

The Complete
WARLOCK



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The Complete MARLOK



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WARLOCK

a major

D&D variant

Introduction

A few years ago, the first copies of a new game called *Dungeons and Dragons* appeared on the market. Fantasy fans and gamers in general were enthralled at the possibilities. Most of them became hooked on the game, due to its unusual and imaginative nature. You could actually do unusual things: slay dragons, rescue the downtrodden, and just grab loot.

When our group first started playing the game, our overall reaction was that it had great ideas, "but maybe we should change the combat system, clarify the magic, and re-do the monsters". *Warlock* is not intended to replace D&D, and, indeed, would not exist without that classic game. What we have tried to do is to present a way of expanding D&D without the contradictions and loopholes inherent in the original rules and the various supplements. By putting together one set of rule changes and interpretations and playing by them for three years, we have developed something that works pretty well. We spent a considerable amount of time working out a solid combat system, a coherent magic system, and a more flexible way of handling monsters as monsters, rather than as men dressed up in gorilla suits. We have been (rightly) accused of making D&D into a different game altogether, but we think it is an enjoyable one, and hope you do, as well.

We recommend that you have access to a *Dungeons and Dragons* set, preferably a copy of the original version, plus any supplements you enjoyed. We lack the space to go into the detail supplied by the D&D rules

in some areas, such as: magic items and the basic monsters, as well as how to design a dungeon or other game location. We will be going into some of this in, a separate book for referees, but not here.

What You Need To Play

Other than this book, you need mainly the thing that you would need to play regular D&D: someone with a lot of patience who has designed a dungeon. You also need dice, mainly at least one 20-sided die and several 6-sided dice. In these rules, whenever 'dice' are referred to, it means 6-sided dice unless it states otherwise.

Other things that are useful for the players to have are papers and pencils, for mapping and keeping track of casualties, treasure, and anything else. Our group also uses miniature figures representing the characters in the game, allowing them to be physically positioned on a tabletop or other surface so that you can see what is happening. It is possible to spend a lot of money playing the game, but not at all necessary. Let your budget be your guide.

Terms To Understand

Player Character: This is what represents you in the game. They are the equivalent of 'playing pieces' in most games and much more. Your characters will take on personalities of their own if you let them, and provide you with much enjoyment. They are the adventurers, the people who actually *do* things in the world of your referee, but are controlled by players. We suggest you have only a small number of player characters per player. In our games we allow any player to involve any 2 of his characters in any one adventure or expedition. Whether these player characters are fighters or elves, clerics or dwarves, remember that, in their own world, they are people, and treat them accordingly.

Characteristics: There are eight things that are determined for each character at his or her creation: Strength, Intelligence, Wisdom, Constitution, Dexterity, Agility, Charisma, and Size. These are called 'characteristics'. See the rules on 'Creating Player Characters' for more.

Prime Requisite: This is the characteristic or characteristics which is the most important to the type of

character that an individual is. For example, the 'prime requisite' of a Fighter is Strength. How high or low this prime requisite is helps to determine how good a character is at his or her chosen specialty: fighting, magic using, etc.

Player Characters

Each player is represented in the game by one or more player characters which he must create and maintain. If one or more of a player's characters are killed or otherwise eliminated from play, a player must either: 1) find a way to recover the old character, by magical or other means explained later; or 2) create new characters to replace the old. The following types of player characters are what we recommend you use in your games as normal characters:

Fighters: Fighters are tough, strong men or women who specialize in combat and cannot use any magical or clerical spells by themselves. They can use any weapon of a normal or magical nature unless noted otherwise. Fighters tend to be much harder to kill than other types, too, since the number of hit points they can take increases more rapidly than for any other character type. Fighters may wear any armor that is their own size, although heavy armor may hamper their fighting, as explained later. The prime requisite of a fighter is Strength.

Clerics: Clerics are religious men or women who are able to call upon their deity or gods for help in the form of clerical spells. They may use fewer magical items than can magic users, and fewer weapons than fighters, but have certain special items of their own. Clerics may wear any armor that they find comfortable and convenient, but may only use weapons that are not designed to shed blood (fists, quarterstaves, maces, and so on), and thus may not use swords or arrows. Clerics may use certain special consecrated items that enhance their own abilities, such as clerical staves. The prime requisite of a cleric is Wisdom. A character must have Wisdom of 9 or greater to be a cleric.

Magic Users: These are men who have studied magic and are able to throw spells. They may use any magical

item not specifically forbidden to them (such as armor and most weapons), and may arm themselves only with daggers or *magical* swords or staves. Magic users may carry non-magical staves as tools or to defend themselves by parrying (explained in Combat rules), but may not use a non-magical staff as a weapon for attack. A normal magic user is not permitted armor of any kind, or shields. As magic users progress in levels and gain experience they are able to learn more and higher level spells and gain greater ability to use the spells. The prime requisite of a magic user is intelligence. A character must have Intelligence of 9 or greater to be a magic user.

Illusionists: Illusionists are a special class of magic users who study and use the art of illusion. They have the same basic restrictions as magic users, but use a somewhat different mixture of magical spells. The prime requisite of an illusionist is intelligence. A character must have Intelligence of 15 or greater and both Wisdom and Dexterity of at 13 or greater to be an illusionist.

Dwarves: Dwarves tend to be smaller than men, but they make up for their size by being particularly resistant to fatigue and magic (these differences are noted in the appropriate sections of the rules). In most other respects they are much like fighters, except for the following: 1) they are the only characters able to fully employ the more powerful dwarf-made weapons; 2) they are more likely to notice slanting passages, traps, shifting walls, and new construction in underground settings; 3) they are much more likely than other characters to know their way around underground settings without getting lost or not noticing how deep they are; 4) they are able to judge the value of gems and jewelry without extensive testing. The prime requisite of a dwarf is the *average* of his strength and constitution. A character must have Strength of 15 or greater and Constitution of 15 or greater to be a dwarf.

Elves: Elves have the ability to use weapons as fighters do, but they are also able to use magical spells. In fact, elves can do everything that

magic users and fighters can do. (Whenever there is a conflict between what the two types can do in the rules, elves gain the benefit of whichever is to their advantage overall). They have the disadvantage that they do not go up in levels as quickly as humans do. Elves are also more likely to find hidden doors and other objects than are most other characters. They are very good at learning languages. The prime requisites of an elf are strength and intelligence, whichever is the lower. A character must have Strength of 9 or greater, Intelligence of 9 or greater, a sum of Strength + Intelligence of 25 or greater, and Dexterity of 11 or greater to be an elf.

Halflings: Halflings tend to be only about one-half the size of the average man in height, but for their size they are the toughest characters in the game (dwarves being somewhat larger). They have the same basic limitations as fighters in what they may wear and use. Common sense should be used when there is any doubt (for example, a halfling does not use a longbow effectively, and should not be allowed to). A halfling is at his best while outdoors or in places similar to their own homes, forests and glades. The prime requisite of a halfling is either constitution or dexterity, whichever is lower. A character must have Constitution of 15 or more, Dexterity of 15 or more, and Agility of 9 or more to be a halfling. A halfling gains special abilities similar to those of a thief as he goes up level (see Thief rules for details).

Thieves: Thieves are men who have perfected the arts of stealth, agility and lock picking to a fine degree. They are able to get into places where other characters would find it difficult or dangerous to go. In order to use their abilities, however, thieves must wear no armor more encumbering than leather (with a shield if they so desire). The prime requisites of a thief are dexterity and agility, with experience bonuses determined by the lower of the two. A thief gains abilities as he increases in levels (see Thief section later in the rules). A character must have Dexterity of 9 or greater, Agility of 9 or greater, and a sum of Dexterity + Agility of 25 or greater in order to

be a thief.

Rangers: This is a character class loosely based on the wandering loner characters in fantasy. This character class is primarily a fighting one, but who can gain enough knowledge to make use of a little magic eventually, and enough respect for the ruling deities that they can gain a little clerical ability eventually. They are better than average fighters, and have the same restrictions as fighters, with the exception that rangers who are 8th level or lower may not own any property, magical or not, that is not portable enough to be carried along with the ranger on one horse. There is a special section of rules for rangers later. The prime requisite of a ranger is strength. A character must have Strength of 17 or more, Constitution of 15 or more, and Intelligence and Wisdom both of 13 or more in order to be a ranger.

Paladins: This is a character class loosely based on the idea of the Chivalric Knight from the legends of King Arthur and others. They are fighters with a few of the abilities of a cleric, and the ability to use clerical implements and swords which have been consecrated to their own faith. A paladin must adhere completely to the rules of his faith, or lose all special abilities, and become a normal fighter. (See Paladin Rules). The prime requisite of a paladin is strength. A character must have Strength of 13 or more, Wisdom of 13 or more, and Charisma of 17 or more to be a paladin.

Combination Characters: It is possible for a character to be more than one type of character. If a character has a score of 17 or better in the prime requisites of two or even three of the character types that can combine (fighter, cleric, magic user, or thief), then he can become a dual or triple character type. A character with scores of 17 or better in both strength and intelligence could become a magical-fighter, as an example. As such, he would gain the abilities of both types, like an elf, but would advance on a different experience table for his type (see Experience tables for examples of Combination advancement). The prime requisite of a combination character is the lowest of the types.

which are combined.

Dwarves and elves may only be combination-thieves. An elf may be a combination elvish-thief if he has Strength of 15 or more, Intelligence of 15 or more, Dexterity of 15 or more and Agility of 15 or more. A dwarf may be a combination dwarvish-thief if he has Strength, Constitution, Dexterity and Agility all of 15 or more. These types also have special Advancement tables.

Experience Points

At the end of an expedition, all surviving members of the party receive experience points, as determined by the referee. The basic experience is determined by the monsters and men defeated by the party, as well as any treasures obtained in so doing. These are modified by the level and experience bonuses of the characters in the party.

Experience points are totalled up and divided evenly between surviving members of the party. If the monsters were of a lower level than one or more members of the party, the party gets less experience for those monsters (and any treasure guarded by them) at a rate based on the ratio of monster level to character level. For example, a 12th level cleric is in a party which defeats a fifth level monster with treasure. The party only gets 5/12 of the possible experience for this monster and treasure.

In addition, a character is limited to going up one experience level per expedition. If, for example, a character were the sole survivor of an expedition and lugged out three million gold pieces worth of jewelry, obtained by sneaking out while the rest of the party was being eaten, this would not be sufficient to raise the character many, many levels. Even obtained in a more noble fashion than in the example, a character 'pins' at the top of the next level above the one at which he began the expedition. In other words, a third level fighter could gain (on one expedition) only enough points to take him to one point short of fifth level; in other words, he 'pins' at the top of fourth.

Experience points are earned for obtaining treasure as follows: for every 1 gold piece of value of

treasure a party brings out of an adventure, they earn $\frac{1}{2}$ of an experience point, adjusted according to the level of the highest character and the treasure's guardian. Experience points for monsters, to be divided between the members of the party as was the gold, is as follows:

Monster Level	Experience Points
1	50
2	100
3	400
4	900
5	1600
6	2500
7	3600
8	4900
9	6400
10	8100
11	10,000
12	12,100
13	14,400
14	16,900
15	19,600
16	22,500
17	25,600
18	28,900
19	32,400
20	36,100
21	40,000

add 4000 for each additional level.

Please note that, while monsters are evaluated by hit dice under most conditions, magic users and other types able to use magical spells should be credited at their experience or magic level if it is higher than their hit dice. Thus a 6th level magic user would be worth 2500 EP for his level rather than 900 EP for his (3 dice +2) dice level.

Special cases: if a creature takes n dice +2 or more hits, its experience level should normally be considered level $(n+1)$. Also, if a creature is taken while asleep or otherwise unable to fight back, the referee should reduce its value for experience. The referee's decision of what credit to give for defeating a creature is final, except in case of obvious errors of arithmetic.

Experience Levels

The following is an explanation of the things found in the Advancement Tables for the different character types, first the things found in all types, then the specific types.

LEVEL is the Experience Level of the character. All player characters start out as Level 1 characters.

HIT DICE are the number of cumulative 6-sided dice rolled to determine how many hit points of damage a character can take before falling unconscious. If the number in this column is $X+1$ or $X+2$, etc, it means that 1, 2, or the appropriate number is added to the *total* number rolled on all the dice, not to each die.

The hits at any level are used to compute those at the next level; the dice are not rerolled. In other words a 2nd level fighter who takes 7 hits reaches 3rd level. On his new Hit Die he rolls a 4. Adding this to the previous 7 he now has 11 hit points (which may be modified by an extremely high or low Constitution. See 'Bonuses and Penalties Due to Characteristics'). In some cases, a character must go from, say, 2 dice +2, to 3 dice. This is done by rolling a die and subtracting 2, adding any result greater than zero to the previous hits. A character can never take fewer hits at a higher level than he took at a lower one.

At any time, a character has a margin between his Hit Points and the point at which he dies from damage. This margin is equal to $(\text{Constitution} \times .03 \times \text{Hit Points})$. Thus a character who has Constitution 10 and takes 10 Hit Points has a margin of $10 \times .03 \times 10 = 3$ points. This character would become unconscious after receiving 10 points of damage in combat or from magic, and would die upon receiving 13 points of damage. While unconscious but not dead, a character deteriorates toward death unless healed, as follows: the deterioration is 1 point per turn, plus $\frac{1}{6}$ chance (rolled) of a further 1 point of deterioration for each point beyond his Hit Points that a character has taken. For example, in the case above of the 10 Hit Point character who dies at 13 points, suppose he has taken 11 hits. If not healed, by clerical or magical means, he will deteriorate 1 point (to 12 hits) and have a $\frac{1}{6}$ chance of dying outright by deteriorating one more hit (to 13 hits) after 1 turn of lying unaided.

EXPERIENCE POINTS (Exp. Pts.) means that this is the number of total experience points needed for a character of that type to be the level on that line. For example, a Cleric with 3000 Experience Points would be 3rd level, while an Elf with 3000

would only be 2nd.

SPELLS AND LEVELS refers to the number and level of spells known (in the case of a magic user) or usable (in the case of a cleric). The number above each column is the spell level (indicating the relative difficulty of the spell). The numbers in the columns opposite each character level indicate the number of each level that can be learned (by a magic user) or used during a game day (by a cleric).

ABILITIES AND LEVELS for a thief are as above, except as explained in the Thief rules.

Time and Movement

It is suggested that you use the following set of scales of time and movement for maximum enjoyment of the game:

One real day (noon to noon) = one Game Week. This allows you to play more than one expedition or adventure in a real day and also allows expeditions that take more than one day of the characters' time without having to come back the next real day to continue.

One real inch = 6 game feet (or 2 meters). This allows you to use miniature figures (either the Airfix plastic ones or the many lead ones) to set up the physical positions of characters, so that the players and referee can see what is going on, and visualize the action. When inches are referred to in these rules, they are meant to be these 6-foot inches.

In a dungeon or other similar situation, a Turn = 1 minute of game time. This length of turn is used for movement, magic, and any other case where a game 'turn' is referred to unless it states otherwise.

Each game turn consists of six 'phases' of ten seconds each. Each phase is broken down into three basic parts: Movement; Magic & Archery; Melee. It is not necessary to keep track of or operate in phases except when encounters or combat occurs, rather than just walking around. The parts take place in the above order during any individual phase. First, all characters in the situation move to any new positions, as allowed by the referee. Then, any magical spells are thrown and any archery fired. (This step includes the use of any magical implements other than weapons or armor, in most cases.) Finally comes melee, with hand-to-hand combat

being resolved. While seeming complex, after the first couple of times this system is used, the order will become familiar and easy to remember.

Since the *precise* order in which spells and archery are fired often makes a difference in a battle, we have introduced a system which gives those with a higher dexterity a *chance* to fire first, without making the slower ones always lose. This is the Dexterity Count system.

On any given phase of actions, the referee asks the players what action each character is taking and also determines the actions of the 'monsters'. If either or both are firing magic or archery, the referee checks to determine who is going to fire first. This is done by having each character or monster roll two six-sided dice, and adding the results to their current dexterity (whether natural or magically enhanced). That is when that character or being will start to fire. In the case of a bow, that is when the arrow leaves the bowstring. In the case of a magic user or cleric casting a spell, it is when the spell starts to be cast. This is also the case for magical implements being fired: rings, wands or whatever. Since it takes time for a spell to be cast, arrows are often in flight before magic. The precise amount of delay is as follows:

Each Dexterity Count is a small fraction of a second (call it 1/10th for convenience). It takes 1 Dexterity Count for an arrow or quarrel to travel 3" in scale. A magical spell takes 1 Dexterity Count for every Spell Point the spell costs the caster to go off. A clerical spell takes 1 Dexterity Count for each level of the spell (i.e., a Second Level spell takes 2 Counts) to go off. A magical wand or staff takes only the time used up by the Activation spell (usually 1 or 2) to go off. Most other magic items are fired at a rate of 1 Dexterity Count per level of the spell being fired by the item. Specific 'spell storing' items go off as if they were firing a memorized spell.

Thus we have a magic user with Dexterity of 13. He wants to fire a Sleep spell, which costs him 3 Spell Points. He rolls a 7 on his two dice. Thus, the spell actually goes off at Dexterity Count 17 (13 + 7 - 3), and that is when his targets need to make their Saving Throws against

being put to sleep

Suppose one of his targets was a goblin with a bow 9" away from the magic user. The goblin has a Dexterity of only 8. However, upon seeing a magic user pointing a finger in his direction, he rolls a 10 on his two six-sided dice to determine when he fires. Thus, he fires his arrow at Dexterity Count 18 one count faster than the magic user. The arrow however, takes 3 Counts to reach the magic user, so that the spell takes effect while the arrow is still in flight.

Remember, the higher the Dexterity Count number, the sooner the firing. For simplicity, assume that the melee part of each phase starts at around Dexterity Count 0 so that what you have is a sort of a countdown.

The speed of movement of a character is determined by the carrying capacity of the character (determined in Step 6 of character creation) compared with their current load. If they are carrying more than their capacity, they simply cannot move. If they are carrying less than that maximum, but more than 1/2, they can move at 3" per turn or less. From 1/3 to 1/2 capacity, they can move at up to 6" per turn. From 1/4 to 1/3 capacity, they can move up to 9" per turn. From more than 1/6 to not more than 1/4 capacity, they can move up to 12" per turn. 1/8 to 1/6 capacity allows 15" of movement. 1/12 to 1/8 of capacity allows 18" of movement. Carrying some items but less than 1/12 of the maximum capacity permits 21" per turn movement. Carrying nothing whatsoever allows a normal character to travel at 24" per turn.

These speeds are all subject to the maximum speed attainable by man or beast of the type in question. A being that is given a fixed maximum speed does not automatically exceed that just because it isn't carrying anything. Mules and other pack animals trained for carrying can go at their maximum speed with a load no greater than that listed on the Weight and Cost table.

The normal speeds are just that, and are used when walking. In combat, or in other situations where speed is important, creatures that walk or swim travel at their normal speed, but *per phase* instead of per turn. Thus, running or swimming

quickly is 6 times as fast as normal movement. Flying creatures are somewhat different. Flying creatures move at their listed movement *per phase* normally, and move a twice that speed when hurrying or diving.

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FIGHTER

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	2000
3	3	4000
4	4	8000
5	5+1	16,000
6	6	32,000
7	7+1	64,000
8	8+2	120,000
9	9+3	240,000
10	10+1	360,000
11	10+3	480,000
12	11+1	600,000
continue as 9-12 above until		
20	15+1	1,560,000
21	15+3	1,800,000
22	16+1	2,040,000
continue as 20-22 above		

HALFLING

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	3000
3	3	6000
4	4+1	12,000
5	5	24,000
6	5+2	40,000
7	6	70,000
8	6+2	130,000
9	7+1	250,000
10	7+3	400,000
11	8+1	550,000
12	8+3	700,000
continue as 9-12 above		
experience point steps above 20		
are 300,000 per level		

DWARF

Level	Hit Dice	Exp. Pts.
1	1+2	0
2	2+1	2500
3	3+1	5000
4	4+2	10,000
5	5+2	20,000
6	6+3	40,000
7	7+2	75,000
8	8+3	150,000

9	9+4	300,000
10	10+2	450,000
11	10+4	600,000
12	11+2	750,000
continue as 9-12 above		
experience point steps above 20		
are 300,000 per level		

MAGICAL-CLERIC Combination

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+3	2500
3	2+2	5000
4	3+1	10,000
5	3+2	20,000
6	4+1	35,000
7	5	60,000
8	5+3	120,000
9	6+1	240,000
10	6+2	360,000
11	6+3	480,000
12	7+2	600,000
13	7+3	720,000
14	8+1	840,000
15	8+2	960,000
16	9	1,080,000
17	9+2	1,200,000
18	9+3	1,320,000
19	10+1	1,440,000
20	10+3	1,560,000
above 20th level, continue to add		
hits as in pattern formed by levels		

above 20th level, advance in steps of 240,000 experience points. Add hits by average hits of MU and C at that level.

MAGICAL-FIGHTER Combination

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	2500
3	2+3	5000
4	3	10,000
5	4	20,000
6	4+3	35,000
7	5+2	64,000
8	6+3	120,000
9	7	250,000
10	8	400,000
11	9	550,000
12	9+3	700,000
13	10	850,000
14	10+1	1,000,000
15	10+2	1,150,000
continue to add hits as formed by		
the 3-step pattern of 13-15 above.		
above 20th level, advance in steps		
of 300,000 experience points.		

FIGHTING-THIEF Combination

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	1+3	2000
3	2+3	4000
4	3+3	8000
5	4+3	16,000
6	5+3	32,000
7	6+3	64,000
8	7+3	120,000
9	8+2	250,000
10	9	400,000
11	9+1	550,000
12	9+2	700,000
13	10	850,000
14	10+2	1,000,000
continue as steps 10-14 above		
above 20th level, advance in steps		
of 300,000 experience points.		

CLERICAL-FIGHTER Comb.

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	2000
3	3	4000
4	4	8000
5	4+3	16,000
6	5+3	32,000
7	6+3	64,000
8	7+3	120,000
9	8+2	250,000
above 9th, advance as Fighting-Thief.		

MAGICAL-THIEF Combination

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+2	2500
3	2+1	5000
4	3	10,000
5	3+2	20,000
6	4+1	35,000
7	5	60,000
8	5+3	120,000
9	6+1	240,000
10	6+2	360,000
11	6+3	480,000
12	7+2	600,000
13	7+3	720,000
14	8+1	840,000
15	8+2	960,000
16	9	1,080,000
17	9+2	1,200,000
18	9+3	1,320,000
19	10+1	1,440,000
20	10+3	1,560,000
above 20th level, advance in steps		

of 240,000 experience points, and average the hits of MU and T of the appropriate level.

CLERICAL—THIEF Combination

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+3	1500
3	2+3	3000
4	3+3	6000
5	4+1	12,000
6	5	25,000
7	6	60,000
8	7	120,000
9	7+1	240,000
10	7+2	360,000
11	7+3	480,000
12	8+1	600,000

continue as 9—12 above
above 20th level, advance in steps
of 240,000 experience points.

DWARVISH THIEF

Level	Hit Dice	Exp. Pts.
1	1+2	0
2	2+1	2500
3	3	5000
4	4+2	10,000
5	5+2	20,000
6	6+3	40,000
7	7+2	75,000
8	8+3	175,000
9	9+4	350,000
10	10+2	525,000
11	10+4	700,000
12	11+2	875,000

continue as 9—12 above
experience point steps above 20th
are 350,000 per level.

ELVEN THIEF

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	3000
3	2+3	6000
4	3	12,000
5	4	24,000
6	4+3	40,000
7	5+2	70,000
8	6+3	130,000
9	7	225,000
10	8	450,000
11	9	675,000
12	9+3	900,000
13	10	1,125,000
14	10+1	1,350,000

15	10+2	1,575,000
16	11	1,800,000

continue as 14—16 above
experience point steps above 20th
are 450,000 per level.

PALADIN

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	2500
3	3	5000
4	4	10,000
5	5+1	20,000
6	6	40,000
7	7+1	80,000
8	8+2	160,000
9	9+3	300,000
10	10+1	450,000
11	10+3	600,000
12	11+1	750,000

continue as 9—12 above
experience point steps above 20th
are 300,000 points per level

RANGER

Level	Hit Dice	Exp. Pts.
1	2	0
2	3	2500
3	4	5000
4	5	12,000
5	6	25,000
6	7	50,000
7	8	100,000
8	9	175,000
9	10	275,000
10	10+2	450,000
11	11	625,000
12	11+2	800,000

continue as 9—12 above
experience point steps above 20th
are 350,000 per level

MAGICAL—CLERICAL—FIGHTER

Level	Hit Dice	Exp. Pts.
1	1+1	0
2	2	2500
3	2+3	5000
4	3+1	10,000
5	4+1	20,000
6	4+3	35,000
7	5+3	65,000
8	6+3	125,000
9	7+2	300,000
10	8	475,000
11	8+2	650,000
12	9	825,000

13	9+2	1,000,000
14	10	1,175,000
15	10+1	1,350,000
16	10+2	1,525,000
17	11	1,700,000

continue as 15—17 above.
experience point steps above 20th
are 350,000 per level.

MAGICAL—CLERICAL—THIEF

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+3	2500
3	2+2	5000
4	3+1	10,000
5	3+2	20,000
6	4+1	35,000
7	5	50,000
8	5+3	100,000
9	6+1	250,000
10	6+2	400,000
11	6+3	550,000
12	7+2	700,000

continue by averaging the hit dice
taken by the three classes at each
level. This class advances in steps
of 300,000 above 20th level.

CLERICAL—FIGHTING—THIEF

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+3	2000
3	2+3	4000
4	3+3	8000
5	4+2	16,000
6	5+2	32,000
7	6+2	64,000
8	7+2	125,000
9	8	300,000
10	8+2	475,000
11	8+3	650,000
12	9+1	825,000

continue by averaging the hit dice
taken by each of the three classes
at each level. This class advances
in steps of 350,000 above 20th level.

MAGICAL FIGHTING THIEF

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+2	2500
3	2+2	5000
4	3+1	10,000
5	4+1	20,000
6	4+3	35,000
7	5+3	65,000

ELVISH ADVANCEMENT

LEVEL	HIT DICE	EXPERIENCE	SPELLS					
			1	2	3	4	5	6
1	1 + 1 PIP	0	1	-	-	-	-	-
2	2	3000	2	-	-	-	-	-
3	2 + 3 PIPS	6000	2	1	-	-	-	-
4	3	12,000	3	1	-	-	-	-
5	4	24,000	3	2	-	-	-	-
6	4 + 3 PIPS	40,000	3	2	1	-	-	-
7	5 + 2 PIPS	70,000	4	2	2	-	-	-
8	6 + 3 PIPS	130,000	4	2	2	1	-	-
9	7	200,000	4	3	2	1	-	-
10	8	400,000	5	3	2	2	-	-
11	9	600,000	5	3	3	2	1	-
12	9 + 3 PIPS	800,000	6	4	3	2	1	-
13	10	1,000,000	6	4	3	2	2	-
14	10 + 1 PIP	1,200,000	6	4	3	3	2	-
15	10 + 2 PIP	1,400,000	7	4	3	3	2	1
16	11	1,600,000	7	5	3	3	2	1
17	11 + 1 PIP	1,800,000	7	5	4	3	2	1
18	11 + 2 PIPS	2,000,000	8	5	4	3	2	2
19	12	2,200,000	8	5	4	4	3	2
20	12 + 1 PIP	2,400,000	8	6	4	4	3	2

THIEVISH ADVANCEMENT

LEVEL	HIT DICE	EXPERIENCE	ABILITIES						
			1	2	3	4	5	6	7
1	1	0	1	-	-	-	-	-	-
2	1 + 2 PIPS	1500	2	-	-	-	-	-	-
3	2 + 2 PIPS	3000	3	1	-	-	-	-	-
4	3 + 2 PIPS	6000	4	2	-	-	-	-	-
5	4 + 1 PIP	12,000	5	2	1	-	-	-	-
6	5	25,000	5	3	2	1	-	-	-
7	6	50,000	6	3	3	1	-	-	-
8	7	100,000	6	4	3	2	1	-	-
9	7 + 1 PIP	200,000	6	4	4	2	2	-	-
10	7 + 2 PIPS	300,000	7	4	4	2	2	-	-
11	7 + 3 PIPS	400,000	7	5	4	3	2	-	-
12	8 + 1 PIP	500,000	7	5	5	3	3	-	-
13	8 + 2 PIPS	600,000	8	5	5	3	3	1	-
14	8 + 3 PIPS	700,000	8	6	5	4	3	1	-
15	9 + 1 PIP	800,000	8	6	6	4	4	1	-
16	9 + 2 PIPS	900,000	9	6	6	4	4	2	-
17	9 + 3 PIPS	1,000,000	9	7	6	5	4	2	1
18	10 + 1 PIP	1,100,000	9	7	7	5	5	2	1
19	10 + 2 PIPS	1,200,000	10	7	7	5	5	3	1
20	10 + 3 PIPS	1,300,000	10	8	7	6	5	3	1

8	6+3	125,000
9	7+1	300,000
10	7+3	475,000
11	8+1	650,000
12	8+3	825,000

continue by averaging the hit dice taken by the three classes at each level. Above 20th level, this class advances in steps of 350,000 points per level.

QUADRUPLE

(Magical-fighting-clerical-thief)

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+3	2500
3	2+2	5000
4	3+2	10,000
5	4+1	20,000
6	4+3	35,000
7	5+3	65,000
8	6+3	125,000
9	7+1	300,000
10	7+3	500,000
11	8+1	700,000
12	8+2	900,000

continue by averaging the hit dice taken by the four classes at each level. Above 20th level, this class advances in steps of 400,000 points per level.

ILLUSIONIST

Level	Hit Dice	Exp. Pts.
1	1	0
2	1+2	3000
3	2	6000
4	2+2	12,000
5	3	25,000
6	3+2	50,000
7	4	75,000
8	4+2	100,000
9	5	200,000
10	5+2	300,000

continue as above until:

20	10+2	1,300,000
21	10+3	1,500,000
22	10+4	1,700,000
23	11+1	1,900,000

continue as 20-23 above.

Acquire spells at same rate as MU.

CLERICS ADVANCEMENT

LEVEL	HIT DICE	EXPERIENCE POINTS	0	1	2	3	4	5	6	7
1	1	0	2	-	-	-	-	-	-	-
2	2	1500	3	1	-	-	-	-	-	-
3	3	3000	5	2	-	-	-	-	-	-
4	4	6000	6	3	1	-	-	-	-	-
5	4 + 1 PIP	12,000	8	3	2	1	-	-	-	-
6	5	25,000	9	4	2	2	1	-	-	-
7	6	50,000	10	4	3	2	2	-	-	-
8	7	100,000	11	5	3	2	1	-	-	-
9	7 + 1 PIP	200,000	12	5	3	3	2	2	-	-
10	7 + 2 PIPS	300,000	13	6	4	3	3	2	-	-
11	7 + 3 PIPS	400,000	14	6	4	3	3	2	-	-
12	8 + 1 PIP	500,000	15	7	4	3	3	2	1	-
13	8 + 2 PIPS	600,000	16	7	5	4	3	2	2	-
14	8 + 3 PIPS	700,000	17	8	5	4	3	3	2	-
15	9 + 1 PIP	800,000	18	8	5	4	4	3	2	-
16	9 + 2 PIPS	900,000	19	9	6	4	4	3	2	-
17	9 + 3 PIPS	1,000,000	20	9	6	5	4	3	2	-
18	10 + 1 PIP	1,100,000	21	10	6	5	4	3	2	1
19	10 + 2 PIPS	1,200,000	22	10	7	5	5	4	2	1
20	10 + 3 PIPS	1,300,000	23	11	7	6	5	4	3	1

MAGIC USERS ADVANCEMENT

LEVEL	HIT DICE	EXPERIENCE	1	2	3	4	5	6	7
1	1	0	1	-	-	-	-	-	-
2	1 + 2 PIPS	2500	2	-	-	-	-	-	-
3	2	5000	2	1	-	-	-	-	-
4	2 + 2 PIPS	10,000	3	2	-	-	-	-	-
5	3	20,000	3	2	1	-	-	-	-
6	3 + 2 PIPS	35,000	4	2	2	-	-	-	-
7	4	50,000	4	3	2	1	-	-	-
8	4 + 2 PIPS	75,000	5	3	2	2	-	-	-
9	5	100,000	5	3	3	2	1	-	-
10	5 + 2 PIPS	200,000	6	4	3	2	2	-	-
11	6	300,000	6	4	3	3	2	-	-
12	6 + 2 PIPS	400,000	7	4	3	3	2	1	-
13	7	500,000	7	5	4	3	2	1	-
14	7 + 2 PIPS	600,000	8	5	4	3	2	2	-
15	8	700,000	8	5	4	4	3	2	-
16	8 + 2 PIPS	800,000	9	6	4	4	3	2	-
17	9	900,000	9	6	5	4	3	2	-
18	9 + 2 PIPS	1,000,000	10	6	5	4	3	2	1
19	10	1,100,000	10	7	5	5	3	3	1
20	10 + 2 PIPS	1,200,000	11	7	6	5	3	3	2

SAVING THROWS (by Type and Level)

	POISON & DEATH	WANDS	STONE	DRAGON BREATH	SPELLS & STAVES		POISON & DEATH	WANDS	STONE	DRAGON BREATH	SPELLS & STAVES
							(For Thieves and Fighting-Thief Combinations)				
						1-3	11	13	14	15	16
						4-6	9	11	12	12	14
						7-9	7	9	10	10	12
						10-12	5	7	7	7	10
						13+	3	5	5	5	8
							(Magical-Cleric Combination)				
						1-3	11	12	13	16	15
						4-6	9	11	11	14	13
						7-9	8	9	10	13	10
						10-12	6	8	8	11	8
						13-15	5	6	7	10	5
						16+	3	5	5	8	3
							(For Dwarves, Rangers, Paladins, & Halflings)				
						1-3	10	11	12	13	14
						4-6	8	10	10	11	12
						7-9	7	8	8	9	10
						10-12	5	6	7	7	8
						13+	3	5	5	5	6
							(For Fighting-Cleric, Clerical Thief, and Clerical Fighting-Thief Combinations)				
						1-3	11	12	14	15	15
						4-6	9	10	12	12	13
						7-9	7	8	10	10	11
						10-12	5	7	7	7	9
						13+	3	5	5	5	7
							(For Elvish Thief, Magical Thief, and Magical Fighting Thief Combinations)				
						1-3	11	13	13	15	15
						4-6	9	11	11	13	13
						7-9	8	10	10	11	10
						10-12	6	8	8	9	8
						13-15	5	7	7	7	5
						16+	3	5	5	5	3
							(For Fighters)				
						1-3	12	13	14	15	16
						4-6	10	11	12	12	14
						7-9	8	9	10	10	12
						10-12	6	7	7	7	10
						13+	4	5	5	5	8
							(For Magic Users and Illusionists)				
						1-3	13	14	13	16	15
						4-6	11	12	11	14	13
						7-9	10	11	10	13	10
						10-12	8	9	8	11	8
						13-15	7	8	7	10	5
						16+	5	6	5	8	3
							(For Elves and Magical-Fighter Combinations)				
						1-3	12	13	13	15	15
						4-6	10	11	11	13	13
						7-9	9	10	10	11	10
						10-12	7	8	8	9	8
						13-15	6	7	7	7	5
						16+	4	5	5	5	3
							(For Clerics)				
						1-3	11	12	14	16	15
						4-6	9	10	12	14	13
						7-9	7	8	10	12	11
						10-12	5	7	9	10	9
						13+	3	5	7	8	7

BODY DESTRUCTION SAVING THROW

Times Death Level	Vs. Fire	Vs. Lightning	Vs. Energy	Vs. Acid
1.0	1	1	1	1
1.1	1	1	1	2
1.2	2	1	2	3
1.3	3	2	2	4
1.4	4	2	3	5
1.5	5	3	3	6
1.6	6	4	4	7
1.7	7	5	4	8
1.8	8	6	5	9
1.9	9	7	5	10
2.0	10	8	6	11
2.25	11	9	7	12
2.5	12	10	8	13
2.75	13	11	9	14
3.0	14	12	10	15
3.25	14	12	11	16
3.5	15	13	12	16
3.75	15	13	13	17
4.0	16	14	14	17
4.5	16	14	15	18
5.0	17	15	16	18
5.5	17	15	17	19
6.0	18	16	18	19
7.0	19	17	19	19
8.0	19	18	19	19
9.0+	19	19	19	19

SPECIAL SAVING THROWS

Roll Needed	Belief	Fear	Entanglement
ROLL NEEDED	BELIEF (Int.)	FEAR (St. + Wis)	CON Entanglement (2XAg + Dex)
1	20+	41+	-10 to -14
2	19	39-40	-5 to -9
3	18	37-38	0 to -4
4	17	35-36	1-3
5	16	33-34	4-6
6	15	31-32	7-9
7	14	29-30	10-12
8	13	27-28	13-15
9	12	25-26	16-18
10	11	23-24	19-21
11	10	21-22	22-24
12	9	19-20	25-27
13	8	17-18	28-30
14	7	15-16	31-33
15	6	13-14	34-36
16	5	11-12	37-39
17	4	9-10	40-42
18	3	7-8	43-45
19	2-	6-	46+

Special Saving Throws

There are several types of Saving Throw that need some further explanation. Those on the Special Saving Throw table are for use in specific circumstances, as follows.

BELIEF: This saving throw applies to all situations involving illusions and phantasms where the character might be able to reason out the unreality of the situation. Basically, any character needs to roll a number equal to (21—character's intelligence) in order to disbelieve a phantasm or illusion. This may be further adjusted, as mentioned in the spell descriptions.

FEAR: This saving throw applies mainly to situations where a character is hit by a Fear spell, or an equivalent effect caused by another being or circumstance. Failure to achieve this saving throw means that the character retreats in an uncontrolled manner, checking once per turn thereafter to regain control, using the same saving throw needed. This saving throw is based on the sum of the character's Wisdom (judgment) and Strength (aptitude for combat).

ENTANGLEMENT: This saving throw applies to all situations where the character is in danger of physical entrapment or falling. It is based on the sum of (2 times Agility + (Dexterity)). This saving throw is used in case of walking over pit traps, under falling nets, or into quicksand, among other cases. Failure to achieve this saving throw results in being caught by whatever circumstance necessitated the saving throw.

CON: This saving throw is for use with the Thievish Con ability. The saving throw is based upon the DIFFERENCE between the sum of the thief's Intelligence, Dexterity, and Charisma, and the sum of the victim's Intelligence and Wisdom. Failure by the victim to achieve the number needed for his particular difference means that he falls for the thief's ploy, probably losing money or worse to the con man.

Special Rules

Elves: Elves have the following bonuses: +1 on archery shots with bows, +1/6 chance of spotting hidden objects, +1/6 chance of not being surprised by unusual circumstances, +1/6 chance of hearing or seeing approaching danger, and the ability

to see 50% farther than a normal human in dim light (not total darkness).

Paladins: Paladins have the following special abilities: a Paladin may heal other characters of the same alignment, 2 points for each level the Paladin has attained, at a rate of 2 points per turn; a Paladin may do 1 clerical Cure Disease spell (by touch) per day for each 3 levels he has attained; a Paladin may do 1 clerical Dispel Evil per week for each 3 levels he has attained, starting at 9th level; the touch of a ghoul will not paralyze a Paladin, and the touch of a Paladin will dispel the paralytic effects of a ghoul; the clerical Bless and Benediction spells have a DOUBLE effect on a Paladin.

Fighters: (This note also applies to Elves, Rangers, Paladins and all combination characters that include Fighter) Starting at 9th level, and each 3rd level thereafter, a Fighter gains an extra ability. This ability may be applied to adding one attack level per ability to the Fighter's attack with any ONE type of weapon (i.e., a 9th level Fighter may choose to become Broadsword +1). It may instead be used to add +1 to the Fighter's archery shots with any ONE type of archery weapon. A fighter may apply more than one of these abilities to any given weapon, to a maximum of +3 per weapon.

Effects of Characteristics

There are beneficial and harmful effects caused by having high or low characteristics on a character. These are as follows:

PRIME REQUISITE: If the Prime Requisite of a character is 19 or more, he gets a 15% bonus added to his earned experience. 15—18 gets a 10% bonus. 13—14 gets a 5% bonus. 9—12 gets no adjustment. A Prime Requisite of 7—8 subtracts 10% from earned experience. 6 or less subtracts 20%.

STRENGTH: See table for adjustments to carrying capacity and fighting ability.

INTELLIGENCE: For a magic-using character, an Intelligence of 13—15 gives that character an extra 1/2 Spell Point for each Hit Die he gets. An Intelligence of 16 or higher gives the character an extra 1 Spell Point for each Hit Die he gets.

WISDOM: For a clerical character, Wisdom of 13—17 gives a character a bonus of +1/2 pip per die of healing, or per healing spell, whichever is the greater, and +1/2 per die when rolling to dispel undead, both for quantity and for chance to affect them. Wisdom of 18 or greater gives a bonus of +1 per die of healing or healing spell, and +1 per die on dispelling undead. Further, a Wisdom of 15 or higher gives a cleric a 5% bonus chance on dispelling demons.

CONSTITUTION: Constitution of 15 or more gives a character a bonus of 1 hit point for each Hit Die. Constitution of 6 or less causes a character to lose 1 hit point for each Hit Die rolled.

DEXTERITY: Dexterity of 13 or greater adds +1 to archery rolls. Dexterity of 8 or less subtracts —1 from archery rolls.

AGILITY: Agility of 16 or greater adds +1 to the defense level of a character. Agility of 5 or less subtracts —1 from the defense level of a character.

SIZE: The Size table gives the basic weight of a normal human male for purposes of figuring out carrying capacity. For other types, adjust as follows: For Elves, after calculation of carrying capacity, determine actual weight by subtracting 2 from rolled size; for Dwarves, adjust same as Elves; for Halflings, divide weight by 2 before figuring carrying capacity, but figure capacity as if the character weighed 20 pounds more than actual weight; for Female characters, subtract 20 pounds from the weight before figuring carrying capacity (that is, the female character rolling a size of 12 would actually weigh only 140 pounds, not 160).

Carrying capacity of a character is calculated by multiplying the weight of the character by the carrying capacity multiplier for that character's Strength, applying any adjustments for special types of characters stated in the Size notes. Thus, a human of Strength 18, Size 18 would be able to support (barely) 250 x 3.0 or 750 pounds. He would be able to operate normally (speed 12" movement) while carrying no more than 1/4 of this amount, and so on (see Time and Movement rules).

EQUIPMENT

ITEM	WEIGHT	COST
Dagger	2	3
Short Sword	4	8
Hatchet	3	3
Hand Axe	5	3
Mace	5	5
Warhammer	5	5
Beaked Hammer	7.5	NA
Broadsword	5	8
Longsword	5	10
Falchion	5	10
Wide Falchion	5.5	10
Battle Axe	10	7
Morning Star	10	6
Flail	10	8
Spear	10	2
Javelin	2	1
Quarterstaff	10	2
Halberd	15	7
2-Handed Sword	15	15
Maul	15	20
Great Axe	15	15
Lance	15	4
Pike	15	5
Short Bow	3	25
Long Bow	4	50
Composite Bow	5	50
Light Crossbow	15	50
Heavy Crossbow	75	150
Quiver	1	5
4 Arrows	½	1
6 Quarrels	1	2
Sling	0.1	2
5 Sling Pellets (lead)	½	1
5 Sling Pellets (silver)	½	2.5
Arrow or Quarrel tips (silver)	0.1	5
Leather Armor	15%	15
Brigandine Armor	35%	100
Chain Armor	30%	50
Chain-Plate Armor	42.5%	100
Plate Armor	55%	150
Shield	15	10
Barding	75	150
Separate Helmet	5	10
Saddle	25	25
Mule (carries 350 lb.)	700	20
Draft Horse (carries 500)	1000	30
Light Horse	600	40
Medium Horse	800	100
Heavy Horse	900	100
Saddle Bags (carries 60)	10	10
Small Sack (carries 5)	0.1	1
Large Sack (carries 30)	½	2
Giant Sack (carries 50)	1	5
Backpack (carries 30)	1	5
Wineskin (1 qt. cap.)	½	1
50 ft. rope	5	1
10-foot pole	7	1
Iron Spike	0.1	1
6 torches	1	1
Flask of oil	2	2
Lockpick kit	1	50
Grappling hook	1	5

Characters may equip themselves with various items of equipment (depending upon character class and carrying capacity). The equipment table lists examples of equipment, their costs and weights. Before going on any expedition, a character should fully equip himself, within the limits of budget, paying for equipment out

of the character's own funds. If another character is willing to loan the character more money, that may also be used.

Items that say NA in the COST column are not normally available for purchase, but are listed for weight calculation.

Weights of items are listed in pounds (sorry, but the number worked out neater than with metric units). The costs are listed in Gold Pieces.

The weight of a set of armor is calculated as follows: each type of armor weighs a percentage of the weight of the character, by size (after

any adjustments). Leather armor (with helmet-cap) weighs 15% of the weight of the character. Chain armor (with helmet) weighs 30% of the weight of the character. Brigandine (with helmet) weighs 35% of the weight of the character. Chain-Plate (with helm) weighs 42.5% of the weight of the character. Full Plate (with helm) weighs 55% of the weight of the character. The weight of armor must be taken into account when figuring the speed and remaining carrying capacity of a character. Thus, weaker characters should wear lighter armor, and vice versa.

BONUSES AND PENALTIES DUE TO STRENGTH

Strength of Being	Carrying Capacity	Attack Level	Damage Multiplier	Damage Bonus
1	0.8	-1	1	-2 per 2 dice
2	0.9	-1	1	-2 per 2 dice
3	1.0	-1	1	-2 per 2 dice
4	1.1	-1	1	-1 per 2 dice
5	1.2	-1	1	-1 per 2 dice
6	1.3	0	1	-1 per 2 dice
7	1.4	0	1	-1 per 2 dice
8	1.6	0	1	-1 per 2 dice
9	1.8	0	1	0
10	2.0	0	1	0
11	2.0	0	1	0
12	2.2	0	1	0
13	2.4	0	1	+1 per 2 dice
14	2.6	0	1	+1 per 2 dice
15	2.7	0	1	+1 per 2 dice
16	2.8	+1	1	+1 per 2 dice
17	2.9	+1	1	+1 per 2 dice
18	3.0	+1	1	+2 per 2 dice
19	3.1	+1	1	+2 per 2 dice
20	3.2	+1	1	+2 per 2 dice
21	3.3	+1	1	+2 per 2 dice
22	3.4	+1	1	+3 per 2 dice
23	3.5	+1	1	+3 per 2 dice
24	3.6	+1	1	+3 per 2 dice
25	3.7	+1	1	+4 per 2 dice
26	3.8	+2	1	+4 per 2 dice
27	3.9	+2	1	+5 per 2 dice
28	4.0	+2	2	0
29	4.1	+2	2	0
30	4.2	+2	2	0
31	4.3	+2	2	+1 per 4 dice
32	4.4	+2	2	+2 per 4 dice
33	4.5	+2	2	+3 per 4 dice
34	4.6	+2	2	+4 per 4 dice
35	4.7	+2	2	+5 per 4 dice
36	4.8	+2	3	0
37	4.9	+2	3	0
38	5.0	+2	3	+1 per 6 dice
39	5.1	+2	3	+2 per 6 dice
40	5.2	+2	3	+3 per 6 dice
41	5.3	+3	3	+4 per 6 dice
42	5.4	+3	3	+5 per 6 dice
43	5.5	+3	4	0
44	5.6	+3	4	0
45	5.7	+3	4	+1 per 8 dice
46	5.8	+3	4	+2 per 8 dice
47	5.9	+3	4	+3 per 8 dice
48	6.0	+3	4	+4 per 8 dice
49	6.1	+3	4	+5 per 8 dice
50	6.2	+3	5	0

SIZE TO WEIGHT

(for armor and carrying capacity)

SIZE WEIGHT

18	250 lbs.
17	220
16	200
15	190
14	180
13	170
12	160
11	150
10	150
9	150
8	140
7	140
6	130
5	120
4	110
3	100
2	90
1	80

Combat!



Combat

For beginners, the numbers involved in our combat system may look a bit frightening. Try and calm yourselves, because it really isn't all that difficult. Here is how it works:

Any character or monster has an Attack Level and a Defense Level. The Attack Level of any being is determined by his hit dice (2 dice = 2nd level, etc) with adjustments for strength or magic. Extremely high or low strength will add to or subtract from (respectively) attack levels, according to the Strength Table. The Defense Level is also determined by the number of hit dice, with adjustments for agility or magic. Some magical weapons (swords, primarily) add to the attack level in combat. Normal magical armor or shields add their bonus to defense level. Thus, a seventh level fighter wearing Plate +1 and carrying a Shield +2 would be defending as 10th level, Plate and Shield armor class. Whenever there is a number of hit dice with a bonus (such as 1+1 or 2+3) the attack and defense levels are as follows: if the bonus number listed is 1, the level is the number listed (1+1=1st level); when the bonus number is a 2 or 3, the level becomes 1 higher (2+3=3rd level). Thus, a first level Elf (1+1) would have a basic attack and defense level of 1, a third level elf (2+3) would have a basic attack and defense level of 3.

The attack matrices, for both weapon and monster attacks, are designed to give the basic chance for a specific weapon to hit someone wearing a particular type of armor. If two first level fighters (with Strengths of 9-12) were both wearing Chain armor and carrying Shields, and both

were using Maces, each would need to roll 20 or less on a 00-99 die (or pair of dice) in order to hit (cause damage) with any given blow.

This example tells what happens when both fighters are the same level. Now, what if they are of different levels? Quite simple. If one of those same fighters were SECOND level instead of first, he would be a more experienced fighter, and would have a better chance to hit. When the Second level fighter swings at the First level fighter, add 3 to the number the Second level fighter needs to roll, making it 23 or less. The more experienced fighter also defends himself better, so when the First level fighter swings, subtract 1 from what he needs to roll, so he now needs to roll a 19 or less to hit.

In other words, if person A attacks at a higher level than person B defends, for each level of difference, add 3 to the number A needs to roll to hit. If person A defends at a higher level than person B attacks, subtract 1 from the number B needs to roll to hit. An attacker attacking at 10th level with a mace against someone in Plate and Shield armor, with a total defense level of 12th, would need to roll between 00-23 in order to hit.

Another basic rule is that a roll of 00 always hits, and rolls of 90-99 always miss, no matter how far apart the attack and defense levels are. The wildest blow might hit something occasionally, and even the best fighters miss once in a while.

The Matrix

The attack matrix is another thing that may look scary, but isn't. On the matrix for normal weapons, look at the left side of the table. There is a series of numbers and letters running down the left side. These have to do with how long the weapons are, in units of about 8 inches. You may need to know that later.

Next, there are the names of the weapons. To see what the basic number needed to hit for each weapon against any armor class, just look to the right of the weapon name, to the column under the armor class you want. That gives the basic number before adjustments for attack and defense level.

There are 12 columns for various types of armor, to be explained below:

1—None. This is basic clothing or skin with no protective qualities. Robes and light fur come under this classification.

2—Leather. This is for actual leather armor or padding, or for slightly protective skin in monsters.

2B—Brigandine. This is to approximate several types of armor: scale, lacquered leather, leather with a breastplate, or other types of armor that are half metal and half leather. It is also for use for monsters whose skin is basically hard with many soft spots.

3 Shield. This is for someone unarmored who is carrying a shield, or for slightly crusty or roughly padded skin in monsters.

4A Leather and Shield. This is for someone wearing leather and carrying a shield, or for rather tough, but not scaly or hard, skin in monsters.

4B—Brigandine and Shield. This is for someone in brigandine who is carrying a shield, or for somewhat tougher structure than class 2B for monsters.

5A Chain. This is for someone wearing chain mesh or mail armor, or for basically scaly-hided monsters.

5B—Chain-Plate. This is for someone wearing a breastplate and otherwise armored in chain, or for monsters with a tougher, scaly hide.

6A—Chain and Shield. This is for someone wearing chain armor and carrying a shield, or for somewhat more flexible scaly armor on monsters.

6B—Chain-Plate and Shield. This is for someone wearing chain-plate armor and carrying a shield, or for the toughest flexible scales you'll ever find on a monster (dragons and such)

7—Plate. This is for someone wearing plate armor, or for something with a basically hard shell.

8—Plate and Shield. This is for someone wearing plate armor and carrying a shield, or for the hardest of shells.

There is also a column on the matrix for Blows. This is the basic number of blows a man able to move at speed 12" can take with that weapon during a combat phase.

Damage Dice is the number of six-sided dice of damage done by that weapon on a hit, before any

ATTACK MATRIX

HAND-CARRIED WEAPONS

Armor Classes → → →		1	2A	2B	3	4A	4B	5A	5B	6A	6B	7	8	B	D
		N	L	B	S	L	B	C	C	C	C	P	P	L	I
		O	T	R	H	&	R	H	P	&	P	L	&	O	C
		N	H	I	L	S	&	N		S	&	T	S	W	E
		E	R	G	D		S				S			S	G
0A	UNARMORED FIST	55	45	22	35	25	12	20	10	10	05	00	00	4	1/2
0B	ARMORED FIST	55	55	32	35	35	18	25	17	15	08	10	02	4	3/4
1A	DAGGER/KNIFE	55	45	25	35	35	17	35	20	20	10	05	00	4	1
1B	KRIS	55	45	25	35	35	17	35	20	20	10	05	00	3	2
2A	HATCHET	45	35	20	35	20	11	15	10	10	06	05	02	4	1 1/2
2B	HAND AXE	35	35	25	20	20	12	20	17	15	10	15	05	3	2
2C	SHORT SWORD	55	45	25	35	35	17	35	20	20	10	05	00	3	1 1/2
2D	ROMAN TRIDENT	55	45	25	35	35	17	35	20	20	10	05	00	3	1 1/2
3A	WARHAMMER	25	25	30	25	20	22	25	30	20	22	35	25	3	2
3B	BEAKED HAMMER	40	35	35	35	25	25	25	30	20	22	35	25	3	2
4A	MACE	25	25	30	25	20	22	25	30	20	22	35	25	3	2
5A	BROADSWORD	45	35	22	35	25	13	15	10	20	11	10	05	3	2
5B	LONGSWORD	55	35	20	45	25	13	15	10	10	06	05	02	3	2
5C	FALCHION VS ARMOR	35	25	25	25	20	20	20	22	15	17	25	20	3	2 (-2)
	VS NATURAL HIDE	35	25	15	25	20	10	20	12	15	07	05	02	2	2 (-2)
5D	WIDE-BLADED FALCHION	35	35	27	25	25	17	40	27	30	20	15	10	2	2
5E	SAMURAI SWORD	55	35	22	45	25	13	25	17	20	11	10	02	3	2
6A	BATTLE AXE *	35	30	25	25	25	17	35	27	35	22	20	10	2	2
6B	GREAT AXE *	35	35	30	25	35	27	35	30	35	27	25	20	1	4
6C	BULLOVA *	45	45	27	45	35	20	35	22	25	15	10	05	2	2
7	MORNINGSTAR	45	45	35	35	35	27	35	27	25	22	25	20	2	2
8	SPEAR *	45	35	20	35	30	16	25	15	10	06	05	02	2	2
9A	FLAIL *	25	25	30	25	25	25	35	35	25	25	35	25	1	3
9B	MAUL *	35	35	35	35	35	35	35	35	35	35	35	35	1	4
10	2-HANDED SWORD *	35	35	35	35	35	30	35	35	35	30	35	25	1	3
11	QUARTERSTAFF *	55	45	25	35	25	12	25	15	15	07	05	00	4	1
12A	FAUCHARD *	55	45	30	45	45	27	35	25	25	17	15	10	1	3
12B	POLE ARM *	45	45	32	45	35	22	35	27	25	17	20	10	1	2
12C	LUCERNE HAMMER *	40	35	35	35	25	25	25	30	20	22	35	25	1	3
13	HALBARD *	25	25	30	25	35	30	45	40	45	35	35	25	1	2
14	MOUNTED LANCE	55	55	40	55	55	37	45	35	35	27	25	20	1	2
15	PIKE *	25	25	22	25	25	17	25	22	25	17	20	10	1	2

* indicates 2-handed weapon

adjustments for magic or strength

The Monster Attack Matrix is the same except for the fact that the numbers on the left do not indicate length of weapon. Those are only indicated by Small, Medium and Large descriptions.

Another note for the Monster table is for Envelopment. These numbers are what is needed to grab or engulf a struggling opponent, either for subdual or for more evil purposes. It covers grappling as well as the twisting of a python around its victim.

The rows labeled Small Crushing and Large Crushing have a special note for the damage. Small Crushing, if successful, does 3 dice MINUS the strength of the victim being crushed. Large Crushing does 6 dice minus the strength of the victim being crushed. This is to simulate the fact that a stronger man or monster is more difficult to constrict, since he is fighting back. The strength is only subtracted if the victim is still conscious and struggling.

Referees should remember a couple of things: the armor class of a

target using a shield should only include that shield if he is being attacked from the general direction it is facing. A person in Chain and using a Shield would only defend as Chain if attacked from behind.

Also, a person using a two-handed weapon cannot at the same time effectively use a shield, and so is also defending as only whatever armor he is wearing, not armor and shield.

ATTACK MATRIX

NATURAL BODY WEAPONS

Armor Classes →→→		1	2A	2B	3	4A	4B	5A	5B	6A	6B	7	8	B	D
		N	L	B	S	L	B	C	C	C	C	P	P	L	I
		O	T	R	H	&	R	H	P	&	P	L	&	O	C
		N	H	I	L	S	&	N		S	&	T	S	W	E
		E	R	G	D		S				S			S	G
M1	SMALL TEETH	55	35	20	45	35	18	25	15	20	11	05	02	4	1
M2	MEDIUM TEETH	55	45	30	45	35	22	25	20	20	15	15	10	3	2
M3	LARGE TEETH	55	45	35	45	45	32	35	30	25	22	25	20	2	3
M4	LARGE MOUTH	35	35	30	35	35	30	35	30	35	30	25	25	2	3
M5	SMALL CLAWS	45	25	17	35	25	15	20	15	15	10	10	05	4	1
M6	MEDIUM CLAWS	45	35	25	35	25	17	25	20	20	15	15	10	2	2
M7	LARGE CLAWS	45	35	27	35	25	20	25	22	20	17	20	15	1	3
M8	SMALL PINCERS	45	25	15	35	20	11	15	10	10	06	05	02	3	1
M9	MEDIUM PINCERS	45	25	17	45	25	15	20	15	15	10	10	05	2	2
M10	LARGE PINCERS	45	45	32	35	35	27	25	22	25	22	20	20	2	2
M11	SLOW ENVELOPMENT	15	15	20	15	20	27	20	22	25	30	25	35	1	-
M12	FAST ENVELOPMENT	25	25	35	25	25	35	35	40	35	40	45	45	2	
M13	SMALL CRUSHING	55	45	25	45	35	18	35	20	25	13	05	02	2	3-V
M14	LARGE CRUSHING	55	55	40	45	45	35	35	30	35	30	25	25	1	6-V
M15	SMALL HORNS	55	45	25	35	25	13	25	15	20	11	05	02	3	1
M16	MEDIUM HORNS	55	55	32	45	35	20	35	22	25	15	10	05	2	2
M17	LARGE HORNS	45	45	32	45	45	30	45	32	35	25	20	15	1	3
M18	SMALL HOOVES	35	35	27	35	35	25	25	22	20	17	20	15	3	1
M19	MEDIUM HOOVES	25	25	25	25	20	20	25	25	20	20	25	20	3	2
M20	LARGE HOOVES	20	20	22	20	20	20	25	25	20	20	25	20	2	3
M21	MEDIUM PAWS	45	45	35	35	35	27	35	30	25	22	25	20	3	2
M22	LARGE PAWS	25	25	25	25	25	25	25	25	25	25	25	25	2	3
M23	LARGE STINGER	45	45	32	45	35	22	35	27	25	17	20	10	1	2†
M24	MEDIUM STINGER	45	35	25	45	35	22	25	20	20	15	15	10	1	2†
M25	SMALL STINGER	55	35	22	45	25	15	25	17	20	12	10	05	1	1†
M26	SOFT, SMALL TAIL														
	OR TENTACLE	45	35	25	35	25	17	25	20	20	15	15	10	3	1
M27	SOFT, MEDIUM TAIL														
	OR TENTACLE	45	40	30	40	35	25	30	25	25	20	20	15	2	2
M28	SOFT, LARGE TAIL														
	OR TENTACLE	55	45	32	45	40	27	35	27	30	22	20	15	2	3
M29	HARD, SMALL TAIL														
	OR TENTACLE	35	30	22	30	25	17	25	20	20	15	15	10	3	1
M30	HARD, MEDIUM TAIL														
	OR TENTACLE	40	35	30	35	30	25	20	22	15	17	25	20	3	2
M31	HARD, LARGE TAIL														
	OR TENTACLE	45	35	32	40	30	27	25	27	20	22	30	25	2	3
M32	SMALL BUTT/RAM	35	35	22	30	30	17	30	20	25	15	10	05	2	1
M33	MEDIUM BUTT/RAM	35	35	25	30	30	20	30	22	25	17	15	10	2	2
M34	LARGE BUTT/RAM	45	40	35	35	35	27	35	32	30	25	30	20	1	3

Blows Per Phase

The following section may be treated as optional for those of you not familiar with this combat system. It is designed to add realism to the game in the form of taking note of the fact that a fighter who is heavily burdened cannot fight as well as one who is carrying little or nothing. We suggest that this part only be used once the referee feels fully familiar with the rest of the combat rules.

On the attack matrices, there is a number for each weapon that represents the number of blows per melee phase that someone wielding this weapon may strike. In actuality, that number represents the number of blows that someone loaded so as to be able to move at speed 12" can strike. If someone is loaded more or less than this amount, it affects his ability to fight, as follows:

Someone loaded to maximum carrying capacity and able to move only speed 3" cannot use any weapon listed as being 1 or 2 blows/phase. He may only take 1 blow/phase with weapons listed as either 3 or 4 blow weapons.

Someone loaded to be able to move only speed 6" may not use any weapon listed as being 1 blow/phase. He may take 1 blow/phase with any weapon listed as either 2 or 3 blows/phase, and may take 2 blows with any weapon listed as 4 blows/phase.

Someone loaded to be able to move only speed 9" takes normal blows with either 1 or 2 blow/phase weapons, but may only take 2 blows with a 3 blow/phase weapon, and only 3 blows with a 4 blow/phase weapon.

Someone loaded to be able to move speed 12" fights normally.

Someone lightly enough loaded to be able to move at speed 15" takes normal blows with either 1 or 2 blow/phase weapons, with two exceptions: at speed 15", the wielder gets 2 blows with a 2-handed broadsword, and 3 blows with a morningstar. Further, he gets 4 blows with 3 blow/phase weapons, and 5 blows with 4 blow/phase weapons.

Someone lightly enough loaded to be able to move at speed 18" or greater takes 2 blows with any 1 blow/phase weapon, 3 blows with any 2 blow/phase weapon, 4 blows with any 3 blow/phase weapon, and 6 blows with any 4 blow/phase weapon.

Note that these changes do not occur when a heavily laden character is temporarily speeded up by means of a Speed spell or implement, since these merely increase fleetness of foot.

Archery

Archery combat is done on a basis very different from that used for melee. First of all, archery is done using a die number 0-19. Rolling high is good, rolling low is bad. Unless otherwise noted, a 19 will always hit, and a 0 will always miss.

In Archery, there is no adjustment for attack and defense levels. Archery is mainly a matter of hitting and penetrating the target. As explained earlier, archery takes place during the same part of the phase as magic, and goes off based on the Dexterity of the archer, adjusted by adding 2-12.

The arrow, stone, quarrel or whatever travels at a rate of 3" per Dexterity Count. Thrown weapons (axes, spears, etc.) travel only 2" per Dexterity Count.

The Archery Table is used as follows:

The first line is the range of the shot. Any range less than that shown needs a number greater than or equal to the number immediately below the range, rolled 0-19, to hit the target, assuming no armor or other adjustments.

The armor of the target normally affects the number needed to hit. This is determined by looking at the line for each type of archery weapon and looking across to find the armor of the target. There is a number at that point that must be added to the number needed to hit. Thus, if an archer is firing at a target 20" away, he needs a base number of 7 to hit. If he is using a short bow, and the target is in Leather armor (class 2a), he adds the modifier in that column, (+1), and gets a total of 8. He needs to roll an 8 or better to hit.

Each archery weapon has a line of information including the various modifiers for firing at each armor class, the number of dice of damage each shot does, and the maximum range when used by a normal human or similar being.

There is a separate table for Hand Thrown weapons for accuracy, but it is read the same, and has the same modifiers for conditions that are not related to range or armor, as follows:

All archery or thrown weapons may be used only once per phase except the following: Heavy Crossbow may only be used once every two phases, due to the slowness of reloading. Horse bow, long bow, short bow, and composite bow may be fired twice per phase, at any one target.

If the target is moving, add +1 per 3" of the target's movement speed to the number needed to hit.

If the firer is moving, as with horse bow, add +1 per 3" of the firer's movement speed to the number needed to hit.

If the firer is a higher than 3rd level character, subtract -1 from the number needed to hit for each experience GROUP above first that he is. That is, a 5th level character would subtract -1, a 7th level character would subtract -2, and so on. Experience groups are always the same as the groupings for when Saving Throws change.

If the target is in melee, add +3 to the number needed to hit.

If the target is crouching behind an obstacle, or not occupied except for dodging your clearly seen archery, add +4 to the number needed to hit.

If the target is prone or mostly concealed, add +6 to the number needed to hit.

If the firer has a Dexterity of 13 or greater, subtract -1 from the number needed to hit.

If the firer is using a Horse Bow at range 25" or less, subtract -1 from the number needed to hit.

If the firer is using a Light Crossbow at range 50" or less, subtract -1 from the number needed to hit.

If the firer is using a Heavy Crossbow at range 50" or less, subtract -3 from the number needed to hit, and from 51" to 100" subtract -2 from the number needed to hit.

If the firer is using a Sling or a Javelin, calculate his number to hit as if he were firing at a target 3 times the actual distance away.

If the projectile misses for any reason other than bouncing off of armor (i.e., missed by more than the adjustment for armor class) other possible targets within what is called the Danger Space of the shot may be affected. This Danger Space is a radius equal to 3% of the range of the shot. Reroll the shot versus any

ARCHERY TABLES

BOWS/LONG RANGE ARCHERY

Range (in inches)	16—	17	18	19	20	22	24	26	29	32	36	41	48	57	72	95	129	186
Roll needed to hit:	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	18	19

Die Roll Modifiers (for armor class and specific weapon)

	ARMOR CLASS:												Damage	Max.
WEAPON	1	2A	2B	3	4A	4B	5A	5B	6A	6B	7	8	Dice	Range (inches)
Short Bow	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1	100
Composite Bow	0	+1	+3	+1	+1	+4	+3	+4	+4	+5	+5	+6	1	175
Long Bow	-1	0	+3	+1	+1	+3	+2	+3	+2	+3	+4	+4	1	175
Horse Bow	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1	125
Staff Sling	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1	100
Hand Sling	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1	100
Javelin	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1	40
Light Crossbow	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	1½	150
Heavy Crossbow	0	+1	+2	+1	+1	+2	+2	+3	+2	+3	+3	+3	3	200

HAND-THROWN/SHORT RANGE ARCHERY

Range (in inches)	1½	2	2½	3	3½	4	4½	5	5½	6+
Roll needed to hit:	10	11	12	13	14	15	16	17	18	19

Die Roll Modifiers (for armor class and specific weapon)

	ARMOR CLASS:												Damage	Max.
WEAPON	1	2A	2B	3	4A	4B	5A	5B	6A	6B	7	8	Dice	Range (inches)
Dagger	-1	0	+4	+4	+4	+7	+4	+6	+6	+8	+8	+10	1	3
Short Sword	-1	0	+4	+4	+4	+7	+4	+6	+6	+8	+8	+10	1½	3
Hand Axe	0	+1	+4	+2	+3	+5	+4	+5	+5	+6	+6	+7	2	3
Hatchet	0	+1	+4	+2	+3	+6	+5	+6	+6	+7	+7	+8	1½	6
Spear	-1	0	+3	+1	+2	+4	+4	+5	+5	+6	+6	+7	2	9
Warhammer	+4	+4	+4	+4	+5	+5	+4	+4	+5	+5	+3	+4	2	3

one other target in this area in the case of such a miss. If more than one target is within this space, determine which one randomly, and reroll the shots, taking into account any armor or other adjustments for this second target. Note that this may hit persons friendly to the firer, which is a good reason to be careful firing archery into melees.

Some of the archery weapons have a better penetration of armor at short ranges than others. To reflect this, make the following adjustments when rolling shots with these weapons:

Horse Bow: -1 from number needed to hit at range 25" or less.

Light Crossbow: -1 from number needed to hit at range 50" or less.

Heavy Crossbow: -3 from number needed to hit at range 50" or less, -2 from 51-100".

Also, when using javelin or hand sling, both hand-thrown weapons,

calculate the basic number needed to hit as if the range were THREE times the actual range, adjusting for the low actual penetration of these weapons.

Whenever the firer rolls a natural (before adjustment) 19 on the 0-19 roll, there is a chance that he has scored a Critical Hit. Roll again. If the second number, after adjustment, is sufficient to hit the target, an Archery Critical Hit has been scored. Determine location and severity as in Melee Critical Hit, but be sure to use the correct table (Archery and Stabbing for arrows and such, Slashing for thrown axes and the like). Referee discretion should be used at all times. If a creature doesn't have any eyes, an arrow can't very well hit one, now can it?

Whenever the firer rolls a natural (before adjustment) 0 on the 0-19 die, there is a chance that he has

scored an Archery Fumble. Roll again. If the second number, after all adjustments, is not sufficient to hit the target, the firer has fumbled. Go to the Archery column on the fumble table and roll 2-12 to find the result. Again, referee discretion should be used. A bowstring break on a hand-thrown axe means that the thrower has hurt his hand, etc.

Please understand that this archery system is designed for small battles, as is the melee system. If you want to have several hundred archers in a battle, by all means find some way of simplifying it or using another system altogether. For normal expedition usage, however, this system is more than flexible enough to handle most situations.

FUMBLE TABLE

Roll 2-12	Natural/Body Weapons	Artificial Melee Weapons	Archery Weapons
2	Puncturing or cutting weapon caught, lose 1-4 blows.	Snag or jar weapon, lose 1-4 blows.	Projectile-thrower breaks (bow or equivalent). Drop weapon if hand-thrown.
3	Wild blow, reroll vs. others (friendly or enemy) within range.	Trip and fall. Take 1 phase per two armor classes to recover (time cut in half if assisted by others).	Bad release. Archer takes 0-3 points damage.
4	Trip and fall. Take time equal 2-12 blows with own weapons to recover.	Wild blow, reroll vs. others (friendly or enemy) within range.	Bad release. Shot lands at 0-99% of intended range.
5	Minor break in appendage being used to attack (0-3 points damage, appendage not usable for attack for 1-4 phases.	Drop weapon. (It takes time equal to 2-12 blows with that weapon to recover it if melee still going on.)	Bowstring or equivalent part breaks.
6	Strain in appendage being used to attack. Will only do 1/2 damage next 1-4 blows if hits.	Break weapon (see Weapon Breakage Saving Throw Table).	Projectile breaks (see Weapon Breakage Saving Throw Table).
7	Lose balance, lose 1 blow.	Lose grip, lose 1 blow.	Wild shot (triple danger space miss, reroll vs. another target in expanded space, if any).
8	Same as 6.	Same as 6.	Same as 6.
9	Strike opponent's weapon. Take 1-6 points damage plus any special damage due to opponent's weapon.	Tangle weapons. Hit self with flexible weapons. Both self and opponent lose 1 blow.	Same as 5.
10	Same as 3.	Same as 4.	Same as 4.
11	Major break in appendage being used to attack. Take 2-12 points damage, no further use of appendage until healed.	Disarm self and opponent. Both take 0-3 points damage.	Same as 3.
12	Same as 2.	Same as 2.	Drop bow or equivalent.

CRITICAL HIT LOCATION TABLE (BY TYPE OF BEING HIT)

Type, Direction Of Being	HEAD	NECK	WEAPON ARM	SHIELD ARM	UPPER BODY	WINGS OR FINS	LOWER BODY	LEGS	TAIL
Humanoid Biped, Front	3,11	2	5	4,9	10	—	7,12	6,8	—
Humanoid Biped, Rear	2,5	3,4	11	12	6,7	—	8	9,10	—
Tailed Biped, Front	3,11	2	5	4,9	10	—	7	6,8	12
Tailed Biped, Rear	2,5	3,4	11	12	6,7	—	8	10	9
Winged Biped, Front	3,11	2	5	9	10	4	7 (12)	6,8	12
Winged Biped, Rear	2,5	3,4	11	12	6	7 (11,12)	8	10 (9)	9
Quadruped, Front	3,4	2,11	—	—	5,6	—	9,10 (12)	7,8	12
Quadruped, Rear	2	3	—	—	4,6	—	7,8 (10)	5,9,12 (11)	10,11
Winged Quadruped, Front	3,4	2,11	—	—	6	5	9,10 (12)	7,8	12
Winged Quadruped, Rear	2	3	—	—	4	6,12	7,8 (10)	5,9 (11)	10,11
Insect-like, Front	7,11	6	—	—	4,5 (8)	8	2,3	9,10	12
Insect-like, Rear	3	2	—	—	4,12 (8)	8	5,6	7,9	10,11
Serpent-like, Front	2,4	3	—	—	5,7-10, (6)	6	11,12	—	—
Serpent-like, Rear	2	3	—	—	4,5 (6)	6	7-10	—	11,12
Fish-like, Front	2-5	—	—	—	6,7	10	8,9	—	11,12
Fish-like, Rear	2	—	—	—	3,4,5	9	6,7,8	—	10,11,12

Critical Hits

Whenever two or more beings are involved in battle, there is a small chance that one or another will do something out of the ordinary on any given blow. Sometimes this something is good, sometimes bad. This is taken care of in our Critical Hit and Fumble system.

As you will remember, a low number on the 00-99 roll is likely to hit, and a high number is likely to miss. With our system, an extremely low number will score a Critical Hit,

and an extremely high number will Fumble. A Critical Hit is not always a hit that causes extra damage, but it is usually something that gives the person scoring the Critical Hit an advantage in the melee. A Fumble is not always a matter of being clumsy with a weapon, it is a matter of giving one's opponent an advantage.

Once you determine what number each person in a battle needs to hit, take note of any numbers that they roll that begin with either a 9 or a 0. This is because numbers in these

ranges have a chance to Critical Hit or Fumble. There is a table in the Combat section of these rules that shows, based on what number is needed by an attacker to hit, what extreme numbers he must roll to either Critical Hit or Fumble. For example, if a character needs to roll a 25 or less to hit an opponent, any time he rolls a 01 he must roll again to get two more digits. If these two digits are 30 or less, he has criticalled. If he had rolled a 00 in this case, no further roll would have

CRITICAL HITS: IMPACT OR SLASHING WEAPONS

LOCATION	1, 2 or 3 rolled	4 or 5 rolled	6 rolled
HEAD	X2 damage, 10% KO. Lose all actions for 1-4 phases for all HEAD hits.	X2, 20% KO. 1/6 eye hit from front, 20% IK if eye hit. X4 damage if no helmet.	X3 damage, 30% KO. 1/6 eye hit from front, 30% IK if eye hit. X6 damage if no helmet.
NECK (Break acts as spine hit)	X2 damage (A), 10% KO. Cannot talk until 50% healed. 10% beheaded if slashing weapon, otherwise broken.	X3 damage (B), 20% neck broken or beheaded. No talking until healed.	X4 damage (C), needs double healing. 30% neck broken or beheaded.
WEAPON ARM	Weapon lost, 1 point damage.	Weapon lost, normal damage. 1/3 hand broken, if so X2 damage (A)	Weapon lost, hand broken. X3 damage (C).
SHIELD ARM 1/2 upper body	Shield broken unless more magical than weapon. Normal damage	Shield broken unless more magical than weapon. X2 damage, 10% KO.	Shield broken. 50% arm broken, if so needs double healing. X3 damage, 10% IK.
LEG L=No. of legs	Lose 1 blow per weapon. 1/6 leg broken, if so X2 damage. 1/L chance of being knocked down.	Lose 2 blows per weapon. 1/3 leg broken, if so X2 damage (A). 2/L chance of being knocked down.	Lose 3 blows per weapon. 1/3 leg broken, if so X3 damage (C). 2/L chance of being knocked down.
UPPER BODY	X1.5 damage, 5% IK.	X2 damage (C), 10% IK. Needs triple healing.	Spine Hit. Spine 1-100% damaged. 81+% is IK. Each 20% is loss of use of 1 limb until healed. Needs healing X10 on normal damage of blow doing spine hit.
LOWER BODY	X2 damage (A), 10% KO	Groin Hit, X2 damage. Lose all blows and parries next 1-4 phases.	X3 damage (C), 20% KO
WING	X1.5 damage. 1/6 chance wing broken. If so, X3 damage, no flying until healed.	X2 damage. 1/3 chance wing broken, If so, X3 damage, no flying until healed.	X2 damage, 1/3 chance wing destroyed. If so, X4 damage, no flying until healed (wing destroyed needs X10 healing).
TAIL	X1.5 damage.	X2 damage (A).	X3 damage (B). Tail broken.

CRITICAL HITS: ARCHERY OR STABBING WEAPONS

LOCATION	1, 2 or 3 rolled	4 or 5 rolled	6 rolled
HEAD	X2 damage (X1.5 if wearing helmet), 5% IK, 10% KO.	X4 damage (X2 if wearing helmet) 10% IK, 20% KO.	X6 damage (X3 if wearing helmet). Eye hit if front. (A). 20% IK, 30% IK if eye hit.
NECK	X2 damage (A), 10% KO. No talking until 50% healed on neck hit if from front.	X3 damage (B), 15% KO, 5% IK.	X4 damage (C), needs double healing. 25% KO, 10% IK.
WEAPON ARM	Weapon lost, X1 damage (A).	Weapon lost, X1 damage (B), (D).	Weapon lost, X2 damage, (C), (D).
SHIELD ARM 1/2 upper body	Shield punctured, X1.5 damage (A)	Shield punctured, X2 damage (B), (D).	Shield punctured, X3 damage, (B), (D).
LEG	X2 damage (A).	X3 damage, (B), (D). 10% KO.	X4 damage, (C), (D). Needs double healing. 15% KO.
UPPER BODY	X2 damage. 10% IK.	X3 damage (C). Needs triple healing. 15% IK.	X4 damage (C). Needs triple healing. 20% IK.
LOWER BODY	X2 damage (B). 10% KO.	X2 damage (C). 20% KO.	X3 damage (C). Needs double healing. 20% KO.
WING	X1.5 damage.	X2 damage. No flying until damaging object removed.	X3 damage. No flying until healed.
TAIL OR TENTACLE	X1.5 damage.	X2 damage (D).	X3 damage (B), (D). Limb not usable as weapon until healed.

been necessary, since 00 is obviously less than 0130. In this same case, a roll of 9630 or higher would fumble. So, on the table, for each number needed to hit, the maximum number needed to Critical and the minimum number needed to Fumble are listed.

If a Critical Hit is scored, go to the Hit Location table. Look at the line that best describes the shape and position of the target with respect to the person striking the Critical. If he is attacking a giant snake from the rear, the line would be Serpent, Rear. The attacker then rolls two six-sided dice for location. Suppose he rolls a 7. In this case, Serpent, Rear, a 7 is Lower Body. Depending upon the weapon being used, he goes to the appropriate Critical Hit Effects table

and rolls a six sided die for severity. Suppose he is using a slashing weapon (a broadsword, for example) and rolls a 5 for severity. He looks at the Slashing table, Lower Body, 4-5 column. This is a Groin Hit, meaning that he does X2 damage to the snake, and the snake loses all blows and parries for 1-4 phases due to pain.

The Slashing table is used for most impact and cutting weapons, and the Stabbing table is used for daggers, spears, and most archery weapons. The referee should use his discretion in the case of unusual weapons. If it does its damage by impact, use the Slashing table. If it does its damage by puncturing, use the Stabbing table.

On the Critical Hit effects tables,

you will notice that some of the effects have special notes. These are to be interpreted as follows:

KO: This means that the creature is unconscious or otherwise incapacitated for N x (1-10) turns, where N is the damage multiplier for the individual critical hit effect.

IK: This means that the creature is killed outright or otherwise rendered nonexistent by the critical hit.

(A): This note indicates that the creature hit will bleed, and thus continue to take damage from the wound at a rate of 1 point per turn until healing is begun on the damage.

(B): This note indicates that the creature hit will bleed more heavily, and will continue to take 1 point of

damage per turn until the creature is completely healed of all current damage.

(C): This note indicates fast bleeding, and that the creature hit will continue to take 1 point of damage per PHASE until healing is begun on the damage.

(D): This note indicates that the limb hit by the Critical Hit cannot be used for 1-4 phases after the Critical.

There are also two notes on the Shield Arm row of the table worthy of notice. The first is the note that says (1/2 upper body). What this means is that if the creature or being is not using a shield, 1/2 of the Shield Arm Critical Hits become Upper Body hits, the other 1/2 remaining Arm hits. The second note is that a shield may be broken or destroyed by this type of Critical Hit UNLESS the shield is MORE magical than the weapon or projectile hitting it.

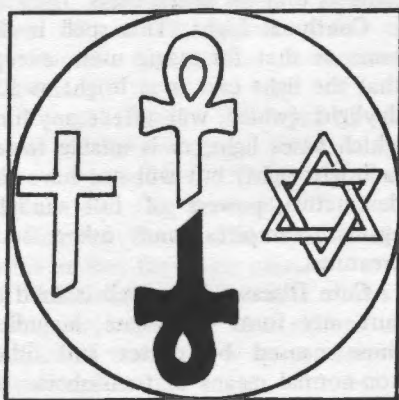
Fumbles

When a number is rolled that is high enough to score a Fumble, go straight to the Fumble table. No location number is necessary. If the fumbler was using a sword or other melee weapon, use the Artificial Melee Weapons column. If he was using claws or other body appendages to attack, use the Natural/Body Weapons column. In the case of an Archery fumble, use that column devoted to Archery Weapons.

For each fumble, roll two six-sided dice and note the result for that number. Follow all directions to their natural conclusions. Most of the results are self-explanatory. Always remember to use discretion if the physically impossible is suggested by the rolled result.

Number To Hit	Number To Critical	Number To Fumble	Number To Hit	Number To Critical	Number To Fumble
00	00.05	95.05	50	02.55	97.55
01	00.10	95.10	51	02.60	97.60
02	00.15	95.15	52	02.65	97.65
03	00.20	95.20	53	02.70	97.70
04	00.25	95.25	54	02.75	97.75
05	00.30	95.30	55	02.80	97.80
06	00.35	95.35	56	02.85	97.85
07	00.40	95.40	57	02.90	97.90
08	00.45	95.45	58	02.95	97.95
09	00.50	95.50	59	03.00	98.00
10	00.55	95.55	60	03.05	98.05
11	00.60	95.60	61	03.10	98.10
12	00.65	95.65	62	03.15	98.15
13	00.70	95.70	63	03.20	98.20
14	00.75	95.75	64	03.25	98.25
15	00.80	95.80	65	03.30	98.30
16	00.85	95.85	66	03.35	98.35
17	00.90	95.90	67	03.40	98.40
18	00.95	95.95	68	03.45	98.45
19	01.00	96.00	69	03.50	98.50
20	01.05	96.05	70	03.55	98.55
21	01.10	96.10	71	03.60	98.60
22	01.15	96.15	72	03.65	98.65
23	01.20	96.20	73	03.70	98.70
24	01.25	96.25	74	03.75	98.75
25	01.30	96.30	75	03.80	98.80
26	01.35	96.35	76	03.85	98.85
27	01.40	96.40	77	03.90	98.90
28	01.45	96.45	78	03.95	98.95
29	01.50	96.50	79	04.00	99.00
30	01.55	96.55	80	04.05	99.05
31	01.60	96.60	81	04.10	99.10
32	01.65	96.65	82	04.15	99.15
33	01.70	96.70	83	04.20	99.20
34	01.75	96.75	84	04.25	99.25
35	01.80	96.80	85	04.30	99.30
36	01.85	96.85	86	04.35	99.35
37	01.90	96.90	87	04.40	99.40
38	01.95	96.95	88	04.45	99.45
39	02.00	97.00	89+	04.50	99.50
40	02.05	97.05			
41	02.10	97.10			
42	02.15	97.15			
43	02.20	97.20			
44	02.25	97.25			
45	02.30	97.30			
46	02.35	97.35			
47	02.40	97.40			
48	02.45	97.45			
49	02.50	97.50			

Cleric!!!



Clerics: (This includes clerical combination characters) As a cleric reaches a new level, he does not have to memorize spells or calculate spell points. Instead, clerics gain the ability to throw a larger number of spells based on what is available to him. A cleric who knows six different 2nd level clerical spells could throw any one of them as many times as he has 2nd level spells per day. Further, a cleric may throw a spell as if it were a *higher* level spell, that is, using up a 3rd level spell to throw a 2nd level one.

0th Level Spells

1. DETECT EVIL
2. DETECT GOOD
3. DETECT MAGIC
4. HEAL
5. PURIFY WATER
6. SANCTIFY WATER
7. TURN UNDEAD

1st Level Spells

1. CURE LIGHT WOUNDS
2. DETECT CLERICAL SPELL
3. DETECT INJURY
4. DETECT LIFE
5. LIGHT
6. PROTECTION FROM EVIL
7. PROTECTION FROM GOOD
8. PURIFY FOOD
9. SPEAK WITH ANIMALS

2nd Level Spells

1. BENEDICTION
2. BLESS
3. DETECT ALIGNMENT
4. DETECT CURSE
5. DETECT DISEASE

6. DETECT MAGICAL SPELL
7. DETECT POISON
8. DETECT WATER
9. FIND TRAPS
10. HOLD PERSON
11. TAME ANIMALS

3rd Level Spells

1. ANIMAL CONTROL
2. CONTINUAL LIGHT
3. CURE DISEASE
4. DETECT FOOD
5. DETECT POSSESSION
6. DIAGNOSIS
7. DISPELL CLERICAL SPELL
8. EMPATHIC CURE
9. GLIDING
10. LOCATE OBJECT
11. REMOVE CURSE
12. WALK ON WATER

4th Level Spells

1. CREATE WATER
2. CURE SERIOUS WOUNDS
3. EXORCISM
4. FLIGHT
5. HUMAN CONTROL
6. NEUTRALIZE POISON
7. PROTECTION FROM EVIL, 1"
8. PROTECTION FROM GOOD, 1"
9. QUEST
10. RESTORE LIFE LEVELS
11. SPEAK WITH PLANTS
12. STOP DETERIORATION
13. TURN STICKS TO SNAKES

5th Level Spells

1. ANTI-MAGIC SHELL
2. BREATHE WATER
3. COMMUNE
4. CONTROLLED EMPATHIC CURE
5. CREATE FOOD
6. DISPEL EVIL
7. FINGER OF DEATH
8. INSECT PLAGUE
9. LOCATE PERSON
10. PATHFINDING
11. PROTECTION FROM UNDEAD
12. RAISE DEAD
13. RESTORE SCARABS VS. EHP
14. VARI-HEAL

6th Level Spells

1. CREATE AIR
2. CURE CRITICAL WOUNDS

3. DISPEL DEMON
4. NONDETERIORATION
5. PART WATER
6. RECOVER LIFE LEVELS
7. REPAIR BODY
8. UNDEAD CONTROL

0th Level Spells

Detect Evil: This spell is the same as that for magic users except that it has a duration of 6 turns and a range of 12".

Detect Good: This spell is similar to Detect Evil (0) except that Good is detected rather than evil.

Detect Magic: This spell is the same as that for magic users.

Heal: This spell will immediately (1 phase) remove one (1) hit point of damage from a wounded being. The cleric casting this spell must be in physical contact with the person being healed. Clerics with Wisdom 13-17 do 1½ points of healing with this spell, while clerics with Wisdom 18 or higher do 2 points of healing. The character being healed cannot be in melee combat or otherwise actively engaged while the spell is being administered.

Purify Water: This spell will make chemically bad water (not actively poisoned) usable for drinking and other purposes. The quantity purified by a single spell is approximately 1 gallon of water. Range: adjacent to water to be purified.

Sanctify Water: This spell is used for making ordinary water into Holy Water. The quantity of water sanctified by a single spell is approximately one quart. Note: while clerics of any level may create Holy Water, it will have no special merit against any creature of higher level than the sanctifying cleric.

Turn Undead: This spell is used to turn undead, per the Clerics vs. Undead table. The number turned is dependent upon the level of the cleric and the level of the undead. It can be used only once by any one cleric against any one group of undead.

First Level Spells

Cure Light Wounds: This spell is a basic healing spell. The amount of damage to be healed by any individual casting is determined as follows: the cleric rolls a six-sided die, and adds one to the result. If the

cleric has a Wisdom of 13-17 he then adds 1/2 point to the result. If the cleric is Wisdom 18 or higher, he adds 1 point instead. The total is the amount of healing to be done, pro-rated over six phases. If the cleric is interrupted at any point, the healing terminates at that point. The cleric must be in physical contact with the character or being to be healed throughout the six phases. If contact is broken, the healing terminates at that point.

Detect Clerical Spell: This allows the cleric to detect the occurrence or presence of a clerical spell in his immediate vicinity, to a maximum range of 1" per level of the cleric employing the detection.

Detect Injury: This allows the cleric to determine whether a character who has mysteriously collapsed has done so through undetected damage, or through some other source. It also allows the cleric to determine whether a being who cannot communicate with the cleric has sustained injury that needs to be healed. Range: adjacent to subject.

Detect Life: This allows the cleric to determine whether a character or object is alive, as well as whether there is an unseen life form within 3" of the cleric.

Light: This spell is the same as that for magic users except that it lasts for 12 turns plus the level of the cleric casting it.

Protection From Evil: This spell adds +1 to the defense level and saving throws of the caster against any evil beings (or spells cast by evil beings) for its duration of 12 turns. Its effects add to those of any magical protective devices.

Protection From Good: This spell is the same as Protection From Evil except that it protects against good beings.

Purify Food: This spell will make spoiled (not deliberately poisoned) food usable. The quantity affected by a single spell is approximately five pounds.

Speak With Animals: This spell allows the cleric to speak with any form of normal (not monster) animal life, and to understand anything said in reply. If the animal has not already been attacked by the cleric or his companions, and has not already attacked the cleric or his companions, there is a 10% chance per level of the cleric that the animal(s) in question will not attack. There is a further 5%

chance per level of the cleric that any basically friendly animals spoken to in this manner will assist the cleric, within their physical and mental limits. (i.e., a rabbit cannot be sent to count a hidden group of enemy, or to assault a guard post.) Duration of spell: 6 turns.

Second Level Spells

Benediction: The cleric may use this spell to raise the defense level of the recipients by +1. In the case of followers, this spell also adds +1 to their morale. For player characters, it adds +1 to their saving throws against Fear effects as well as the bonus to defense. The recipients cannot be in melee combat or otherwise fighting when the Benediction is cast, or else they gain no bonuses. Duration: 6 turns. Range: can affect all beings of same alignment within 6" of the caster.

Bless: The cleric may give the benison of a Bless spell during any turn that the beings to be affected are not in melee combat or otherwise fighting. A Bless raises morale by +1, Attack level by +1, and its effects stack with other magical or clerical effects. Duration: 6". Range: can affect all beings of the same alignment within 6" of the cleric.

Detect Alignment: This spell is the same as that for magic users.

Detect Curse: This spell allows the cleric to determine if an item or person has been cursed.

Detect Magical Spell: This allows the cleric to detect the occurrence or presence of a magical spell in his immediate vicinity, 1" per level of the cleric employing the detection.

Detect Poison: This spell is the same as that for magic users.

Detect Water: This spell is the same as that for magic users.

Find Traps: By means of this spell the cleric will locate any mechanical or magical traps (not living ambushes) within a radius of 6" of the cleric for a duration of 1 turn.

Hold Person: This spell is the same as that for magic users except that its duration is 9 turns and its range is 18".

Tame Animals: This allows the cleric to calm otherwise hostile normal animals, capture wild horses, and other acts of that type. It cannot be used on monsters. The cleric must be adjacent to the animal to be tamed.

Third Level Spells

Animal Control: This spell is the same as that for magic users.

Continual Light: This spell is the same as that for magic users, except that the light cast is as bright as full daylight (which will affect anything which hates light, or is unable to see in bright light) but will not have the destructive powers of full sunlight against vampires and other such creatures.

Cure Disease: This spell is used to cure any form of disease, including those caused by curses and other non-normal means of transmission. If cast within 12 hours of the infection, this spell will prevent the transmission of any lycanthropic (i.e. werewolfism) disease to a bitten victim. Cleric must be in physical contact with subject.

Detect Food: This allows the cleric to find food (if it exists) in a wilderness, desert, or other situation where necessary. Range: 2" per level of the cleric casting the spell.

Detect Possession: This allows the cleric to detect an extra mind in control of a body, such as when a person is taken over magically or demonically.

Dispel Clerical Spell: This spell allows a cleric to cancel the effects of a continuing spell (such as Hold Person (2)). It will not cancel the effects of a previously hurled spell of a non-continuing nature (such as a completed healing spell). It will interrupt a healing or restorative spell that is in progress at the time of the Dispel. Range: 3". Ability to dispel spells cast by a higher level cleric are calculated as Dispel Magic (3rd level MU spell).

Diagnosis: This spell allows the cleric to determine what is wrong with a character who has mysteriously collapsed, or otherwise determine the extent of inobvious damage. Range: adjacent to subject.

Empathic Cure: This allows a cleric to fully cure another character of damage taken, by transferring the hits to the cleric. If the hits taken are enough to cause the cleric to become unconscious, he will do so, but will not deteriorate towards death from that point unless further damaged. If the hits taken are sufficient to kill the cleric, then the cleric will indeed die, and the amount of damage transferred will only be equal to

enough damage to kill the cleric.

Gliding: This spell allows the cleric to glide through the air, the rate of descent controllable from a vertical dive to a 20:1 glide ratio of horizontal to vertical movement. Duration: 6 turns.

Locate Object: This spell is the same as that for magic users, except that the range is $9'' + 1''$ per level of the cleric casting the spell.

Remove Curse: This spell is the same as that for magic users.

Walk on Water: This spell allows a cleric to walk on the surface of bodies of water for 6 turns, carrying his normal load.

Fourth Level Spells

Create Water: By means of this spell the cleric can create a supply of drinkable water. The quantity of water created is equal to $12 \times (\text{cleric's level} - 5)(\text{squared})$ gallons of water. The water appears adjacent to the cleric.

Cure Serious Wounds: This spell is like a Cure Light Wounds (1), except that two dice are rolled (six-sided), one is added per die (2), and the bonuses listed for high Wisdom clerics in the Cure Light Wounds spell are added for each die (maximum of 2). Thus, this spell will cure a minimum of 4 points of damage, and a maximum of 14-16 depending upon the wisdom of the cleric casting the spell.

Exorcism: This spell allows a cleric to exorcise a demon who has taken control of a character. Note: this does not dispel or damage the demon, it merely frees the character.

Flight: This allows a cleric to fly at speed 12 for six turns.

Human Control: This spell is the same as that for magic users.

Neutralize Poison: A spell to counter the continuing effects of a poison. Note that this spell will not resurrect a character killed by poison, nor will it remove any damage already done by poison to a living character. It will prevent further damage from being done, and is necessary before healing damage done by poison. It will affect only one object or person per spell, and takes only one phase. Range: cleric must be in contact with person or object containing poison to be neutralized.

Stop Deterioration: This spell allows a cleric to stop an unconscious or otherwise damaged character from

bleeding. The character stops bleeding for from 2-12 turns (rolled).

Protection From Evil, 1" Radius: This spell is the same as Protection From Evil (1) except that its effects cover an area around the cleric rather than just the cleric.

Protection From Good, 1" Radius: This spell is the same as Protection From Good (1), except that its effects cover an area around the cleric rather than just the cleric.

Quest: This spell is similar to a magical Geas (6) except that the character sent upon a Quest by a cleric is not killed by failure to carry out the service. However, the cleric may curse him with anything appropriate to the alignment of the cleric who specified the quest, so that failure to fulfill the Quest is not to be taken lightly. The referee's discretion must be used in phrasing and detailing the clerical Quest. If the character does not wish to be sent on a Quest, a saving throw is applicable as against magic.

Restore Life Levels: This allows a cleric to restore at least some of the life levels drained from a character by undead or by special weapons. If a cleric is immediately available (no more than 6 game-hours) it is possible for him to restore from 1-4 (rolled on a 4-sided die) life levels lost by a victim. Thus, if a seventh level fighter is drained two life levels (thus becoming a fifth level fighter), the cleric would need to roll a two or higher to fully restore the fighter. This spell may only be used once on any one character after any one draining of life levels. For example, if a character loses five life levels, he may not be fully restored by multiple castings of this spell, since only the first use will have any effect.

Speak With Plants: Same as Speak With Animals (2) except that plants are communicated with instead of animals. Note that a cleric may not ask a plant to do anything outside of its normal limits. He may ask a vine to part for him to pass through, but a tree cannot be commanded to pull up its roots and walk around. Duration: 6 turns. Range: 3".

Turn Sticks to Snakes: Any time there are sticks of an appropriate size nearby, a cleric can turn them into normal (not monstrous) snakes with this spell. They can be either non-poisonous or poisonous, at the cleric's choice, but a cleric of a lawful nature may only create

poisonous snakes as a last resort in defense of the lives of other lawful characters. The cleric can command from 2-16 snakes, and these will perform as he orders for the duration of the spell. Duration: 6 turns. Range: all snakes must stay within 12" of the cleric.

Fifth Level Spells

Anti-Magic Shell: This spell is the same as that for magic users.

Breathe Water: This allows a cleric to breathe water for no more than 1 turn per level of the cleric.

Controlled Empathic Cure: This spell allows a cleric to absorb part or all of the damage taken by another character, in an amount specified by the cleric, otherwise following the same rules as for the simple Empathic Cure (3). Damage is transferred immediately in both spells, and neither caster nor subject may be in melee in either spell.

Commune: This spell puts the cleric in immediate contact with the chosen deity of his faith (the referee) and allows him to ask three questions (which must all be asked within one game turn). Communing drains the cleric drastically, so much so that it can be used only once by any cleric per game week, no matter how many fifth level spells the cleric possesses. Communes should not be used frivolously, but primarily where the safety or lives of one or more of the party are at stake. Note: each time a cleric uses a Commune spell, he may use one of the three questions to request that his deity grant him the boon of a clerical implement. He must ask for a specific type of implement, and must not already have been granted one by previous Communing. He may ask for any implement only once, ever, whether the boon is granted or not. The chances of success are as follows for basic items: Staff of Healing— $(\text{Wisdom} + \text{Level of Cleric})\%$, maximum of 50% chance [1% of staves of this type are able to heal from 4-14 points of damage, rather than the basic 2-7]; Snake Staff— $(W+L)/4$, maximum of 10% chance; Staff of Withering: $(W+L)/4$, maximum of 10%; Scarab vs. Evil High Priests: $(W+L)/2$, maximum of 20%.

Create Food: A spell with which the cleric creates sustenance for a

party of men, in the form of a manna-like substance edible by man and horse alike. The amount of food created is equal to 36 x (level of cleric - 7)(squared) pounds of manna, where it takes one pound to fulfill the needs of a man, and 2 pounds to feed a horse, for one day. The food appears adjacent to the cleric.

Dispel Evil: This spell allows a cleric to dispel any evil spell or effect within a 3" radius. Its effectiveness is based on the relative levels of the cleric and the evil involved calculated as in the case of the magical Dispel Magic (3).

Insect Plague: This spell allows a cleric to call to him a large swarm of insects and control them, within the range of the spell. They will obscure the vision of any creatures in their midst, and will drive off creatures with less than three hit dice. Note: a lawful cleric may not use this spell to summon poisonous insects except as in Turn Sticks to Snakes (4). The swarm of the insects may cover no more than a 6" by 6" area at any one time, and must stay within 48" of the cleric. Duration: the insects, if not released before then, will disperse after one game day.

Locate Person: This spell is the same as that for magic users.

Pathfinding: This spell enables the cleric to determine the quickest way out of a dungeon, forest, castle, etc., even after being teleported (assuming such a way out exists). This spell may be employed by any one cleric no more than once per day.

Protection From Undead: This spell allows a cleric to protect himself from undead beings as follows: any one undead of the same level as the cleric will have a 50% chance of being prevented from attacking or physically approaching (within 1') the cleric casting this spell. This protection is adjusted by 5% per relative level difference between the cleric and the undead. Thus, if the cleric is one level higher than the undead, it has a 55% chance of being prevented from attacking the cleric. If the undead is one level higher than the cleric, it only has a 45% chance of being prevented from attacking the cleric. Each undead being encountered while this spell is in effect must be checked separately. Each undead being is checked only once during the duration of the spell, and the effect (as far as that undead

being) does not change during the spell. Duration: 6 turns.

Raise Dead: A cleric may use this spell in an attempt to bring the dead back to life. This spell may be used no more than once on any particular body on any particular death. If the character is raised and killed again, however, he may be raised again. This spell may be used only on beings of a similar type to the cleric (i.e., human or whatever species). A cleric may attempt to raise a body after it has been dead for a period of time, if that time is no longer than one day per level of the cleric. In order to be raised, the body must not have been destroyed. Characters raised from the dead remain inactive for two game weeks after the raise, and may not go on expeditions or otherwise attempt to gain experience, and may not cast magic or fight. If killed again during the convalescence, the character's effective Constitution in terms of attempting to Raise him is halved. A character with Constitution 3-6 has a 10% chance of successfully raising from the dead. A character with Constitution 7 has a 2% chance. A character with Constitution 8 has a 40% chance. Constitution 9 gives a 60% chance. 10 gives a 70% chance. 11 gives an 80% chance. 12 and above gives a 90% chance. If an attempt to Raise has failed, a Reincarnation may still be attempted, but not another Raise Dead spell, of any level or type. Range: adjacent to subject. Note: the effect of a Raise Dead is so powerful that it uses up the casting cleric's fifth level spell for one full week, rather than the normal one day.

Restore Scarab vs. EHP's: This spell allows a cleric to recharge (1 charge per spell) a scarab or other device designed to protect a character from a clerical Finger of Death spell. An empty scarab or other device may not be recharged in this manner, only one still active.

Vari-Heal: This spell allows a cleric to do a cure on a wounded character. A four-sided die is rolled the result being the number of six-sided dice of basic healing the spell will do. All of the dice are treated as if each were a Cure Light Wounds (1) in effect, with appropriate bonuses, and all are pro-rated simultaneously over the course of 6 phases. This spell is usable by any one cleric no more than once per day.

Finger of Death: This spell allows

the cleric to attempt to strike down any one being within 12". The being gets a saving throw vs. Death (see Saving Throw tables). If it fails to save, the being is dead. Note: a lawful cleric may only use this spell in a situation where he has no other available options and must defend other lawful characters from imminent death.

Sixth Level Spells

Create Air: This spell allows a cleric to create enough air for normal breathing by one man for one hour for each level which the cleric has attained. Thus a 24th level cleric trapped in a vault could create enough air for his own breathing for 24 hours per spell, or 8 hours for three men per spell.

Cure Critical Wounds: This spell is like a Cure Light Wounds, but the effects are tripled so three dice are rolled, and all bonuses added to each die. Therefore, this spell does a minimum of 6 points of healing, and a maximum of 21 (24 for a Wisdom 18 or higher cleric).

Dispel Demon: This spell allows a cleric to try and be rid of a demon. If the cleric and the demon are the same level, the cleric has a 50% chance of success. Whichever is the higher level, if either, has a 5% bonus per level in the attempt. Thus as 15th level cleric attempting to dispel a 10th level demon has a 75% chance of success.

Nondeterioration This spell allows a cleric to stop a character from bleeding to death after unconsciousness, or from otherwise bleeding due to special effects. The spell lasts until the character is damaged again or healing is started

Part Water: This spell is the same as that for magic users.

Recover Life Levels: This is the same as Restore Life Levels (4) except that from 1-6 levels are restored. Only one spell or the other may be used after any one draining, and neither spell may be used more than once on any one draining.

Repair Body: This spell allows the cleric to repair or regrow missing or mangled parts of a character's body.

Undead Control: This spell is the same as that for magic users.

Magic



Magic Users: (This includes magic-using combination characters) As a magic user reaches a new experience level, he chooses spells to make up the difference between what he already knows and his new limits. For example, a magic user has just become 3rd level. He already knew two different 1st level spells, and now can learn a 2nd level spell. The magic user memorizes these new spells and then is able to use them at any time as long as he has sufficient energy, measured in 'spell points', to cast the spells. Spell Points are measured by adding the Hit Points of the magic user to his level, and making any adjustments based on his Intelligence (see 'Bonuses and Penalties' table again). Thus, a magic user of Intelligence 12, who is 5th level and takes 9 Hit Points would have 14 Spell Points (9+5) per game day. Note that more difficult spells cost more spell points to cast, and thus can be thrown fewer times by a magic user during any one day than a cheap spell. A magic user may not exceed his spell point allotment per day except in order to directly save his own life. His life-saving margin of spell points is equal in size to the margin of hits he possesses between unconsciousness and death. In other words, if he takes 9 hits, as above, and dies after taking 12 hits, he has a (12-9) 3 spell point margin for emergencies. Exceeding this margin means going unconscious for 1-6 turns, and makes the magic user unable to throw any other magic or activate any magic items for the rest of that game day, and slows his movement by ½.

Magic users and elves use the regular Magical spells. Clerics use only Clerical spells, and Illusionists use the

special spell list provided for their class. The only spells usable by a fighter are in the form of special scrolls activated by anyone capable of reading them.

As you may notice, our list of spells does not entirely match the one used in regular D&D. The reason for this is that we felt that the spells at each level should be similar in difficulty. A difficult spell shouldn't be first level just because it would be nice if it were, or convenient. The main thing to remember is that there is a difference between magic and miracles. Magic has its own consistent rules and limits. Otherwise, not only is magic not usable in a game, it isn't even feasible in a world of any kind, real or imaginary.

In the case of a damaging spell, such as a lightning bolt, the amount of damage done is usually one six-sided die for each level of the caster. This damage is to be applied to everyone hit by the spell (not divided) unless otherwise protected. There are some spells which do less than one die of damage per level of the caster, and these are noted in the spell descriptions. Assume one die of damage per level of the caster otherwise. When a spell is cast on a being or object who then makes his or its saving throw, the amount of damage done is normally cut in half, unless the spell description states otherwise. Thus, the recipient of a 6-die lightning bolt will only take 3 dice of damage upon making a saving throw.

Magic In Theory

While, in history and in fantasy, there have been many ideas of just how magic worked, we chose to adopt a relatively straightforward set of concepts: (1) that magic takes effort on the part of the magic user; (2) that magic requires *control* of various forces; and (3) that there is a connection between the natural elements and the powers of magic.

(1) leads to the concept of Spell Points, a measure of the amount of psychic effort required to cast a given spell. Any magic user has a limited number of these points, since each spell drains the caster at some rate. Magic users of higher level, and therefore with more experience in handling the forces of magic, have more Spell Points, and thus can cast more spells per day. Magic users with higher intelligence have more mental 'muscles' to start with, and thus also

get more Spell Points.

(2) is behind the concept of Spell Levels, since each level contains spells of approximately the same degree of control of magical forces. Thus, while a Sleep spell may cost 3 Spell Points, and a Detect Water only 1, both are of basically the same level of complexity in the magical forces used and controlled by the caster. Thus, a spell of higher Level may not necessarily have a higher Spell Point cost, since the two measure different things.

(3) gives us the basic idea of Magic Classes. These Classes, explained further in the basic rules on Magic In Practice, follow the basic four classical elements of Earth, Fire, Water and Air, with two other classes appropriate to magic, Personal Will, and Outside Forces. All magical spells may be broken down into one of these six Classes, whether directly due to their nature (Fireball is in the Fire Class, for example) or due to their symbolic feeling, which is a thing important to most magics. Thus, Lightning spells are in the Air Class, since natural lightning comes from the sky. By devoting his study to one of these Magic Classes, a magic user improves his ability to cast spells of that type, as explained elsewhere.

Thus we have the limits on what levels of spells a magic user can cast in relation to his own level of experience (see Advancement tables), and also the limit on his personal ability to throw spells in general, reflected by his spell points. As you can see from the Advancement tables, there is a limit on the number of different spells which a magic user can learn, based on the level of the magic user. This is because we have assumed that there is at least some difficulty in mastering any given spell, and that attempting to learn more than one's capacity, based on one's abilities and experience could cause disastrous results. Rather than put in a system of measuring the likelihood of spell-casting errors, we limit the number of known spells to that which a magic user at each level can cast without error under normal conditions.

Once a magic user has memorized a spell, he has it at the tip of his tongue (or finger) and may use that or any other memorized spell as long as his spell points last. For example, a 12th level magic user with 40 spell

points could spend them all in casting first level spells (somewhere between 10 and 40 of them) if he so desires, or on some combination of his higher level spells (which is a much more likely case)

The main thing to remember is that there is a difference between magic and miracles. Magic has its own consistent rules and limits. Just because you think it would be nice to have a spell doesn't mean it should exist. A first level spell of Obliterate Enemy might be useful, but not good, since it would be completely out of line with the other first level spells. We realize that this example is a silly extreme, but we have seen many suggested spells that had to be turned down for just that reason. You may notice that some of the spells on our lists do not match those published by others, as to Spell Level. The reason is simple: if a spell is too powerful to be controlled as a first level spell, we don't *allow* it to be a first level spell. Just remember that in your own play, and you won't run into the problem of what to do when the enemy magic user throws his 4,000 die X-Ray Laser spell at you, when you know that the guy is only a 5th level magic user. Magic without limits is not usable in a game, and isn't feasible in a world of any kind, real or imaginary.

Magic In Practice

One thing which it is important to realize is that magic does not automatically work as desired. This is reflected in our game by the existence of what is termed a 'saving throw'. Every living being and some magically empowered items have saving throws against various sorts of magical and other related effects. If this saving throw is made, the spell will normally have only a reduced effect on the being or object. For example, in the case of a Charm Insect spell, if the insect rolls his appropriate saving throw (an 18 on a 0-19 die for most normal insects) the Charm spell fails and our friend the insect goes on his merry way. If he had rolled a 17 or less, the Charm spell would have worked, and some magic user would have a Charmed insect. In the case of a spell which causes damage to the target, such as a Lightning Bolt (3), if the target achieves its saving throw, it takes only one-half the normal damage

caused by the spell. Of course, anyone may will himself to be affected by the magic being thrown at him (if he knows it is coming), and may wish to do so in the case of beneficial magic. Non-damaging spells usually have an all-or-nothing effect based on the saving throw, unless stated otherwise in the spell description.

Casting Magic: For a magic user to actually throw one of his hard-learned spells, he must be able to do a few basic things. First, he must have enough Spell Points left to cast the spell. Second, he must be able to aim the spell at its prospective target, usually done by means of pointing a finger or equivalent appendage. Third, he can't be doing too many things at once. For example, if a magic user is physically fighting for his life against a monster, he can't take time out to fire a spell somewhere else. He could only cast a spell directly upon himself or in the direction of the monster.

If a spell has a range or must be directly aimed, there is always a chance that the caster may make a mistake, and miss his intended target. The size and movement of the target are the major modifiers, and the likelihood of hitting must be left up to the referee in most cases. Just think in common sense terms. A sparrow is a lot easier to damage than an elephant, but a lot harder to hit in the first place. Assume that a magic user with nothing else to do can normally hit a non-moving target of a clearly visible size, and adjust accordingly for targets that are doing their best to be moving and/or not visible. Take a look at the archery table for suggested adjustments due to movement and concealment, and have the caster roll an archery sort of shot if there is doubt about hitting the target with the spell.

If a spell causes damage to the target, the following rules apply: first, all beings hit by a spell take damage based on the full value of the spell (that is, three people standing in a 10-die Fireball take damage based on 10 dice, not 3 1/3 dice each); second, that beings who make their saving throws against the spell take only 1/2 the normal damage (in most cases, done by rolling 1/2 the normal number of dice); and third, that the damage on each being hit by the spell

is rolled separately. (The referee may choose to ignore this in certain extreme cases, such as 500 goblins being hit by a single spell of Macro-Ball, for his own sanity's sake.) It may take a little more time to roll damage individually, but the results are worth it. It means that a single spell will not have as extreme an effect as is otherwise possible, since an individual roll of the dice will not affect everyone. (A roll of all 1s or all 6s won't affect everyone, but rather mean that one being got very lucky or unlucky.)

If a spell is designed to take control of another being, the following limits apply: on the phase in which the spell of Charm, Hold, or whatever is cast, the target must make a Saving Throw. If the target fails to achieve the number required to Save, it is immobilized for the rest of that phase, and is under the control of the magic user as of the *next* phase. Thus, a fighter taken over by a Charm Person on phase 1 may fight on behalf of the controller on phase 2. However, due to the nature of the order of play, the fighter may not *move* under the control of the caster of the spell until phase 3, since Movement comes before Magic in each phase, and it takes one full phase to take control of a victim. Under any sort of controlling spell, the controlled being may not be ordered to commit suicide, or ordered to do anything which the controlled victim can perceive will cause his direct and unavoidable death. Thus, a controlled victim can be ordered to fight a hopeless battle on behalf of the controller, since there is always a chance of victory, but could not, for example, be ordered to walk into a pit of molten lava.

Under most conditions, a magic user may not cast more than one spell, or activate more than one magical implement, per turn (defined as six phases). Thus, a magic user who cast a spell on phase 3 of a battle could not cast another spell or activate any magic implements until phase 9 of that battle. The only exceptions to this rule are stated in the spell descriptions.

Unless otherwise stated, no spell may affect anything more than 24' from the caster. This includes spells with a burst radius. If any part of such a spell is outside of the stated range from the caster of the spell,

FIRST LEVEL MAGICAL SPELLS

SPELL NAME		MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
ACTIVATE WAND		4	1	1	100
CHARM	AMPHIBIAN	5	4	5	250
	ARACHNID	5	4	5	250
	CRUSTACEAN	5	4	5	250
	FISH	5	4	5	250
	INSECT	5	2	3	150
	MAMMAL	5	4	5	250
	REPTILE	5	4	5	250
CHARM	PERSON	3	4	5	250
DETECT	ALIGNMENT	4	1	2	100
	ALTITUDE	4	2	3	150
	COPPER	4	1	2	100
	GOLD	4	1	2	100
	IRON	4	1	2	100
	LIFE	4	2	3	150
	MAGIC	4	1	2	100
	PLATINUM	4	1	2	100
	POISON	4	2	3	150
	SECRET DOORS	4	1	2	100
	SILVER	4	1	2	100
	SLOPING PASSAGES	4	1	2	100
	WALLS	4	2	3	150
	WATER	4	1	2	100
HOLD PORTAL		3	3	4	200
LIGHT		6	3	4	200
MATCH (LIGHT FIRE)		2	2	3	150
MUSCLE SPASM		1	3	4	200
PROTECTION		4	3	4	200
READ LANGUAGES		3	1	2	100
READ MAGIC		3	1	2	100
SILENCE, 1" RADIUS		6	2	3	150
SLEEP		1	3	4	200
SOUND AMPLIFICATION		1	2	3	150
SUPER MATCH		2	4	5	250
TELESCOPE		1	3	4	150
VENTRILOQUISM		3	2	3	150

that part of the spell simple ceases to exist.

Magic takes an actual amount of time to go off. In the description of play, you saw how Dexterity Counts work. A magical spell takes the same number of Dexterity Counts to go off as its cost in spell points to the caster. Thus, a spell costing 3 spell points takes 3 counts to go off. This is important, since the basic Dexterity Count system tells you when the magic user STARTS a spell. A spell may be stopped from going off, either at the desire of the magic user, or by his being prevented from throwing by other magic or injury, at any point before halfway through the spell. After that, the spell goes off, with or without any desired effect.

It also takes time to stop a spell, at least voluntarily. It normally takes $(36 - \text{Dexterity of caster}) / 4$ Counts to stop throwing a spell. Thus, if at Count 20, the caster realizes he doesn't want to throw, the caster (assuming a Dexterity of 12) can stop after $(36 - 12) / 4 = 6$ counts, or at Count 14. If this is less than halfway through the spell, he can stop. He spends one spell point per Count of the spell completed, whether he finishes the spell or not.

Normally the number of spell points a magic user has act as a limit to the amount of magic he can cast. That number of spell points may be slightly exceeded under conditions that the referee will agree constitute a life-or-death situation as follows: any magic user has a small number of spell points that are called his 'Spell Point Margin'. This margin is equal in size to his Death Margin on Hits. A magic user may use part or all of this margin in a life-or-death situation for himself. If he casts a spell which would use up ALL remaining points of his Margin, as well as exceed that margin by a small amount, he falls unconscious for 1-6 turns and cannot cast any magic, nor activate any magic implements, for the remainder of that day. Further, if the remaining points in the Margin were not enough to complete at least one-half of the last-ditch spell, it simply fails to go off, and the caster falls unconscious anyway. Also, the mental drain of exceeding his Spell Point Margin

SECOND LEVEL MAGICAL SPELLS

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
ACTIVATE STAFF (1 TYPE)	4	2	---	400
AURORA (LIGHT WALL)	6	3+1/Turn	5	500
AWAKEN	1	3	4	500
CONTINUAL LIGHT	6	5	6	700
CREATE SOUND	6	3	4	500
DARKNESS	5	3+1/Turn	5	500
DEODORANT	1	3	4	500
DETECT ENEMIES	4	2	3	400
EXPERIENCE GROUP	4	3	4	500
EVIL	4	1	2	300
GEMS, No. & Size	4	2	3	400
GOOD	4	1	2	300
INVISIBLE	4	2	3	400
METAL & KIND	4	2	3	400
SHIFTING WALLS	4	2	3	400
TRAPS	4	2	3	400
ESP	3	2+1/Turn	4	400
EXTINGUISH FIRE	5	4	6	600
FIREWORKS	2	5	7	700
FLASH	2	5	7	700
FREEZE WATER	5	3	5	500
GLIDING	6	3+1/Turn	6	500
HALLUCINATION	3	3	4	500
INVISIBILITY	6	4	5	600
KNOCK	3	4	5	600
LEVITATE	6	4+1/Turn	7	600
LOCATE OBJECT	4	4	5	600
MAGIC MISSILE	3	4+1/Missile	7	600
MEASURE DISTANCE	4	2	3	400
MEASURE VOLUME	4	3	4	500
PARACHUTE	6	3+1/Turn	6	500
PHANTASMAL FORCE	3	4	5	600
PHOTOGRAPHIC MEMORY	3	6	7	800
SEE INVISIBLE	4	2	3	400
SILENCE, 3" RADIUS	6	3	4	500
SPEAK LANGUAGES	3	3	4	500
ST. ELMO'S FIRE	6	3+1/Turn	6	500
SUPER SLEEP	1	5	6	700
WIND	6	3	4	500
WIZARD LOCK	3	6	7	800

causes the caster, after awakening, to move at 1/2 his movement speed for whatever he is carrying, for the rest of that game day.

Using The Spell Table

As you may have noticed by now, we have included a lot of spells at each spell level. This does not mean that you need to use all of them, especially if you are a beginning player or referee. The list will act as a set of guidelines for future spells, as well as giving a large list to choose from in terms of expanding your lists. This current list is a result of almost four years of development. While mainly our own direct work, it shows our interpretations of a few spells from outside sources, including the original D&D rules. If a spell is listed but not explained, refer to those rules. No matter what the source, we list the characteristics of the spell used in our rules, as well as any variations from standard interpretations.

The first column of each spell table is obvious: Spell Name. This lists, alphabetically, the names of the spells of that level.

The second column is Spell Class. This indicates which of the six magic classes a spell is in (see Magic Classes).

The third column is Spell Points. This gives the basic cost in spell points of casting the spell once. If there is a number such as 5+1/turn, this means that to cast the spell initially costs 5, and for each turn the spell is maintained after the turn it is cast costs an extra 1 spell point.

The fourth column is Recharge Points. You will not normally need to use this column, but it is included because it is necessary for use with the Magic Item Construction tables (in Warlock Two, a referee's supplement), and for recharging magic items which use charges. For example, a wand which allowed the user to cast a Heat Beam spell could be recharged at a rate of 1 charge for every Recharge Heat Beam spell cast, at a cost of 8 spell points. Of course, the Recharge Heat Beam spell would have to be available, either memorized by someone or on a scroll.

THIRD LEVEL MAGICAL SPELLS

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
BALL LIGHTNING	6	5	7	1600
BALL OF FIRE	2	5	7	1600
CLAIRAUDIENCE	4	3+1/Turn	6	1200
CLAIRVOYANCE	4	3+1/Turn	6	1200
COLD CONE	5	6	8	1800
CONTINUAL DARKNESS	5	5	7	1600
DARK CONE	5	4+1/Turn	6	1400
DARKWALL	5	4+1/Turn	6	1400
DETECT CLAIRVOYANCE AND CLAIRAUDIENCE	4	3	4	1200
DETECT ORIENTATION	4	3	4	1200
DETECT TELEPORT (AFTER)	4	3	4	1200
DISPEL MAGIC	3	5	6	1600
FIRE BALL	2	6	8	1800
FIRE DART	2	4	6	1400
FLAME	2	6	8	1800
FLY	6	5+1/Turn	8	1600
HEAT CONE	6	6	8	1800
HOLD PERSON	3	5	7	1600
ILLUSION	6	5+1/Turn	8	1600
INFRAVISION	1	4	5	1400
INVISIBILITY, 1" RADIUS	6	5	7	1600
LIGHT BEAM	6	4+1/Turn	6	1400
LIGHTNING BOLT	6	5	7	1600
LIGHTNING DART	6	4	6	1400
MAGIC MOUTH	3	3+1/Turn	6	1200
MAXI-BALL	2	7	9	2000
MAXI-SLEEP	1	7	8	2000
MICRO-PHANTASM	3	5	7	1600
MINI-BALL	2	5	7	1600
MINI-BOLT	6	5	7	1600
MINI-COLD CONE	5	5	7	1600
MINI-HEAT CONE	6	5	7	1600
MINI-WIDE-COLD CONE	5	5	7	1600
MINI-WIDE-HEAT CONE	6	5	7	1600
MIRROR IMAGE	3	5+1/Turn	8	1600
PROJECTED STRENGTH	1	5	7	1600
PROTECTION, 1" RADIUS	4	4	6	1400
PROTECTION/NORMAL MISSILES	3	4	6	1400
ROPE TRICK	3	6+1/Turn	9	1800
SPEED	1	5	6	1600
WATER BREATHING	1	4+1/Turn	7	1400
WEB	5	5	6	1600
WHIRLWIND	6	5	6	1600
WIZARD LIGHT	6	4+1/Turn	6	1400

The fifth column is Research Cost. This gives the cost in both spell points and gold pieces of researching the given spell. The amount of time it takes to research a spell is figured by dividing this spell point cost by the number of spell points the researching magic user has per day (Spell Point Margin may not be used for research). The resulting number is the number of game days it takes for that magic user to research the spell. Note: if a magic user possesses a scroll with a given spell on it, he may research that spell for only 2/3 of the listed cost in spell points and gold.

The explanations for the spells of each level are in the same order as on the table for that level.

Spell Explanations

Each spell listed on the spell tables, with a few exceptions, have an explanation in these rules. Those few exceptions are spells that behave exactly as described in the original D&D rules, so if you followed our directions in the opening paragraph and bought or acquired that set, look there when needed.

For the spells explained herein, the explanations obey a few simple rules. First, they are in the same order as the spell table overall. Second, the spell explanations give the durations (in phases or turns) of the spells. Third, the explanations give the range (if any) of the spell (in scale inches).

Otherwise, the spell explanations include any information necessary for the referee to get a basic understanding of the spell to see how it works in action, and for the player to learn when and where to cast it. The dimensions of the spell, if any, are included. If not, obey the basic stated rules for spells of that type, or for magic in general.

Whenever necessary, use common sense. The Polymorph Others spell (5) should not be used to turn a player into something powerful but non-living, or worse, something thought up by the caster and designed to be indestructible. It is designed to *imitate* other living beings of which the caster knows. If a spell description doesn't say you can't do something, don't assume that you

FOURTH LEVEL MAGICAL SPELLS

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
ACID RESISTANCE	1	5+1/Turn	8	3600
COLD RESISTANCE	1	5+1/Turn	8	3600
FIRE RESISTANCE	1	5+1/Turn	8	3600
LIGHTNING RESISTANCE	1	5+1/Turn	8	3600
POISON RESISTANCE	1	5+1/Turn	8	3600
ANIMAL CONTROL	5	6	8	4000
AREA DARKNESS	5	5	7	3600
CHARM MONSTER	3	6	8	4000
CLUMSINESS	1	6	8	4000
COLD BEAM, 12" RANGE	5	6	8	4000
CONFUSION	4	5+1/Turn	8	3600
DELUSION	4	6+1/Turn	9	4000
DIMENSION DOOR	3	7	8	4400
ELECTRIC MICRO-BALL	6	7	9	4400
ELECTRIC MINI-BALL	6	6	8	4000
FEAR	4	6	8	4000
FIRE WALL	2	5+2/Turn	10	3600
GASEOUS FORM	6	7	9	4400
GROWTH OF PLANTS	5	7	8	4400
HALLUCINATORY TERRAIN	5	9	11	5200
HASTE	1	7	9	4400
HEALING (1 POINT/TURN)	1	2+2/Turn	6	2400
HEAT BEAM, 12" RANGE	6	6	8	4000
ICE WALL	5	6	8	4000
IMMOBILIZATION	4	5+1/Turn	8	3600
MASSMORPH	5	9	11	5200
MAXI-COLD CONE	5	12	15	6400
MAXI-HEAT CONE	6	12	15	6400
MEGA-BALL	2	10	12	5600
MEGA-SLEEP	1	10	12	5600
MICRO-BALL	2	6	8	4000
ONE-WAY DARKNESS	5	6+2/Turn	10	4000
PARALYSIS CONE	1	6	8	4000
PERCENTILE NEGATION	3	7	9	4400
PERSONAL FORCE FIELD	3	6+2/Turn	10	4000
PERSONAL PARALYSIS	1	6	8	4000
PLANT CONTROL	5	5	7	3600
POLYMORPH SELF	1	6	8	4000
PROTECTION/MISSILES	3	5	7	3600
REMOVE CURSE	3	5	7	3600
SLOW	1	7	9	4400
STRENGTH (X 1-4)	1	7	9	4400
TELEPATHY	3	6	8	4000
VERTIGO	3	5	7	3600
WALL OF THORNS	5	8	10	4800
WIDE-COLD CONE	5	9	11	5200
WIDE-HEAT CONE	5	9	11	5200
WIZARD EYE	3	4+1/Turn	7	3200
X-RAY VISION	1	4+1/Turn	7	3200

can. No set of rules can be a perfect set of prohibitions, and no set of rules should try.

Most importantly, don't try to use a spell without understanding what it does. Every spell on these lists has a purpose, no matter how odd it seems. Using a few spell well is better than using many spells badly.

The spell being described is listed in bold letters at the start of the paragraph. Any other spells referred to during the description normally are referred to by name with (X) after it. The number in the parentheses is the level of the spell being mentioned, so you can find it by looking at the descriptions of spells of that level.

Often, a spell is listed as being like another spell of a lower level, with a few variations. Until you are familiar with the spells, make sure you look at that lower spell, and understand both the original and the differences in the higher level spell. For instance, if a spell is listed as being "otherwise similar to Cold Cone (3)", look at the description of Cold Cone in the Third Level spell descriptions to refresh your memory.

Shapes of Magic

There are certain standard shapes for magical area spells, especially those that are other than simple mental magic. When one of these standard shapes is used in a spell, the name of the spell generally has one of the following terms as a part of the name:

CONE: This shape emanates directly from the finger or appropriate appendage of the magic user in the direction aimed. A standard 6" cone is that length in the desired direction and 3" wide at the end away from the magic user. There are other sizes and shapes of cones, longer and wider, but unless another size is stated, assume this standard size.

BOLT: This shape normally is cast as a projectile which explodes into a shape 6" long and no more than 3/4" wide. The caster may normally make the bolt narrower, down to 1/4" in width for the normal bolt, but may not change the length unless

FIFTH LEVEL MAGICAL SPELLS

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST
ANIMATE DEAD	1	3/Body	8	6400
BROADFIELD HALLUCINATION	3	15	18	13,600
CHARM BEING	3	10	12	12,000
CLOUDKILL	6	6	8	8800
COLD CONE, 12" RANGE	5	14	18	15,200
CONJURE ELEMENTAL	4	6+1/Turn	9	8800
CONTACT HIGHER PLANE	4	6+2/Turn	10	8800
CRIMSON BANDS	3	8	10	10,400
DETECTION JAMMING	4	7	9	9600
DIMINISH OTHERS	1	10	12	12,000
DRAGON CONTROL	3	12	15	13,600
ENERGY BOLT	4	9	11	11,400
ENERGY CONE	4	9	11	11,400
ENERGY DART	4	7	9	9600
ENERGY RESISTANCE	1	7+1/Turn	10	9600
EXTENSION	3	4+S.L.	9	7200
FEEBLEMIND	3	8	10	10,400
GIANT CONTROL	3	10	12	12,000
GROWTH OF ANIMALS	5	9	11	11,200
HEAT CONE, 12" RANGE	6	14	18	15,200
HOLD MONSTER	3	8	10	10,400
HUMAN CONTROL	3	10	12	12,000
ICE STORM	6	8	10	10,400
IRON WALL	1	8	10	10,400
LOCATE PERSON	4	6	8	8800
MACRO-BALL	2	15	19	16,000
MACRO-SLEEP	1	12	15	13,600
MASS INVISIBILITY	6	12+R	16	13,600
MAZE	4	15	18	16,000
MINI-ENERGY CONE	4	8	10	10,400
MINI-WIDE ENERGY CONE	4	8	10	10,400
PARALYSIS CONE, 12" RANGE	1	14	18	15,200
PASSWALL	1	8	10	10,400
PERSONAL WIZARD LOCK	3	8	10	10,400
POLYMORPH OTHERS	1	10	12	12,000
PROJECTED CLAIRAUDIENCE	4	8	10	10,400
PROJECTED CLAIRVOYANCE	4	8	10	10,400
SCROLL LOCK	3	6	8	8800
SILVER MAGNET	1	7	9	9600
SPEAK WITH DEAD	4	8	10	10,400
STONE WALL	1	8	10	10,400
SUPER STRENGTH (X 1-5)	1	10	12	12,000
TELEKINESIS	3	7+1/Turn	10	9600
TELEPORT	3	12	15	13,600
TRANSMUTE IRON-LEAD	1	9	11	11,200
TRANSMUTE ROCK-MUD	1	7	9	9600
UNDEAD CONTROL	3	8	10	10,400
VARI-BALL	2	8	10	10,400
VARI-BOLT	6	7	9	9600
VARI-COLD CONE	5	9	11	11,200
VARI-HEAT CONE	6	9	11	11,200
VORTEX	6	8+1/Turn	11	10,400
WEAKNESS	1	8	10	10,400

otherwise stated. This also holds true for 12" and other longer bolts. The end nearest to the caster is ranged a specific distance away from the caster, and the bolt goes forward from that point. If a wall or other obstruction is encountered either before that distance is reached by the bolt or in the middle of the bolt, any remaining parts of the bolt rebound toward the caster, possibly hitting him and any innocent bystanders.

BALL: This shape is a basic sphere, 2" in radius. Fire and bomb spells have this basic shape and size. Always remember that this is a sphere, not just a circle. The spells of this type normally expand to fill the volume of the 2" sphere, not just the area of a 2" radius circle.

WALL: Wall spells can be cast in two basic shapes at the desire of the caster. The first is a simple plane, 6' wide and 2" high. The second is a cylinder (a circle if viewed from above), 3" in diameter and 2" high. If a wall spell is cast in such a way that a solid object (such as a physical wall or ceiling) prevents the wall from reaching its maximum height or width the magical wall simply stops at the point of contact, possibly forming a closed container. The magical wall does not bounce off of the obstruction, or punch through.

Spell Modifiers

The following prefixes tell you about how the spell is different from the basic spell of that type:

VARI-: This prefix indicates that the caster of the spell can make the length or radius of the spell variable from nearly zero to the maximum normal size of that spell. The caster has full control over this change, that is, he can state that "I want that Vari-Ball to have a radius of 1.4' inches," and it will have that radius when it explodes. This does not mean that he will always be able to tell just what size is needed, however. When this or any other prefix is attached to a Bolt spell, the spell is assumed to be a Lightning Bolt. Thus a Vari-Bolt or a Mini-Bolt are both of the

SIXTH LEVEL MAGICAL SPELLS

SPELL NAME	MAGIC CLASS	SPELL POINTS	RECHARGE POINTS	RESEARCH COST	
ACID PROTECTION	5	10+2/Turn	15	25,600	lightning variety. In the same context, Ball spells are assumed to be Fire unless stated otherwise. Thus, Vari-Ball is short for Variable Fire Ball.
COLD PROTECTION	5	10+2/Turn	15	25,600	
FIRE PROTECTION	2	10+2/Turn	15	25,600	
LIGHTNING PROTECTION	6	10+2/Turn	15	25,600	
POISON PROTECTION	1	10+2/Turn	15	25,600	
AIR WALL	6	9+2/Turn	15	24,000	MICRO: This prefix attached to a spell indicates not one but two modifications. The first is that the spell is designed to hit ONE person or object only. It is a magical sniping weapon, and can be aimed at any visible target within range. The other modification is that this type of spell may be fired every PHASE instead of every turn, as normal magic is. This allows a magic user to fire Micro spells of whichever type he is using at six different targets during a turn. EACH Micro-whatever costs the spell points listed for that spell in the spell table, which makes the rapid-fire advantage an expensive one.
ANIMATE OBJECT	3	10+2/Turn	15	25,600	
ANTI-MAGIC SHELL	3	10	13	25,600	
ASTRAL EYE	4	12+2/Turn	18	28,800	
BOMBS, 2" RADIUS	2	12	15	28,800	
COLD PELLET,	5	12	14	28,800	
CONTROL WEATHER	6	25/step	30	49,600	
DEATH	3	9	11	24,000	
DISINTEGRATE	2	11	13	27,200	
ENERGY CONE, 12" RANGE	4	14	18	32,000	
ENERGY MICRO-BALL	4	8	10	22,400	MINI: This indicates a spell of 1/2 the normal radius or length of the basic type of spell, or in some other way of reduced effect. Thus a Mini-Bolt is 3" long, a Mini-Ball 1' in radius.
GEAS	3	15	19	33,600	
HOMING BALL LIGHTNING	6	11	14	27,200	
HOMING BALL OF FIRE	2	11	14	27,200	
IMPACT RESISTANCE	1	9+1/Turn	12	24,000	
INDETECTABILITY	4	12	15	28,800	
INDIVIDUAL DEATH	3	9	11	24,000	
INVISIBLE STALKER	4	12	15	28,800	
LIGHTNING BOLT, 12" RANGE	6	10	13	25,600	
LOCATE MONSTER	4	8	11	22,400	
LOWER WATER	5	10+2/Turn	15	25,600	MAXI: This indicates an improved coverage by the spell. In the case of a Maxisleep spell, the effect is much greater than that of a Sleep spell, but of limited duration.
MAXI-ENERGY CONE	4	13	16	38,400	
MAXI-STRENGTH (1-100)	1	18	24	38,400	
MEGA-COLD CONE	5	24	30	48,000	
MEGA-HEAT CONE	6	24	30	48,000	
MINI-BOMB	2	10	13	25,600	
MIRROR WALL	3	10+3/Turn	18	25,600	
MONSTER CONTROL	3	12	15	28,800	
MOVE EARTH	1	25+15/Turn	45	49,600	
NEGATION	3	11	13	27,200	
PART WATER	5	8+4/Turn	16	22,400	MEGA: This indicates a further stage of enlargement. For example, Megaball is 4" in radius, but with reduced damage effects.
PASSENGER TELEPORT	3	15	19	33,600	
POISON GAS	6	9	12	24,000	
PROJECTED IMAGE	3	9+1/Turn	13	24,000	
PROTECTION/MAGIC MISSILES	3	8	10	22,400	
REFLECT DETECTION BY IMPLEMENTS	4	10	12	25,600	
REINCARNATION	4	10	12	25,600	
SMITING 3	3	6+3/Blow	12	22,400	
STONE TO FLESH	1	8	10	22,400	
SUMMONING	3	20	25	41,600	
SUPER FIRE BALL (4")	2	15	19	33,600	MACRO: This is the descriptive term indicating an enormous effect. For example, a Macrobomb spell is 6' in radius.
SUPER POLYMORPH SELF	1	10	14	25,600	
SUSTAINED DIMENSION DOOR	3	10+3/Turn	16	25,600	
TIME DELAY	3	***	20	19,200	
ULTRA-SLEEP	1	15	18	33,600	
WIDE-ENERGY CONE	4	18	22	38,400	

Magic Classes

Magical spells are divided into six classes based on their effects. All magic-using characters must pick their magic class when they are able to select their first second-level spell. Whenever a magic-using person throws a spell from his or her specialty class, it costs one spell point less than it would normally. On the other hand, whenever he or she throws a spell from the magic class that is opposite the specialty, it costs one more spell point than normal to throw the spell. The column headed

"Magic Class" on the spell lists gives the class of each spell. The classes are:

1—Earth, Body and Inanimate magic. Its opposite is class 6.

2—Fire and Destructive magic. Its opposite is class 5.

3—Magic of the Personal Will, the general 'Magical' effects. Its opposite is class 4.

4—Magic of Outside Forces, Spirits, and Detection. Its opposite is class 3.

5—Water, Life, Dark and Cold magic. Its opposite is class 2.

6—Air, Electricity, Light, and Heat magic. Its opposite is class 1.

Certain spells have been placed in their classes as a matter of playability or in order to avoid philosophical debate over the actual basis of a type of spell. These exceptions are minor, and I hope you will forgive us for them, for they were necessary.

A referee just setting up a campaign by our rules should consider the concept of spell classes to be optional until the rest of the system is familiar, especially if a lot of the players are beginners.

Researching Magic

We have found that, in beginning a series of games, it is worthwhile to limit the spells available to magic users. This gives them an incentive for finding the lairs of hostile magic users (in order to find books of spells) or seeking out friendly higher level magic users (which often leads to adventures) or researching new spells on their own. Researching spells in our system is done by the following formula: The cost of researching any spell, in both spell points and gold pieces, is $25(\text{Spell Point Cost of Spell} + \text{Level of Spell})(2 \text{ to the } L\text{th power})$ where L is the level of the spell being researched. This means that for a first level spell costing 3 spell points to cast, it is $25 \times (3+1) \times 2$, which equals 200 spell points and gold pieces. That isn't much, although it is a few weeks of work for a low-level magic user. Now, when you want to research a 4th level spell costing 6 spell points to throw, the numbers become $25 \times (6+4) \times 16$, which is 4000. Higher level spells are time and money-consuming. No magic user may research a spell of a level higher than those he is capable of throwing. Once he has researched a spell, he may not use it or teach it to others

until he is able to learn a new spell of that level.

No magic user may change his spells once learned, so it is often useful not to learn a new spell when reaching a new experience level, just so that a useful new spell may be obtained later.

Once a magic user has researched a new spell and has memorized it, he may teach it to other magic users freely or sell the rights to it in order to recover some of his expended gold. At the discretion of the referee(s) involved, players may research new spells. Any referees should obtain a careful description of the new spell and agree as to its level and cost before it is researched and used. A little work should allow comparison with an existing spell.

For purposes of starting a series of games, we suggest that you allow only a few basic first level spells to be available, with others needing to be found or researched. The ones we recommend as a basic list of ten known spells are: Charm Person, Detect Alignment, Detect Magic, Hold Portal, Light, Match, Protection, Read Languages, Read Magic and Sleep. These allow beginning magic users to have something to work with, and a lot to work for.

SPECIFIC SPELLS

First Level Spells

Activate Wand: This spell causes the wand being held by a magic-user casting the spell to activate. If the wand has charges, a charge is also used. The wand spell will act as a normal spell, up to a limit of acting as if thrown by a 6th level magic-user, in most cases.

Charm Amphibian, Arachnid, Avian, Fish, Insect, Mammal, Reptile: Similar to a Charm Person spell (1), but each affects only the type of animal it is designed for. Range: 12".

Charm Person: This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all 'undead' monsters but including such things as orcs and goblins. If the spell is successful it will cause the charmed entity to obey any spoken and understood command of the charmer until such time as the 'charm' is dispelled. The victim will not commit direct suicide under this charm. During the phase in which the charm

is thrown, the victim cannot obey commands or carry out actions of his own volition, and thus stands still and neither fights nor acts. Range: 12". Duration: Until dispelled, or until removed by the caster of the spell, or the caster loses control by going unconscious, dying, or moving outside 12" range.

Detect Alignment: This spell allows the user to detect the alignment (Law, Neutrality, Chaos) of a single being at a distance of up to 1" per level of the magic-user casting the spell (up to a maximum of 24").

Detect Altitude: Allows the user to determine his altitude above or below ground level with an error factor of no more than 5%.

Detect Magic: A spell to determine if there has been some enchantment laid on a single person, place, or thing. It is used to discover if some item is magical, if a spell has been placed on a doorway, etc. Range: adjacent to the person, place, or thing.

Detect Copper, Gold, Iron, Life, Platinum, Poison, Secret Doors, Silver, Sloping Passages, Wall, Water: Allows the user to detect the named thing. Range: 1" per level of user, maximum of 6".

Hold Portal: A spell to seal a door, gate, or other such similar opening. While this spell is in effect, no physical being or object may pass through the portal. Dispel Magic (3) will immediately negate the Hold Portal spell, and strongly anti-magical beings (demons and such) can simply destroy the spell and walk through without delay. A Knock spell (2) will negate the Hold Portal spell for 1-4 phases. The Hold Portal spell lasts for 2-12 turns (rolled by the referee in secret). Range: no more than 1" from the caster at the moment of casting.

Light: A spell to cast light in a 3" circle, not equal to full daylight. It lasts for a number of turns equal to 6 plus the level of the user; thus a 7th level magic-user would cast a light spell lasting for 13 turns.

Match: This spell may be used to set fire to inflammable objects from a distance of up to 6". It will have no effect on nonflammable objects.

Muscle Spasm: A spell which is used to disrupt the aim of a single opponent for one phase. No effect if victim makes saving throw. Range: 3".

Protection: This spell protects the magic-user from attacks by enchanted monsters of lesser power (animated skeletons, etc.). It also serves as protection against various forms of attacks, improving saving throws by 1 and adding 1 to the defense level of the magic user. (Note that this spell is not cumulative in effect with magic armor and/or Rings of Protection, although it will continue to keep out enchanted monsters.) Duration: 6 turns.

Read Languages: This spell allows the reading of unknown languages on maps and other inscriptions. It is otherwise like Read Magic.

Read Magic: The means by which incantations on a scroll or other item are read. Without such a spell or similar device magic is unintelligible to even a magic-user. Note that this spell may be used to read a spell from a scroll during the same magic phase that the scroll spell is cast. Range: adjacent to the object to be read. Duration: one reading.

Silence, 1" Radius: This spell forms a 1" circle of total silence around the target. No sound can be heard inside the circle and no sound can escape from it. Range: 12". Duration: 6 turns.

Sleep: A sleep spell affects 2-16 first-level beings, 2-12 second-level beings, 1-8 third level beings, or 1-6 fourth-level beings, in an area of no more than 6" by 6". Of the beings affected, any failing to make their saving throws immediately fall asleep. This sleep lasts until the spell is dispelled, until the magic user dies, or until the magic user is more than 24" from the sleepers. If the target area contains more than the number of beings rolled, determine randomly which are affected. Level of being, including men, is determined by hit dice. Range: 24".

Sound Amplification: Causes the user to hear sounds better by a factor of 10. This will enable the user to better hear sounds through doors, walls, or when the sounds are very quiet (such as a thief moving silently). Duration: 6 turns.

Super Match This spell is a stronger version of the Match spell (1). It will set fire to flammable objects otherwise difficult to light, such as wet wood.

Telescope: A spell which increases the ability of the user to see distinctly at a distance. The user will be able to make out details of a

scene as if he were at one-tenth the true distance away. Duration: 6 turns.

Ventriloquism: Allows the user to "throw" his voice up to 6" in any direction not blocked by magic. The point from which his voice emanates can be moved at will. Duration: 6 turns.

Second Level Spells

Activate Staff: This spell works on only one type of staff per individual spell. If the staff has charges, a charge is also used. The staff will do damage of no more than 8 dice or one-half the level of the magic-user, in dice, whichever is the greater.

Aurora (Light Wall): Causes a wall of light to be formed. Dimensions and placement of the wall are similar to those for a Fire Wall (4). Duration: as long as spell points are expended to maintain it.

Awaken: A spell to awaken from sleep all beings within an area of 6" by 6". This spell will cancel the effects of all types of spells of sleeping, as well as drugged sleeps. Range: 24".

Continual Light: This spell creates a 12" circle of illumination emanating from a point within 12" of the caster, but does not equal full daylight. It continues to shed light until dispelled. Range: 12".

Create Sound: A spell to create sounds of moderate intensity at any point within 6" of the caster. Sounds so created are not harmful and may not be of a complex nature (such as speech). Duration: 1 turn.

Darkness: The opposite of a Light spell (1) in effect, identical otherwise.

Deodorant: This spell, when cast upon the magic-user or another character, will negate that character's scent, so that animals or monsters cannot smell the character, or track them by scent alone. Range: 1". Duration: 1 day or until dispelled.

Detect Enemies: The user of this spell is able to detect any enemy that knows of the user's presence. Duration: 1 magic phase. Range: 1" per level of caster (24" maximum).

Detect Experience Group: This spell allows the caster to detect the average experience group of any number of beings located in a 6" by 6" area. Experience groups are determined by level and type of the beings involved. Humans rise one experience group for every three

levels attained. Thus a 7th level fighter would be 3rd experience group. Range: 24". Duration: 1 magic phase.

Detect Evil: A spell to detect evil thought or intent in any single creature or evilly enchanted object. Note that poison, for example, is neither good nor evil, and would not be detected. Duration: 1 magic phase. Range: 1" per level of magic-user casting spell (24" maximum).

Detect Gems: A spell similar to Detect Metal & Kind (2) which allows the user to detect the presence, number, and sizes of gems within 6" range.

Detect Good: Similar to Detect Evil (2) except that good is detected rather than evil.

Detect Invisible: A spell to detect anything which is either naturally invisible (such as an Invisible Stalker) or which has been made invisible via use of an invisibility spell. Duration: 6 turns. Range: 1" per level of caster (24" maximum).

Detect Metal & Kind: A spell which allows the user to detect the presence and type of any metal within 6" of himself. By moving about so that the metal is first in range and then out, the user can determine the approximate direction of the metal he has detected, if unknown. Duration: 6 turns.

Detect Shifting Walls & Rooms: With this spell the user can detect the presence of all walls and rooms within 6" of himself that are able to shift, rise, sink, expand, contract, or otherwise change in size or position. Duration: 1 magic phase.

Detect Traps: This spell allows the user to detect the presence of all traps within 6" of himself. Duration: 1 magic phase.

ESP: A spell which allows the user to read the surface thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 1/3" in thickness, but a thin coating of lead will prevent its penetration. Note that 'undead' monsters do not register on ESP at all. Range: 6".

Extinguish Fire: A spell which will put out any normal (non-magical) fire within 24".

Fireworks: A spell which produces a fireworks display. Duration: 1 turn. Range: 24".

Flash: Causes a flash of heat and light at any point within 6" of the caster. The heat will ignite a

flammable object at the point of the flash and the light will blind for one turn all who look at it and fail a saving throw vs. magic. Duration: 1 magic phase.

Freeze Water: This spell causes a 1" cube of water or less to freeze to solid ice. Range: 6". Duration: until the ice melts (as normal ice).

Gliding: A spell which allows the user to glide through the air. Rate of descent may range from a vertical dive to a 20:1 ratio of horizontal to vertical movement. Duration: as long as maintained by spending spell points.

Hallucination: A spell which causes the target to have vivid visual hallucinations whose contents are controlled by the caster of the spell. Duration: 1 turn. Range: 12".

Invisibility: Makes invisible the person or thing upon which it is cast. Highly magical creatures (like balrogs or dragons) will still be able to see the invisible object or person, but normal monsters or men will not. Duration: until dispelled or the invisible person attempts to attack. Range: 24".

Knock: A spell which opens doors and other similar devices when normally barred or magically sealed, as follows: unless the door is magically sealed in some way, it is simply opened by the casting of the spell, even if locked. If the door was sealed by a Hold Portal (1) the door is opened for 1-4 phases, and then closes again for the duration of the Hold Portal spell. If the door was sealed by the use of a Wizard Lock spell (2), the use of a Knock spell opens the door for 1 phase, and it then shuts again for the duration of the Wizard Lock spell. Range: 3". Duration: 1 opening.

Levitate: This spell lifts the caster, all motion being vertical. However, the user could, for example, levitate to the ceiling of a room, and move horizontally by pushing his hands along the ceiling. Duration: as long as spell points expended. Range: 2" per level of magic-user is maximum height, upwards motion at 6" per turn.

Locate Object: In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc., of some magical item would have to be known in order for the spell to work. Well known objects, such as a

particular flight of stairs often travelled, can be detected by this spell. The spell gives the user the direction of the object desired, but not the distance. The desired object must be within range in order to be detected at all. Range: 6" + 1" per level of the magic-user casting the spell. Duration: 1 magic phase.

Magic Missile: Allows the caster to throw magic missiles at the rate of 1 for every 3 experience levels he has attained, rounded off. Each missile is like a light crossbow bolt in penetrating ability and chance to hit, but does 2 dice +2 pips of damage when it hits. Maximum range is 15". Each missile costs 1 spell point to throw over and above the cost of 4 spell points required to initiate the spell. Duration: 1 magic phase. All missiles fired in one phase must be at the same target.

Measure Distance: Allows the caster to measure any distance he can see within a tolerance of 5%. Duration: 1 magic phase.

Measure Volume: Allows the caster to measure any volume within his sight within a tolerance of 5%. Duration: 1 magic phase.

Parachute: This spell allows a magic-user to control his rate of descent when falling so as to insure a safe landing. Duration: as long as spell points expended to maintain spell. Range: can be cast on self only.

Phantasman Force: The creation of vivid illusions of nearly anything the user envisions (a projected mental image). As long as the caster concentrates on the spell (doing nothing else), the illusion will continue until touched by some living creature. If viewers of a Phantasmal Force believe it to be real (see Special Saving Throws) the spell will cause damage just as if it were a real spell thrown by a magic-user of the actual caster's level. Thus, a Phantasmal Fireball thrown by a 4th level magic user could only do 4 dice of damage, if believed. Range: 24".

Photographic Memory: This spell allows a magic user to memorize exactly the area around him. Range: limited to what can be seen by the magic user. Duration: 1 magic phase.

See Invisible: Similar to Detect Invisible (2) except the being or object becomes visible to the magic-user, but cannot be seen in darkness, or if hidden by position.

Silence, 3" Radius: Similar to the Silence, 1" Radius spell (1), but the

radius of effect is greater.

Speak Languages: Via this spell, the user can speak and understand any language or dialect that can be normally spoken. Duration: 3 turns.

St. Elmo's Fire: This spell causes an electrical light wall to be formed. Dimensions and placement of the wall are similar to those for a Fire Wall (4). Does no damage to those passing through. Duration: as long as maintained by spell points.

Super Sleep: This spell, unlike the normal Sleep spell (1), will affect monsters of higher levels but will not put the targets to sleep indefinitely. The spell will affect any number of monsters grouped within a 6" by 6" area, within the following limits: a monster that takes L hit dice takes up L squared sleep points. A magic user of level M has 25M sleep points per spell. A monster can be affected as long as L squared is not greater than 25M. The number of monsters, or the number of turns one or more monsters will stay asleep is determined by seeing how many times L squared will go into 25M. After seeing how many are affected, those affected roll saving throws, those failing falling asleep. Maximum range: 24".

Wind: This spell produces a wind of sufficient intensity to blow out torches. Wind direction is controlled by the caster of the spell. Duration: 1 turn. Range: 12".

Wizard Lock: Similar to a Hold Portal (1), this spell lasts until dispelled. It can be opened by a Knock Spell (2) without the Wizard Lock being removed. It can be passed through without a spell of any kind by any magic-user who is three levels higher than the one who cast the spell.

Third Level Spells

Ball Lightning: A spell to produce a sphere of electrical energy ½" in diameter. It travels away from the caster at 12" per magic phase until it strikes an object and explodes. The explosion affects an area 1" wide by 3" long beginning at the point of the explosion and extending in the direction of motion of the sphere. Damage caused is equal to ½ die per level of the caster.

Ball of Fire: Similar to Ball Lightning except that fire is employed rather than electrical energy.

Clairaudience: This spell allows the caster to listen to sounds at a distance, limited in the same way as ESP (2). This spell may be used to listen in on the voices of creatures seen through a crystal ball although the spell itself is not transmitted through the crystal ball.

Clairvoyance: This spell allows the caster to see events transpiring in a location not visible to him by normal means, out to a distance limit of 24". This spell is blocked by the same means listed for ESP (2). Duration: as long as maintained. Note: Spell will not make objects which are invisible or enveloped in darkness visible, unless used in conjunction with a spell or device to see invisible objects or in darkness.

Cold Cone: A spell which produces a cone, 6" long and 3" wide at the base, with the narrow point starting at the fingertip of the caster, of pure cold. This spell causes 1 die of damage per level of the caster.

Continual Darkness: Similar to a spell of Continual Light (2) except that darkness is produced rather than light.

Dark Cone: A spell which produces total darkness in a cone shaped like a Cone of Cold. Duration: as long as maintained.

Darkwall: Causes a wall of darkness to be formed, dimensions and placement of the wall the same as those for a Fire Wall (4). Duration: as long as spell points are expended to maintain it.

Detect Clairvoyance & Clairaudience: The user of this spell is able to detect all uses of Clairvoyance and Clairaudience against him. Duration: 6 turns.

Detect Orientation: Allows the user to detect his orientation (North, East, etc.) as if he had an infallible compass. Duration: 1 magic phase.

Detect Teleport (After): By casting this spell within 5 turns of his having passed through a known or unknown teleportation device or spell, a magic-user can confirm the fact that he has been teleported and can find the precise point at which he arrived, if he has moved. Range: 6" from arrival point. Duration: 1 magic phase.

Dispel Magic: Under normal conditions, this spell will be effective in dispelling enchantments of a temporary nature (i.e., any enchantment with a time limit or

that lasts until dispelled). This is modified by the following formula. The success of a Dispel Magic spell is a ratio of the level of the dispeller over the level of the original spell caster. Thus, if a 5th level magic-user attempts to dispell the spell of a 10th level magic-user, there is a 50% chance of success. Duration: 1 magic phase. Range: 3". Can be aimed at a specific target or cast generally around the caster.

Fire Ball: A spell which produces a tiny ball of flame, traveling from the finger of the caster in a straight line to any point within 24" that is visible to the caster. At the distance that the caster has ordered the projectile to travel, it bursts into a sphere of flame 2" in radius. This sphere, if in an enclosed space, expands to fill the volume of a 2" radius sphere, shaped like the enclosed space requires. If the projectile is prevented from reaching its target range by meeting a physical or magical barrier, it will bounce off and retrace its path until it has travelled its intended distance, and then explode. Thus, it may go off on top of the caster, in some cases. If the projectile goes through a Fire Wall (4), it will explode into its sphere at that point. This spell does 1 die of damage per level of the caster. Duration: 1 magic phase. Range: 24".

Fire Dart: This spell produces a small missile of fire which, upon hitting its target, causes 1 die of damage per level of the caster. The missile travels in a straight line from the finger of the caster to the target, up to its maximum range of 24". Duration: 1 magic phase.

Flame: This spell produces a stream of flame 6" long and ½" wide, beginning at the tip of the caster's finger. The flame splashes when it hits any solid non-flammable object, which may cause the flame to damage other targets or the caster. If the target of the flame is destroyed by the damage caused, whatever was behind the target is also a target. Damage caused is 1 die per level of the caster. Duration: 1 magic phase.

Fly: By means of this spell the user is able to fly at a speed of up to 24" per turn. Duration: as long as spell points spent to maintain spell.

Heat Cone: A spell which produces intense heat in a 6" cone, similar to Cold Cone (3). Causes 1 die of damage per level of caster. Duration: 1 magic phase.

Hold Person: A spell similar to Charm Person (1), but which is of more limited duration and greater effect. It affects either from 1-4 persons (rolled on a 4-sided die) normally, or can be concentrated on 1 target, in which case the target subtracts 2 from his Saving Throw roll before checking his roll against what he needed in order to save. This spell has the further effect of making the caster's commands understood by the person taken over, even if the wrong language is used. Duration: 6 + level of caster (in turns). Range: 12".

Illusion: Similar to Phantasmal Forces (2), except it causes no damage to those believing in the illusion. Continues as long as spell points are used to maintain it, even if illusionary objects are touched. Belief Saving Throws need to be made each turn illusion is maintained, until disbelieved. Range: 24".

Infravision: This spell allows the recipient to see normally in total darkness. Duration: 1 day or until dispelled. Range of vision: limited by terrain or 10".

Invisibility, 1" Radius: An Invisibility Spell (2) with an extended projection of the area affected by the casting of the spell. Otherwise the same as Invisibility.

Light Beam: Creates a beam of light 72" long and 1/60" in diameter, with an effect similar to that of a flashlight. Duration: as long as spell points are spent to maintain it.

Lightning Bolt: This spell produces a projectile which leaves the finger of the caster and goes a stated distance, up to a maximum of 24". At its planned distance of travel, even if the projectile is bounced back by an obstruction, the projectile turns into a lightning bolt, 6" in length and 3/4" wide. If this bolt is prevented by an obstruction, such as a wall, from reaching its full length, the end touching the obstruction will bend over and retrace the path of the bolt until the 6" are used up. Anything in the overlap will take damage as many times as hit. Does 1 die of damage per level of caster. Duration: 1 magic phase.

Lightning Dart: Same as Fire Dart (3) except that electrical energy is used rather than fire.

Magic Mouth: This spell allows a magic-user to enchant an inanimate object so that it will speak a short phrase to whomever he has specified (anyone, a particular person or class

of persons, whoever touches the item, etc.). Once the message has been delivered, the spell expires unless the magic-user maintains the enchantment by being within 24" of the object and expends the spell points required to maintain the spell. This method is used to transmit a longer message or to cause the message to be given more than once.

Maxi-Ball: Same as Fire Ball (3) except this spell has a radius of 3" and only does ½ die of damage per level of the caster.

Maxi-Sleep: Same as Super Sleep (2) except that the number of sleep points per level of the caster is 50 instead of 25.

Micro-Phantasm: This spell is similar to Phantasmal Forces (2) except that it affects only one person and can be used once per phase. Once a victim disbelieves the phantasm, rolling each phase for belief, he need not check again, and will not take further damage. Duration: 1 magic phase. The Spell Point cost listed is per phase of the spell.

Mini-Ball: Same as Fire Ball (3) except this spell has a radius of 1", doing 1 die of damage per level of the caster.

Mini-Bolt: Same as Lightning Bolt (3) except the bolt produced by this spell is only 3" long.

Mini-Cold Cone: Same as Cold Cone (3) except the cone formed is only 3" long and 1½" wide at the widest point.

Mini-Heat Cone: Same as Mini-Cold Cone, except the cone formed is one of intense heat.

Mini-Wide-Cold Cone: Same as Cold Cone (3), except the cone formed is 1½" long and 3" wide.

Mini-Wide-Heat Cone: Same as Heat Cone (3), except the cone formed is 1½" long and 3" wide.

Mirror Image: This spell produces 1-4 exact illusionary duplicates of the caster. These images may move anywhere within 6" of the caster, at the will of the caster. Individual images will disappear when touched. Duration: as long as spell points are spent to maintain the spell.

Projected Strength: This spell allows the caster to increase the strength of a recipient by 2-12 (rolled randomly) strength points for 1-10 (rolled) turns.

Protection, 1" Radius: A Protection spell (1) which extends to include a circle around the

magic-user, and which lasts for 12 turns, affecting all being beneficially as long as they remain within 1" of the caster. (Note: beings that are particularly resistant to magic will have to roll their Saving Throws to see if they are affected beneficially. This is one of the few instances when a magic-user might want an enemy to successfully save against the magic-user's spells.)

Protection/Normal Missiles: The recipient of this spell becomes impervious to arrows, light crossbow quarrels and sling pellets of a non-magical nature and fired by normal, human or lesser opponents. This would not protect against heavy archery weapons, monsters using projectiles, or magical missiles of any kind. Duration: 12 turns. Range: 3".

Rope Trick: A spell to cause a rope to extend straight up and out of sight into what is apparently another world or dimension. Any person or thing following or climbing the rope will also go into a pocket of that other world. If the person climbing the rope pulls the rope up into the pocket, he cannot be followed. If the rope is destroyed while outside the pocket, the person is stranded. If the rope is pulled down, the person will fall out of the pocket and back to the ground (1" fall). Range: adjacent to rope. Duration: as long as spell points are spent to maintain the spell and the rope is intact.

Speed: A spell which will cause those affected to move at twice normal movement speed. This spell does not affect blows taken per phase or dexterity. The spell can affect an area of 3" by 3". Duration: 3 turns. Range: 24".

Water Breathing: A spell which allows the recipient to breathe under water without harm or difficulty. Range: 3". Duration: as long as spell points are spent to maintain the spell.

Web: This spell produces enough sticky spider-web-like strands to cover a volume of two 1" cubes. These strands are difficult to sever without fire, and take an amount of time equal to 50/strength of creature, measured in turns, to break through. A flaming sword or torch will cut through at double the normal speed. Range: 3". Duration: webs last until destroyed.

Whirlwind: A spell which creates a whirlwind having a 1" base diameter, a 2" top diameter, and a height of 3". It is strong enough to blow out

torches and to sweep away all creatures weighing less than 1000 gp in weight. The movement of the whirlwind is controlled by the caster. Movement speed: 24" per turn. Duration: 1 turn. Range: 24".

Wizard Light: This spell creates a 24" radius circle of light emanating from the caster. The circle of light moves with the caster. Range: none. Duration: as long as maintained.

Fourth Level Spells

Acid, Cold, Fire, Lightning, and Poison Resistances: Each of these spells provides a measure of resistance to the type of damage named. As a result, the receiver of such a spell's effects has 2 added to the number he actually rolls on a saving throw against that type of damage, and takes 1 point less per die of damage than is actually rolled. Range: adjacent to target. Duration: as long as maintained.

Animal Control: This spell allows the user to control up to three 6-sided dice of 1st level animals (3-18), up to two 8-sided dice of 2nd level animals (2-16), and up to one 6-sided die of 3rd level animals. Duration: as Charm Person (1). Range: 12".

Area Darkness: A spell to produce darkness in a 6" sphere, not necessarily centered on the caster. Maximum range: 24". Duration: (6 + level of user) turns.

Charm Monster: The equivalent of a Charm Person (1) spell, but usable against all creatures. If animals or creatures with three or fewer hit dice are involved, determine how many are affected by the spell as in Animal Control above. It is otherwise identical to the Charm Person spell in effect.

Clumsiness: A spell which causes all beings within a 3" by 3" area to have difficulty in controlling their bodily movements. The net result is that the attack and defense levels of the targets are halved, and complex actions are impossible. Range: 12". Duration: 1-6 turns (rolled randomly per creature by referee).

Cold Beam, 12" Range: Creates a beam of cold 12" long and 1/60" in diameter. This beam does damage of 1 die per level of the caster, and stops when it hits a solid object. Duration: 1 magic phase.

Confusion: This spell makes the victims unable to tell friend from

enemy if they fail to make their saving throws. The spell will affect as many creatures as the total of the roll of two 6-sided dice plus one point for each level above 8th of the caster. The spell affects a 6" by 6" area maximum, and any creatures that make their saving throws on the first try, but who stay in the area, must roll again each turn, and if they fail any saving throw, succumb to the spell, up to the total limit of beings affected. Confused creatures will act randomly, as determined per creature by the roll of two 6-sided dice. Those rolling 2-5 will attack the caster and his companions. Those rolling 6-8 will stand around doing nothing unless attacked. Those rolling 9-12 will attack whoever or whatever is nearest them. Check these actions each turn. Range: 12". Duration: as long as maintained.

Delusion: This spell causes the victim to suffer from delusions, based on his own desires and any suggestions made by the caster. For example, the victim might think that he could fly, or that a magic item conferred total immunity to dragon breath, even though these things were not true, thus placing the victim in danger. Range: 12". Duration: as long as maintained.

Dimension Door: A limited Teleport spell (5) which allows all objects or persons within a 1" cube to be instantaneously transported no more than 36" in any direction. There is no danger of misjudging distance when using this spell, and thus the objects being moved always arrive at the distance and direction stated by the caster, unless a magical barrier of certain types prevents it. Thus, the caster could move an object 12" upwards, 20" left and 20" down, or any similar combination. If an object occupies the space beings transported to, a saving throw is rolled for that object. If it fails, the transfer is completed, with the interfering object being moved to the site of the original object. May be cast at a point no more than 1" from caster. Duration: 1 magic phase.

Electric Micro-Ball: Same as Lightning Dart (3) except this spell may be cast once per phase, and the cost listed is per phase (thus, also per Micro-Ball).

Electric Mini-Ball: An electrical discharge in the shape and size of a Mini-Ball spell (3). Causes 1 die of damage per level of caster. Limits as

Mini-Ball.

Fear: Causes all creatures within the 6" cone created by this spell to panic and flee if they fail to make their saving throws. (Use Magic saving throw for creatures, or special Fear saving throw for intelligent beings). Fleeing creatures roll once each turn to check for recovery from their fear. If they make their saving throw, the same as the initial one needed, they stop running and may act freely. Duration of spell: 1 magic phase.

Fire Wall: This spell creates an opaque wall of fire, either flat or circular, of ½" thickness. It prevents all creatures of 4 hit dice or less from passing through. Undead take two 6-sided dice of damage when passing through, as do other beings specially susceptible to fire. Other creatures take one 6-sided die of damage from passing through. Creatures normally employing fire, such as Balrogs, take no damage. Energy projectiles, such as those which produce Fire Ball spells (3), detonate upon contact with a Fire Wall. Range: 6". Duration: as long as maintained.

Gaseous Form: Changes the target into an inert gas, allowing it to penetrate any place which is not airtight. Only the target is transformed, not the things that it or he was wearing or carrying. All such material cannot be moved by the gas, and is left in place or falls to the ground, as appropriate to the item. Duration: until dispelled. Range: 6".

Growth of Plants: This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will affect an area of up to 9" square, the dimensions decided by the caster of the spell. Range: 12". Duration: until dispelled.

Hallucinatory Terrain: By means of this spell, terrain features can either be hidden or created—an illusion which affects a large area, thus a swamp, hill, ridge, woods or the like can be concealed or made to appear. The spell is broken when it is touched by an intelligent being. Range: 24".

Haste: An area spell which affects up to 24 creatures in a maximum area of 3" by 3". It has the effect of doubling the dexterity, movement speed, and blows per phase of the targets. Duration: 3 turns. Range: 24".

Healing: Via this spell a magic-user can heal damage to himself at the rate of 1 hit point per turn. Duration: as long as maintained.

Heat Beam, 12" Range: Same as Cold Beam, 12" Range (4), except that heat is employed and does the damage.

Ice Wall: A spell which creates an opaque wall of ice with dimensions and effects similar to those of Fire Wall (4) except the special damage is for those who use fire or are specially susceptible to cold. Acts as a solid wall when spells hit it. Range: 12". Duration: 6 turns.

Immobilization: This spell allows the caster to hold immobilized any one creature which fails to make its saving throw. Range: 24". Duration: as long as maintained.

Massmorph: This spell is used to conceal up to 100 men or creatures of similar size to men, as a small wood or orchard. The concealed figures may be moved through without being detected as anything other than trees, and it will not affect the spell. The effect will be negated by a command from the caster or by being dispelled. Range: 24".

Maxi-Cold Cone: Creates a cone of cold, as Cold Cone (3) except for having dimensions of 6" long and 6" wide at the base (the end away from the caster).

Maxi-Heat Cone: Creates a cone of heat, as Maxi-Cold Cone, except of heat.

Mega-Ball: This spell is like Fire Ball (3) except the sphere of fire produced is 4" in radius, and only does ¼ die of damage per level of the caster.

Mega-Sleep: Like a Sleep spell (1), a Mega-Sleep will put to sleep those whom it affects. It will affect up to two 6-sided dice (2-12) of creatures of less than 20th level. Each creature so affected will sleep for (20-L) turns, where L is the level of the individual creature. Duration: per level. Range: 24".

Micro-Ball: Same as Fire Dart (3) except this spell may be cast once per phase, and the cost listed is per phase (thus, also per Micro-Ball).

One-Way Darkness: Similar to a Darkwall (3) except that the wall appears dark from only one side (specified by the caster). From the other side, no wall is visible. Range: 6". Duration: as long as maintained.

Paralysis Cone: This spell produces a cone of the same dimensions as the Cold Cone (3), in which a special form of damage is caused to all living things. The damage caused by this spell is not cumulative with other types of damage. When a person sustains damage of this type exceeding his hits to unconsciousness level, total paralysis of all voluntary muscles results. Damage caused is equal to 1 die per level of the caster of the spell. Duration of cone: 1 magic phase. Duration of paralysis: until dispelled.

Percentile Negation: This spell, when cast before or at the same dexterity count as another spell being thrown at the caster that magic phase, will negate from 1-100% of that incoming spell. If the spell is a damage-causing spell, the percentage negated is applied to the rolled damage. This spell works against individual or area spells. Duration: 1 magic phase. Range: 24".

Personal Force Field: This spell has the effect of providing its user with protection equivalent to Plate armor. Duration: as long as maintained.

Personal Paralysis: A spell which causes a single target to become paralyzed. Because of the personal nature of this spell, the target's saving throw against it is worsened by 2. Range: 12". Duration of spell: 1 magic phase. Duration of paralysis: until dispelled.

Plant Control: Allows the caster to control from 1 to 6 large plants (such as trees), or all small plants (ground cover) within a 1" by 1" area. Duration: 6 turns. Range: 6".

Polymorph Self: A spell allowing the user to take the shape of anything he desires, but without thereby acquiring the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into the shape of a dragon, he will not gain the ability to fight and use a dragon breath weapon, but he will be able to fly. (He will retain all of his own basic abilities, within the limits of the shape.) A magic-user who polymorphs himself into the shape of a giant will still have the damage capacity of his normal form (as well as saving throws, etc.). Duration: until dispelled, or until the caster wishes to return to normal.

Protection/Missiles: Similar to a Protection/Normal Missiles spell (3); this spell protects against all

non-magical missiles, even those hurled from magical projectors.

Remove Curse: A spell to remove any one curse, geas or quest. Using this spell in the case of someone holding a cursed magical item would remove the *effect* of the item's curse on that person, but would not affect the item permanently. (Beings under the influence of a Geas or a Quest may not use this spell.) Duration: 1 magic phase. Range: adjacent to target.

Slow: This is exactly the opposite of a Haste spell (4) in effect (i.e., halves dexterity, etc.) but otherwise is exactly like the former spell. Note that a Slow spell will counter a Haste spell and vice-versa.

Strength: Via this spell a magic-user may multiply his strength by as much as four times (by roll of a four-sided die). The strength multiplication lasts for 1-10 turns (rolled). This spell may not be used on anyone other than the caster. It may not be used by the caster more than once per day if his strength is actually multiplied.

Telepathy: A spell which allows the user to read the thoughts of any creature within 9" of himself. If the caster's intelligence is higher than that of creatures similar to himself within range, he may attempt to control their mind(s) with suggestions implanted telepathically. Such suggestions will have a +2 chance of being carried out (when rolling for random actions of unintelligent beings). For player-characters or other intelligent beings, roll percentile dice, with 10% being added to the caster's roll. If the target fails to beat this score, the suggestions will be carried out. (note that the actions to be performed must be reasonable for the target to perform. No being would willingly kill himself, for instance.) Duration: 1 turn.

Vertigo: This spell causes a strong feeling of vertigo (dizziness) in the target. It affects the target's equilibrium to the point that he cannot ride anything, and cannot aim a weapon or spell accurately. (He finds it difficult to defend himself as well.) No aimed spells may be thrown, and subtract 10 attack and defense levels from the target. Range: 24". Duration: 2-12 turns.

Wall of Thorns: This spell causes a wall of thorns to be formed. Dimensions and placement of the wall are similar to those for a Fire Wall (4). Duration: until dispelled or

destroyed.

Wide-Cold Cone: Creates a cone with a 90 degree vertex and 3" long sides. Causes 1 die of damage per level of the caster.

Wide-Heat Cone: Same as Wide-Cold Cone (4) except that heat is employed rather than cold.

Wizard Eye: A spell which allows the user to send a visual sensor up to 24" away in order to observe the scene without himself moving. The "eye" is invisible (and may be detected as such). It moves up to 12" per turn. Duration: as long as maintained.

X-Ray Vision: Allows the user to see through up to 1" of solid rock or 1/12" of iron for a total distance of 3" beyond. Lead prevents any penetration, as will gold. The user will note hidden doors and trans when X-Raying areas they are in. A 1" by 1" section of wall can be examined for hidden things in one turn. Duration: 3 turns.

Fifth Level Spells

Animate Dead: This spell is used for the animation of skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated, simply roll one die for every level above the minimum necessary to use a fifth level spell the caster is. Thus a 9th level magic-user normally gets one die (1-6) animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with (dispelled or destroyed). Each body requires 3 spell points to animate. Range: 3".

Broadfield Hallucination: Creates a sustained illusion at the discretion of the caster, of a maximum size of a 24" radius circle centered on the caster, which lasts until dispelled. Otherwise similar to an Illusion Spell (3), except no Belief saving throw is applicable unless the illusion is physically entered. Duration: until dispelled. Range: no part of the illusion may be more than 24" from the caster.

Charm Being: Similar to Charm Person (1) except that any being with a full intelligence is affected.

Cloudkill: This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than 5 hit dice if they fail saving throws against magic. Movement: 3" per phase according to wind

direction, or directly away from the spell caster if there is no wind. Dimensions: 3" sphere. Duration: 6 turns, unless dispelled or dispersed by trees or unusually strong winds. Note that the cloud is slightly heavier than air, so it will sink to the lowest possible level, go down stairs, etc.

Cold Cone, 12" Range: Creates a 12" long cone of cold, 6" wide at its widest point. Otherwise similar to Cold Cone (3).

Conjure Elemental: A spell to conjure an air, water, fire, or earth elemental. The elemental will remain until dispelled or destroyed, but the magic-user must concentrate on control of the elemental or it will turn upon its conjurer and attack him. Attacking the conjurer will break the control. Range: 24".

Crimson Bands: Creates bands which wrap themselves around all targets within a 1" cube. They cannot be broken or removed except by magic. Range: 12". Duration: until removed.

Detection Jamming: Allows the user to prevent others from detecting his presence. The spell will operate against only one particular type of detection (which must be specified) per spell. Duration: 6 turns.

Diminish Others: Causes the target to shrink to 1/12 its normal size. Range: 6". Duration: until dispelled.

Dragon Control: Similar to a Charm Monster spell (4), this spell will affect from 1-3 dragons.

Energy Bolt: Same as Lightning Bolt (3) except that pure energy is employed rather than electrical energy, and only a specialized energy resistance or protection spell will defend against it.

Energy Cone: Same as a Cold Cone (3) except that pure energy is employed rather than cold.

Energy Resistance: Provides resistance to pure energy weapons, as well as to fire and electricity, in a manner similar to other resistance spells (see Acid Resistance (4)).

Extension: This spell causes a other spell thrown with it to increase in duration by 50%. It has no effect on spells whose duration is normally dependant upon continuous spell point expenditure for maintenance. Unlike most spells, this spell cannot be used unless another spell is thrown at the same time. Spell point cost: 4 + level of the spell it extends. Duration: 1 magic phase.

Feeblemind: A spell used primarily against magic-users, it causes the target to lose all effective intelligence until the spell is countered with a Dispel Magic (3) or similar removal. Because of its specialized nature, the Feeblemind spell worsens the saving throw of any magic-using target by 4. Range: 24".

Giant Control: Similar to a Charm Monster spell (4), this spell will affect from 1-4 giants.

Growth of Animals: A spell which will cause from 1-6 normal-sized animals of any kind to grow to giant size (up to 12 times their normal dimensions), with proportionate changes in their attack, defense, and hit capabilities. In addition, any animal of low intelligence will not be able to cope with the adjustment, and tend to eventually go berserk. Range: 12". Duration: until dispelled.

Heat Cone, 12" Range: Same as a Cold Cone, 12" Range (5) except that heat is employed rather than cold.

Hold Monster: Same as Hold Person (3) but applicable to all monsters of less than human intelligence.

Human Control: Similar to a Hold Person spell (3) in effect, this spell will affect 2-12 persons with 3 or fewer hit dice, 2-8 persons with 4-6 hit dice, 1-4 persons with 7-9 hit dice, and 1 person having 10 or more hit dice. Range: 12".

Ice Storm: This spell causes a hailstorm to exist in a 3" cube which rests upon the ground. This spell may only be used outdoors. The storm causes impact damage of 1 die per level of the caster. Duration: 1 phase (not magic phase). Range: 12" maximum.

Iron Wall: This spell produces a planar wall of up to 6 square inches with a thickness of 1/24". Duration: 12 turns. Range: 6".

Locate Person: Similar to a Locate Object spell (2) except that the item to be located must be a person well known to the spell caster.

Macro-Ball: This spell is similar to a Fire Ball (3), except that the radius of the explosion is 6", and the damage done is 1/4 die per level of the caster.

Macro-Sleep: This spell operates like a Sleep spell (1) on any creature less than 21st level. 2-12 such creatures may be affected by the spell.

Mass Invisibility: Like an Invisibility, 1" Radius spell (3) except that the radius is variable depending upon the spell points used to cast the spell (cost = 12 + radius in inches). Maximum radius: 24".

Mini-Energy Cone: Same as Mini-Cold Cone (3) except that pure energy is employed rather than cold.

Mini-Wide Energy Cone: Same as Mini-Wide Cold Cone (3) except that pure energy is employed rather than cold.

Paralysis Cone, 12" Range: Similar to a Paralysis Cone (4) except that the cone is 12" long.

Passwall: A spell which opens a 1" diameter hole of up to 1" in length through or into any normal wall or solid object. Duration: 3 turns. Range: 3" from caster.

Personal Wizard Lock: Similar to a Wizard Lock (2), this spell allows only the caster to pass through it without dispelling it.

Polymorph Others: Unlike the spell to Polymorph Self (4), this spell causes the recipient to assume both the form and the combat abilities of the creature he is polymorphed to resemble. In so doing, the recipient loses all of his own physical abilities (but maintains his mentality and hit capacity). Range: 6". Duration: until dispelled.

Projected Clairaudience: Same as Clairaudience (3) except that other persons in the immediate presence of the caster may listen in.

Projected Clairvoyance: Same as Clairvoyance (3) except that other persons in the immediate presence of the caster may also watch.

Scroll Lock: This spell prevents the writings on a scroll or similar object from being read by anyone except the caster of the Scroll Lock spell. Dispelling of the Scroll Lock may (100-level of dispeller in %) result in damage or erasure to the scroll itself. Range: adjacent to scroll. Duration: until removed.

Silver Magnet: A spell to make an object attract silver like a normal magnet attracts iron. The strength of the magnet may be adjusted by the caster so that silver will be attracted only weakly or very strongly. (Silver pieces might be drawn upwards out of a backpack, but not so forcefully that the backpack would be torn.) Range of effect: 6". Range of spell: adjacent to object to be magnetized. Duration: until dispelled.

Speak With Dead: A spell which allows the user to converse with a dead body, the magic-user being able to ask three questions. Note that the length of time the creature has been dead will be a limiting factor. Magic-users of 8th level or less (using scrolls or implements with the spell) can only speak with recent dead (no more than 4 days dead); 9th-17th level magic-users can converse with creatures dead up to four months; magic-users 18th level or higher may converse with any intact remains of any age. Note that the magic-user must be able to speak the language of the deceased in question. Range: adjacent to deceased.

Stone Wall: Creates a planar wall 1/3" thick with a maximum area of 12 square inches. Range: 6" Duration: until dispelled or battered down.

Super Strength: A magic user may use this spell to multiply his strength by as much as 5 times. (Roll a 6-sided die and ignore sixes. A 1 means the spell has failed.) The strength multiplication lasts 1-10 turns. This spell may not be used on someone other than the caster. It may be used by the caster no more than once per day. Duration: 1 cast.

Telekinesis: By means of this spell, individual objects may be moved by mental force. Weight limits are calculated by multiplying the level of the caster by 20 pounds weight. Thus a 12th level caster would be able to manipulate a weight equal to 240 pounds. Duration: As long as maintained. Range: 12".

Transmute Iron-Lead: Allows the user to change all of the iron in a 1" cube into lead or vice-versa. Will not work on magical metal. Duration: change is permanent unless reversed by similar spell. Range: 3". (Note: this spell works on masses of iron, not individual molecules. Thus, the iron in a person's bloodstream would be unaffected, but his weapons and armor would change.)

Undead Control: Similar to an Animal Control spell (4), but affects 2-8 undead under 4 hit dice and 1-4 undead having 4 or more hit dice.

Vari-Ball: Like a standard Fire Ball (3), except that the explosion radius can be adjusted by the caster, from a pinpoint to the normal 2" radius.

Vari-Bolt: Similar to a Lightning Bolt (3) except the length of the bolt can be adjusted by the caster from a pinpoint to its full normal length of 6".

Vari-Cold Cone: This spell is similar to Cold Cone (3) except that the width of the base can be adjusted anywhere between its normal 3" width down to a narrow beam.

Vari-Heat Cone: This spell is similar to Heat Cone (3) except that the width of the base can be adjusted anywhere between its normal 3" width down to a narrow beam.

Vortex: Similar to a Whirlwind spell (3), this spell is a bit stronger in that it does 1 die of damage per magic phase to those in its path. Also, any being failing its saving throw against a Vortex spell is swept up by it and carried along with it (re-rolling saving throw each magic phase). Duration: as long as maintained. Range: 12".

Weakness: Causes the target to become weaker at the rate of 1 strength point per phase until a maximum strength loss of 50% of the target's strength is reached. Such weakness is reflected in both attack and in damage caused in combat. Range: 12". Duration: until dispelled, as appropriate to the item. Duration: until dispelled. Range: 6".

Sixth Level Spells

Acid, Cold, Fire, Lightning, and Poison Protection(s): Each of these spells halves the damage received from the danger named. These spells may only be cast by the user upon himself. A successful saving throw, when applicable, will further halve the damage. Duration: as long as maintained.

Air Wall: This spell creates a wall of air, dimensions and placement similar to those of a Fire Wall (4). This wall will stop archery, breath weapons, and projectile-type magic. (i.e., the explosion of a Fire Ball will go through an Air Wall, but the pre-explosion pellet will not.) Duration: as long as maintained.

Anti-Magic Shell: A skin-tight field which surrounds the caster and makes him totally impervious to all magical (not clerical) spells, whether cast by finger or by implement. While the shell is up the caster may not himself throw any other spells, by finger or by implement. Purely magical damage bonuses of magical weapons will also not travel in or out of the shell. Duration: 12 turns.

Astral Eye: This spell allows the caster to send out an invisible viewer similar to Wizard Eye (4) except that

this viewer can travel through walls and solid objects unless they are specifically shielded against it by enchantment. Duration: as long as maintained. Range: 24".

Bombs, 2" Radius: This spell is similar to a standard Fire Ball (3) except that damage is caused by impact (concussion) rather than fire.

Cold Pellet: This spell is similar to a Fire Dart (3) except that cold is employed rather than fire. Range: 6". Duration: 1 magic phase.

Control Weather: This spell allows the caster to change the weather conditions in his area. Changes must be made in a natural progression (clear sky to light clouds to heavy clouds to rain to storm, for instance). Each level (1-6) of change costs 25 spell points to accomplish. The possible weather states and their levels are given below:

Disintegrate: This spell will cause an individual object of any kind—other than that of a magical nature—to disintegrate. Any living being or object will only disintegrate if it blows its saving throw against magic. Range of spell: 6". Maximum size of object: none, except entire object must be in range, or segment to be disintegrated must be in range.

Homing Ball Lightning: Similar to Ball Lightning (3), except that it 'locks on' a target and will hunt it down (traveling in a straight line or following around corners by the shortest available route) until it hits the target. Target must be within 12" of the caster for the ball to initially 'lock on'. Causes damage at 1/2 die per level of the caster.

Homing Ball of Fire: Same as Homing Ball Lightning except that fire is employed rather than electricity.

Impact Resistance: Similar to Fire Resistance (4) except that the resistance is to impact (i.e. caster takes one point less per die from melee, Bomb spell and other impact damage).

Indetectability: When this spell is cast there is no way to detect the recipient except through use of a Detect Life spell (1). Duration: until dispelled or broken in a manner similar to the breaking of an Invisibility spell (2). Range: 3".

Individual Death: This spell affects any one living creature of any level. The individual nature of the spell worsens the creature's saving throw against magic by 2 on the die roll against this spell. If the creature fails

to save after adjustment, it dies.
Duration: 1 magic phase. Range: 24".

Invisible Stalker: This spell allows the caster to summon a being of a highly specialized nature. This being, called an Invisible Stalker, will perform one basic mission for the caster each time summoned, but will become hostile if the summons are too frequent (more than once per day if short missions, once per week if long missions). The Stalker will continue on any one mission until it is accomplished, regardless of time or distance. The missions upon which a Stalker may be sent must be consistent with the alignment of the caster. Stalkers return to their extra-dimensional home upon completion of their mission, or if a magic-user at least 3 levels higher than the original summoner casts a Dispel Magic (3) at the Stalker. Summons takes 1 full turn. Range: adjacent to caster.

Lightning Bolt, 12": Same as Lightning Bolt (3) except that the length is 12" rather than 6", with appropriate bounce effects.

Locate Monster: Similar to Locate Person (5), but works on monster types instead of sentient beings.

Lower Water: This spell causes the water level in a river or similar body of water (or related liquid) to drop to 1/2 of its previous depth in the area of the magic user, up to a maximum affected area limited by the range of the spell from the caster. The water remains shallow for as long as the spell is maintained. Range from caster: 24".

Maxi-Energy Cone: Same as Maxi-Cold Cone (4) except that pure energy is employed rather than cold.

Maxi-Strength: This spell is used to temporarily attempt to increase the strength of the caster by a major amount. Upon casting the spell, the caster rolls a percentile die (1-100). The result, if greater than his natural strength, becomes his temporary strength for the duration of the spell. If less than his natural strength, the spell has failed to act, although the spell points have been expended. Duration: 1-10 turns. Range: affects caster only.

Mega-Cold Cone: Creates a cone of cold 12" long and 12" wide at the base. Causes 1 die of damage per level of the caster. The narrow end of the cone emanates from the finger of the caster, as in smaller cones.

Mega-Heat Cone: Same as Mega-Cold Cone except that heat is

employed rather than cold.

Mini-Bomb: Same as Bomb spell (6) except that the radius is only 1".

Mirror Wall: This spell creates a wall with a mirror-like surface. It will reflect any spell that would normally reflect from a mirror, as well as light and related phenomena. Dimensions and placement are the same as those for a Fire Wall (4).

Move Earth: When above ground, the caster may use this spell to move small hills or ridges (all parts of which must be within 24" of the caster) or to cause avalanches, small tremors, and other effects, such as cracking, fissuring, etc. When below ground, the caster may use this spell to open and close tunnels for his own use or to hamper others, as well as to move obstructing rocks aside. The spell takes one full turn to go into effect. Any object set into continuous motion (other than as affected by gravity or other forces) will move no faster than 6" per turn. Duration: as long as maintained. Range: 24".

Part Water: A spell which will create a dry surface below the level of water no more than 2" deep for as long as the spell is maintained. This spell can be shaped either as a 2" radius circle, or as a 1" by 6" 'corridor', thus making either a dry circle or a subsurface 'bridge'. Range from caster: 12".

Passenger Teleport: This spell allows the caster to teleport as in a normal Teleport spell (5) except that he may take one other person with him. This other person must be initially adjacent to the caster. If the caster fails to successfully teleport accurately, the same fate is suffered by the passenger.

Poison Gas: This spell creates a cloud of poison gas 6" by 6" (1" in height) which moves away from the caster at 3" per phase in windless conditions, otherwise, adjusted by wind. Causes 1 die of damage per level of the caster. Gas vanishes after 1 turn.

Projected Image: This spell allows the caster to project an image of himself no more than 24" away, and while this spell is in effect, all further magical spells thrown by the caster are fired by the image and measured as such. This allows the caster to hide around corners and other such things. Any spell thrown by the image may not go more than 24" from the caster unless the spell has a longer range. The image is destroyed by a

Dispel Magic (3), by being hit by destructive magic equal to the level of the caster (total, if two or more destructive spells) or by magical weapons doing damage as if vs. the caster (i.e., it has as many hits as the caster). If the caster throws any spell other than through the image while the image is being used, this automatically dispels the image. Duration: as long as maintained.

Protection/Magic Missiles: Same as Protection/Missiles (4) except that magical missiles (including the spell Magic Missile (2)) are included.

Reflect Detection by Implements: This spell prevents the recipient from being detected by any detection implement. Detection spells will still work if cast by finger. Duration: 1 day, or until dispelled.

Reincarnation: This spell can be used to place the soul of a dead character in a new body, given two things: that the spell is cast within one week of the death of the character, and that the old body is available to act as a focal point for the spell. For the results of this spell, see the Reincarnation Table. Range: adjacent to body.

Stone to Flesh: The primary use of this spell is to turn former flesh that has been turned to stone by a Medusa or some such back into flesh. It may also be used to turn flesh into stone by reversing the spell. The effects are permanent unless a reversed spell is thrown, and thus is not dispellable. Range: 3".

Summoning: This spell allows the caster to call to him any object that he currently owns and of which he knows the current precise location. Once ownership changes hands, he may no longer summon the object, even if the change of ownership was against his wishes.

Super Fire Ball: This spell is similar to the standard Fire Ball (3) except that the radius of the explosion is 4" instead of 2".

Super Polymorph Self: This spell may be used by the caster upon himself, and has the effect of a Polymorph Others spell (5). The shape taken may be altered at will during the duration of the spell, so that the caster may change his shape multiple times. Duration: 10 + level of the caster, in turns.

Sustained Dimension Door: Similar to a Dimension Door (4) except that this spell allows people to walk through and be transported. Duration: as long as maintained.

Time Delay: This spell, when cast with another spell, allows the caster to delay the other spell for as long as the caster can afford to spend spell points by the following formula: the delayed spell will go off after N turns have passed; the spell point cost of the Time Delay = $6 \times$ (the sum of the squares of the integers from 1 to N inclusive). Thus, a 2 turn delay would cost $[6 \times (1 + 4)]$ 30 spell points. A 3 turn delay would cost $[6 \times (1 + 4 + 9)]$ or 78 spell points. The delayed spell goes off just as if the caster were still standing where he was when he cast the spell, no matter how far he moves.

Ultra-Sleep: This spell is similar to a Sleep spell (1) except that from 2-12 creatures of any level can be affected.

Wide-Energy Cone: Same as Wide-Cold Cone (4) except that pure energy is employed rather than cold.

Illusionists

In addition to the normal six classes of magic, there is another type of magic altogether. This is Illusionary Magic, a separate type all to itself that can only be used by a limited number of magic users, called Illusionists.

The spells of an Illusionist are mainly mental spells by their nature, with higher level spells involving some bending of light and other related phenomena. An illusionist is limited by his very nature, since he cannot affect some types of beings at all (most undead, for example), but this is made up for by the fact that an Illusionist is very powerful against other intelligent beings.

Many of the spells of an Illusionist only affect the victim if the victim thinks that whatever illusion is being cast is *real*. This is determined by the same Saving Throw as is used for the belief in magical Illusions and Phantasms: the Belief Saving Throw, which, for any character, is equal to 21 - (Intelligence of character). Some of the Illusionist's spells adjust this saving throw against the target, requiring the target to save by rolling 2 or 4 higher than his normal belief number.

The main weakness of Illusionists is their near-inability to use normal magic. Most normal spells are barred to them, and it is much more difficult for them to use a wand or

staff, or to read a magical scroll. Thus, Activate Wand is a 3rd level Illusionist spell, and Read Magic a 4th, compared to 1st level for normal magic users on both.

In the Illusionist spell descriptions, whenever there are no details, assume that the spell works exactly like the Magic User spell of the same name. Use as much common sense as necessary in interpreting the descriptions, since the whole point of most illusionary magic is that the uses are widely varied.

First Level Spells

Darkness: Same as Darkness (2M) [note: 2M means 2nd level Magic User spell. All references in this Illusionist section will use that notation for spells. References to other Illusionist spells will be as follows: Fog (2I).]

Detect Illusion: This spell allows the caster to detect the casting or ongoing presence of an Illusionary spell or other simple form of illusion. Duration: 1 casting. Range: 1" per level of the caster.

Disguise Object: This spell changes the appearance of an object, although the general shape must remain similar. This illusion lasts until the object is touched by someone other than the caster, or until dispelled. Range: 3" from caster.

Disguise Self: This spell changes the appearance of the caster, with the general limitation that the new appearance must have the same basic shape as the real one. This allows the caster to look like another character or being, but without any gain in powers or abilities from the change. This illusion lasts until the caster is touched by another intelligent being, or until dispelled.

Hypnotism: This spell allows the caster to gain control of another basically human being (includes dwarves, elves, etc.) by visual hypnosis. The caster must be able to look the victim in the eye during the casting. The commands given to the controlled being are limited as in Charm Person (1M), as is the duration of the spell. Range: target must be within 9" of caster at time of casting. May not go beyond 24" from caster, or spell is broken.

Illusion: This spell is the basic one for Illusionists. As long as no one touches or enters the area in which the illusion is being projected,

observers believe the illusion to be real. This spell cannot touch or harm any being, and must be maintained by the caster. The illusion is purely visual, and cannot be detected by beings that do not use sight. Range: 24'. Duration: as long as maintained. Size: the illusion should not be more than 1" diameter for each experience level the Illusionist has attained.

Individual Silence: This spell allows the recipient to move silently until the spell is broken, as in Invisibility (2M), or dispelled. Range: recipient must be no more than 3" from caster.

Light: Same as Light spell (1M)

Mirror: This spell creates the visual effect of a 1 square foot mirror. This mirror is not solid, and will not deflect material objects, but it will reflect light and images as a normal mirror. The mirror may face any direction, but must be placed in a position visible to the caster. Duration: 1 turn. Range: 6".

Read Languages: Same as Read Languages (1M).

Silence, 1" Radius. Same as Silence, 1" Radius (1M).

Ventriloquism: This spell allows the caster to 'throw his voice' to any point within 6", for a duration of 1 turn. It does not allow the making of any noise that the caster could not himself make unaided.

Wall of Fog: This creates an opaque but intangible wall of the same dimensions as a Fire Wall (4M). Projectiles and spells may be cast through it, with the limitation that, since it cannot be seen through, spells and shots requiring vision may not be made. Duration: 3 turns. Range: 12" from caster.

Second Level Spells

Blindness: This spell causes one individual target being to be unable to use any form of visual sense for 1-6 turns if the being fails to make its saving throw versus magic. Range: 12".

Change Self: This spell allows the Illusionist to change his physical appearance, as in Disguise Self (1I) with the added advantage that the illusion is not dispelled by the touch of another intelligent being. Duration: until dispelled.

Continual Light: Same as Continual Light (2M).

Create Sound: Same as Create Sound (2M)

FIRST LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RESEARCH COST
DARKNESS	3+1/turn	200
DETECT ILLUSION	1	100
DISGUISE OBJECT	3	200
DISGUISE SELF	3	200
HYPNOTISM	3	200
ILLUSION	4+1/turn	250
INDIVIDUAL SILENCE	2	150
LIGHT	2+1/turn	150
MIRROR	2	150
READ LANGUAGES	1	100
SILENCE, 1" RADIUS	2	150
VENTRILOQUISM	2	150
WALL OF FOG	3	200

THIRD LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RECHARGE COST
ACTIVATE WAND	2	1000
CHANGE OBJECT	5	1600
CHANGE OTHERS	6	1800
CONCEALMENT	5	1600
CONTINUAL DARKNESS	5	1600
DARKNESS	4+1/turn	1400
DEAFNESS	3	1200
DISPEL IMAGE	4	1400
FEAR	6	1800
HALLUCINATORY TERRAIN	7	2000
ILLUSIONARY SCRIPT	3	1200
INVISIBILITY, 3" RADIUS	4	1400
MAGIC MOUTH	3	1200
MIRROR IMAGE	5+1/turn	1600
PHANTASM +2	4	1400
SLEEP	5	1600
SUGGESTION	5	1600
WIZARD LIGHT	3+1/turn	1200

FIFTH LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RESEARCH COST
BROADFIELD HALLUCINATION	12	13,600
DETECTION JAMMING	5/type	8000
ILLUSIONARY PRISON	8+2/turn	10,400
LIGHT OF TRUTH	7	9600
MASS SUGGESTION	10	12,000
PROGRAMMED ILLUSION	7+3/turn	9600
PROJECTED IMAGE	7+1/turn	9600
SUPER-INVISIBILITY	9	11,200
SUPER-PHANTASM	8	10,400

SECOND LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RECHARGE COST
BLINDNESS	3	500
CHANGE SELF	5	700
CONTINUAL LIGHT	4	600
CREATE SOUND	3	500
DETECT MAGIC	2	400
DISGUISE OTHERS	4	600
DISPLACEMENT	2+1/turn	400
FLASH	3	500
FOG	3	500
HALLUCINATION	3	500
HYPNOTIC PATTERN	4	600
INVISIBILITY	3	500
LIGHTWALL	3+1/turn	500
MISDETECTION	3	500
PHANTASM	3	500
PYROTECHNICS	3	500
SHADOW MISSILE	3+1/m	500
SILENCE, 3" RADIUS	3	500
TRUE SIGHT	3	500

FOURTH LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RESEARCH COST
AREA DARKNESS	5	3600
CONFUSION	5+1/turn	3600
DELUSION	6+1/turn	4000
IMMOBILIZATION	5+1/turn	3600
MASS INVISIBILITY	10+r	5600
MASSMORPH	7	4400
MIND BLANK SELF	6	4000
ONE-WAY DARKNESS	6+2/turn	4000
PHANTOMS	6+1/turn	4000
READ MAGIC	2	2400
SHADOW WALL	4+2/turn	3200
SPELLBIND	7	4400
VERTIGO	5	3600

SIXTH LEVEL ILLUSIONIST SPELLS

SPELL NAME	SPELL POINTS	RESEARCH COST
FIVE-SENSE ILLUSION	12+2/turn	28,800
INDETECTABILITY	10	25,600
MIRRORWALL	9+2/turn	24,000
PRISMATIC ILLUSION SPRAY	28,800	
PRISMATIC ILLUSION SPRAY	12	28,800
PRISMATIC ILLUSION WALL	15+5/turn	33,600
SIMULACRUM	10+4/turn	25,600

Detect Magic: Same as Detect Magic (1M).

Disguise Others: Same as Disguise Self (1I), except it is cast on another being, intelligent or not. Range: being to be disguised must be no more than 3" from caster.

Displacement: This spell causes the caster to not be seen clearly, and thus gives him a bonus of +2 defense levels, makes him harder to hit with archery by 2 on the die roll, and gives him +2 to his saving throw against individually aimed spells.

Flash: Same as Flash (2M) except this spell cannot ignite materials, since the flash is only illusionary.

Fog: This spell creates an opaque but intangible cloud that spreads out 3" in all directions from the caster, but is stopped by walls that intervene. Duration: 3 turns.

Hallucination: Same as Hallucination (2M).

Hypnotic Pattern: This spell entrances and immobilizes victims in the same quantities compared to the Illusionist's level as a Supersleep (2M) is calculated. All victims must be facing the general direction of the Illusionist at the moment of casting, and within a 6" by 6" area. The spell creates a visually entrancing hypnotic pattern that lasts for the duration of the spell (also calculated as if Supersleep (2M)). Range: 12"

Invisibility: Same as Invisibility (2M).

Lightwall: Same as Aurora (2M).

Misdetetection: This spell gives the caster a Saving Throw against any detection spells which would otherwise automatically detect him in some way. This saving throw is vs. Magic if the detection is a directly cast spell, and vs. Wand if the detection is being done by means of an implement. Duration: 3 turns.

Phantasm: Similar to Phantasm (2M), this spell is used primarily for instantaneous 'shock effect' illusions that may cause damage to the target if believed. Range: 24". Duration: 1 magic phase.

Pyrotechnics: This spell allows the caster to present the illusion of spectacular fireworks (bright flashes, sparks cascading down, etc.) for one full turn. Range: 24"

Shadow Missile: This spell acts as if Magic Missile (2M) if the target fails to make a Belief Saving Throw. The cost of this spell is 3 Spell Points to initiate the illusion, plus 1

additional point for each missile cast, 1 for every three levels the caster has attained (rounded off to nearest 3) Range: 15". Duration: all missiles must be fired at the same target during the same magic phase.

Silence, 3" Radius: This spell is the same as Silence, 3" Radius, (2M).

True Sight: This spell allows the caster to be able to see the reality behind any illusions or similar effects caused by normal or illusionary magical spells of Fourth Level or below, or their equivalents. Range: 24". Duration: 3 turns.

Third Level Spells

Activate Wand: This is the same as Activate Wand (1M)

Change Object: This spell allows the caster to change the appearance of any non-living object. This illusionary appearance will not vanish if the object is touched, but only if dispelled. Range: 3".

Change Others: This spell allows the caster to change the appearance of any living being. The effect lasts until dispelled, and the spell is not broken by being touched. Range: 3".

Concealment: The use of this spell allows the caster to move about in total silence, have a 90% chance of hiding in shadows or other concealment, and, if combined with invisibility, makes the caster undetectable to beings to beings that could only detect the caster by being able to see invisible objects. That is, someone able to see invisible objects would not see him, but someone using a Detect Illusion (1I) would note his presence and location easily. Duration: 3 turns.

Continual Darkness: Same as Continual Darkness (3M).

Darkness: This spell creates an area of total darkness in the 1" immediately surrounding the caster, that moves with him. Duration: as long as maintained.

Deafness: This spell causes the victim to be completely unable to hear for 1-6 turns if he fails to make his saving throw vs. magic. Range: 12".

Dispel Image: This spell allows the caster to dispel Illusionary spells a percentage of the time equal to the percentage ratio of his level to that of the caster of the illusion to be dispelled. Range: 6'.

Fear: This spell functions in the same manner as Fear (4M).

Hallucinatory Terrain: This spell functions in the same manner as Hallucinatory Terrain (4M)

Illusionary Script: This spell allows the caster to create illusionary letters, symbols, and other drawn devices in mid-air or on surfaces of his choice. If drawn in air, they last for no more than 1 turn per level of the caster. If drawn on a surface, they last for 10 turns per level of the caster or until dispelled. Range: within 1" of caster.

Invisibility, 3" Radius: Same as Invisibility, 3" Radius (3M).

Magic Mouth: Same as Magic Mouth (3M).

Mirror Image: Same as Mirror Image (3M).

Phantasm +2: This spell is the same as Phantasm (2I), except that it worsens the saving throws of all targets by 2 on the Belief Saving Throw.

Sleep: Same as Sleep (1M)

Suggestion: This spell functions in the same way as Hypnotism (1I) except that the victim does not have to be looked directly in the eye, but merely must be within range of the caster and in plain view of the caster. Range: 12'. Duration: until dispelled.

Wizard Light: Same as Wizard Light (3M) Note that this spell, while disconcerting beings that do not like light, will not actually harm beings that are susceptible to daylight.

Fourth Level Spells

Area Darkness: Same as Area Darkness (4M).

Confusion: Same as Confusion (4M).

Delusion: Same as Delusion (4M)

Immobilization: This spell causes the victim to be unable to voluntarily move unless he makes his magic saving throw +2. In other words, if the victim's normal saving throw is a 12, he must roll a 14 or greater to save against this effect. Range: 12'. Duration: as long as maintained.

Mass Invisibility: This spell functions in the same manner as Mass Invisibility (5M).

Mind Blank Self: This spell prevents the caster's mind from being read, and also protects him from the effects of any first through fourth level spells that depend on the detection of mental emanations from the Illusionist caster or upon reception of mental compulsion or

commands sent to the mind-blanked Illusionist. Duration: 6 turns + 1 turn per level of the caster.

One-Way Darkness: Same as One-Way Darkness (4M).

Phantoms: This spell allows the creation of an illusionary common monster that will act as if the same level as the caster, and takes 1 hit point of damage per level before being destroyed. If it attacks a real being of any sort, that being must make a Belief Saving Throw. Failure to make this saving throw will result in taking damage from physical attacks made by the illusionary monster. Note: phantoms may not throw magic, breathe fire, etc., but only make physical attacks or move around in a non-hostile fashion, per the wishes of the caster. Range: 6" from caster. Duration: until destroyed or dispelled, as long as maintained.

Read Magic: Same as Read Magic (1M).

Shadow Wall: At the option of the caster, this spell creates the illusion of a wall of fire or ice, size and shape as Fire Wall (4M). This wall behaves as if the similar magical spell if beings trying to pass through fail to make their Belief Saving Throws.

Spellbind: This spell may be used either as if Hold Person (3M) or Charm Monster (4M), and thus can affect both intelligent being of the same type as the caster, and monster-type beings. Range: 12". Duration: until dispelled.

Vertigo: Same as Vertigo (4M).

Fifth Level Spells

Broadfield Hallucination: Same as Broadfield Hallucination (5M)

Detection Jamming: Same as Detection Jamming (5M)

Illusionary Prison: This spell can affect all beings within a 2' radius circle. All beings failing to make a Belief Saving Throw +2 cannot leave the circle, since the illusionary prison is to them quite real. Range: 18' Duration: as long as maintained.

Light of Truth: This spell automatically dispels all illusions created by fourth level or below spells, within 6" of the caster of the Light of Truth spell. It works as if a Dispel Image (3I) spell against illusions created by fifth level or higher spells, also out to a distance of 6" from the caster of the Light of Truth spell. Duration: 1 magic phase.

Mass Suggestion: This spell works as the Suggestion spell (3I), except that it affects either 2-12 target beings, or 1 target with a +4 adjustment to that target's needed saving throw. When controlling more than one being, the caster must be very careful not to give confusing or conflicting orders to those controlled, since this will result in total inaction on the parts of the controlled beings. Range: 12". Duration: until dispelled.

Programmed Illusion: This spell allows the Illusionist to cause an illusion or illusionary being to perform simple actions and/or disappear without further attention from the Illusionist, although it continues to drain his spell points as long as it continues to function. Thus, he could create the illusion of an ogre walking back and forth in front of a doorway for three turns, while he is engaged in other actions, but the illusion would drain a total of 13 spell points (7 for the first turn, 3 each for the second and third turns). During the three turns, the illusionist could even cast other spells. The death of the caster instantly terminates the Programmed Illusion. Any being attempting to touch this form of illusion will find it intangible, but the illusion will not simply dispel by touch. It takes one complete phase to program an illusion of this type, and so this spell cannot be cast if the Illusionist is under melee attack. Range: 24" from caster. Duration: as long as maintained, or until dispelled.

Projected Image: Same as Projected Image (6M).

Super-Invisibility: This is a special form of invisibility that is not broken by casting other illusionary spells unless they affect another being who makes his saving throw vs. being affected in whatever way is appropriate to that spell. Duration: until broken or dispelled.

Super-Phantasm: This spell is the same as Phantasm (2I), except that +4 is added to the number that the victim or victims need to roll to make their Belief Saving Throw.

Sixth Level Spells

Five-Sense Illusion: This spell creates an illusion that is real to the senses as long as maintained. If the apparent reality of the illusion would in any way harm another living being,

it gets a Belief Saving Throw +4, and thus a chance to realize that it is indeed an illusion. If it is merely viewed, touched, smelled, etc., the observer automatically believes it to be real. Thus, an illusionary wall would be real enough, but an illusion of a falling boulder might be disbelieved. Range: 24' from caster. Duration: as long as maintained or until dispelled.

Indetectability: This spell allows the caster to render himself invisible to all forms of detection except for the Detect Life (1M) spell. Duration: 3 turns.

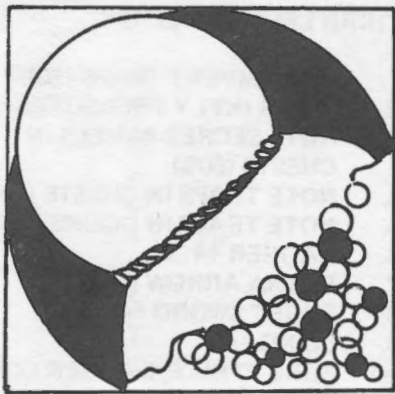
Mirrorwall: This spell creates an illusionary wall like that of Mirrorwall (6M), with the exception that non-living solid objects will travel through the wall. Duration: as long as maintained or until dispelled.

Prismatic Illusion Spray: This spell affects from 1-4 living targets, and causes them to believe that they are being hit by an extremely powerful destructive form of magic. They must make a saving throw vs. magic with +2 added to their required saving throw. If they fail to make this adjusted saving throw, the victims behave as if hit by a Feeblemind spell (5M) since they are fully convinced that they have just been killed. Range: 12". Duration: 1 magic phase.

Prismatic Illusion Wall: This spell creates the illusion of a Prismatic Wall (9M), and, if the observing being fails to make a Belief Saving Throw, will act as such if the observer attempts to go through the illusionary wall. Range: 12'. Duration: as long as maintained, or until dispelled.

Simulacrum: This spell creates an apparently solid image, otherwise similar to Projected Image (6M). If the caster is not otherwise disturbed, he may control this image well enough that it may melee other beings, and will cause real damage if believed to be real. The Simulacrum, under the direction of the caster, may cast Illusionary magic (draining the real Illusionist's spell points, of course) Range: no more than 24" from the caster at any time, and any magic cast by the Simulacrum must also remain within 24" of the caster unless the spell has a longer range. Duration: as long as maintained, or until dispelled.

Thieves



Thieves: (This includes thievish combination characters) As a thief reaches a new level, he learns new abilities, up to the limit of the difference between what he already knew and what is now possible. Further, a thief must learn abilities of any one type (such as Lockpicking) in order from 1st to higher level abilities. To compensate for this, when a thief learns a higher level ability of any one type (such as Pick Locks, 90%) he can choose another ability to replace the low level ability of that type (in this case, in place of Pick Most Locks). This would give the thief the chance to pick another 1st level ability to replace the Pick Most Locks ability which trained him for the Pick Locks, 90%.

The Thievish Advancement Table lists just how many total abilities of each level a thief may have at any experience level. For example, a Fifth level Thief has 5 first level, 2 second level, and 1 third level abilities. Upon going to sixth level, he gains 1 second, 1 third, and 1 fourth level ability. He may choose these from any of the listed abilities of those levels, but he must meet the prerequisites listed for each ability, whether by meeting certain physical standards of characteristics or by already having a certain lower level ability that has trained him for the new one. Combination characters that include a thievish type gain abilities in exactly the same way, and at any given level have exactly the same number of abilities as a normal thief.

Some of the thievish abilities require materials to be used (i.e., Tie Up With Ropes requires ropes), and the referee should make sure that the thief has all necessary materials

available when attempting to use any given ability.

Some of the abilities listed have a percentage number attached. These numbers are the chance of using the ability successfully. In most cases what happens in case of failure is obvious (Note Poison Locks 90% means that the other 10% of the time the poison lock was not noted, or a non-poisonous lock was thought to be poisoned; 90% accuracy, in other words). Other abilities have a specific bonus, such as Detect Noise +1/6. These bonuses mean that, using this case as an example, a thief with the ability would detect noises 1/6 of the time more often than someone without this ability. If a normal person would have a 1/6 chance of detecting a specific noise approaching, this thief would have a 1/3 ($1/6 + 1/6$) chance instead.

Always remember that whatever the adjustment or bonus is has to make sense in terms of the ability mentioned. If in doubt, re-read the description of the ability and any of the lower level forms of the same ability, and you will probably not have any real problems.

Halflings: Halflings, as they reach each new experience level, have the special bonus of being able to learn one First Level Thievish Ability (such as Hide in Shadows (50%)). These Thievish abilities may be repeated (learned more than once) with the second and third times having 1/2 the listed bonus or added effects in addition to the basic ability. A halfling may not learn any of these abilities more than three times overall. Further, a halfling is limited in the use of these abilities in the same way a thief is, in terms of circumstances and equipment.

First Level Abilities

Detect Evil: This allows a thief to examine an object, and, with 90% accuracy, determine whether the object was manufactured by and for evil beings, by means of examining inscriptions, details, etc. He does not have to handle the object for this examination, but must be able to closely observe it for one turn.

Detect Good: As Detect Evil above, except it allows the thief to determine whether the object is of Good manufacture.

Detect Magic: This allows a thief to examine an object, and, with 90%

accuracy, determine whether the object under examination is magical. This does not allow the thief to notice the presence or casting of spells, but only the enchantment of items. In most cases, the thief must be able to observe and handle the item in question for this ability to be accurate. A distant look at an object would not suffice unless the item were glowing or otherwise making its magic-ness obvious.

Evaluate Treasure: This ability allows a thief to estimate, within 10%, the value of normal treasure items, such as gems, statuary, etc. It would not automatically allow him to know that an item was rare and valuable in a place outside of his experience, such as a spice or cloth from another world.

Jimmy Portals: This ability allows a thief to open a door, window, shutter, etc., that is closed but not locked, without making significant noise. A being deliberately and closely listening to the other side of the portal would know of the thief's efforts, but casual passersby would not.

Pick Most Locks: This ability allows a thief to, with a 2/3 chance of success, open a normal lock, as long as he could physically reach it with his hands and simple manipulative tools (lockpicks, etc., considered an essential part of a thief's gear). Note that normal locks do not include magical or highly technological locks beyond the abilities of physical effort.

Dagger +2: This ability allows the thief to attack with a dagger 2 attack levels higher than his other modifiers (hit dice, strength, and magic) would allow. Note that this ability does not mean that he is attacking with a +2 dagger, but merely attacking more skilfully with whatever dagger he uses.

Short Sword +2: Same as Dagger +2, except that the weapon to be used is a short sword.

Sling +2: This ability allows the thief to add +2 to his archery die roll (0-19) when using a sling. This +2 is in addition to any other modifiers that he might possess, due to dexterity, magic, etc.

Sure Strike, Dagger (X3): This ability allows a thief to do extra damage on an individual dagger blow under the following conditions: first, the target must be unaware of the

THIEVISH ABILITIES: LEVELS ONE THROUGH SIX

FIRST LEVEL ABILITIES

1. DETECT EVIL
2. DETECT GOOD
3. DETECT MAGIC
4. EVALUATE TREASURE
5. JIMMY PORTALS
6. PICK MOST LOCKS (2/3)
7. DAGGER +2
8. SHORT SWORD +2
9. SLING +2
10. SURE STRIKE, DAGGER (X3)
11. DETECT NOISE +1/6
12. HIDE IN SHADOWS (50%)
13. JAM PORTALS
14. MOVE MORE SILENTLY (+1/6)
15. SPOT HIDDEN ITEMS (+1/6)
16. CHEAT AT GAME OF SKILL
17. SLEIGHT OF HAND (80%)
18. PILFER FROM BACKPACKS/
SADDLEBAGS (50%)
19. LIE CONVINCINGLY
20. MAP DECIPHERING
21. READ 1 EXTRA LANGUAGE
22. START FIRES
23. TIE UP WITH ROPES

SECOND LEVEL ABILITIES

1. NOTE POISON LOCKS (90%)
2. PICK ALL LOCKS (90%)
3. PARRY BONUS
4. SURE STRIKE, DAGGER (X4)
5. THROW DAGGER +2
6. THROW SHORT SWORD
7. BUMP OF DIRECTION (50%)
8. DISGUISE (BASIC)
9. MOVE MORE SILENTLY (+1/3)
10. SEE IN DARK (50% BONUS)
11. SPOT HIDDEN ITEMS (+1/3)
12. TRACKING (50%)
13. GAME OF SKILL +1
14. MECHANICAL TRAP SETTING
15. SECRET PANEL DESIGN
16. SLEIGHT OF HAND (90%)
17. VENTRILOQUISM (80%)
18. CON
19. ESCAPE FROM ROPES
20. ESTIMATE RANGE (+/- 10%)
21. ESTIMATE VOLUME (+/- 20%)
22. MAP MEMORIZATION (75%)
23. PICK POCKETS (2/3)
24. SPEAK 1 EXTRA LANGUAGE
25. BOW +2

THIRD LEVEL ABILITIES

1. CIRCUMVENT TRAPS (50%)
2. FIND LIKELY TREASURES
3. NOTE SECRET PANELS IN
CHESTS (90%)
4. NOTE TRAPS IN CHESTS (90%)
5. NOTE TRAPS IN DOORS (90%)
6. DAGGER +4
7. EXTRA ARROW (-4)
8. SHORT SWORD +4
9. SLING +4
10. SURE STRIKE, DAGGER (X5)
11. THROW SHORT SWORD +2
12. HIDE IN SHADOWS (90%)
13. SPOT HIDDEN ITEMS (+2/3)
14. CHEAT AT GAME OF SKILL +2
15. JUMP AND RUN
16. POISONED TRAP SETTING
17. USE SLEEP DRUGS
18. VENTRILOQUISM (90%)
19. CLIMB ROPE
20. CON +1
21. DETECT SLOPES (50%)
22. ESTIMATE RANGE (+/-5%)
23. ESTIMATE VOLUME (+/-10%)
24. PILFER FROM BACKPACKS/
SADDLEBAGS (90%)
25. TIE UP WITH ROPES +1

FOURTH LEVEL ABILITIES

1. FIND LIKELY TREASURE
ROOMS (75%)
2. PICK ALL LOCKS (95%)
3. TASTE ANALYSIS
4. BOW +4
5. DODGE 2-HANDED WEAPONS
6. DOUBLE DAGGER THROW
7. SAP (50% KO, 1DIE)
8. SURE STRIKE, DAGGER (X6)
9. THROW DAGGER +4
10. DETECT NOISE (+1/2)
11. FREEZE IN POSITION
12. MOVE SILENTLY (+2/3)
13. SPOT HIDDEN ITEMS (+5/6)
14. TRACKING (75%)
15. DICE MANIPULATION (90%)
16. GAME OF SKILL +2
17. CLIMB SHEER WALLS
18. JUGGLE (80%)
19. MANIPULATE SMALL OBJECTS
WITH FEET (90%)
20. MANUFACTURE POISONS
21. MANUFACTURE SLEEP DRUGS
22. SLEIGHT OF HAND (95%)
23. ARSON
24. CON +2
25. ESCAPE FROM ROPES +1
26. FORGERY (80%)
27. IDENTIFY POISONING
28. PICK POCKETS (90%)

FIFTH LEVEL ABILITIES

1. CIRCUMVENT TRAPS (90%)
2. "NOSE" FOR TREASURE
3. NOTE ALL TRAPS
4. DIVING DODGE
5. DOUBLE DAGGER THROW (-2)
6. EXTRA ARROW (-2)
7. SAP SURE STRIKE
8. THROW SHORT SWORD +4
9. BUMP OF DIRECTION (90%)
10. CAMOUFLAGE
11. DOPPELGANGER
12. SPOT ALL HIDDEN ITEMS
13. CHEAT AT GAME OF SKILL +3
14. JUGGLE (90%)
15. READ LIPS
16. TIGHTROPE WALK
17. VENTRILOQUISM (99%)
18. CODE AND CIPHER
DEVELOPMENT
19. CON +3
20. DETECT SHIFTING WALLS
AND ROOMS (50%)
21. ESTIMATE RANGE (+/- 1%)
22. ESTIMATE VOLUME (+/- 5%)
23. FORGERY (90%)
24. TIE UP WITH ROPES +2

SIXTH LEVEL ABILITIES

1. BYPASS ALL NORMAL TRAPS
2. PICK ALL LOCKS (99%)
3. DOUBLE DAGGER THROW
4. DOUBLE DAGGER MELEE
5. DOUBLE SHORT SWORD
6. SAP (90% KO, 0-2 DICE)
7. TRACKING (95%)
8. ALCHEMY (DUPLICATION)
9. ANTIDOTE TO POISON
10. GAME OF SKILL +3
11. JUGGLE (99%)
12. MIMIC VOICES
13. MIMIC MOVEMENTS
14. THIEF TRAP SETTING
15. CODE AND CIPHER BREAKING
16. DETECT COUNTERFEIT (90%)
17. DETECT SLOPES (90%)
18. ESCAPE FROM ROPES +2
19. SPECIAL TRAP SETTING
20. GRAPPLING HOOK
21. SPOT THIEVISH ACTIVITY

presence of the thief; second, the blow must be the first blow for that thief of that phase; third, that the thief must be using only that dagger as a weapon, and not attempt to use two weapons. The chance of a Sure Strike to hit is based on the attack level of the thief, since the target of a Sure Strike defends at level 0. Only the physical armor of the victim adjusts the chances to hit in the victim's favor. Thus, a thief attacking at 6th level with a Dagger Sure Strike attacks a man in chain armor (class 5a) from behind. His basic chance to hit through chain armor is 25. Adding his 6 attack levels ($6 \times 3 = 18$) he adds 18 to this number, and needs to roll 43 or less to hit and do X3 damage (normally 3 dice in this case). This system represents striking for a vital spot when the victim isn't preventing you from doing so.

Detect Noise +1/6: This ability allows a thief to detect noises 1/6 of the time more often than a normal character of his type would be able to do. Thus, an elfen thief would have his basic elvish hearing and this bonus as well.

Hide In Shadows (50%): This ability gives a thief the basic ability to blend with shadows to some extent, judge when to move or not to move. This ability will successfully hide him from normal men 50% of the time, with adjustments for special types (beings with better or worse vision) being up to the referee.

Jam Portals: This ability allows a thief to set up blockages that will prevent a portal from being opened by anything except the application of magic or brute force. (Materials needed at the discretion of the referee, based on the portal to be jammed.)

Move More Silently (+1/6): This ability allows a thief to move silently enough that he escapes detection by listeners 1/6 of the time more often than a normal man under similar conditions.

Spot Hidden Items (+1/6): This ability allows a thief to spot concealed items 1/6 of the time more often than a normal man under similar conditions. This, and all similar bonuses, add to any special bonuses for special types of characters, such as elves in the case of elvish thieves, etc.

Cheat At Game Of Skill: This ability allows a thief to successfully

cheat at gambling 90% of the time, adding 1/6 to his chances of winning. Penalties for getting caught that other 10% of the time may vary with circumstances.

Sleight Of Hand (80%): This ability allows a thief to do simple manipulation of objects, palming coins and such, with an 80% chance of doing so undetected by normal observers.

Pilfer From Backpacks/Saddlebags (50%): This ability allows a thief to remove objects from or place objects in a backpack or saddlebag (being worn by someone) with a 50% chance of not being detected.

Lie Convincingly: This ability allows a thief to attempt to lie his way out of situations with a straight face and forked tongue. Add +4 to his effective Charisma while dealing with the situation in this manner.

Map Deciphering: This ability allows a thief to read basic maps, both of dungeons and to treasures. It includes a basic course in commonly used map symbols, as well as the training needed to logically interpret some other things (i.e., a note on a map saying 'Dr. Cv.' might be interpreted as 'Dragon Cave', etc.).

Read 1 Extra Language: This ability allows a thief to learn to read 1 extra language of his choice, as long as it is available (see language rules). The thief must have an intelligence of 9 or greater to utilize this ability.

Start Fires: This ability allows a thief to start fires with basic equipment (flint & steel or rubbing sticks) more rapidly than most normal men, as well as allowing him the ability to pick what spot on an object is the best to light in order to efficiently set the object on fire.

Tie Up With Ropes: This allows a thief to tie up any humanoid or similar being efficiently enough that the being only has a chance equal to (average of Dexterity and Agility of being) percent chance of untying himself per hour.

Second Level Abilities

Note Poison Locks (90%): This ability allows a thief to examine a lock and, with an accuracy of 90%, tell whether it is designed to poison someone trying to open the lock unprotected, by means of pins or other mechanical (not magical) means.

Pick All Locks (90%): This ability allows a thief to open any lock that may be opened by purely mechanical means that are available to the thief (lockpicks, etc.) with a 90% probability of success in opening the lock. Note that failure to open a lock prevents the thief from trying again. Prerequisite: must already know Pick Most Locks (2/3).

Parry Bonus: This ability allows a thief to gain the following advantage when parrying: if the thief is using a dagger or short sword, he may parry more accurately due to his quickness and training. This means that his parry subtracts more from the opponent's chance to hit, and what would be a 1/4 parry becomes a 1/3, a 1/3 parry becomes a 1/2, and a 1/2 parry becomes a 3/4. Thus, if the thief is parrying with a dagger against an opponent with a short sword, he reduces his opponent's chance to hit by 3/4 instead of the usual 1/2. (See parry rules).

Sure Strike, Dagger (X4): This ability is the same as Sure Strike, Dagger (X3) except that it does X4 damage if the thief hits. Prerequisite: Sure Strike, Dagger (X3).

Throw Dagger +2: This ability allows a thief to add +2 to his archery roll (0-19) with a thrown dagger.

Throw Short Sword: This ability allows a thief to throw a short sword with the same accuracy as a normal dagger throw (NOT adjusting for any dagger-throwing abilities he might have), doing 1 1/2 dice of damage when he hits with the thrown short sword. Prerequisite: thief must have Dexterity 15 or greater.

Bump of Direction: This ability gives a thief a 50% chance of knowing what direction relative to North he is facing even after going through winding turns of unknown angle, as long as he has walked or been physically transported while conscious since he last knew what the true directions were. If he has been transported while unconscious, or teleported, since he last knew the direction correctly, this ability does not function.

Disguise (Basic): This ability allows a thief to conceal his identity from casual observation or search by means of clothing, makeup and other means, including the ability to create makeshift disguises in emergencies, changing his speech and walk to fool

constables, etc.

Move More Silently (+1/3): This is the same as Move More Silently (+1/6) except for the increased adjustment. Prerequisite: Move More Silently (+1/6).

See In Dark (50% Bonus): This ability allows a thief to distinguish objects 50% farther away in darkness than a normal character of his type without this ability. The actual distances depend on degree of darkness, and thus are at the referee's discretion.

Spot Hidden Items (+1/3): This ability is the same as its prerequisite, Spot Hidden Items (+1/6), except for the increased adjustment.

Tracking (50%): This ability allows a thief to have a base percentage of 50% of successfully tracking any being that leaves physical traces of its passing in any land situation, whether through city streets or through tunnels, as well as outdoors. This does not work in air or water.

Game Of Skill +1: This ability allows a thief to have a basic +1 added to his die rolls in gambling situations, without cheating.

Mechanical Trap Setting: This ability allows a thief to design and build basic traps, ranging from pits to spring-loaded treasure chests.

Secret Panel Design: This ability allows a thief to design and build secret panels in walls and containers, in order to conceal small compartments.

Sleight Of Hand (90%): This is the same as its prerequisite, Sleight of Hand (80%), except for the improved chance of success.

Ventriloquism (80%): This ability allows a thief to throw his voice to nearby objects, with an 80% chance of not being caught at it. The location of his voice must be within 2" of his real location.

Con: This is the basic ability a thief uses to raise money by selling the London Bridge. In the Special Saving Throws table there is a column for Con, as follows: Add the Intelligence, Dexterity and Charisma of the thief together. Subtract from this the sum of Intelligence plus Wisdom of his victim. Look to the Con Saving Throw table for the line that contains this difference. The victim must roll the number on that line or higher to see through the Con and not go along with the thief's plan.

Escape From Ropes: This ability allows a thief to escape from normal confinement with ropes a percentage of the time equal to (5 times (average of thief's Dexterity and Agility))%. This escape, if not being watched, takes from 1-6 turns. This includes escaping from being tied up by someone with the First Level Tie Up With Ropes ability.

Estimate Range (+/- 10%): This ability allows a thief to do a visual estimate of any distance to an accuracy within 10%.

Estimate Volume (+/- 20%): This ability allows a thief to do a visual estimate of the volume of a room or object within 20%.

Map Memorization (75%): This ability allows a thief to memorize the essential details of a map after a 1 turn scan, with a 75% chance of remembering those details accurately.

Pick Pockets (2/3): This ability allows a thief to pick the pockets of normal persons with a 2/3 chance of success, adjusted up or down for special cases (i.e., picking another thief's pocket has less chance, depending upon that thief's detection abilities, and picking the pockets of a blind cripple usually is more successful).

Speak 1 Extra Language: This ability allows a thief with Intelligence 11 or greater to learn 1 more language than his language points would ordinarily entitle him to. He may only learn languages for which a teacher is available (see Language Rules).

Bow +2: This ability allows a thief to add +2 to his archery shots (0-19) with any ONE of the following types of bow: Short Bow, Horse Bow, Composite Bow, Light Crossbow. It is not possible for a thief to gain extra accuracy with a Longbow or a Heavy Crossbow with this ability.

Third Level Abilities

Circumvent Traps (50%): This ability allows a thief to attempt to bypass a mechanical trap, with a 50% chance of doing so without triggering the trap.

Find Likely Treasures: This ability allows a thief to have a 75% chance of figuring out the location of any treasures in a room, as long as they are only concealed by non-magical means.

Note Secret Panels In Chests (90%): This ability gives a thief a 90% chance of finding any secret compartments built into a treasure chest.

Note Traps In Chests (90%): This ability gives a thief a 90% chance of spotting a mechanical trap device designed into a chest. Note: this does not allow the thief to spot purely magical traps.

Note Traps In Doors (90%): This ability gives a thief a 90% chance of spotting a mechanical trap device designed into a door. Note: this does not allow the thief to spot purely magical traps.

Dagger +4: Same as Dagger +2, but with added attack levels. Prerequisite: Dagger +2.

Extra Arrow (-4): This ability allows a thief to fire an extra (normally third) arrow from whatever type of bow he is specializing in, but with an adjustment of -4 to his archery shots that phase for lack of aiming time. Prerequisite: Bow +2 for specialization, but the +2 ability does not add to help counteract the -4 adjustment.

Short Sword +4: Same as Short Sword +2, its prerequisite, except for the added attack levels.

Sling +4: Same as Sling +2, its prerequisite, except for the added accuracy.

Sure Strike, Dagger (X5): Same as Sure Strike, Dagger (X4), its prerequisite, except for the added damage.

Hide In Shadows (90%): Same as Hide In Shadows (50%), its prerequisite, except for the added chance of being undetected.

Spot Hidden Items (+2/3): Same as Spot Hidden Items (+1/3), its prerequisite, except for the added bonus.

Cheat At Game Of Skill +2: Same as Cheat At Game Of Skill, its prerequisite, except for adding +2 to the chances of winning.

Jump And Run: This ability allows a thief to jump down from heights of no more than 2" and land running for quick getaways or attacks.

Poisoned Trap Setting: This ability allows a thief to work carefully enough with traps and poisons to allow him to set traps involving poisoning the victim by mechanical means. Prerequisite: Mechanical Trap Setting.

Use Sleep Drugs: This ability allows a thief to work safely with knockout drugs of a non-fatal nature, as well as to know what to obtain to have this effect.

Ventriloquism (90%): Same as Ventriloquism (80%), its prerequisite, except for improved chances of not being noticed.

Climb Rope: This ability allows a thief, moving at speed 15" or faster, to climb a rope at 1/3 of his horizontal speed for whatever encumbrance he has.

Con +1: This is the same as Con, its prerequisite, except for the fact that +1 is added to the number that the Con victim needs to roll in order not to fall for the thief's ploy.

Detect Slopes (50%): This ability allows a thief to detect, with 50% accuracy, whether there is a slight slope or change in slope of the path he is travelling.

Estimate Range (+/- 5%): This is the same as Estimate Range (+/- 10%), its prerequisite, except for improved accuracy of the estimate.

Estimate Volume (+/- 10%): This is the same as Estimate Volume (+/- 20%), its prerequisite, except for improved accuracy of the estimate.

Pilfer From Backpacks/Saddlebags (90%): This is the same as Pilfer From Backpacks/Saddlebags (50%), its prerequisite, except for the improved chance of undetected success.

Tie Up With Ropes +1: Same as Tie Up With Ropes, its prerequisite, except for the knots being better, so subtract 5% from the victim's chances of escape per hour. Also, this ability negates the Escape From Ropes ability, giving a thief with that ability only a normal chance of escape (not adjusted down 5%).

Fourth Level Abilities

Find Likely Treasure Rooms (75%): This ability allows a thief to reason out, with a 75% accuracy, which of several rooms is the most likely to be the treasure trove of a being or monster. Prerequisite: Find Likely Treasures.

Pick All Locks (95%): Same as Pick All Locks (90%), its prerequisite, except for the improved chance of success.

Taste Analysis: This ability allows a thief to identify compounds by taste, within the limits of his personal experience, including potions of types

he has previously tasted. This ability also gives him a bonus of subtracting 1 from each die of poison damage in case the compound tasted is poisonous, since he can identify it more quickly and spit out any excess traces.

Bow +4: Same as Bow +2, its prerequisite, except for the added accuracy with any one type of bow.

Dodge 2-Handed Weapons: This ability gives a thief an added 2 defense levels when meleeing a single opponent who is using any 2-handed weapon.

Double Dagger Throw: This ability allows a thief to throw two daggers at the same target simultaneously, suffering a -4 adjustment to his archery shot for each dagger. Prerequisite: Dagger +2, which does not help counteract the -4 detriment.

Sap (50% KO, 1 Die): This ability allows a thief to use a sap to strike an opponent and attempt to knock him unconscious. The basic chance to hit is determined as if the thief were using Armored Fist. If he hits, he does 1 die of damage, and has a 50% chance of knocking his opponent out for 1-6 turns. The thief may not use another weapon simultaneously with the sap, since the sap must be aimed more carefully than such double use of weapons would permit.

Sure Strike, Dagger (X6): Same as Sure Strike, Dagger (X5), its prerequisite, except for the added damage bonus.

Throw Dagger +4: Same as Throw Dagger +2, its prerequisite, except for the added accuracy.

Detect Noise (+1/2): Same as Detect Noise (+1/6), its prerequisite, except for the improved chances of detection.

Freeze In Position: This ability allows a thief to stop absolutely in any position permitted by the force of gravity or other outside influences. This ability helps protect a thief against detection by things listening to his footsteps or noticing his motion.

Move Silently (+2/3): This ability is the same as Move More Silently (+1/3), its prerequisite, except for the added bonus against detection.

Spot Hidden Items (+5/6): Same as Spot Hidden Items (+2/3), its prerequisite, except for the added bonus.

Tracking (75%): Same as Tracking

(50%), its prerequisite, except for the added chance of success.

Dice Manipulation (90%): This ability allows a thief to roll dice amongst non-thieves in gambling games and roll his chosen numbers, with a 90% chance of not being caught cheating.

Game Of Skill +2: Same as Game Of Skill +1, its prerequisite, except for the added chance of success.

Climb Sheer Walls: This ability allows a thief, by the proper use of small hooks, pitons, thin lines, and other devices, to climb any vertical wall that is not specifically smoothed and specifically too high for the use of grappling hooks and other similar devices.

Juggle (80%): This ability allows a thief to juggle, using a great deal of showmanship, with an 80% chance of not making any mistakes per turn.

Manipulate Small Objects With Feet (90%): This ability allows a thief to use his feet as a second set of hands, to some small extent, especially for the purpose of retrieving objects out of reach, using keys to unlock unreachable locks, and other such feats used in escapes while the hands are tied. The 90% is the chance of success in any one operation using the feet.

Manufacture Poisons: This ability allows a thief to distill and mix basic poisons in a solid or liquid form. He must be able to obtain the basic ingredients for whatever type of poison he wishes to make, at the referee's discretion.

Manufacture Sleep Drugs: This ability allows a thief to distill and mix basic knockout potions in a solid or liquid form. He must be able to obtain the basic ingredients for this, usually rare plants and such, at the referee's discretion.

Sleight Of Hand (95%): Same as Sleight Of Hand (90%), its prerequisite, except for the added chance of success.

Arson: This ability allows a thief to judge and achieve the best way of setting fire to a structure or object in order to quickly and efficiently destroy all or part of it. Prerequisite: Start Fires. Equipment is necessary for use with this ability in cases where the structure is not readily flammable.

Con +2: Same as Con +1, its prerequisite, except for the added chance of success.

Escape From Ropes +1: Same as Escape From Ropes, its prerequisite, except for the fact that this will also allow escape after being tied up by a thief using Tie Up With Ropes +1, as well as adding 5% to the basic chance for successful escape.

Forgery (80%): This ability allows a thief to forge handwriting he has available for copying, with an 80% chance that it will not be spotted immediately as a forgery. It also allows that thief to draft authoritative documents from supposedly distant people that will have an 80% chance of being taken for authentic.

Identify Poisoning: This ability will allow a thief to, after observing the physical symptoms of the victim, get a general idea of what type of poison a poisoning victim has been hit with. This is most useful in cases where antidotes are available.

Pick Pockets (90%): Same as Pick Pockets (2/3), its prerequisite, except for the added chance of success.

Fifth Level Abilities

Circumvent Traps (90%): Same as Circumvent Traps (50%), its prerequisite, except for the added chance of success.

Nose For Treasure: This ability allows a thief to find, with 90% certainty, treasure rooms and treasure hiding places in and around lairs. Prerequisites: Find Likely Treasures and Find Likely Treasure Rooms (75%).

Note All Traps: This ability allows a thief to spot, with 90% accuracy, any traps if he has time to examine the object or place trapped (1 turn), as long as he can actually observe the place or object trapped. Prerequisites: Note Traps In Chest (90%) and Note Traps In Doors (90%).

Diving Dodge: This ability allows a thief to withdraw from combat with any one opponent by giving up all offensive actions for one phase as he dives out of combat. Note: this ability is not usable in a constricted space, as there must be at least one body length in clearance either to one side or the rear of the thief using this ability. Prerequisite: Dodge 2-Handed Weapons.

Double Dagger Throw (-2): Same as Double Dagger Throw, its prerequisite, except for the reduced detriment to the archery shot.

Extra Arrow (-2): Same as Extra Arrow (-4), its prerequisite, except for the reduced detriment to the archery shot.

Sap Sure Strike: This ability allows a thief to use a sap under the same conditions as in Sure Strike Dagger (X3), one of its prerequisites, and with the same benefit that the victim will be defending as if level 0. This gives the thief an added chance to hit which may be used with any of the other Sap abilities, which determine the chances of knocking out the victim and the amount of damage done. Prerequisites: any level of Dagger Sure Strike and any level of Sap ability giving knockout percentage and damage range.

Throw Short Sword +4: Same as Throw Short Sword, except for the added accuracy bonus. Prerequisites: Throw Dagger +4 and Throw Short Sword.

Bump Of Direction (90%): Same as Bump Of Direction (50%), its prerequisite, except for the added accuracy.

Camouflage: This ability allows a thief to camouflage his position, as well as design basic clothing that blends into any one given type of environment.

Doppelganger: This ability allows a thief to disguise himself as any one person he has had the chance to observe, with a 90% chance that he will not be immediately recognized as a fake. The person being imitated must not have any physical characteristics that it would be impossible for the thief to approximate (i.e., a six foot tall thief could not disguise himself as a six inch tall pixie).

Spot All Hidden Items: This ability is a further extension of the Spot Hidden Items (+5/6) ability, its prerequisite. This allows a thief to spot, with 90% accuracy, any item hidden by non-magical means, as long as he is searching for that object or something like it.

Cheat At Game Of Skill +3: Same as Cheat At Game Of Skill +2, its prerequisite, except for the added chance of success.

Juggle (90%): Same as Juggle (80%), its prerequisite, except for the added chance of successful juggling.

Read Lips: This ability allows a thief to read the lips of anyone visible to the thief (within 12", unless the thief's vision is magically

aided) speaking a language known to the thief.

Tightrope Walk: This ability allows a thief to walk a narrow object, including ropes, with a 90% chance of successfully crossing that object without the use of emergency procedures (grabbing onto the rope with hands, etc.). This basic 90% chance is adjusted as follows: add 1/2 of the thief's experience bonus percentage, and subtract 2% for each 5 miles per hour of wind, as well as 2% for each turn past the first that it takes to cross the object. The crossing is made at speed 3".

Ventriloquism (99%): Same as Ventriloquism (90%), its prerequisite, except for the added chance for escaping detection.

Code And Cipher Development: This ability allows a thief to design codes and ciphers for use in secret communication, with a basic chance of 5% per point of Intelligence the thief possesses that the code or cipher will not be broken by outsiders while secrecy is still important.

Con +3: Same as Con +2, its prerequisite, except for the added chance of success with the Con.

Detect Shifting Walls And Rooms (50%): This ability allows a thief to have a 50% chance of spotting clues that will tell him that he is entering a room or passage with walls that shift or slide.

Estimate Range (+/- 1%): Same as Estimate Range (+/- 5%), its prerequisite, except for added accuracy.

Estimate Volume (+/- 5%): Same as Estimate Volume (+/- 10%), its prerequisite, except for added accuracy.

Forgery (90%): Same as Forgery, (80%), except for the added chance of successfully passing off the forgery.

Tie Up With Ropes +2: Same as Tie Up With Ropes +1, its prerequisite, except for neutralizing the Escape From Ropes +1, if possessed by the person being tied, as well as subtracting 10% from the basic chance to escape as figured in Tie Up With Ropes.

Sixth Level Abilities

Bypass All Normal Traps: This ability allows a thief to bypass any mechanical trap which he has successfully found, as long as there is a means of doing so that is physically possible to the thief with the equipment that he has. This does not include magical traps, nor does it include traps set by a person with the Thief Trap abilities. Its prerequisite is Circumvent Traps (90%).

Pick All Locks (99%): Same as Pick All Locks (95%), its prerequisite, except for the added chance of success.

Double Dagger Throw: Same as Double Dagger Throw (-2), its prerequisite, except for the fact that there is no subtraction made, although bonus abilities for throwing single daggers (i.e. Throw Dagger +4) still do not add on.

Double Dagger Melee: This ability allows a thief to fight with two daggers without losing the normal four attack levels for using two weapons. A thief with this ability may add on any dagger attack abilities he possesses for using single daggers to this ability.

Double Short Sword: This ability allows a thief to fight with two short swords, or one short sword and one dagger, without losing the normal four attack levels for using two weapons. A thief with this ability may add on any short sword abilities to this ability.

Sap (90% KO, 0-2 Dice): Same as Sap (50% KO, 1 Die), its prerequisite, except for the improved chance of knocking out the victim, as well as the variable damage, rolled randomly, caused by hitting more sensitive areas.

Tracking (95%): Same as Tracking (75%), its prerequisite, except for the added chance of successful tracking.

Alchemy (Duplication): This ability allows a thief to duplicate, from an alchemist's formula, any poison or potion that can be produced by an alchemist, as long as the materials and a laboratory are available. Prerequisites: Intelligence of 9+ and both Manufacture Poisons and Manufacture Sleep Drugs (to familiarize the thief with the basic techniques).

Antidote To Poison: This ability allows a thief, with access to laboratory and materials, to manufacture the antidote to any

poison that he is familiar with and for which an antidote is possible. Prerequisite: Manufacture Poisons.

Game Of Skill +3: Same as Game Of Skill +2, its prerequisite, except for the added bonus.

Juggle (99%): Same as Juggle (90%), its prerequisite, except for the added chance of successful juggling.

Mimic Voices: This ability allows a thief to successfully mimic the voice of anyone he has heard, with a 90% chance that the listener will believe that it is really the person being imitated who is speaking.

Mimic Movements: This ability allows a thief to imitate the walk and physical gestures of anyone he has had the chance to observe, with a 90% chance that a normal observer will believe that it is really the person being imitated.

Thief Trap Setting: This ability allows a thief to design and build a trap that is designed to trap someone ordinarily able to circumvent normal traps, with a basic 50% chance of avoiding circumvention, adjusted 5% per level for the relative levels of the thief setting the trap and the thief trying to circumvent it. Thus, a Thief Trap set by a 20th level thief would have a 65% chance of trapping a 17th level thief trying to circumvent it.

Code And Cipher Breaking: This ability allows a thief to have a chance equal to (5 times thief's Intelligence) +20% of breaking a normal code or cipher within one day. Prerequisite: Code And Cipher Development.

Detect Counterfeit (90%): This ability gives a thief a 90% chance of immediately spotting a counterfeit coin or other valuable object, as long as he is familiar with the real version of the object counterfeited.

Detect Slopes (90%): This ability gives a thief a 90% chance of detecting a gradual slope, as its prerequisite, Detect Slopes (50%), but with added accuracy.

Escape From Ropes +2: Same as Escape From Ropes +1, its prerequisite, except that this ability will also allow escape from Tie Up With Ropes +2, as well as add 5% to the basic chances for escape.

Special Trap Setting: This ability allows the setting of traps specially designed to have unusual mechanisms, including activating elaborate mechanical devices, triggering alarms, etc. This ability is also used in conjunction with magic users for the

design of magical traps. Prerequisite: Mechanical Trap Setting.

Grappling Hook: This ability allows the successful casting and use of a grappling hook across distances, with a basic chance of 100% -1% for each 1/2" distance the hook must be thrown. Such hooks can be used for climbing walls, as well as setting up ropes for crossing horizontal distances with the use of the Tightrope ability. Its successful use may depend upon related abilities, such as Climb Rope, etc. Referee's discretion should be used on limiting the distance that the grappling hook may be thrown under varying conditions.

Spot Thievish Activity: This ability gives a thief a basic 50% chance of spotting ongoing thievish activity by a thief of his own level, or the results of such activity. This percentage is adjusted 5% for each relative level difference of the active thief and the spotting thief. Thus, if a 15th level thief is using this ability, he would spot the activities of a 12th level thief 65% of the time.



Thieves must beware

Justice's sword!

Creating Player Characters

Step 1: There are eight characteristics which need to be determined initially for each character. These are: Strength, Intelligence, Wisdom, Constitution, Size, Agility, Dexterity, and Charisma. These are each determined by rolling three six-sided dice (once for each of the eight). Record the results, as these characteristics are normally permanent after step 4.

To give you some idea of what these characteristics actually mean, we interpret them as follows: Strength is both physical strength and the overall fighting ability and aptitude of the character. Intelligence is both the IQ and the general aptitude for magic. Wisdom is both judgment and tendency towards things clerical. Constitution is overall toughness of body and spirit. Size is

just what it says. Agility is physical quickness and maneuverability. Dexterity is quickness of mind and eye for both archery and magic. Charisma is the overall likeability of the character.

Step 2: Determine the character's initial amount of gold with which to equip himself. This is done by rolling three six-sided dice and multiplying the results by ten. Thus a character starts with 30-180 gold pieces, with an average of around 100.

Step 3: Choose the character's type from those available. While any character may be a fighter, other character classes have certain basic requirements that must be met. It is recommended that any character be made whatever he is best at. Except in the case of Dwarves, whose Strength must be rolled at least 15 naturally, the requirements for a

character class may be met INCLUDING any adjustments made in step 4.

Step 4: Adjust the characteristics according to the following: No characteristic may be lowered to a value less than 9. Magic users and elves may raise intelligence by 1 for each reduction of Wisdom by 2. Clerics may raise wisdom by 1 for each reduction of strength by 3 or for each reduction of intelligence by 2. Thieves may raise agility by 1 for each reduction of strength by 2, or they may raise strength by 1 for each reduction of intelligence or wisdom (not combined) by 3. All types except magic users, clerics and thieves may raise strength by 1 for each reduction of intelligence by 2 or for each reduction of wisdom by 3.

In other words, a Cleric with: Strength 14, Intelligence 13, Wisdom

TABLE OF SPECIAL CHARACTERISTICS

Fighters	Clerics	Magic Users	Thieves
01-05 Sword -1	Sling -1	Dagger -1	Dagger -1
06-10 Bow -1	Mace, Warhammer -1	Fists -1	Sling -1
11-14 Throwing -1	Quarterstaff -1	Sword -1	Sword -1
15-18 2-Handed Axes -1	Chain Weapons -1	-1 vs. Magic Type I	Throwing -1
19-22 Dagger -1	Maul -1	-1 vs. Magic Type II	Vision -1
23-26 1-Handed Axes -1	2-Handed Weapons -1	-1 vs. Magic Type III	Hearing -1
27-30 Mace, Warhammer -1	Hearing -1	-1 vs. Magic Type IV	Surprise -1
31-34 Chain Weapons -1	Vision -1	-1 vs. Magic Type V	Tracker -1
35-38 Maul -1	Surprise -1	-1 vs. Magic Type VI	Parry -10%
39-42 Spear Weapons -1	Lives as if Paladin	Throwing -1	Fists -1
43-46 Staff, Pole Weapons -1	Hated by Animals	Hearing -1	-10% Success with Gadgets
47-51 2-Handed Weapons -1	Fists -1	Vision -1	Receives No Bonus from Bless
52-56 Hearing -1	-1 vs. Undead	Surprise -1	Quarterstaff -1
57-60 Vision -1	+2 Bonus to Self on Bless	Roll Twice	Judgment Poor (-10%)
61-65 Surprise -1	Smell and Taste Edible	Parry -10% Success	Poor Mapper
66 -1 vs. Magic Type I	-1 vs. Magic Type I	Use Magic Type I at +1 sp	-1 vs. Magic Type I
67 -1 vs. Magic Type II	-1 vs. Magic Type II	Use Magic II at +1 sp	-1 vs. Magic Type II
68 -1 vs. Magic Type III	-1 vs. Magic Type III	Use Magic III at +1 sp	-1 vs. Magic Type III
69 -1 vs. Magic Type IV	-1 vs. Magic Type IV	Use Magic IV at +1 sp	-1 vs. Magic Type IV
70 -1 vs. Magic Type V	-1 vs. Magic Type V	Use Magic V at +1 sp	-1 vs. Magic Type V
71 -1 vs. Magic Type VI	-1 vs. Magic Type VI	Use Magic VI at +1 sp	-1 vs. Magic Type VI
72 -1 vs. Mental Magic	-1 vs. Curses	-1 vs. All Magic	-1 vs. Mental Magic
73 -1 vs. Clerical Spells	-1 vs. Mental Magic	-1 vs. Clerical Spells	-1 vs. Clerical Spells
74 Smell and Taste Edible	Poor Mapper	Poor Depth Perception	Smell and Taste Edible
75-76 Tracker -1	-1 vs. Poison	Has Familiar (see table)	-10% with Locks
77-78 Parry -10% Success	Parry -10% Success	Smell and Taste Edible	-10% with Traps
79-80 Fists -1	-1 vs. Clerical Spells	Poor Aim With Spells	-1 vs. Poison
81-82 Gullible, -1 vs. Cons and Illusions	Trusting, -1 vs. Cons and Illusions	Poor Balance,	Poor Balance,
83-84 Receives No Bless Bonus	Reroll, Becomes +2	No Flying	Can't Fly or Climb
85-88 Reroll, Becomes -2	Reroll, Becomes -2	Reroll, Becomes +2	Reroll, Becomes +2
89-98 Reroll, Becomes +1	Reroll, Becomes -2	Reroll, Becomes -2	Reroll, Becomes -2
99-100 Roll Twice	Reroll, Becomes +1	Reroll, Becomes +1	Reroll, Becomes +1
	Roll Twice	Poor Mapper	Roll Twice

15 could be adjusted to Strength 11, Intelligence 11, and Wisdom 17. 3 were subtracted from strength, 2 from intelligence, making a total addition to wisdom of 2. It is possible to adjust a character into being a combination character, or to a prime requisite of higher than 18 in some cases. It is beneficial to have as high a score as possible in the prime requisite of a character. There are also benefits from having high scores in other areas. (See Effects of Characteristics).

Step 4A: Roll on the Special Characteristics Table. (This rule is optional at the discretion of the referee, but we recommend it.) Any character should roll in the appropriate column for his type. Elves should roll as either Fighters or Magic Users, depending on which is higher, their Strength or Intelligence (roll on both in case of a tie). Paladins roll as both Fighters and Clerics. Combination characters roll as each type included in the combination.

Step 5: Determine the character's weight and maximum carrying capacity from the Weight and Strength Effects tables.

Step 6; Determine the number of hits which can be taken and the number of spells or abilities available to the character for his type, from the appropriate advancement table.

Step 7: Purchase (from the funds available to the character) the armor, weapons and other equipment that the character is to carry (see Equipment Weights and Costs table). Please note that this purchased material is non-magical. Experience will teach you which weapons and gadgets are needed, and some are dictated by circumstances. Torches, for example, are needed in quantity for underground or cave travel. Pack animals are used outdoors (except for mules, which can negotiate underground passages). Other materials are at the discretion of the players.

Step 8: From the time of their first expedition on, player characters must pay for their upkeep at inns and such, the cost reckoned to be 1% of their gold per game-month. In addition, clerical types should pay tithes (10%) of any earnings to their church. Upkeep costs (but not tithes) cease upon completion of a stronghold for the player characters,

subject to the requirements for building a castle, keep, or other holdings. In other words, an 11th level magic user no longer has to pay upkeep once he completes construction of his own Wizard's Tower or whatever he chooses to build. Clerics may begin building a hold when they reach 8th level, fighters upon reaching 9th level.

Special Characteristics

The special characteristics table is mostly very simple. For each character, roll a percentile die or pair of dice, numbered 01-100. Look at the column for the particular type of character. The special characteristic at that point on the table is what your character has. Please note that these are almost all minor deficits, unless you roll that something becomes +1 or +2 instead of the normal minus. These are basically minor handicaps to be overcome, or occasionally a minor bonus.

(weapon name) -1 means that the character is -1 attack level or archery accuracy with that weapon, as appropriate.

-1 vs. Magic Type means that the character's saving throw is worsened by 1 against that type of Magic.

Use Magic Type at +1 sp means that that character must expend an extra spell point each time he casts a spell of the type listed.

The rest are basically self-explanatory, with a little thought applied.

Languages

Each player character has a language-learning ability, in points, equal to (Intelligence + Wisdom)/4. Thus, a character with Intelligence of 10 and Wisdom of 10 has $(10+10)/4 = 5$ language points. These points include all languages known by the character previous to adventuring as well as those to be learned later. This is to simulate the difficulty in speaking multiple languages fluently.

The total number of languages learnable by a character is determined as follows: Languages can be learned at a cost of 1 language point for each level of difficulty of the language to be learned (ranging from 1-10 in difficulty). Thus, Goblin, a simple and coarse tongue, only costs 1 point, whereas Elvish, a more rich and difficult language, costs 5.

Any player character gets one language at no cost, normally his alignment language (Lawful, Neutral, or Chaotic). Special exceptions are made in the case of Dwarves, elves and the like, who pay no cost for their own tongue, but must pay to learn alignment languages.

For one-half the normal cost for any language, a character can learn enough for simple conversations, but not enough to fully command a language. Elves, due to their nature and background, learn languages more easily than humans and most other intelligent beings, so multiply their basic language point total by 2. Thus they can learn more languages. Dwarves, Halflings, and Rangers also, by their nature, tend to become involved with other languages at an early age, so multiply their basic language point total by 1.5, allowing them some extra language ability.

Not all languages are immediately available for the learning in most cities. The learning of a language is limited by the availability of a teacher for that language. The chance of such an instructor being available in a given normal fantasy city of mixed population is listed for each language as 'Availability'. Use these as a guideline for determining other languages not listed.

It takes approximately 1 game-month of intensive study per difficulty point to learn a language fluently. If the character is only studying the language on a casual basis, it takes 4 game-months per difficulty point to gain fluency.

Some languages have specific dialects, and examples are listed in the language descriptions. These dialects are offshoots of the main language, and can be learned simply once the main language is known. For each dialect learned of a language, the cost is one-half the cost of the main language.

Language Descriptions

COMMON: This is the trade tongue of most humanoid intelligent beings. That is, it is not a native language, but an artificial mixture of words and phrases generally understood, developed for the purposes of trade and communication between different peoples. Difficulty: 1. Availability: 100%.

LAWFUL: This is the normal language of Lawful humans. It is the commonly spoken language of various

lawful non-human beings as well.
Difficulty: 2. Availability: 100%

NEUTRAL: This is the normal language of Neutral humans. It is the commonly spoken language of various neutral non-human beings as well.
Difficulty: 2. Availability: 100%.

CHAOTIC: This is the normal language of Chaotic humans. It is the commonly spoken language of various chaotic non-human beings as well.
Difficulty: 2. Availability: 100%.

ELVISH: This is the basic language of the various Elves, no matter what location or alignment.
Difficulty: 5. Availability: 90%

DWARVISH: This is the basic language of the various groups of Dwarves, no matter what location or alignment. Dwarves are somewhat secretive about their language, and this means that not all cities will have persons who can teach this one.
Difficulty: 5. Availability: 70%.

GREEK: Difficulty: 3.
Availability: 70%.

LATIN: Difficulty: 2. Availability: 90% if your major churches use it, 70% otherwise.

NORSE: Difficulty: 2.
Availability: 70%

ARABIC: Difficulty: 4.
Availability: 30%.

DRAGON: Each color of dragon has its own dialect. The availability of each dialect is reduced by 1% for each 10 miles you are from the natural habitat of that type of dragon. Basic Dragon Difficulty: 10. Basic Dragon Availability: 10%.

GIANT: Each type of giant has its own dialect. The availability of each dialect is reduced by 1% for each 10 miles you are from the natural habitat of that type of giant. Basic Giant Difficulty: 2. Basic Giant Availability: 30%

GOBLIN: (Spoken by goblins, hobgoblins, and related beings)
Difficulty 1. Availability: 20%.

KOBOLD: (Spoken by kobolds and their kin) Difficulty 1.
Availability: 20%.

TROLLISH: (Ogres speak a dialect of this tongue) Difficulty: 3.
Availability: 20%.

MER: (Dialects of this language are spoken by Tritons, Mermen, Nixies, Elves of the Sea, and other underwater beings) The availability of Basic Mer and of any dialect decreases by 1% for each 5 miles you are from large bodies of water, especially oceans. Difficulty: 5. Availability: 10%

WISP: This is the basic language of aerial beings. Pixies speak a dialect of this language. The availability of Basic Wisp and of any dialect decreases by 1% for each 5 miles you are from high hills or mountains. Difficulty: 4 Availability: 10%.

OLD FOREST: This is the basic language of Dryads and other beings of the deep forest. The availability of Old Forest or of any dialect thereof decreases by 1% for each 5 miles you are from a true forest (not just a park or grove) Difficulty: 4. Availability: 10%.

Weapon Descriptions

Some of the weapons on our combat table are not familiar to most people, or might lead to some confusion due to the terms being used. We suggest you read the following descriptions in order to familiarize yourself with just what some of the weapons are.

KRIS: This is a wavy-bladed Malayan dagger (there is also a sword version, but not here). The blade is designed to cause a wider wound than a normal dagger, and it is heavier and more difficult to use, which is why it causes more damage and gets less blows per phase than a dagger.

SHORT SWORD: This is normally a stabbing type of sword with a rather narrow blade, about 18" long (not scale inches, real ones)

WARHAMMER: This is normally a hammer similar to those of dwarvish make, with basically a brick-shaped head attached to a short handle, balanced for throwing.

BEAKED HAMMER: This is a weapon that looks somewhat similar to a carpenter's claw hammer, but much larger. It has a narrow beak on one side for puncturing armor, and a spike at the end for slashing against light armor. Its point means that it is not considered a weapon for lawful clerics.

BROADSWORD: This is the standard knight's one-handed weapon. It is not particularly sharp, but it is basically good against almost anything. Most magical swords are of this type.

LONGSWORD: This is a longer, sharper, slightly curved saber-like blade. The scimitar can be used as being this type also.

NARROW FALCHION: This is a straight, narrow blade designed for forcing its way through the chinks in

armor, primarily a stabbing weapon. It is not useful against natural body armor, which does not have as many weak spots at joints.

WIDE FALCHION: This is a thick, broad-bladed sword designed for chopping through armor.

SAMURAI: This is actually only one of the types of sword used by Japanese samurai, the longer of the two basic one-handed swords. They should not be common unless you play in an oriental world.

BATTLE AX: This is a long-handled ax designed for chopping with distinct strokes, usually with a blade on only one side of the pole. It is a two-handed weapon.

GREAT AX: This is a broad, twin-bladed ax - very heavy and very deadly. It is a two-handed ax with more blade and less handle than a battle ax.

BULLOVA: This is a type of two-handed ax with four points (Take a five-pointed star, cut off one point, and lay the now-flat edge along a pole; that's the shape.) rather than a single cutting edge.

MORNING STAR: This is a metal ball attached to a handle by a short chain. It is used by whirling the ball to swing it at the enemy.

FLAIL: This is a two-handed weapon similar to the morningstar. Usually consists of two or more balls with chains, or one heavier ball.

MAUL: This is also called a Great Hammer. It is similar to a dwarvish hammer, but scaled up in size, and swung with both hands.

FAUCHARD: This is a type of polearm with a sharp curved edge (sort of a cross between a scythe and a razor). Like other polearms, it can be used from the second row of a battle, if you're careful and have room to swing it.

LUCERNE HAMMER: This is a Swiss invention, sort of a beaked hammer on a pole. It was designed for use from the second row of a battle, or with pikes.

If you still have difficulty visualizing what these weapons are, we suggest you look at your local library for a good book on medieval weapons. Some weapons are more useful than others, it's true, but don't limit yourself just to what you think 'optimal'. Any weapon is good as long as you hit with it.

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