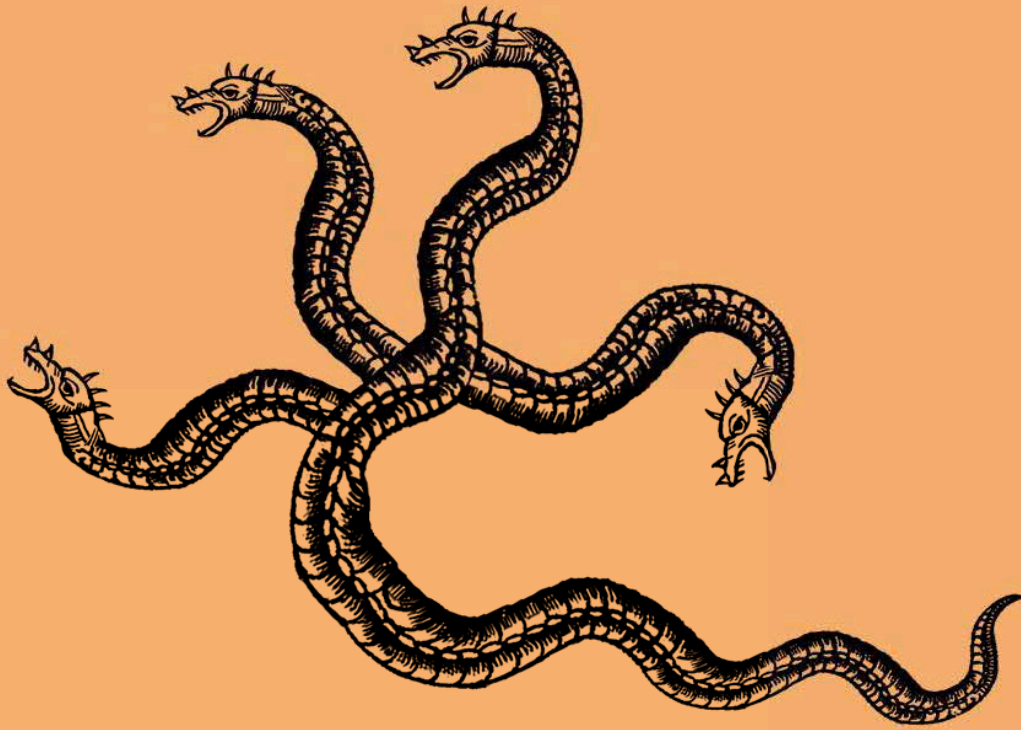


Pits & Perils II:
Fear! Fire! Foes!

More Rules for 1:1 Scale Role-Playing in a World of Medieval Fantasy

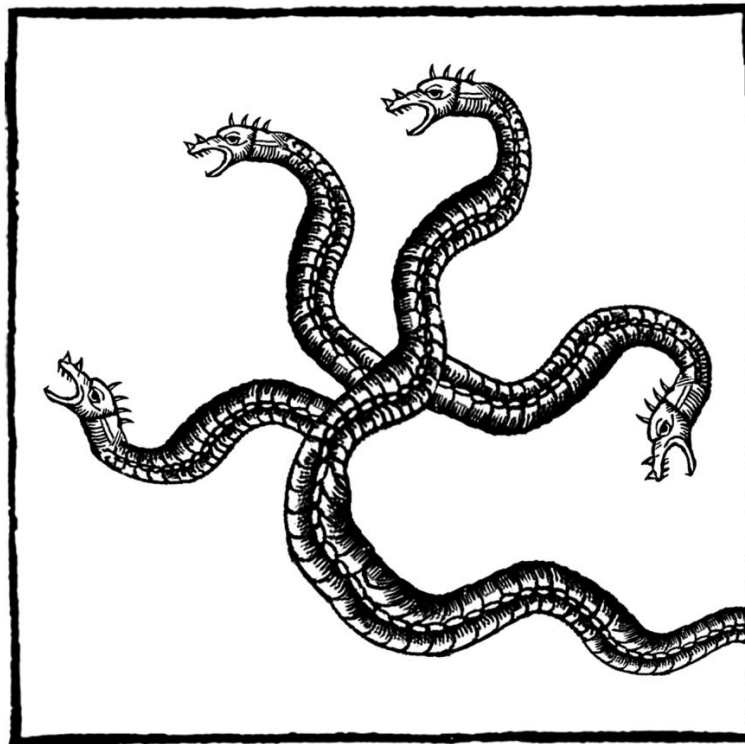
by
James & Robyn George



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More Rules for 1:1 Scale Role-Playing in a World of Medieval Fantasy

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Electronic Edition

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Printed in the United States of America

www.oldehouserules.com
Second Printing, December 2015

This book is dedicated, as always, to
my beautiful wife Robyn, who is responsible for
a great many things found herein, but also
to Gary Gygax and Dave Arneson, who started it all

Cover and interior art from
Olaus Magnus, History of the Nordic Peoples
re-imagined by James S. George

Special thanks to Brett
Bernstein, Wesley Dau, David Dinsmore, Kim
Eastland, Dwight Grosso, Randy Hancks,
Aaron Huss, Charles Nolder, Ethan Parker, Ramanan
Sivaranjan (a.k.a. funkaoshi), and
Sean Wells for their support and enthusiasm!

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INTRODUCTION

Fear! Fire! Foes! is a supplement to the Pits & Perils game. It is not a standalone product and requires the basic rulebook. However, those already playing the game will find a wealth of new material to enhance their campaigns, like variant classes (eastern martial artists and psychics), new spells and clerical miracles, monsters, and magic items. For anyone thinking about playing, this is a great time to start!

HOW TO USE THIS BOOK

Pits & Perils was designed for those who want a simple game and prefer to make their own rules and rulings. However, some players may want more, and this is where the supplement comes in.

Fear! Fire! Foes! adds new rules and content to the game. All the referee needs to do is pick what they like. While this book introduces greater complexity to the game, it also adds new variety, and the rules remain simple and open-ended. That said, these rules are optional.

BEING OLD-SCHOOL

Many old-school games attempt to recreate a time when role-playing had already become a separate hobby (the early 1980s). Pits & Perils, on the other hand, goes back to when it was still just emerging from the historical simulations it came from. Everything we now call "old-school" owes much to the hobby's war-gaming origins:

Historical war games emphasized movement and maneuver over special powers and abilities. In fact, most were tables of movement rates, ranges, and modifiers for achieving tactical superiority, like flanking enemies or seizing the high ground, etc. The underlying mechanics were otherwise extremely simple, often little more than "you hit on a 6."

This was the early 1970s. Fantasy had not yet become mainstream, and inspiration was limited to the real Middle Ages, mythology, and the smattering of books, movies, and television available at the time. This lack of sophistication lent the rules an innocence missing in later, more advanced, role-playing games. It was homemade fun.

Pits & Perils tries to retain the emphasis on personal decision-making, exploration, and role-playing by keeping the rules simple and preserving the innocence of a hobby born long before it went mainstream. As much as possible, this rulebook limits itself to those ideas and influences available to gamers and fantasy buffs living (and playing) in the early 1970s.

SPECIAL DICE

Pits & Perils use ordinary 6-sided dice for simplicity and because most traditional war games used them exclusively. However, the first role-playing games used special polyhedral dice, and certain groups might wish to incorporate these into their own games, as doing so does not significantly alter in-game probabilities and adds atmosphere:

4-sided die (d4)	10-sided die (d10)
6-sided die (d6)	12-sided die (d12)
8-sided die (d8)	20-sided die (d20)

METHOD 1: All actions are resolved normally, and polyhedral dice are only used to generate random numbers in situations not covered elsewhere, like the number of enemies met during impromptu encounters.

METHOD 2: The rules may be converted so as to require the use of polyhedral dice for important outcomes:

COMBAT ACTIONS are resolved by rolling a 20-sided die (d20) for damage as follows: 15-18 (1 hit) and 19-20 (2 hits), with modifiers for class and/or the use of two-handed weaponry. Note that a d20 may also be rolled for damage from ancient dragon's breath or traps that deliver 3d6 damage.

NON-COMBAT ACTIONS use a 12-sided die (d12), with success requiring 7 or better, subject modifiers per the basic rulebook. Alternately, this can be used to determine damage from (mature) dragon's breath or traps that might otherwise inflict 2d6 points of damage.

SPELL DURATION AND/OR EFFECT, like damage from a Bolt spell, should still require 1d6. This also applies to weak poison and traps, etc.

Polyhedral dice are an indispensable part of the referee's arsenal, even if they are seldom used. That said, Fear! Fire! Foes! is written to the conventional (d6) standard, and referees will need to make whatever adjustments are necessary to incorporate special dice. This is the old-school way...



I. PLAYER RULES

The following builds upon the original character rules, and the referee can decide what (if anything) they wish to use.

ABILITIES

At the referee's discretion, players might be allowed to choose their character's attributes. This allows them to make a character they really want to play, like a strong fighter or wise cleric, etc. Such players lose any chance of rolling multiple abilities, although thieves still get dexterity in addition to whatever else the player chooses, as per the rules.

CLASS AND RACE

The following applies to the original classes:

CLERICS may now perform the equivalent of an Ally spell, as per the new magic rules given later in this book. This represents the cleric calling upon their god(s) for aid, subject to the character's good behavior.

DWARVES are good fighters. They start learning combat moves at 3rd level and gain more with time and experience. These are fully explained in the game rules, assuming the referee decides to allow them.

ELVES can choose to play as a racial fighter or magician. This decision is made at the time of character creation and is considered irrevocable, although the referee can wait until 3rd level:

The ELVEN FIGHTER still works like a 1st level magician. However, they cannot learn new spells. Instead, they get combat moves as a dwarf or human fighter. These elves cannot read from scrolls, although they may still attempt to detect magic on objects and/or persons. This usually indicates an elven archer or huntsman, etc. All others are ELVEN MAGICIANS, with powers and abilities as per the basic rulebook. The referee might delay this choice until 3rd level, after which the decision becomes final.

FIGHTERS get combat moves, as per the game rules. They share this ability with dwarves and elven fighters.

MAGICIAN characters have access to a variety of new spells.

THIEVES may now fight with clubs. Otherwise, they get no new abilities, although the option to choose their personal attributes means they either get multiple abilities or enjoy double dexterity (+1 to dice for stealth).

CLASS VARIANTS

Although the listed character classes represent most fantasy types, the referee may wish to introduce variant classes to the game. Such characters advance on the same table as the original (parent) class and usually have similar powers and abilities, like faith or spells points, etc. Of course, they might also possess unique talents, as per the referee.

A variant cleric (monk) and magician (savant) is offered here:

CLASS	ARMOR	WEAPONS	SPECIAL ABILITIES
Monk	none	staff*	ambidexterity/unarmed combat
Savant	any	any	fighting prowess, psychic abilities

*Or bare-handed, like kicking or punching, etc.

MONKS are followers of some eastern religion, much like Shaolin, who seek harmony through rigorous mental and physical discipline. Most train in temples, although some visit the outside world. By their very nature, monks can only be lawful, although some may behave in a neutral manner. Being unconcerned with material gain, they may not have more than 500 GP, although they still earn experience points when finding it.

Skilled martial artists, monks cannot wear armor of any kind and may only fight with their bare hands or a quarterstaff, although they can attack ambidextrously with both, even if they lack the dexterity ability. Otherwise, they get faith points to cure or heal themselves (but not others) through meditation or mind over body. Unlike normal clerics, monks cannot turn the undead or resurrect. At 9th level (high priest), they get 2 attacks per combat round, making them formidable opponents.

SAVANTS are those rare humans gifted with psychic abilities. A magician variant, their powers emerged during apprenticeship, and they abandoned their previous arcane studies to develop them fully. As magic interferes with the use of psychic abilities, savants can only use those items available to any character, like potions or rings, etc. Note that magic armor prevents the use of psychic abilities. Savants can follow law, chaos, etc.

Having forsaken magic, savants can wear armor and use weapons of any kind, although hit points are limited to that of the magician class. They do not get spell points and may not learn or cast spells. Instead, savants have the equivalent of a permanent Aura in effect at all times and may perform any of the following spell-like abilities: Lift, Link, and Send, although doing so can be draining on the user. At 9th level (wizard), they no longer suffer this restriction, having finally achieved their full psychic potential.



ELVEN FIGHTER



ELVEN MAGICIAN



VARIANT CLASSES: HUMAN MONK (CLERIC) AND SAVANT (MAGICIAN)

ARMOR AND EQUIPMENT

The following items can be added to the equipment list:

ARMOR	PROTECTION	COST	EQUIPMENT	NOTES	COST
Barding	special	--	Ale (wine)	1 pint	1
			Cloak	--	2
MISSILES	RANGE	COST	Herbs	special	5
Blowgun*	30'	2	Holy oil	special	7
			Mirror	--	3
WEAPONS	RANGE	COST	Oil	special	6
Javelin	30'	3	Sack, cloth	--	2
Lance*	special	7			
Pole arm*	--	4	SERVICES	NOTES	COST
Quarterstaff*	--	5	Blacksmith#	--	--

*Two-handed weapon (+1 damage), no shield use; darts cost 1 GP for 20

#Smithies shoe horses (1 GP) and repair armor/weapons for 10% of value

Specialty items are described as follows:

BARDING is horse armor. This can be leather (+1), chain (+2), or plate (+3) and costs twice the normal (listed) value due to size.

LANCES are only effective on horseback (normally, a warhorse) or from the ground when set against a charging foe. They are of little use in dungeons or similar environments, as they require 20' to wield properly.

HEALING HERBS can be chewed or ground into drink, etc. Each application restores 1 lost hit point, although subsequent use requires saving dice or the character becomes violently ill for 1 turn and cannot heal more that day except by means of magic, potions, and/or clerical miracles. For game purposes, dwarves and those with constitution add +1.

HOLY OILS can only be used by clerics, making them a useful extension of their healing power. Each anointing restores 1-3 lost hits, as determined by rolling 1d6: 1-3 (1 hit), 4-5 (2 hits), and 6 (3 hits). The referee might also allow oils to cure disease (except lycanthropy or vampirism) when administered within 1 hour (6 turns) of infection. This requires saving dice. Note that anointing involves physical contact and takes a full round to execute. It can only be tried once per game day on any given character.

OIL of the normal sort comes in flasks. These can be thrown (10') and the contents ignited, burning for 1d6 rounds and scoring 1 hit per round to affected targets unless some effort is made to extinguish it, like rolling, etc.

ARMOR

For game purposes, bonus hits from armor worn represent the skill and training needed to use it properly. Such hits are "activated" when the armor is equipped and recovered through magic (miracles) or rest. That said, wounded characters cannot simply replace armor to regain lost hits, as this does not represent damage to anything actually worn.

FIGHTING STYLE

The character's choice of armor and weaponry is vitally important, as it determines their overall fighting style:

AMBIDEXTERITY (two-handed fighting) allows the character to fight with a small weapon, like daggers, in each hand, adding +1 to damage scored. This can be divided between multiple opponents within melee range (10'). Of course, shield use will be impossible, and the character may not wear more than leather armor. Only monks and those with the dexterity ability can employ this combat style, and only if the referee permits.

TWO-HANDED WEAPONS do not allow shield use. Instead, the wielder enjoys bonus damage (+1), making this an excellent choice for those who need to dispatch enemies quickly. Note that the quarterstaff is a two-handed weapon that can be used ambidextrously by monks only for +2 damage.

ENCUMBRANCE

To make things easier, the referee should never count magic items against encumbrance unless clearly oversized, like a marble statue, etc. Alternately, they can raise encumbrance to 15 or 20 items.

LEVELS BEYOND 10TH

When characters reach 10th level, they can choose to retire or continue adventuring. If players choose the latter, the priorities of the campaign will change, especially when characters build a stronghold. Natural disasters and/or political intrigues will be a major concern, and these are dealt with more fully in the new campaign rules.

Optionally, the referee can allow advancement to 15th level. Although progression is usually slower, it gives players time to experience advanced class abilities, like multiple attacks, etc. Characters who eventually do retire become important figures in the campaign setting, and the referee might allow these to be replayed in a single game or playing session, so even the most cherished character is never lost to the player unless slain.

Should the referee allow levels beyond 10th, characters will advance on the following table with abilities as shown:

CLERICS					DWARVES*			
EXP	LVL	HP	FP	TITLE	EXP	LVL	HP	TITLE
80,000	11	+19	6	--	120,000	11	+19	--
160,000	12	+20	--	--	240,000	12	+20	--
320,000	13	+21	7	--	480,000	13	+21	--
640,000	14	+22	--	--	960,000	14	+22	--
1,280,000	15	+23	8	Saint	1,920,000	15	+23	Hill-king

ELVES#					FIGHTERS*			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
160,000	11	--	--	--	100,000	11	+19	--
320,000	12	--	--	--	200,000	12	+20	--
640,000	13	--	--	--	400,000	13	+21	--
1,280,000	14	--	--	--	800,000	14	+22	--
2,560,000	15	--	--	Wood-king	1,600,000	15	+23	Lord

MAGICIANS#					THIEVES			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
140,000	11	--	12	--	60,000	11	--	--
280,000	12	--	--	--	120,000	12	--	--
560,000	13	--	14	--	240,000	13	--	--
1,120,000	14	--	--	--	480,000	14	--	--
2,240,000	15	--	16	Arch-mage	960,000	15	--	Trickster

*Combat moves for dwarves and fighters where applicable

#Learn additional spells as applicable (combat moves for elven fighters)

Note that only the so-called "combatant" classes (including dwarves and fighters) gain additional hit points. Thieves still add an additional +1 to all dice for stealth every 3 levels (12th and 15th respectively).



II. MAGIC RULES

The following new spells are added to the magician list:

SPELL	DURATION	RANGE	SPECIAL EFFECT
Ally	instant	self	call upon special allies for help
Aura	1 turn/level	self	detect the presence of living minds
Bane	instant	30'	instantly destroy minor enemies
Form	1 turn/level	self	caster assumes natural animal form
Grow	1 turn/level	self	double (or reduce) the caster's size
Keen	1d6 rounds	touch	temporarily enchant a single weapon
Lift	1d6 rounds	60'	lift/move objects with telekinesis
Mask	1 turn/level	self	take humanoid (man-sized) appearance
Rout	instant	30'	weakened enemies flee the caster
Ruse	1 turn/level	30'	craft detailed audiovisual illusions
Slow	1d6 rounds	60'	reduce enemy speed to half normal
Wink	1d6 rounds	self	instantly teleport in any direction

SPELL DESCRIPTIONS

ALLY allows the caster to receive magical aid in critical, life or death, situations. This assumes the magician has previously entered into an alliance or does so when the spell is actually taken:

ALLIANCE	RESTRICTIONS	SETTING
Deities	clerics only	any
Elementals*	--	--
Lesser spirits	lawful only	day
Minor devils	chaotic only	night

*Air, earth, fire, or water (player's choice)

Allies may only be called upon in the appropriate setting. Elementals, in particular, may only be summoned near fire or water as appropriate. These are always of a lesser sort. Allies are barely visible. For instance, a whiff of brimstone for minor devils, etc. Their only task is to remove the caster from immediate danger, whatever that happens to be. This may include companions also present and in trouble. Note that clerics can take their deity as an ally, praying for help when they need it most.

To curb the power of this spell, allies cannot be killed or made to fight the caster's enemies, etc. Once the magician and their companions are safely removed from the source of danger, the allies depart, having fulfilled their obligation to their friends. As clerics receive aid from their deity, they must take care not to use this for frivolous or unnecessary reasons.

AURA enables the detection of living minds (near-human intelligence or greater) within a 120' radius, much like an amulet of ESP. The caster cannot read minds or communicate telepathically. However, a savant can use this ability to first detect a living mind and subsequently Link or Send, as per the psychic ability rules. Undead cannot be detected.

BANE instantly kills any small (1 HP) enemies within a 30' radius of the caster. This only applies to creatures with 1 actual hit point and not to foes subsequently reduced to that amount.

FORM allows the caster to take the shape of any normal and/or non-magical animal as small as a mouse to as big as a bear, gaining their attacks, movement, and survival abilities, much like a beast cloak, although any form can be taken provided the magician is already familiar with it. Note that while hit points do not change, a character transformed into a bird could fly and one becoming a fish may breathe underwater, etc. Spells cannot be cast or magic items employed while in animal form.

GROW doubles the caster's size (12' for magicians and 10' for elves) for the duration of the spell, much like a potion of the same name. Enlarged characters add +1 to all melee damage, as per the enemy rules, and may attempt feats of strength, like smashing open locked doors, etc. Alternately, the magician can shrink to one-tenth actual size. For game purposes, armor and equipment scales with the caster.

KEEN temporarily enchants a single non-magical weapon, granting an attack bonus of +1 for the duration. The character adds +1 round per 3 levels gained, so a 3rd level magician gets 1d6+1 rounds of enchantment.

LIFT enables telekinesis, much like the magic ring. The magician can manipulate up to 50 pounds (or 500 GP), moving it up to 30' per round with the power of their mind. While objects will not move fast enough to inflict serious injury, clever players can find ways to make this useful both in and out of combat situations. A convenient spell.

MASK allows the caster to assume the outward appearance of any humanoid creature or person, to include armor and equipment. This is a powerful illusion, so no saving dice are allowed. Note that armor and weaponry so made have no effect, although in all other respects, the character is taken for another race or gender within 5' tall and/or 50 pounds.

ROUT breaks morale. Enemy targets within 30' reduced to less than half numbers (or total hits for a single opponent) flee at full speed unless pursued or otherwise reengaged, etc. While any level can be routed, undead are not affected, and targets get saving dice (made at +1 if higher level).

RUSE creates convincing audiovisual illusions of anything the caster has already seen, much like a wand. Per the basic rulebook, any illusion so made fills a 30' radius (30' high) around the magician when the spell is cast, although the character can subsequently move. Anyone seeing the illusion must roll saving dice at -2 or believe it without question. However, all such phantasms dissipate on physical contact.

SLOW cuts movement of a single enemy target by one-half (10' if they fail their saving dice). In the latter case, all spells are delayed and do not take effect until the start of the following round, although characters may cast this on themselves and become effectively immune. If both sides are magically slowed, relative movement and spells work at full speed.

WINK allows the magician to vanish and instantly reappear up to 60' away, provided they have line of sight. For game purposes, each subsequent teleportation is considered normal movement, so the character may still attack or cast spells and wink in the same combat round if range permits. The magician adds +1 round per 3 levels gained, so a 3rd level character might teleport themselves up to 1d6+1 rounds as needed.

SPELL REVISIONS

The following revisions now apply to existing spells:

BOLT now comes in several forms, each counting as a separate spell known by the magician. These include the following:

BOLT	DURATION	RANGE	SPECIAL EFFECT
Fire	instant	60'	explode, ignite flammables
Force	instant	60'	knock down humanoid opponents
Ice	instant	60'	create ice wall, freeze water
Lightning*	instant	60'	melt metal, sunder wooden doors

*This is the original spell, as per the basic rulebook

FIRE BOLTS deal damage per the original spell, although this comes from burning as opposed to lightning. Flammables, like cloth or paper, will ignite unless saving dice are made, and this includes spell scrolls. Fire Bolts explode on contact, filling a 10' x 10' area and possibly injuring bystanders if within an enclosed space, like a small dungeon room.

FORCE BOLTS are powerful enough to cause serious injury and knock down humanoid (man-sized and shaped) targets who fail their saving dice. The caster might also topple structures provided these are precarious and the referee otherwise permits. For instance, a wall or unstable pillar, etc.

ICE BOLTS hurl spikes that inflict damage in the usual way. Alternately, they can be used to create a 10' x 30' wall of ice that persists for the duration of 1 turn or to freeze liquid in a 30' radius (5' thick). This enables safe movement across lakes and other bodies of water. Walls of ice can be arranged in any way. These are 5' thick.

LIGHTNING BOLTS are described in the basic rules. Being electrical, they score double damage against partially submerged targets in water up to 3' deep, although these get saving dice. Likewise, throwing lightning underwater inflicts double damage to all targets within a 60' radius, with no saving dice allowed. This includes the caster and any nearby companions.

FOIL can also be used to destroy other objects of similar size, like farm implements or a shield, etc. In the latter case, bonus hits are lost, although the bearer's total hits never fall below zero.

LOAD may now be reversed and cast against a single target, halving their carrying capacity and possibly forcing them to drop some equipment. Swimming targets must roll saving dice or drown, even when otherwise unarmored, and pursuit is no longer possible. Maximum range is 30'.

PSYCHIC ABILITIES

Savants are powerful psychics with telekinetic abilities, so they have a permanent Aura in effect at all times unless sleeping or otherwise rendered unconscious. Even then, the referee might introduce dreams or visions to motivate players or advance a scenario, etc.

Furthermore, savants may perform the equivalent of a Lift, Link, or Send spell once per round, although doing so is potentially draining on the character. When any psychic power (except Aura) is performed, the player must roll saving dice or suffer 1 hit of damage. Psychics add +1 per 3 levels gained, so a 3rd level character would save at +1. At 9th level (wizard), the savant no longer suffers this restriction, having achieved mastery.



III. GAME RULES

This section builds upon the basic rules, adding new content and introducing alternate (and purely optional) rules for referees wishing to do things a little differently. Special hirelings are added, along with revised experience point tables for higher-level enemies slain.

TIME AND MOVEMENT

Except for magic, the referee might wish to forego tracking turns out of combat, as doing so is difficult and often overlooked. A simpler method is to designate specific areas on the dungeon map. If the party has not already taken time to rest, they must do so now or suffer the penalties. Exhaustion is otherwise limited to discrete events, like disease, which are easier to track and less likely to be forgotten.

Random encounters may likewise be limited to specific points, particularly when the party stops to rest or make camp, although only a single check should be made unless the players are especially careless by failing to assign lookouts, etc. Party movement (120' per turn underground) may still apply to evasion or pursuit, mainly as a general reference.

INITIATIVE

The referee might wish to recheck initiative whenever the conditions of battle change. For instance, if one side is reduced to less than half original numbers or a leadership figure dies, etc.

NON-LETHAL COMBAT

Sometimes, players may wish to subdue rather than kill. This requires blunt/non-edged weapons and is only feasible against man-sized targets with the possibility of a head blow. Combat proceeds as normal; however, any result of 12 or better requires the target roll saving dice (made at +2) or fall unconscious for 1d6 rounds, although this should never apply to non-living targets, like automatons or undead of any kind.

EVASION AND PURSUIT

Fleeing parties can distract pursuing enemies by discarding food or other valuables. Animals stop to gobble food 1-4 in 1d6 of the time provided this is something they might wish to eat. More intelligent enemies will stop for dropped gold (1-2 in 1d6) provided they have no greater purpose, like personal revenge, etc. Note that all enemies act in their own best interest and refrain from pursuit if badly outnumbered and/or weakened.

COMBAT MOVES

Starting at 3rd level, dwarves, fighters, and elven fighters get 1 combat move and add a new maneuver every 3 levels after that, so a 6th level dwarf would know 2 moves from the following table:

MANEUVER	REQUIREMENTS	SPECIAL EFFECT
Bash	shield	employ shield to knock back foes
Block	shield	deflect attacks using a shield
Cover	shield	raise shield against normal missiles
Dodge	--	nimbly avoid enemies in combat*
Parry	melee weapon	deflect or disarm enemy fighters*
Smash	axe/hammer	bludgeon for additional damage
Sweep	two-handed melee	mighty blow against multiple foes*
Thrust	blade/spear	pierce armor for added damage#
Volley	long/short bow	launch missiles at multiple targets

*Requires 20' free space to attack/defend properly

#Smaller blades require 5', all others (including spears) 10'

Obviously, non-player characters and/or enemy monsters might also know and use these maneuvers, subject to level, etc.

MOVEMENT DESCRIPTIONS

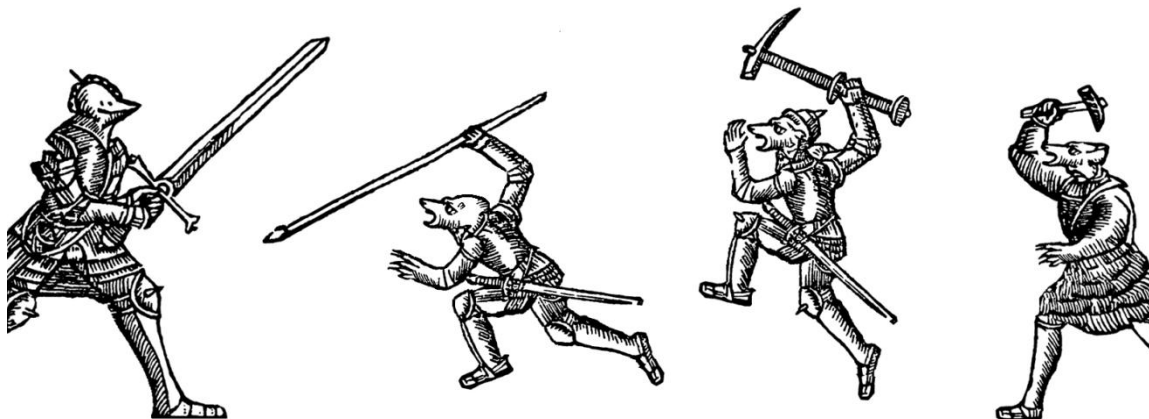
BASH allows an attacker to use their shield offensively against a single humanoid (man-sized/shaped) adversary, who must roll saving dice (+1 if higher level) or fall back 10' and suffer 1 hit of damage.

BLOCK is a defensive move. Should the character lose initiative, they can roll attack dice to block and thereby avoid harm, although no damage is delivered. Note that 9th level fighters and monks can block and attack in the same combat round if conditions permit.

COVER lets the character raise their shield against incoming non-magical missiles, including arrows and/or crossbow bolts, etc. No damage is suffered, although speed is reduced to 10' and fighting impossible.

DODGE is identical to block, except that no shield is needed. Doing this requires at least 20' of free space. Note that the defender never moves more than 10' (melee distance) when dodging enemy attacks.

PARRY uses a weapon to block, much like a shield. If the character loses initiative, they can roll attack dice to deflect the attack with a melee weapon and avoid injury. Two-handed weapons require 20' to wield properly.



Optionally, the referee can allow parry to disarm, although this is only effective against small (one-handed) weapons. Like subdual, combat proceeds as normal, except that a result of 12 or more requires the target roll saving dice or lose their weapon, similar to a Foil spell.

SMASH enables critical hits with bludgeoning weapons, like hand axes or hammers, etc. If the attacker rolls an unmodified 12 in combat, they add +1 to damage scored against enemy targets.

SWEEP only applies to large (two-handed) melee weapons. The attacker can divide damage scored between multiple targets within melee range. This represents a sweeping blow, so an attacker requires at least 20' to wield their weapon effectively. This combines with smash.

THRUST works like smash, except it applies to stabbing and/or piercing weapons only, including spears. Note that smaller blades, like daggers, only need 5' to use and all others require 10'.

VOLLEY allows an archer (but never crossbowmen) to divide damage scored between multiple targets within range. As this indicates a literal shower of missile fire, it may be countered by the covering maneuver.

THE MARTIAL ARTS

Monks can fight ambidextrously, either with their bare hands or using a quarterstaff, even if they do not have the dexterity ability. While trained in the arts of fighting, monks are devoutly non-violent.

Optionally, the referee can allow monks to block (using a quarterstaff) or dodge their enemies in combat. This can be done at any level, as clerics cannot otherwise learn such maneuvers. A monk's bare hands are death-dealing weapons (ambidextrous/one-handed) equally well-suited for subdual.



FIGHTERS USING THE THRUST MOVE IN COMBAT



GUIDE WITH BOW



SCHOLAR



TORCH BEARER

Where applicable, players must declare their intentions in combat. For instance, when attempting to block or subdue, etc. This includes extra damage from smash or thrusting moves. Common sense is the best rule here, but players are expected to formulate good strategy and communicate effectively in dangerous and/or difficult situations.

MAPPING THE DUNGEONS

As exploration is a major element of play, the referee may require that characters map the dungeons on a separate sheet of graph paper. Any player doing this accepts that their character is also doing so, with appropriate restrictions on their movement and/or readiness. The mapper(s) should set down the various chambers and passageways as well as the locations of important encounters, like deadly traps, etc.

Note that players must refer to their maps when backtracking or choosing where to make camp, etc. Wilderness areas can also be mapped, with notes as to the location of special sites, like a bandit's lair, etc.

DISEASE

Given the widespread availability of cures and miracles, disease is rarely fatal unless the affected character is too weak to survive a particular encounter. However, some (1 in 1d6) diseases may be considered VIRULENT and deadly in 1d6+1 game days unless cured fast.

HIRELINGS

If need be (and the referee otherwise permits), characters may take on the following special hirelings:

GUIDES live in frontier settings, often seeking hire with the various adventuring parties. Years of travel has made them intimately familiar with the surrounding (above ground) wilderness, allowing them to avoid random encounters and move at full speed, even in poor weather. Guides are treated like archers, per the basic rulebook. Their standard fee is 20 GP, half up front and the rest upon the party's safe return.

SAGES can only be found in the larger cities and then, only if there are libraries or universities. Steeped as they are in legends and lore, scholars can answer most questions for a price. Simple (common) topics involve an archival fee of 50 GP, while esoteric or unusual inquiries cost 100 GP and require 1d6+1 game days to answer properly. Given their years of study, nearly one-third (1-2 in 1d6) are magicians of a level decided by the referee as befits the scenario. All others are intelligent commoners.

Occasionally, sages may wish to accompany a party on expeditions to conduct scholarly field work, etc. In fact, this might form the basis for future adventures set in ancient cities or lost temples, etc. As this is beneficial to the sage, no costs will accrue, although a small percentage (10%) is usually customary and obligatory for lawfults.

Little more than boys, TORCH BEARERS carry lanterns, torches, or other sources of light, freeing the party to fight. Otherwise, it takes 1 full round to set these down without extinguishing their light and making combat extremely difficult (-3 to all dice), if not impossible, to execute. For game purposes, torch bearers are treated as peasants who cannot wear armor of any kind and attack at -1. Their weekly wage is 2 GP.

For game purposes, henchmen should always be human unless the referee says otherwise. If allowed, they take triple pay.

EXPERIENCE

Characters and enemy monsters can now reach 15th level, with the following adjustments to the experience tables:

LVL	EXP	BONUS*	TREASURE
11	1,000	+100	1 per 2 GP
12	2,000	+100	--
13	3,000	+200	--
14	4,000	+200	--
15	5,000	+300	--

*Experience for special abilities

Some referees (and players) may desire a longer campaign with slower level progression, as this extends a character's playable life. This is easily accomplished by awarding 1 point per 10 GP found, with none granted for magic items won and later sold. The referee can do what they want here.



IV. ENEMY RULES

This section adds new enemies to the game. Some, like demigods and/or extraterrestrials, substantially alter the nature and scope of a game, and the referee should use them carefully. However, their inclusion is ideal for campaigns that have moved beyond the dungeon setting. A few, like the aforementioned demigods, are specifically designed to challenge higher-level characters, although they can appear much earlier.

ENEMY LIST

Characters may now reach 15th level, and this applies to enemies assigned a proper class, like brigands or necromancers, etc. Some enemy monsters can also reach higher levels as follows:

DEMONS above 10th level are individual (named) demon lords. Ambitious referees can assign names to each and have these written in books or musty old scrolls with a slight (1 in 1d6) chance of accidentally summoning them when their name is spoken aloud. A terrible fate.

DRAGONS can reach 12th level. These are always spell casting and especially cunning. Such dragons seldom interfere with the race of men.

JINN above 10th level are called ifrit or efreeti. These are immune to normal and/or magical flame and may call and command a fire elemental 3 times per game day, as if reading a tome.

ATTACKS BY LEVEL

Enemies get attack and damage bonuses as per the following. Note that damage is based on size and only applies to physical attacks:

LEVEL	ATTACK	SIZE	DAMAGE*
3	+1	M	--
6	+2	L	+1
9	+3	H	+2
12	+4	--	--
15	+5	--	--

*Only applies to bite, claws, etc.

Given their attack bonuses, high-level enemies can be very dangerous. The referee should employ combat modifiers and reward the players for good strategy, like outflanking, etc. Of course, this applies to enemies as well, so characters must be especially cautious and exercise good judgment.

NAME	ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
Army ant	3(*)	3	30'	N	(*)	(*)	--
Asag	1(*)	8	20'	C	L	1	B/IV
Barghest	1	2	50'	C	M	1-2	--
Bicorne	3	4	40'	C	M	1	B/II
Brontosaur	1(*)	9	30'	N	H	2-4	--
Demigod	1(*)	(*)	(*)	(*)	M	1	(*)
Doppelganger	1	5	50'	C	M	1	(*)
Drat	1(*)	1	20'	C	S	2-12	--
Finfolk	2	2	30'	C	M	1-6	B/II
Fomor	1(*)	6	40'	N	L	1-2	B/III
Fury	3	3	50'	C	M	2-4	--
Gremlin	1(*)	2	30'	N	S	1	--
Grine	1(*)	(*)	(*)	(*)	M	1	(*)
Guardian	1(*)	4	40'	C	L	1-2	(*)
Hag	1(*)	6	50'	C	M	1	B/II
Half-elf	1	(*)	(*)	(*)	M	1	(*)
Hornworm	1	3	30'	N	M	1-2	A/II
Hydra	6(*)	(*)	50'	C	L	1	B/III
Incubus	1(*)	5	40'	(*)	M	1	(*)
Kraken	8(*)	7	30'	N	H	1	--
Lake monster	1	5	40'	N	L	1	--
Lamassu	3(*)	6	50'	L	M	1	(*)
Leprechaun	1	2	30'	N	S	1	(*)
Manifestation	1(*)	(*)	50'	(*)	(*)	1	(*)
Nixie	1(*)	4	30'	C	M	1-3	B/II
Outsider	1	(*)	(*)	N	M	2-4	--
Peasant	1	1	50'	(*)	M	3-18	(*)
Pegasi	1	4	50'	L	M	1-2	--
Poltergeist	1(*)	5	40'	C	M	1	(*)
Pterosaur	1(*)	3	30'	N	M	2-4	--
Ram	1(*)	2	40'	N	M	2-12	A/I
Robot	1(*)	5	20'	N	M	1	--
Saber-tooth	1(*)	4	50'	N	L	1-2	A/II
Saurian	3	3	30'	N	M	2-6	B/I
Sphinx	3	6	40'	C	L	1	B/III
Stranglebones	3	4	30'	C	M	1	--
Succubus	1(*)	6	50'	C	M	1-2	--
Titan	1(*)	9	40'	N	H	2-4	B/IV
Tyrannosaur	1(*)	7	30'	N	L	1	A/II
Wendigo	3	5	50'	C	(*)	1	(*)
Will-o-wisp	1(*)	1	20'	C	S	1-2	B/II
Wose	1	2	50'	N	M	2-12	--
Wyre-folk	1(*)	(*)	(*)	(*)	M	2-4	(*)
Yeti (sasquatch)	3	4	40'	N	M	1-2	A/II

ARMY ANTS move in great swarms (called raids) millions strong, speedily devouring anything unlucky enough to get in their way. For game purposes, they move as a single entity, striking up to 3 man-sized targets. Each successful attack requires saving dice to avoid being overtaken and stripped to the bone (treat this as drowning). Army ants can be scattered by fire or the use of Force Bolts, etc. They thrive in jungles.

The ASAG is a demon so hideous that anyone within 10' of it suffers an automatic 1 hit per round in addition to any harm inflicted through ordinary means (they prefer two-handed weapons). The referee might even require flammable objects, such as scrolls, to roll saving dice or burst into flames, although these are made at +1. Being solitary foes, the referee must decide if they are unique or constitute a proper race. Appearance is left to the referee, but they should be humanoid with armor and weapons.

BARGHESTs are ghostly hounds that can only be hit by magic weapons or spells. Their appearance usually marks the death of an important person in the campaign setting. Otherwise, they are used as hunting dogs by demons and/or wraiths. Barghests attack with a terrible bite that draws no blood, but leaves the flesh feeling bitterly cold.

Most BICORNES are female, although some males do exist. They appear as spotted leopards with vaguely human faces sporting razor-sharp teeth. When encountered in the wild, bicornes blend perfectly with their surroundings, having only a 1 in 1d6 chance of detection, even when characters are actively searching for them. Surprise is usually achieved, adding +1 to their first attack, although an Aura might negate this. Like all big cats, bicornes attack with a bite and two claws. Their females can speak Common.

BRONTOSAURS are huge herbivorous dinosaurs. They walk on all fours and sport powerful tails and long necks. Their great size and animal intelligence means they may carelessly trample those caught in their path, especially if panicked, scoring 3d6 hits to be divided between affected targets. Brontosaurus are otherwise peaceful. They are most commonly found in prehistoric "lost world" settings, like a plateau or hidden valley, etc.

Many DEMIGODS walk the earth, most unaware of their divine origin. Simply put, they are the offspring of men (humans) and the gods. As such, demigods can be of any (human) class and level, although most are undoubtedly commoners with no specialized training. They have the following powers and abilities in addition to their applicable class, if any:

COMMONERS with divine blood heal 1d6 hits per combat round. As most live peaceful lives, few (if any) will recognize this. They are exceptionally attractive and lead long, healthy, and disease-free lives, being fully immune.

CLERICS often serve their parent deity, although the church might not be aware of their origins. In addition to accelerated healing and related immunities, they may perform the equivalent of an Ally spell once per day in addition to any normal (faith point-based) miracles.

FIGHTERS always have the strength ability in addition to whatever else the referee rolls (or chooses, where applicable). Like thieves, they can roll strength a second time, adding +1 to related actions. Of course, their superior healing is an asset in combat situations.

MAGICIANS can use 2 hit points in place of 1 spell point, much as a ring of spell casting. Given their accelerated healing, this is a powerful mix, although spells and spell points are otherwise limited by level. Demigod spell casters make great, albeit deadly, adversaries.

THIEVES get double dexterity, adding +1 to stealth related actions, and the referee may allow them a third ability as well. They are always ambidextrous and unusually acrobatic, being able to attempt feats of agility normally considered impossible to perform, although penalties apply here.

Non-humans have a different relationship to their gods and never produce offspring unless the referee dictates otherwise. Player characters must never possess demigod status in the interest of game balance.

DOPPELGANGERS (or changelings) are humanoid monsters that can assume the appearance (size and shape) of any human or near-human target, including dwarves and elves, between 4' - 6' tall and up to 300 pounds. Tireless hunters, they patiently stalk adventuring parties, striking those who break away or otherwise isolate themselves. The doppelganger then replaces their victim in the party - after stealing their clothing and equipment, of course!



The DRAT (dragon-rat) is initially indistinguishable from the ordinary sort, with only a 1 in 1d6 chance of noticing their scaly hides and glowing eyes until they get within 10' away. As their name implies, they breathe a burning pitch (5' range) that always deals 1 hit, even on a 12. Note that flammable substances, like paper, must roll saving dice at +2 or be ruined. Drats are a dangerous nuisance in large numbers.

FINFOLK are evil humanoids that move freely between land and water, being adapted for both. Voracious hunters, they regard human flesh as a delicacy and often seek victims for terrible underwater sacrifices. Finfolk attack using two powerful claws, although some wield primitive weapons instead. They live in vast aquatic cities of 1,000-2,000, ruled by a line of hereditary priest kings (treat as 5th level druids). Their gods are capricious and command their followers to raid continuously for flesh and gold.

Magical giants, FOMORS are highly intelligent and magically gifted, with spells and spell points by level. They stand 12' tall (as an ogre) and know how to forge the various armor and weapons for their own use (even when casting spells) or for trade with the giant nobility. Fomors are thought to be ancestors to modern ogres cast down in a war with the elves. Their society consists of widely scattered tribes of 50-100 ruled by the strongest, although they are honorable and fanatically loyal.

FURIES are winged female demons. Highly maneuverable, they ascend and descend at full speed when flying and attack with their bite and two claws or ambidextrously with a pair of daggers, etc. Ferocious hunters, they are frequently employed by demons as assassins and/or enforcers. While the furies originate in Hell, they move freely in the mortal realm and sometimes make their own mischief in lonely, abandoned places.

Some GREMLINS are simply mischievous. However, many are pure evil and delight in deadly pranks. Any machine or magic item (except potions or scrolls) within 60' of one has a 1-3 in 1d6 chance of malfunctioning during a given round, making them especially difficult to deal with. Even magical effects from spells (like invisibility) will have a 1 in 1d6 chance of failing, although only during the first round of exposure. Gremlins are invisible imp-like creatures that only show themselves in combat.

GRINES exist in a parallel universe identical to the mortal realm. Each character has an exact duplicate (or grine) in this dimension, although one of the opposite moral alignment. For example, a lawful cleric would have a chaotic counterpart of the same level and abilities adjusted for side, where applicable. Accordingly, neutrals are unchanged. Grines may cross over using specularii or similar instruments, meeting their opposite selves (the player characters) either deliberately or through some cosmic accident.

Infernal GUARDIANS are devils charged with defending evil shrines and protecting demonic servants, including those who have entered into pacts with the lower powers. They include the following:

BULL guardians are powerfully built humanoids with broad shoulders and horns similar to a minotaur. The latter grants +1 to their first melee attack and, if successful, forces man-sized targets to roll saving dice or be thrown back 10' and losing their next round of action. XENOFORM guardians are amorphous blobs with tentacles. They begin with a single tentacle and gain a new one each round until the maximum number (3-5) is met.

Guardians keep no treasure of their own, but often protect the riches of others. Magicians may be given a DEMON WAND as part of their pact. These are fully explained in the treasure rules.

HAGS (witches) are withered and toothless crones. Infernally wise, they possess the intelligence and wisdom abilities and get spells and spell points by level (as magicians, they cannot wear armor or use most weapons). In addition to the usual spellcraft, hags can speak with animals and control the weather over a 1-mile radius for 6 turns once per game day. Witch-storms produce the equivalent of a Lightning or Wind Bolt each round against a single target. Although wicked, they can sometimes be allies.

True HALF-ELVES are very rare, as elves and men seldom interbreed. The children so made appear basically human, but with pointed ears or other signs of their elven ancestry. Half-elves can choose any human class, with all applicable powers and limitations, although they retain the elven ability to detect magic on objects or persons (1 in 1d6 chance in a 10' radius). They never form separate communities, for obvious reasons.

HORNWORMS are great (20' long) serpents with horned heads they swing like maces in combat (assume a full 20' range if distance permits). Powdered hornworm horn is greatly sought as an ingredient in strength potions, making this worth the time to extract. Simply chewing on one acts as a potion of strength for 1 round, although saving dice must be rolled first. Obviously, obtaining this in the first place is difficult, as hornworms are shy creatures and very dangerous (+1 to all attacks) when cornered.

The HYDRA is a swamp-dwelling serpent (30' long) with multiple heads as determined by age: young (1-2), mature (3-4), and ancient (5-6). Level and total number of attacks is equal to the number of heads, all of which must be severed before the hydra is actually slain. A more challenging version of this is to have each head regenerate in 1 turn unless the creature is beaten before then. For game purposes, assume that each head has 1-2 hit points, with the remainder being the body. Once again, all heads must be severed.

INCUBI are the progeny of demons and human parents bred under varied circumstances. Some reside in Hell, but most walk the mortal realm to bring evil or, although rarely, work against it. Of infernal origin, incubi are immune to normal fire and get saving dice against the magical kind. They also get spell points as a 1st level magician (2) and can use them to cast the equivalent a 9th level Fire Bolt. Not all incubi are evil, as some resist their wicked birth. They can be either male or female.

The KRAKEN is an enormous (50'-100' long) squid. They attack by first entangling their victims and then squeezing or dragging them underwater to drown, depending on the circumstances. This requires a successful hit, although the target is entitled to saving dice. Failure means the character is dragged overboard to a watery grave unless somehow rescued. Adult kraken have 8 tentacles with 1-2 hits each, much like the hydra, with the rest being the body. They are much feared by sailors.

LAKE MONSTERS occupy bodies of water, such as a loch or caldera. They closely resemble plesiosaurs, having long necks that sometimes rise above the surface of the water. Lake monsters are shy and secretive, only becoming aggressive when threatened or interrupted during the mating season. Their bodies are capable of capsizing a large (30' long) boat.

The wise LAMASSU are guardian spirits with a human head and the body of a winged (but flightless) bull. They usually serve as protectors of lawful rulers or sites, like a temple dedicated to good, etc. Lamassu fight with horns and two powerful hooves and get a permanent Ward spell (9th level) against chaotic enemies. In their capacity as gatekeepers, they have a bellowing roar that stuns targets within 30' (saving dice apply) for 1d6 rounds. Any lawful character who attacks them must atone.

LEPRECHAUNS are puckish little people (1' tall) who inhabit rolling hills and meadows. They appear as bearded old men (females are unknown, but certainly must exist) clad in green. Despite their small size, leprechauns may perform a 10th level Hide or Wink once per round. Mischievous by nature, they are seldom malicious unless seriously threatened and, even then, payback usually comes in the form of clever pranks. Leprechauns are said to hoard gold in great black pots, often marked by a colorful rainbow.

The MANIFESTATION of a god represents its physical presence in the mortal realm, with their chosen form corresponding to alignment and principle motivation, etc. Often, characters will not know they are in the presence of a deity unless the god so wills it. Being actually divine, they have 100 hit points (not including armor or shield worn) and cast any spell once per round without respect to spell points (treat as 15th level). Should the manifestation be physically slain, it will reform in 1d6+1 game days to seek redress!

NIXIES are malevolent water nymphs, similar in appearance to their more peaceful cousins, but with blacker hearts full of malice. They sing an alluring song that causes anyone listening (assume a 60' range) to roll saving dice or become enthralled, going headlong to a watery grave. Should magic fail, nixies attack with knives. Water spirits, they can vanish into the ponds they call home, beyond hope of pursuit.

Most OUTSIDERS are extra-dimensional travelers, although some can be technologically advanced saucer people. As use of the latter may significantly affect the nature of a fantasy campaign (not necessarily a bad thing), the referee should exercise caution when introducing them:

EXTRA-DIMENSIONAL visitors might be treated as savants with the added discipline of inter-dimensional travel, although this may be achieved through other means. Their armor and weaponry is archaic.

EXTRATERRESTRIALS hail from another galaxy in the same universe and travel by means of spacecraft or flying saucers, etc. All possess cybernetic armor: light (+1), medium (+2), and heavy (+3) and blasters (30' range) that inflict 1d6 damage per hit. These may take a full round to recharge or reload as conditions require and/or permit.

Appearance will differ, but outsiders should be vaguely humanoid. Their motives and moral alignment are many and varied, and these details are left to the referee to decide. Some come in peace, others to conquer.

PEASANTS are (human) commoners. They can be artisans or farmers, skilled merchants or conscripts in some king's army. Peasants are included here because players will have already encountered many in the course of a game or campaign setting. Fully one-third (1-2 in 1d6) have an exceptional ability, like dexterity or wisdom, as per the basic rules.

The PEGASUS is a fabulous winged stallion. They are difficult to find and nearly impossible to tame, although patient and skillful characters may succeed if diligent and the referee permits. Good by nature, pegasi never bear chaotic (evil) riders. They fly at full (ground) speed and ascend/descend at half, otherwise behaving as highly intelligent warhorses.

POLTERGEISTS are evil spirits. They are invisible to all but ethereal observers and may only be engaged while taking this form, even if magic is available. They attack with the equivalent of a Force Bolt and employ telekinesis as a savant, but without restrictions. Poltergeists are considered undead, but are not subject to turning in the usual way, as their restless spirits demand remedy for some past injustice. The characters might need to right old wrongs and/or undertake some quest to stop the haunting.



FINFOLK



LAMASSU



OUTSIDERS (EXTRA-DIMENSIONAL)



WENDIGO

Adult PTEROSAURS are very large (50' wingspan). These flying reptiles plummet at full speed to snatch up smaller, lighter prey, which might include unarmored dwarves and elves. This requires a successful attack and saving dice, although the real danger is in their nest, where 1d6 hatchlings will tear them to pieces (treat as 1st level). Pterodactyls are common in prehistoric settings and might be related to dragons.

RAMS are mountain goats. They inhabit rocky hillsides, sometimes close to dungeon entrances. If threatened or provoked, rams will attack with a charging head-butt (adding +1 to their first attack) that requires saving dice to avoid being knocked down for 1 round. Obviously, this can have fatal consequences in mountain environments unless precautions are taken. Rams have a warm fleece highly prized by furriers and the like.

While ROBOTS may seem a strange choice in a fantasy setting, most will be primitive constructs with clockwork-style gears. These are normally animated using magic or machinery, etc. Such AUTOMATONS are treated as golems, attacking as ogres (+1) and needing maintenance and repair. Extraterrestrial outsiders have sophisticated ANDROIDS. These include maintenance droids having complex repair protocols, healing 1 hit point per round. These fight with blasters and/or specially mounted laser weapons.

SABER-TOOTH CATS (smilodons) are powerfully built lions with a pair of exaggerated canines. They are common in ice age settings, but might also be found in arctic or tundra environments. Smilodons are solitary hunters, adding an additional +1 to their first attack and using their teeth to deadly effect. After a successful strike, the target must roll saving dice or be pinned and held prone, bleeding out as if drowning until freed. Saber-tooth hides are highly prized and fetch a good price.

The SAURIANS are humanoid reptiles. For instance, lizard men, etc. They inhabit fens or swamps, although some colonize dungeons, but only when a water source is present. While not necessarily evil, saurians are willing to eat human flesh if need demands. They fight with a bite and two claws, although some may also use primitive (bone or stone) weaponry instead. Lizard man culture is organized around nesting sites of 50-100 ruled by a hereditary king and a council of priestly queens (3rd level druids).

SPHINXES have the body of a winged cat and the head of a young, but evil tempered, woman. They linger at crossroads and, being fond of riddles, sometimes challenge travelers in return for safe passage. Failure to answer a verse properly (as determined by the referee) results in death, as sphinxes attack with a bite and two claws. Their males (called androsphinxes) are rarely encountered, perhaps because they are much less wicked, although very proud and dangerous when challenged. Both sexes fly at half speed.

The bizarre STRANGLEBONES appears as a jumbled mass of bones (human or otherwise) of the sort commonly found in dungeon environments. These radiate no magic until the characters pass a certain point, after which the bones supernaturally organize into a deadly heap that attacks the party, engulfing them in a grinding mass. Stranglebones can attack up to 3 targets at once, stripping both armor and flesh as it does so. Being undead, they are subject to clerical turning in the usual way.

SUCCUBAE are a female demon subtype. Like all demons, they are immune to fire and get spells and spell points by level. Furthermore, they can perform the equivalent of a Mask spell of unlimited duration, making themselves appear fair or foul as their evil purpose dictates. Succubae are only hit by magic weapons or spells. They delight in the corruption of the lawful, men in particular, and may be responsible for spawning incubi.

Mighty among the giants, TITANS stand 24' tall. Being semi-divine, they regenerate as demigods, get spells and spell points by level, and may control the weather (much like a hag) up to 3 times per game day. An ancient and highly advanced culture, titans can fashion a wide variety of magical armor and/or weaponry, although this is too big for characters to actually use. They live in the ethereal realm in city states of 500-1,000 ruled by a king or queen of exceptional age and experience.

TYRANNOSAURS are always the apex predator in prehistoric settings. They appear as bipedal reptiles (terrible lizards) with powerful jaws and sharp teeth used for speedily devouring their prey. Ambush hunters, they charge at double speed (60'). A successful attack requires saving dice to avoid being violently thrashed in their jaws (treat this as drowning). Tyrannosaurus rex hides are highly sought for their great toughness.

The WENDIGO is a cannibalistic monster living in the wilderness. It looks like an emaciated old man (rarely, a woman) perhaps using this to gain the party's trust. This is just an illusion, as the wendigo is quite powerful and starving for human flesh. Supernaturally tough, they get the strength ability and attack as a large enemy, adding +1 to damage scored. They fight with a bite and two claws, and it is said that anyone resorting to cannibalism is doomed to become a wendigo, per the referee.

WILL-O-WISPS appear as balls of light (faerie lights) dancing across the gloomy moors or deep underground in dungeons, etc. Those who see them must roll saving dice or become enthralled, following them to their doom into whatever traps the referee has set for them (this can be a pit of spikes or even the lair of some monster). Only a single target may be enthralled; normally, the lowest level character to fail their saving dice. Will-o-wisps may also attack (assume melee range) with a chilling, deathly touch.

Most WOSES live in primordial forests, taking great pains to avoid human contact, although they are not a wicked race. Secretive folk, they are covered in a green fur that allows them to blend perfectly with their natural surroundings. If motionless, they can only be detected 1 in 1d6 of the time, even when others are actively searching. Woses stand 4-5' tall and, being closely related to plants, regenerate 1 hit per turn in direct sunlight. They live in tribes of 50-100 led by an elder council.

WYRE-FOLK are not true lycanthropes, but voluntary shape-shifters. As members of a human subspecies, they live secretly and frequently form special communities in the forests or wilderness. Wyre-folk are fully affected by non-magical and/or silver weaponry and do not regenerate. However, they have full control of their shape-shifting powers:

WYRE-BEARS shun human company, preferring instead life in the wilderness, although they might still be helpful to mortals in need.

WYRE-CATS can be lions, etc. They are solitary hunters with no qualms about living among (and sometimes preying upon) humanity.

WYRE-WOLVES live in large family groups (the pack) with a mated pair at the head of each. They are faithful and deadly when threatened.

For game purposes, wyre-folk are assigned a true class and may be of any level, with most being 3-5th. Transformation is otherwise treated like a Form spell of unlimited duration and effect.

The YETI are ape-men who live in cold mountain environments. They are solitary unless mating and hostile towards men. Yeti hides are highly prized for their warmth and, being white, make them harder to see against snow covered slopes, with but a 1 in 1d6 chance of detection. The SASQUATCH is a gentler lowland cousin. Both kinds are treated as having the strength ability and attack with a bite and two claws unless primitive weaponry is used.



V. TREASURE RULES

This section adds new currencies (coinage) and magic items to the game. Where applicable, tables are expanded to integrate new items.

COINAGE

Some players (and many referees) like the idea of finding glittering piles of coins, especially in the lair of some ancient dragon, etc. To create the impression of unbelievable wealth, the referee can introduce new denominations of currency in the form of copper and silver:

COINAGE	VALUE
Copper pieces (CP)	10 CP = 1 SP
Silver pieces (SP)	10 SP = 1 GP

The referee simply rolls for treasure as usual and converts to the desired currency, so 10 GP becomes 100 SP or 1,000 CP, etc. For game purposes, maximum encumbrance is now 1,000 coins of any denomination, so porters and the like remain tremendously important.

Alternately, hoards may contain luxury items of equal value:

1d6	ITEM	NOTES
1	Ebony	decorative items (artwork)*
2	Incense/oils	includes dyes or spices
3	Ivory	as ebony, above (decorative art)*
4	Textiles	bolts of cloth or silk
5	Silverware	may be goblets, plates, etc.#
6	Various (mixed)	usually indicates stolen goods

*May be ceremonial or religious in nature

#Roll 1d6 for type (1-2 brass, 3-4 copper, 5-6 silver)

Note that luxury items may be large and/or difficult to transport without recourse to pack mules, etc. Such items make up a percentage of total treasure value as per the jewelry tables (normally, 30-50%).

Of course, many things are valuable (and well-worth fighting for), and the referee is encouraged to offer creative treasures, like giant rubies for eyes in the altar of some demon god, etc. Once again, since treasure is worth experience points, the referee should award it carefully, but in sufficient amounts to be useful (not to mention worth the risk). The given treasure types combined with the use of other coin should balance the thrill of finding incredible riches with the need to manage character advancement.

MAGIC ITEM TABLES

I. ARMOR

The following special armors can be used in place of plate mail +6, as per the basic rulebook. Each is valued at 5,000 GP.

The AEGIS functions much like an ordinary shield (+1), except that once per game day, the bearer can absorb full damage from any frontal attack, including that from spells or special attacks.

CHAMPION MAIL can be leather (1-3 in 1d6), chainmail (4-5 in 1d6) or plate mail (6 in 1d6). These function as the normal sort, but grant special protection against mortal wounds. Should the wearer take enough damage to die in combat, they revert to 1d6+1 hits and stay alive, although the armor subsequently loses its power unless re-enchanted by a magician at full cost per the basic rulebook. This requires 1 month.

Magical HELMETS add +1 to the wearer's total hits and saving dice against attempted subdual. For game purposes, ordinary (non-magical) helmets might be part of any normal set, but lack comparable benefits.

II. MIXED MAGIC

A result of 12 on Table IV requires a roll on Table V, below. Items useable by monks (Cm) or savants (Ms) are shown:

MIXED MAGIC V*			MIXED MAGIC VI*		
2d6		VALUE	2d6		VALUE
2	Alchemy beads	2,500	2	Magic beans	2,000
3	Circlet of mind (Ms)	4,000	3	Monster compass	1,500
4	Cloak of leeches	3,500	4	Portable fire	3,000
5	Demon wand (M)	1,000	5	Robe of eyes	4,500
6	Figurine	3,000	6	Smoke stone (T)	1,000
7	Ghost sandals	2,500	7	Specularii	3,500
8	Gloves of sorcery	5,000	8	Spell bottle (M)	4,000
9	Hide of Leviathan	2,000	9	Stone of safe recall	3,000
10	Jade idol	1,500	10	Winged shoes	2,500
11	Ki bracers (Cm)	3,000	11	Witches' broom (M)	3,000
12	Roll on Mixed Magic VI	--	12	Choose from any table	--

*Except where noted, mixed magic can be used by any character

For game purposes, monks can use prayer beads for personal (self) healing only, but never scrolls or scripture, etc. Scrolls cannot be read by savants.

Special ALCHEMICAL BEADS come in small pouches containing 1d6. These pellets can be swallowed whole (being roughly pea-sized) or dissolved in drink, although this takes an additional round. Each bead reproduces a potion determined by the referee and/or by rolling on the appropriate table. Most pouches contain at least 2 potions.

CIRCLET OF MIND appear much as a circlet of power, but with different effects, being specially crafted for savants. Like the other variety, these are worn on the brow (1-4 in 1d6) or the arm (5-6 in 1d6), adding +1 to all saving dice when attempting any psychic functions, like Lift or Send. Some also operate as a crystal ball, but once per game day. These are limited to those worn on the brow and are exceptionally rare (1 in 1d6).

The CLOAK OF LEECHES is decorated with healing symbols recognizable to anyone knowing the Cure or Heal spells. Simply wearing one confers immunity to disease or poison from any 1st level source and adds +1 to saving dice against all others, like basilisks or bottled poisons. It cannot be worn over chain or plate mail armors.

DEMON WANDS allow the bearer (usually, an infernal servant) to call and command a guardian demon 1-3 times per game day as determined by the referee or the status of the possessor. Like grimoires, only chaotic magicians can make use of these, and there is a 1-2 in 1d6 chance of a demon lord appearing and demanding the character's service!

Enchanted FIGURINES fit in the palm, but are usually carried on the person, where they confer benefits per the following:

1d6	MATERIAL	TYPE	EFFECT*
1	Amber	owl	see in total darkness out to 60'
2	Bone	troll	perform feats of strength
3	Ebony	ape	climb at full speed (even armored)
4	Ivory	elephant	recall forgotten/lost knowledge
5	Marble	lion	influence/persuade others by speech
6	Onyx	grizzly	withstand pain from fire, etc.

*Magical benefits normally last 1 turn per game day

Where applicable, no dice are needed. Some (1 in 1d6) bone figurines will become an actual troll (full hit points) when commanded and fight for the user for 1 turn or until killed. The latter destroys the item.

GHOST SANDALS have the unique quality of never leaving tracks, even in dusty and/or sandy environments. Thieves and those with the dexterity ability add +1 to dice for stealth, although not if wearing metal armor, etc.

Well-crafted GLOVES OF SORCERY allow the wearer to cast a single spell, although duration and/or effect is limited to 1st level. Channeling such power is very difficult, so the user (except elves and magicians) suffers 1 hit whenever this is done. Available spells are limited to any magic involving the destruction of objects or enemies:

1d6	SPELL	RESTRICTIONS
1-2	Bolt*	drains 2 hits from the user#
3-4	Ruin	maximum effect 2 rounds
5-6	Stun	requires physical contact to work

*Roll 1d6: 1-2 (Fire) 3-4 (Force), 5-6 (Ice)

#Walls of ice or freezing effects drain 3 hits

Magical gloves may only be used once per game day, and some (1-2 in 1d6) may be gauntlets (chain or plate) instead.

HIDES OF LEVIATHAN appear as unremarkable clothing of the sort usually worn by peasants. Despite their shoddy appearance, these garments are virtually indestructible, absorbing non-magical damage to a maximum of 10 hits per game day. They cannot be worn with armor.

The JADE IDOL is usually larger than a figurine, but small enough to be carried in a backpack, etc. This might take the form of an eastern deity that offers the promise of riches to those who have faith. Any character in possession of one will acquire an additional 2d6 GP at the end of any adventure where monetary treasure is found, although this must never count towards experience points. A most beneficial item.

A few (1 in 1d6) are CURSED. When found, the referee will secretly roll saving dice for the first character to handle it. Failure means they refuse to part with it despite the fact that it grants no treasure and counts against encumbrance, even to the point of violence. The curse is lifted by a clerical blessing (scripture) or a Null spell from a 9th level wizard.

KI BRACERS are designed exclusively for those who know the martial arts, meaning monks unless the referee says otherwise. These add +1 to all dice for attack, block, or dodge, assuming the latter is allowed.

Brightly colored MAGIC BEANS are found in groups of 1d6. When sewn into soft earth, they grow roughly 10' per round with no limit to their size, although most only reach 50' if planted underground. The resulting beanstalk may be climbed; however, characters might easily be crushed (1d6 hits per combat round) if left to grow in a small (10' x 10') area. Planted outdoors, some beanstalks grow to great heights, perhaps reaching into the clouds!

MONSTER (OR FOE) COMPASSES appear as a small, pointed magnet hung on a string or strip of leather. When allowed to hang freely, this will spin wildly for 1 round and then point in the direction of the most powerful enemies anywhere within 120'. Undead are not detectable, even the intelligent kind, like vampires, as these have no life force.

The PORTABLE FIRE is a burnished stone the size of a fist. When this is blown upon for 1 round, it glows brightly and produces light and heat equivalent to a normal campfire (assume a 20' radius). They are otherwise cool to the touch and deliver no damage.

ROBES OF EYES are embroidered with many eye-shaped patterns. Simply wearing one grants sight in all directions at once, making surprise impossible and adding +1 to party initiative when the hood is drawn, although this is disquieting and may only be tried 1 turn in every 6.

Some SMOKE STONES could pass for coal. When thrown to the ground, they produce a noxious smoke that blinds and chokes any targets within a 10' radius for 1d6+1 rounds. They are otherwise treated like sneezing powder with similar powers and restrictions. Spent stones are useless, being burnt out, although their residue is still valued by alchemists (5-10 GP each). They are normally found in small sacks containing 1d6.

SPECULARII are magic mirrors. Characters gazing into one for a full turn have a 1 in 1d6 chance of seeing some future event as determined by the referee, although this can only be tried once per game day. A negative result has an additional 1 in 1d6 chance of summoning one or more grines from an alternate world, per the enemy rules.

Most SPELL BOTTLES are crystalline vials. Any spell cast at the holder requires saving dice. If successful, the spell is trapped in the bottle, having no effect on the character. Any spell so captured can be subsequently released, although these will only function at 1st level. Spell bottles can only hold 1 spell and must be empty to perform.

STONES OF SAFE RECALL fit easily in the owner's palm. When the command word (found somewhere on its surface) is spoken aloud, the bearer (and all personal equipment) is teleported to any known location within 1 mile. This is stressful on the body and inflicts 1d6 damage to the character, although the transfer is otherwise flawless and quick.

The fabled WINGED SHOES allow the wearer to attain highly maneuverable flight (30' per round with ascent/descent at full speed). Metal armor or shield cannot be worn, including dwarven chainmail, and even leather reduces effective speed to 10'. Optionally, magical armor imposes no such penalty.

WITCHES' BROOMS may appear as the normal sort, although their true nature becomes obvious when seen in action. By uttering the command word (found somewhere on the handle) the user flies 50' per round, ascending and descending at half speed. Many hags will possess one.

III. POTIONS

Any result of 12 on Table II requires a roll on Table III, below. Otherwise, the referee can make substitutions:

POTIONS III		
2d6		VALUE
2	Acclimation	100
3	Appeal	200
4	Fortitude	150
5	Insight	300
6	Nimbleness	250
7	Oil of keening	400
8	Reaction	350
9	Restoration	500
10	Undoing	450
11	Witches' brew	100
12	Choose or roll again	--

Potions of ACCLIMATION render the drinker impervious to the effects of extreme heat or cold. This does not include elemental attacks, like fire or ice magic, etc. The effect lasts 1 game day.

APPEAL draughts make the imbiber more charismatic. They will even appear more physically attractive to others, although this is never enough to completely eradicate existing hostilities. If the drinker already has charisma, they add +1 to dice for related actions as determined by the referee. The maximum duration is 6 turns, subject to events.

Using a FORTITUDE mixture improves fighting ability for 1 turn (10 combat rounds), adding +1 to all dice and treating any successful attack as being critical when using combat moves, like smash or thrust. The referee can allow this to grant a 9th level Ward as well.

INSIGHT elixirs grant the wisdom ability for 6 full turns. Those already possessing this add +1 to all related dice and may ask the referee a single yes or no question. This negates any remaining effect.

Potions of NIMBLENESS grant the dexterity ability for 6 turns (highly sought among thieves). Those already having dexterity add +1 to related dice.



The prized OIL OF KEENING can be rubbed onto a single, preferably edged, weapon, adding +1 to all attacks made with it for 1 turn (10 rounds). Note that oiling a weapon takes 1 full round to complete.

REACTION mixtures heighten the drinker's reflexes, allowing them act first each round, even when the party loses initiative and/or the conditions of battle change. The maximum duration is 1 game day, although drinking another potion immediately negates the effect.

RESTORATION potions restore all lost hit, faith, and/or spell points on a single character. Diseases must still be cured separately; however, slow-acting poisons are neutralized, making these highly sought.

Potions of UNDOING function as a Null spell on the imbiber.

WITCHES' BREW is a noxious, smoking mixture that is extremely difficult to choke down. Anyone using it takes an animal form per the following, determined by rolling 1d6: 1-2 (bat), 3-4 (mouse), 5-6 (toad). While drinking this may benefit the user, it can be slipped into another's drink and the taste thereby masked, causing them to change involuntarily. The effect lasts until reversed by another potion or a Null is cast.

IV. RINGS

The Rings table in the basic rulebook is now designated Rings I, and a result of 11-12 refers to Rings II, below:

			RINGS II		
2d6		VALUE	2d6		VALUE
2	Ability	4,500	7	Piety (C)	3,500
3	Doom	5,000	8	Provender	2,000
4	Hou'dni	3,500	9	Vampire	4,500
5	Luck	4,000	10	Weather control (M)	5,000
6	Moon stone	2,500	11-12	Choose or roll again	--

Characters may only have a single ring-based effect in use at any given time.

Most rings of ABILITY allow the wearer to absorb attributes from enemies slain in battle. The ring is activated at the start of combat, and the character must strike the killing blow, although this only applies to humanoid targets possessing an ability score. Being magical, the wearer immediately knows which attribute they have acquired.

The effect lasts a full game day, but is immediately reversed if the ring is used again or the character is subject to any similar magical effect, like potions of strength, etc. If the user already possesses the ability in question, they add +1 to all related dice.

Some few (1-2 in 1d6) allow the wearer to absorb special abilities, like a cockatrice's power of flesh to stone. The captured ability may be used once in the next 6 turns, with applicable range and/or effect.

DOOM rings grant the following (each counts as a separate use):

Perform the equivalent of a Bane spell within 30'.

Function as a voodoo doll, in which case the wearer suffers additional damage when the ring is first activated.

Create total darkness as per a 9th level (reversed) Glow spell.

For game purposes, all but the first are limited to those of chaotic or neutral bent unless used for a justifiably good cause.

The ring of HOUD'NI is named after a magician known for their ability to cleverly escape bondage. Each use produces the equivalent of a Pass spell for purposes of avoiding mechanical traps. As this is powerful magic, the activation cost is greater for more dangerous types (+1 per additional die of damage), so a 2d6 trap would drain 2-3 hits from the user.

LUCK rings can only be used in situations involving high-stakes chance or risk in its many forms. The wearer blows on the ring, thereby initiating some fortunate event related to the situation at hand. For instance, an enemy stumbles just before dealing a killing blow, giving the character 1 round to escape or reposition themselves, etc.

A MOON STONE is lovely to behold, being a flawless white pearl set in a golden band. It may only be activated at night or, optionally, in total darkness underground if the referee permits. Each use grants night vision out to 30', although this may be negated by torchlight, etc. This penetrates magical darkness and offers a chance (1-2 in 1d6) of sensing invisible foes if of a lower level than the wearer. The effect lasts until sunrise.

PIETY RINGS are a sign of divine approval, and they should only be made available to the truly deserving. These otherwise operate like a ring of spell casting, using hits to work miracles, as channeling such power is very fatiguing on the character. Instead of becoming a wraith, those clerics who overuse these will die, becoming martyrs.

The ring of PROVENDER sustains the wearer, letting them go without food, water, and even sleep with no penalties for up to 1 game day. Each consecutive day of use adds +1 to hits drained until, eventually, the user becomes a tortured wraith, ravenous, but never truly full. These shades are usually beyond saving by any known means.

VAMPIRE rings operate much like an ability ring, and subject to similar conditions, although any living target will be affected. Once the killing blow is finally struck, the wearer regains lost hits equal to those held by whatever enemy was slain. This may only be used once per game day, with overuse causing the character to become a vampiric wraith that will secretly prey upon their former friends unless detected.

Most rare, rings of WEATHER CONTROL enable the user to alter weather patterns within a 1-mile radius. Obviously, this is incredibly draining on the character, who is stripped of power for a full week, so no adventuring activities are possible, excepting the use of other magic items. Activation cost varies per the following:

PHENOMENON	COST (HITS)	NOTES
Increase/decrease clouds	base*	covers 1-mile radius
Lightning bolt	+1	single target within 60'
Hail/rain/sleet/snow#	+2	enemy movement 10'
Wind gust (hurricane force)#	+3	movement becomes impossible

*Per the basic rules, roll 1d6: 1-4 (1 hit), 5-6 (2 hits)

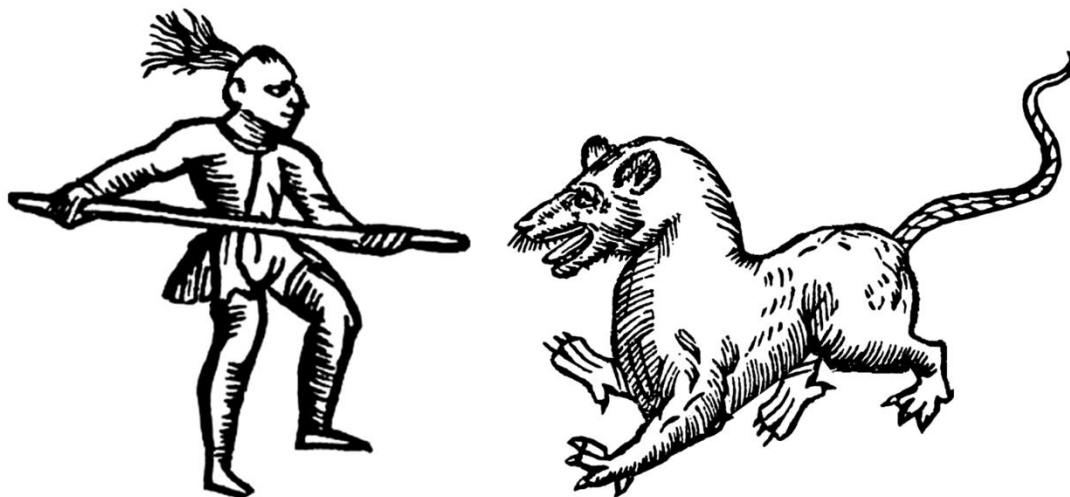
#Such weather effects are limited to the user's line of sight

Per the above, a magician would lose 2-3 hits calling down lightning and suffer 4-5 when summoning hurricane force winds. For game purposes, duration is limited to 1 round per user level.

V. SCROLLS

Any result of 11-12 on the scrolls table can now be replaced with one of the following clerical scrolls, each valued at 1,000 GP:

Blessed scrolls of LESSER ATONEMENT can be read to resurrect a single fallen target, who loses 1 level regardless of the body's condition at death.



MONK WITH A TIGER STAFF IN COMBAT



WITCHES (HAGS) USING A RING OF WEATHER CONTROL

MAJOR ATONEMENT scrolls resurrect with no loss of level, although the target is much weakened and cannot function beyond simple walking and talking for a full week (normally, 7 game days).

Clerical scrolls of SANCTUARY will protect the reader (and companions within 30') against any hostile environment for 6 full turns, allowing them to survive in a complete vacuum or underwater, etc.

VI. STAVES

The Staves table in the basic rulebook is now designated Staves I, and a result of 11-12 refers to Staves II, below:

STAVES II		
2d6		VALUE
2	Astral (Ms)	2,000
3	Force (M)	4,500
4	Icy death (M)	5,000
5	Juju (M)	3,000
6	Miracles (C)	4,000
7	Seer (M)	2,000
8	Shattering (M)	3,500
9	Tiger (Cm)	2,000
10	Withering (M)	4,500
11-12	Choose or roll again	--

The ASTRAL staff channels a savant's psychic potential, allowing them to perform the equivalent of a 9th level Force Bolt (telekinetic) at no cost to the user, drawing as it does from the staff. Note that these are recharged psionically by any 9th level savant through mental concentration, with each use taking 1 day to recover.

FORCE staves deliver a 9th level Force Bolt.

Staves of ICY DEATH produce a variety of effects, with cost per use based on the power so employed as follows:

EFFECT	COST (USES)	NOTES
Bolt (ice)	1	--
Freeze	2	--
Wall of ice	3	assume 5' thick, 10 x 30'

For game purposes, assume this operates much like a 9th level Ice Bolt, although the referee might allow different and/or extended effects at a higher cost as befits the circumstances. These can be challenging to use.

JUJU staves are a tribal (voodoo) fetish found mainly in tropical and/or primitive settings. Each use raises up a single zombie from available remains, much like a necromancer, although these may only be commanded by a true practitioner, like a voodoo priest, etc. Recharging this requires a 9th level character initiated into the necromantic arts.

The holy staff of MIRACLES performs a variety of feats for clerics of a lawful bent, although they must be in good standing and supporting a proper objective as decided by the referee:

MIRACLE	COST (USES)	NOTES
Become a snake	3	assume a 3 HP viper*
Create food	1	mana from heaven
Produce fresh water	2	by tapping on a rock, etc.

*These are 3' long and remain 1 turn per cleric level

Food and water produced will be enough to sustain a party of 10 for 1 game day, but cannot be stockpiled for later use and does not count against encumbrance. Snakes attack and/or move at the user's command. If slain, they revert to staves with no loss in power. The referee may permit a chaotic variation, although much harder to find (1-2 in 1d6).

SEER staves allow the user to interview the spirits (or referee) with cost based on the nature of the question asked. Given the shyness of spirits, these are only usable once per day unless the referee says otherwise, perhaps for charismatic or wise characters:

QUESTION	COST (USES)	NOTES
Simple	1	true/false (or yes/no) queries
Comprehensive	2	requests for specific information

Detailed questions are limited to a single person, place, thing, or event, but must never replace player initiative.

The powerful staff of SHATTERING can be struck against any non-magical surface (10' x 10' and 5' thick) causing it to disintegrate. This can effectively blast doors and topple structures when struck in the right place. The magician cannot shatter living tissue, but the referee may allow a stunning attack, per the spell. This requires double uses.

TIGER staves are quarterstaves. They are otherwise treated as a staff of striking, although only useable by monks and becoming a +1 weapon when drained of uses. These can be recharged by any 9th level monk meditating into the weapon at a rate of 1 use per full day of rest and contemplation.

A staff of WITHERING generates the equivalent of a 9th level Load spell, causing weakness on a single opponent, with consequences per the revised magic rules and others as determined by the referee.

V. WANDS

The Wands table in the basic rulebook is now designated Wands I, and a result of 12 refers to Wands II, below:

WANDS II		
2d6		VALUE
2	Beguilement (M)	3,000
3	Dazzling (M)	1,500
4	Fireballs (M)	5,000
5	Growth (M)	3,000
6	Holding (E/M)	4,000
7	Leeching (M)	2,000
8	Pacification (E)	1,000
9	Purity (E/M)	3,000
10	Transmutation (M)	5,000
11	Winking (E/M)	3,000
12	Choose or roll again	--

Wands of BEGUILEMENT only affect targets of sub-human intelligence, producing the equivalent of a 9th level Calm against the various humanoids and lesser giants, but not the clever hagfyr.

DAZZLING wands magically blind a single target within 30' for 1d6 rounds, causing them to attack at -3 and move 10' per round. Enemy targets are entitled to saving dice. If successful, duration is reduced to a single round of combat. Obviously, only sighted creatures are thus affected. This excludes undead foes who navigate through wicked magic.

The mighty wand of FIREBALLS throws the equivalent of a 9th level Fire Bolt, subject to the normal restrictions.

GROWTH wands work a 9th level Grow spell per the rules.

Wands of HOLDING immobilize a single enemy up to 9th level for 1d6 rounds, although any hostile action negates the effect. The referee might allow higher-level opponents to roll saving dice made at +1. If successful, they are unaffected. Maximum effective range is 10'.

LEECHING wands perform a Cure spell on a single target, who must be touched by the wand for this to work. Some (1-3 in 1d6) are useable by elves.

The elven wand of PACIFICATION casts a 9th level Calm spell of double duration and effect, acting in a 120' radius around the user. Only non-player elves will ever know how to make these.

PURITY wands magically cleanse 5 gallons of filthy and/or stagnant water, making it safe to drink. The wand might also be used to redeem old or spoiled food for 5 persons at double cost.

Highly sought, wands of TRANSMUTATION can turn lead (and, possibly, other base metals) into gold valued at $3d6 \times 10$ GP. Note that treasure so acquired is never worth any experience points, but can be spent!

WINKING WANDS cast a 9th level Wink.

For game purposes, any staff or wand not linked to a particular spell may only be recharged by a non-player type unless stated otherwise.

ENCHANTING NEW ITEMS

Wizards and above might be allowed to enchant staves and/or wands not otherwise offered here. While this is left to the referee, it should always be prohibitively expensive to perform (twice normal time and money). By and large, most items are made by non-player types.

VI. WEAPONS

Any roll of 12 on the main (master) weapons table merits one of the following special weapons (5,000 GP or per the referee):

All EVERFULL QUIVERS are elven work beyond magicians to create, each producing an endless supply of non-magical arrows such that any archer using one might be permitted 2 attacks per combat round provided enemy targets remain outside of 30' and conditions otherwise permit.

SMOLDER STONES are fashioned by fire giants, but the secret to their manufacture can be learned by others if the referee permits. When fired from any sling, these will explode for 1d6 damage against a single target and possibly ignite adjacent combustibles if dry conditions are present. Assume that 1-2 smolder stones are found.

The WEAPON OF MANY ARMS will appear as a knotted staff or rusty sword until identified, after which it may be commanded to transform into any weapon once per combat round, subject to class and/or circumstances, noting that available space may also be a factor. The item counts as magical for attack purposes, but will never grant bonuses, like a long sword +1, etc.

VI. CAMPAIGN RULES

Traditionally, most campaigns begin with low-level parties exploring the dungeons. This affords players many choices and helps keep the action relatively well-contained. It also becomes easier to balance enemies and traps against the size and/or strength of a party.

Once higher levels are finally attained, characters are better equipped to involve themselves in the world, or so the thinking goes. Of course, there is no reason this cannot happen sooner.

That said, dungeons can still be relevant. They are by no means just for beginning characters and remain among the most challenging (and deadly) places to be explored. That said, better dungeons include:

A reason for being, whatever that may be.

Some connection to the larger campaign setting. For instance, as a staging point for humanoid raids, etc. This should provide some reason for going there in the first place, as players appreciate a good story.

Political divisions and various rival factions, like warring orc tribes, where the characters may have to take sides and form alliances, etc. This makes role-playing especially important.

THE SURFACE WORLD

Character reputation grows with level, and a powerful-looking party will always draw the attention of local lords, especially when they return from the dungeons piled high with loot. Such parties may be spied upon, even by benevolent rulers, although prudent lords will simply impose a 10% tax on treasure won, with lawfuls obligated to comply!

STRONGHOLDS

Monks and savants might also build strongholds, per the basic rules, attracting followers (disciples) as indicated:

CLASS	COST	TYPE	FOLLOWERS
Monk	750 GP	temple	15 acolytes (monks)
Savant	1,000 GP	sanctorum	10 archers, 10 footmen

Temples (dojos) are centers of meditation and worship. As such, monks are fanatically loyal. Psychic abilities are innate and cannot be learned, however, savants will attract fighters who support their master's just cause.

REVENUES

Temples and sanctorum collect taxes and tithes as follows:

STRONGHOLD REVENUE		NOTES
Temple	--	aura of tranquility (save or depart)
Sanctorum	5 GP	divine any hostile thoughts within 1 mile*

*Includes the intentions, but not location, of all enemies

Sworn to simplicity, monkish temples create no surplus. However, they are guarded by an AURA OF TRANQUILITY that makes hostile invaders roll saving dice or lay down their arms and go in peace.

LORDS AND LANDS

As characters build fortresses, they will undoubtedly bring some adventures onto themselves, political or otherwise.

Political INTRIGUES include ASSASSINATION attempts or mutiny among the character's own followers. Note that the latter is rare when the player makes an effort to be fair and rule wisely. NATURAL DISASTERS, including earthquakes, famine, or damaging floods can drain support among the common people and quickly empty the realm's treasury!

THE GODS THEMSELVES

High-level characters may encounter the manifestation of a god, either as allies (especially for clerics) or enemies. Although listed as potential opponents, they are all-powerful and never meant to be engaged. Their ability to cast 1 spell per round, coupled with greater hit points, is enough to discourage all but the very foolish. That said, deities will never provoke powerful characters except through mortal agencies.

If foolishly confronted, the deity might simply disappear (being divine empowers them to do so at will). Otherwise, they can reveal their full glory and strike the party helpless in rapture or mute horror, as gods are terrifying to behold, even when kind and beneficent. It should be noted, however, that divine beings are always somewhat aloof to mortals in a way that only elves come close to understanding.

On a final note, the gods are all-knowing and never fooled by manipulation, although some may respond to the right kind of flattery! This superior knowledge is not shared by their earthly servants, however, who can be tricked by the clever, often resulting in new (very dangerous) rivalries.



GODS OF DEATH, MAGIC, AND WAR



STRONGHOLD UNDER ATTACK BY ENEMIES



The referee might require players to clear an area of enemies before establishing a stronghold. This can be done by designating specific challenges in advance or by letting the character(s) investigate the surrounding wilderness and deal with any random encounters that occur. Note that the latter may require location-specific tables.

CLEARING LANDS

Strongholds require the following be cleared for use:

STRONGHOLD	TOTAL AREA	NOTES
Church*	1/2 mile	--
Mine	--	clear 10-15 underground areas
Sanctuary	1 mile	--
Castle	1 mile	radius around castle
Tower#	1/2 mile	--
Thieves' den	--	inner-city; no clearing required!

*Also, a monk's temple, where applicable

#Includes the savant's sanctorum and living quarters, etc.

For simplicity, 1 mile encompasses 20 squares on the wilderness map, each taking a full day to interrogate, longer if things go badly. For game purposes, assume a 1-2 in 1d6 chance per square covered of a random encounter on the wilderness tables. Once again, the referee is encouraged to devise custom tables as befits the terrain in question.

As dwarves settle mines, the referee should design a dungeon adventure, typically, a cave complex stocked with enemies to fight (consistency is better served when this is prepared in advance).

Thieves do not have to clear lands as such, but should need to muscle out competition and (most likely) bribe local officials, the latter being part of the original building price. Nonetheless, seizing territory should be difficult work involving gang warfare or challenging heists, etc. As the thief is revealed for what they truly are, lawful types may balk at getting involved, although they might still get caught up in the ensuing action!

For game purposes, there will be a 1 in 1d6 chance per game day travelled of getting lost, modified as follows:

CONDITIONS	MODIFIER
Heavy brush/covering*	-2
No map available#	-1
Poor weather/sun obscured	-1

*All dice for initiative rolled at -2

#Guides ensure the party never gets lost

Dislocation can be determined by rolling 1d6: 1-2 (left of path), 3-4 (right of path), and 5-6 (backtrack/reverse move) as so indicated.

The referee simply applies the appropriate modifiers and rolls 1d6, with a result of 1 indicting a lost party. Of course, the referee can simply designate specific locations where this may happen.

HOLDING TERRITORY

Winning land is only part of the story, and powerful characters must work tirelessly to keep it. Once per character (per game week), the referee can roll on the following table to determine major events:

3d6	EVENT	NOTES
3	Curse	details are left to the referee
4	Earthquake*	cave-in for dwarven mines
5	Famine	lasts 1d6 weeks, stokes unrest
6	Fire*	requires 1d6 days to quell
7	Invasion	enemy monsters or political foes
8	Plague	assume 2d6 followers diseased
9	Rebellion#	sedition among henchmen
10	Squatters	may be refugees fleeing war
11	War	usually between nearby kingdoms
12-18	None of interest	--

*Assume these cause 3d6 x 100 GP in structural damage

#Normally, there will be some reason, like poor treatment, etc.

Of course, the referee can simply choose or roll again when the results violate consistency. These tables are just a guide, and the referee can ignore them completely if their campaign emphasizes dungeon or otherworldly adventures. Even without lands, high-level characters will doubtless get involved in world events and/or political affairs, and this is true even when the party is otherwise engaged in more traditional pursuits.

OTHER WORLDS

Should the referee allow it, characters can visit other worlds. This may include alternate universes or the afterlife of whatever deities are worshipped in the campaign setting. The introduction of extraterrestrials can also spice things up and pave the way for new adventures, with the most challenging ones occurring far from home!

ADVANCED RULES

The following "advanced" rules are given here. In a booklet filled with additional rules and new content, these are provided to give the referee more ideas for their own campaign:

HILL DWARVES are now a playable class. Hardy folk, they add +1 to all saving dice, +2 against poison, being unconcerned with machines. Having left the mountains long ago, hill dwarves can no longer see in the dark or recognize unsafe conditions when underground. Their small size (3' tall) is an asset, however, allowing them to hide (even armored) if they find a quiet location and stay completely still, with a 1 in 1d6 chance of detection. Hill dwarves prefer simple food and creature comforts.

Savants can produce a potent TELEKINETIC BLAST that otherwise functions like a Force Bolt. This improves with level (+1 at 3rd, etc.), although it remains very difficult, draining 1 hit per point of damage inflicted (no saving dice) against an enemy target, even at very high levels. Alternately, this might represent a mental blast only useable against the living. Either way, the savant is drained for 1 game week.

It should be noted here that while the referee is free to add or change anything, they are just as free to alter nothing, as the basic rules (including this supplement) make a complete game in their own right!

