

ORIGINAL DUNGEON FANTASY

SUPPLEMENT VII

LOST LORE



Derived from Original Core Rules &
Supplement I-IV
Edited by RC Pinnell

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Introduction

This work is derived from what is known as the "Little Brown Books" (Original Dungeons and Dragons, and its 1st supplement, Greyhawk). The premise of the suggestions that follow is that, in the beginning, Game Masters and players were encouraged to extrapolate the information provided and develop their own style; this usually meaning, "house-rules" that were intrinsic to only their own gaming group and/or campaign.

Apparently this was just the case, for, in the early years of the development of "the game," history reveals that many of the early participants, groups and campaigns seemed to differ. In fact, it was more uncommon for group styles to stick to the rules as written (RAW) and reflect, almost identically, the image of others in and around Lake Geneva at the time.

Nowhere is this exemplified better than in the first two Supplements to the game, Greyhawk, and Blackmoor. These documents, created by the co-authors of the original game, reveal that even they had, strongly different, conceived ideas how the game should be played. And though future supplements (III-IV) attempted to expand and codify the structure of the rules, by then it was too late--the cat was out of the bag! Referees and players had already embraced and embedded the promoted concept of a make-it-your-own, game. This is evidenced even further when, decades later, **Supplement V: Carcosa**, by Geoffrey McKinney, appeared--during the resurgence of the hobby in 2008--followed by author Robert Conley's supplement VI--**The Majestic Wilderlands**, in 2011.

Which brings us, now, to **Supplement VII, LOST LORE**. Like the supplements before it, the information within should be regarded as suggested additions to your Original game. While some of the data is repetitive for having appeared in previous documents, the *presentation* of such has been altered and/or expanded to include new ideas and concepts for you to consider.

ABILITY SCORES

The 3d6 *rolled-in-order* system established in the original rules is adequate if character ability scores have little to no effect on the success and/or failure of the adventure. When the game shifted from miniature war simulation to one-on-one role-playing scores were not, then, considered critical to such success, or failure--random attack rolls and hp were!

Whether one agrees with that or not, the following character creation system is designed to provide players with better odds for having scores of more value--not guaranteeing *better* scores! Inspection of the mechanics quickly reveals that the range generated (6-18) is not greatly changed from the original.

Each ability, for characters, begins with a base score of 12. Players then roll two six-sided dice (of differing colors; in this example, Red and White), with one color designating a subtraction from, and the other an addition to, the base score. Whichever die is higher wins, with that number adjusting the base score. Ties involving 2-6 cancel each other out. Ties of 1s require a 2nd roll, with the higher of that toss determining which of the first toss applies.

EXAMPLE 1			EXAMPLE 2	
Roll	Result	=Total	Roll	
1	(r5/w6)12+6=18		1	(r4/w2)12-4=08
2	(r3/w1)12-3=09		2	(r3/w5)12+5=17
3	(r2/w5)12+5=17		3	(r1/w1)12+1=13*
4	(r5/w3)12-5=07		4	(r3/w3)12+0=12
5	(r4/w4)12+0=12		5	(r3/w4)12+4=16
6	(r2/w3)12+3=15		6	(r1/w2)12+2=14

*2nd roll results in R3/W4, thus, original roll of W1 is added.

Once all six scores have been generated, the player then assigns each number to an ability (Strength, Constitution, Dexterity, Intelligence, Wisdom, Charisma) in the order rolled. A high score in STR would benefit a Fighting Man (as described later), Dwarf, Hobbit and even Elf, while a high score in INT would benefit a Magic User, in WIS a cleric, and in DEX a thief.

STRENGTH

Only Fighting Men receive bonuses regarding their strength scores. (Ignore penalties due to low strength as shown in Supplement I, p.7, since no other class is penalized by such either.)

Bonuses remain as described in the Greyhawk Supplement. In addition, use the following:

Exceptional/Extraordinary Strength Score	Race of Character					
	Human	Dwarf	Elf	Half-Elf	Half-Ogre	Hobbit
18/00	U	--	--	--	U	--
18/91-99	U	8	--	--	12	--
18/76-90	U	8	--	8	11	--
18/51-75	U	8	6	8	10	--
18/01-50	U	8	6	8	9	--
18	U	8	6	8	8	--
17	U	7	5	7	8	5
16	U	6	5	6	8	4
13-15	U	6	5	6	8	4

The table above reveals not only the maximum strength possible for the race in question, but the highest level a character of such race may advance to according to their strength score. **U** indicates there is no upper limit for human characters. Strength scores below those shown do not lower the level limit beyond the least indicated.

Demi-humans that operate in 2 or more classes simultaneously are limited as Fighting Men to the level indicated as per their strength, regardless of other class limits, if any.

For female characters of a given race the maximum strength ability is established as 2 lower than that listed; with level limit (if any) associated with such scores.

DEXTERITY

This not only applies to the Fighting Man's ability to Fire Missiles, but to Dodge & Parry attacks by melee weapons as well.

Dexterity Score	Standard Armor Class without Dexterity Bonus							
	2	3	4	5	6	7	8	9
18	-2	-1	0	1	2	3	4	5
17	-1	0	1	2	3	4	5	6
16	0	1	2	3	4	5	6	7
15	1	2	3	4	5	6	7	8

The table above shows the adjusted AC rating of the Fighter due to his/her dexterity score bonus. The top row(2-9) indicates normal AC with and without shield. Determine what the AC protection of the fighter is, then refer to his/her Dexterity score, reading from left to right to find the appropriate adjusted figure beneath his/her original AC rating. When monsters physically attack the Fighting Man, use the Adjusted rating for his/her AC rating. Note--bonuses from magical items (shields, armor, etc.) might adjust the Fighting Man's total protection further. (For example, 3rd level Fighting Man Maynard, wears chain mail and shield for an AC4. However, his Dexterity score is 16, so his Adjusted AC rating is AC2. Now, give him +1 chain mail and +1 shield, and his Adjusted AC rating is AC0! Which is very difficult to hit for most creatures!)

ARMOR

Leather and metal armors have been introduced and discussed in previous books. Everything from their AC rating, to weight and encumbrance are well established. But, sometimes, unusual materials will often make some of the best protection versus specific kinds of attacks. It is with this in mind that many Game Referees introduce (or allow) armor made from other sources. Often, these are exotic versions coming from strange and distant lands, yet are desirable for the extra protection they extend.

It is in this light that the following new forms of armor are exhibited for your consideration.

Armor Type:	AC Rating	Special Benefits/Penalties
Dragon Hide		
White	2	+2 to Saves vs. Cold attack/-2 vs. all other breath
Black	2	+2 to Saves vs. Acid attack/-2 vs. all other breath
Green	2	+2 to Saves vs. Poison Gas attack/-2 vs. all other breath
Blue	2	+2 to Saves vs. Lightning attack/-2 vs. all other breath
Red	2	+2 to Saves vs. Fire attack/-2 vs. all other breath
Golden	2	+2 to Saves vs. Fire & Gas attacks/-2 vs. all other breath
Rhinoceros Hide	3	-1 damage from all blunt weapons
Troll Hide	5	+3 vs. Acid attacks
Turtle Shell	4	-2 damage from all piercing weapons
Yeti Hide	6	+1 to Saves vs. Cold effects and attacks

The cost of such armor will never be cheap and affordable to low-level characters. Use a base figure of 1,000GP times the creature's HD for price and extrapolate from there. Assume that it will take 1 to 6 months to create and fit the item with its owner; requiring the purchaser to remain in close proximity to the armor smith until the end! None will be available but in the largest towns, and in cities. Each suit of armor will be personally fitted and tailored to the individual, and not wearable by anyone else.

The previous list is by no means exhausted. You should expand it and create a variety of new and exotic armors you wish to make available to your players. You can also include at your discretion, armors made from things that might not be beneficial to the characters; these can be fashioned by high level NPC types wishing to spread cursed and malevolent items upon the unsuspecting public.

COMBAT

Human Fighting Men (including amazons and paladins), and demi-humans that are single-classed fighters, receive more opportunity to attack opponents with levels gained. This ability is two-fold: versus all less than 1HD creatures and normal men, or versus all other types. Against all less than 1HD types, the Fighting Man (etc.) can attack once per each level he/she has. For example, a L4 Fighting Man versus 12 goblins would get 4 attacks per attack round. If the group is mixed, the Fighting Man(etc.) can still attack, by dividing his routine among the targets available. For example, a Gnoll and 9 Goblins appear and charge a L4 Fighting Man. Choosing to attack the gnoll first, the Fighting Mans has reduced his attacks versus less than 1HD by 1, and thus only has 3 attacks he can launch at the 9 goblins. (Use this formula in general combat situations) The versus all other types function applies to all creatures of 2HD or more. In this regard, versus a mixed group of ten 3HD, four 2HD, and two 5HD monsters the Fighting Man uses the attack routine according to his level on the table below:

<u>Fighting Man Level</u>	<u>Attacks Per Round</u>
1-4	1/1
5-8	3/2
9-12	2/1
13-16	5/2
17-20	3
21+	4

Attack Routines such as 3/2, 5/2 are not difficult to implement. Put simply, the Fighting Man is entitled to either 3 attacks per 2 rounds, or 5 attacks per 2 rounds. For the former, this equates to 1 attack per round, with an additional attack coming at the end of every second round. For the latter, it means 2 attacks per round, with the additional attacking occurring at the end of the second round. These, like all attack routines, are based upon initiative and the character's DEX score, and will thus follow, sequentially, according to their numerical relation to the beginning of a combat period.

DEMI-HUMANS

Mythology is filled with strange results of humans breeding with gods, demons, monsters. The details of such shenanigans need not be microscopically dissected and/or revealed in here. It is sufficient enough for the Game Referee to have a periodic inflow of creatures, spells, magical items and character classes in order to continue defining his campaign. With that in mind, the following demi-human is offered.

The Half-Ogre

Standing between 7 and 10' tall, this being is usually the result of a lustful adventurer gaining access to a female ogre. While it is usually shunned by most human communities, the half-ogre is almost always raised by its mother; while among ogre-kind it is treated as a second-class member of the clan/village/tribe in which it lives. Eventually it reaches a point where leaving is better than remaining, and the half-ogre begins what is, mostly, a lonely, quiet, secluded existence away from all races. About 10% of all half-ogre are at least average in intelligence, and those sometimes seek out human and demi-human communities, offering their great strength as a means of being *accepted*. It is these individuals that end up becoming part of adventuring parties.

The half-ogre can be any alignment, but prefers Neutral. It is strong, capable of wearing the heaviest of armor and shield, and swinging large weapons single-handed. Its brute strength delegates it to front rank fighting, and its massive bulk (and hp) allows it to excel as a Fighting Man.

To generate a half-ogre character, use the roll-up system previously described. If the raw scores for strength and constitution are both 14 or more (the minimum to be a half-ogre character), then, add a bonus of +2 to both Strength and Constitution. If this results in a strength of 18, roll per cent dice to determine Extraordinary ability, and add a +15% bonus to the roll. Strength cannot exceed 18/100, but the half-ogre can have a Constitution of 19 or 20! (If the latter occurs, it receives a bonus to hp generated of +4/+5 to HD rolled per level gained.) It can have but a maximum Charisma of 12; anything above that is discarded! The half-ogre uses a d10 to generate hp per level gained. But advancement is slow, as it takes double the amount of XP for the half-ogre to advance in levels as the normal Fighting Man.

If you are not using variable weapon damage in your campaign, the half-ogre rolls a d8 per hit (adding whatever bonuses apply), otherwise, it uses all standard weapons a Fighting Man can, and, swings a battleaxe or two-handed sword with but one hand, without suffering any sort of penalties in doing so (—does not have to attack last, etc.)

The half-ogre speaks only its native language during childhood. It can learn one additional tongue for every 4 points of intelligence it has above 6. (i.e., +1 at 10, +2 at 14, +3 at 18). It has a weaker Infravision than demi-humans, good for only 30' in the dark. And while it makes all Save Throws as a Fighting Man, it receives a bonus of +4 versus poison in general, while being immune to venomous creatures altogether that are half its HD or less.

MONSTERS

There is no such thing as a *complete* catalogue of creature-monsters available for playing the game, since new ones are continually being created and old ones reinvented by imaginative designers, players and referees. The offerings that follow are simply two examples of what one can come up with, given a little time and thought; hopefully, serving as models, as how to rethink long-existing concepts thereof, and exciting the reader into creating a plethora of beasts and critters of his/her own.

WOOD GIANTESS

Like all giant-kind, this race does only half-damage upon successfully striking a dwarf in combat. This being stands from 8 to 12 foot tall and often appears like nothing more than an tree, with spindly growths protruding from its skin like withered limbs up to 4 foot long, and a crown of leaves for hair. Normally only 1 to 4 will be encountered within a large forest at a time, though clans of up to 18 have been discovered--unfortunately, for the discoverers! They are Chaotic by nature, though 5% of a large group might be Neutral. They have 11 hit dice to generate hit points, can move 9 inches per turn, and do 2 dice + 2 to damage when they score a hit. Though they are treated as AC2 for combat purposes, daggers, swords and bladed pole weapons used against them have a 20% chance of breaking/shattering upon each successful attack-strike (Axes not included). Wood Giantesses do not hoard treasure, but often a *magic* dagger, axe or sword will be found sticking into one. They are immune to cold-based attacks, but fire does +2 damage to them upon striking and has a 10% chance of igniting them for an additional 1-6 hp of damage as it burns for 1 to 6 rounds. Lighting and acid does full damage against them, while poison gas does only 1 hp of damage per attack per die possible. Up to now, only female appearing creatures of this kind have been encountered.

Two options are presented as follows to allow you to choose which style(version)you prefer to use in your game. Note that the Greyhawk Supplement creature is based on variable HD and Weapon Damage that is optionally allowed to players.

	Original Books	Greyhawk Supp.
MOVE	9"	9"
HD	11	8+2
AC	2	2
DEX	3-18	NA
ATK	1	1
DAM	2 dice +2	4-14(2d6+2)
AL	C/N	C/N
SZ	Large	Large



BALROGS

The origin of this creature suggests it is akin to the Fire Elemental, for it is able to exist in conditions that favor them, as well as the Efreeti, and Salamander. Some sages suspect it comes from a lower order of demons, and perhaps a Hellish plane of existence, but such has not been verified. It is said that they can be summoned (and controlled) by powerful magic-users, and that such is done at great risk to the summoner, for many that have tried failed to maintain control over the creature and was consumed by it. (You may include this creature in the spell, Summon Monster, but restricting such to only magic-users of the highest levels)

In their natural state and surroundings, Balrogs appear as large to gigantic humanoids, with bull-like horns, yellow eyes, orange to reddish skin, bovine feet and a tail; their torso and arms being humanly proportioned according to their size. They are able to attack twice per round, once usually with a two-handed sword in one hand, and with a whip of fiery flames in the other. Balrogs are immune to all fire-based attacks(melee or spell). Lightning and Poison Gas do 1/3rd damage if they make a Save throw, half *if they fail*. Acid does normal damage against them. They are also immune to certain spell attack (All mind-based, and illusion, slow, hold, charm, sleep, polymorph).

You may implement either version that follows into your game.

BALROGS	Original Books	Greyhawk Supp.
MOVE	12"	12"
HD	12	12-14-16-18
DEX	3-18	NA
AC	2	2
ATK	1	2
DAM	2 dice+3	1d12, sword*/1-8x6, fiery whip
AL	C	C
SZ	Large	Large to Gigantic**

*By size of creature(i.e., 2d12 for 14HD/3d12 for 16HD/4d12 for 18HD)

**Gigantic being defined as from at least 18 feet tall.(16/18HD Balrogs)

Note: that Balrogs provided here do not appear in the Original Books, nor the Greyhawk supplement as shown. Balrogs were included originally but were ordered removed by the Tolkien Estate, and only brief references to them remained in later printings of each. The information given above concerning Balrogs has been *derived from* the earliest printings *that did* include them.

The Wood Giantess never appeared in either work, though references to giants other than the standard Major races(Hill, Stone, Frost, Fire, Cloud, Storm) can be found. (including one to a race of Rock Giants!)

NEW CLASSES

Reinterpretations of fantasy-game classes have been flowing out of the minds of creative designers for decades. It seems with every "new" game-set introduced, some class or another has been reworked and redefined. By now, very few fantasy-game *professions* have not been attempted--10 times or more! The following have titles that will not surprise even the most fledgling gamer; the terms have been bandied about in movies and books and games for over six decades that I am aware of. But regardless of where they first appeared (Arthur Conan Doyle's "Lost Continent" or R.E. Howard's barbaric warrior series, or...)the presentations *here* have been refined and adapted to fit into the system at hand.

THE AMAZON

This character class is exclusively for females. The Amazon is a cultural result born out of the desire to be free of male domination, and the women that originally fled such a state and established their own domain in the wilderness, far from the reach of Man. There are 2 types known to exist at the moment: human and half-elf.

Amazons use only knives and spears initially. Upon gaining Bow Maiden status they are trained in the use of that weapon and can alternately use it or any other from that point forward; they cannot use the bow and shield at the same time. They cannot wear any armor and, in fact, prefer not to wear anything at all when in combat. (This has the effect of distracting male enemies and monsters, causing all such to suffer a -2 to their attack rolls vs. amazons!) They can use magical versions of all the weapons (and shield) they are able to. All amazons gain a +1 *To Hit* with each rank of-the-bow/spear they attain(i.e., +1 at 3rd level, +2 at 7th, etc.), causing 2 dice of damage if the victim is within 30' of the amazon at the time; standard damage otherwise.

Amazons will be encountered in groups of mixed alignments: Lawful(60%) or Neutral(30%) or Chaotic(10%). Character-types must be either Lawful or Neutral.

Original Book Interpretation

<u>Amazon</u>	Dice for Accumulated Hits	Fighting Ability	Experience Points To Gain Levels
1. Shield Maiden	2	Man+1	0
2. Spear Maiden	2+1	2 Men+1	1800
3. Bow Maiden	3	3 Men+1	3600
4. Sister-Hero	5	Hero-1	5200
5. Shield Sister	5+1	Hero	10500
6. Spear Sister	5+2	Hero+1	21000
7. Bow Sister	6+1	Hero+2	42000
8. Shield Mother	7+2	Superhero-1	84000
9. Spear Mother	8+3	Superhero	175000
10. Bow Mother	9	Superhero+1	350000

Greyhawk Supplement Interpretation

Amazon	6 Sided Dice for Accumulated Hits	Experience Points To Gain Levels	Special Class Abilities
1. Shield Maiden	2	0	Tracking*
2. Spear Maiden	3	1800	+1 To Hit with spear
3. Bow Maiden	4	3600	+1 To Hit with bow
4. Sister	5	5200	+1 To Save vs. Poison
5. Shield Sister	6	10500	Running**
6. Spear Sister	7	21000	+2 To Hit with spear
7. Bow Sister	8	42000	+2 to hit with bow
8. Shield Mother	9	84000	Immune to venoms
9. Spear Mother	10	175000	+3 To Hit with spear
10. Bow Mother	10+2	350000	+3 To Hit with bow

The amazon fights on the combat-matrix as the Fighting man, and makes Save Throws based on this as well. She does not benefit from the Strength/Dexterity tables as the Fighting Man, for her expertise involves thrown/missile weapons.

*Tracking is the ability of the amazon to follow a trail left behind by an animal-creature. As long as the tracks are not washed or swept away by some means, she can follow them.

**Running is an inborn ability. All amazons are sleek and muscular, with thighs containing might and strength beyond male understanding. When she desires, the amazon can run without becoming fatigued for 10 times the duration-amount normally allowed for characters.

The ranks of Mother are reserved for only the senior most amazons in a given tribe. Amazons that rise to these have led many expeditions and encountered countless creatures in the wild lands in which they reside. Their numerous encounters with venomous creatures has allowed those that survived to develop resistance to all natural poisons delivered by such animals (scorpions, snakes, spiders, etc.)thus eventually bestowing immunity!

To become an amazon, the character must have a minimum strength of 13, dexterity of 13, and a constitution of 14. A shield and knife are provided at character generation, but no money is rolled. Amazons use a barter system for everything, and coins have no value to them.

Amazons that wear armor of any kind lose their ability to distract opponents, and do not gain the benefit of bonuses to hit with their favored weapons(bow, spear).

The above does not, of course, cover every aspect of what the Amazon culture and life is all about. You should expand upon what is given, and borrow from other sources all that you wish to include in order to provide a well-rounded knowledge-base of the amazon and her world. The more layers you add to this class, the more fun the player will have that uses it, and you will have in refereeing.

THE BARBARIAN

Most encounters with barbarian characters will be with males. Females of this culture seldom leave their tribal territory, and are too important to the survival of the clan to allow wandering about by the curious types among them. Most males encountered, actually, are bachelors and/or outcasts, out searching the wide world for adventure, and a way to make a kingdom for themselves. They are generally ignorant of sophisticated aspects of civilized culture, and are loud, obnoxious, and daring.

To become a barbarian character one must have a raw strength score of 14, dexterity of 15 and constitution of 14. As barbarians dislike armor that inhibits their freedom of movement in combat, they almost always never wear any, relying on their high dexterity to afford them the ability to avoid damage. If they do not wear armor in combat, they receive double the bonus derived from their Dexterity score as Fighting Men. This results as follows:

Barbarian Dexterity	Normal Adj.	Barbarian Adj.	AC Rating
18	-4	-8	1
17	-3	-6	3
16	-2	-4	5
15	-1	-2	7

Use of a shield is prohibited by most of the barbarian culture. This frees the barbarians hands up, allowing him to wield all 2-handed weapons with ease. Because of this, they are never restricted to striking last in a round because of their preference for large weapons (normal initiative and dexterity modifiers apply instead). They can, if they choose, wield two small weapons at once--one in each hand--when engaged in melee. If they utilize this option then they will inflict one die of damage per weapon that strikes, but with each striking at a penalty of -2 to hit. This penalty can be reduced by adding 1 if his dexterity score is above 16, and by 2 if it is actually 18!

The barbarian character prefers axes, swords and spears, but can use any weapon as a Fighting Man. He begins with 1d6x10 GP.

Barbarians have natural enemies, against which they can become intoxicated with blood lust to exterminate on sight. Against these types the barbarian adds +2 to damage(bugbears, ogres, giants, trolls), but suffers in his blind desire to destroy by suffering from the lack of his double-dexterity bonus to his AC while he is engaged with such types. He can, at his option, choose to resist this lust, and still retain his AC benefits, but will lose his bonus to damage. Doing so more than twice in a day will result in the barbarian becoming moody, and short-fused even with his companions. He will become loud, abrasive, and insulting towards dwarves and elves, until his blood lust has been fulfilled or he becomes inebriated and sleeps it off.

The Barbarian character can be Lawful, Neutral or Chaotic upon creation. His affinity with the wilds, its influence, and his totem deities, will eventually move him to center(Neutral) by the time he becomes a Brother-Hero in any event.

The following tables provide two different versions of the barbarian class for you and your players to experience. If using just the original books you are not limited to the combat system of Chain Mail in order to resolve melee with monsters; Men and Magic provides a d20 alternative that is consistent with this supplement. If the Greyhawk Supplement I is opted for, remember to adjust for variable HD and weapon damage when incorporating the amazon and barbarian in your game.

Original Book Interpretation

Barbarian	Dice for Accumulated Hits	Fighting Ability	Experience Points To Gain Levels
1. Club Brother	2+2	2 Men	0
2. Club Brother	3	2 Men+2	2200
3. Club Brother	3+2	3 Men+2	4400
4. Brother-Hero	4	Hero	8800
5. Axe Brother	5+2	Hero+1	17500
6. Axe Brother	6+2	Hero+2	35000
7. Senior Axe Brother	7+2	SuperHero-1	70000
8. War Brother	8+2	Superhero+1	140000
9. Chief War Brother	9+3	Superhero+2	250000
10. War Father	10	Superhero+3	500000

Greyhawk Supplement Variation

Amazon	8 Sided Dice for Accumulated Hits	Experience Points To Gain Levels	Special Class Abilities
1. Club Brother	2	0	+1 to Save vs. Poison
2. Club Brother	3	2200	
3. Club Brother	4	4400	Tracking**
4. Brother-Hero	5	8800	
5. Axe Brother	6	17500	Running**
6. Axe Brother	7	35000	
7. Senior Axe Brother	8	70000	+3 to Save vs. Poison
8. War Brother	9	140000	
9. Chief War Brother	10	250000	Berserk Rage
10. War Father	10+2	500000	

** This ability functions much as it does for the Amazon.

PRIESTS & DEITIES

The usual fantasy-adventure world does not deal with gods, preferring to leave clerics as generic as possible; getting their abilities from nameless forces unseen. If you wish for clerics in your game to be more connected to their sources--more priestly--then detailed information is required. The tables below reveal a roster of deities and general information regarding each, and while all the races are represented, you need only focus on the Human pantheon for cleric-characters. Keeping in mind, the pantheons for the demi-humans will only concern NPC clerics of the race involved.

DWARVES

Deity	Influence/Concern	Symbol	Plane	Color	Holy Day/s--Time/Followers
IMELSTONE	King of the Gods	Hand axe	Skoll	Red	Summer Solstice Warriors
BELRAM	Prince of Shadows	Dagger	Skoll	Grey	Winter Solstice Thieves
RAGNITE	Lord of the Rock	Chisel	Skoll	Brown	New Moon All dwarves
SELAH	Earth Mother	Needle	Skoll	Pink	Full Moon Females
NIFLT	Brewing	Hops stalks	Skoll	Yellow	Autumn equinox All dwarves

All Dwarf gods have a rank 2 status. Other than SELAH, all appear to be male, between 6' and 9' in height.

Deity	AL	Rank	Abilities	HP
IMELSTONE	L	2	F18	315
BELRAM	C	2	T18	250
RAGNITE	N	2	F16	275
SELAH	L	2	C16	225
NIFLT	N	2	F16	240

ELVES

Deity	Influence/Concern	Symbol	Plane	Color	Holy Day/s--Time/s Followers
SKYOAK	Night and stars	Star	Glades	Black	New Moon Elves
LEM	Animals and trees	Antler	Glades	Grey	Winter Solstice Elves & Druids
EVERLEAF	Lady of the Lake	Sword	Glades	Blue	Every 9th day Elf females
SHANIPE	Arcane secrets	Staff	Glades	Brown	Full Moon Elves
WILLOWCREEK	Life and birth	Cross	Glades	Red	Equinox(both) Elves

All Elf gods have a rank 2 status. Everleaf and Willowcreek appear to be female, 6' in height; others are male, 12' in height

Deity	AL	Rank	Abilities	HP
SKYOAK	C	2	F18	305
LEM	N	2	F17	225
EVERLEAF	C	2	F17	290
SHANIPE	C	2	MU17	205
WILLOCREEK	N	2	C16MU16	210

HOBBITS

Deity	Influence/Concern	Symbol	Plane	Color	Holy Day/Time/s	Followers
BENOBRIAR	Truth and Law	Sword	Harvest Fields	White	New Moon	Halflings
DRUTTLE	Drinking and health	Mug	Harvest Fields	Grey	Every 13th day	Halflings
GRETILDA	Home and hearth	Staff	Harvest Fields	Blue	Every 7th day	Females
LISPIN	Crops and fields	Scythe	Harvest Fields	Brown	Equinox (both)	Halflings
MUSHPOT	Gambling	Dice	Harvest Fields	Yellow	Summer solstice	Halflings

All Halfling gods have a rank 3 status. Gretilda is 5' in height; males are, 6' in height

Deity	AL	Rank	Abilities	HP
BENOBRIAR	L	3	F14	205
DRUTTLE	C	3	F12	125
GRETILDA	C	3	C12/F12	190
LISPIN	C	3	C12	105
MUSHPOT	N	3	T14	110

HUMANS

Deity	Rank	Influence of Deity	AL	Abilities	HP	Plane	Symbol	Holy Days
WOLFIN	1	Justice, truth, honor	L	C18/F18	500	Eden	Scales	Every 7th day
KROGAN	2	War, combat,	N	F18	300	Eden	Spear	In battle
MISEL	2	Thieving	N	F12/T18	250	Nod	Coin	Midnight
DHARLEEN*	2	Poetry, art, music	N	C16	225	Eden	Quill & lyre	Every 5th day
GINELA*	2	Mercy, pity, healing	L	C18/MU18	200	Eden	Tear/Hand	Day's dawn
SYNEMY*	1	Vice/lust/lechery	C	F16/T18	375	Purgatory	Scarab	Every night
COBANE	2	Agriculture, weather	C	C16/MU16	275	Eden	Sickle	Equinox(both)
ALPHENA*	2	Mothers and children	L	C18	230	Eden	Spoon	Every 9th day
LUGAR	1	Death and afterlife	N	MU18	400	Hel	Skull	Night's end

Rank 1=Greater status, Rank 2= Lesser status

* These deities appear to be female, though all deities are non-reproductive/sexual beings with the exception of SYNEMY and ALPHENA.

Abilities reflect the deity's level/s only when the being is manifested upon the prime world of its worshippers. Upon its home plane the deity is undefeatable by mortals.

All greater deities have 400hp +/- d100; lesser deities have 250hp +/- 5d10. These apply only to its physical form when it appears on the prime world.

Greater deities require a +4 or better weapon to be hit when in physical form upon the prime world; lesser deities needing a +3 or better.

Note: refer to **Supplement IV, Gods, Demi-Gods & Heroes** (by Rob Kuntz and Jim Ward) for more information regarding deities and their expectations of followers. Use everything that will assist you in running your campaign adventures.

All deities have innate abilities in whatever form they appear, many of which they perform at will, in the blink of an eye. The following are common among all human deities. Immune to elemental damage(fire, lightning, cold, poison, poison-gas); move at super speed without tiring(1000xnormal human move rate); can breathe under/and move through at 10x normal rate-water; can teleport without error back to home Plane; alter appearance with illusion for unlimited duration; become invisible at will; Command any mortal to cease any violation of faith or hostile action for 1 turn(no save allowed); summon servant creatures(each has a different preference).

WILDERNESS

Wilderness adventuring is a natural expansion of dungeon exploration. Getting to and from a dungeon was generally ignored in the early years of the game; characters would leave town and--shazam!--be at the dungeon(and vice versa). The primary focus of those early times was the underworld itself--the catacombs and labyrinths beneath graveyards and monasteries and castles. As play developed, some concern *had* to turn to the act of all that moving about on the surface. Bandits and outlaws do their best work when ambushing unsuspecting caravans of merchants; the ability to run away back to their hideout--should caravans include mercenary guards--being preferred to getting lost in dark, twisting, endless, dead end tunnels and corridors underground. And characters rich from porting treasure back and forth from dungeon to town cannot help but attract others wanting to rob and assault them. Thus, surface encounters became the logical step in developing ones campaign.

The original books took a creative approach to the wilderness and using it. But recommending that players purchase a completely separate product from theirs (Avalon Hill's *Outdoor Survival*) in order to do so is *not* an approach that would likely be taken by game developers today. You should treat everything in Original Books, Volume 3 (The Underworld & Wilderness Adventures) as the standard for guiding you; incorporating what appears in this supplement only if you find it in preference. In contrast to the original suggestion of using someone else's prefabricated playing board, to assist you in developing your own wilderness maps--this brief offering.

Mapping Symbols



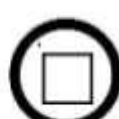
Capital City



City



Small City



Large Town



Town



Village



River System



Maintained
Roadway



Seldom Used
Track



Wilderness
Trail



Danger



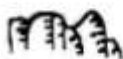
Mine



Treasure



Clerical



Hills or
Escarpment



Ravine or
Canyon



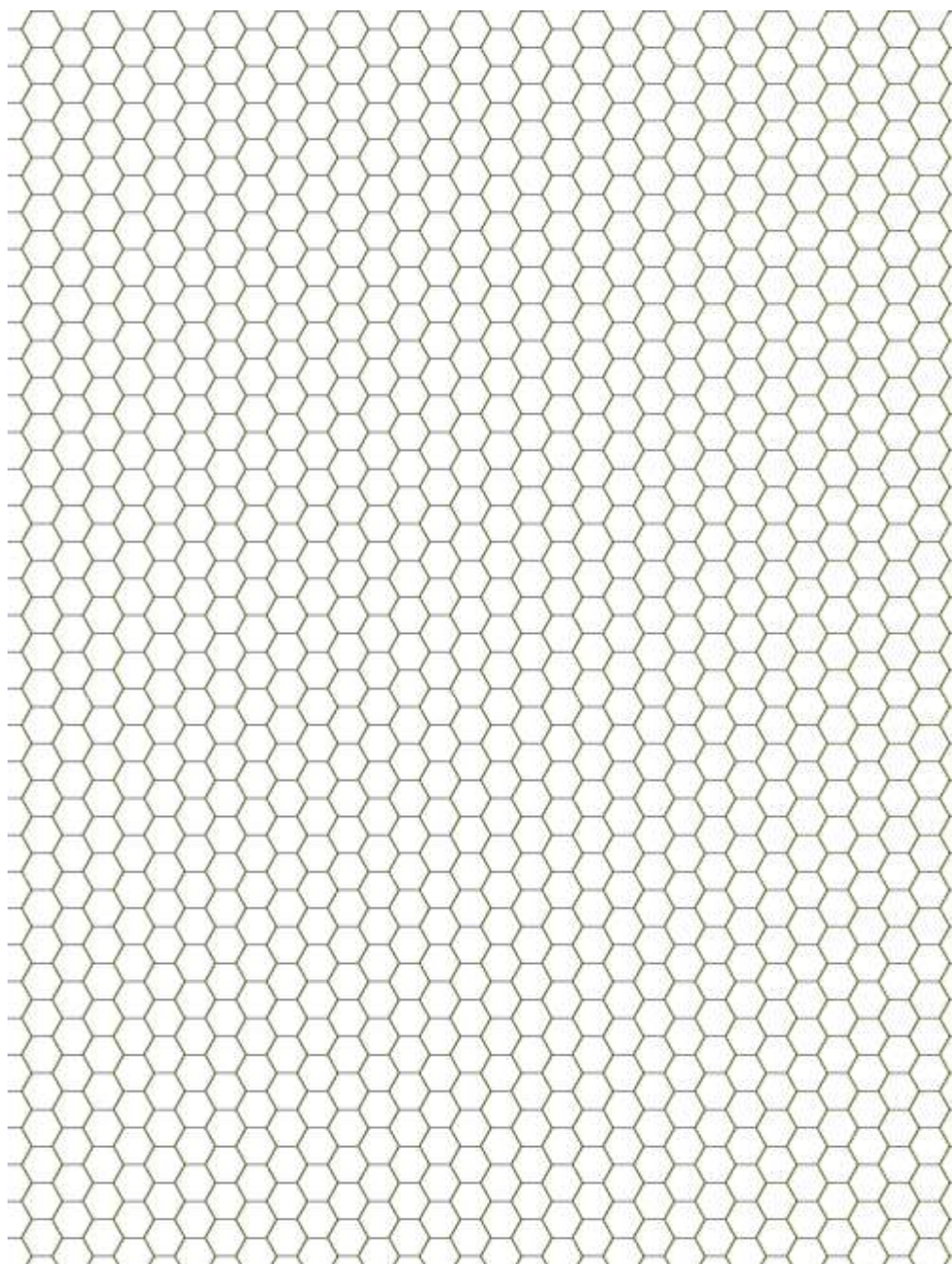
Forest



Swamp



Mountains

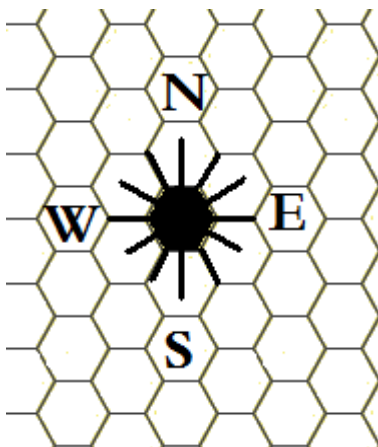


Utilizing the symbols and hex paper shown, it is not difficult to draw out your own world. Actual maps of the earth and modern countries is a good example for you to follow. And when doing so, note that certain geographical features form patterns, and appear to adhere to certain reasoning (i.e., a hot sandy desert will not be found in the arctic north/south!). While you and your players will be gaming in a *Fantasy* world, the degree of fantasy/realism surrounding their characters and of creatures inhabiting your world will affect and define the style in which you and they want. There is nothing "wrong" with Alice-in-Wonderland settings, or brutally realistic ones. As long as it is your choice!

HEX SIZE

This is addressed in Volume 3 of the Original Books as being 5 miles across from edge to edge, or top to bottom. You are not restricted to such. If you prefer to depict a bigger picture of your world, then a scale of 100, 250 or even 500 miles per hex is appropriate. You can also reduce hex size for very local maps; the area surrounding a small village for example, might best be shown in a scale of 20, 30 or 50 feet per hex; such would allow you to create details of the location that would not normally be seen from high above/on a larger scale.

The use of hex mapping is recommended in wilderness adventures. While you could use the standard square graph paper, most Game Referees will find it easier to track the characters' overland movement using the hex, with each face representing a direction related to the compass:



precise headings such as N, NNE, NE, E, SE, SSE, S, SSW, SW, W, NW, NNW provide the Referee the ability to plot exact travel and location. This is important in outdoor settings, where visibility is critical, more harsh, and can mean the difference of being spotted by enemies or not.

SUMMATION

The purpose of this Supplement is *not* to address every component of the Original Books and Greyhawk Supplement with counter suggestions. It is to offer a different insight into the concepts that *are* addressed. And, examine a few that have developed since the inception of the game. It is hoped that some things that needed clarifying, have been done, and that in doing so, will motivate you to reexamine the Original Books and Greyhawk Supplement, with the desire to continue in the same manner.

(If it is not clear to you the reader, then let me state for the record, I do not claim ownership to the conceptual ideas and materials within this supplement that have *publicly* appeared previously. Anything that appears to be "new" and has not appeared anywhere else, is by my design--if not credited to its author. I am, in the end, merely the editor of this volume.)

RC Pinnell,
Menifee, CA. November 2012

This supplement is dedicated to:

