

Pits & Perils III:
Infernal Realms

Still More Rules for Role-Playing in a World of Medieval Fantasy

by
James & Robyn George



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Electronic Edition

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Always and forever, to my lovely
wife Robyn, who created some dark things lurking herein
and lined their hoards with fabulous magic
she made for that purpose, included here just for you!

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INTRODUCTION

The following is another supplement to the Pits & Perils game, providing additional rules for fantasy campaigns. Once again, it requires the original rulebook to fully utilize, but also the Fear! Fire! Foes! supplement when introducing its variant classes and new magic items, although everything here remains optional and subject to referee approval.

OLD-SCHOOL BASICS

This game is geared towards providing an essential old-school experience, noting that this is far more than just amateur production or a carbon copy of whatever people used to play:

First, characters were adventurers, even if they were also warriors or powerful magicians. Everyone had the same opportunity to make decisions and solve problems, regardless of their class.

Powers and abilities, although clearly important to a fantasy game, were secondary to the challenge of making sound decisions, and even powerful magic was only helpful if used properly.

The referee rewarded good strategy even as they punished poor choices and sloppy decision-making, and the finest always did so in a way that was reasonable and easily defended. This approach emphasized the people actually playing the game and put their choices first.

Most of the time, it was friends sitting around a table describing their exploits, much like the imaginative play of children, but with dice and rules to resolve the unexpected. Everything else was left to the players, who probably negotiated as much as they strategized, using all they had to survive the many challenges set before them.

THE CAMPAIGN AS DIALECT

A defining attribute of "old-school" is that each campaign is a game unto itself, even if the same rules are being used, such that the best of these are more like a regional dialect, still recognizable, but with its own accent and colloquialisms (much like a southern drawl). This is the intangible factor that makes old-school games unique. It captures the amateur origins of the hobby and underscores everything we know old-school to be.

This game offers little that others do not except, perhaps, a set of rules approximating the breadth of its inspirations while simultaneously staying out of the way and leaving more for the referee to do on their own.

Everything about Pits & Perils is written to provide this experience, and observant readers will notice this. For instance, the attack and damage rules are structured to allow even magicians to participate in combat, although fighters are still better. This overlap ensures that everyone has the same chance to contribute while preserving niche protection and forcing players to work together and compensate for any weaknesses.

BARONS OF BRAUNSTEIN

In the beginning, there were fewer games available and considerably more overlap between systems. This created an environment where individual referees were totally free to incorporate whatever they wished. For instance, the LUCK mechanic from Barons of Braunstein can be adapted for use in any fantasy campaign with very little effort:

Total hits (except from armor) is first converted to LUCK, a measure of general survivability. These can be spent during play in the following ways, although referees can add more:

First, LUCK can be spent to survive bodily harm, this being treated like ordinary hit points. This assumes that any given attack is potentially fatal unless skill and/or fate somehow intervenes.

Otherwise, 1 point of LUCK can be spent adding +1 to any die roll, noting that players can always roll first before deciding to use this.

Falling to zero LUCK is not necessarily fatal unless the character is subsequently injured. Furthermore, spent LUCK is recovered through rest or magic and miracles in the usual fashion.

Finally, armor and shield use the variant rules provided later in this supplement, noting that the referee is totally free to imagine something else, perhaps a house rule. This is the very essence of old-school play!



I. PLAYER RULES

This section introduces more new rules for referees wishing to grow their campaigns, adding variant classes and introducing special equipment designed to improve the party's chance of survival.

CLASS AND RACE

The following new rules apply:

CLERICS may now work the equivalent of a Null spell, but only against those effects from demons and/or devils, etc.

DWARVES can be the Hill or Mountain type:

HILL DWARVES stand 3' tall, being shorter than their cousins and not so greedy and violent. Like their mountain-dwelling kinfolk, they get +1 to all saving dice, +2 against disease or poison. Having long since abandoned the mountains of their race, they can no longer see in total darkness and/or detect old or unsafe construction. However, their small size allows them to hide, even heavily armored, with only a 1 in 1d6 chance of detection if they remain perfectly still and make no noise.

All others are MOUNTAIN DWARVES, per the basic rulebook, noting that both learn combat maneuvers in the regular fashion.

ELVEN FIGHTERS should be allowed the use of plate mail, owing to their strength and fighting skill. This is especially true if the referee decides to use the specialization rules for magicians.

MAGICIANS enjoy additional spells and savants acquire new abilities as well, described in the magic rules following this section.

THIEVES might be allowed to employ a wider variety of weapons, provided these are small and easily concealed:

WEAPON	NOTES
Club, nightstick*	small and lightweight
Dagger, knife, stiletto	can also be thrown
Dart (blown), sling#	bullets, darts, or stones

*Does not include hammers, maces, or staves

#Poisoned darts can be delivered using a blowgun

The referee might allow others, taking care to preserve game balance.

CLASS VARIANTS

The following variant fighter (barbarian) and thief (corsair) is included, expanding the total classes available, each having unique powers and special abilities as per the following:

CLASS	ARMOR	WEAPONS	SPECIAL ABILITIES
Barbarian	none	any	berserking, fighting ability
Corsair	leather	small blades*	stealth, sword-fighting prowess

*Includes daggers, one-handed swords, and thief weaponry

BARBARIANS are northern warriors. As such, they are fierce and wild, venturing south to raid and/or seek their fortunes while swelling the ranks of many a king's army. Despite their reputation as uncouth savages, they possess real cunning and use both strength and their wits. Barbarians cannot be lawful, although neutral types are honor bound to keep any sworn oath, mainly for superstitious reasons. They mistrust most magic, but grudgingly work with spell casters in a party setting.

Given their beliefs, barbarians shun the use of armor and shield, but can fight with any weapon and get the fighter's attack bonus. Furthermore, they begin the game knowing the berserk maneuver and always get this for the maximum duration by level, resisting all but magical attacks and adding +1 to damage scored. Being fearful of magic, barbarians may not use those items having visible spell effects. At 9th level (champion), they get 2 attacks per combat round like normal fighters.

CORSAIRS are privateers and pirates, although some will operate on land, acting as highwaymen, etc. Unlike thieves of the normal sort, they are more willing to show themselves and fight openly. Thus, corsairs make skilled swordsmen, using their talents to deadly effect and fighting ambidextrously in close combat with dangerous foes. While not always evil, corsairs are never lawful and usually live on the fringes of society.

Dashing rakes, corsairs are limited to leather armor (no shields), and are otherwise treated as thieves, having dexterity, but not improving with level, being a different sort of robber. Unlike ordinary thieves, they have no training in locks or traps, but may use one-handed swords and get the dodge and parry maneuvers when facing or evading enemies. Corsairs prefer to steal through coercion. At 9th level (robber baron), they get 2 attacks per combat round like the swashbucklers they are.

Note that even if combat moves are not part of a campaign, the above-listed maneuvers might still be used as special, class-specific abilities.



HILL DWARF



MOUNTAIN DWARF



VARIANT CLASSES: HUMAN FIGHTER (BARBARIAN) AND THIEF (CORSAIR)

EQUIPMENT

The following (optional) equipment may be useful as a campaign moves beyond simple dungeon raids to a wider context:

ARMOR	PROTECTION	COST	MOUNTS	NOTES	COST
Buckler	special	10	Boat#	--	30
EQUIPMENT	NOTES	COST	SERVICES	NOTES	COST
Component*	special	special	Fence	special	special

*Bat wings, crushed diamonds, and dragon's bone (or similar)

#These hold 6 fully laden characters and travel 20' per round

BUCKLERS are small shields worn on the arm that grant +1 to all blocking attempts, but no bonus hits or cover.

FENCES can be found in any large city, although 3d6 GP in bribes may be necessary to locate one. These buy stolen goods (half actual value), discretely liquidating such items and asking a 20-30% share based on the circumstances and/or urgency of dispensing with things quickly.

SPELL COMPONENTS

Material components include rare and unusual things, like bat's wing or powdered dragon's bone, all of them difficult and expensive to acquire, that can be used to increase a spell's power. The magician (elven or human) must buy each separately per the enhancement desired:

TYPE	COST	SPECIAL EFFECT
Physic	5 GP	increase radius and/or range by +10'
Ingredient	15 GP	add +1 damage to any Bolt spell
Element	10 GP	extend spell duration by +1 round/turn*

*Where applicable, does not apply to instant spells

No more than one such component can be used with any given spell, each providing a different benefit. For example, a 1st level magician could employ magical ingredients, casting a Lightning Bolt for +1 damage as if used by a higher-level character, although the component is spent and must be obtained anew at full price when returning to town.

Note that components can also be won as treasure from rival magicians, these being highly sought after and easily resold in the larger towns.

Given their rarity, spell components may not be available everywhere, although most cities have them. As previously stated, these make excellent rewards for magic-using characters.

STARTING EQUIPMENT

As a rule, starting characters have access to all equipment, although the referee can always rule otherwise. Thereafter, availability may vary greatly by location, making captured gear an important source of armor, mounts, and superior weaponry, etc. These might also be sold for profit, and the referee may assess availability per the following:

LOCATION	ARMOR	OTHER*	WEAPONRY
City	yes	yes	yes
Fortress	1-2 in 1d6	no	1-2 in 1d6
Town	1-3 in 1d6	yes	1-4 in 1d6
Village	no	1-4 in 1d6	no

*Includes mounts and all other equipment

Military fortresses have smiths, but may be reluctant to part with such provisions, including armor and weaponry vital to their missions, making these difficult to obtain. Where applicable, the referee may roll for the desired items, including spell components.

MAINTENANCE AND REPAIRS

Adventuring is hard on equipment, and the referee may require periodic repairs be made when back in civilization, with costs and consequences for not doing so provided on the maintenance table below:

ITEM	PENALTY
Armor*	no protection afforded
Tools	1-2 in 1d6 chance of breakage
Weaponry#	minimum damage delivered

*Includes magic armor (half protection)

#Magical weapons deal full damage, no bonus

Maintenance is 10% of any treasure taken, 5% for magicians, thieves, and anyone foregoing the use of armor. Those who die and/or, in the estimation of the referee, suffer significant damage, like from dragon's breath or falling from a great distance, will pay additional fees. For simplicity, normal repairs may only be required upon return to civilization, however long that may be, noting that the referee might impose penalties well before then.

To minimize referee burden, maintenance can be restricted to only those situations where gear is subject to extreme punishment, again, like dragon's breath and the like. Furthermore, found armor and/or weaponry may need maintenance and repair before being useable again, based on the item's age or circumstances, especially the long-forgotten.

SECONDARY SKILLS

Players might wish to know what their characters did prior to adventuring, rolling 2d6 (or choosing) as follows:

2d6	SKILL	NOTES
2	Beggar	avoid guards or thieves in the city*
3	Blacksmith	create simple tools at no cost
4	Bowyer	produce 1d6 arrows per game week
5	Carpenter	carry 1 additional (small) item
6	Farmer	anticipate coming weather (next day)
7	Fisherman	navigate by the sun and stars
8	Gambler	win 1d6 GP per game week in town#
9	Hunter	find/procure safe food and water
10	Merchant	appraise the value of various items
11	Performer	get free lodging by entertaining
12	Town crier	hear latest news/gossip when in town

*This is not the same as hiding or sneaking

#No experience points earned for money made this way

Beggars are street people, for all that might imply. They avoid unwanted attention by knowing where to be (or not to be) or by deftly presenting themselves as being one of the locals. Town criers are simply good listeners, but must return to civilization for new gossip.

Craftsmen, like blacksmiths and bowyers, must return to civilization to resupply at no extra cost, although they can make or repair items anywhere if conditions otherwise permit. The maximum value for any such items cannot exceed 5 GP, although the referee can make exceptions.

Additionally, characters may possess knowledge related to their secondary skills, like merchants knowing where trade goods originate. This will always require some roll of the dice, however.

There are no class or side restrictions. Beggars can become faithful priests and blacksmiths learn magic, and players must be free to work this out on their own, subject to input from the referee. Non-humans are culturally very different from men. Even so, they should enjoy similar options.

INHERITANCE

Slain characters might bequeath some of their possessions to a designated friend or relative, this being a replacement created by the player and given an inheritance to help them survive:

LEVEL*	MONEY	MAGIC ITEMS
1-3	25%	Full number (1st level) or any 2
4-9	50%	Any 5 chosen by the player
10+	75%	Complete selection of items inherited

*Denotes replacement artificially advanced in level

VARIANT ARMOR RULES

A variant armor system is provided here. This can either supplement or totally replace the current system with no other changes to the armor rules, making this an easy transition:

Should a character take enough damage to die, they fall unconscious for a number of rounds equal to their armor's value and then die unless helped by their companions through whatever means. For instance, a dwarf clad in chainmail (+2) and shield (+1) will die after 3 rounds unless aided by their friends within that timeframe. This takes a full round and requires nothing more than a simple cleaning or binding of wounds.

Note that this should not apply to death from poison, spells, or special attacks, like dragon's breath. Furthermore, the referee can limit protection to full frontal or flanking blows, as the wearer must be able to react and/or raise their shields against such attacks.

When this happens, armor is damaged and grants no further protection until repaired by a non-player blacksmith at 10% of total value (or 50 GP for magic armor and shield). Such repairs take 1d6+1 game days to complete.



II. MAGIC RULES

The following spells are added to the list:

SPELL	DURATION	RANGE	SPECIAL EFFECT
Copy	instant	self	distract foes with a duplicate
Duel	1d6 rounds	self	summon a magical weapon to fight
Hole	1d6 rounds	self	magically tunnel through rock
Jinx	1d6 rounds	30'	place a harmful curse on enemies
Mist	1 turn/level	self	conjure up an impenetrable fog
Move	instant	60'	make the earth tremble violently
Obeys	instant	30'	pronounce a one-word command
Read	1 turn/level	self	understand other written tongues
Ring	1d6 rounds	self	call up a damaging, fiery aura
Urge	instant	self	manifest the ego's dormant power
Vine	1 turn/level	30'	cause strangling vines to grow
Void	1 turn/level	self	open up an inescapable black hole

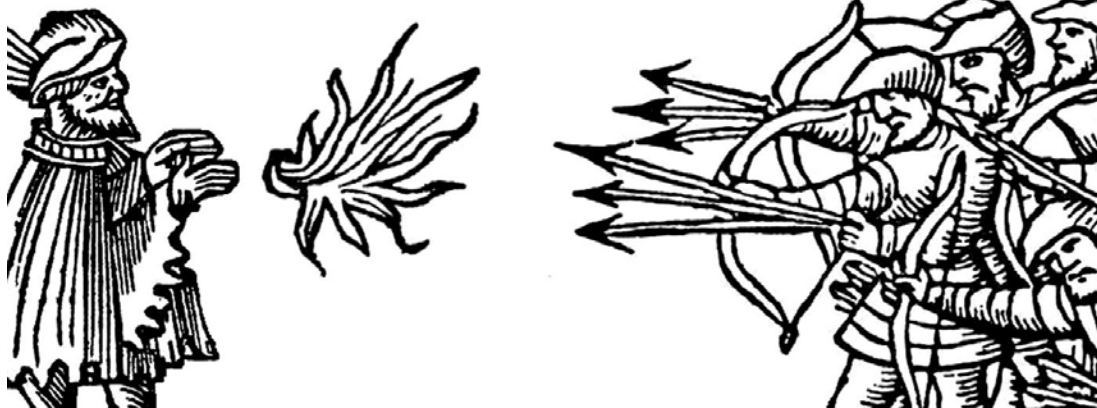
SPELL DESCRIPTIONS

COPY produces a flickering duplicate of the caster that can be used to effectively divert attacks. This stays within 10' of the user, making them more difficult to hit (10 or better), excluding magical attacks that are automatically successful, like the assorted Bolt spells, where targeting is generally assured. The effect lasts 10 rounds (1 turn) or until the character takes at least 5 hits of physical harm.

DUEL summons a magical sword that floats within 10' of the magician and strikes on command. While this grants no bonuses to hit, it allows 2 attacks per round (including disarm/parry) and works against those targets only affected by magical weapons or spells. The magician adds +1 round per 3 levels gained, so a 3rd level character would get 1d6+1 rounds of use, noting that this weapon cannot be parried and/or Foiled, etc.

HOLE allows the caster to magically tunnel through packed earth and even solid rock at 10' per round, leaving a man-sized hole. The caster adds +1 round per every 3 levels, so a 3rd level magician could tunnel 1d6+1 rounds using their power to remarkable effect.

JINX deprives a single enemy of all bonuses for class, level, and/or any magical items they possess. The magician adds +1 round per 3 levels gained, so a 3rd level caster would get 1d6+1 rounds. Optionally, the referee can permit saving dice for targets of at least 9th level and all having the wisdom ability, noting that automatons and the undead are not affected.



MIST raises up an impenetrable fog 10' high in a 30' radius around the summoner, adding +10' per level. This can be flattened to 5' high, spreading out to a 60' radius, noting that this remains fixed, even as the magician repositions themselves. All targets within, excepting the caster, but not their companions and/or henchmen, attack at -2, with movement slowed considerably, perhaps 10' per round (120' per turn outdoors).

MOVE triggers an earthquake in a 60' radius around the caster, although friendly companions within 30' are spared. All standing enemy targets must roll saving dice at -2 or fall prone and spend the next round recovering themselves. Precarious structures might also be toppled, subject to conditions and the judgment of the referee.

OBEY allows the magician to issue a one-word command to a single target within 30', like a ring of the same name. Those with animal intelligence are always affected. All others roll saving dice, made at +1 for those having intelligence, with success completely negating the effect. This includes orders to flee the caster, etc. Targets cannot be made to harm themselves or those close or otherwise dear to them, being so limited.

READ enables the magician to read and comprehend any written language, intended as it is for arcane study. For game purposes, the caster can read up to a single page per round or 10 per game turn, noting that very powerful wizards and arch-magi might read an entire book with but a single spell, being especially skilled. Note that this does not confer the ability to translate spoken words or know foreign languages.

RING produces a protective circle around the caster, such that any melee attackers suffer 1 hit per round simply getting close enough to fight, noting that non-magical arrows and thrown weapons must roll saving dice or be destroyed before they can deal any damage. The magician adds +1 round per every 3 levels, so a 3rd level character enjoys 1d6+1 rounds of protection from this very powerful spell. Some say this is Hellfire itself.

URGE invokes the magician's DEMIURGE, an invisible manifestation of the caster's ego that, when summoned, remains for 1 game day or until willingly dispelled by the one who called them. This stays within 30', carrying out simple acts, like opening doors or snuffing lit candles, noting that telepathic communication is not possible. The true function of the demiurge, however, lies in minor magical effects called CANTRIPS.

Cantrips include things like making flowers grow out of someone's nose or summoning a tiny raincloud, etc. Such effects never last more than a single round and/or cover more than a 10' radius around a central target, being designed mainly to distract or entertain in equal measure. That said, cantrips cannot harm or kill, although they can effectively delay or distract when artfully used (a 1-2 in 1d6 chance).

Note that the demiurge cannot be injured or otherwise slain, being a literal projection of subconscious ego and willpower, etc.

VINE allows the caster to raise up twisting vines against a single enemy target within range. Physically able opponents can try to escape from these once per round, this involving a non-combat action (strength), noting that victims are rendered fully prone. Vines can also be used to pry open stuck or stubborn doors otherwise impossible to force or smash apart, although these wither away when the effect terminates.

VOID opens a stationary black hole above the magician that sucks in all unsecured objects of less than 100 pounds and living things up to man-sized within 30'. This includes companions, noting that any above 3rd level are entitled to saving dice. After the first round ends, this hole closes, although only for the duration of the spell, after which all prior victims reappear, falling out of thin air back to their point of origin.

SPELL SPECIALIZATION

Optionally, the referee can allow elven magicians to specialize in their initial spell selection. Instead of learning a new spell at every 3rd level, they get 1 additional spell point, so a 3rd level character would enjoy knowledge of 3 spells and 3 spell points, stressing magical depth over breadth and resulting in more strongly focused elves.

If specialization is allowed, elven spells still function at 1st level for duration and/or effect, noting that even their magicians can wear armor and fight with any kind of weapon. Humans cannot specialize, although this scarcely matters, having both depth and breadth, with access to a wider variety of magical items than any other class. It is helpful to remember that the ability to perform even the simplest spellcraft is extraordinary.

SPELL REVISIONS

Optionally, players can take SPECIAL FAMILIARS, although only human or elven magicians (never elven fighters) can have them, as this suggests a high degree of aptitude and/or ability:

TYPE	MOVE	SPECIAL ABILITIES*
Fiend (chaos)	30'	flight, infernal (arcane) knowledge
Hob (neutral)	40'	human-like coordination, stealth
Sprite (neutral)	50'	flight, create light per the Glow spell
Wyvern (law)	30'	enemy detection (smell/sound), flight

*Per the basic rulebook, all familiars have 3 HP

FIENDS are small (1' tall) winged devils. In addition to flight, they are infernally wise and have a chance (1 in 1d6) of answering queries regarding arcane lore or identifying potions and scrolls.

HOBBS appear similar to gnomes, but smaller (1' tall) and without the latter's magical abilities. These enjoy stealth.

SPRITES are little (6 inch) faeries. They are highly maneuverable in flight and may produce a Glow spell in a 10' radius at will.

WYVERNS appear like small (1' long) dragons having flight, but no fiery breath. They can recognize concealed enemies (1-2 in 1d6) within 30' of them, possessing keen senses born of hunting prey.

Unlike animal followers, telepathic communication is only possible if the familiar is within 30' of the magician, although line of sight is not a requirement. Furthermore, characters cannot see through a special familiar's eyes (owing to their greater intelligence and independence), making them go without regular contact for long periods of time.

PSYCHIC ABILITIES

Savants might be granted the Obey spell, but only against those targets possessing human intelligence, noting that this should only be used once per game day to preserve overall balance.

Optionally, savants can produce a psychic (telekinetic) blast, this being identical to a Force Bolt and improving with level, although doing so always deals 1 hit to the psychic, who must roll saving dice or suffer twice that amount, regardless of level attained. Once used, the savant is drained of power for a full game day, with the exception of their personal Aura.

III. GAME RULES

Combat is a central element of play, and miniatures are a good way to emphasize proper strategy and tactics. Nonetheless, creative groups with the right communication skills should be able to recreate conditions without having to rely on these, although their use adds spectacle and makes for an enjoyable pastime beyond just role-playing.

INITIATIVE

Of course, taking initiative is tactically important, and the referee might allow the winning side to roll their first attack at +1, assuming range requirements are otherwise met. This reflects the advantage of moving first and gives players some reason to plan.

Elves are watchful, adding +1 to initiative per the basic rulebook, and the referee can allow them to win individually, going first even when their companions lose. Here elves move first (even with a tie), followed by enemies and then the remainder of the party, if applicable.

In any event, all such bonuses are negated by poor planning and/or sloppy execution, even for elves. That said, good strategy should always be rewarded with additional bonuses or winning a tie, etc.

COVER

Taking cover behind a nearby tree or wall negates incoming missile fire, although stepping out to retaliate increases the chance of being hit (treat as being partially exposed and struck at -2).

MOUNTED COMBAT

For game purposes, only warhorses can handle the rigors of close combat, although unusual mounts, like griffins, might do so if properly trained and handled by a charismatic master. That said, all such riders get +1 when attacking small or medium-sized targets on the ground, provided their weapons can otherwise reach. On the other hand, all mounted archers will suffer a penalty of -1 unless stationary for better aim.

As previously stated, characters may capture and train monstrous mounts, including griffins or pegasi, etc. This requires proper subdual of the creature, after which follows a period of breaking and training lasting for a number of weeks equal to the beast's level and requiring a specialist who commands 1,500 GP to finish the job. Even then, only the charismatic may ride these into battle without forfeiting the above-listed benefits.

Note that only mules and monstrous mounts conditioned to subterranean environments will travel underground. Furthermore, some, like griffins and hippogriffs, require large amounts of meat (up to 25 GP per week) and will devour nearby horses and/or livestock 1-2 in 1d6 of the time unless specially tethered and upwind from potential food, etc.

COMBAT MOVES

The following maneuvers are optional, but necessary for barbarians and/or mounted combat situations:

MANEUVER	REQUIREMENTS	SPECIAL EFFECT
Aim	any bow	fire missiles while mounted
Berserk	chaotic/neutral	ignore damage in melee combat

AIM enables precision shots, allowing the archer to add +1 to their first missile attack and to fire without penalty from any moving mount, combining with the volley move, if applicable.

BERSERK only applies to chaotic or neutral types, but is unavailable to elvenkind. When the character falls to less than 50% of total hits, they have the option of going berserk, this acting as a Ward spell by level that can only be used once per game day. Note that barbarians will derive additional benefits from doing so, being battle hardened.

COMMON MANEUVERS

The following may be attempted by anyone capable of using combat moves, although these require no training. Mostly, they represent the strategies of intelligent enemies and those who would fight them:

BRACING means setting a spear against a charging enemy, such that they require saving dice to avoid impaling themselves (1-2 in 1d6) or, more often, their mounts (3-6 in 1d6) for 1d6 damage.

CHARGES require a warhorse moving at maximum speed, although some enemies may do so alone, adding +1 to their first attack in combat.

SPECIAL DAMAGE

While it might seem unrealistic that bonus hits from armor count against drowning and/or poison, this can be ascribed to luck and the fact that anyone capable of using it is tougher to begin with. Alternately, the referee can disregard armor when calculating death, as this is bypassed in these situations, noting that its use can still intercept poisonous bites and the like.



MOUNTED WARRIORS RIDING OFF TO BATTLE



RITE OF EXORCISM PERFORMED BY A 9TH LEVEL CLERIC

Damage per round from drowning (or equivalent attacks, like absorption or constriction by snakes) might be adjusted by the referee to reflect the especially dangerous nature of certain encounters. For instance, taking 3 hits per round in rough waters. This is left to the individual referee, who can refer to the following for guidance:

CONDITIONS	DAMAGE	NOTES
Still, deep water	1	best chance of rescue
Undercurrent	1-2	caught in the tide*
Turbulent seas, etc.	2-3	sucked beyond recovery#

*Save once per turn or swept away, 30' per round

#Treat as an undertow, above, but pulled straight down

Note that stronger (as per the referee) constrictors and/or flytraps will sometimes inflict 2-3 hits per round. This should only be used against strong parties, however, to ensure overall balance.

DEMONIC POSSESSION

Characters risk possession by powerful (named) demon lords should any of the following conditions be met:

Pillaging the treasures of an evil cult (a real possibility) is certain to attract attention. Here, the offended power will target the most evil and/or egregious offender and attempt possession immediately.

Speaking aloud the name of a demon (except a scroll of major names) has a chance (1 in 1d6) of calling the arch-fiend. Optionally, these will stay hidden and attempt possession, waiting for the right time.

Demons retain all native powers, casting spells in armor and enjoying access to the abilities of those unfortunate victims under their command.



To confirm possession, the referee secretly rolls saving dice, applying modifiers as befits the circumstances, noting that lawful (good) clerics and/or those religiously sworn might be exempted:

CHARACTER...	MODIFIER
Recently acted wickedly	-2
Handled evil relics*	-1
Killed demonic worshippers	+1
Sought absolution#	+2
Acted piously throughout	+3

*Or possessed weaponry, if applicable

#Requires tithes (100 GP) to a holy order

Demon spirits enter the body and remain dormant, acting only when the character is weak. This might include being reduced to less than half total hits, requiring saving dice to avoid becoming overtaken and falling under referee control for 1d6+1 turns. After 3-5 successful attempts, this becomes total and permanent unless exorcised.

POSSESSED WEAPONRY

Handling possessed weaponry should not, in itself, subject the wielder to possession. However, whenever these are used to successfully kill, the user is open to possession every time this happens. Note that these are normally magical (assume +1 or better), but impossible to identify save through special arrangements as per the referee and their campaign.

EXORCISM

Affected characters must be subdued and presented for exorcism, as the possessor takes over when this is even suggested. The ritual itself requires the services of a 9th level cleric performing the RITE OF EXORCISM, being available only to non-players. This involves a tithe of 1,000 GP or service of equal value and takes 1d6+1 turns to execute.

NON-HUMAN HENCHMEN

The referee might allow characters to hire dwarven or elven henchmen, although only from the larger towns. These are always 1-3rd level and come equipped as befits their status, having armor, equipment, and/or weaponry appropriate to their needs, including magic items as decided by the referee and even personal mounts if conditions permit. Non-humans will command a full share of treasure won and also split experience within the party.

IV. ENEMY RULES

As previously stated, demons above 10th level are named demon lords, each having their own agendas in addition to unique powers reflecting their wicked personalities. These have a keen interest in human affairs and seek always the temptation and downfall of man, appealing to their greed, lust, and selfish desires to collect their immortal souls!

ARCH-FIENDS

Named demons (called demon lords or arch-fiends) form a definite hierarchy maintained through strength. Physical manifestations of evil, each possesses unique powers as per the following:

NAME	LEVEL*	NOTES#
Abaddon	11	bring Ruin spell (120' radius)
Abyzou	12	touch (melee) acts as a 3d6 poison
Asmodeus	15	command 3d6+1 targets to Obey
Belial	13	generate Fear/Rout (120' radius)
Belzebub	15	raise/command 3d6 devils to fight
Lilith	14	gaze acts as a Stun (30' radius)
Mammon	11	cast Ruse (no saving dice allowed)
Moloch	13	raise undead per the Mort spell
Pazuzu	11	spread virulent disease on touch
Sathanus	14	regenerate 1d6+1 hits per turn
Thammuz	12	work any of the many Bolt spells
Ukobach	11	surrounded by a permanent Ring

*Largely defines the demonic hierarchy as well

#Special/spell abilities are useable once per round

Demon lords cannot truly be slain. If their bodies are somehow killed, they reform in 3d6 game days on their plane of origin.

THE HOSTS OF HELL

Arch-fiends command vast armies of demons (lieutenants), devils (as shock troopers and sergeants), and manes. In battle, they ride DEMON STEEDS, being identical to warhorses having full hits and immune to any fire, like their demonic masters. These can be fitted with barding and make an impressive show on the great battlefields of the underworld.

Fortunately, such demons rarely appear personally unless accidentally summoned or through possession. The lesser demons are still active however, and counted among the many new enemies included in this section...

NAME	ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
Alphyn	3	6	40'	N	L	1-2	--
Amphivena	2	4	30'	C	S	1	(*)
Ankou	1	8	50'	C	M	1	--
Ape-man	1	5	(*)	L	M	4-8	B/II
Arion	1	4	50'	N	M	2-4	--
Bog mummy	1	7	30'	C	(*)	1-2	B/II
Bonnacon	1(*)	5	20'	N	L	1	--
Boreyne	3(*)	6	40'	N	M	1-2	A/II
Bysen	1	3	50'	C	S	1	B/II
Catoblepas	1(*)	8	30'	N	L	1	--
Dola	1(*)	5	40'	N	M	1-2	--
Edimmu	1(*)	6	50'	C	M	1	(*)
Enveloper	1(*)	4	--	N	M	1	--
Firbolg	1	(*)	(*)	N	M	6-12	(*)
Goldigger	1(*)	3	20'	N	(*)	1	--
Hiisi	1	5	30'	N	(*)	1	B/I
Hippogriff	3	4	40'	N	L	2-4	--
Indus	1(*)	10	20'	N	H	1	B/III
Jaculus	1	2	60'	N	S	1-2	A/II
Kelpie	1(*)	7	(*)	C	M	1	B/II
Korrigan	1(*)	5	50'	C	M	2-4	B/II
Leshy	2	9	30'	N	M	1	--
Leucrotta	3	6	40'	C	M	1	--
Lympago	3	7	30'	C	L	1	--
Manes	3(*)	5	50'	C	M	1-2	B/III
Monoceros	1	6	50'	C	M	1	--
Myling	1(*)	4	60'	N	M	1	--
Onocentaur	1	3	30'	N	M	4-8	--
Oracle	1	1	50'	(*)	M	1	(*)
Parandrus	1	5	40'	N	L	1	--
Peryton	1(*)	6	30'	N	M	2-4	--
Phooka	1	7	(*)	C	M	1-2	B/III
Qiulong	5(*)	(*)	50'	L	L	1	B/IV
Rarog	1(*)	8	40'	C	M	1	--
Sea horse	1	5	50'	N	M	(*)	--
Selkie	1(*)	4	40'	N	M	4-8	B/II
Seraphim	1(*)	10	60'	L	M	1	--
Skoffin	3(*)	2	30'	C	M	1	A/III
Stormling	1(*)	1	50'	N	S	2-12	--
Tarasque	8(*)	9	40'	C	H	1	B/IV
Triton	1(*)	5	50'	N	M	2-4	B/II
Vodyanoy	3	7	30'	C	M	1	B/III
Voider	1(*)	3	50'	C	M	1-2	--
Wolpertinger	1(*)	4	(*)	N	(*)	(*)	(*)

ALPYNS appear as large (6' high at the shoulder) wolves with shaggy manes like that of a great lion. Highly intelligent, they can speak the common tongue of humanity and make excellent judges of character, correctly assessing intentions 1-4 in 1d6 of the time. Alphyns are well-disposed to lawful or neutral types and suspicious of chaos in general, speedily devouring any who would betray them using a bite and two claws.

The AMPHIVENA is a small (3' long) reptile having a toothy mouth (for a painful bite) on one end and a second head on its tail, such that it is never surprised except through magic. They are fully immune to the effects of disease and poison, and just wearing a properly cured hide adds +1 to applicable saving dice, noting that this process takes 1 month and costs 1,000 GP for materials and labor. In combat, amphivenas bite with both heads, their tails being long enough to strike in melee.

ANKOU look like skeletal humanoids, although invisible to all but the ethereal or those close to death. Should a character fall within 3 total hits, the spirit appears to collect its due, lingering near graveyards and other burial sites, but also battlefields and similar locales where death is likely and frequently occurs. Ankous strike with a wintry touch, finishing off their quarry to feed some unknown hunger, noting that they are only affected by magical weapons, spells, or slain by resurrection.

Most APE-MEN are secretive tribal folk, very similar to gorillas, but sometimes using spears or other primitive weaponry in addition to their bite and powerful claws. They are of lower-human intelligence and speak both their own language (of grunts and/or simple gestures) or a (very simple) pidgin variety learned from men. Ape-men live in tribes of 20-30 led by an alpha figure of proven strength and intelligence.

Some few (1 in 1d6) ape-men are really intelligent outsiders, entering the world extra-dimensionally or by means of spacecraft, perhaps originating in an alternate future, etc. These speak an advanced language, dress in proper garments, and use simple firearms that are treated as longbows. Such ape-men come in several species or types:

CHIMPANZEES are genial and well-spoken, all possessing the wisdom ability and often functioning as researchers and counselors, being otherwise pacifistic unless threatened, although still resourceful in peril.

GORILLAS form a warrior caste within ape society, being very strong and adding +1 to all dice for strength and damage in melee, although preferring their rifles in combat. These are especially hostile to humans and will obsessively pursue them for sport, holding themselves superior despite lacking the intelligence of chimps and the orangutans they so loyally serve.

ORANGUTANS are leaders and lawgivers, and this sometimes borders on the religious, their ways being handed down from long ago and their history framed in quasi-mystical terms. All possess the intelligence ability, and some also have charisma (assume 1-3 in 1d6). While their methods are sometimes questionable, they truly care about their race.

All apes (primitive or otherwise) are physically strong and, accordingly, treated as having strength. Outsider gorillas are even more so, having double strength, like a thief with dexterity.

ARIONS are intelligent horses, speaking the common tongue and 1d6 other languages as determined by the referee. A magical race, they travel at full speed over any terrain, including movement across water itself, being especially comfortable there. The sages believe that arions were bred by gods of the sea, and there is no reason to doubt this claim.

All BOG MUMMIES originate in peat bogs, where the mineral-rich waters preserve the blackened bodies of all who die there. What foul spirits invade these remains is unknown, but they possess an evil cunning in addition to being both supernaturally strong and clawing for damage (as large) in melee situations. Bog mummies are only affected by magical weapons or spells, being treated as 9th level for turning purposes.

BONNACONS appear as large, peaceful bulls with curved horns. Timid and easily startled, anyone coming within 30' of one has a 1-3 in 1d6 chance of frightening them and triggering a noxious flatulence that requires any characters within 60' to roll saving dice or choke and heave for 1 full turn, being treated as prone for the duration. The bonnacon will then roughly trample affected characters, being treated as two attacks, or run away, seeking greener pastures in which to graze free from harm.

The BOREYNE is another bull-like hybrid, having sharp horns and a lion's powerful claws. It is far less timid and easily provoked into fighting, charging at double speed (120') for an additional +1 to attacks and damage when doing so, noting that this requires at least 60' running space to perform successfully (their preferred move). Otherwise, boreynes attack with a bite and two sharp talons, goring with their horns as well. The latter are valued by alchemists, who will pay handsomely for sufficient amounts.

BYSEN are forest-dwelling gnomes. A solitary race, they can assume the outward shape of a tree stump or similar feature, and because this is a natural talent, it radiates no magic to speak of. They are mischievous creatures, possessing at least three abilities, being strong despite their size and very fast because of it, and may become invisible at will, using these gifts to make merry in the form of deadly pranks and/or fighting with weaponry.



Slow and dim-witted, the CATOBLEPAS resembles a hippopotamus having an elongated neck ending in a massive head too heavy to lift more than 5' off the ground. This is a good thing, for anyone unfortunate enough to meet its deadly gaze (30' range) must roll saving dice or be speedily petrified, noting that for each additional round within range, there is a 1 in 1d6 chance of accidentally suffering this fate. Docile creatures, the catoblepas has no other means of attack except to trample foes.

DOLAS are servants of fate tasked with notifying those who threaten the cosmic balance in play. These normally manifest as aged men or women, appearing only long enough to deliver their warning. If attacked, dolas fight with the equivalent of a 9th level Bolt spell, vanishing in a single round after this happens, noting that they are only affected by magical weapons or spells, and killing one is unwise!

Lurking EDIMMU are undead that can only be seen and engaged in ethereal form, even using magic. They linger near their mortal remains, never venturing more than 120' from their place of death, and this applies to bodies long-dead and crumbled to dust. Any injured who happen by are subject to saving dice rolled in secret by the referee. Failure means the character is possessed and will be overtaken unless resurrected.

When met ethereally, the edimmu attacks with a chilling touch, but their real purpose is to steal a living (human) body and will conceal themselves to accomplish this. They are subject to turning.

The victim initially loses the ability to heal, even through magic and/or miracles, and derives no benefit from armor or shield, although combat moves still function normally. With each subsequent day, the character loses an additional hit until death results and the edimmu takes control. At this point, the spirit assumes the class, level, and hits of their victim, although they may still only be attacked ethereally (the statistics provided are for edimmu engaged in that form prior to the total possession of a living form).

ENVELOPERS appear as an ordinary, albeit finely crafted, suit of armor, determined by rolling 1d6 (1-2: leather, 3-4: chain, 5-6: plate) that radiates powerful magic as an enticement. Once donned, this shape-shifting horror literally starts to eat the wearer for 1 hit per turn unless slain, noting that removing this armor deals an instant 2d6 hits, and that attacking it while still worn inflicts full damage on the wearer as well. The enveloper's actual appearance is unknown, per the referee.

The FIRBOLG is a degenerate form of dwarf, scouring dungeons and similar locales and filling their sacks with various debris, such that they make excellent guides and normally have a 1-3 in 1d6 chance of possessing something non-magical to barter for. They move based on armor worn, using whatever weaponry they manage to find, never settling down long enough to craft items of their own. Firbolgs live in groups of 30-50 ruled by a natural leader chosen for their cleverness and proven ability, etc.

GOLDDIGGERS look like a shimmering pile of (1-10,000) coins, an evolved strategy for luring prey, usually adventurers. Should anyone try to scoop this up, it will immediately move up the hapless victim's arm and attack, requiring them to roll saving dice or drown as the monster dreadfully enters their nose and mouth. Weapons (including the magical sort) only serve to disperse them, although any of the various Bolt spells are highly effective against goldiggers if used carefully.

Most HIISI take the form of hairy, gnomish (2' tall) humanoids, although capable of growing to large (18' high) size when threatened. A shy and aloof people, they prefer stealth over hostilities, being treated as having the dexterity ability when small and strength if enlarged, the latter being only when cornered. Hiisi fight with clubs or similar weapons, but wear little more than simple hides (leather +1). They are presumably born to parents, but prefer to live a solitary, pastoral existence.

HIPPOGRIFFS have the head and forelimbs of an eagle and the body of a warhorse, being also winged as a pegasi. They behave much like wild horses and are trainable, although expensive to maintain. Hippogriff mares are dangerous if their young are threatened (+1 to all dice) and will attack using their beaks and two talon-like claws to deadly effect.

The INDUS worm is a huge (20-30' long), pale monstrosity that lives in subterranean places, often near water. In the latter case, they surprise prey easily (1-5 in 1d6) and strike with mouths large enough to swallow a dwarf completely (roll saving dice or drown until rescued). Otherwise, victims are ground between its two great teeth, this still being treated as drowning, with damage bonuses (+2) for size. Mature indus worms can tunnel through solid earth, much like a permanent Hole spell, leaving vast warrens.

JACULI are small hunting birds with shimmering, metallic feathers and a predatory gaze. Their wings are a literal fan of blades, adding +1 to damage scored and allowing them to soar and/or dive at full speed for fast and devastating strikes, such that all normal (non-magical) missile attacks against them are rolled at a penalty of -1. The feathers of a jaculus are prized by blacksmiths, who will pay well to obtain them.

The dreaded KELPIE is a water spirit that appears as an amorphous jelly within its element, (move 30'), but once on land, it can take the appearance of any living thing within the limits of a Form spell, preferring that of a stallion or similar beast. Anyone striking or otherwise touching one must roll saving dice or follow it to a watery death, although dealing damage to the victim will negate the effect when at least 3 hits are scored. Kelpies eat their prey and disgorge the bones.

KORRIGANS are woodland faeries possessing an alien beauty despite their generally evil intent. They can change shape, as per the Form spell, predict the future, and perform a Wink at will. Devious folk, their divination is sometimes (1-3 in 1d6) deliberately dishonest and calculated to mislead, usually to some terrible purpose. Korrigans avoid combat, only fighting in animal form, otherwise using simple clubs. They corrupt good people by appealing to their base desires, like fear or lust for power, etc.

Gentle LESHYS are muscular (6' tall) defenders of the forests and all who reside within. They can perform the Mask spell at will, normally taking the appearance of a human shepherd or woodsman so as to question travelers and evaluate their motives. Those who behave badly will receive punishment, usually by magic, for the leshy has spells and spell points by level and fights with its two powerful claws, being also very strong and easily angered by careless and/or thoughtless adventurers.

LEUCROTTAS have the body of a stag and a head much like a hyena, although uglier and with longer teeth. They possess near-human cunning and may conceal themselves, hiding and sneaking as a thief. Expert mimics, leucrottas have the ability to imitate human speech and use this to lure unsuspecting characters into a clever ambush, attacking with a bite and two claws, taking on multiple opponents at once and going to the bitter end.

From a distance, LYMPAGOS look like manticores, having the body of a lion coupled with a horned human head. Upon closer inspection, however, they lack the spiked tail of that beast and possess animal intelligence, making them dangerous when threatened. If frightened or hungry (being carnivorous), the lympago charges with its two horns, then bites and tears with their two strong claws made for cracking bone and rending flesh. The females are especially territorial, patrolling large expanses and admitting only males.

MANES are damned souls conscripted into service by more powerful demons, often running errands in the mortal realm and making whatever mischief their masters so require. These appear as vaguely human demons, fighting with their two claws and a nasty bite. Furthermore, each possesses a unique power indicative of their gravest sin in life:

SIN	POWER*	DESCRIPTION
Envy	Foil	grappling, insatiable demonoid
Excess	Rout	bloated and hungry travesty
Greed	Jinx	have a huge, gaping maw
Lust	Stun	seductive, both male and female
Pride	Obey	swollen and puffed up devil
Sloth	Slow	clumsy, shambling, and/or deformed
Wrath	Ruin	aggressive and hateful monster

*Where applicable, treat as 9th level, once per round

Like all demons, manes are considered immune to normal and/or magical fire, owing to long centuries spent roasting in Hell!

The MONOCEROS appears as a dark unicorn, being an evil version of that normally kind beast. Their horns add +1 to attacks against lawful opponents, and they enjoy saving dice against any spells cast by good magicians and/or elves, otherwise having immunity to disease and poison. Optionally, the long horn of the monoceros is poisonous (strong) when used as a weapon in combat and requires saving dice rolled at -1.

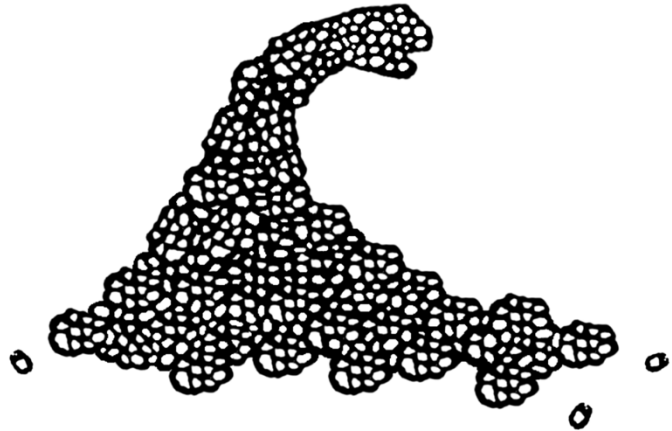
MYLINGS are the wretched souls of those not receiving a proper burial, longing endlessly for peace. These will attach themselves to any seriously wounded character, measured either by disease or total hits, whichever is applicable, and create non-lethal mischief using the equivalent of a Lift spell until laid to rest by resurrection or locating their original remains and burying them properly. Mylings are always invisible to all but the ethereal and attack with a chilling touch in combat.

An untamed race, ONOCENTAURS have the torso of a primitive man atop the lower body of an ass (mule). They live and hunt along rocky foothills, employing simple clubs and spears, but able to trample prey if unaware and/or unarmed, etc. Onocentaurs live in clans of 30-50 led by the bravest among them, prizing speed and skill at arms above all else.

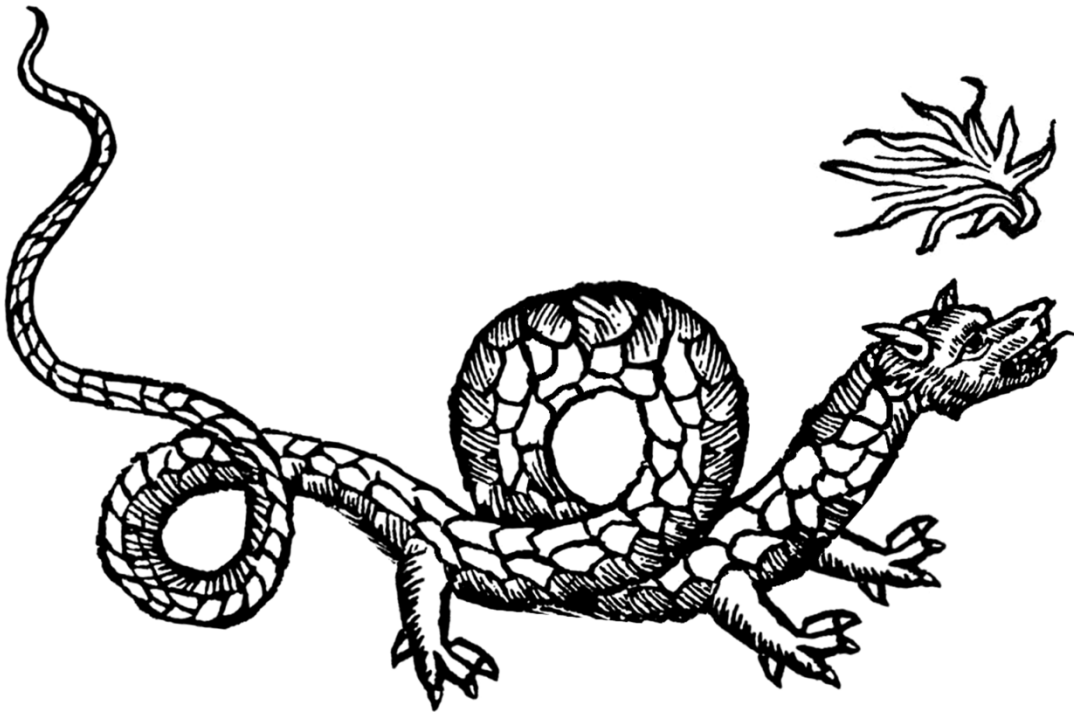
ORACLES are ordinary men and women (never player characters) having the power of prophesy. They normally reside in temples, where others might visit and receive supernatural guidance; knowledge determined by the referee and providing accurate predictions. Such oracles are always human.



EDIMMU



GOLDIGGER



QUILONG, THE GREAT EASTERN (ORIENTAL) DRAGON

The shy and timid PARANDRUS grows as big as an ox and has a shaggy mane adding an additional +1 hit per level. Furthermore, they can magically conceal themselves by taking the form of their natural surroundings, perhaps a bush or rocky outcrop, having but a 1-2 in 1d6 chance of detection unless some magical means is employed. When cornered, they attack with their two horns or trample with their formidable cloven hooves.

PERYTONS have the antlered head and forelegs of a stag and the wings and hindquarters of a great eagle. They are normally only aggressive when cornered or during their yearly rut, stabbing with antlers or trampling with both hooves and sharp talons, the latter being treated as two attacks or, alternately, a single roll for +1 damage as suits the referee. Perytons are capable of only limited, clumsy flight.

Crafty devils, PHOOKAS are a shape-changing race that occupy remote and forgotten places, preying on travelers met there. Their original appearance is unknown, although undoubtedly humanoid, assuming any animal or human shape at will up to that of a large bear, this being an actual, physical transformation and not an illusion. When in human form, phookas may wear the armor of their prior victims and use whatever weapons they happen to find, having no smiths of their own and preferring to steal.

QIULONG are eastern (oriental) dragons. Unlike the western variety, they possess the intelligence and wisdom abilities, regardless of age, and get spells and spell points by level. Qiulong are otherwise only affected by magical weapons or spells and will go to great lengths to avoid hostilities unless so pursued, preferring to negotiate using the common tongue. They may also fight with a bite and four razor-sharp claws, twisting their serpentine forms to ensnare their luckless and foolish victims.

Burning RAROGS appear as a whirling pillar of flame, such that merely approaching within 10' of one deals the equivalent of a natural Ring spell to those not otherwise protected by raised shields and the like. Their main attack is treated like a 9th level Fire Bolt (melee range), with each successful hit requiring saving dice to avoid being taken and thrown up to 60' away, as determined by rolling 1d6 x 10'. Rarogs are only affected by magic weaponry or spells and immune to normal and/or magical flame.

SEA HORSES (also known as hippocampi) have the fore parts of a horse, typically, a very fine stallion, and the tail of a fish, allowing them to swim at full listed speed and maneuver easily in combat. They travel in aquatic herds approximating their earthly cousins and "charge" as a warhorse in underwater environments. Hippocampi can be tamed and ridden by those merfolk capable of doing so and outfitted with barding equivalent to chainmail, this being made from exquisite mother-of-pearl from the deepest sea.

Solitary SELKIES live and move in seal form underwater, becoming lovely young women on land, with the statistics shown representing the animal form, being otherwise treated as humans of whatever class and level the referee chooses for them. Most (1-4 in 1d6) will operate as magicians or thieves, armor and shield being a hindrance. Selkies heal 1 hit per round in their native environment, assuming they are at least 30' offshore and fully submerged for at least 1 full round in the salty brine.

SERAPHIM are angelic beings serving law and having the appearance of exquisitely beautiful humans of indeterminate gender with impressive wings allowing flight at full listed speed. They possess 50 total hits and are otherwise only affected by magical weapons or spells in the manner of the gods when manifest on earth. Additionally, angels may cast any spell once per combat round, doing so at 9th level for duration and/or effect. If slain, they reform in 1d6+1 days, continuing their holy work.

The fearsome SKOFFIN resembles a basilisk, such that all but the most watchful will take them for one. This is a deadly error, however, as meeting its terrifying gaze (a 30' range) requires saving dice rolled at +1 to avoid dropping dead on the spot! Otherwise, skoffins fight with a bite and two claws, trying to pin their prey and stare them to death. Given their destructive power and evil temper, alchemists seek their blood and bile as ingredients for assorted potions and/or poisons, etc.

STORMLINGS appear as small (2' tall) glowing imps, flying at full speed and attacking with a shocking touch. While still affected by normal weaponry, metal or conductive ones deflect all hits back on the user, and Lightning Bolts actually heal them. Furthermore, stormlings enjoy spell points by level to cast a 9th level Bolt spell, although only when airborne and having full line of sight. Nothing else is known about them.

Dragon-like TARASQUES are great scaly monsters, each having a natural carapace otherwise resistant to normal/non-magical missiles, six powerful and taloned feet, and a long tail with a venomous sting. The latter allows no saving dice to avoid, although still requiring a successful hit to deliver using its long (20') and supple tail. What riches the tarasque guards are left by previous victims and/or would-be monster hunters, etc.

TRITONS are a powerful merman variant, being physically stronger and possessing the ability to raise swell waves up to 30' high and/or calm stormy waters within 120' using special magic. That said, roughly 1-2 in 1d6 are magicians, having spells and spell points by level in addition to their natural power over the seas. The rest are hunters, preferring tridents over other weaponry for their ability to impale fast-moving prey. Tritons live in deep underwater cities of 300-500 ruled by a hereditary king or queen.

Frog-like VODYANOV are essentially humanoid, having webbed hands and feet equipped for swimming. They reside in dark pools and secluded lakes, resurfacing when hungry to capsize boats and get at the soft meat carried within, being remarkably strong. Sometimes, vodyanoy will board large boats to engage their prey with a toothy bite and two deadly claws, seeking the weakest targets in lightning-fast raids before retreating. Their reproduction is a mystery, taking place underwater.

VOIDERS (often called void hounds) appear as shadowy, spectral wolves inhabiting the space between dimensions. They are permanently ethereal and may only be engaged in that form, although normal weaponry is effective should this occur. Scholars say that the stars of deep space shine within this creature's hide, and they could be right, for most voiders enter the world through a 1-3rd level Hole spell (assume a 1 in 1d6 chance), biting with great jaws that require saving dice to avoid disease.

All WOLPERTINGERS are bizarre animal hybrids, possibly the result of sorcerous experiments. They are generally solitary, although entire forests may hold them, referee permitting:

TYPE	ATTACKS	SIZE/MOVE	NOTES*
Bear-lion	3	L/40'	--
Croc-boar	1	L/30'	--
Fox-hound	3	M/50'	hunt prey by scent
Lion-snake	3(*)	M/40'	poisonous bite (weak)#
Owl-stag	1	L/50'	--
Ram-spider	1(*)	M/40'	venomous pincers
Wolf-hawk	3	M/40'	flight, like a griffin

*Assume standard attacks/abilities, where applicable

#Optionally, these may possess constriction ability instead

Wolpertingers attack with their bite and/or claws for 1-3 total, although the referee is certainly free to imagine other combinations!



V. TREASURE RULES

The following applies to money and magic:

INFLATION

Realistically (if this even matters in a fantasy game), most commoners have never seen gold, much less spent 3 GP buying a lantern! This can be explained by the fact that adventuring areas see an influx of wealth, driving up inflation and spurring opportunistic merchants to charge the price they know they can get from a successful party.

In rural areas, far from any dungeon or underground place, prices will be substantially lower, such that a farmer will pay 1 CP for the same equipment, perhaps bartering goods (or services) of equal worth.

INDEBTEDNESS

Most cities and towns have a moneylender (usually attached to a guild or similar institution) where characters can secure loans for important purchases, like a mount or resurrection, at 20% interest per month, making it all too easy to become indebted. Any loan not repaid in full within 120 days becomes delinquent, subject to the penalties shown:

DEBT (GP)	PENALTY
50	One day in the stocks*
100	Lashes dealing 2d6 hits
500	Compulsory servitude
1,000	Execution/debtor's prison#

*Lose 20 experience points

#Prison for 3d6 weeks, lose 1 level

The minimum loan is 50 GP (and possibly more), noting that lawful characters are obligated to pay their debts or face the music.

SELLING MAGIC

While magic items are valuable and highly sought after, selling them for anything close to their stated worth is difficult, if not impossible, to achieve unless a wealthy collector is found. Such buyers are shrewd, never paying more than 40-50% of an item's actual value.

Note that wealthy collectors (and chaotic wizards) might employ thieves and/or other servants to steal or otherwise appropriate the desired item!

The following magic items are offered here, each being optional and some remarkably powerful. The latter are dangerous and/or difficult to effectively employ, and some are cursed, so the referee will need to decide if these are appropriate for their own campaigns.

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:

Rare MIRROR MAIL is chain (1-4 in 1d6) or plate (5-6 in 1d6), forged of a shimmering steel that causes any missile attack made against the wearer to be rolled at -1, all bonuses negated.

VOID (FADE) ARMOR is extra-dimensional, allowing the wearer to become ethereal, per the Fade spell, up to 6 turns (1 hour) per game day, being treated as chainmail (+2) with applicable restrictions, etc.

II. MIXED MAGIC

A result of 12 on Table VI requires a roll on Table VII, below:

MIXED MAGIC VII*			MIXED MAGIC VIII*		
2d6		VALUE	2d6		VALUE
2	Adder stone	2,000	2	Palm tower	5,000
3	Bag of tricks (M)	3,500	3	Pandora's box	2,500
4	Elf-bread	--	4	Quill of lore (E/M)	4,000
5	Fabric of time (Ms)	5,000	5	Ranger boots	1,500
6	Faerie dust	1,000	6	Root cause	2,500
7	Hand of glory	2,500	7	Sharpening stone	3,000
8	Hourglass	4,000	8	Shirt of venom	1,000
9	Jumping beans (T)	1,500	9	Spell book (E/M)	4,500
10	King's mantle	4,500	10	Toadstone (C)	2,000
11	Night cloak (F/T)	3,000	11	Tome of knowing (M)	4,000
12	Roll on Mixed Magic VIII	--	12	Choose from any table	--

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

The ADDER STONE is a translucent rock that can be hung around the neck, normally on a chain or leather string, etc. Wearing it is proof against jinxes or the effects of cursed items, granting saving dice (rolled at -2), but only when worn beforehand. Some of these (1 in 1d6) grant immunity to poison, but only against the weakest variety or coming from 1-3rd level enemies.

BAGS OF TRICKS usually appear as a common burlap sack, albeit radiating magic when so interrogated. Shaking and opening this releases any one of the following "tricks" determined randomly:

2d6	RESULT (TRICK) PERFORMED*
2	Biblical proportions; save or suffer hideous boils
3	Bottoms up; save or immediately fall down
4	Flowers grow; everywhere, all movement halved
5	Heaven on earth; instantly heals all physical damage
6	Here's mud in your eye; save (+1) or go blind
7	It gets worse; all bonuses lost for 1 full game day
8	It's out of the bag; summons last enemy met#
9	Payday; 1d6 x 1,000 CP awarded (but no experience)
10	Raining frogs; visibility reduced to 10', attack at -1
11	Wool over your eyes; save (+1) or turn into sheep
12	Choose from the above (or original effect)

*Magic tricks affect all within 60', except the holder

#Summon enemy of the same kind, but not the same individual

Only 3 uses per day will be possible and, except for coins or where noted, effects last 1d6 turns. Note that looking into the bag when opening it makes the user subject to its power as well!

Delicious ELF-BREAD comes in a loaf with enough to feed 6 persons for a single game day. This is prized for its flavor and portability, but cannot be bought and later sold for any price, being a gift.

FABRICS OF TIME are a special magic cloak of uncertain origin, although believed to be made by outsiders. When the hood is drawn, time stops for the wearer, allowing them to perform 1d6+4 rounds of action in a single round, although offensive activity is impossible. This can only be attempted once per game day and drains 1 hit per round whenever doing so.

Magical FAERIE DUST comes in a cloth pouch holding enough for 6 persons, enabling flight per the Rise spell that lasts until doused with water or similarly affected, up to a maximum of 1 game day, although care must be taken to avoid losing the effect. Note that it will take 1 full round to properly administer, usually by sprinkling on the head.

HANDS OF GLORY are made from the hand of a criminal on the gallows and specially prepared by a (chaotic) wizard. When forcibly presented to a single enemy target within 30', saving dice (rolled at -1) are required to avoid becoming motionless for 1 turn unless somehow attacked, but only once per game day and then, only at night. Note that undead are not affected.

Magical HOURGLASSES are small enough to fit into a pocket and can be retrieved within 1 round. Turning the glass over and letting the sands run out grants the equivalent of a 9th level Ward spell that protects any companions within 30', although not the bearer, who cannot move, attack, or perform similar actions themselves. The glass can only be used once per game day or, optionally, a maximum of 12 rounds.

JUMPING BEANS come in a small pouch containing 6-12 of these strange, wriggling (jumping) pods. Throwing one of these to the ground will release a flurry of brightly colored moths sufficient to obscure and/or cover the character's retreat for 1d6+4 rounds when position otherwise permits, after which the moths completely dissipate.

The KING'S MANTLE is sworn to law (1-2 in 1d6), neutrality (3-4 in 1d6), or dedicated to chaos (5-6 in 1d6) and may only be used by a character of the same moral alignment, although neutrals have some freedom if the referee so permits. Simply wearing this adds +1 to all dice for charisma (+2 for those already having the ability) when dealing with persons and/or monsters having the same orientation, excluding undead, of course.

NIGHT CLOAKS are black as pitch (hence the name) and may not be worn in combination with any armor. Drawing the hood at night (even when operating underground) will confer a powerful invisibility. This allows the user to attack while unseen, although doing so thrusts the character into oblivion and has a cumulative 1 in 1d6 chance per turn worn of calling a shadow that will target the wearer per the basic rulebook.

Diminutive PALM TOWERS appear as a marble cube small enough to fit in a character's hand. When placed on the ground and the magic words (found somewhere on its surface) spoken aloud, this transforms into a circular tower having a 30' diameter and standing 20' high with a staircase leading to its man-sized stone battlements. Since it exists in two dimensions simultaneously, there is a 1 in 1d6 chance of an interloper as follows:

2d6	RESULT	NOTES
2	Banshee	manifests when the party sleeps
3-5	Fury	these always fight ambidextrously
6	Gremlin	will remain hidden from view
7-9	Poltergeist	haunts the tower until dispelled
10	Shadow	might be a former enemy or villain
11-12	Will-o-wisp	often hides in the rafters above

Note that the referee should keep this possibility a secret and roll when activated or as needed to support a scenario, keeping in mind that substitutions can always be made lest the players grow too complacent or familiar!



PANDORA'S BOX is a singular item, small, but obviously valuable, being encrusted with gems. The magical nature of this is not immediately evident, and its properties cannot be discerned, even with a Know spell, although opening one reveals all, and the user must roll saving dice at -1 to resist doing so, checking once per game day. Lifting the lid releases a powerful Ruin spell that affects all targets, including the user, within a 120' radius and lasting 1 turn (10 rounds) until it can be closed again.

Magic QUILLS OF LORE appear as the normal sort, but made of a wondrous feather, perhaps from a pegasus, etc. In addition to being virtually indestructible, these artifacts allow the magician (elven or human) to write scrolls of any spell they know, only once per game day and only when in civilization. Writing takes 1d6 turns and all scrolls so made function at 1st level for duration and/or effect per the rules.

RANGER BOOTS of elvenkind allow the wearer to move at full speed (as per armor worn) through rough terrain and/or inclement weather, being unimpeded by things like muddy ground or slippery slopes, etc.

The ROOT CAUSE is a mandrake-type root that, once thrown to the earth, reverses any single, typically undesired, action or effect taken by or imposed upon the bearer, such as enemy spells or special attacks, provided these occurred within the past 6 turns. Once used, the root vanishes in a noxious cloud that obscures sight for 1 round.

SHARPENING STONES are magical whetstones, probably originating in some alternate dimension. Using these for 1 round sharpens any ordinary blade such that it becomes magical, as per a 9th level Keen spell of maximum duration, lasting 9 rounds with 10 uses available unless already used.

Demon-spun SHIRTS OF VENOM are obviously magical, but unless properly identified, can easily be mistaken for something else. Putting this on inflicts an immediate 18 hits (poison) to the wearer, no saving dice allowed.

SPELL BOOKS are highly sought after by collectors of rare things, each containing a single written spell (determined by the referee) that can be read aloud as with a scroll, but not vanishing when cast, making them a useful extension of the character's power. Simply reading one requires 9 or better rolled on 2d6, modified by circumstances:

READER...	MODIFIER
Is injured/wounded*	-1
Acts in low light	-2
Under attack/in combat	-3

*Any amount of damage taken

Reading takes 1d6 rounds, and the spell so read functions at 1st level, being substantially diluted in this medium.

TOADSTONES are black, lumpy rocks small enough to fit in the palm and radiating powerful magic. These are proof against disease and/or poison of all kinds, reversing any effects when held against the victim's forehead for a single round, although only 1-2 in 1d6 of the time.

The TOME OF KNOWING is similar to a book of alchemy, being devoted to magical items of all kinds. Reading this has a 1-2 in 1d6 chance of correctly identifying any given object, per the referee.

III. POTIONS

A result of 12 on Table III refers to Table IV, below:

POTIONS IV		
2d6		VALUE
2	Acid	150
3	Delusion	--
4	Lifting	250
5	Prophecy	400
6	Quickening	300
7	Rebound	500
8	Skunk oil	100
9	Sleep	350
10	Turning	200
11	Wakefulness	450
12	Choose or roll again	--

Highly corrosive ACID deals 1d6+1 hits to a single target on contact with bare flesh such that the user might (1 in 1d6 chance) also be affected.

DELUSION mixtures often (1-4 in 1d6) identify as something else, and the referee should be alert for any signs of what the character thinks or hopes it might be, otherwise rolling randomly. The imbiber will take the potion for something else, going as far as to act and/or make decisions under this faulty belief (no saving dice), often to their doom!

Fizzy potions of LIFTING cause the drinker to rise vertically, doing so uncontrollably at a rate of 10' per round. The user has no control over their ascent except to push against walls or ceilings, but might bring themselves down by belching. Otherwise, the effect lasts 1d6+4 turns, with a gradual drop of 10' per round and no risk of harm.

PROPHECY potions grant the imbiber precognition of some future event, normally within the next 7 days (1 game week), although the referee can extend this as suits their campaign. The vision is immediate (within 1 round), but draining, preventing further action for 1d6 turns.

Draughts of QUICKENING grant intelligence for 1 turn, noting that those already having this add +1. Magicians and elves who drink this cast spells at double their current (or permitted) level.

REBOUND potions cause all normal (non-magical) missiles to literally bounce off the drinker for 1 turn per level of the user and granting +1 to all saving dice against magical attacks/effects that occur at range.

Greasy SKUNK OIL adheres to the skin and is very difficult to remove, producing a foul stench in a 60' radius that precludes all attempts at stealth and might attract certain predators. The effect lasts 1 game day, with no saving dice or other remedy being so allowed.

SLEEP draughts cause the imbiber to fall into a deep sleep for 1d6 turns, otherwise like a jug of Dionysius, although only on a single drinker (excluding the undead or automatons incapable of this), noting that saving dice might be allowed under some conditions.

Oils of TURNING can be rubbed on the body. Doing so causes unintelligent undead, like skeletons and zombies, to completely ignore the wearer for 6 turns or until removed. Intelligent undead are not fooled!

WAKEFULNESS potions allow the drinker to go without sleep and avoid exhaustion for up to 7 game days, although the character must spend an equal number of days in rest. The target so affected becomes immune to sleep or subdual effects and actually becomes more alert over time, adding +1 per day to all wisdom-based actions, like finding clues, for the duration.

IV. RINGS

Any result of 11-12 on Rings II refers to Rings III, below:

RINGS III					
2d6		VALUE	2d6		VALUE
2	Aerial	2,000	7	Hellfire	3,000
3	Alertness	3,500	8	Imprisonment	5,000
4	Demons	5,000	9	Protection	2,500
5	Elementals	4,500	10	Shaping	4,000
6	Heirloom	3,000	11-12	Choose or roll again	--

Once activated, the AERIAL ring enables flight at full (armored) speed, ascending and descending at half for better maneuverability than is possible through other means. The effect lasts for up to a full game day, although landing for more than 1 turn for any reason will require reactivation per the referee, noting that stunning and/or unconsciousness results in the wearer being blown like a feather in the wind!

ALERTNESS rings make the wearer hyper-vigilant, negating any chance of surprise and allowing them to always win initiative (no dice), even if the rest of the party does not. When concentrating, they can pick up a single clue denied to others, like hearing the rumble of an underground stream, once per round for a duration of 1 turn +1 per user level.

Rings of DEMONS have a sharp point that can be used as a weapon (even by clerics) for 1 hit of (melee) damage. When blood is drawn and the ring activated, a conjured manes will appear and serve the wearer for a number of rounds equal to the roll of 1d6+1 per hit taken in activation, noting that doing so is always considered a wicked act, and that the demon gets saving dice each round after the first to return to Hell.

ELEMENTAL rings are attuned to air, earth, fire, or water as determined randomly or by the referee, summoning and commanding spirits per the tome of the same name (1 round per level).

Highly sought HEIRLOOM rings are given by the elves to those they consider friends, with spell-like powers per the following list:

TYPE	POWERS	GRANTED FOR...
Green leaf	Calm	saving an elven life
Silver raindrop	Cure/Null	personal sacrifice
White lotus	Ward	defending elven forests

Note: Where applicable, all heirlooms operate at 9th level once per day.

HELLFIRE rings produce the equivalent of a 9th level Ring spell, being a burning circle of flames surrounding the user and inflicting 1 hit per round against any coming within 10' of the wearer.

The powerful ring of IMPRISONMENT can be used to magically ensnare an opponent, containing them within the ring for a specified time, subject to the following rules and/or limitations:

Using the ring takes a full round during which no movement or other activities should be possible. This is treated as a melee attack (10'), putting the wearer at risk, especially when outnumbered.

Up to 5 levels can be imprisoned in the ring, whether from a single enemy target or multiple ones up to the maximum allowed. Those below 3rd level get no saving dice, all others do.

Imprisonment is temporary, lasting 1 turn per level of the user or until another (higher-level) target enters the ring and exceeds its capacity, in which case, the strongest prisoner is freed first.

Assume a 1-2 in 1d6 chance of any newly captured ring containing some prisoner (always at full strength) as determined by the referee consistent with the circumstances and/or details of the scenario at hand.

PROTECTION rings grant immunity to disease and/or poison, but only that occurring after activation and only for 1 turn, noting that this is also proof against lycanthropy and the like.

Magical SHAPING rings allow the wearer to blend perfectly with their surroundings, natural or otherwise, including bricks and worked stone in urban and/or city environments, but only so long as the wearer remains perfectly still and silent. This effect lasts 6 turns per use.

A few (1-2 in 1d6) are SIGNET rings, allowing the wearer to assume a predetermined appearance, much like a Mask spell, but lasting for up to 1 full game day, determined per the following:

2d6	RESULT	2d6	RESULT
2	Bent old woman	7	Naked young person
3	Child dressed in rags	8	Orc (goblin) clad in furs
4	Dwarf unarmored	9	Priest in plain garb
5	Elf clad in fine clothes	10	Well-dressed aristocrat
6	Gnome wearing hide	11-12	Choose or roll again

Except where noted, gender corresponds to that of the affected character.



MAGICIAN USING A RING OF HELLFIRE



SELLING MAGIC ITEMS CAN BE DIFFICULT TO DO

Of course, the referee is free (and highly encouraged) to add additional forms consistent with the nature of their campaign.

V. SCROLLS

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

The BLANK scroll is just that; a blank sheet of parchment that radiates powerful magic. Simply concentrating on one writes whatever spell the reader so desires, even when previously unknown.

Scrolls of MAJOR NAMES contain the true name of a demon lord, who is magically compelled to appear and serve whoever has the parchment, performing any one task before departing. This is always a chaotic act and makes the reader a mortal enemy of the demon so commanded!

VI. STAVES

Any result of 11-12 on Staves II refers to Staves III, below:

STAVES III		
2d6		VALUE
2	Allies (E/M)	4,500
3	Command (M)	3,000
4	Druid (E)	1,500
5	Foresight (Ms)	2,000
6	Leveling (M)	4,000
7	Oratory (C)	1,000
8	Patriarch (C)	2,500
9	Universe (M/Ms)	3,500
10	Wizardry (E/M)	5,000
11-12	Choose or roll again	--

The staff of ALLIES is only available to (and works for) those who have entered into some sort of alliance as decided by the referee and the specifics of the campaign. This operates much like a clerical Ally, with magical aid delivered by applicable agents. For instance, a flock of birds when allied with some avian spirit, noting that the staff cannot be recharged and that the character must use it with discretion.

Obviously, details will vary between campaigns. However, the following are universally true. First, characters may need to observe limits on their behavior, like not killing birds per the above example, and second, that allies might not be available in some environments, per the referee.

COMMAND staves perform a 9th level Obey spell, extending to creatures of animal intelligence as well.

Knotted DRUID staves are only useable by elves and possibly, non-player druids in the campaign setting. Once activated, they allow the user, and any companions within 30', to move through the wilderness unmolested by wild beasts unless hostile action is taken, either by the bearer or anyone enjoying its shelter, negating the effect. The staff must be used as a walking stick, with the effect lasting up to 1 game day.

The enigmatic staff of FORESIGHT operates as a crystal ball, using a crystalline shard set in the tip for better focus. This can only be employed by savants and recharged in the same manner as an astral staff, each use requiring 1 game day to recover.

LEVELING staves generate a powerful Move spell.

Most ORATORY staves appear as a simple walking stick, being the stuff of evangelization. Each use functions like a variant Read spell, automatically translating the cleric's (spoken) words and those of any listeners within earshot (60') for the duration of 6 turns (1 hour) unless attacked, adding +1 to charisma-based actions, including conversion.

PATRIARCH (or matriarch, as the case may be) staves are rare things of clerical office, being dedicated to law (1-3 in 1d6) or chaos (4-6 in 1d6) and only useable by such. Each use produces the equivalent of an Ally spell, subject to all the same terms and conditions, for surely finding one is a sign of divine favor that must be honored.

Powerful and rare, UNIVERSE staves probably have an extra-dimensional origin, possibly outsider wizards, etc. Variable uses can be spent to produce any one of the following as per the table shown:

POWER	COST (USES)	EFFECT
Black hole	3	opens deep cosmic Void*
Phase	1	enables stellar Wink*
Time stop	5	works as a fabric of time

*Treat as 9th level for duration/effect

Note that while the phase and black hole powers replicate ordinary spell effects (Void and Wink, respectively), this is achieved through cosmic, rather than magical, means and carries certain risk. When used, saving dice are required to avoid space sickness, being a disease of the ordinary sort that may only be cured by a 9th level cleric or item of equivalent power.

WIZARDRY staves contain only 15 uses. However, these may be spent as ordinary spell points to cast any spell the magician knows, making them most sought after. They can be recharged, but slowly, requiring 2 full days to recover just a single use, being complicated.

V. WANDS

Rolling 11-12 on Wands II directs to Wands III, below:

WANDS II		
2d6		VALUE
2	Abjuration (M)	3,000
3	Dueling (M)	2,500
4	Faerie (E/M)	5,000
5	Gardener (E/M)	3,500
6	Inspiring (M)	1,000
7	Mists (E/M)	3,500
8	Sapping (E/M)	4,000
9	Tricks (M)	1,500
10	Tunneling (M)	2,000
11	Witchwood (E/M)	4,500
12	Choose or roll again	--

A wand of ABJURATION can be used to undo any action taken by the magician within the previous round. This might even recover lost spell points, although past spell effects are also reversed, noting that this only applies to things initiated by the character.

DUELING wands produce the equivalent of a 9th level Duel spell, this being controlled by the user through wrist movements, etc.

Most FAERIE wands are in the possession of faerie kings or queens, being symbols of their authority. Each works as a staff of wizardry and may only be recharged through powerful faerie magic.

GARDENER wands perform a 9th level Vine spell.

Wands of INSPIRING add +1 to all actions attempted by another (never the magician) within 60' of the user for 1d6+4 rounds, helping the affected target perform their best, even when diseased and/or exhausted.

MIST wands create fog equal to a 9th level Mist spell, granting also the ability to control this. Any fog so created can be made to snake and move down corridors and fill empty spaces, even at higher elevations, achieving a depth of 5' high, 10' wide, and 240' long as the magician so requires.

Extremely rare, wands of SAPPING capture spells thrown at the bearer, absorbing and making them available for subsequent release, similar to spell bottles, but only against those spells cast by magicians of equal or lower level than the user. This expends 1 use per 3 enemy levels and requires that saving dice be rolled at -1, with success allowing the spell to be cast the following round and functioning at full level.

TRICK wands produce a single cantrip effect per use, noting that these successfully delay or distract (no dice), otherwise performing as an Urge spell for purpose of duration and effect.

Wands of TUNNELING work as a 9th level Hole spell, requiring that the user hold the wand ahead of them while speaking magic words.

WITCHWOOD wands place a special aura upon a single enemy within 30' of the user, causing all melee attacks made against them to be rolled at +1 and allowing normal weaponry to strike those only affected by magic, but only for the span of 1d6+4 combat rounds per use.

VI. WEAPONS

Any roll of 12 on the main weapons table merits one of the following special items, each valued at 5,000 GP as per the referee:

Special DWARVEN and ELVEN weaponry might not be magical, but have the equivalent of any single combat maneuver applicable to the weapon in question, for instance, swords granting the piecing move, etc. Characters already possessing a particular maneuver enjoy greater utility when using it, as per the following abilities table:

WEAPON	ORIGIN	EFFECTS
Arrows	elven	volley (split damage)*
Axes, hammers, maces	dwarven	smash, sweep (one/two-handed)#
Spears, swords	elven	parry, sweep (two-handed), thrust#

*Adds +1 damage to be divided between multiple targets

#Roll 11 or better (parry/smash) or +1 damage (pierce/sweep)

These weapons are extraordinarily rare, and the respective races will never willingly part with or sell them to anyone.

POSSESSED weaponry (magical, +1-2) are imbued with an evil intelligence constantly trying to override the user and seize control, such that the bearer becomes increasingly vulnerable to demonic possession as per the game rules, resulting in the weapon completely taking over their actions, etc.

VI. CAMPAIGN RULES

Eventually, the campaign will move above ground, although this can happen sooner if a party is willing. Simply visiting town to resupply might trigger unexpected adventures depending on the actions taken, noting that certain agents of the underworld may work as assassins or spies. Sometimes, the party will make their own adventures, often unintentional, and this is easier when the referee is prepared well in advance.

URBAN SETTINGS

Cities, with their winding streets and open spaces, are no different from dungeons and offer abundant role-playing opportunities for parties willing to interact with townsfolk, etc. In fact, some buildings serve as dungeons in miniature to be mapped and stocked in whatever way the referee so requires, housing powerful enemies, traps, and/or treasure.

COMMONERS AND PEASANTS

Referees can generate commoners as follows:

3d6		NOTES
3	Beggar	some function as thieves (1-2 in 1d6)*
4	Blacksmith	assume 1-2 in 1d6 are armorers
5	Bowyer	long/short bows or (1 in 1d6) crossbows
6	Candle maker	only found in larger towns, etc.
7	Carpenter	includes carpenters or woodworkers
8	Farmer	free/landed (1-3 in 1d6) or serf
9	Fisherman	possess basic boating/navigation skill
10	Glass blower	availability as per a candle maker
11	Hunter	these might serve as paid guides
12	Jeweler	may (1 in 1d6) be a wealthy moneylender
13	Laborer	general (unskilled)/migrant workers
14	Miner	roll 1d6: 1 (dwarven), 2-6 (human)*
15	Performer	treat these as beggars with charisma*
16	Stone mason	often organized in powerful guilds
17	Tailor	can include leatherworkers, etc.
18	Teamster	possess extensive traveling knowledge

*Dwarves are 1st level, thieves 1-3rd level

The city guard are 1st level fighters in leather or chain depending on the size and/or wealth of the town. Conscripts (peasant militias) are rarely armored and armed only with bows and flails. Sergeants (and above) wear chain or plate. Otherwise, regular guards carry spears and officers, swords.

URBAN ENCOUNTERS

The referee can use the following to randomly generate urban encounters or prepare these in advance as so desired:

2d6	RESULT	NOTES
2	Adventuring class	see below
3-11	Commoner/townsperson	--
12	Enemy/monster, etc.	see below

Characters might (1-4 in 1d6) belong to a party having 1d6+1 members with all others being solitary encounters:

2d6	CLASS/RACE*	NOTES#
2-3	Cleric	nearly half are chaotic (evil)
4	Dwarf	drunk (1-2 in 1d6) and aggressive
5	Elf	these are aloof when solitary
6-8	Fighter	inebriated (1-3 in 1d6) as a dwarf
9	Magician	may Link with potential rivals
10-12	Thief	often (1-4 in 1d6) attempt to steal

*Or any variant (monks or savants, etc.) per the referee

#Parties and/or solitary types match or exceed player level

Parties are considered neutral, with each member having one or more magic items as per the referee. These can be selected or determined randomly on the applicable treasure tables or by profession.

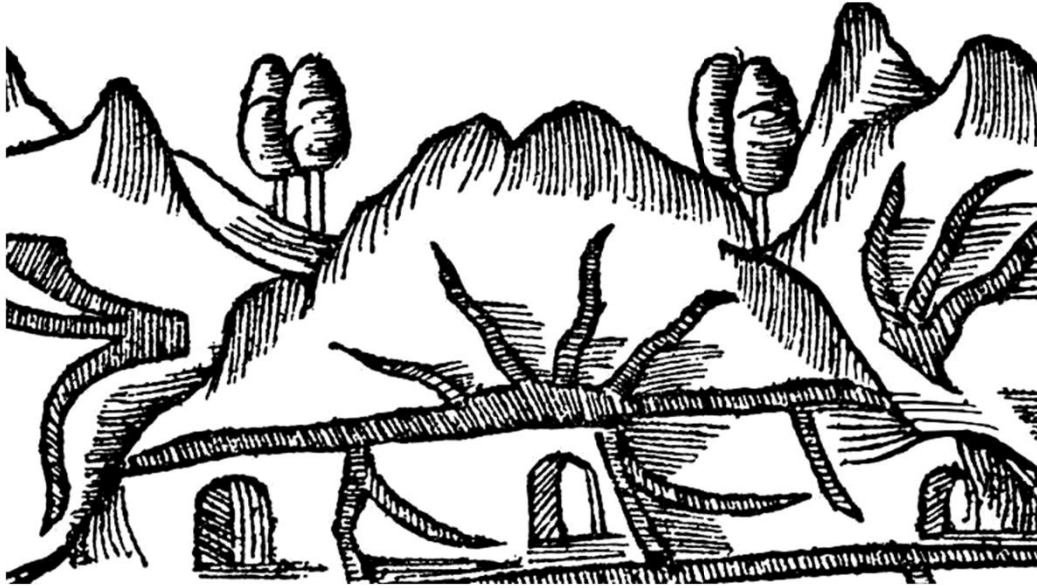
ENEMIES AND MONSTERS

Enemy monsters are rare, but might be encountered at night or close to places dedicated to chaos or otherwise deserted and tempting:

2d6	TYPE	NOTES
2-4	Bugbear/orc	some bugbears pass as humankind
5	Demon/devil/manes	all linger near evil shrines
6-8	Doppelganger*	may try to gain a party's trust
9	Ghoul/ghost/shadow	spirits haunting communal crypts
10-11	Succubus/vampire	these attempt to seduce first
12	Werewolf/wyre-folk	both types manifest in human form

*Doppelgangers appear as human, seeking more victims

The referee can choose which best suits their needs, noting that some will only appear at night and out of sight of townsfolk and/or the city guard.



A HILL DWARF SHIRE NEAR HUMAN LANDS



THE PLANES OF HELL ARE LOATH TO FREE THE DEAD

STRONGHOLDS

Barbarians may clear a 1-mile radius of all enemies and begin attracting tribesmen (including women and children) fully equipped as normal combatants in time of crisis. Corsairs will function much like thieves, although some capture vessels and control a port area, complete with informants in the usual fashion, but in a different context:

CLASS	COST	TYPE	FOLLOWERS
Barbarian	750 GP	homeland	15 footmen, 30 tribesmen*
Corsair	1,000 GP	lair	20 burglars plus informants#

*Assume tribesmen are (fully armed) commoners

#Treat roughly half as corsairs and the rest as thieves

Tribal homelands (hordes) lie within a 1-square mile area, with power extending beyond these boundaries. Corsairs occupy lairs similar to a thief, but might also command a seaport or vessel, etc.

TAXES AND TRIBUTES

Homelands and lairs collect the following:

STRONGHOLD	REVENUE	NOTES
Homeland	5 GP	field 75% of tribesmen*
Lair	10 GP	overhear gossip as a thief

*Treat these as armed commoners in leather (+1)

Barbarians raid and occasionally trade, compensating their followers and earning surplus wealth by whatever means. As robbers and seafaring pirates, corsairs control much of the trade in plundered loot.

INTO THE WILDS

The wilderness is home to beasts, brigands, and other foes, although the elements can be even worse, as changes in terrain and/or weather may greatly affect movement and sometimes be fatal.

For simplicity, the referee should map out any wilderness area in advance, applying penalties for terrain where applicable. Weather conditions may also be established in advance and adjusted as the adventure requires, imposing penalties against those braving it. Note that enemies are either unaffected or wise enough to avoid inclement weather unless adapted or prepared.

TERRAIN AND WEATHER

Ground conditions may be determined by the referee as suits their campaign setting, subject to the following:

TERRAIN	NOTES
Flat/plateau	--
Overgrown	visibility reduced to 10'
Rocky/swampland	movement 20'/stealth rolled at -1

At the start of any new adventure, the referee should determine weather conditions by rolling 2d6 (or choosing) on the following table. Each subsequent day, the referee moves one down on the chart, creating a suitable progression through the game week, with impacts as follows:

2d6	WEATHER	WINDS	NOTES
2	Sunny	light	--
3-4	Partly cloudy	brisk	--
5-6	Cloudy	brisk	--
7-8	Rain/snow*	strong	missiles fired at -2
9-10	Partly cloudy	strong	--
11	Fog/drizzle	light	visibility reduced to 10'
12	Sunny	light	--

*In fall/spring roll 1d6: 1-3 (rain), 4-6 (snow)

Moderate or greater winds make building fires and the like difficult, and the referee may require dice rolled at penalty.

On certain days, there is a 1 in 1d6 chance of an extreme weather event taking place, adjusted for season as determined by the referee:

WEATHER	SEASON	NOTES
Sunny	cold (fall/winter)	take 1 hit per turn outdoors*
Sunny	heat (spring/summer)	double water rations used
Rain/snow	ice (fall/winter)	movement 10' per turn
Rain/snow	storm (spring/summer)	lightning bolt (1 in 1d6 chance)#

*Assumes inadequate dress and/or sustained exposure

#Per turn spent outdoors (treat as a 1st level Bolt spell)

Note that tropical environments are always sunny, requiring double water rations to survive. In spring, there is a 1 in 1d6 chance per day of a monsoon, with heavy rain and damaging winds equivalent to a roll of 7-8, above that might also hinder movement as if travelling through wet swampland.

ADVANCED RULES

Once again, the referee may consider the following advanced rules for use in their own campaigns or adventures:

RESURRECTION should never be taken for granted, and certain deities are unwilling to part with their dead. Lawful characters, in particular, might not wish to leave at all! These may be allowed to choose or roll saving dice to return, subject to the following modifiers:

CHARACTER IS...	MODIFIER
Burning in Hell or equivalent	-2
Serving evil (chaotic) deity	-1
Raised by priest of own faith	+1
Ministered by lawful cleric	+2
Has unfinished business on Earth	+3

Neutral types are sufficiently non-committed, so resurrection is either automatically successful or requires saving dice rolled without any modifiers, being here a 50/50 proposition!

Alternately, chaos uses the following:

CHARACTER IS...	MODIFIER
Unimportant and/or repentant	-1
Important servant (cleric) of chaos	+1
Promises diabolical service	+2
Enters pact, no further resurrection	+3

The above ensures resurrection, although costly, and some may prefer to generate a new character. This is an opportunity to play something different, like a stout dwarf or clever magician, etc. After all, there are still dark dungeons to be explored, enemies to overcome, and treasure to win!

