maintained for longer by Augmentation.

Tornado
Level: 6
Duration: 30 rounds
Range: 10 miles

Fills a 10 foot circle with a tornado. Anything or being caught in the effect receives 6d6 points of damage unless sufficient cover is available and a successful Saving Throw vs. Dexterity is made. Further the tornado will toss lose objects or creatures from in a random direction for 100 to 600 feet (1d6) for additional falling damage. Any creature within 300 feet has a 1 in 12 chance of being hit by debris for 2d6 points of damage. The caster may optionally let the tornado follow a random path or may control the speed and direction. However to control the tornado the caster must remain still and concentrate on the tornado for the entire time.

Water

Boil
Level: 4
Duration: instantaneous
Range: 60 feet

This spell causes all water within a 9' sphere to instantly boil. Any object - including all living ones - containing 5% or more of water will certainly explode as the water forces its way out. Larger objects or areas may be selected by Augmenting the spell. Magical objects are not affected but otherwise the effect is automatic.

Shape Water
Level: 2
Duration: Hours equal to caster level
Range: 120 feet

This spell allows the caster to form water, ice or fog into any shape desired. The material properties of the H_2O do not change however.

Fog
Level: 3
Duration: Hours equal to caster level
Range 300 feet

Causes a thick fog to arise from the ground to a height of 30 feet. The fog takes 1 round to fully form. Visibility is reduced to 8 feet. The outline of invisible persons and items will become noticeable up close.

Part Water
Level: 6
Duration: Hours equal to caster level
Range: 400 feet

Pushes water back on two sides, creating a part, for a maximum depth and distance of 400 feet unless Augmented.

Rain
Level: 4
Duration: Hours equal to caster level
Range 400 feet

Will cause a steady rain for a distance anywhere from 2 to 400 feet. The rain is stationary, but will move if cast on a moving object, (such as a person). Augmentation can increase the amount of rain falling to a torrential downpour. In any case, unprotected objects will quickly become soaking wet.

Rain of Acid
Level: 5
Duration: Rounds equal to caster level
Range: 100 feet

This spell creates a steady rain of highly reactive acid that will immediately begin corroding all non magic objects except glass. This spell will function both indoors and out for a distance anywhere from 2 to 100 feet. The rain is stationary, but will move if cast on a moving object, (such as a person). The acid does a base damage of 12 points per round and will continue to do 12 points per round for up to 2 rounds until washed off.

Snowstorm
Level: 5
Duration: Rounds equal to caster level
Range: 100 feet

This spell creates a steady snowfall. This spell will function both indoors and out for a distance anywhere from 2 to 100 feet. The snow is stationary, but will move if cast on a moving object, (such as a person). If the surface the snow falls on is freezing or less in temperature, accumulation will be one inch per round.

Water Walking
Level: 3
Duration: Rounds equal to caster level
Range: 100 feet

This spell allows either the caster or one person per level of the caster to move normally on top of the water as if it were a solid surface.

Energy

Nudge
Level: 1
Duration: 1 second
Range: 80 feet

Creates a force that will push or shove any object. The amount of force applied can range from

extremely gently to the equivalent of a Strength 8 shove as desired by the caster.

Substitutiary Locomotion
Level: 4
Duration: 20 Rounds
Range: 400 feet

Causes an infusion of animating magic around non living materials of any kind. The objects will then be under the control of the user, obeying directly both verbal commands and thoughts, including the caster's subconscious expectations. The number of objects that can be controlled is ten times the Level of the caster for a duration of 20 rounds.

Traveling Spell
Level: 5
Duration: 24 hours per caster level
Range: 15 feet

Similar to Substitutiary Locomotion and Telekinesis. Causes an object (broom, carpet, chair, bed, etc.) to be surrounded with a force that will move the object at rates up to 500 miles per hour, along with anyone or anything on it, wherever the spell caster commands. The spell lasts one day per level of the spell caster. It can, like most spells, be made permanent with the use of runes, in which case the object itself becomes magical.

Accelerate
Level: 3
Duration: Rounds equal to caster level
Range: 100 feet

The spell may be cast on an individual or a group but will always cost 3 points per person. The result allows the affected individual to double their normal movement rate; and Attack Values.

Flame Whip
Level: 2
Duration: 1 round
Range: caster

Causes a whip like tendril of fire, 30 feet long, to arise in the casters hand and extend toward the target. The flame whip will not be affected by gravity (won't fall) but may otherwise be moved like a normal whip. The whip does 1D6 of damage to whatever it strikes.

Burning Bright
Level: 6
Duration: rounds equal to levels of caster
Range: 20 foot radius around caster

This spell creates a sphere of bright radiation that will cause severe radiation burns to any creature within a 20 foot radius around the caster (caster excluded). Any creature or character within this area for more than 1 round thereafter will be debilitated after 3 rounds and die in 1 round from radiation poisoning unless given magical healing. Any creature that is negatively affected by light suffers a -3 to any Saving Throws they may attempt. Any creature that makes a successful Throw to avoid this spell must make a second successful Throw or suffer 1d6 points of damage 24 hours after being exposed to the radiation.

Cold
Level: 4
Duration: Rounds per level of the caster
Range: 100 feet

This spell draws out up to 10 degrees Celsius per round from any or all object(s) the caster directs within an area of up to 50 cubic feet. The caster may stop the heat loss at any point and hold the temperature steady for the duration of the spell.

Command Rope
Level: 1
Duration: Rounds per level of the caster
Range: 21 feet

Animate any rope so that it will move as instructed by the caster. The force exerted by the rope is equal to that of a Strength Trait of 9. Any creature attempting to hit or catch the rope must make a Dexterity (Quickness) Saving Throw, modified by the difference between it and the casters Dexterity (Quickness) Trait and the characters Quickness. For example, if the caster is 2 Trait factors "quicker," then the throw is at -2 for the catching character. Conversely, if the catching character is 1 point quicker than the caster, the throw would be +1 for the character.

Detect Outline
Level: 3
Duration: Rounds equal to caster level
Range: 100 feet

This spell will cause a faint glowing outline to surround any invisible location object or person.

Detect Secret
Level: 2
Duration: Rounds equal to caster level
Range 100 feet

This spell causes all secret doors, panels, passageway, false walls, floors, hidden traps, and the like to glow with a steady red light.

Disintegration
Level: 6
Duration: 2 rounds
Range 90 feet

This spell allows the caster to cause any object within a 9' sphere to turn to dust and vapor up to 90' from the caster, provided that object or creature is stationary for at least one round. Larger objects or areas may be selected by Augmenting the spell. Magical objects are not affected but otherwise the destruction is automatic. The caster may selectively target any items within the area of effect, such as a warriors arms and armor, while leaving other objects – such as the warrior – unaffected.

Magic Shield
Level: 3
Duration: rounds per level of the caster
Range 9 feet

This spell creates a magical force field that will not break and through which no object may pass, (including air or gas). The shield may be any size and shape the caster wishes between a 1 foot square minimum and a 6 foot square maximum. The shield will not stop magic at all. The shield is weightless and can be moved and reshaped by the caster at will.

MageSpark
Level: 2
Duration: 2 rounds for every level of the caster
Range: 200 feet

Creates a small spark about the size of a .45 caliber roundball. The number of sparks created equals the level of the spell caster. Each spark can be targeted separately, divided among targets or directed at a single target as desired. Each spark will automatically hit its target and do 1d6 points of damage. Armor slows the progression of a spark for a number of rounds equal to ½ the armor class, rounded down, i.e. Armor Class 5 takes two rounds for the spark to penetrate. If armor or clothing is removed before the spark has penetrated, the target will not receive any damage.

Metal Location
Level: 2
Duration: 2 rounds
Range: Sight

Causes the caster to automatically know the cardinal direction of the largest amount of any particular metal within a radius of 150 feet of the caster.

Reflect Bolt
Level: 4
Duration: Rounds per level of the caster
Range 21 feet

Any, Lightning, Flame, Disintegration, MageSpark or other bolt, ray, or spark type spell directed at the individual or object protected by Reflect Bolt will be immediately reflected back at the caster at full strength, and will travel for the remaining distance of its range, possibly hitting the spell caster who cast the spell in the first place. The spell could also conceivably be bounced back and forth until its maximum range is reached if the original caster has also activated a **Reflect Bolt** spell.

Return Weapon
Level: 2
Duration: 1 round
Range: touch

Any weapon touched by the caster while reciting this spell will return to its owner or to its resting place when thrown or shot; lasts until dispelled.

Reverse Gravity
Level: 6
Duration: Rounds per level of the caster
Range 100 feet

When cast, all gravity ceases within an 80 cubic feet area (or less as desired). Anything moving more than halfway out of the bounds of the spell will immediately feel the pull of gravity again, as will everything upon the completion of the duration of the spell. This spell must be centered on an object or

person within the casting range and it will move with the center object if it too is moving.

Ritual Sacrifice
Level: 2
Duration: (temporary)
Range: touch

By chanting this simple spell while the creature the spell caster is touching is in the process of bleeding to death, the spell caster, upon the death of the creature, will receive all of that beings base Hit Point Values as a Health bonus. An Elf Mage may employ them as spell points. This can be done with any living creature and the spell caster need not necessarily be the one who dealt the killing stroke. The additional spell points received by this method may be used only once, and once used are gone. Whether used as a Health bonus or as spell points, the effect lasts no more than 24 hours.

Slow
Level: 4
Duration: Rounds per level of the caster
Range: 40 feet

Causes the subject to move at ½ their normal movement rate. Any attacks made by slowed characters will be as if made against AC 1 opponents. All persons within 40' and in the line of sight of the spell caster will be affected.

Spontaneous Combustion
Level: 5
Duration: Rounds per level of the caster
Range: 60 feet

Causes any object or character to burn out of control, even under water. Only one object/character within 60' of the line of sight of the Spell caster will be affected, unless Augmented.

Stop Time
Level: 6
Duration: Rounds per level of the caster
Range 100 cubic feet around caster

Causes time to appear to come to a near stand still around the caster and those physically in contact with the caster or any single character the spell is cast on. In fact, it alters time so that the recipient of the spell is accelerated relative to all those not affected.

Telekinesis
Level 2
Duration: unlimited, as long as the caster concentrates
Range: anywhere within the caster's range of vision.

Causes objects, including living creatures, to move and float in any way caster wishes. The number of objects, regardless of weight, the caster can effect is equal to the casters level. The spell caster can not walk, talk, or do anything at all to disturb their concentration or the objects will fall. Objects going out of sight will fall. Small objects hitting characters or creatures do 1 point of damage; larger objects do damage as appropriate.

Obviation

Arrest Magic
Level: 6
Duration: Rounds per level of the caster
Range 30 feet

This spell stops all magic from occurring within 40 cubic feet or less of the focal point of the spell. Any magic cast is disrupted and the spell lost. Inscribed magic will function normally after the spell has run out.

Slow Magic
Level: 5
Duration: Rounds per level of the caster
Range 30 feet

This spell slows all magic so that the effects takes turns, rather than rounds to take place, within 40 cubic feet or less of the focal point of the spell.

Hide Odor
Level: 3
Duration: Hours per level of the caster
Range: 30 feet

This spell removes all odors whatsoever from a 25 foot radius around the focal point of the spell. If cast on a creature or character, the spell will travel with them as they move around. No smells can emanate from within the area of effect; however, those within the area can detect odors coming from outside as normal. The area of effect of the spell can be

reduced as desired by the caster to affect as little as the personal space of a single character.

Immobilize

Level: 5
Duration: Rounds per level of the caster
Range: 80 feet

The spell causes any creature to be frozen still, unable to move, even if in midair. The victim gets a Saving Throw against the spell.

Lock/Unlock

Level: 2
Duration: Rounds per level of the caster
Range: touch

This spell allows the closing and fastening of anything that can open, or the opening of anything closed. The seal is impermeable and may only be dispelled by a higher level spell caster. Likewise, anything magically locked can only be opened by a higher level spell caster or, of course the spell caster who originally cast the spell.

Protection

Level: 4
Duration: Hours per level of the caster
Range: Touch

This spell causes the individual it is cast on to be immune to damage from a specific type of weapon, such as knives, swords, or arrows. The weapon type in question will always somehow miss the target.

Silence

 Level: 4
Duration: Hours per level of the caster
Range: 30 feet

This spell removes all sound whatsoever from a 25 foot radius around the focal point of the spell. If cast on a creature or character, the spell will travel with them as they move around. No sound, including vocals can emanate from within the area of effect; however, those within the area can hear sound coming from outside as normal.

Trip Trap

Level: 1
Duration: 1 round
Range: 40 feet

Casting this spell causes any and all normal, non magical traps to spring as if activated by the normal means.

Organic

Age

Level: 6
Duration: 1 round
Range: Touch

The victim of this spell will change in age by 4 years for every level of the caster, either younger or older as the caster desires. This spell can be cast in reverse. Memory remains intact as only physical age is affected.

Flesh Death

Level: 5
Duration: 1 round
Range: Touch

Causes severe damage to all flesh within one foot of the area touched by causing the cell walls to burst. The affected area is dead and will begin to rot unless magically healed.

Gash

Level: 5
Duration: Rounds per level of the caster
Range: Touch

The victim of this spell will have deep gashes appear on their skin which will bleed profusely causing 1d6 points of damage per round. For each round the spell is active new gashes will appear. Bandaging can staunch the flow of blood.

Giant Leap

Level: 2
Duration 10 rounds
Range: Touch

Allows a character to leap one yard for every Strength point.

Heavy
Level: 5
Duration: Rounds per level of the caster
Range: 30 feet

This spell makes any object within range that the caster desires up to twice as heavy per level of the caster.

Link
Level: 6
Duration: Permanent
Range: Touch

Creates a bond between two creatures whereby physical effects that happen to either one are shared equally by each. Therefore if one were to take 6 points of damage, each character would get 3. This effect will take place regardless of how far apart the characters are. Death of one character will not sever the link and the remaining character will begin to rot to the point that they too will die in 3d6 days.

Mind Bullet
Level: 5
Duration: 1 round
Range: Touch

Causes severe synaptic damage in the victims brain rendering them brain dead. The victim will die within 24 hours unless cared for or magically healed.

See in Darkness
Level: 4
Duration: Rounds per level of the caster
Range: Touch

The recipient of this spell can see in darkness as well as if it were broad daylight. The spell works in any amount of darkness including complete absence of light but does not work in magical or miraculous darkness.

Spider Fingers
Level: 4
Duration: Rounds per level of the caster
Range: Touch

The subject of this spell will be able to cling to any solid surface while carrying up to two times their own body weight. Fingers and toes must be bare to work.

Telescopic Vision
Level: 2
Duration: Rounds per level of the caster
Range: Touch

The recipient of this spell can zero in on objects at great distances or that are very small as if using a telescope or microscope. The objects must be able to be seen, as the spell does not allow the recipient to see through anything.

Telepathy
Level: 3
Duration: Rounds per level of the caster
Range: Touch

Allows silent, mental communication between two or more spell casters who have both cast the spell, or between a spell caster who cast the spell and someone possessing a magic item allowing the same effect, or between two or more persons possessing such an item.

Trail
Level: 4
Duration: Rounds per level of the caster
Range: 600 feet

This spell causes the footprints of any being or beings selected by the caster to glow with a feint blue glow. Flying creatures, obviously, can not be tracked this way, but the wake of swimming creatures or objects can be seen.

Trail Erase
Level: 4
Duration: Permanent
Range: 600 feet

This spell causes all traces of the passage of any creature or creatures selected by the caster to be completely obliterated.

Wizard Sight
Level: 5
Duration: Hours per level of the caster
Range: Touch

This spell gives the recipient the ability to see invisible objects or beings.

Illusion

Change Colors
Level: 1
Duration: Hours per level of the caster
Range: Touch

This spell will change the color of anything to any color the caster chooses, up to a cubic foot area of 400.

Conceal Magic
Level: 5
Duration: Hours per level of the caster
Range: 30 feet

Hides magic effects so that they are invisible from normal sight and from Reveal Magic spells that are cast by a spell caster of lesser levels than any Spell caster casting a reveal magic spell.

Disguise
Level: 3
Duration: Hours per level of the caster
Range: 30 feet

Any one object or person within range of the spell can be made to appear to be any thing, character or creature the spell caster wishes. The effect only changes the appearance, not the actual substance.

Duplicates
Level: 3
Duration: Rounds per level of the caster
Range: 60 feet

This spell creates multiple visual copies of any person or object. The effect is mirror perfect, but any duplicate that is actually touched with any object will instantly disappear. The duplicates have no substance and will mimic exactly any movement made by the original.

Ventriloquism
Level: 2
Duration: Hours per level of the caster
Range: 80 feet

Using this spell the caster can mimic the sound of any voice or noise and have it emanate from any point within range. The sound can be multiple voices, music or loud, disorienting noise if the Spell caster wishes.

Appendix III - Miracles

Alter Density
Level: 4
Duration: Hours per level of the caster
Range: Touch

This Miracle will change the hardness/softness of an object or creature by a factor of 2 for each time it is cast. Whether the effect is to be twice as soft or twice as hard is entirely up to the caster. When a hardening Alter Density spell is cast on a living being the effect is an improvement of armor class by 2. Conversely, when a softening Alter Density spell is cast on a living being the effect is a worsening of armor class by 2. The spell may be repeated for increased effect.

Anti-Shock
Level 1
Duration: Instantaneous
Range: Touch

This Miracle revives any unconscious being who has -3 Hit Point Values or more and halts all damage from loss of blood or pain. The victim must have or gain positive Hit Point Values or they will lapse back into unconsciousness and possibly die in 1 round.

Itch
Level 1
Duration: Rounds per level of the caster
Range: 50 feet

The victim of this Miracle will suffer an unendurable itch that will move to a different part of the body the moment it is scratched, continuing to do so for the duration of the spell. A Cunning Throw at -1 is required every round the effect is active for anyone attempting to ignore the Itch. Failure means the character will attempt to scratch the itch, ignoring anything else that may be happening.

Purify Food
Level 1
Duration: Hours per level of the Priest
Range: Touch

Food and drink blessed by this Miracle will be restored to its original nutritive value and have any harmful components rendered completely inert and harmless.

Hurt
Level 2
Duration: Permanent
Range: Touch

This Miracle causes 1d6 points of direct damage to a target. The damage is an internal concussive type with no exterior wounds.

Charm
Level 2
Duration: Hours per level of the Priest
Range: 50 feet

This Miracle creates an aura of good feeling within a 15 foot radius, such that all creatures within this area who fail a Cunning Throw will believe the recipient of the spell to be someone they can trust, who cares about them and is simply a friend. Victims do not have a personality change and will still behave "in character", but are much more likely to want to ingratiat themselves with their friend than not. The Miracle may be repeatedly renewed without additional throws for the victim.

Create Food
Level 2
Duration: 1 round
Range 10 feet

This Miracle transforms any object (rock, lump of dirt, old bones) into nourishing food of the meat and potatoes sort. The amount of food is only what is necessary to feed those who need it for one day. Any uneaten food rots and becomes poisonous after 24 hours.

Create Water
Level 2
Duration: 1 round
Range 20 feet

This Miracle allows the magician to create up to days ration of water for all who need it. If the water is not consumed it will disappear in three rounds.

Mend
Level 2
Duration: 1 round
Range: Touch

This Miracle will mend any broken, objects so that no trace of the break remains and the objects are as good as new. Broken magical objects can also be restored, but the magic will no longer function.

Abandon
Level 3
Duration: Rounds per level of the Priest
Range: 50 feet

This Miracle stimulates the pleasure centers of the brain such that anyone within a 15 foot radius affected will experience a degree of pleasure as determined by the Priest. This may be mild stimulation to complete disabling ecstasy, - a state in which there is a 50% chance the victims will sit or fall down and in any case will be unable to concentrate on anything other than the sensations they are feeling. Significant pain will however break the effect.

Cause Disease
Level 3
Duration: Hours per level of the Priest
Range: Touch

This Miracle causes the target to contract Pacevon disease, or some other disease of the Priests choosing.

Change Weight
Level 3
Duration: 10 Rounds per level of the Priest
Range: Touch

This Miracle physically changes the gravitational density of any person or object the Priest wishes so that they can become a different weight. Heaviness can only be increased up to the base weight times the level of the Priest but lightness can be increased to less than that of air. A frequent application of this Miracle is to keep one-self float.

Cure Disease

Level 4
Duration: Permanent
Range: Touch

This Miracle will kill the cause of any disease, removing it from the victim completely. Note, this does not heal any physical damage already done by the disease.

Dizziness

Level 3
Duration: Rounds per level of the Priest
Range: 30 feet

Causes everyone the Priest designates with a 15 foot radius to suddenly loose all sense of balance. The victims will fall to the ground, unable to stand for more than a second or walk except to lurch and tumble. Five points are automatically subtracted from the victims Combat Values and Saving Throws.

Might

Level 3
Duration: Hours per level of the caster
Range: Touch

Doubles the Strength Trait of the recipient.

Sick

Level 3
Duration: Rounds per level of the Priest
Range: 70 feet

The victims of the Miracle become violently ill, repeatedly emptying the contents of their stomachs. The area affected is up to 30 cubic feet. Five points are automatically subtracted from the victims Combat Values and Saving Throws.

Tired

Level 3
Duration: Rounds per level of the Priest
Range: 70 feet
This Miracle causes all victims to suffer the effects of Fatigue.

Wake

Level 3
Duration: Permanent
Range: Touch

Wake will break the effects of any naturally, magically or miraculously caused Charm, Sleep or Tiredness/Fatigue to anyone the Priest touches within 1 hour of calling this Miracle - provided the charm was cast at level equal to or lower than that of the Priest.

Conjury

Level: see below
Duration: see below
Range: 60 feet

Conjury involves calling spirit entities out of the netherworld. Conjurers pour out blood for strange rituals to call forth (summon) ghosts and vættir into material manifestations, forge pacts with them, question them, or bind and control them.

Some fear conjury and those priests who practice it, others venerate the wise and powerful keepers of the arcane knowledge of the dead.

The conjuring of spirits (ghosts, vættir, etc.) is effected through ritual. All ritual has three elements – **liquid** (usually blood or water), **solids** (eye of newt, bone dust, needles, incense, gems, etc.), and **chants**. In addition many rituals also require heat or light or have a particular time frame and/or place in which they must be performed. Cauldrons, altars, trenches, and wards are often also employed. The exact components and methods will be determined by the outcome desired. Rituals must have at least one of several different goals. These are:

1) *Exorcism* – the attempt to banish a spirit entity back to the netherworld or somewhere else of the conjurors choosing.
2) *Invocation* – calls forth spirit entities to a particular place. Simply invoking a spirit does not give the conjuror any control over it. The effect lasts for the number of rounds equal to the conjuror's level. Higher level priests can attempt to control the entity in one of two ways:
   a) *Binding* – Requires level 5 Priest - forces an invoked entity to obey the conjurer. The effect will last until the entity is exorcised or until some component of the ritual is broken or destroyed.
   b) *Implantation* – Requires level 7 priest - these rituals keep entities confined to a container of some sort or within an object (like a sword or an oil lamp) which then allows the user to be in direct contact with that power,

creating a range of possible benefits. The effect is permanent until the being is exorcised or the container is broken. It is possible for the "container" to be a living being. It is also possible to create many forms of undead by implanting a spirit in a corpse. Further, a conjuror may deliberately create powerful and obedient vættir by implanting multiple spirits within a single container filled with a specially prepared liquid (Vættir can outgrow these containers in time, however, causing the container to explode! This may take weeks or millennium, depending on the Vættir). A trapped Vættir may offer to trade several services (wishes, possibly) to anyone who will break the container.

3) *Luck and Protection* - rituals that cause entities to add a bonus to protection from particular kinds of harm or provide bonuses for particular kinds of activities (like a "guardian angel"). Only one entity can serve a character in this manner at a time.

Performing rituals is often dangerous for the conjurer. The Priest must gage the power of the entity they are summoning, the type of ritual intended, and their own ability to master the situation. Provided a ritual is performed properly, entities who's Hit Dice are less than the level of the conjurer will automatically be compelled by the ritual. Those who's Hit Dice are equal to or greater than the conjuring Priest have a 10% chance per level of difference of not being compelled by the ritual. Therefore an entity whose Hit dice is 5 levels greater than the level of the Priest, has a 50% chance of ignoring the ritual. The conjurer will not necessarily know the Hit Dice of the entity nor why a ritual may have failed.

Conjurers who have conjured an entity and unsuccessfully attempted to bind or imprison it, will be attacked by the entity. Conjurers who are standing inside a ward (usually a pentagram drawn with bone chalk or made of blood dust or iron filings) may be protected. The ward under attack must successfully save as if it were AC 8 or be broken.

Cure Blindness
Level 4
Duration: Permanent
Range: Touch

This Miracle will cure blindness caused by anything.

Shape Change
Level 4
Duration: Hours per level of the Priest
Range: Touch

Casting this Miracle changes the recipient into any chosen being of any size. The character's Strength Trait will change accordingly but all other character Traits, memories, and skills remain unchanged.

Miracles in a Bottle
Level 4
Duration: Permanent
Range: Touch

This Miracle binds the properties of any Miracle the Priest is normally capable of calling forth, into liquids. To be effective, the liquid must be ingested. When drunk the effect is as if the subject had just been the recipient of the Miracle.

Throes
Level 4
Duration: Rounds per level of the Priest
Range: 70 feet

The victims of the Miracle suffer uncontrollable spasms, causing them to fall to the ground, unable to react to any outside stimulus. The area affected is up to 30 cubic feet.

Blind
Level 5
Duration: Permanent
Range: Touch
This Miracle causes permanent loss of sight.

Deafen
Level 5
Duration: Permanent
Range: Touch

This Miracle causes the recipient to have a total loss of hearing.

Hemophilia
Level 5
Duration: Rounds per level of the Priest
Range: Touch (level 8 priest can use this Miracle at a distance of up to 80')

This Miracle will cause a creature to bleed uncontrollable from the mouth, ears and nose at the rate of 1/10 their total blood supply per round. If loss exceeds 50% of total the victim will pass out, and die if blood loss continues one more round. This Miracle may also be blessed upon weapons, whereupon any wounds made with the weapon will not heal without a magical or miraculous intervention. If such a wound is bleeding, the victim will bleed to death.

Paralyze
Level 5
Duration: Rounds per level of the Priest
Range: Touch

The priest can paralyze any one victim touched so that they are completely unable to move except to breathe.

Projection
Level 5
Duration: rounds per level of the Priest
Range: Miles per level of the Priest

The Priest is able to project their spirit into the body of another living being. The Priest does not gain any control of the being into which they have projected but they can read thoughts and see what the being sees. The being will not be aware of the Priest's projection, unless the victim is also a Priest and of equal or greater level. The projecting Priest may also attempt to whisper thoughts with a 10% chance per level. Beings being whispered to in this manner may make a Cunning Throw, and if successful, may realize the thoughts come from an invading spirit. Projection is automatic if the Priest's Brains is greater than that of the being into which they are projecting. If the being has a Brains score equal to or greater than the Priests, the being gets a Saving Throw to attempt to prevent the Projection - with a bonus equal to the number more of Brains points the being has than the Priest. The distance a Priest may project is equal to 1 mile for every level of the Priest and the length of the projection is equal to 1 round per level of the Priest. When projecting, the Priest will appear to be in a trance; their body will be unaware and unresponsive to any stimulus or danger.

Rot
 Level 5
Duration: Permanent
Range: Touch

Anything (organic, living, or dead) will begin to decay and wither as with great age. Excepting the Priest who called forth the Rot, anyone or anything touched by the victim will also begin to decay. The rate of decay is equal to 1d6 Hit Point Values per Round, however, at Level 8, the effect can be sped up to 2d6 per round or down to 1d6 per day or any rate in between. Saving Throw is versus Health.

Truth
Level 5
Duration: Rounds per level of the Priest
Range: Touch

Provided the recipient of this Miracle fails a Cunning Throw, they will be forced to answer any question truthfully.

Translucence
Level 5
Duration: Permanent
Range: Touch

By this Miracle, a Priest is able to molecularly transform an object, creature, or character or any part of them, so that they exhibit any degree of translucence desired – from see through skin, to partial see through, to nearly invisible with only the feint distortion of the outline showing. This Miracle is reversible, but requires the calling forth of another Translucence blessing.

Clumsiness
Level 6
Duration: Days per level of the Priest
Range: Touch

This Miracle causes a reduction in the victim's Dexterity Trait by 1d6 points.

Sleep
Level 6
Duration: Hours per level of the Priest
Range: 40 feet

This Miracle causes all victims in a 30 foot radius to fall asleep. Save versus Health to avoid.

PanLingua
Level 6
Duration: 1 day
Range: Touch

This Miracle allows the recipient both speak and understand all languages and read those languages which use a familiar alphabet. Unknown scripts cannot be read.

Somebody Else's Problem
Level 6
Duration: Rounds per level of the Priest
Range: Touch

This Miracle convinces any character that fails a Cunning Throw that the recipient is unremarkable, utterly forgettable, and should be ignored.

Increase
Level 7
Duration: Rounds per level of the caster
Range: Touch

Causes the temporary increase in one character Trait to 9 or 10 if it already at 9.

Invulnerability
Level 7
Duration: Turns per level of the caster
Range: Touch

This Miracle reduces the number of Damage Points the recipient receives by half.

Lethe
Level 7
Duration: Days per level of the Priest
Range: Touch

The recipient of this Miracle will loose all memory of a time period chosen by the Priest (but not more than one month per Priest level). All experience and skill gained during the time forgotten will be lost until the memory is restored.

Rubber Skin
Level 7
Duration: Rounds per level of the Priest
Range: Touch

The recipient of this Miracle has an altered body that will respond as if made of a stretchable rubber. No damage will be taken by concussion weapons or from falling or any other sort if impact. The recipient is able to stretch any part or all of themselves up to three times their normal length or width and able to conform to fit into spaces of virtually any shape provided the volume of the space is sufficient for the normal volume of the character.

Grow New Body Part
Level 8
Duration: Permanent
Range: Touch

This Miracle allows the recipient to grow or re-grow any body part desired, including extra parts and parts normally belonging to other species, such as functional wings, tails, etc.

Phasing
Level 8
Duration: Rounds per level of the Priest
Range: Touch

This Miracle causes the molecules of the recipient to arrange themselves in such a way as to allow the person and any and all possessions to pass through any and all non magical objects up to a distance of 10 feet per level of the caster. Weapons, rocks; anything that is solid will pass right through them, but, if the recipient desires it, they can reverse the effect at any time.

Poison Touch
Level 8
Duration: Rounds per level of the Priest
Range: Touch

The entire skin of the recipient of this Miracle becomes poisonous to the touch. The poison is a nasty one; Damage Rating 1d12 per round, Duration 18 Rounds, No Health Throw modifier.

Possession:
Level 8
Duration: days per level of the Priest
Range: Miles per level of the Priest

At eighth level, the Priest can take possession of any body they project into, allowing the Priest full control of that being. The Priest can also transfer other spirit entities they have control over into any body over which the Priest has possession. If the affected being is an intelligent creature, they get a Saving Throw versus Cunning every day they are possessed. The maximum length of a possession is the number of days equal to the level of the Priest. There are rumors, however, that there are rituals to make possession permanent and banish the original spirit.

Question
 Level 8
Duration: 1 Round
Range: Touch

This Miracle allows any inanimate object to answer three short answer questions of not more than 4 words. The object is able on to answer questions regarding events occurring in its presence, but can not comment on abstract or subjective questions, like "was the princess happy?"

Vermin Plague
Level 8
Duration: Hours per level of the Priest
Range: Miles per level of the Priest

Causes annoying and dangerous small animals and insects of whatever types the Priest designates to multiply prolifically and spread out voraciously or angrily within the area of effect.

Become Object
Level 9
Duration: Hours per level of the Priest
Range: Touch

This Miracle allows the recipient to transform themselves into any inanimate object. Although unable to see, move or speak the subject remains able to smell hear and feel their surroundings. Character Traits remain unchanged.

Create Spring
Level 10
Duration: Permanent
Range: Touch

Allows the Priest to create a small but steady spring of water producing 2 gallons per minute. The spring may be made anywhere, but must not be within 10 miles of any other Miracle springs, and must spring from the natural earth or stones. The water is perfectly potable, but will also restore 2 Hit Point Values per day if drunk or bathed in.

Transform
Level 10
Duration: Permanent
Range: Touch

Causes physical transformation as specified by the Priest, affecting the recipients Charisma and/or Strength Traits by no more than 1 point per level of the Priest. The form of the being may be remade and reshaped as desired except limbs may not be added or deleted.

Transmute
Level 10
Duration: Permanent
Range: Touch

The Priest successfully calling for this Miracle is able to change anything that will fit within a 10 foot radius into anything else, living or non living.

In this section are a few more sample monsters and villains to illustrate what a Referee can bring to the creation of the anti heroes of the campaign. Generally, every world and every adventure will likely contain new types of monstrous beings designed to fit the particulars of the campaign setting and there is absolutely no point in trying to include standard list of monsters here. However, for those who may be having trouble developing new bad guys, the internet, and Wikipedia in particular can provide a vast pool of inspiration. The entries on Legendary Creatures http://en.wikipedia.org/wiki/List_of_legendary_creatures is a nearly inexhaustible source. Future published adventure modules and campaign settings will of course contain new monsters also. Also, while most readers are probably well aware, it is worth mentioning that whole catalogs of monsters developed for various game systems are available online.

As non player characters, monsters, creatures and entities of all sorts will have a set of characteristics to describe them. The examples below show what these may be and how they are usually ordered. In summary the information might include:

Monster Matrix

Hit Dice (HD)/ Weight/Size (Wt/Sz)/ Hit Point Values (HPV)/ Armor Class (AC)/ Special Damage (sDg).

A couple of these are new categories for Dragons at Dawn and require some explanation.

Weight/Size – usually this is either weight or size and most often weight will be the most useful statistic, but that simply depends on the creature and to some extent Referee preference. Weight and Size are used as a guide for step 2 (size modifier) in adjustments to Fighting Strength. So, for example, a goblin might be given a weight of 70 pounds (or 14 stone or kilograms, as preferred). In a fight with a Warrior weighing 220 pounds – more than three times as much as the goblin - the Referee would know to add 3 to the Warriors Fighting Strength.

Special Damage: if the monster has any means of inflicting special damage, such as poison, it will be listed here.

Other information that it is sometimes useful to single out includes:

Alignment (Aln) – The characters approach to life and society.

Society – how the character is socially organized – solitary, small groups, packs, herds, - bands, tribes, chiefdoms, states, etc.

Ecology – what biome type the being lives in and how in particular it is adapted to its environment (food, habitat, behavior, etc.)

History – relevant events in the past that shape its behavior

% in Lair – For use when a monster has been encountered randomly, the % in Lair statistic gives the percentage chance that the lair of the monster has been encountered, or, put another way, that the adventurers have found the lair of the monster. A further roll may be necessary, as detailed in the Hexcrawl rules section, to determine where the monster(s) themselves are.

STAT ECONOMY

When preparing creatures for an adventure, it is almost never necessary to list all the information one could for it. In fact, in most cases a matrix of just a few key characteristics are necessary. For Example:

Huge Spider: Wt: 3lbs/ AC 1/ HD 2 /HPV 6 / sDg poison (see description)

Important: When creating new monsters be sure to indicate the number of 6 sided die you roll for the various statistics. Humanoids are always 2d6 (-2) for Character Traits and vary by class and other factors for Hit Point Values, but most animal species will use 1d6 for things like Brains and Cunning and may have 5d6 or more for something like strength.

Some Undead Types

Undead

Only animal/humanoid and dragons can become undead. Many undead have particular susceptibilities; however all are repelled by certain plants in their raw form, including garlic, castor leaves, and tobacco leaves.

These are the general types:

Infected Undead

Infected undead are individuals who have been infected with a parasitic disease that will stop the heart from beating, "killing" the person infected within a set period of time (24hrs for vampires). Their cells no longer grow and replicate in a normal, living fashion. However, the individual will continue to be able to move, think, feel, etc. as if alive because the disease essentially takes control of the body at a cellular level. In this undead state, the disease will cause severe personality changes and cravings. Vampires and ghouls are the most common kind of infected undead.

Ghosts, Spirits, Etc.:

There are many kinds of these and there are many sources describing them. Ghosts may only be affected by magical weapons as detailed in the Dragons at Dawn rulebook. Not all ghosts must be malevolent or even especially interested in the affairs of the living.

Haunted Places:

Certain places may be particular magnets for ghosts or spirits for one reason or another. Graveyards, old houses, ruins, and the like can be expected to harbor a share of ghosts, but there are also certain areas where ghosts are drawn and become trapped. These areas are usually associated with particularly strong magic that seems to entice and hold them. Often such trapped undead become completely mad and unpredictable.

Vættir:

(Aka Loa in Tim Powers) Vættir are twisted undead amalgamations. They may begin as the spirit of a particularly powerful spell caster or dragon or fearie lord or sometimes a group killed in some tragedy or having other commonalities. In any case they grow through mergers and assimilations of spirits and magical powers, and spirit energies, becoming more powerful with time. Thus, Vaettirs vary greatly in strength, age, personality, and so forth. Vættir are territorial, tied to a place, usually of some importance to the spirits who become the Vaettir, before they died. Each Vættir is unique, but there are general types. The two broad categories of Vættir are landvættir (land based) and Sjövættir, who are guardians of specific waters. When taking material or visual form, each Vættir will have a favored appearance, but no two are alike. They may look like men or animals or hybrids of strange luminous forms.

Reanimated Undead:

Reanimated undead include zombies, skeletons, glory hands and the like, who can move and obey simple commands. The mindless, spiritless variety can be created simply by an animation (Substitutiary Locomotion) spell, but to bind a spirit to the dead form takes stronger magic. Often this is accomplished by placing the corpse or bones within a magical cauldron and then summoning an animal spirit to indwell the remains.

Mummies, Sarcouphagus Skeletons, Zombie Lords:

Similar to reanimated undead, but possessing the spirit of a sentient being – usually the spirit of the original owner of the body but not necessarily so. Particularly powerful spell casters may turn themselves into a Mummy or Zombie Lord in the process of dying, but otherwise this type of undead results from the will and circumstances of death of the individual.

Sample Creatures:

Arcanahog (courtesy Sam Briskin)

Str: 2d6 -2
Brs: (see below)
Cng: 1d6
Hlt: 2d6 -2
Grc: 1d6
Qwk: 2d6 -2
Aprs: 2d6 -2
Weight: 10 stone
Armor Class 1
Hit Dice: 1-4
HPV 13
% in Lair: N/A

A monster that consumes magic items. As such, this monster's personality, intentions, appetite, difficulty, and alignment depends on how many items of what types it has consumed. Originally created by a Wizard intent on devising some way to conserve the power inherent in unneeded magic items, the creation exhibited an immediate and insatiable appetitie and quickly gained intelligence through the consumption first of an intelligent sword, followed shortly thereafter by the Wizard who created the Arcanahog itself. While Arcanahogs do not gain the spells (usually), of the items (or Wizards) they consume, they may gain special abilities resulting in physical changes - depending on the details of the specific item - and any intelligence the item possed adds to the Arcanahogs knowledge and comprehension.   Each magical weapon or device/spell improving combat effectiveness an Arcantog eats adds a hit die. Upon eating its fifth and subsequent such item, the Arcanahog will spawn a 1 HD "child" Arcanahog within 24 hrs. Very little about Arcanahogs as a species is known, given the variety and uniqueness of the few Arcanahogs encountered (and whose encounter was both known and survived). The overall number of these creatures and their rate of population increase is also unknown, though those with their ear to the underground have noticed a recent sharp increase in demand for any and all magic items...

Aswang
 (Mananaangal, Penanggalan, Nukekubi)

App 2d6-2
Br 2d6-2
Cng 2d6-2
Dex 2d6-2
Hth 2d6-2
Str: 2d6 -2
Weight 10 stone
Armor Class 9
Hit Dice: 2
HPV 10
Damage – 1d6 + sleep inducing bite.
% in Lair: 16%

Aswang are young, female, blood sucking, infected undead.   Due to their limited magic powers, Aswang are often described as a combination of vampire and witch. Aswangs are able to change their appearance, normally appearing as shy but typical females (although they usually have bloodshot eyes

and unusually long tongues), but changing at night to ghoul like creatures that enjoy eating unborn fetuses and small children, favoring livers and hearts in particular. Some even grow long proboscises, which they use to suck children directly from their sleeping mothers' wombs. Aswangs will also suck the blood of males they find attractive – about a pint at a time, but it is usually not their preferred meal.

The bite of the Aswang injects a sleep inducing drug. The victim must make a Health Throw to avoid going to sleep in one round.

Aswangs also have limited spell casting ability - they can cast 3 Charm spells a day.

Aswangs live no longer than normal humans. Those who have reached the age of 40 transform into Manananggal. Despite being older females, Manananggal are quite beautiful.

The Manananggal gains an additional Hit Dice and 5 more Hit Point Values but is identical to Aswang most of the time. However during the full moon, the Manananggal is able to split itself in half and fly through the air to hunt for victims. The head and shoulders, with attached entrails (heart, lung, liver, intestines, spine.) glowing and sparking like fireflies, of the Manananggal flies through the sky using huge bat-like wings.

The lower torso is left standing in a secluded lair for safety. While the head and neck are detached, the torso becomes inanimate. The severed lower torso is the more vulnerable of the two halves. It is said that if one finds this torso and either sprinkles salt or sand on it or burns it, the Mananaangal will die with the coming dawn.

Typically, an aswang or manananggal is revealed by using a bottle of a special oil extracted from boiled and decanted coconut meat and mixed with certain plant stems upon which special prayers have been said. When an aswang comes near or roams around the house at night, the oil is said to boil (or froth into bubbles) and continue boiling until the aswang departs.

Brown Dragons

App 2d6-2
Br 2d6
Cng 2d6
Dex 2d6-2
Hth 2d6-2
Str: 4d6 + 1d6 per age grade
Weight 80 + stone (adult)
Armor Class: 6,7,8 (Very Young, Young, Adult+)
Hit Dice: 4 – 24
Damage – see below
% in Lair: see below

Brown Dragons are a species of Lizard. They are winged quadrupeds, but are most remarkable for their Brains and for their size.

Adult Dragons are large, very powerful, and extremely deadly - how big and powerful depends on age and sex, because dragons never stop growing as long as they are alive. Exact Hit Point Values and Hit Dice are derived as shown on the table below:

D6	Age Grade	Years	H PV per Die	HD Range A	HD Range B	HD Range C
1	Very Young	10-25	1	1 (+3 HP)	2(+3 HP)	3 (+3 HP)
2	Young	25-55	2	4	5	6
3	Full Adult	55-85	3	8	9	10
4	Mature	85 – 115	4	12	13	14
5	Old	115 – 200	5	16	17	18
6	Very Old	200+	6	20*	22*	24*

* add 4 HD for every 25 years over 200

Female Brown Dragons will either be Hit Dice Category A or B; male Brown Dragons will be either B or C. The age grade gives the number of Hit Points

a dragon has, times the number of Hit Dice. For Example, a young female dragon (age 25-55) of category B will have 5 Hit Dice, and, at 2 HP per Hit Dice, 10 Hit Point Values.

In family groups, there will always be a mother present, otherwise to determine the sex of a Brown Dragon, roll a ten sided dice: 1-7 = male, 8-10 = female. When more than one dragon is present in a hex, a family group is indicated, except under some special circumstance.

Brown Dragon are excellent and fast flyers, (180 yds/rd) but a bit slower on the ground (60 yds/rd), relying on their weight and their tails in combat. Their legs are long, limber and muscular and their feet are very tough and capable of squashing a man in full plate with little damage to the foot. Each foot has 5 long but thick digits with a very sharp (non retractable) claw. Brown Dragons have an opposable thumb on each foot. When dragons trample on victims they usually also pierce them with their claws.

A Dragons tail is perhaps their greatest, and least respected weapon. The tail of an adult Brown Dragon is so powerful it can uproot half a dozen medium sized trees in one flick. In fact, the flick of the tale is very quick and many a would-be dragonslayer has met their end thereby.

Fire breathing, while deadly, is not that difficult to avoid. To spit fire, brown dragons must align their head and neck in a straight line, pointed at the target. The distance varies according to the size of the dragon. A Brown Dragon's fire breath extends just as far as the dragon is long from tip to tail. The maximum width of the fire varies between three to ten feet, usually depending on the size of the dragon.

To determine what attack a dragon will employ in battle, roll 2d6 and consult the following table:

Result	Attack	Damage
1-6	Bite	2d6 per age grade
7,8	Breath Weapon	= HD of Dragon
9	Tail	2d6 per age grade
10	Claw	2d4 per age grade
11,12	Claw and Stomp	2d6 per age grade

Brown Dragon's scales are as hard as the best steel and make an excellent armor. There are only a few points where the leathery skin is exposed – the armpits and the belly and groin. The brown dragon is aware of its vulnerabilities and takes precautions to protect them. As a coup de grace, a brown dragon may rise on its hind legs, using its full weight to squash a victim, but would never do so if faced with more than one opponent as it exposes the vulnerable underbelly.

Society –Brown Dragons are solitary, with the exception that females may be accompanied by their young until they reach the age of ten. Brown Dragons will occasionally visit each other for a few hours to discuss maters of importance to them. Family groups consist of a mother and 1-6 eggs (40% chance) or hatchlings. Hatchlings (age 0-9) have 1 HD, AC 2, and are all 3HP each. When tending young, mother dragons are more active and will only be encountered in the Lair 60% of the time. Hatchlings will be present 90% of the time. The Mothers will fight at DOUBLE Fighting Strength while defending their young, and possibly more at Referee discretion, if one of the younglings is captured, wounded or killed.

Dragon Lairs – Dragon Lairs may be found in virtually every biome. Some common Lair types can be determined randomly with a ten sided die and the table below:

1-7	Cave or Cavern
8	High Cliff Overhang
9	Crater of (mostly) inactive Volcano
10	Large Structure or Ruins

Brown Dragons are carnivores and require a large food intake to remain active. However, they will often lay without eating in a semi dormant state - for up to several decades for the oldest – in order to conserve energy. There is a 90% chance a dragon will be home when a lair is discovered and a 60% chance that any Brown Dragon encountered in its lair will be asleep.

Dragon Treasure - Dragons love to surround themselves with gold and gems, hording as much as they can in their dens. All Treasure the dragon has will be kept in a pile where the dragon sleeps. Very Young and Young Brown Dragons will probably not have had the opportunity to acquire a great amount of treasure, whereas Very Old dragons can have unbelievable treasures, four or more times the usual.

History – Dragons are said to be the offspring of Tihom and the oldest of the intelligent species.

Cave Trolls

Str: 2d6 -2
Brs: 1d6
Cng: 1d6
Hlt: 2d6 -2
Grc: 1d6
Qwk: 2d6 -2
Aprs: 2d6 -2
Weight: 8 stone
Armor Class 5
Hit Dice: 2
HPV 5
Damage – 1d6 + possible use of potion of cave troll strickening
% in Lair: 25%

Cave trolls are horrid creatures found in cool, and damp climes. They stand about 4 ½ feet tall on average and are very ugly, being covered with thick, greasy, flea infested green black hair – the older the cave troll, the darker the green. They have long, snotty noses, big ears, a short tail and peach colored skin. Cave trolls stink. They love to eat or wreck – in that order – everything they chance to find.

Cave trolls take such bad care of everything they find that captured weapons and tools are soon ruined from corrosion, but they can bite and claw effectively. They will use hand weapons should they happen to have them, but rarely will a cave troll bother to carry more than a spear or a knife when traveling. Cave trolls love to set up an ambush, and will always do so if given a warning that an opponent (just about everybody) is coming. They also love to hide under dark bridges and demand a toll of passers by.

Cave trolls, like many fey kind (huldufolk), will occasionally kidnap a human baby to raise as a slave. Cave trolls also love to torture small creatures and other huldufolk for entertainment.

Older Cave trolls are capable of brewing a concoction that affects them with symptoms much like that of alcohol consumption for humans. Should any of this potion of Troll Strickening come into contact with the flesh of any creature not a cave troll, that unfortunate must make a Saving Throw at -2 versus Health or be paralyzed for 1d4 rounds and develop an itchy rash for 24 hours.

Society – Cave trolls live in small, matriarchal family groups – usually 2-10 individuals. The "Mama" of the group rules with an iron fist. She is very protective of her "babies".

Ecology – Cave trolls dwell exclusively in caves and are capable of darkvision as per the spell. They are omnivorous and none to picky eaters, being immune to most poisons and diseases. Eighty percent of all cave trolls are male. Cave trolls cannot tolerate sunlight. If a cave troll is caught in the light of the sun it will be Earthbound until the sun sets. Earthbound cave trolls are still as statues, unable to move or speak, but otherwise unchanged. Some cave trolls know how to make a magical helmet – called by them a sun shield – which prevents the cave troll from becoming Earthbound when it is worn. It has no other effect. Cave trolls wearing such a helmet are at +1 to AC and -1 to all chance to hit rolls when in daylight. Cave trolls thus equipped tend to wander much farther than those without sunshields.

Hafgygr
App 2d6-4
Br 2d6-3
Cng 2d6-2
Dex 2d6-2
Hth 2d6-2
Str: 3d6 + 2
Weight: 20 stone
Armor Class: 6
Hit Dice: 6
% in Lair: 16%

Shaggy, amphibious giants standing twice the height of the average man, Hafgygr have large jaws with sharp teeth, sharp hard nails, and very tough hides. They are cold blooded and live in swamps and lakes, often raiding more civilized areas for prisoners and food. Hafgygr are aggressive, selfish creatures who seeth with hatred toward any perceived slight or wrongs, and being notoriously territorial, they will attack anyone who trespasses, wittingly or not. Hafgygr disdain the use of weapons, preferring to rend and pummel their victims or simply scoop them into their great, deadly maw. Nevertheless, magical arms and armor are often found in their treasure.

Hoyauk
App 2d6-2
Br 1d6-1
Cng 1d6-2
Dex 2d6-2
Hth 2d6-2
Str: 1d6 + 2
Weight: 20 stone
Armor Class: 8
Hit Dice: 6
% in Lair: 90%

The Hoyauk is a giant water serpent with a pointed shark like snout and slim head and tail. It also has long, wing like fins with which it can sail up to 100 feet through the air. It frequently launches itself through the air in this fashion to catch large birds of prey hovering near the waters or hunting for fish. It also attacks people in open boats in the same manner. Hoyauk have a terrible stench, and exhale a caustic gas that causes burns and blisters to anyone standing within 10 feet of its head. The stench can cause vomiting (+3 on Saving Throw) and the breath does an automatic 2 points of damage per round.

Jimru
App 2d6-2
Br 2d6-2
Cng 2d6-1
Dex 2d6-2
Hth 2d6-2
Str: 2d6 + 2
Weight: 25 stone
Armor Class: 8
Hit Dice: 9
HPV 44
Damage – 1d6 + sticking quils
% in Lair: 16%

The Jimru is a large, dangerous and cunning beast the size of a large bear, and vaguely similar in appearance, although the head is shaped more like that of a tiger and the tail resembles that of an elephant with the tuft at the end being made of quills, not hair. The overall color of the Jimru is also an elephant like stone grey. The creature is covered, porcupine like, with quills instead of fur. These quills are barbed so that any bare flesh that touches them will very likely be impaled and stuck. The Jimru often catches prey this way. It is capable of relaxing the musculature that holds in the quills at will so that it can detach a stuck creature at leisure – after it has been killed by the Jimru's deadly bites, usually.

Appendix V Personal Alignment

The personal alignment system presented below is entirely optional and only meant as an aid to role playing the characters. No personal alignment system is necessary to play. However, players may find the system below useful or alternatively may elect to use one of their own or a more traditional system.

Note that I am using terms for game purposes that have commonly understood meanings in the social sciences. However, their use here is meant to be far more generalized and not tied directly to specific theories and theoretical histories in the social sciences. The relationship should be taken only in the broadest terms.

Personal Alignments are deliberately broad and it is not at all unusual for individual behavior to lean toward different alignments at different times. Nevertheless the chief alignment is to be taken as embodying the principles that predominantly guide the individual's outlook and actions.

There are two prime Personal Alignments:

1) **Structuralism** – this outlook, sometimes perceived as a top down approach, is by far the most common. Structuralists perceive the world to be made up of discreet, definable and somehow natural systems.   Things are the way they are because that is how they are meant to be. Life is organized, ordered and subject to natural law. Systems function normally just as they are supposed to and are meaningful and need to be preserved for life to prosper. The disruption of natural and traditional systems is destructive and usually should be avoided. It may be necessary to destroy or modify some systems to preserve the most important ones. However, some argue that no matter what, divine order will always prevail. The king is in his palace, the bankers in their banks, the gods are in their heaven and all is right with the world. The structure is always greater than the sum of its parts.

2) **Freeagency** – An uncommon and often unappreciated outlook sometimes characterized as a bottom up approach. Those with the Freeagency alignment do not believe in natural systems except as aggregates of individual action, in continual flux due to

random and often unexpected factors. Individual actions and events may collectively self organize as "systems" but these are in no way inherently stable, proper, or inevitable and certainly not monolithic orders that must be preserved at all costs. Ideas and ideals are of far more importance than supposed natural orders. Any structures that exist are always just the sum of their parts and have no reality beyond them.

Secondary Alignments
1) **Greatness** is for characters who value high ideals, causes and enterprises who reach beyond their own life concerns to the society at large.
2) **Equality** - a belief that all persons are of equal value or nobility, and deserving of respect as human beings, regardless of actual social position, ability, knowledge or wealth.
3) **Power** is the conviction that being at the top of a hierarchy is of paramount importance, allowing one to have influence and control over others.

Combing primary and secondary alignments: Every character has both a primary and secondary alignment. All secondary alignments may be combined with either primary alignment as follows:

1) **Greatness/ Structuralism** makes for noble minds, champions of causes, states, and institutions. Those following this alignment argue that it is the responsibility of organizations to protect and care for those less fortunate.
2) **Equality/Structuralism** argues that individuals are responsible for their own success or failure, and it is up to them to learn the rules of how the world works and follow them. Anything one does while playing by the rules is okay. Social Darwinism is an aspect of this alignment.
3) **Power/ Structuralism** - A common outlook for those seeking control over others and for those who believe that everyone needs to fit into their place in an ordered world . This is a merciless outlook, one that demands conformity and obedience and argues that those who disagree are dangerous and must be dealt with somehow. This alignment is typical

of those who have no power or are politically ambivalent, believing that their role is just to get by, obey the factions greater than them and maintain their place as a cog in the machine.

1) **Greatness/Freeagency** – this is a rare and much admired person; the rebel, philanthropist, or teacher who works first and foremost for the furtherance of ideals they believe will be of great benefit to others. When persons with this outlook seek power/influence it is solely as a sense of duty and as a means to serve others.
2) **Equality/Freeagency** – the anarchist; those who believe that everything is relative, full of the hubris and nonsense of people who think or are led to believe otherwise, and the only real ideal is personal satisfaction. Their guide in life is themselves, their feelings, likes and dislikes with little regard for principles, except in relation to their personal goals. These people may be quite selfish and aloof, but often as not are deeply community oriented and caring and concerned about those people and things close to them.
3) **Power/Freeagency** – Might is right; these persons are interested only in personal glorification and influence in the world. How or why or who loses out in the process isn't particularly important.

Appendix VI - Diseases

Mummy's Curse (Aspergillus)

Where: Graves/undead   *Season:* Any
Chance: 10%   *Incubation:* 36hrs
Duration: 3-6d   *Recovery Wks:* 2
Death Rate: 5%

This is a virulent form of fungus that grows slowly and usually invisible in the flesh and bones of the undead. Anyone combating the undead or even entering the dwelling place of most undead must make a Saving Throw vs. petrifaction. Failure of this roll results in contraction of the disease, which will begin to manifest pneumonia like symptoms (fever, persistent cough, short breathing) in 36 hours. These

symptoms will incapacitate the victim within 3d6 hours of the onset of symptoms, at which point a second Check versus Health must be made. Failure of the second roll results in death for the victim; success means the victim will recover in 3-6 days.

Mykamoor

Where: Any   *Season:* Any
Chance: see below   *Incubation:* 2 days
Duration: permanent   *Recovery Wks:* 2
Death Rate: 0%

Mykamoor is a disease arising from exposure to gold – 2% chance per 1000 GP encountered. It is transformative in character in that those who develop the disease undergo an almost immediate mental change and a much slower physical one. The victim is inflicted with Paranoia and greed and becomes a compulsive and elaborate liar. They will attempt to hoard and hide wealth, particularly gold. Further, the victim will grow increasingly larger, gluttonous and slovenly as the disease progresses. After two years, their skin will split open and a young dragon will emerge. Mykamoor dragons are shunned by all other dragons as an abomination.

Pacevon

Where: Any   *Season:* Any
Chance: 100%   *Incubation:* 0
Duration: 2-3d   *Recovery Wks:* 2
Death Rate: 95%

Pacevon is an airborne disease with a 95% kill rate. The victims blood thickens, causing bodily swelling, unconsciousness and usually death within 4 hours of exposure. Typical signs are slurred speech and the spontaneous development of bruises all over the victims skin. Those few who manage to survive the disease awake after 24-48 hours suffering from some temporary (1d3 days) memory and speech loss.

Tarantism

Where: Any   *Season:* Any but Winter
Chance: 16%   *Incubation:* 1-4 Hrs
Duration: 2-6 Months   *Recovery Wks:* 8-24
Death Rate: 5%

Transmitted through the bites of poison spiders, there is (if the character survives the poison) a 1 in 6 chance a bite victim will be infected with Tarantism. The primary symptom of Tarantism is an uncontrollable jerking of the legs and hands so as to make the victim appear to be dancing, -4 to Fighting Strength. The effect will last until the victim collapses from Fatigue, and will reoccur once every three hours the victim is awake until the disease is cured or has run its course.

Weils Disease

Where: Any   *Season:* Any but Winter
Chance: 50%   *Incubation:* 4-14 dys
Duration: 1 Month   *Recovery Wks:* 2
Death Rate: 15%

Weils disease (Leptospirosis) causes high fever, severe headache, chills, muscle aches, and vomiting. After two weeks these symptoms are followed by jaundice, red eyes, abdominal pain, diarrhea, and rashes. This disease is prevalent in damp, dark dungeons, especially in areas frequented by rats, giant rats, cave trolls, and other creatures frequently associated with filth. The disease may be present on any damp surface or in stagnant water. Characters with open wounds or characters who injest anything exposed to these conditions (for example drink from a potion bottle recovered from a rats nest without cleaning it first) may become infected.

Wisp Spores

Where: Swamps   *Season:* Any
Chance: 80%   *Incubation:* 3 Wks
Duration: 1 Month   *Recovery Wks:* 2
Death Rate: 95%

Wisp Spores are tiny, dust like parasites that lodge in the lungs of victims who breathe them in. The spores are actually the offspring of certain kinds of Will of the Wisps, and will remain dormant, attached to swamp vegetation or virtually any dry surface until disturbed. Upon lodging in the lungs of a victim, the wisp spores will begin to grow, causing internal bleeding and coughing fits in the victim that are difficult to distinguish from the symptoms of advanced tuberculosis. After 30 days of growth 1d6 of the spores will have reached an inch or more in diameter and will tear through the lungs and esophageal passage to emerge through the mouth of the victim, who will usually die as a result (4d6 damage to base HPV). The spores may be killed by a priest or by inhaling the smoke from the burning of the byaku plant.

Appendix VII – Potions and Powders

KumKum powder – a seemingly innocuous spice that produces the same effect as the Burning Bright spell to anyone who consumes it

Starack – Type III poison powder, dissolves in water. Ninety five percent fatal if ingested or exposed to cuts or lesions. Enters the bloodstream and binds with oxygen causing suffocation in rounds equal to 2x the Health Trait.

Dust of the Dead – A choking dust that arises from dry undead when they are hit. The dust itself is not fatal but a portion of it always contains spores of the Mummy's Curse fungus.

Dust of Choking - Causes coughing and severe difficulty breathing for 2-8 rounds. Victim suffers a -3 to Fighting Strength.

Flash Pellets — A small pellet about the size of a common marble that will explode on impact with hard surfaces creating a dense cloud of smoke. The smoke is normally harmless but more deadly effects may be mixed in.

Paralyzation Potion — Causes the victim to be paralyzed for 1 hour.

Cure Disease — Acts as the Miracle of the same name.

Hallucinogens – Various kinds with predictable effects.

Mummy's Curse Immunization - A potion that prevents the Mummy's Curse fungus from infecting a victim and cures those who already have it.

Yellow Mist – First created accidentally when a Wizard neglected to monitor several spells he was percolating, and one of them went awry. Yellow mist is a dense noxious gas that spreads at a rate of 60 yards a minute. The distance the gas spreads depends on the number of spells involved, it being about one mile per spell. Additional spells encountered by the mist will react with it and contribute further to the mists' growth. The effects of the gas are choking, coughing, and a burning sensation in any exposed skin. Victims within a cloud of Yellow mist are unable to breath and will loose ½ of their Health points per round. Upon reaching less than 1 Health factor the victim is unconscious and will die in 1 round without medical or magical attention. Skin damage from the gas is 1d4 fer turn. The mist can be created by deliberately mixing any 3 spells.

Appendix VIII - A few Miscellaneous Magic Items

Jerulan's Gem of Vision - A headband holding a single gem with a permanent X-ray Vision spell active within it. The device may be activated as often as desired but is extremely addictive and can cause vertigo in the user (10% chance per use).

Lusty 'Prentis – a Lusty 'Prentis is both a gift and a trap, usually given by a Wizard to a prospective apprentice, the item consists of a headband with a single jewel – not easily distinguishable from Jerulan's gem of vision – the function of which is to give the user the ability to see in the dark, as if it were in daylight, exactly as Wizards can. The trap is that each day the gem is worn or each time it is put on the head, the wearer must make a Saving Throw against their Cunning Trait, at -2, with no bonuses allowed. Failure of the Saving Throw means the wearer is compelled to study magic and becomes a first level Wizard – whereafter of course they no longer need the gem to see in the dark.

Avian Cloak – This item appears to be a normal cloak with a sky blue lining. Anyone wearing the cloak however is able to fly through the air exactly as if they were a bird, at a maximum rate of 160 yards per round. Characters must learn to maneuver themselves as birds do in order to take off, fly, and land properly, and may not hover or stop while flying.

Examples Of Magic Swords

Koriszegy – The ancestral blade of the now extinct Rodemus family, dukes of Ymus isle.

1)   <u>Bane to enemies</u> –

    Lycanthropes
    Goblins
    Orcs
    True Troll (triple Values)
    Giant rats
    Ents

2)   <u>Magical abilities</u> –

    Paralyze
    Project Image
    Truth

3)   Combat Increase – +2
4)   Alignment – Selfish.
5)   Intelligence – 3 (able to pass on crude emotion only)
6)   Ego - 8

Falcon – Haunt Destroyer

1)   <u>Bane to enemies</u> –

    Lycanthropes
    Ghosts
    Shadows (triple values)
    Wraiths
    Ghouls

2)   <u>Magical abilities</u> –

    Detect and Open Secret Doors
    Decay

3)   Combat Increase – +1 (+5 vs numenous beings)
4)   Alignment – Lawful.
5)   Intelligence – 7 (talks)
6)   Ego - 7

Fred's World

The following magic items stem from a campaign run by Fred P. Funk III – the original Orc Player Character Funk I – who passed away in January of 2011. May he rest in peace.

Instant BBFRD (Big Brown Furry Rue Dog) – A small bag of up to 30 canine teeth. Each tooth when thrown upon the ground, will instantly grow into a full sized street mutt who will obey as far as able, the commands of its creator. HD 2, HP 10
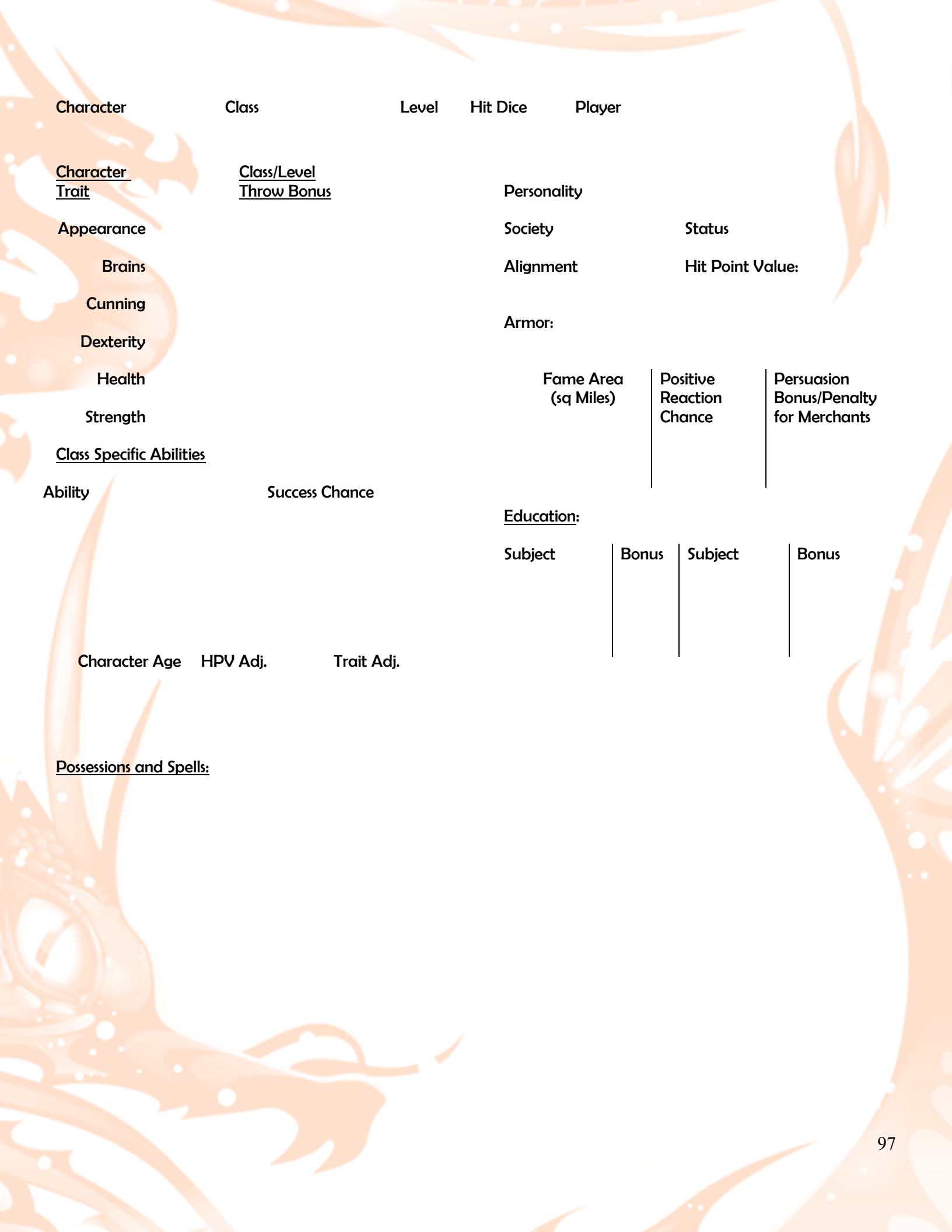
Box of 20 Holy Wafers – automatically disintegrates undead of two hit dice or less upon touch. All other undead automatically route (Turn).

Ring of Flight – allows the wearer to fly as with the third level spell, but for as long and as often as desired.

Crunchberries - Each berry good for 1 day's rations of food and water.

Appendix IX – Sample Character Sheet

(Next page)

Character	Class		Level	Hit Dice	Player

Character Trait	Class/Level Throw Bonus	Personality

Society   Status

Alignment   Hit Point Value:

Appearance

Brains

Cunning   Armor:

Dexterity

Health

Strength

Fame Area (sq Miles)	Positive Reaction Chance	Persuasion Bonus/Penalty for Merchants

Class Specific Abilities

Ability   Success Chance

Education:

Subject	Bonus	Subject	Bonus

Character Age   HPV Adj.   Trait Adj.

Possessions and Spells:

Appendix X - Level vs. AC Reference Sheet

Step 1 – calculate Fighting Strengths:

1) Apply Dexterity modifier – Take the difference, if any, between the Dexterity scores of the combatants. This difference becomes a Fighting Strength benefit to the combatant with the higher Dexterity by being added to the Hit Dice number for calculating Fighting Strength when attacking or to the Armor Class number when defending.

2) Apply Size modifier (For combatants of significantly different physical sizes only) – divide both the attacker and defenders Hit Point Values by 10. If the   attacker is physically larger than the defender, add the difference to the defenders Armor Class number. If the defender is physically larger than the attacker, add the difference to the attackers Hit Dice number.

3) Apply level modifier - Take the difference, if any, between the levels (or number of Hit Dice if no level is given) of the combatants and add it to the Hit Dice number when attacking or Armor Class when defending, of the combatant with the highest level.

4) Apply any special modifiers. The results of steps 1-4 are the Attack Values and Defense Values of the Combatants.

5) Apply any Morale Condition modifier

6) Compare combatants Attack Value versus Defense Value on the Combat   Matrix

Step 2

1) Roll 2d6

2) Consult Combat Matrix. Equal or under scores a hit.

Step 3 - hit successful:
Saving Throw vs. AC 1-8 – roll 2d6 -2; a result under the defenders Armor Class means no damage.
(Optionally, this Saving Throw can be reserved for players only)

Step 4 - Damage:
1) Roll Hit Dice, removing one d6 for each +1 of any magical defenses (unless this bonus was added to the AC Saving Throw in Step 3). Sum dice and remove total from Hit Point Values.

2) Unless the player specifies otherwise, damage is dealt first to the weakest opponent in melee with the attacker. If that opponent is killed, remaining damage is shared out to the next weakest opponent and so forth until all damage rolled has been inflicted to opponents within melee distance (10 feet).