

# Adventures Dark and Deep™

## A Curious Volume of Forgotten Lore



by Joseph Bloch

*New, expanded, and alternate rules suitable for use with  
Advanced Dungeons & Dragons™, OSRIC™, Labyrinth Lord™, and compatible games*



# Adventures Dark and Deep™ A Curious Volume of Forgotten Lore

A supplement for Advanced Dungeons & Dragons®

*Being a collection of new, expanded, and alternate rules suitable for use with  
Advanced Dungeons & Dragons™, OSRIC™, Labyrinth Lord™, and compatible games*

Authored by Joseph Bloch

*Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.*

With the kindest assistance of...

*...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of these rules into the version you see today.*

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Dedicated to E. Gary Gygax

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# Introduction

“What if?”

Some of the most intriguing works of fiction have stemmed from those two simple words. What if Hitler had won World War 2? What if the Roman Empire had never fallen? What if John F. Kennedy had never been assassinated?

This work represents just such a “what if” scenario, though perhaps one with less weighty historical consequences. What if Gary Gygax had not left TSR in 1985, and had been allowed to continue developing the world’s most famous fantasy role-playing game?

We will, unfortunately, never know the answer to that question. Gygax did leave TSR in that year, and others took over the job of designing the second (and subsequent) versions of the game. After that unfortunate episode, he was understandably reluctant to give any advice on how he would have carried the game forward.

However, he did leave behind hints revealing the direction he would have taken the game. New character classes. Streamlined combat. New spells and magic items. Consolidated and re-worked monsters. We don’t have many specifics, but we do have a fair number of “big picture” ideas. All of these have inspired the present work.

Bear in mind that the author has no special insight into Gygax’s mind on this subject other than what he wrote publically. Certainly this work should not be taken as having any sort of official stamp, either from his estate or the corporations that took the game in new directions. All that has been done is to collect the hints he did leave, use them as inspiration, and take off in a wholly different direction than that which happened “officially.”

**ADVENTURES DARK AND DEEP™** is not a “retro-clone.” It does not set out to re-create a particular set of rules from decades past, as do some other games (not that there’s anything amiss in doing so!). Rather, it is a new creation, unique unto itself, and does not attempt to recreate any set of rules that has gone before.

What the game master should always bear in mind is that he is, in fact as well as name, the master of the game. There are many rules in **ADVENTURES DARK AND DEEP™**, but this should in no way be taken to mean that it is an absolutist game system. There are going to be a vast number of situations on which the game is simply silent. That is why the game has a game master; it is his skills that fill those gaps with flashes of brilliant improvisation.

Even more so, where there are rules that exist, but don’t seem to quite cover a specific situation that arises in the game, the game master should always remember that he is free to toss them out, if temporarily, and come up with something that fits the situation better “on the fly.” The game must first and foremost be fun, and it’s not fun if play stops every three minutes so he can find some obscure rule. The game master must always feel empowered to simply tell his players to “roll a d20” and make a flash ruling.

Make it fun.

# Character Classes

Below are several new character classes that can be added to any campaign. All have some level of spellcasting ability, and while some may seem to be similar to classes found in the original rules, each has its own particular point of emphasis, making it a unique and useful addition to any campaign or adventuring party.

Most of the class descriptions make reference to spells that are shared by other classes, such as mages and clerics. Since these spells are already described in the original rulebooks, they are not included in this book in the interests of brevity.

## Level Limits for Demi-humans

Although as with most character classes, humans have no limits on how far they may advance in experience level, some classes have maximums depending on the character's race. Further, those minimums will usually be modified by one or more of the character's statistics, as noted below. If a class is not listed below for a race that could normally take up that class, which indicates there are no level limits.

**TABLE 1: DARK ELF LEVEL LIMITS (M/F)**

Ability Score	Bard (CHA)	Mountebank (CHA)
12 or less	5/5	5/6
13	5/5	6/7
14	5/5	7/7
15	6/6	8/8
16	7/7	9/8
17	8/8	10/9
18	8/9	11/9
19 or more	8/10	11/9

**TABLE 2: GRAY ELF LEVEL LIMITS**

Ability Score	Bard (CHA)	Savant (INT)	Mntbk. (CHA)
12 or less	-	14	4
13	-	14	5
14	6	14	5
15-16	6	14	6
17	7	15	7
18	7	16	7
19 or more	8	16	7

**TABLE 3: HALF-ELF LEVEL LIMITS**

Ability Score	Bard (CHA)	Savant (INT)	Mntbk. (CHA)
14 or less	6	10	8
15	7	10	8
16	7	10	9
17	8	11	10
18-19	8	12	11
20 or more	9	12	11

**TABLE 4: HIGH ELF LEVEL LIMITS**

Ability Score	Bard (CHA)	Savant (INT)	Mntbk. (CHA)
12 or less	6	14	7
13	6	14	8
14	6	14	8
15	6	14	9
16	6	14	9
17	7	15	10
18	7	16	10
19	8	16	10
20	8	16	10
21	8	16	10
22 or more	8	16	10

**TABLE 5: WOOD ELF LEVEL LIMITS**

Ability Score	Bard (CHA)	Mountebank (CHA)
12 or less	4	3
13	4	4
14	4	5
15	4	6
16	5	7
17	5	9
18 or more	6	8

**TABLE 6: DEEP GNOME LEVEL LIMITS**

Ability Score	Bard (CHA)	Mountebank (CHA)
15 or less	5	8
16	6	9
17	6	10
18 or more	6	11

**TABLE 7: GNOME LEVEL LIMITS**

Ability Score	Bard (CHA)	Mountebank (CHA)
15 or less	5	8
16	6	9
17	6	10
18-19	6	11
20	6	11
21 or more	6	11

Gnomes are limited to the 6th level as jesters, regardless of ability scores.

**TABLE 8: HALFLING LEVEL LIMITS**

Ability Score	Bard (CHA)	Mountebank (CHA)
15 or less	5	6
16	6	7
17	7	8
18 or more	7	9

Halflings are limited to the sixth level as jesters, regardless of ability scores.

**TABLE 9: HALF-ORC LEVEL LIMITS**

Ability Score	Mountebank (CHA)
14 or less	4
15	5
16	6
17	7

## Bard

The bard is a performer, minstrel, jongleur, poet, and storyteller all rolled into one. Bards are able to cast spells through their songs, and have some skill at thievery as well. In addition, they are, or can become, repositories of lore and languages, discovering snippets of odd knowledge here and there in the form of rhymes, songs, legends, and so forth, which may become useful in the most unexpected of circumstances.

Both dexterity and charisma must be at least 14; if both are greater than 15, the bard receives a 10% bonus to all experience points earned. Bards use six-sided hit dice to determine hit points.

Bards may be of any non-lawful alignment. Bards who become lawful lose all spell casting abilities, and no longer improve their skills in hiding in shadows, listening at doors, and sleight of hand. Bards can be human, half-elf, elf, halfling, or gnome.



Bards have the following powers and abilities:

- Verbal patter
- Spell use
- Lore
- Hide in shadows
- Listen at doors
- Read languages
- Sleight of hand
- Musical instrument

Bards may use the following armors: cuirass (any), furs, gambeson, lamellar (any), ring armor, brigandine, scale armor (any), and mail (but only if enchanted or elfin in nature). They may only become proficient in the following weapons: club, dagger, dart, garrote, javelin, knife, lasso, sap, scimitar, sling, spear, quarterstaff, bastard sword, broadsword, falchion, long sword, and short sword. When using weapons in which they are not proficient, they suffer a -3 penalty "to hit" (see p. 29 for details).

Bards advance in experience levels according to the following table:

**TABLE 10: BARD LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,500	2	2d6
5,000	3	3d6
12,500	4	4d6
25,000	5	5d6
50,000	6	6d6
100,000	7	7d6
200,000	8	8d6
400,000	9	9d6
650,000	10	10d6
900,000	11	10d6+2

For every level above 11th, the bard requires an additional 250,000 experience points to advance. The bard gains 2 hit points for each level earned past the 11th.

Bards begin the game with 2d6x10 g.p.

### Verbal Patter

Verbal patter describes those skills the bard uses to entertain and influence his audiences. While engaging in verbal patter, the bard cannot cast spells. Combat, however, is still allowed.

**TABLE 11: BARD VERBAL PATTERN**

Bard Level	Attend	Inspire	Entertain, Distract	Trust
1	40%	30%	20%	10%
2	45%	35%	25%	15%
3	50%	40%	30%	20%
4	55%	45%	35%	25%
5	60%	50%	40%	30%
6	65%	55%	45%	35%
7	70%	60%	50%	40%
8	75%	65%	55%	45%
9	80%	70%	60%	50%
10	85%	75%	65%	55%
11	90%	80%	70%	60%
12	95%	85%	75%	65%

**TABLE 12: CHARISMA ADJUSTMENT FOR VERBAL PATTERN**

Charisma	Attend	Inspire	Entertain, Distract	Trust
16	5%	-	10%	-
17	10%	-	15%	5%
18	15%	-	20%	10%
19	20%	-	25%	15%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved (e.g., a drunken and hostile crowd might be particularly less likely to respond positively to a bard's efforts at persuading them to believe something). Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% bonus if the one before it had been successful, to a maximum 95% chance of success. There are no racial bonuses for verbal patter. In a round where a bard uses his verbal patter ability, he may not cast spells or engage in combat. Verbal patter requires the use of the bard's instrument; see below.

**Attend:** The bard uses his patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said. It does not guarantee agreement, only attention.

**Distract:** By means of this ability, the bard substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed. If the character succeeds, the target transfers its attention from one object to the other.

**Distrust:** The bard uses his clowning to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes the dimmest possible view of the target's intentions and actions.

**Entertain:** The bard attempts to occupy the attention of an audience with jokes, comedy, gags, and amusing yarns. On a successful roll, the audience responds with laughter, chuckles, and a generally jolly attitude.

**Inspire:** With this ability, the bard attempts to bolster the morale and fighting élan of those around him. If successful, all those friendly to the bard within 40' receive a 20% bonus to their morale rolls (see p. 42 for details) and a +1 bonus on all "to hit", damage, and saving throw rolls. Note: include the bard's charisma morale adjustment when determining the success or failure of a morale check.

**Trust:** With this ability, the bard attempts to persuade the audience that a third party (not the bard himself) is worthy of their trust and faith. This will not mean automatic acceptance of anything that third party says, but it certainly makes him much more likely to be heeded. The third party in question must be an individual, not a group.

### Spell Use

Bards are able to cast magic spells in the form of songs, learned over the course of a lifetime of wandering and study. The number of spells that the bard can commit to memory at any given time is dependent on his level, as shown in the following table:

**TABLE 13: BARD SPELLS AVAILABLE BY LEVEL**

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	4	2	1	-	-	-	-
6	4	2	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	3	3	2	1	-	-
10	4	4	3	2	2	-	-
11	4	4	4	3	3	1	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	2	1
14	5	5	5	4	4	2	2
15	5	5	5	5	5	3	3

Bards do not gain any additional spells after 15th level.

Bards do not use spell books to record their spell-songs; they memorize them as part of their training. However, before they can be used to create a magical effect, the bard must spend time in rehearsal and meditation at the beginning of the day, much like a mage or cleric must memorize or pray for a spell.

All bard spells are actually sung. As such, they require the use of the bard's instrument; see "musical instrument" below, for more information. Spells that do not list "gestures" as a requirement still require that the bard play his instrument in order to affect the spell. If the bard's instrument is not available, there is a base 25% chance that the spell has no effect. Once a bard takes "voice" as an instrument, he can sing his spells *a cappella*, and the 25% failure chance no longer applies. Almost all musical instruments require both hands to play properly.

It should be noted that many bard spells have a casting time, but their duration depends on how long the incantation is maintained. What this means is that the spell's effect begins at the end of the casting time, but endures as long as the bard continues to sing. Unless otherwise stated in the spell description, a bard can maintain such spell-singing for as long as three hours plus one hour per experience level.

It should also be noted that it is not normally possible to tell when a bard is actually casting a spell. Assuming that he is just singing some song, the transition into spellcasting (or completing such a spell) is undetectable except by its effects. Other bards, of course, can tell when such a spell has been cast. This makes bards especially effective in situations where their singing talents are normally employed, such as inns, taverns, banquets, courtly affairs, and so on.

Bards add to their repertoire by listening to the songs of other bards. This can be done in an adversarial situation, where another bard is singing "against" the bard and his party, or when another bard is singing on the same side as the bard who wishes to learn. The learner need not be able to cast the spell himself in order to memorize it; he simply cannot cast it until he has achieved the necessary experience level. There is a base 30% chance of the bard being able to add such a song to his repertoire. This chance is adjusted as follows:

**TABLE 14: BARD LEARNING SONGS, ADJUSTMENTS**

Circumstance	Adjustment to Chance to Learn the Song
Each point of intelligence of the learner above 14	+1%
Each level difference between the learner and the singer	±5%; if the learner is higher, this is a positive bonus, if not, it is a negative penalty

It is necessary for the listener to concentrate solely on the spell being cast; he cannot himself be singing, fighting, and so forth while doing so. If he is attacked during the process, he must make a successful saving throw vs. spells to attempt to learn the spell.

For example, Marcus the Singer is in combat against a party who includes amongst its ranks the evil Stephen the Rhymer. Marcus is 6th level (and has a 16 INT) and Stephen is 7th level. Stephen begins singing a 3rd-level spell, which Marcus wants to add to his own repertoire. Marcus has a 30% base chance, plus 2% for his intelligence score, minus 5% for the level difference between himself and Stephen, for a total of 27%. Because he is not being attacked during the round that the spell is being cast by Stephen and learned by Marcus, Marcus does not need to roll a saving throw.

Bards begin with a repertoire of four spells, rolling randomly from the lists on the following table (roll twice on each list, ignoring and re-rolling duplicates):

**TABLE 15: BARD INITIAL SPELLS**

Die Roll (d10)	List A	List B	Die Roll (d10)	List A	List B
1	Alter Animal	Calmness	6	False Trail	Message
2	Alter Plant	Disgust	7	Jump	Perception
3	Bless	Dry	8	Sharp Note	Ready Spell
4	Climb	Friends	9	Sleep	Resist Cold
5	Cure Animal Wounds	Haunting Dream	10	Wizard Lock	Ventriloquism

**TABLE 16: BARD SPELLS BY LEVEL**

	First Level	Second Level	Third Level
1	Alter Animal	Alter Self	Animal Friendship
2	Alter Plant	Animal Fear	Comfortable Refuge
3	Bless	Bind	Distraction
4	Calmness	Birdsong	Easy Travels
5	Climb	Enhance Beverage	Fear
6	Cure Animal Wounds	Enhance Food	Fly
7	Disgust	Enhance Image	Fresh Air
8	Dry	Far Wandering	Fumble
9	False Trail	Gust of Wind	Haste
10	Friends	Healing Sleep	Martial Arts
11	Haunting Dream	Knock	Neutralize Poison
12	Jump	Levitate	Remove Paralysis
13	Message	Lucky Draw	Resist Charm
14	Perception	Predict Weather	Shillelagh
15	Ready Spell	Refresh	Shout
16	Resist Cold	Remove Fear	Song of Combat
17	Sharp Note	Resist Fire	Spectral Force
18	Sleep	Social Grace	Water Breathing
19	Ventriloquism	Spike Growth	Weakness
20	Wizard Lock	Tiny Hut	Whispering Wind

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awestruck	Dig	Affect Normal Fires	Animal Summoning I
2	Depression	Improved Fear	Avalanche	Bridge
3	Detect Invisibility	Inspiration	Bonhomie	Cacophony
4	Distance Distortion	Invisibility	Control Winds	Charm Monster
5	Emotion	Irresistible Dance	Fascinate	Conjure Fire Elemental
6	Fetter	Maze	Fog Cloud	Control Weather
7	Hallucinatory Forest	Polymorph Other	Mass Invisibility	Dancing Weapon
8	Interrupt Concentration	Song of War	Sonic Blast	Enveloping Flame
9	Pass Without Trace	Sympathy	Teleport	Gale
10	Polymorph Self	Volley of Javelins	Veil	Teleport Other
11	Song of Battle	Wall of Force	Veil of Shadows	Volley of Icicles
12	Steadfast Mount	Wall of Thorns	Valley of Arrows	Wind Walk

**TABLE 17: BARD ABILITIES**

Bard Level	Lore	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
1	5%	-	10%	20%	35%
2	10%	-	10%	25%	40%
3	15%	10%	15%	30%	45%
4	20%	15%	15%	35%	50%
5	25%	20%	20%	40%	55%
6	30%	25%	20%	45%	60%
7	35%	31%	25%	50%	65%
8	40%	37%	25%	55%	70%
9	45%	43%	30%	60%	75%
10	50%	49%	30%	65%	80%
11	55%	56%	35%	70%	85%
12	60%	63%	35%	75%	90%
13	65%	70%	40%	80%	95%
14	70%	77%	40%	85%	100%
15	75%	85%	50%	90%	105%
16	80%	93%	50%	90%	110%
17	85%	99%	55%	90%	115%



**TABLE 18: DEXTERITY ADJUSTMENT FOR BARD ABILITIES**

Dexterity Score	Lore	Hide in Shadows*	Listen at Doors	Read Languages	Sleight of Hand
9	-	-10%	-	-	-10%
10-15	-	-5%	-	-	-5%
16	-	-	-	-	+5%
17	-	+5%	-	-	+10%
18	-	+10%	-	-	+15%
19	-	+12%	-	-	+20%
20	-	+15%	-	-	+23%
21	-	+18%	-	-	+26%
22	-	+20%	-	-	+29%
23	-	+23%	-	-	+32%
24	-	+25%	-	-	+35%
25	-	+30%	-	-	+38%

\* Do not apply dexterity bonuses to hide in shadows if wearing any armor heavier than leather.

**TABLE 19: RACIAL ADJUSTMENT FOR BARD ABILITIES**

Race	Lore	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
Elf	-	+10%	+5%	-	+5%
Gnome	-	+5%	+10%	-	+5%
Half-Elf	-	+5%	-	-	+5%
Halfling	-	+15%	-	-5%	-

**TABLE 20: ARMOR ADJUSTMENT FOR BARD ABILITIES**

Armor Worn	Lore	Hide in Shadows	Listen at Doors	Read Languages	Sleight of Hand
None	-	+5%	±0	-	+5%
Leather cuirass or lamellar	-	±0	±0	-	±0
Elven mail	-	-10%	-5%	-	-20%
Brigandine or steel	-	-20%	-10%	-	-30%
Lamellar	-	-	-	-	-
Mail	-	-30%	-15%	-	-40%

### Lore

Bards are like magpies, picking up bits of arcane and otherwise obscure knowledge. A bard has a base 5% chance per experience level of being able to identify the basic properties of enchanted weapons, armor, shields, rings, wands, rods, and the like. Singular items, such as artifacts or relics, have a base 10% chance per experience level. *Cursed* items that look like non-cursed items (e.g., *scarab of enraging enemies*, *amulet of inescapable detection*) have a 60% chance of being misidentified as being of beneficial type.

### Hide in Shadows

Beginning at third level, bards can become practically disappear (under the proper circumstances). Obviously, it is not a skill that can be practiced in the middle of a courtyard in glaring sunlight, but in the twisting streets of a town lit only by torchlight, or in the deep passageways of a dungeon complex, the bard can render himself motionless while blending into the shadows.

### Listen at Doors

Bards are able, through careful practice, to discern voices and other sounds by listening at doors, windows, and similar portals. This comes from the bard's innate ear for sounds and languages. It requires that the bard press one ear against the door.

### Read Languages

Beginning at fourth level, bards are able to comprehend many written languages (but note that this does not apply to hearing or speaking). This is an ability acquired in the study of treasure maps, diagrams, and similar items.

### Sleight of Hand

Sleight of hand allows the bard to perform minor feats of prestidigitation: palming, ditching, and switching small objects.

### Musical Instrument

All bards are proficient in the use of one musical instrument. This instrument is required for them to use their verbal patter abilities or to cast spells properly; there is a 25% chance of failure (over and above any other chance) if the instrument is missing or otherwise unavailable for play. For every two levels, the bard may select a proficiency in an additional instrument. At sixth level, the bard may select "voice" as his instrument, and thus be able to use his abilities *a cappella* with no penalty.

Although each campaign will have different specifics, some popular musical instruments from Medieval Europe are listed in the following table:

**TABLE 21: BARD INSTRUMENTS**

Instrument	Cost (g.p.)	Weight (lbs.)
Bagpipe	60	20
Crumhorn	16	3
Drum	4	8
Dulcian	19	4
Dulcimer	20	6
Flute	5	1
Harp	75	14
Hurdy-gurdy	100	12
Lute	25	7
Lyre	150	15
Mandolin	28	10
Psaltery	90	11
Rebec	30	5
Recorder	6	1
Zink	15	2

**Notes**

As a rule, all musical instruments require two hands to play, though there are certain exceptions that common sense will dictate (such as when a drum is resting on a table or other surface and is being played with one hand). Some

instruments are so large as to not be portable at all, such as the harpsichord or organ. An organ, in fact, requires at least two people to play: one to operate the keyboard and another to work the bellows.

**Crumhorn:** A long wind instrument played with both hands.

**Dulcian:** A long wind instrument that sounds deeper and more resonant than it should, thanks to a two-bore construction.

**Dulcimer:** A string instrument, trapezoidal in shape, played by striking the strings with small hammers.

**Hurdy-gurdy:** A string instrument; sound is produced by turning a small crank at one end and pressing various levers along the side to make different pitches.

**Lute:** A stringed instrument with a very large oval-shaped body.

**Lyre:** A small harp-type instrument.

**Mandolin:** A larger variety of lute.

**Psaltery:** A wooden instrument like a lyre, but with the strings over a hollow box to provide resonance.

**Rebec:** A small stringed instrument like a violin, played with a bow.

**Recorder:** A flute-like instrument.

**Zink:** A curved wind instrument with a wide range of sound and volume.

## Jester

The jester, a subclass of the bard, possesses a combination of magical, spoken, and acrobatic (e.g., tumbling, juggling) skills. In combat, he is particularly skilled at thrown or tossed weapons, this talent carrying over from his juggling skills. His verbal patter (convincing, distracting, etc.) is of great use when dealing with intelligent creatures.

The prime requisites of the class are thus intelligence, dexterity, and charisma, each of which must be at least 13. If all three are greater than 14, the character adds 10% to experience gained.

The jester uses a six-sided die per level to determine the number of hit points he has. The main focus of the jester is on distraction, persuasion, influence, and so forth. They have considerable skills in terms of influencing intelligent creatures, as well as tumbling and juggling. As nimbleness is an important part of the jester's repertoire, only the lightest and least restrictive armor types are allowed (leather cuirass, furs, leather lamellar, or brigandine). Jesters have access to their own spells, as well as some of the same spells available to mages and illusionists. As combat is not their primary forte, their use of weapons is restricted.

Jesters may be of any non-lawful alignment. Jesters who become lawful lose their spellcasting abilities, and can no longer improve their skills in evasion, juggling, and fire breathing, as well as losing all attack bonuses for hurled weapons.

Only humans, halflings, and gnomes can "take up the motley" and become jesters. Halflings and gnomes are limited to sixth level. Halflings may multi-class as jester/thieves, while gnomes may multi-class as fighter/jesters.



Jesters have the following powers and abilities:

- Pranks
- Verbal patter
- Tumbling and performing
- Spell use

Jesters may use only the following types of armor: leather cuirass, furs, gambeson, leather lamellar, brigandine, and leather scale. They may not use shields. They may only become proficient in the following weapons: club, dagger, dart, knife, sword (short, long, or broad), sling, hand axe (including thrown), slapstick, and javelin; they may use caltrops as weapons. Characters using weapons in which they are not proficient suffer a -4 penalty

"to hit" with melee weapons and a -2 penalty with hurled weapons (see p. 29 for details).

Jesters advance in experience levels according to the following table:

**TABLE 22: JESTER LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
4,500	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
70,000	7	7d6
110,000	8	8d6
200,000	9	9d6
350,000	10	10d6
600,000	11	10d6+2
850,000	12	10d6+4

For every level after 12th, the jester requires 250,000 experience points to advance. The jester gains 2 hit points for each level earned past the 12th.

Jesters can use any magic items available to mages or thieves, as well as those that are open to all classes.

Jesters begin with 2d4x10 g.p.

### Pranks

Pranks are physical gags, such as the pie-in-the-face and the bucket of glue left in an awkward spot to be stepped in.

Pranks come in three types: those which cause minor injury, those which trip/delay, and those which humiliate. Those that deal minor injury cause at most 1d6 h.p. damage and a stunning effect that lasts for 1-3 rounds. A trip/delay prank causes the target to fall (possibly dropping carried items), lose an entire round of movement, or be slowed to half movement for 1-3 rounds. A humiliation prank makes the victim appear clumsy and oafish to witnesses, and results in a temporary loss of 1-4 points of charisma, but otherwise causes no damage or delay.

When used in combination with the jester's verbal patter abilities, it could yield a bonus, depending on the circumstances. Bear in mind that the jester may need to purchase or make props for these pranks, and will usually need time to prepare.

### Verbal Patter

Jesters have skill with verbal patter, as well as pranks, tumbling and performing. Verbal patter is one of the most important of the jester's abilities; it is the heart of his powers of misdirection, confusion, and persuasion. In a round where a jester is using his verbal patter ability, he may not cast spells, but may engage in combat.

**TABLE 23: JESTER VERBAL PATTERN**

Jester Level	Assure, Demean, Attend, Question	Entertain, Distract, Distrust, Second Look	Befuddle, Trust, Value	Enrage
1	40%	20%	10%	-10%
2	45%	25%	15%	-5%
3	50%	30%	20%	0%
4	55%	35%	25%	5%
5	60%	40%	30%	10%
6	65%	45%	35%	15%
7	70%	50%	40%	20%
8	75%	55%	45%	25%
9	80%	60%	50%	30%
10	85%	65%	55%	35%
11	90%	70%	60%	40%
12	95%	75%	65%	45%
13	96%	80%	70%	50%
14	97%	85%	75%	55%
15	98%	90%	80%	60%
16	99%	95%	85%	65%
17	99%	96%	90%	70%

**TABLE 24: CHARISMA ADJUSTMENT FOR VERBAL PATTERN**

Charisma	Assure, Demean, Attend, Question	Entertain, Distract, Distrust, Second Look	Befuddle, Trust, Value	Enrage
16	5%	10%	-	-
17	10%	15%	5%	-
18	15%	20%	10%	-
19	20%	25%	15%	-

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved (e.g., a drunken and hostile crowd might be less likely to respond positively to a jester's efforts at persuasion, etc.). Each use of these abilities requires one round; subsequent uses require additional rolls to succeed, but each gains a +5% bonus if the one before it had been successful, to a maximum 95% chance of success. There are no racial bonuses for verbal patter.

**Attend:** The jester uses his patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said. It does not guarantee agreement, only attention.

**Assure:** The jester attempts to reinforce whatever preconceptions the audience already has. This has the effect of buttressing the perception of a decision as being right (or wrong), causing the audience to pay less heed to those who disagree, etc. The game master should apply penalties depending on what is being reinforced; if it is questionable, a 20% penalty would not be unfair, and a 40% penalty could be assessed for an event that was downright against the thoughts of the audience.

**Befuddle:** The jester uses this ability to create utter confusion in the audience regarding some issue, fact, or event. By his confusing patter, the jester causes the audience to no longer be sure of what they once believed: who did what, where something is, the facts behind some event, and so on.

**Demean:** The jester picks a specific target (person, event, thing, institution, place, etc.) and makes it the object of his derision, insults, and so forth. If the jester demeans the same target again, a 10% penalty should be imposed. Note that if the target (or a representative thereof) of the demeaning is present, it could lead to violence.

**Distract:** By means of this ability, the jester substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a

companion to slip away unnoticed. If the character succeeds, the target transfers its attention from one object to the other.

**Distrust:** The jester uses his clowning to point out something dishonest or otherwise disreputable in the target's behavior or history. If successful, the audience takes the dimmest possible view of the target's intentions and actions.

**Enrage:** By use of this ability, the jester brings his audience to paroxysms of rage, aimed at a particular target. The listed chances for success assume the target is a generally liked and respected member of the audience. If the target is not present, but is someone the audience would normally be sympathetic to, there is a 10% bonus to the chance of success.

If the target is present, but neither particularly liked nor disliked, there is a 20% bonus. If the target is absent and hated, present and disliked, or is the jester himself, there is a 30% bonus. If the target is present and hated, there is a 40% bonus. Note that these bonuses can be applied to the negative chances of success at lower levels, and turn them into a positive.

If the jester attempts to enrage an audience, and fails his roll by more than 30%, the audience resents his attempts and turns ugly in his direction.

**Entertain:** The jester attempts to occupy the attention of an audience with jokes, comedy, gags, and amusing yarns. On a successful roll, the audience responds with laughter, chuckles, and a generally jolly attitude.

**Question:** By using this ability, the jester causes the audience to question something that had been hitherto known: what someone said, what they did, etc. Note that the distinction between this ability and the befuddle ability is subtle and much an issue of degree; question generally is used to merely cause doubt in the mind of the audience, while befuddle is used to completely make a mess of the subject at hand.

**Second Look:** By use of this ability, the jester causes his audience to reevaluate a recent decision or judgment. If attempted after a successful use

of question or befuddle, the jester gains a 10% bonus to succeed. The difference between this and the question ability is that second look actively attempts to get the audience to change their minds, while question merely causes doubt.

**Trust:** With this ability, the bard attempts to persuade the audience that a third party (not the bard himself) is worthy of their trust and faith. This will not mean automatic acceptance of anything that third party says, but it certainly makes him much more likely to be heeded. The third party in question must be an individual, not a group.

**Value:** The jester attempts to make his audience revere and generally have a high opinion of a particular person or thing.

### Tumbling and Performing

Tumbling is a series of capering, tumbles, rolls, and handstands that give the jester some abilities in combat. Performing is a combination of several skills; extraordinary balance, fire breathing, knife (and other objects) throwing, sword swallowing, and tossing/catching/juggling.

**TABLE 25: JESTER TUMBLING AND PERFORMING**

Jester Level	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
1	-	10%	25%, 10'	20%	-	25%	±0, +1	-
2	-	15%	50%, 10'	25%	5%	30%	±0, +1	-
3	+1	20%	75%, 10'	30%	10%	35%	±0, +1	-
4	+1	25%	25%, 20'	35%	15%	40%	+1, +1	5%
5	+1	30%	50%, 20'	40%	20%	45%	+1, +1	10%
6	+1	35%	75%, 20'	45%	25%	50%	+1, +2	15%
7	+2	40%	25%, 30'	50%	30%	55%	+2, +2	20%
8	+2	45%	50%, 30'	55%	35%	60%	+2, +2	25%
9	+2	50%	75%, 30'	60%	40%	65%	+2, +3	30%
10	+2	55%	25%, 40'	65%	45%	70%	+2, +3	35%
11	+3	60%	50%, 40'	70%	50%	75%	+3, +3	40%
12	+3	60%	75%, 40'	75%	55%	80%	+3, +4	45%
13	+3	60%	25%, 50'	80%	60%	85%	+3, +4	50%
14	+3	60%	50%, 50'	85%	65%	90%	+3, +4	55%
15	+4	60%	75%, 50'	90%	70%	95%	+3, +5	60%
16	+4	60%	25%, 60'	95%	75%	96%	+4, +5	65%
17	+4	60%	50%, 60'	96%	80%	97%	+4, +5	70%

**TABLE 26: RACIAL MODIFIERS TO TUMBLING AND PERFORMING**

Race	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
Gnome	-	+5%	-	-	-	+5%	-	-
Halfling	-	+10%	+5%	-	+5%	-	-1, +0	-

**TABLE 27: DEXTERITY MODIFIERS TO TUMBLING AND PERFORMING**

Dexterity	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
16	+1	+2%	-	+3%	-	+5%	-	-
17	+1	+3%	-	+6%	-	+10%	+1, +0	-
18	+2	+5%	+5'	+9%	-	+15%	+2, +1	-
19	+2	+8%	+10'	+12%	-	+20%	+2, +1	-
20	+3	+12%	+15'	+15%	-	+25%	+2, +2	-
21	+3	+17%	+20'	+17%	-	+30%	+2, +2	-
22	+4	+23%	+25'	+19%	-	+35%	+3, +2	-
23	+4	+30%	+30'	+21%	-	+38%	+3, +2	-
24	+5	+38%	+35'	+22%	-	+41%	+3, +3	-
25	+5	+47%	+40'	+23%	-	+45%	+3, +3	-

TABLE 28: ARMOR MODIFIERS TO TUMBLING AND PERFORMING

Armor Type	Attack	Evasion	Falling	Balance	Fire Breathing	Juggling	Knife Throwing	Sword Swallowing
None	-	-	-	-	-	-	-	-
Brigandine	-	-5%	-	-6%	-	-5%	-	-
Elven Mail	-	-	-	-	-	-	-	-
Furs	-	-5%	-	-6%	-	-5%	-	-
Gambeson	-	-5%	-	-6%	-	-5%	-	-
Jousting Plate	-3	-30%	-25%	-25%	-20%	-40%	-50%	-10%
Leather Cuirass	-	-	-	-3%	-	-	-	-
Leather Lamellar	-	-	-	-3%	-	-	-	-
Mail	-	-15%	-10%	-12%	-5%	-15%	-20%	-
Steel Lamellar	-	-10%	-5%	-9%	-	-10%	-10%	-
Steel Scale	-	-10%	-5%	-9%	-	-10%	-10%	-
Plate	-2	-25%	-20%	-20%	-15%	-30%	-40%	-5%
Plated Mail	-1	-20%	-15%	-15%	-10%	-20%	-30%	-

**Attack** adds the stated “to hit” bonus to the jester’s rolls in hand-to-hand combat.

**Evasion** functions like an analog to magic resistance, applied to physical attacks. It allows the jester to caper, dodge, and weave away from attacks. It only functions when the jester has a lower initiative score than an enemy in melee combat, and has a maximum of 60% chance of success (even factoring in dexterity and racial bonuses). It can be applied to a single attack; if more than one attack is possible, the jester may choose which to apply the evasion chance to. It is not done in lieu of the jester’s normal combat action, but in addition to it.

**Falling** percentage indicates the chance for the jester to avoid damage when falling the distance given. If the jester fails the roll, he still avoids some of the normal falling damage, as an inverse of the percentage indicated. For example, a jester falls 30’ into a pit, and the game master rolls 3d6 for the damage; a 4, a 5, and a 3. A 7th-level jester falling 30’ would take 25% of the damage of the first 10’ (1 point of damage), 25% of the second 10’ (2 points of damage— always round up), and then 75% of the remainder (3 points of damage— again, rounding up), for a total of 6 h.p. of damage from the fall. A 10th-level jester falling 30’ would only take 25% of the normal damage for such a fall (1 for the first 10’, 2 for the second 10’, and 1 for the last 10’) for a total of 4 h.p. of damage.

If the fall is greater than the distance given, that portion of the falling damage is prorated, with the remainder yielding full damage. Assume the fall in the above example is 50’ rather than 30’, and the game master rolls a 4, a 5, a 3, a 1, and a 6 for damage. The 7th level jester would take 25% of the damage for the first 10’ (1 h.p.), 25% for the second (2 h.p.), 75% of the 3rd 10’ (3 h.p.), and full damage for the remainder (7 h.p.), for a total of 13 h.p. The 10th level jester would take 25% for the first 10’ (1 h.p.), 25% for the second 10’ (2 h.p.), 25% for the third 10’ (1 h.p.), 75% of the fourth 10’ (1 h.p.), and full damage for the last 10’ (6 h.p.) for a total of 11 h.p. of damage.

**Balancing** allows the jester to not only maintain his balance in unusual situations, but also to balance things upon his person. Examples include: remaining upright when the floor is tilting at a steep angle, balancing a plate on a stick on the forehead, balancing at the top of a pole, etc. It also includes the skill of balancing things on each other.

**Fire Breathing** is the art of blowing flammable liquids or vapors out of the mouth and igniting them. When done just for show, increase the chance for success by +50%. When done in a combat situation, the percentage is as stated. As a rule, the materials necessary cost 3 g.p. per use, cause 1d6 h.p. of damage, and have a range of 4’, although the game master may, at his discretion, include other substances or even magical potions that alter those parameters. Failure could indicate that a friendly combatant was burned (at

the discretion of the game master); failing by more than 50% indicates that the jester himself is injured. An ignition source (usually a torch) is required.

**Juggling** is the general art of tossing and catching objects (cups, knives, torches, balls, etc.). Actual juggling is the best-known example of this, of course, but in combat this can be used to intercept non-magical missiles targeting the jester. The jester may then immediately throw the object (if it may ordinarily be thrown; an arrow, for instance, could not be), hold it, or simply let it drop to the ground. This may be used against a number of incoming missiles equal to his level, to a maximum of 6. If the jester does immediately re-throw the missile, it does not count as his attack for that round. Juggling cannot be done while the character is “in melee”.

**Knife Throwing** allows the jester to use small hand-held missile weapons such as daggers, darts, axes, etc. In the table above, the first number indicates the number of missiles per round that the jester can throw, as a modifier to the fire rate (thus, a 6th-level jester could hurl four darts per round, because one can normally throw 3 darts per round, and the jester’s level gives him an additional 1 dart per round). The second number is the bonus “to hit” that the jester receives over and above the standard dexterity bonus for such things. In addition, the jester treats all such hurled missiles as being one range class closer; i.e., L range becomes M, and M becomes S. No range can ever be smaller than S. Note that jesters can use weapons not normally thought of as hurled weapons in such a fashion, with only the normal non-proficiency penalty “to hit.” Unless otherwise specified, this applies to hurled magic items such as *iron bands of binding*, etc.

**Sword Swallowing** does not have any immediate combat-related application, but an enterprising character could use this ability to conceal objects. The details of such use are left to the game master, but players should not be allowed to “get away with murder” in terms of using this ability. A key would be well within the bounds of the ability, as might be a wand, but hiding an actual sword would be too much.

**Spell Use**

Jesters are able to cast spells when they reach third level, but do not gain them automatically when they advance in level. Jestors do not begin the game with a spell book; they must purchase or find one at some point prior to reaching third level. Jestors obtain spells haphazardly, while adventuring, and are then able to copy them into their spell books (no special spells or magical ink is required). They can also copy spells of clerical, druid, or mystical nature from the appropriate sorts of scrolls. Note that while they are able to copy spells from mages and illusionists, the reverse is not true; regular spell-casters cannot understand the abbreviated patois that jestors use when noting down their spells. Jestors are able to memorize a number of spells based on their own level:

**TABLE 29: JESTER SPELLS AVAILABLE BY LEVEL**

Jester's Level	Spell Level			
	1st	2nd	3rd	4th
3	1	-	-	-
4	2	-	-	-
5	2	1	-	-
6	2	2	-	-
7	2	2	1	-
8	3	2	1	-
9	3	2	2	1
10	3	3	2	1
11	3	3	2	2
12	3	3	3	2

Jesters are not able to memorize any additional spells after 12th level.

The jester must commit spells to memory before they can be cast. In order to do so, the jester must be rested prior to the actual study necessary to impress the mystical energies upon his mind, just like other spell-casters.

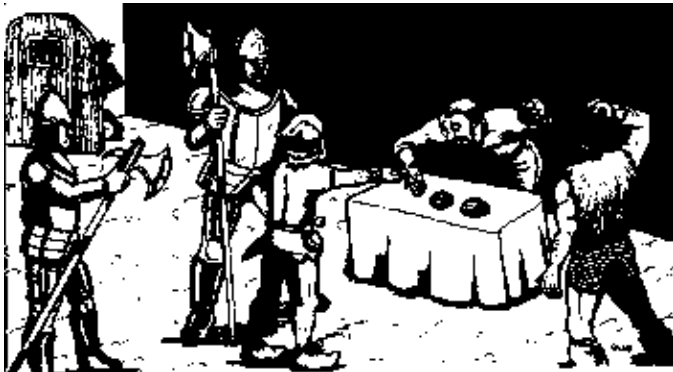
**TABLE 30: JESTER SPELLS BY LEVEL**

	First Level	Second Level	Third Level	Fourth Level
1	Animal Friendship	Feign Death	Animal Summoning I	Ethereality
2	Audible Glamer	Gust of Wind	Cloudburst	Exchange
3	Color Spray	Ignore	Emotion	Passwall
4	Dancing Lights	Invisibility	Fireball	Place of Holding
5	Darkness 15' Radius	Lightning Bolt	Greater Morphing	Prismatic Spray
6	Enlarge	Mirror Image	Hide in Plain Sight	Stone to Flesh
7	ESP	Phantasmal Force	Hideous Laughter	
8	Faerie Fire	Plant Growth	Just Out of Time	
9	Fool's Luck	Skyhook	Project Image	
10	Minor Morphing	Slow		
11	Palm of my Hand	Stream		
12	Stinking Cloud	Ventriloquism		

## Mountebank

The mountebank is a sub-class of the thief. As an inveterate con man and huckster, he relies more on his skills of misdirection and confusion than on physical pilfering, but is not entirely unskilled in many of the more traditional thievery arts as well. Mountebanks also have a small amount of knowledge of magic, which they use to aid in their confidence games.

Mountebanks must have a minimum dexterity of 9, an intelligence of 10, and a charisma of 12. They use a six-sided hit die and may be of any non-lawful alignment. Mountebanks may belong to any race save wild elves, but non-human mountebanks have restrictions on how high they may advance in level.



Mountebanks have the following powers and skills:

- Disguise
- Performing and prestidigitation
- Spell use
- Alchemy
- "Thieves' cant"
- Verbal patter

Mountebanks may use any type of armor, but some impose penalties on their skills (see below). They may not use shields. They may become proficient in the following weapons: club, hand crossbow, dagger, dart, garrote, knife, sap, sling, longsword, short sword, and quarterstaff. Those using weapons in which they are not proficient suffer a -3 penalty "to hit" (see p. 29 for details).

Mountebanks advance in level according to the following table:

**TABLE 31: MOUNTEBANK LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,750	2	2d6
3,500	3	3d6
7,000	4	4d6
14,000	5	5d6
28,000	6	6d6
56,000	7	7d6
100,000	8	8d6
200,000	9	9d6
400,000	10	10d6
600,000	11	10d6+2
800,000	12	10d6+4

Mountebanks require 200,000 x.p. to advance in level beyond 12th, and gain 2 h.p. when they do so.

Mountebanks begin the game with 2d6x10 g.p.

### Disguise

The mountebank uses disguise to change his appearance, making it much more difficult for his marks to pursue him if they discover his con. This ability can make the mountebank appear up to three inches shorter, or five inches taller, than his actual height. Gender can be changed, as can weight; the disguised character can appear up to 25% slimmer or 50% heavier than his actual weight. Race can also be changed, within reason; a human might be able to pass as an elf, but never a halfling. On the other hand, a gnome could appear as a dwarf or halfling, in theory. Class, as well as social class, is very easily imitated, and the disguised character can appear as anything from a mage to a prince, from a merchant to a beggar.

There is a base chance of 2% per day, however, that the disguise will be penetrated. This base chance is modified as follows:

**TABLE 32: MOUNTEBANK DISGUISE MODIFIERS**

Condition	Modifier
Posing as another race	+2%
Posing as opposite gender	+2%
Posing as another class	+2%
INT+WIS of observer is 36 or more	+6%
INT+WIS of observer is 35	+5%
INT+WIS of observer is 34	+4%
INT+WIS of observer is 33	+3%
INT+WIS of observer is 32	+2%
INT+WIS of observer is 31	+1%
INT+WIS of observer is 19	-1%
INT+WIS of observer is 18	-2%
INT+WIS of observer is 17	-3%
INT+WIS of observer is 16	-4%
INT+WIS of observer is 15	-5%
INT+WIS of observer is 14	-6%
INT+WIS of observer is 13	-7%
INT+WIS of observer is 12 or less	-8%

A check is made for each concerned party (the mark himself, and any of the mark's companions, guards, etc.) encountering the disguised mountebank, with a further check every 24 hours. Magic items, such as a *gem of seeing*, penetrate a disguise automatically.

### Performing and Prestidigitation

Performing and prestidigitation allow the mountebank to prove that the hand is indeed quicker than the eye. With these skills he can use his deft manual dexterity to befuddle, distract, and amuse others.



**TABLE 33: PERFORMING AND PRESTIDIGITATION**

Mountebank Level	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
1	30%	35%	25%	±0, +1
2	35%	40%	30%	±0, +1
3	40%	45%	35%	±0, +1
4	45%	50%	40%	+1, +1
5	50%	55%	45%	+1, +1
6	55%	60%	50%	+1, +2
7	60%	65%	55%	+2, +2
8	65%	70%	60%	+2, +2
9	70%	75%	65%	+2, +3
10	80%	80%	70%	+2, +3
11	90%	85%	75%	+3, +3
12	100%	90%	80%	+3, +4
13	105%	95%	85%	+3, +4
14	110%	96%	90%	+3, +4
15	115%	97%	95%	+3, +5
16	125%	98%	96%	+4, +5
17	125%	99%	97%	+4, +5

Like thieves, mountebanks can pick pockets, cut purses, remove small items from belt pouches, palm trinkets, pilfer small items from market stalls, and so forth.

Sleight of Hand allows the mountebank to perform minor feats of prestidigitation: palming, ditching, and switching small objects.

Juggling is the general art of tossing and catching objects (cups, knives, torches, balls, etc.). Actual juggling is the best-known example of this, of course, but in combat this can be used to intercept non-magical missiles targeting the mountebank. The mountebank may then immediately throw the object (if it may ordinarily be thrown; an arrow, for instance, could not be), hold it, or simply let it drop to the ground. This may be used against a number of incoming missiles equal to his level, to a maximum of 6. If the mountebank does immediately re-throw the missile, it does not count as his attack for that round. Juggling cannot be done while the character is "in melee".

Knife Throwing allows the mountebank to use small hand-held missile weapons such as daggers, darts, axes, and so forth. In the table above, the first number indicates the number of missiles per round that can be thrown by the mountebank, as a modifier to the fire rate (thus, a fourth-level mountebank could hurl four darts per round; the normal three per round, plus one bonus for his level). The second number is the bonus "to hit" that the mountebank receives over and above the standard dexterity bonus for such things. In addition, the mountebank treats all such hurled missiles as being one range class closer (i.e., L range becomes M, and M becomes S). Note that mountebanks can use weapons not normally thought of as hurled weapons in such a fashion, with only the normal non-proficiency penalty "to hit." Unless otherwise specified, this also applies to hurled magic items such as *iron bands of binding*, etc. If an adjusted rate of fire ever becomes less than 1, treat it as a rate of fire of 1/2 rounds.

**TABLE 34: PERFORMING AND PRESTIDIGITATION RACIAL ADJUSTMENTS**

Race	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
Dwarf	-10%	-	-10%	-
Elf	+5%	+5%	+5%	0, +1
Gnome	+5%	-	+5%	-
Half-Elf	+5%	+5%	+5%	0, +1
Halfling	-	-5%	-	-1, +0
Half-Orc	-5%	-5%	-5%	+1, +1

**TABLE 35: PERFORMING AND PRESTIDIGITATION DEXTERITY ADJUSTMENTS**

Dexterity	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
15	-	+5%	-	-
16	-	+10%	+5%	-
17	+5%	+15%	+10%	+1, +0
18	+10%	+20%	+15%	+1, +0
19	+15%	+25%	+20%	+2, +1
20	+20%	+30%	+25%	+2, +1
21	+25%	+33%	+30%	+2, +2
22	+30%	+36%	+35%	+2, +2
23	+35%	+39%	+38%	+3, +2
24	+40%	+42%	+41%	+3, +2
25	+45%	+45%	+45%	+3, +3

**Spell Use**

Mountebanks are able to cast spells, but do not gain them automatically when they advance in level. Rather, mountebanks obtain spells haphazardly, while adventuring, and are able to copy them into their spell books (no special spells or magical ink are required). Note that while they are able to copy spells from mages, illusionists, and savants, the reverse is not true; regular spell-casters cannot understand the abbreviated patois mountebanks use when noting down their spells. They can, of course, copy spells from other mountebanks' spell books into their own. Mountebanks can memorize a number of spells based on their level:

**TABLE 37: MOUNTEBANK SPELLS AVAILABLE BY LEVEL**

Mountebank Level	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
5	1	-	-	-
6	2	1	-	-
7	2	2	-	-
8	2	2	1	-
9	3	2	1	1
10	3	3	2	2

Mountebanks cannot memorize any additional spells after 10th level.

**TABLE 36: PERFORMING AND PRESTIDIGITATION ARMOR ADJUSTMENTS**

Armor Type	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
None	+5%	+5%	-	-
Brigandine	-30%	-30%	-5%	-
Elven Mail	-20%	-20%	-	-
Furs	-30%	-30%	-5%	-
Gambeson	-30%	-30%	-5%	-
Jousting Plate	-100%	-80%	-40%	-5, -4
Leather Lamellar	-	-	-	-
Leather Cuirass	-	-	-	-
Mail	-40%	-50%	-15%	-2, -1
Plate Armor	-75%	-70%	-30%	-4, -3
Plated Mail	-50%	-60%	-20%	-3, -2
Steel Lamellar	-50%	-40%	-10%	-1, ±0
Steel Scale	-50%	-40%	-10%	-1, ±0

**TABLE 38: MOUNTEBANK SPELLS BY LEVEL**

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Alter Self	Clairaudience	Charm Monster
2	Change Self	Detect Magic	Delude	Dispel Exhaustion
3	Charm Person	Fascinate	Feign Death	Emotion
4	Dancing Lights	Fool's Gold	Infravision	Fear
5	Friends	Forget	Non-Detection	Fumble
6	Magic Aura	Hypnotic Pattern	Suggestion	Plant Growth
7	Mending	Misdirection	Tongues	
8	Message	Preserve	Water Breathing	
9	Push	Rope Trick		
10	Spook	Sobriety		
11	Taunt			
12	Ventriloquism			

**Alchemy**

In addition to his knowledge of magic, the mountebank has a smattering of alchemical knowledge. This is often used in the production of "patent medicines" which are sold as remedies for various ailments as well as claiming to be genuine magic potions. Sometimes they even work. The chances of successfully creating either a medicine for a particular ailment or a genuine magic potion are given below:

**TABLE 39: ALCHEMY**

Mountebank Level	Medicine	Magic Potion
1	20%	0%
2	25%	0%
3	30%	0%
4	35%	10%
5	40%	15%
6	45%	20%
7	50%	25%
8	55%	30%
9	60%	35%
10	65%	40%
11	70%	45%
12	75%	50%
13	80%	55%
14	85%	60%
15	90%	65%
16	95%	70%
17	100%	75%

The cost of creating a patent medicine is 50 g.p. The cost of creating a magic potion is 25% of its listed g.p. value. In game terms, a genuine patent medicine heals 1d4 h.p. of damage or cures one specific ailment (only one can be ingested per day with any effect). Note that the mountebank won't know whether or not his attempt was successful. If the result was a failure, the game master should roll on the failure sub-table to determine the actual result:

**TABLE 40: MOUNTEBANK ALCHEMY FAILURE**

Roll	Type of Failure
01-75	Snake oil. The potion or medicine has no effect.
76-99	<i>Nostrum remedium</i> . Functions as a <i>potion of delusion</i> , with the drinker believing the potion actually worked as intended.
00	Poison. The brew is poisonous; anyone drinking it suffers 10 h.p. of damage (save vs. poison for half damage). Note that this may kill all but the hardiest commoners, even if they succeed at their saving throw.

**Thieves' Cant**

Mountebanks share with thieves a patois known as "thieves' cant." This is both a means of recognition and communication from one mountebank to another, and generally stretches beyond cultural and other linguistic lines. It does not count against other languages that the character may be able to know (see Languages, p. 2).

**Verbal Patter**

Mountebanks also have skill with verbal patter. Verbal patter is one of the most important of the mountebank's abilities; it is at the heart of his powers of misdirection, confusion, and persuasion.

**TABLE 41: VERBAL PATTERN**

Mountebank Level	Assure, Attend, Question	Distract, Distrust, Second Look	Befuddle, Trust, Value
1	40%	20%	10%
2	45%	25%	15%
3	50%	30%	20%
4	55%	35%	25%
5	60%	40%	30%
6	65%	45%	35%
7	70%	50%	40%
8	75%	55%	45%
9	80%	60%	50%
10	85%	65%	55%
11	90%	70%	60%
12	95%	75%	65%
13	96%	80%	70%
14	97%	85%	75%
15	98%	90%	80%
16	99%	95%	85%
17	99%	96%	90%

**TABLE 42: VERBAL PATTERN CHARISMA ADJUSTMENTS**

Charisma	Assure, Attend, Question	Distract, Distrust, Second Look	Befuddle, Trust, Value
16	5%	10%	-
17	10%	15%	5%
18	15%	20%	10%
19	20%	25%	15%

Note that all of these abilities are verbal in nature, and therefore require that the target (audience) can understand what is being said! The game master should use discretion in assigning bonuses or penalties to these abilities, based on the specific circumstances involved (e.g., a drunken and hostile crowd might be particularly less likely to respond positively to a mountebank's efforts at persuading them to believe something, etc). Each use of these abilities requires one round; subsequent uses in later rounds require additional rolls to succeed, but each gains a +5% bonus if the one before it had been successful, to a maximum 95% chance of success. There are no

racial bonuses for verbal patter. Patter lasts for one round, regardless of the type; if a mountebank desires to continue, he must roll anew.

**Assure:** The mountebank attempts to reinforce whatever preconceptions the audience already has. This has the effect of buttressing the perception of a decision as being right (or wrong), causing the audience to pay less heed to those who disagree, etc. The game master should apply penalties depending on what is being reinforced; if it is questionable, a 20% penalty would not be unfair, and a 40% penalty could be assessed for an event that was downright against the thoughts of the audience.

**Attend:** The bard uses his patter and gab to grab the attention of the audience (or direct it to someone else) and get them to listen to what is being said. It does not guarantee agreement, only attention.

**Befuddle:** The mountebank using this ability attempts to create utter confusion in the audience regarding some issue, fact, or event. By his confusing patter, the mountebank can cause the audience to be unsure of what it once knew for certain: who did what, where something is, the facts behind some event, and so forth.

**Distract:** By means of this ability, the mountebank substitutes one object of attention for another. For example, he could relate some amusing anecdote involving the chief of the palace security, distracting a guard enough for a companion to slip away unnoticed. If the character is successful, the target transfers his attention from one object to another.

**Distrust:** The mountebank uses his clowning to attempt to point out something dishonest or otherwise disreputable in the target's behavior or

history. If successful, the audience takes on the dimmest possible view of the target's intentions and actions.

**Question:** By using this ability, the mountebank causes the audience to question something that had been hitherto known: what someone said, what they did, etc. Note that the distinction between this ability and befuddle is subtle and much an issue of degree; question generally is used to merely cause doubt in the mind of the audience, while befuddle is used to completely make a mess of the subject at hand.

**Second Look:** By use of this ability, the mountebank causes his audience to reevaluate a recent given decision or judgment. If attempted after a successful use of question or befuddle, the mountebank gains a 10% bonus to succeed. The difference between this and question is that second look actively attempts to get the audience to change their minds, while question merely causes doubt.

**Trust:** With this ability, the bard attempts to persuade the audience that a third party (not the bard himself) is worthy of their trust and faith. This will not mean automatic acceptance of anything that third party says, but it certainly makes him much more likely to be heeded. The third party in question must be an individual, not a group.

**Value:** The mountebank attempts to make his audience revere and generally have a high opinion of a particular person or thing.

## Mystic

The mystic is a sub-class of cleric, and an initiate of an inner mystery tradition that seeks direct communion with the multiverse in order to achieve enlightenment. Insight, awareness, and a deep connection with ultimate reality are the hallmarks and ultimate goals of the mystic. Most good-aligned faiths have such mystery traditions within them, even if they are not enthusiastically promoted by the hierarchy or followed by masses of people. The spells available to the mystic are centered on knowledge and defense, and his connection with the multiverse gives him special insights into the workings of the planes. He cannot craft magical items, but objects particularly associated with him in life, and even parts of his body, often become relics after his death.



Mystics must have a wisdom score of 13 or higher, and a dexterity of 9 or above. They can be of any good alignment. Mystics cannot wear armor, and are restricted in their choice of weapons: club, mace, spear, or staff. Those using weapons in which they are not proficient suffer a -4 penalty "to hit" (see p. 29 for details). Humans, elves, half-elves, and halflings can all become mystics.

Mystics have the following powers, limitations, and abilities:

- Spellcasting
- Create scrolls
- Meditation
- Pain management
- Asceticism
- Disciples at high level

Mystics advance in level according to the following table:

**TABLE 43: MYSTIC LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
2,250	2	2d6
5,000	3	3d6
10,000	4	4d6
20,000	5	5d6
40,000	6	6d6
75,000	7	7d6
125,000	8	8d6
250,000	9	9d6
450,000	10	9d6+2
650,000	11	9d6+4

After 11th level, mystics need an additional 200,000 experience points to gain the next level. They receive 2 additional hit points every time they do so.

Mystics begin the game with 3d8x10 g.p.

### Spellcasting

Mystics receive spells as a result of their inner awareness and communion with the multiverse. The number of spells that the mystic can commit to memory at any given time depends on his level, as shown in the following table:

**TABLE 44: MYSTIC SPELLS AVAILABLE BY LEVEL**

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

Higher-level spells require a minimum wisdom score in order to be memorized, as shown in the following table:

TABLE 46: MYSTIC SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Augury	Awaken Second Chakra	Awaken Third Chakra
2	Awaken First Chakra	Crystal Magic II	Crystal Magic III
3	Bless	Cure Light Wounds	Feign Death
4	Ceremony	Detect Ethereal	Fly
5	Clairaudience	Detect Life	Invisibility
6	Clairvoyance	Gaze Reflection	Locate Object
7	Crystal Magic I	Know Alignment	Material
8	Detect Evil	Language of Birds	Meld Into Stone
9	Detect Magic	Levitate	Message
10	Light	Penetrate Disguise	Negative Plane Protection
11	Portent	Plant Friend	Non-Detection
12	Protection from Evil	Protection from Normal Missiles	Prayer
13	Resist Cold	Resist Fire	Protection from Evil 10' Radius
14	Snake Charm	Rope Trick	Resist Water
15	Spirit Gift I	Slow Poison	Spirit Gift II
16		Sunrise	Water Walk

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Awaken Fourth Chakra	Awaken Fifth Chakra	Astral Spell	Animate Rock
2	Crystal Magic IV	Awareness	Awaken Sixth Chakra	Awaken Seventh Chakra
3	Cure Blindness	Commune with the Multiverse	Cloud of Unknowing	Heal
4	Cure Disease	Cure Serious Wounds	Cure Critical Wounds	Holy Word
5	Detect Astral	Dispel Evil	Empathy	Know Self
6	Divination	Earthwalk	Find the Path	Limited Wish
7	Exorcise	Prophecy	Grounding	Luck
8	Hypnotic Pattern	Protection from Disease	Infravision	Planetrack
9	Protection from Lightning	Sacred Place	Intuition	Restoration
10	Selflessness	Spirit Gift III	Run	Spirit Gift IV
11	Sticks to Snakes	Spirit Possession	Ultravision	Time Stop
12	Telepathy	True Seeing		Turn Wood

### Create Scrolls

At seventh level, mystics can create scrolls with mystic spells inscribed upon them. See p. 69 for details on the process.

### Meditation

Part of the unity the mystic seeks with the multiverse depends on the development of a rigid mental discipline achieved through meditation. The exact form of this meditation depends on which specific mystery tradition that the mystic follows, and usually consists of "traditional" meditation on a particular word or thought-form. However, it could conceivably consist of anything from rigorous calisthenics, to a walk communing with nature, to enduring physical duress on a recurring basis. The game master will establish the exact form of the meditation required; it usually needs to be observed for one hour every day, over and above the time required to memorize spells. This meditation yields a number of significant benefits. (Note that the mystic does not need to be actively meditating to use his powers unless noted.)

TABLE 45: MYSTIC MINIMUM WISDOM FOR SPELL LEVEL

Spell Level	Minimum Wisdom
6	17
7	18

Mystics gain bonus spells for high wisdom scores just like clerics.

Spells are granted directly to the mystic by virtue of his inner awareness and instinctual connection with the multiverse. Because of this, mystics are able to memorize spells without penalty when travelling through other planes of existence (unlike clerics, who may find themselves cut off from their deities).

At second level, *ESP*, *telepathy*, *empathy*, and similar mind-reading magics only work on the mystic 50% of the time. That chance decreases by 2% for every experience level past second level.

At third level, the mystic can go without food or water without ill effect for one day per level. Once he reaches eighth level, this is increased to two days per level. At the end of that time, he must simply have a normal meal to be brought back to normal; otherwise, the full effect of his deprivation befalls him all at once (see p. 102 for details on the effects of starvation and dehydration).

At fourth level, the mystic can *levitate* himself and up to 5 additional pounds per level of experience, as per the spell, three times per day.

At fifth level, the mystic can enter a trance to cause his soul to enter the astral plane, once per day. See the spell *astral spell* for details. The mystic cannot take anyone else with him on the journey.

At sixth level, the mystic can create a halo of *light* (as per the spell) around his own head, at will. This does not impair his vision in any way, but can be used as illumination for others. A *darkness* spell cancels it out for its duration, and a *continual darkness* spell does so for 1d6+2 hours. Both must be cast upon the mystic himself, or else the halo returns when the mystic leaves the area of effect.

At seventh level, *charm* spells of any sort only affect the mystic 50% of the time. That chance decreases by 2% for every experience level past seventh level.

At ninth level, the mystic can cause his body, and up to five pounds of additional weight per level, to become *ethereal* once per day. While in this state, he can travel to those other planes that touch the ethereal.

### **Pain Management**

The inner peace and mental discipline of the mystic allows him to overcome pain and shock. The mystic can operate at up to -8 hit points for up to eight minutes before collapsing from pure physical damage. During this time, he does not lose 1 h.p. per round from bleeding (unless struck by a weapon that explicitly causes such damage, such as a *weapon of wounding*), nor does he suffer any penalties to movement, spellcasting, etc. from going below 0 hit points. After the eight minutes are up, however, all the standard effects of such wounds apply. Mystics are also immune to any attacks that rely solely on pain for their effect, such as a whip.

Beginning at third level, the mystic can heal injuries and damage to himself at twice the normal rate, when healing naturally.

Beginning at sixth level, the mystic takes 1 h.p. less per attack, so attacks that would normally do 1 h.p. actually do no damage. This is doubled at ninth level.

### **Asceticism**

The mystic must live a life of self-denial and poverty. He cannot retain more wealth than he can carry on his person, and in any case cannot have more than 100 g.p. worth of coins, jewelry, gems, and such on his person for any length of time. He can only possess a maximum of three magical items at any single time. He must abstain from all vice, remain modest in his bearing, and attempt to cultivate an air of serenity. Failure to do so on anything like an ongoing basis results in the loss of his meditation and pain management abilities. These can only be restored with the aid of an *atonement* spell cast by a cleric associated with the mystic's path.

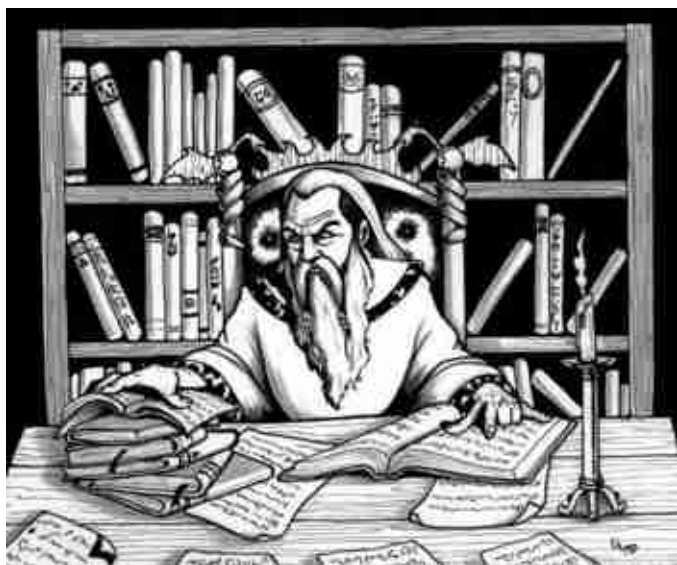
*Vow of silence:* At ninth level the mystic may, at his discretion, take a vow of silence. From that point onward, he is unable to speak under any circumstances. At the game table, the player should restrict his game-related speech solely to action-related speech, and refrain from engaging in conversations with other players regarding tactics, verbally interacting with NPCs, etc. However, all of the mystic's spells may, from that point forward, be cast without any incantation (thus allowing them to be cast in situations where speech is impossible, such as under the influence of a *silence 15'* radius spell, or other enchantments). Those mystics who take the vow get a 10% bonus to any experience points earned.

### **Disciples at High Level**

At ninth level, the mystic will acquire a small cadre of students who seek to learn from his example. Students (1d6) of first level seek out the mystic, who gains 1-3 (1d6÷2) additional students upon reaching every subsequent level of experience. When these students themselves reach ninth level, they will leave the mystic to follow their own path along the road to enlightenment.

## Savant

The savant is a sub-class of magic-user, specializing in knowledge, divination, and detection. At higher levels, his knowledge of all things arcane gives him significant prowess when dealing with creatures from other planes of existence, and his erudition and education gives him access to spells that are normally the sole province of clerics.



Savants have the following powers and skills:

- Experience point bonus for high ability scores
- Spellcasting
- Spell book
- Scroll use
- Create magic items
- Scholarship

Savants must have a minimum intelligence score of 14 and a minimum wisdom of 12. Humans, elves, and half-elves can become savants. They can be of any alignment, cannot wear armor or carry shields, and can only use the following weapons: caltrop, dagger, dart, knife, sling, or staff.

Savants who wear armor cannot cast spells, although they may use magic items (except those magic items which are usable only by mages). Thus, a savant wearing plated mail could use a wand of *lightning bolts* which is usable by any class, but not a *staff of the magi* which is usable only by mages. Savants may only become proficient in dagger, dart, knife, sling, or staff; they may use caltrops as weapons. Those using weapons in which they are not proficient suffer a -5 penalty "to hit" (see p. 29 for details).

Savants advance in level according to the following table:

**TABLE 47: SAVANT LEVEL ADVANCEMENT**

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, the savant requires 220,000 additional experience points to rise to the next level of ability. Savants gain 2 extra h.p. for each level they reach beyond 12th.

Savants begin the game with 2d4x10 g.p.

### Experience Point Bonus for High Ability Scores

Savants with intelligence and wisdom scores both exceeding 15 gain a 10% bonus to all experience points earned.

### Spellcasting

Savants are able to cast magic spells as a result of their long and intense studies. The number of spells that the savant can commit to memory at any given time is dependent on his level, as shown in the following table:

**TABLE 48: SAVANT SPELLS AVAILABLE BY LEVEL**

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	5	4	4	3	2	1	-	-	-
12	5	4	4	3	3	2	-	-	-
13	5	5	4	4	3	2	1	-	-
14	5	5	4	4	3	3	2	-	-
15	5	5	5	4	4	3	2	-	-
16	6	5	5	4	4	3	3	1	-
17	6	5	5	5	4	4	3	2	-
18	6	6	5	5	4	4	3	2	1
19	6	6	5	5	5	4	4	3	2
20	6	6	6	5	5	4	4	3	2
21	6	6	6	5	5	5	4	3	3
22	7	6	6	6	5	5	4	4	3
23	7	6	6	6	5	5	5	4	3
24	7	7	6	6	6	5	5	4	4
25	7	7	6	6	6	5	5	4	4
26	7	7	7	6	6	6	5	5	4
27	7	7	7	6	6	6	5	5	4
28	7	7	7	7	6	6	6	5	5
29	7	7	7	7	6	6	6	5	5

Higher-level spells require a minimum intelligence score in order to be memorized, as shown in the following table:

**TABLE 49: SAVANT MINIMUM INTELLIGENCE FOR SPELL LEVEL**

Spell Level	Minimum Intelligence
8	16
9	18

**TABLE 50: SAVANT SPELLS BY LEVEL**

	Scholarly Cantrips	First Level	Second Level	Third Level
1	Blank Book	Affect Normal Fires	Charm Person	Answer
2	Calligraphy	Alarm	Detect Charm	Blink
3	Cram	Augury	Detect Invisibility	Clairaudience
4	Detect Plane	Comprehend Languages	Detect Possession	Clairvoyance
5	Dictation	Detect Evil	Erase	Detect Lie
6	Illumination	Detect Illusion	Hypnotic Pattern	Dispel Magic
7	Quantify	Detect Life	Invisibility	Divination
8	Volume	Detect Magic	Know Alignment	Infra-vision
9		Detect Poison	Language of Birds	Negative Plane Protection
10		Detect Snares and Pits	Levitate	Non-Detection
11		ESP	Locate Object	Paralyzation
12		Identify	Locate Plants	Planar Stability
13		Invisibility to Animals	Penetrate Disguise	Protection from Evil 10' Radius
14		Invisibility to Undead	Prediction	Read Illusionist Magic
15		Light	Read Magic	Reflecting Pool
16		Locate Animals	Whispering Wind	Tongues
17		Message		
18		Predict Weather		
19		Protection from Evil		
20		Read Savant Magic		
21		Spider Climb		
22		Ventriloquism		
23		Wall of Fog		
24		Write		
	Fourth Level	Fifth Level	Sixth Level	
1	Commune	Command Word	Animate Object	
2	Contact Other Plane	Conjure Elemental	Anti-Magic Shell	
3	Dismiss Creature I	Dismiss Creature II	Cloudkill	
4	Dispel Illusion	Dismissal	Dismiss Creature III	
5	Exorcise	Distance Distortion	Ensnalement	
6	Explosive Runes	Dolor	Exaction	
7	Lamentable Distraction	Find the Path	Legend Lore	
8	Magic Mirror	Minor Creation	Repulsion	
9	Mnemonic Enhancer	Sending	Sequester	
10	Plane Shift	Shadow Magic	Shadow Door	
11	Prophecy	Stone Tell	Spiritwrack	
12	Ultravision	Wall of Force	True Seeing	
	Seventh Level	Eighth Level	Ninth Level	
1	Banishment	Demand	Astral Spell	
2	Cacodaemon	Detect Curse	Gate	
3	Detect Power	Devil's Advocate	Light of Truth	
4	Dismiss Creature IV	Dismiss Creature V	Reverse Transmutation	
5	Enchant an Item	Elemental Transformation	Shadow Walk	
6	Invisible Stalker	Inanimate Object	Word of Knowledge	
7	Know Name	Limited Wish		
8	Measure	Mind Blank		
9	Phantom Stalker	Permanency		
10	Sand Stalker	Vision		
11	Torment			
12	Truename			



## Spell Book

The savant typically begins his adventuring career with two standard spell books; one contains the cantrips that he learned and practiced with as an apprentice, and the other contains the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These books do not cost the savant anything, though he never begins the game with a travelling spell book; if he wishes to get one, he must pay to have it made.

The book of cantrips contains a number of zero-level spells as listed on the following table. It will have as many useful cantrips as the savant has points of intelligence; the savant may choose from the list. In addition, the savant will have the following cantrips, determined randomly: 1d4+1 useful cantrips, 1d4+1 person-affecting cantrips, 1d4 personal cantrips, and 1d4 scholarly cantrips.

**TABLE 51: SAVANT CANTRIPS**

	Useful	Leger- demain	Person- Affecting	Personal	Scholarly
1	Chill	Change	Belch	Bee	Blank Book
2	Clean	Distract	Blink	Bluelight	Calligraphy
3	Color	Hide	Cough	Bug	Cram
4	Dampen	Mute	Giggle	Firefinger	Detect Plane
5	Dry	Palm	Nod	Gnats	Dictation
6	Dust	Present	Scratch	Mouse	Illumination
7	Exterminate		Shave	Smokepuff	Quantify
8	Flavor		Sneeze	Spider	Volume
9	Flourish		Twitch	Tweak	
10	Freshen		Wink	Unlock	
11	Gather		Yawn		
12	Invisible Librarian				
13	Polish				
14	Salt				
15	Shine				
16	Spice				
17	Sprout				
18	Stitch				
19	Sweeten				
20	Tie				
21	Warm				
22	Wrap				

The initial spell book contains four spells. All beginning savants have the *read savant magic* spell in their book, plus one spell from each of the following three categories, determined randomly:

**TABLE 52: SAVANT STARTING SPELLS**

Roll	Informational	Defensive	Utility
1	Detect Evil	Alarm	Affect Normal Fires
2	Detect Illusion	Invisibility to Animals	Comprehend Languages
3	Detect Life	Invisibility to Undead	Erase
4	Detect Magic	Protection from Evil	ESP
5	Detect Poison	Spider Climb	Light
6	Detect Snares and Pits	Wall of Fog	Message
7	Identify		Ventriloquism
8	Locate Animals		Write
9	Predict Weather		
10	Choose any Informational Spell		

Once the savant begins to run short of pages in his spell book, or when he desires to have a travelling spell book, he must pay to have such a book constructed.

A standard spell book costs 1,000 g.p. for the book itself and takes 4-7 weeks to construct. Travelling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in the pages of either book cost 100 g.p. per spell level, and the physical process of writing them takes half a day per level of the spell being transcribed (with cantrips treated as 1st-level spells in this instance).

Note that mages, illusionists, and savants cannot memorize spells from one another's spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

## Scroll Use

Beginning at fifth level, the savant can read scrolls intended for mages as if he was a mage himself. At seventh level, he can read any clerical or illusionist spell scroll. At ninth level, he can read scrolls of druid and mystic nature. The standard chances for spell failure apply, and there is an additional chance that the attempt to read the scroll will fail:

**TABLE 53: SAVANT MAGE SCROLL USE**

Savant Intelligence	Chance for Mage / Illusionist Scroll Failure
14-16	10% / spell level
17	5% / spell level
18	2% / spell level

**TABLE 54: SAVANT CLERICAL SCROLL USE**

Savant Wisdom	Chance for Cleric Scroll Failure	Chance for Druid / Mystic Scroll Failure
12-13	20% / spell level	25% / spell level
14-16	10% / spell level	15% / spell level
17	5% / spell level	10% / spell level
18	2% / spell level	7% / spell level

## Create Magic Items

At seventh level, savants are able to inscribe magic scrolls. At 13th level, they can create other magical items such as staves, rings, etc. At 16th level, those magic items are able to hold a permanent enchantment.

## Scholarship

All savants begin their careers with a level in the *scholarship* skill (occultism field). See p. 26 for details. They may take additional levels in *scholarship* (in any field) for only 4,000 x.p.

# Secondary Skills

Every character may purchase secondary skills (or just “skills”), which allow him to perform actions with a greater chance of success than a character that does not possess that skill. In some cases, possessing a skill is a requirement for doing a particular thing, but as a general rule, just because a character doesn’t have the *courtly graces* skill doesn’t mean he will automatically insult the king; it just means he probably won’t be as polished and graceful as someone who does have that skill.

While most skills are rather generalized by design, some have various specialties listed. *Construction*, for instance, includes carpentry, engineering, and masonry all under its rubric. Such skills require that the character choose from one of the specialties listed. Characters wishing to obtain skills in more than one specialty under the same skill must do so separately, but cannot do so until they gain a new experience level (since they cannot get more than one skill level in the same skill until a new experience level is achieved).

It cannot be over-emphasized that merely because a character doesn’t have a secondary skill, it does not mean that the character is utterly incapable of performing functions that fall under its umbrella. Most characters can swim, ride a horse, set an ambush, etc. Characters with skills in those areas will, in most instances, do those things better and faster than those without. Some skills, of course, are exclusive or dependent on the specific background of the character; someone who spent his life in a desert would have little chance of knowing how to rig a square sail, and few characters would know how to forge a sword without direct instruction or experience. The game master should apply his discretion in all such cases.

## Obtaining Secondary Skills

Skills are obtained by “spending” experience points to either obtain a new skill or gain an additional skill level in a skill already possessed. A character can only spend experience points on the same skill once per experience level. If the player chooses to spend x.p. on a skill, those x.p. are forever lost, although new x.p. can be earned to make up for that loss. Skills can be obtained at any point, but the game master may require the character engage in some sort of study, training, or other experience to obtain the skill.

The base x.p. cost of obtaining a given skill is listed in the skill description. For each additional skill level, the cost is equal to the base cost multiplied by the new skill level. For example, if a character is adding a skill with a base cost of 3,000 x.p., and already has two skill levels in that particular skill, the cost for the third skill level would be 9,000 x.p.

The base experience point (x.p.) cost of a skill is sometimes dependent on the character’s attributes (strength, intelligence, etc.). If the skill cost lists an attribute, then the character can pay that price if the attribute is the highest he possesses (or is tied for highest). For example, a character with STR 12, INT 11, WIS 14, DEX 17, CON 15, CHA 15 would only pay 5,000 for the ambush skill, but would have to pay 8,000 for business.

There is no limit to how high a skill level a character can possess in a given skill.

## Using Skills

Each skill has one or more attributes listed, such as strength, intelligence, etc. When a character wishes to use one of his skills, the game master simply rolls a d20, subtracts 2 for every skill level the character possesses in that particular skill, and applies any other modifiers that might be applicable. If the modified roll is equal to or below the applicable attribute, the character has successfully used the skill.

It should be remembered that a skill check is not necessary for purely routine things. It should only be required when the outcome would really be in doubt, when failure would be catastrophic, or in a combat situation (as applicable). In addition, the game master should feel free to apply situational modifiers as he sees fit; anything from a -8 for completely routine and novice-level basics, to a +11 for something regarded as nigh unto impossible to achieve.

When the use of a skill requires that another character make a saving throw or roll against some attribute, that character gets a penalty of -2 to his roll for every skill level possessed by the first character.

Where a secondary skill has obvious application to a class ability or power (for example, a mountebank applying the *swindling* skill to his *verbal patter* ability), the skill provides either a +2 or 10% bonus to the chance of success for every relevant skill level the character possesses.

## Skills and Commoners

Skills are the basis by which many commoners make their living. Rather than expending the time and effort to become one of the various character classes (such as fighter, druid, etc.), they spend their formative years learning one of the following skills as their trade. They begin their career with but a single skill level in their chosen profession, but add to them gradually as the years wear on. There is no hard and fast rule for how fast a commoner rises in his trade, but it would definitely be on the scale of years and decades. Note that some other skills are implied but not detailed herein (such as farming, brewing, etc.), because they don’t have any sort of foreseeable impact on the life and career of an adventurer. The game master is free to detail such skills if he feels the need, of course, using the following as a guide.

## Skill Descriptions

TABLE 55: SKILLS OVERVIEW

Skill	Base X.P. Cost	Make Skill Checks Against	Specialties
Alchemy	5,000 (INT), 8,000 (other)	Intelligence	n/a
Armor Making	3,000 (all)	Strength	n/a
Blacksmithing	3,000 (all)	Strength	n/a
Courtly Graces	2,750 (all)	Charisma	etiquette, dance, courtly love
Espionage	6,000 (DEX or INT), 9,000 (other)	Dexterity or intelligence	n/a
Furrier	3,000 (DEX), 4,000 (other)	Dexterity	n/a
Healing	3,000 (any)	Intelligence	n/a
Horsemanship	3,000 (any)	Wisdom	n/a
Hunting	2,000 (any)	Wisdom	n/a
Jeweler	3,000 (any)	Intelligence or dexterity	n/a
Poison	9,000 (INT), 12,000 (other)	Intelligence	n/a
Scholarship	5,000 (INT), 8,000 (other)	Intelligence	See below
Seamanship	3,000 (all)	Intelligence or dexterity	fishing, oceangoing, fresh-water, navigation, swimming
Weaponsmithing	3,000 (all)	Dexterity	bowyer, swordsmith

## Alchemy

Base X.P. Cost: 5,000 (intelligence), 8,000 (all others)

Make Skill Checks Against: intelligence

Specialties: n/a

This skill allows the character to create magical (and non-magical) potions and other substances. It also allows the possessor to attempt to identify potions. The check should be done in secret; if the check fails, the character receives a false result instead. Use of this skill usually requires a fully-stocked laboratory with some 200-1,000 g.p. worth of equipment.

## Armor Making

Base X.P. Cost: 3,000 (all)

Make Skill Checks Against: strength

Specialties: n/a

This skill allows the character to both create and maintain shields and armor. The type of armor that can be made depends on the skill level of the armorer:

Level 1: ring, scale, lamellar, or brigandine, plus all helmets and shields

Level 2: mail

Level 3: plated mail

Level 4: any

Naturally, the armor maker must have a workshop and a forge, generally costing about 310-400 g.p. (d20+20), plus the raw materials needed for the work, equal to approximately 25% of the normal cost of the armor. The time required to create a new suit or piece of armor depends on its type:

**TABLE 56: TIME REQUIRED TO CREATE ARMOR**

Armor Type	Base Armor Class	Time to Create	Leather Worker Needed?
Helmet or shield only	9	5 days	No
Ring	7	20 days	Yes
Brigandine	7	15 days	Yes
Lamellar (steel)	7	20 days	No
Scale (steel)	6	30 days	Yes
Mail	5	45 days	No
Plated Mail	4	30 days	No
Plate	3	90 days	No
Jousting Plate	1	120 days	No

Note that some types of armor also require the services of a leather worker. Adjusting already-made armor to fit someone else only takes 20% of the time listed.

As a rule, no skill check is necessary to create a suit of armor. However, if the work is to be completed in less than the normally allotted time, or uses unusual materials (dragon hide, mithril, etc.), then a skill check is warranted.

## Blacksmithing

Base X.P. Cost: 3,000 (all)

Make Skill Checks Against: strength

Specialties: n/a

This skill allows the character to shoe horses, create items of iron or steel (nails, agricultural tools, bars and gates, cooking utensils, etc.), and so forth, assuming that he has access to blacksmithing tools, and a forge or workshop worth at least 300 g.p. For each skill level the blacksmith possesses, he can create the following per level per month:

- 30 arrow heads/bolt tips
- 10 spearheads
- 5 morning stars
- 2 flails
- 2 pole-arm heads

Thus, a character with 2 levels in this skill could produce 10 morning stars per month.



## Courtly Graces

Base X.P. Cost: 2,750 (all)

Make Skill Checks Against: charisma

Specialties: etiquette, dance, courtly love

This skill allows the practitioner to fit in with the ritualistic and often contrived lifestyle of a royal court. It covers etiquette, such as the vast array of forms of address, when to nod or bow (and how deeply), seating arrangements at banquets and other gatherings, etc. It also covers the formal dance steps found at a typical ball, and the rules covering the art of courtly love.

## Espionage

Base X.P. Cost: 6,000 (dexterity or intelligence), 9,000 (all others)  
 Make Skill Checks Against: dexterity or intelligence  
 Specialties: n/a

*Espionage* (aka spying) allows the character to infiltrate enemy positions, scout out encampments and determine numbers and types of troops, briefly convince the enemy that the spy is in fact a friend, and (in the most extraordinary of cases) to impersonate others for sustained periods.

If the task entails only blending in with a crowd (of, say, enemy soldiers) in order to ascertain troop types and capabilities with little or no chance of discovery, no modifier is needed.

If the task requires the spy to gain someone's confidence in order to get information, such as getting access to a secure location in order to steal or copy a map, or to convince a guard that the spy is actually a messenger from a trusted ally, the task imposes a -4 penalty to the roll.

If the task is really extraordinary, requiring that the spy insinuate himself into a position of trust for a long period of time (e.g., impersonating some visiting ambassador or general and convincing a prince of his identity), the skill receives a +6 penalty. In addition, it needs to be re-checked on a regular basis (such a check could be made every day or every week, depending on how exposed to scrutiny the spy was).

Class skills, such as *verbal patter*, could definitely be used to bolster the *espionage* skill. The exact effect of the espionage skill would be left to the game master, but should range from as little as a -1 bonus to as much as a -8 bonus, for a spectacularly inventive and ingenious application accompanied by a very good roll of the dice.

## Furrier

Base X.P. Cost: 3,000 (dexterity), 4,000 (all others)  
 Make Skill Checks Against: dexterity  
 Specialties: n/a

This skill allows the practitioner to not only professionally skin and dress wild animals, but also to tan hides and turn fur pelts into garments (such as coats, cloaks, or trim for other garments). As many as four fur cloaks, two fur coats, or trim sufficient for eight other garments may be so created in any given week, as long as the necessary pelts are available.

**TABLE 57: PELTS NEEDED TO MAKE GARMENTS**

Garment Type	Small Pelts	Medium Pelts	Large Pelts
Trim	3	1	1/4
Cloak	6	2	1/2
Coat	12	3	1
Gloves	2	1	1/4
Hat	1	1/4	1/8

Thus, if a furrier had seven pelts of a small creature (such as a badger) available, he could create a cloak and a matching hat from them.

## Healing

Base X.P. Cost: 3,000 (all)  
 Make Skill Checks Against: intelligence  
 Specialties: n/a

This skill deals with first aid, the setting of broken bones, treatment of diseases, and the like. A successful skill check means that the character with

this skill can tend to his companions so that they recover from their wounds at twice the normal rate (2 h.p. healed per day of rest, rather than just 1). Furthermore, those who rest only for the space of an 8-hour sleep period will regain 1 h.p., even though they did not rest for an entire day. The healer can tend to up to three people at a time. A separate check must be made each day. Someone with *healing* skill can also assist those who have been bitten or stung by poisonous creatures, allowing them a +2 on their saving throw, as long as they are treated within one minute of the wound.

## Horsemanship

Base X.P. Cost: 3,000 (all)  
 Make Skill Checks Against: wisdom  
 Specialties: n/a

This skill allows the character to ride faster and fancier while on horseback, similar to the cavalier's horsemanship ability. After examining a horse (and making a successful skill check), he can tell if its hit points are in the lower third, the middle third, or the top third of the possible range. Mounts will always be friendly and obedient as long as they are well treated.

## Hunting

Base X.P. Cost: 2,000 (all)  
 Make Skill Checks Against: wisdom  
 Specialties: n/a

This skill allows the character to improve his chances of hunting successfully. A successful wisdom check means that the chance of finding prey is increased by 25% per skill level. Rules for hunting can be found below.

## Jeweler

Base X.P. Cost: 3,000 (all)  
 Make Skill Checks Against: intelligence and dexterity  
 Specialties n/a

This skill allows the character to not only appraise objects of value (such as precious metals, pieces of jewelry, and gemstones), but also to create or embellish jewelry, add precious metals and stones to ordinary items (such as sword hilts), and cut gems to improve their value. Appraisal requires an intelligence check, while enhancement of gems or jewelry requires a dexterity check. When attempting to embellish an already-existing piece of jewelry, a successful check improves its value by 10% per skill level. Failure indicates that the project is beyond the character's skill.

Gems can be improved by re-cutting only if they are under 5,000 g.p. in value to start with; anything of that caliber and above is already flawlessly cut. A successful skill check means that the stone increases in value by one step. A natural 20 always mean that the stone is ruined, no matter what other modifiers might apply.

## Poison

Base X.P. Cost: 9,000 (intelligence), 12,000 (all others)  
 Make Skill Checks Against: intelligence  
 Specialties: n/a

This skill allows the character to compound, brew, and identify the effects of poisons. Characters with this skill can brew any of the commonly known basic poison types, depending on their skill level. The process requires a laboratory with some 2d6x100 g.p. of equipment. Poisons can be brewed for 50% of their listed cost. Note that this skill can also create antidotes for ingested poisons, with similar requirements and costs. The amount of time required for the brewing depends on its type:

**TABLE 58: TIME AND LEVEL TO BREW POISONS**

Type	Days to Create	Level to Create Poison	Level to Create Antidote
A	1	1	2
B	2	1	2
C	3	2	3
D	4	2	3
E	5	3	4

**Scholarship (area)**

Base X.P. Cost: 5,000 (intelligence), 8,000 (all others)

Make Skill Checks Against: intelligence

Specialties: see below

This is the quintessential skill that sages possess; a successful skill check might yield the exact answer sought, or at the very least the knowledge of where to go to get it. For every skill level, the character may pick either a general field of knowledge or an additional specialty within an already-taken field:

- Botany (agriculture, bushes, flowers, fungi, grasses, herbs, etc.)
- Occultism (alchemy, astrology, dweomercraft, medicine, metaphysics, planar physics)
- Physical Science (architecture, astronomy, chemistry, engineering, geography, geology, mathematics, oceanography, physics)
- Social Science (art history, folklore, heraldry, history, language, law, philosophy, politics, theology) - pick a particular nation or race (human, elf, orc, etc.)
- Zoology (amphibians, arachnids, avians, cephalopods, crustaceans, fish, insects, mammals, reptiles)

The chance of successfully answering a particular question depends on several factors. The base chance of success depends on the type of question:

**TABLE 59: BASE CHANCE OF SCHOLARSHIP SKILL SUCCESS**

In Field	Easy	Medium	Hard
General	11%	7%	-24%
Specialty	31%	26%	11%

Note that it is possible to have a negative base chance of success. After determining the base chance, apply the specific circumstances of the character's ability to investigate scholarly pursuits as modifiers.

**TABLE 60: SCHOLARSHIP SKILL SUCCESS MODIFIERS**

Circumstance	Modifier
Intelligence score	+1% per point above 15
Modest facilities	+1% per 1,000 g.p. value, max. 60% / 60,000 g.p.
Fine facilities	+1% per 4,000 g.p. value over 60,000.
Facilities are not exclusively for use of the scholar	-20%

"Facilities" can mean a library, laboratory, observatory, workshop, zoo, greenhouse, etc., or any combination *relevant to the field and question at hand*. Modest facilities cost at least 20,000 g.p.; fine facilities cost at least 60,000.

The amount of time required to find a given answer depends on the nature of the question and the fields of knowledge the scholar possesses.

**TABLE 61: SCHOLARSHIP TIME TO ANSWER QUERY**

Question Applies to...	General Question	Specific Question	Precise Question
Other field	>1 hour	2d12 days	n/a
General field	>5 min.	1d12 days	3d6 days
Specialty field	1 min.	1d10 hours	2d6 days

**Seamanship**

Base X.P. Cost: 3,000 (all)

Make Skill Checks Against: intelligence or dexterity

Specialties: fishing, oceangoing, fresh-water, navigation, swimming

This skill provides knowledge concerning a wide range of nautical activities: boating, fishing, swimming, navigation, sail-rigging, and the like. It can be used to evaluate the seaworthiness of a craft, navigate by bearing off the sun and stars, repair a ship (or supervise its repairs), and so forth. Captains usually have at least three levels in *seamanship*, while mates and lieutenants usually have at least two.

**Weaponsmithing**

Base X.P. cost: 3,000 (all)

Make Skill Checks Against: dexterity

Specialties: bowyer, swordsmith

This skill allows the character to create weapons of all sorts, from swords to bows to halberds. It requires a forge and workshop costing at least 300 g.p. to practice most forms of this art. The simplest tasks, such as fletching arrows, can be done without such facilities upon a successful skill check.

Those who take the bowyer specialty can create 1d4+1 composite bows, 1d4+1 longbows, 1d3 hand crossbows, or 15 heavy crossbows per month. (Composite bows and longbows require a start up period of one year, because the materials used for the bows themselves require that long to be seasoned, dry properly, and so forth.) Other types of bows can be constructed at the rate of 1/day after a startup period of one month. Arrows and bolts may be created for these as well.

Those who take the swordsmith specialty can create multiple swords or daggers per month, depending on type:

**TABLE 62: WEAPONS PRODUCED PER MONTH**

Weapon Type	Number Created per Month
Bastard sword	8
Broadsword	15
Dagger	30
Falchion	10
Knife	45
Longsword	12
Scimitar	10
Short sword	20
Two-handed sword	5

Weapon makers without any specialty can make all other types of weapons (pole-arms, flails, maces, etc.) at a rate of 1/day. One weapon maker can support 80 men-at-arms.

# Miscellany For Player Characters

## Monthly Expenses

A character's social class dictates the minimum monthly expenses associated with his lifestyle. Note that this is simply a minimum, and the game master should deduct these automatically from the pockets of the characters as "living expenses" (including lodging, food and drink, entertainment, new clothing, etc.). Other considerations may increase the monthly living expenses dramatically (high-level mages conducting experiments, characters who have hired henchmen or hirelings, etc.).

**TABLE 63: MONTHLY EXPENSES BY SOCIAL CLASS**

Social Class	Minimum monthly living expenses		
	Poor	Good	Fine
Lower class	1 s.p.	2 s.p.	1 g.p.
Middle lower class	1 g.p.	2 g.p.	5 g.p.
Upper lower class	2 g.p.	10 g.p.	10 g.p.
Lower middle class	10 g.p.	25 g.p.	50 g.p.
Middle class	25 g.p.	100 g.p.	125 g.p.
Upper middle class	100 g.p.	250 g.p.	500 g.p.
Lower upper class	250 g.p.	500 g.p.	1,250 g.p.
Middle upper class	500 g.p.	1,000 g.p.	2,500 g.p.
Upper class	1,000 g.p.	2,000 g.p.	5,000 g.p.

If a character lacks the funds to spend the minimum for poor living according to his social class, roll 1d12. On a roll of 1, the character loses one social class rank in the eyes of those around him. Resuming the required spending amount raises the social class one rank on a similar roll of 1 on 1d12, but a character can never rise above his station simply by spending money (although it can certainly help to expand his social circles into the next higher rung if such spending is maintained on a regular basis).

## Age

Every character should have his age determined. In a long-term campaign, it is possible for a character to age as the years pass, and such aging will have an impact on his ability scores. Too, eventually a character may face the specter of death by old age, at which stage the prospect of finding *potions of longevity*, *wishes*, and other magical devices to stave off age and prolong youth may become more of a priority for the character.

**TABLE 64: STARTING AGE BY RACE AND CLASS**

Class	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human
Bard	-	4d8+300	2d6+200	2d12+30	1d6+26	-	1d4+16
Jester	-	-	1d6+200	-	1d8+24	-	1d4+16
Mountebank	3d6+75	5d6+100	5d4+80	3d8+22	2d4+40	2d4+20	1d4+18
Mystic	-	9d10+500	1d12+300	1d4+40	1d4+38	-	1d4+18
Savant	-	3d8+180	-	3d6+34	-	-	2d6+28

# Alternate Combat System



Many games feature combat as a central element, while others use it sparingly. How often the player characters find themselves in a combat situation depends on the style of play favored by the game master and the players, but it is almost certain that the player characters will find themselves in battle at some time.

Combat is handled in a fairly abstract manner. Rather than playing out every thrust and parry, or giving detailed (and often gory) descriptions of every cut and contusion, the game presents combat as a series of die rolls.

Despite the (often quite specific) rules presented herein, the game master should never be afraid to override the rules in favor of common sense. If a certain rule or modifier doesn't seem to apply in a specific situation, the game master is the ultimate authority in terms of how to adjudicate the situation.

## Armor

Armor refers to any sort of protective covering worn to help prevent weapons from inflicting damage. Helmets, mail coats, suits of plate armor; all count under the broad category of armor.

The type of armor your character wears has a big impact on his "armor class", but they're not the same thing. Armor class should not be confused with armor type. Armor type is just that: the kind of armor he wears, such as a mail coat, helmet, suit of plate armor, and such.

Armor class is a game measure of just how hard it is to hit your character and do him bodily harm in combat. It is a combination of his armor type (which gives you the "base armor class" from which everything else depends), plus bonuses (if any) for his dexterity score, shield, magical protections, any cover he might be hiding behind, and occasionally other circumstances.

## Armor Class

Your character's base armor class depends on the type of armor he wears. As a rule, the best armor worn determines the armor class, so that plate armor worn over mail is still only AC 2. (However, when he purchases plate armor, it includes the mail worn underneath.)

**TABLE 65: ARMOR TYPE AND MOVEMENT**

Armor Type	Base Armor Class	Cost (g.p.)	Weight (lbs.)	Movement
None	10	-	-	100%
Helmet and/or shield only	9	varies	varies	100%
Cuirass (leather)	8	3	15	100%
Furs	8	2	8	100%
Gambeson	8	4	10	75%
Lamellar (leather)	8	15	20	75%
Ring	7	30	25	75%
Brigandine	7	30	20	75%
Scale (leather)	7	25	30	50%
Lamellar (steel)	7	35	30	50%
Cuirass (steel)	6	60	25	60%
Scale (steel)	6	45	40	50%
Mail	5	75	30	75%
Plated Mail	4	90	35	75%
Plate	3	400	45	50%
Jousting Plate	1	4,000	100	25%

**Brigandine:** Leather or cloth with steel plates riveted or sewn to the inside. A.k.a. coat of plates, jack of plates, jack, plata, etc.

**Cuirass:** A breastplate made of either leather or steel.

**Furs:** Heavy, thick furs that provide protection against both cold and weapons.

**Gambeson:** A quilted jacket stuffed with padding. Aka arming coat, padded armor, vapntreyiu, aketon, etc.

**Jousting Plate:** Similar to plate armor, but the metal plates are extremely thick and heavy, providing superior protection but at a severe cost in mobility. A.k.a. tournament plate.

**Lamellar:** A series of scales (leather, steel, or occasionally other materials) connected to one another to form a shirt.

**Mail:** Interconnected rings of steel (or occasionally) other metal forming a mesh. A.k.a. *lorica hamata*.

**Plate:** A full suit of armored plates covering most of the body, worn over mail.

**Plated Mail:** Mail with small steel plates embedded within for reinforcement. A.k.a. banded mail, splint mail, *lorica segmentata*, etc.

**Ring:** Rings of metal sewn onto a leather backing.

**Scale:** Small metal or leather scales mounted on an inner layer of leather or cloth. A.k.a. *lorica squamata*.

## Shields

Carrying a shield improves your character's armor class by 1. However, he can only use a shield against so many opponents in a melee round.

Shield Size	Usable Against
Buckler / Small	1 opponent per round
Medium	2 opponents per round
Large	3 opponents per round

When your character is being shot at with missiles (arrows, sling bullets, etc.), he can only count a medium or large shield as protection. He can never count a shield when an opponent attacks him from a flank or the rear (see p. 37), or when he's being attacked by siege weapons (catapults, etc.) or giants throwing boulders.

A pavise is a very large shield that is intended to be set into the ground rather than moved about to block attacks. Some are fitted with wheels to make moving them easier. It doesn't improve armor class, but it does afford 90% protection against all normal missile weapons. When firing against someone standing behind a pavise, the attacker must roll a 91 or higher on percentile dice. If that succeeds, then he still has to make a successful "to hit" roll. A pavise is very cumbersome, however, and is rarely seen outside of a siege. Each costs 40 g.p. and weighs 30 lbs.

## Helmets

Normally, armor includes a helmet or other head covering of some type. Mail includes a mail coif, plate armor includes a great helm, brigandine includes a small helmet, and so forth. If, for some reason, your character decides not to wear a helmet, his armor class will be worsened by 1.

A great helm adds an additional +1 bonus to the wearer's AC. However, it also imposes a -2 penalty to surprise rolls and a +2 penalty to initiative. Vision is very limited in such a helm, as is hearing. The game master should adjudicate such effects according to the situation, but at the very least it makes sneaking up on such a character easier (say, for a back stab attack by a thief) and makes listening at doors impossible.

## Weapons

Almost all characters, even those with little inclination or prowess at fighting, have some sort of weapon. From the mounted knight's lance to the sly illusionist's dagger, being armed is a natural state of affairs for those who choose the adventuring lifestyle. Different classes have varying options when it comes to weapons; clerics, for instance, are forbidden to use any sort of sharp or pointed weapons, and mages are limited to a very small choice of weapons due to their non-martial nature.

## Weapon Proficiencies

Each character may choose a number of weapons of which he has made a special study, and can use with practiced ease. When using weapons in which he is not proficient, the character receives a penalty on his "to hit" roll. The number of weapons, how quickly new ones are added, and the penalty for using non-proficient weapons, are given below:

TABLE 66: WEAPON PROFICIENCIES

Class	Initial Weapon Proficiencies	New Proficiency Every...	Non-Proficiency Penalty
Bard	2	3 levels	-3
Jester	2	4 levels	-4 (-2 w/thrown weapons)
Mountebank	2	4 levels	-3
Mystic	2	5 levels	-4
Savant	1	6 levels	-5

Note that no character can ever be proficient with acid, caltrops, holy water, improvised weapons, or oil.

Each individual sort of weapon requires a separate proficiency; knowing how to use a short sword does not make your character equally proficient with a broadsword. If a weapon can be used both hand-to-hand and as a missile weapon, it is assumed that being proficient in one form means he is proficient in the other (without taking up a new proficiency slot). However, a few weapons do count for each other (i.e., being proficient in one means he is proficient in all):

- Bow, long/composite long
- Bow, short/composite short
- Crossbow, light/heavy
- Dagger/knife
- Fauchard/fauchard fork/hook fauchard
- Glaive/glaive guisarme
- Guisarme/bill guisarme/guisarme voulege
- Voulege/guisarme voulege

Weapon proficiency does not apply to grappling, pummeling, etc. Training with the use of a particular weapon underwater counts as a separate proficiency, and the training itself must be done underwater.

## Multiple Weapons

Characters may, if they choose, use two weapons in melee; the secondary weapon is sometimes referred to as a *main-gauche*. This obviously does not apply to two-handed weapons (such as spears, pole-arms, etc.). Characters using two weapons cannot use shields (except spiked bucklers, which are a special case described on p. 31). Characters throwing missile weapons or crossbows may do so using these rules, but not those using two-handed fired weapons such as bows. For purposes of initiative and attacks per round, treat each weapon individually. However, only one initiative die need be rolled; simply apply the different modifiers, if any, to the same die roll.

TABLE 67: MULTIPLE WEAPON MODIFIERS

Condition	Primary Weapon Penalty	Secondary Weapon Penalty
2nd weapon length is 24" or more	-6	-10
2nd weapon length is 23" or less	-2	-4
Dexterity 16	-1	-3
Dexterity 17	0	-2
Dexterity 18	0	-1
Dexterity 19 or greater	0	0

Note that these modifiers are cumulative, and all refer to "to hit" rolls. Normal strength (and any other) modifiers still apply. For example, someone with a dexterity of 17 wields a longsword as his primary weapon and a short sword as his secondary weapon. Since the short sword is longer than 24", he would have a penalty of -2 (for the length of the weapon) with his primary weapon and -6 (for the length of the weapon and his dexterity) with the secondary weapon. As with all things, let common sense prevail; jousting with two lances would probably be beyond the pale in most circumstances, for example. If a character tries to have some sort of custom-built weapon constructed to get around the 24" cutoff, it should be borne in mind that a smaller weapon deals less damage than its regular counterpart.

Dark elves may use two weapons (except two-handed weapons) without any sort of penalty, regardless of their dexterity score.



## Melee Weapons

Each type of weapon has a cost, weight (in pounds), speed (lower is quicker), and length (on average; individual weapons may vary). It also has

an amount of space required (to swing, thrust, etc.), useful when determining how many people can fight in a corridor or doorway. It also provides damage done against small/medium and large creatures. Where needed, notes on individual weapons follow.

**TABLE 68: MELEE WEAPONS**

Weapon	Cost	Weight (lbs.)	Length	Space (ft.)	Speed	Damage Against	
						S/M	L
Axe, Battle	5 g.p.	7	4'	4	7	1d8	1d8
Axe, Hand	1 g.p.	5	18"	1	4	1d6	1d4
Bardiche*	7 g.p.	12	5'	5	9	2d4	3d4
Bec de Corbin*	6 g.p.	10	6'	6	9	1d8	1d6
Bill-guisarme*	6 g.p.	15	8'	2	10	2d4	1d10
Buckler, Spiked	10 g.p.	3	1'	2	2	1d4	1d3
Caltrop	2 s.p.	3	n/a	n/a	n/a	1	1d2
Club	n/a	3	3'	3	4	1d6	1d3
Dagger	2 g.p.	1	15"	1	2	1d4	1d3
Falchion	10 g.p.	7	3 ½'	3	5	1d6+1	2d4
Fauchard*	3 g.p.	6	8'	2	8	1d6	1d8
Fauchard-fork*	8 g.p.	8	8'	2	8	1d8	1d10
Flail, Footman's*	3 g.p.	15	4'	6	7	1d6+1	2d4
Flail, Horseman's	8 g.p.	4	2'	4	6	1d4+1	1d4+1
Garrote*	1 e.p.	0.1	3'	1	2	1d4	1d6
Glaive*	6 g.p.	7	8'	1	8	1d6	1d10
Glaive-guisarme*	10 g.p.	10	8'	1	9	2d4	2d6
Guisarme*	5 g.p.	8	6'	2	8	2d4	1d8
Guisarme-voulge*	7 g.p.	15	7'	2	10	2d4	2d4
Halberd*	9 g.p.	17	5'	5	9	1d10	2d6
Hammer, War	1 g.p.	5	18"	2	4	1d4+1	1d4
Hook Fauchard*	6 g.p.	8	8'	2	9	1d4	1d4
Improvised Weapon*	n/a	1-5	6"-5'	1-5	5	1d6	1d3
Khopesh	10 g.p.	7	3 ½'	4	9	2d4	1d6
Knife	1 g.p.	0.5	1'	1	2	1d3	1d2
Lance, Light	6 g.p.	5	10'	1	8	1d6	1d8
Lance, Medium	6 g.p.	10	12'	1	7	1d6+1	2d6
Lance, Heavy	6 g.p.	15	14'	1	6	1d8+2	3d6
Lucern Hammer*	7 g.p.	15	7'	5	9	2d4	1d6
Mace, Footman's	8 g.p.	6	2 ½'	4	7	1d6+1	1d6
Mace, Horseman's	4 g.p.	4	18"	2	6	1d6	1d4
Mace, Two-Handed*	13 g.p.	15	5'	6	10	2d6	1d8
Man Catcher*	25 g.p.	8	8'	2	7	1d2	1d2
Military Fork*	4 g.p.	7	7'	1	7	1d8	2d4
Military Pick	8 g.p.	6	4'	4	7	1d6+1	2d4
Morning Star	5 g.p.	12	4'	5	7	2d4	1d6+1
Partisan*	10 g.p.	8	7'	3	9	1d6	1d6+1
Pike*	3 g.p.	8	18'	1	13	1d6	1d12
Pole Axe*	8 g.p.	15	7'	5	8	1d8+1	2d6
Quarterstaff*	3 g.p.	10	7'	3	4	1d6	1d6
Ranseur*	4 g.p.	5	8'	1	8	2d4	2d4
Sap	1 g.p.	1	6"	1	2	1d2	1d2
Scimitar	15 g.p.	4	3'	2	4	1d8	1d8
Scythe	18 g.p.	10	7'	6	9	1d6	2d4
Sickle	6 g.p.	2	1'	3	3	1d4	1d6
Slapstick	2 g.p.	2	3'	3	4	1d2	1d2
Spear*	1 g.p.	5	5'-12'	1	7	1d6	1d8
Spetum*	3 g.p.	5	8'	1	8	1d6+1	2d6
Spiked Buckler	10 g.p.	3	1' (spike)	2	4	1d4	1d3
Sword, Bastard*	25 g.p.	10	4 ½'	4	6	2d4	2d8
Sword, Broad	10 g.p.	7	3 ½'	4	5	2d4	1d6+1
Sword, Long	15 g.p.	6	3 ½'	3	5	1d8	1d12
Sword, Short	8 g.p.	4	2'	1	3	1d6	1d8
Sword, Two-handed*	30 g.p.	25	6'	6	10	1d10	3d6
Trident*	4 g.p.	5	6'	1	7	1d6+1	3d4
Voulge*	2 g.p.	12	8'	2	10	2d4	2d4
Whip	3 g.p.	3	8'-20'	14	8	1d2	1

\* Weapons marked with an asterisk require two hands. See below for notes on the bastard sword.

**Caltrop:** A spiked metal object some 6" in diameter, designed to be dropped on the ground for pursuers or others to walk on and thus impale themselves. Intelligent creatures aware of the caltrops will be slowed to half their normal movement rate while avoiding them. Those not avoiding caltrops will be affected as if attacked by a 1d6 HD monster for every square yard traversed that contains a caltrop; dexterity or shield is not taken into account when calculating AC, and any "to hit" penalties or bonuses of the person dropping the caltrops obviously do not apply. One hit indicates a 25% chance that movement is reduced to 75% of normal for a total of four days. Two hits indicate that normal movement is impossible for a week. If magical healing is applied (*cure light wounds* spell, etc.), then movement is restored to normal.

**Dagger:** Any single-handed bladed weapon between 12" and 24" in length.

**Fauchard:** A long blade with a moderate curve set at the end of a long pole. If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

**Fauchard-fork:** If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

**Flail:** The horseman's flail consists of a wooden handle, connected by a chain to either another piece of wood (possibly covered with metal studs) or a metal ball (the famous "ball and chain"). The footman's flail is much larger and consists of two pieces of wood connected by a short length of chain (adopted from the agricultural implement).

**Garrote:** When using a garrote, the attacker must attack from behind, and the target must be relatively still (i.e., not engaged in melee). Any sort of neck protection (leather collar, having one arm up to block such an attack, etc.) foils the garrote. If the attack succeeds, the garrote deals normal damage on the first round and kills the victim on the second. Before that happens, if the attacker is successfully hit, the garrote is released and the victim survives. The victim can attack the garrote wielder, but with a -2 penalty "to hit."

**Glaive:** A long pole with a chopping blade on the end. If set to receive a charge from a large-sized creature, does double damage if it hits.

**Glaive-guisarme:** If set to receive a charge from a large-sized creature, does double damage if it hits. If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

**Guisarme:** A functional descendent of a pruning hook. If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

**Guisarme-voulge:** If used against a mounted opponent, can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled).

**Hook Fauchard:** A successful hit has a 20% chance of dismounting any opponent (wielder's choice, but must be declared before the "to hit" die is rolled). When used against a non-mounted opponent, a successful hit will have a 20% chance of knocking him to the ground, forcing him to spend the next melee round getting back up (ditto). It cannot be used to knock down an opponent more than twice the size of the wielder.

**Improvised Weapon:** This can be almost anything: a heavy candlestick, a broom-handle used as a staff, and so forth. It is not possible to become proficient in improvised weapon. Note that an improvised weapon breaks, is lost, or otherwise become useless if the character wielding it rolls a natural 1 in melee. It may or may not be used with two hands.

**Khopesh:** This bladed weapon has a large curved head that can snag a weapon or an enemy. If it strikes a target with a natural 20 "to hit", the enemy is snagged. If medium or large sized, the snagged target suffers an automatic +10 penalty on his initiative roll if he has not already attacked. If

small sized, the target will be brought to the ground (25%) and unable to attack for the rest of the round, or suffer the +10 initiative penalty as noted above. On a natural 1 "to hit", the blade snags an opponent's weapon. If that happens, the enemy's weapon is torn from his grasp (10%), tangled so as to give him a +10 penalty on his initiative unless he has already struck in the round (80%), or the khopesh itself will be torn from the attacker's grasp (10%).

**Lance, Heavy:** When used while dismounted, treat a heavy lance as a pike in all ways except length, weight, and speed. When used from a charging mount, it causes double damage. Lances of all types may also be used to unhorse an enemy in a joust.

**Lance, Light/Medium:** When used while dismounted, treat a light or medium lance as if it were a spear. When used from a charging mount, it causes double damage.

**Lucern Hammer:** A hammer-like weapon with a sharp beak for puncturing heavy armor and a spike at the very point. If used against a mounted opponent, it can be used to knock him off the mount instead of causing damage (wielder's choice).

**Man Catcher:** As the name implies, this 8' pole-arm is designed to catch man-sized targets in its two-pronged jaws and prevent them from moving around on their own. A successful hit indicates the victim is trapped; no shield or DEX bonus to armor class is possible, and the wielder can move the victim by moving the man catcher (doing so causes 1d2 h.p. of damage per round). Those trapped can be jerked to the ground with a 25% chance per round. Those trapped may attempt to bend bars to escape, and multiple attempts are permitted, but each such attempt inflicts 1d4 h.p. of damage on the victim unless he is wearing gauntlets or other heavy hand protection. The pole can be hacked through by inflicting 6 h.p. of cutting damage.

**Military Fork:** If used against a mounted opponent, it can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled). A military fork set to receive a charge from a large-sized creature causes double damage if it hits.

**Partisan:** A type of spear with a very wide blade and two small blades on either side of the head.

**Ranseur:** A long spear-like weapon with two side blades. If used against a mounted opponent, a ranseur can be used to knock him off the mount instead of doing damage (wielder's choice, but must be declared before the "to hit" die is rolled). Does double damage against charging creatures if set to receive a charge.

**Sap:** This weapon can be used in normal melee combat, where it inflicts only half damage, but its true usefulness is as a weapon for striking from the rear to render the victim unconscious. Any sort of protective headgear prevents such a result, however. If a rear attack to the head succeeds, there is a 5% chance per point of STR that the victim falls unconscious. If the attacker's strength is greater than 18, unconsciousness is automatic. A.k.a. blackjack.

**Scimitar:** This covers most curved swords such as tulwars, cutlasses, sabers, and the like.

**Slapstick:** Usually only used by jesters, a slapstick consists of two slats of wood that make a very loud smacking sound when it hits.

**Spear:** If set to receive a charge from any sized creature, a spear causes double damage if it hits.

**Spiked Buckler:** The spiked buckler is a small shield capable of attacking an opponent who is already in melee with the wearer. Such an attack always occurs at the end of the round, does not count against the normal maximum number of attacks a character can normally make, and receives an additional -2 penalty "to hit."

**Sword, Bastard:** Sometimes called a "hand and a half sword", this sword has a long grip and can be used with either one or two hands. If used one-handed, it does the same damage, has the same space requirements and speed, and uses the same adjustments vs. armor type (if used) as a longsword. Using it two-handed means no shield can be used in combat, naturally.

**Sword, Short:** This includes any bladed weapon between 24 and 36 inches in length (such as a gladius).

**Vouge:** Basically a cleaver attached to the end of a long pole.

**Whip:** Those who are proficient in whip and score a hit have a 5% chance per level of entangling the target. Entanglement means that the target suffers a +10 penalty to initiative until the entanglement is undone (either by the wielder or victim detangling the whip, or the whip being severed (2 h.p. of cutting damage)). The wielder may detangle the whip with a flick of the wrist and a successful DEX check (roll his dexterity or less on 3d6). The victim has a 5% chance per round, plus 1% per point of STR, to detangle the whip. A whip cannot damage creatures with particularly thick hides (dragons, rhinoceroses, etc.).

## Ranged Weapons

There are three different types of weapons in the ranged weapons category: hurled weapons, missile weapons, and missiles. Hurled weapons are those that are actually thrown at an opponent (such as a dagger, hammer, etc.). They are usually lost when thrown, but may be recovered after the combat ends. Missile weapons are those that fire some sort of ammunition at the enemy, such as a bow or crossbow. They do not leave the hand of the wielder, but are useless if they run out of ammunition. Missiles are the ammunition fired by a missile weapon (such as arrows, sling bullets, etc.). They are usually lost in combat, but 50% of missiles that missed their targets can be recovered after a battle; the remainder are broken.

**TABLE 69: RANGED WEAPONS**

Weapon	Cost	Weight (lbs.)	Range (yards)**			Rate of Fire	Damage against	
			Short	Medium	Long		S/M	L
Acid	10 g.p.	3	10	20	30	1 / round	special- see below	
Aklys	2 g.p.	3	3	-	-	1 / round	1d6	1d3
Arrow (normal)	1 g.p. / doz.	0.1	-	-	-	-	1d6	1d6
Axe, Throwing	1 g.p.	5	10	20	30	1 / round	1d6	1d4
Blowgun	20 g.p.	1	10	20	30	2 / round	-	-
Blowgun Needle	1 s.p.	0	-	-	-	-	1	1
Bow, Composite, Long*	100 g.p.	8	60	120	210	2 / round	-	-
Bow, Composite, Short*	75 g.p.	5	50	100	180	2 / round	-	-
Bow, Long*	60 g.p.	10	70	140	210	2 / round	-	-
Bow, Short*	15 g.p.	5	50	100	150	2 / round	-	-
Crossbow Bolt, Hand	10 g.p.	0.1	-	-	-	-	1d3	1d2
Crossbow Bolt, Heavy	2 s.p.	0.2	-	-	-	-	1d4+1	1d6+1
Crossbow Bolt, Light	1 s.p.	0.1	-	-	-	-	1d4	1d4
Crossbow Bolt, Repeating	1 s.p.	0.1	-	-	-	-	1d3	1d3
Crossbow Bolt, Underwater	10 s.p.	0.2	-	-	-	-	1d4	1d4
Crossbow, Hand	300 g.p.	2	20	40	60	1 / round	-	-
Crossbow, Heavy*	20 g.p.	8	80	160	240	1 / 2 rounds	-	-
Crossbow, Light*	12 g.p.	5	60	120	180	1 / round	-	-
Crossbow, Repeating*	50 g.p.	6	40	80	120	2 / round	-	-
Crossbow, Underwater*	120 g.p.	5	30	60	90	1 / round	-	-
Dagger (thrown)	2 g.p.	1	10	20	30	2 / round	1d4	1d3
Dart	5 s.p.	0.5	15	30	45	3 / round	1d3	1d2
Hammer	1 g.p.	5	10	20	30	1 / round	1d4+1	1d4
Harpoon	5 g.p.	6	10	20	30	1 / round	2d4	2d6
Holy Water	25 g.p.	3	10	20	30	1 / round	special- see below	
Improvised Weapon*	n/a	1.5	5	10	15	1 / round	1d6	1d3
Javelin	10 s.p.	2	20	40	60	1 / round	1d6	1d6
Javelin-thrower	1 g.p.	1	30	60	90	1 / round	-	-
Knife (thrown)	1 g.p.	0.5	10	20	30	2 / round	1d3	1d2
Lasso*	5 s.p.	2	10	20	30	1 / 2 rounds	-	-
Oil	1 g.p.	3	10	20	30	1 / round	special- see below	
Sling	10 s.p.	0.1	40	80	160	1 / round	-	-
Sling Bullet	10 s.p. / doz.	0.2	+10	+20	+40	-	1d4+1	1d6+1
Sling Stone	n/a	0.1	-	-	-	-	1d4	1d4
Spear (thrown)	1 g.p.	5	10	20	30	1 / round	1d6	1d8
Staff Sling*	2 g.p.	5	-	45	90	1 / 2 rounds	-	-
Staff Sling Bullet	10 s.p. / doz.	0.2	-	-	-	-	2d4	1d8+2
Staff Sling Stone	n/a	0.1	-	-	-	-	1d8	2d4

\* Weapons marked with an asterisk require two hands.

\*\* Range indoors or underground should be divided by 3.

**Acid:** Acid contained in a vial can be thrown at an enemy, but the vial itself must break for the acid to do full damage. On a roll of 1-18 on 1d20, the vial breaks. If the vial hits the target, the acid within deals 2d4 h.p. (assuming the target is harmed by acid, of course). If the vial misses, it causes 1 h.p. of damage to all those within 1' of the landing point, assuming the vial breaks open (see misses with grenade-like weapons, below).

**Aklys:** This is a club attached to the wielder by means of a stout thong some 10' in length. If the wielder rolls a natural 20 "to hit" against a man-sized or small creature, it entangles the target rather than causing damage, at the wielder's option. Medium or small creatures, once entangled, will either be dismounted (if applicable) or knocked to the ground, where they must spend at least 1 melee round removing the thong (which can be cut with 2 points of cutting damage, as from a dagger). If used against a large sized creature, a natural 20 indicates automatic entanglement, but it is the wielder who falls to

the ground until he spends a round disengaging or cutting the thong from his wrist.

**Crossbow (all):** The rate of fire for any crossbow assumes that the weapon is already loaded and set, ready to be fired. If this is not the case, the first round (or first and second rounds, in the case of a heavy crossbow) must be spent preparing the weapon for firing. Then the rate of fire applies normally. Note that crossbows only fire crossbow bolts; only bows can fire arrows.

**Crossbow, Heavy:** This crossbow has a metal cross-piece and requires a crank to draw back. It can be fired one handed with a -1 penalty "to hit", but requires two hands to load. It gets a +1 bonus "to hit" if resting on some solid object when fired (the rail of a ship, the side of a wagon, etc.).

**Crossbow, Light:** This crossbow has a wooden cross-piece (made up of overlapping pieces of wood). A single person can draw it either with a stirrup-pull or simply by drawing back the string. It can be fired one-handed, but requires two hands to load.

**Crossbow, Repeating:** This special type of crossbow can hold up to six bolts before needing to be reloaded. Reloading takes an entire round, but then the repeating crossbow can fire six bolts before needing to be reloaded again.

**Crossbow, Underwater:** As the name indicates, this is a weapon intended for use underwater (also known as a spear gun). It can only fire specially-crafted ammunition.

**Harpoon:** This is essentially a stout spear that is attached either to the attacker or some other object by a line. A successful hit indicates the target is thus tethered to the harpoon's anchor and is also entangled in the line. It must spend a round detangling itself (although it will still be impaled by the harpoon and thus tethered to the anchor). To remove the harpoon completely, the target must have an intelligence of 2 or greater, and must successfully make a saving throw vs. poison. Success indicates the harpoon is removed. Failure indicates that the victim suffers 1 additional h.p. in damage from the attempt. Note that victims impaled by harpoons can be dragged towards the anchor at a rate of 10' per minute, on average, if the circumstances and size/strength of those involved warrants.

**Holy Water:** A vial of holy (or unholy) water can be thrown at an enemy, but the vial must break for the holy water to do full damage. On a roll of 1-18 on 1d20, the vial breaks. If the vial hits the target, the holy water within deals 1d6+1 h.p. (assuming the target is susceptible to holy water, of course). If the vial misses, it causes 2 h.p. of damage to all those susceptible to its effects within 1' of the landing point, assuming the vial shatters (see misses with grenade-like weapons, below). Undead (both corporeal and non-corporeal), demons, devils, and other creatures from the lower planes are usually affected by holy water. Paladins, angels, devas, and other creatures from the upper planes are affected by unholy water.

**Improvised Weapon:** This can be almost anything: a wine bottle, a candelabra hurled at an opponent, etc. It is not possible to become proficient in improvised weapon. Note that an improvised weapon can be thrown back at the attacker (requiring a separate "to hit" roll) if the character wielding it rolls a natural 1 in melee; this does not count against the re-thrower's number of attacks per round. This is an extra bonus attack that has no impact on any other attacks or spells that may be done in the combat round. It may or may not be used with two hands.

**Javelin:** Although normally used as a missile weapon, a javelin can be stuck in the ground to receive a charge. If so, the weapon inflicts double damage against large-sized creatures who charge into it.

**Javelin-thrower:** A stick used to impart more force onto the throw of a javelin. The range indicated is for a javelin hurled with the aid of such a device. It is sometimes called an atlatl.

**Lasso:** This weapon deals no damage, but is used exclusively for the purposes of entangling and/or dismounting the target. A successful hit entangles the target, allowing the attacker to pull it towards himself at a rate of 10' per minute, if the circumstances and size/strength of those involved warrants. A hit also has a 75% chance of dismounting a mounted target, and a 25% chance of pulling a non-mounted target to the ground. If the line between the target and the wielder is allowed to slacken, the target can get out of the lasso in a single minute. In any event, 2 h.p. of cutting damage

severs the lasso (a successful bend bars attempt does so as well; only one such attempt may be made).

**Oil:** A vial of oil can be thrown at an enemy, but the vial must break and be somehow set alight for the oil to do full damage. On a roll of 18 or less on 1d20, the vial breaks. If the vial hits and breaks on the target, the fiery oil deals 2d6 h.p. on the first round, and 1d6 h.p. on the second before it burns itself out (assuming the target is harmed by fire, of course). If the vial misses, it causes 1d3 h.p. of damage to all those within 3' of the landing point, assuming the vial breaks open and is lit (see misses with grenade-like weapons, below). Oil does no damage unless it is exposed to a source of fire. Thus, it is possible to make a "Molotov cocktail" with a burning rag in the opening of the oil vial; doing so imposes an initiative penalty of 5, but the oil automatically ignites if the vial smashes on impact. Otherwise, the oil must be hit by some other source of fire: torch, spell, etc. Note that if a torch is thrown at an oil-covered opponent with the intention of setting him on fire, a separate "to hit" roll must be made for the torch.

**Staff Sling:** A long stick with a sling at one end, able to fire its missiles over intervening obstacles. It can never be used at close range, however; treat medium range as its minimum range.



### Misses with Missile Weapons

If a hurled missile (acid, holy water, oil, etc.) misses its target, you still need to figure out where it landed. Roll 1d8 to determine direction and 1d6 to determine distance (in feet).

8	1	2
7	Intended Target	3
6	5	4

Of course, if the weapon is a liquid such as oil or acid, a saving throw for the container is required to see if it breaks on impact. Depending on the situation of the various antagonists in a fight, it is possible that a missed hurled weapon could land on either a friend or a foe.

This rule is not used with shot missiles (such as arrows or quarrels), but it is used with missiles launched from siege weapons (see below).

## Iron and Silver Weapons

Sometimes characters want to have weapons made from special materials, such as silver or iron. Iron weapons, useful against certain otherworldly creatures, cost the same as regular weapons. However, if used against someone with normal (steel) weapons and/or armor, and the attack misses, the iron weapon must make a saving throw vs. crushing blow. A failure indicates the blade has been damaged and imposes a -1 h.p. penalty to damage. A second miss and subsequent saving throw failure indicates the weapon is now damaged beyond use.

Silver-plated weapons, useful against creatures such as lycanthropes, cost an extra 10 g.p. per pound of weapon weight. Since silver is a soft metal, if it is used against an opponent with a regular (steel) weapon or armor and the attack misses, the weapon must make a saving throw vs. crushing blow with a -2 penalty. If it fails, the blade or striking surface has been damaged and receives a -1 h.p. penalty to damage. A second miss and saving throw failure means the silver plated weapon has been so damaged that it cannot be used.

## Outline of Combat

Roll for surprise (if any)

Round begins

- Announce actions
- Determine initiative
- Resolve segment 1 actions
- Resolve segment 2 actions
- ...
- Resolve segment 9 actions
- Resolve segment 10 actions
- Resolve end-of-round actions
- Roll morale checks (if applicable)

Round ends

New round begins

## Timekeeping in Combat

For ease of bookkeeping, so that players and game masters don't need to keep track of every combat down to the second, combat is handled in rounds. Each round is the equivalent of one minute. As a rule, characters in combat can take one action per round, although there are certain exceptions to this, as noted elsewhere in the rules.

Each round is divided into 10 segments, with each segment lasting 6 seconds. The segments help determine when a given character or creature can act in a given round.

**TABLE 70: SURPRISE**

**Foes (monsters, NPCs, etc.) Roll**

		1	2	3	4	5	6	7	8	9	10	11+
<b>Player Characters Roll</b>	<b>1</b>	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9	
	<b>2</b>	Foes +1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9
	<b>3</b>	Foes +2	Foes +1									
	<b>4</b>	Foes +3	Foes +2									
	<b>5</b>	Foes +4	Foes +3									
	<b>6</b>	Foes +5	Foes +4									
	<b>7</b>	Foes +6	Foes +5									
	<b>8</b>	Foes +7	Foes +6									
	<b>9</b>	Foes +8	Foes +7									
	<b>10</b>	Foes +9	Foes +8									
	<b>11+</b>	Foes +9	Foes +9									

No effect

Any action that, because of various circumstances, would take place past segment 10, actually takes place in what are called end-of-round actions, and generally take place in order dictated by initiative. They do not "carry over" into the next round.

## Surprise

In the close quarters of dungeon corridors or cavern tunnels, cramped city alleyways, or the thickets of a forest, it is possible for two creatures (or groups of creatures) to stumble upon one another and be surprised by the sudden encounter. In such a situation, dice are rolled to determine whether or not one or both parties are surprised, and if so, for how long. In practical terms, this means that one side or the other receives a penalty to their initiative roll on the first round of combat (low = better, so a +2 to initiative is a penalty). Each "plus" is equal to a penalty of 1 segment, or 6 seconds, during the round.

### When to Roll for Surprise

Surprise is impossible in any situation where one or another side can plainly see or hear the other. For example, if one side carries torches whose light radiates out in all directions, it is usually impossible to surprise a foe. Too, in open terrain, surprise is generally impossible unless there are outstanding circumstances (one side is concealed in camouflaged pits, for example). Surprise is most often a factor when one side opens a door or turns a corner in an underground passage and then encounters the other, or in areas of close terrain such as dense woods. Use common sense when deciding when one side or another would be surprised. Surprise only matters on the first round of combat.

### How to Roll for Surprise

Most creatures roll a d6 when determining whether or not they are surprised. However, some creatures or classes roll other types of dice. For instance, a ranger might roll a d8 instead of a d6, meaning he is less likely to roll a 1 or a 2, and is thus less likely to be surprised in a given situation. No matter the type of die, a character or monster is only surprised on a roll of 1 or 2.

Each side (players and monsters/NPCs) rolls for surprise as a whole, using the most favorable roll and modifiers that exist on their side.

The following table gives the relevant modifier to initiative on the first round of combat. Note that it is impossible for anyone to be surprised to such an extent that he is unable to do anything in a round. The worst that can happen is that he is almost guaranteed to go last.

## Surprise Hits (Optional Rule)

If your game master chooses, surprise can afford more of a bonus than simply allowing the surprising party to strike first in a round. In such cases, rather than giving a bonus to initiative, each “plus” in the Surprise table gives a chance to hit, with a maximum of 5. Thus, if the monsters roll a 2 and the PCs roll a 4, the monsters would each get 2 free bonus rolls “to hit” before the PCs can react.

This is, of course, quite a deadly change, but it is in keeping with the earliest mechanics of the game and is thus included here. If applied, it must be scrupulously applied to both monsters and player characters in order to maintain game balance.

## “In Melee”

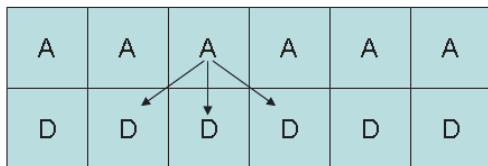
Many of the rules relating to combat refer to being “in melee.” This means that the character is toe-to-toe with an opponent, trading blows, dodging, parrying, etc. Characters must be “in melee” in order to attack with weapons or hand-to-hand, but must take actions to get “in melee” and once there cannot automatically retreat.

The number of characters that can be “in melee” with one another depends on their size and whether or not they are in a formation (usually this means standing side-by-side), as shown on the following table:

TABLE 71: NUMBERS ABLE TO MELEE

Attacker Size	Defender Size (Standing Alone)			Defender Size (Side-by-Side)		
	S	M	L	S	M	L
S	6	8	12	3	4	6
M	4	6	8	2	3	4
L	2	4	6	1	2	3

Naturally, the game master must take into account the relative size and position of those involved in combat. It is not correct to say that twelve humans could attack four orcs standing side by side; there simply wouldn’t be enough room. For example, in the diagram below, the attacker indicated would have the option of attacking any of the three defenders to whom he is adjacent, but doing so would mean that he wouldn’t be able to attack the other two. So while it is technically correct to say there he is in melee with three defenders (and vice versa), he can only attack one at a time.



If in doubt, and without the benefit of miniature figures to help visualize the battlefield, you may find it helpful to sketch out the situation. This will also help to see which opponents are attacking from the flank (see “position”, below).

Characters in melee get modifiers “to hit” and to damage from their strength attribute. Those using missile weapons get adjustments “to hit” from dexterity.

## Combat Actions

At the beginning of the round, and before initiative has been determined, all of the player characters announce their actions. There are 10 possible

actions that any given character can attempt in a combat situation. The game master should secretly determine the actions that his own monsters and NPCs will take, but shouldn’t announce those decisions to the players until his creatures are actually doing so. The possible actions are described below, but bear in mind that many magical effects can have an impact on combat actions. The game master should apply common sense in adjudicating such situations.

### Attack (hand-to-hand)

Start round: in melee  
End round: in melee  
Initiative adjustment: 0

The attacker must be “in melee” to take this action. Monsters often choose this action, in order to attack with claws, fangs, etc. However, when a human or humanoid chooses this action, it refers to punching, grabbing, wrestling, and such (see below). There is no adjustment to the initiative roll when performing a hand-to-hand attack.

### Attack (melee)

Start round: in melee  
End round: in melee  
Initiative adjustment: per weapon speed

The attacker must be “in melee” to take this action. With this action, add the weapon speed to the character’s initiative roll for the round. It can only be selected if a character is “in melee.” The attacker rolls 1d20, applies any modifiers, and consults the appropriate combat table to determine whether or not his attack inflicted damage. If so, roll for damage, again applying any appropriate modifiers.

### Attack (missile)

Start round: not in melee  
End round: not in melee  
Initiative adjustment: 0

“Missiles” in this sense, include all hurled or fired weapons, such as rocks, arrows, bolts, thrown daggers or spears, vials of flaming oil or acid, and the like. For this action, only modify the character’s initiative roll for the round if such is indicated in the description of the missile weapon in question. This action cannot be chosen if the character is already “in melee.” If the target is not in melee, roll to hit normally (being sure to include any dexterity bonus “to hit”, if applicable). If the target is in melee, then there is a chance of hitting someone else; see “firing missiles into melee” below.

### Charge and Attack

Start round: not in melee  
End round: in melee  
Initiative adjustment: per weapon speed

Charging usually occurs at the beginning of a battle, in order to rush up to an opponent and strike. At the end of the round, the character will be “in melee” with whatever opponent he charged against. Charging doubles the movement rate of the character or monster for that round only. Charging creatures cannot apply any armor class bonus for dexterity or shield (if they don’t have any such bonuses, their armor class is reduced by 1). A charging creature, assuming it reaches an opponent by the end of the round based on its movement rate, gets to attack at the end of the round with a +2 bonus “to hit”, but the enemy also gets to attack (such an attack does not count against the enemy’s normal rate of attack). Note that the character or creature with the longest weapon length gets to attack first in this situation, even though

technically they're both attacking at the end of the round. If the defender chose the "defend" action, some weapons (as defined in the weapon descriptions) allow him double damage if he hits. No one can charge more than once every 10 rounds. Creatures subject to a charge attack from the rear or flank are not entitled to an automatic counter-attack; only those charged from the front get a free strike.

**Close**

Start round: not in melee  
 End round: in melee  
 Initiative adjustment: 0

This action differs from the maneuver action, in that the object is to end the round "in melee" with an opponent. If the character can move the required distance in that round, he ends the round in melee with his opponent(s) and may attack (or take other appropriate actions) in the following round.

**Defend**

Start round: in melee/not in melee  
 End round: in melee/not in melee  
 Initiative adjustment: 0

A character may opt to defend whether or not he is in melee. If in melee, the character improves his armor class by a factor of 2. In addition, if he would normally get a bonus "to hit" because of his strength, that is reduced from his opponents' "to hit" rolls. If a character that chose to defend is subject to a "charge and attack" action, he causes double damage if he scores a hit against the person or creature charging when using certain weapons as noted above in the weapon descriptions (spear, etc.). He gets one attack against one opponent (regardless of how many attacks he would otherwise have been entitled to) with a -4 penalty "to hit". A character using the defend action automatically goes last in the round (use initiative rolls to break ties, if applicable).



**Disengage**

Start round: in melee  
 End round: not in melee  
 Initiative adjustment: 0

The character can only take this action when already "in melee" with another. By choosing this action, the character is attempting to disengage

from the combat and put distance between himself and his opponent. In such a case, the opponent automatically gets an attack during the segment that the character attempts to disengage, with a +2 bonus "to hit." This is in addition to any attacks that the opponent might have already made during the round, but if the opponent's attack would have occurred after the character's disengagement, the opponent loses the attack. If the character disengaging so chooses, he can end up "in melee" with some other character, as long as the distance is within his movement rate.

**Magic**

Start round: not in melee  
 End round: not in melee  
 Initiative adjustment: per spellcasting time (in segments)

If the character intends to cast a spell during the round, add the casting time of the spell (in segments) to the initiative roll. That is when the spell will go into effect. Remember that if the spell caster is attacked and takes damage during the round, but before he can finish casting his spell, the spell is ruined and lost. No one can cast spells while "in melee", although some monsters are able to employ spell-like powers, and magic items (such as wands) can be used. Count any such devices as having a weapon speed of 1 for wands, 2 for staves, and 3 for rods.

**Maneuver**

Start round: not in melee  
 End round: not in melee  
 Initiative adjustment: 0

This maneuver cannot be made if the character is "in melee" with another. Maneuvering refers to moving that is not intended to bring the character into melee range with an opponent. It is often used to get a better vantage from which to cast spells or aim missile weapons, or to simply retreat from the combat altogether.

**Other**

Start round: in melee/not in melee  
 End round: in melee/not in melee  
 Initiative adjustment: variable

This combat action includes a variety of different activities, including but not limited to turning undead and attempting to communicate ("parley") with the other group. Players being what they are, there is no possible way to anticipate every action they will take in combat (or, indeed, in any other situation). As a matter of fact, this is the strength of the game: the ability to do the unexpected and creative. In such situations, the game master should use his good sense, feel for what would and would not imbalance the game, and judicious rolls of dice to decide the success or failure of a given action, and its impact on the battle at hand. The rule of thumb should always be "yes, you can try that", but with the unspoken caveat that the character might not succeed.

**Initiative**

Initiative determines when in a given round a character or other creature can act (this can be very important in situations where who gets to hit first could determine who lives and who dies). There are 10 six-second segments in each round. Each character or creature involved in combat rolls 1d10 to determine in which segment it gets to act, and adds whatever modifiers may be appropriate. Initiative is modified (on the first round of combat) by surprise, and certain combat actions such as charging, attack, and such.

TABLE 72: INITIATIVE MODIFIERS

Cause	Initiative Modifier
Dexterity	See ability score description
Magic	See spell or magic item description
Unarmed and attacking someone with a weapon	+1
Potion (not already in hand)	+1d4+1
Priming oil flask with burning rag	+5
Read Magic Scroll (not already in hand)	+1d6 plus casting time of spell in segments
Rod	+3
Shorter weapon in melee	+1
Staff	+2
Wand	+1

The above is by no means an exhaustive list; the game master should feel free to impose what he feels to be appropriate modifiers to initiative, as needed. Note that it is always possible for a character to hold his action until later in the round, should he choose to do so.

## How to Roll Initiative

Each player should roll for his own character's initiative, and that of his henchmen and hirelings. The game master can opt to do that himself if he wishes, but may find it simpler to use a single roll for all of his monsters and NPCs. Initiative should be rolled anew at the start of each round, once combat actions have been announced. Roll a d10, apply your modifiers, and the result is the segment in which your character acts (anything over 10 is assumed to happen in segment 10, but use the modified initiative roll to break ties). In the event of a tie (after all the relevant modifiers have been applied), the actions occur simultaneously.

## Weapon Length

If two characters are in melee with weapons, the character with the shorter weapon length suffers an initiative penalty of +1. If one character or creature is fighting without a weapon, the unarmed character gets this penalty automatically.

## Pole-Arms

If a number of creatures are using pole-arms while fighting in formation (that is, in ranks with their weapons pointed out towards the enemy), they usually get an automatic first strike, regardless of the initiative roll, due to the fact that a swordsman has to first get through the massed formation of blades and points in order to reach them. The number required for this bonus depends on the circumstances; in a dungeon corridor, as few as two or three creatures could keep an enemy at bay. In larger quarters, more would be required. If two groups are both armed with pole-arms, the group with the longest weapon length strikes first. If the lengths are identical, they strike simultaneously.

The following are considered pole-arms: awl pike, bardiche, bec de corbin, bill, bill hook, fauchard, fauchard-fork, glaive, glaive-fork, glaive-guisarme, guisarme, halberd, lucern hammer, military fork, partisan, pole axe, ranseur, spetum, voulge, voulge-guisarme. Note that this is not exactly an exhaustive list of the various types of pole-arms developed historically.

## Position

If a character attacks another from the flank, the defender cannot apply any shield bonus to his armor class.

If the character attacks another directly from the rear, the defender cannot apply any shield or dexterity bonus to his armor class. This is especially important when a thief uses his backstab ability.

Note that standing side-by-side makes it impossible for enemies to attack on a flank, and usually makes it very difficult at best to come around from the rear.

## Multiple Attacks

Sometimes, actions happen automatically at some point during a round, regardless of (or in addition to) actions whose order is dictated by the initiative roll. For instance, if a character gets an "extra" attack during a round, it automatically occurs at the end of the round. Some character classes or weapons get three attacks per two rounds, or even two or more attacks per round, for instance. The exact determination of when an attack occurs depends on the number of attacks the character is entitled to make in a round.

**One attack per round:** The character just rolls normally for initiative and so forth. This is the default for most characters.

**One attack every other round:** This can happen if the character is *slowed* or otherwise impaired. In this case, the character simply doesn't bother to roll initiative on the first round. He rolls normally for initiative on the next round, then skips the one after that, then rolls normally, etc.

**Three attacks every two rounds:** On the first round, the character rolls initiative and acts normally. On the following round, he gets two attacks. The first occurs as if he had automatically rolled a 1 on his initiative die. The second attack is treated normally. The pattern is then repeated.

**Two attacks per round:** The first attack occurs as if he had rolled a 1 for initiative. The second attack is treated normally.

**Three attacks every five rounds:** The first attack happens normally in the first round. The second attack occurs normally in the third round. The third attack happens normally in the fifth round.

**Three or more attacks per round:** The first attack occurs as if he had rolled a 1 for initiative. The second attack is treated normally. The third and all subsequent attacks happen in the end-of-round actions, simultaneously.

Note that this does not apply to monsters. Even if a monster gets multiple attacks per round (for example, many monsters attack with two claws and a bite), all of its attacks occur in the segment designated by the initiative roll.

## Waiting

Sometimes, a character wants to wait until other members of his party have had a chance to act, or until he sees what the enemy is doing, before acting. In the former case, the character can wait until his compatriot acts, and then perform his action, as long as it is after his own would have originally taken place (at least one segment later).

Characters with exceptionally high dexterity scores, however, have a chance to act simultaneously with or even before the enemy. If the enemy has a higher dexterity than the player character, subtract the difference from the PC's dexterity. If the player character's adjusted dexterity is between 16 and 18, he can act simultaneously with the enemy. If it is greater than 18, he can act in the segment before, as his incredible reflexes allow him to react to the slightest stimuli, and anticipate the action of his foe.



# Melee

Melee refers to close-quarters fighting, either with hand weapons (swords, spears, daggers, etc.) or with bare hands, fangs, claws, and so forth. While melee is measured in one-minute rounds, the majority of that time is spent in parrying, riposte, feinting, maneuvering, and so on. Usually, a given combatant gets the chance to make a wounding or killing shot only once within the round. When that happens, the player rolls 1d20 and applies any "to hit" modifiers (the following is not an exhaustive list):

**TABLE 73: MELEE "TO HIT" MODIFIERS**

Cause	"To Hit" Modifier
Strength	See ability score description
Attacking from flank	+2
Attacking from the rear	+4
Magic	See spell or magic item description

Once the player applies all the appropriate modifiers to his "to hit" roll, the game master should consult the combat tables below, and announce whether or not the blow hit. If it did, the player rolls the appropriate dice to determine damage, applies any damage modifiers, and informs the game master of how much damage the blow did.

Sometimes an effect will double or even triple the damage. When this happens, remember that magical bonuses are not doubled or tripled; you should roll the damage first, apply the multiplier, and then add the magical bonus for damage.

**TABLE 74: ATTACK COLUMN DETERMINATION**

Type	Level / Hit Dice																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
d4 monster	A	D	D	E	E	F	F	H	H	J	J	K	K	L	L	M	M	M	M	M	M
d6 monster	B	E	E	F	F	G	G	I	I	K	K	L	L	M	M	N	N	N	N	N	N
d8 monster	C	F	F	G	G	H	H	J	J	L	L	M	M	N	N	O	O	O	O	O	O
d10 monster	D	G	G	H	H	I	I	K	K	M	M	N	N	O	O	P	P	P	P	P	P
d12 monster	E	H	H	I	I	J	J	L	L	N	N	O	O	P	P	Q	Q	Q	Q	Q	Q
bard/jester	A	A	A	C	C	C	E	E	E	G	G	G	I	I	I	K	K	K	M	M	M
cavalier/paladin	B	B	D	D	F	F	H	H	J	J	L	L	N	N	P	P	R	R	R	R	R
cleric/druid/mystic	A	A	A	D	D	D	F	F	F	H	H	H	J	J	J	L	L	L	M	M	M
fighter/barbarian/paladin	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	R	R	R	R
mage/illusionist/savant	A	A	A	A	A	C	C	C	C	C	F	F	F	F	F	I	I	I	I	I	J
thief/acrobat/mountebank	A	A	A	A	C	C	C	C	F	F	F	F	H	H	H	J	J	J	J	J	L
commoner	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

**TABLE 75: "TO HIT" DETERMINATION**

Target Armor Class	Attack Column																			
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R		
-10	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14		
-9	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13		
-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12		
-7	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11		
-6	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10		
-5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9		
-4	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8		
-3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7		
-2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6		
-1	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5		
0	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4		
1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3		
2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		
3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1		
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2		
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3		
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5		
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6		

**How to Use These Tables:**

First, use the Attack Column Determination Table and determine which lettered column applies. For instance, if your character is a 9th-level thief, you would use column F. Then, look on the appropriate column on Table 75: "To Hit" Determination to find your "to hit" number. That is the number you

must roll or more on a d20 in order to hit the target (applying the appropriate modifiers, of course).

**What’s a “Commoner”?**

A commoner is just what the name implies: a normal person (farmer, innkeeper, etc.) who is attacking someone else in combat. It is not, strictly speaking, a class unto itself, but rather encompasses all of those teeming multitudes that do not belong to any character class. If needed, a commoner has 1d6 hit points.

**Missile Combat**

Missile combat refers to fighting with those weapons that are either hurled (such as a rock, dagger, javelin, etc.) or fired (such as an arrow, bolt, etc.). The target can be in or out of melee, and may be partially protected behind cover.

**Range**

Any missile weapon fired or thrown at medium range gets a -1 penalty “to hit”. Firing a missile at long range receives a -2 penalty “to hit”. There is no penalty for firing at short range.

**Hiding Behind Cover**

Sometimes targets of missile fire will be behind cover (crouching behind a wall, firing from an arrow-slit, etc.). In such situations, the game master should determine how much cover exists, and then have the attacker roll percentile dice. If the attacker’s roll is higher than the defender’s percentage

of cover, then the attacker can roll to hit normally. Otherwise, the missile strikes the cover and has no chance of hitting the defender.

If a character fires at another who is not in melee or behind cover, then his player should roll 1d20 “to hit” and apply any applicable bonuses. The game master should then inform the player whether or not the shot hit. If it did, the player rolls damage and informs the game master of the total.

**Firing into Melee**

If the character is firing at a target that is in melee, the process is a little more complicated. Because melee combatants are considered to be fighting in close quarters, dodging, maneuvering, and so on, there is a chance that the missile intended for an enemy might hit a friend instead.

Divide the combatants in the melee into two sides: friend and foe. Tally up the numbers of each, counting small creatures as 1, man-sized creatures as 2, and large creatures as 3. By comparing the two totals, you will arrive at a percentage that a given missile will hit one side or the other. Table 76 below gives the exact chance that a friend will be hit in such a situation. Note that these are not automatic hits; a “to hit” roll is required once a target has been determined.

An exception should be made for very large creatures such as giants and dragons, when they are in melee against man-sized or smaller creatures. In such circumstances, it can be assumed that archers and the like can aim at the larger creatures and have no chance of hitting their smaller opponents.

**TABLE 76: CHANCE OF HITTING A FRIEND WHEN FIRING INTO MELEE**

		Number of Friendlies (by Size: S=1, M=2, L=3)																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Number of Enemies (by Size: S=1, M=2, L=3)	1	50%	67%	75%	80%	83%	86%	88%	89%	90%	91%	92%	92%	93%	93%	94%	94%	94%	95%
	2	33%	50%	60%	67%	71%	75%	78%	80%	82%	83%	85%	86%	87%	88%	88%	89%	89%	90%
	3	25%	40%	50%	57%	63%	67%	70%	73%	75%	77%	79%	80%	81%	82%	83%	84%	85%	86%
	4	20%	33%	43%	50%	56%	60%	64%	67%	69%	71%	73%	75%	76%	78%	79%	80%	81%	82%
	5	17%	29%	38%	44%	50%	55%	58%	62%	64%	67%	69%	71%	72%	74%	75%	76%	77%	78%
	6	14%	25%	33%	40%	45%	50%	54%	57%	60%	63%	65%	67%	68%	70%	71%	73%	74%	75%
	7	13%	22%	30%	36%	42%	46%	50%	53%	56%	59%	61%	63%	65%	67%	68%	70%	71%	72%
	8	11%	20%	27%	33%	38%	43%	47%	50%	53%	56%	58%	60%	62%	64%	65%	67%	68%	69%
	9	10%	18%	25%	31%	36%	40%	44%	47%	50%	53%	55%	57%	59%	61%	63%	64%	65%	67%
	10	9%	17%	23%	29%	33%	38%	41%	44%	47%	50%	52%	55%	57%	58%	60%	62%	63%	64%
	11	8%	15%	21%	27%	31%	35%	39%	42%	45%	48%	50%	52%	54%	56%	58%	59%	61%	62%
	12	8%	14%	20%	25%	29%	33%	37%	40%	43%	45%	48%	50%	52%	54%	56%	57%	59%	60%
	13	7%	13%	19%	24%	28%	32%	35%	38%	41%	43%	46%	48%	50%	52%	54%	55%	57%	58%
	14	7%	13%	18%	22%	26%	30%	33%	36%	39%	42%	44%	46%	48%	50%	52%	53%	55%	56%
	15	6%	12%	17%	21%	25%	29%	32%	35%	38%	40%	42%	44%	46%	48%	50%	52%	53%	55%
	16	6%	11%	16%	20%	24%	27%	30%	33%	36%	38%	41%	43%	45%	47%	48%	50%	52%	53%
	17	6%	11%	15%	19%	23%	26%	29%	32%	35%	37%	39%	41%	43%	45%	47%	48%	50%	51%
	18	5%	10%	14%	18%	22%	25%	28%	31%	33%	36%	38%	40%	42%	44%	45%	47%	49%	50%

For example, four orcs and an ogre are in melee with two halflings and two humans. An orcish archer attempts to fire into the melee. There are 4 M-sized orcs (=8) plus 1 L-sized ogre (=3), for a total of 11. There are 2 S-sized halflings (=2) plus 2 M-sized humans (=4), for a total of 6. Cross-checking 11 friendlies (to the orcish archer, anyway) and 6 enemies, there is a 65% chance that the bowman hits one of his companions. Not the smartest maneuver, but orcs are not generally known for their intellectual prowess.

**Unarmed Combat**

Perhaps it is a barroom brawl, perhaps the character has been relieved of his weapons and is attempting a daring prison break; sometimes, a character will want to engage in combat without a weapon.

There are three kinds of hand-to-hand combat: pummeling (punching, kicking, etc.), overbearing (trying to knock down someone), and grappling (trying to grab someone). Initiative works normally, with the person engaging in hand-to-hand combat having an effective weapon speed of 0. If an unarmed character attempts to attack an armed character, the unarmed person suffers an initiative penalty of +1.

In addition to any other modifiers, any character attempting hand-to-hand combat against a creature of different size gets a modifier "to hit":

**TABLE 77: HAND-TO-HAND SIZE "TO HIT" MODIFIERS**

		Defender Size		
		Small	Medium	Large
Attacker Size	Small	0	-2	-4
	Medium	+2	0	-2
	Large	+4	+2	0

### Damage Done in Unarmed Combat

Note that damage done by pummeling, overbearing, and grappling is special. If the opponent is brought to 0 or fewer hit points, he falls unconscious for a number of minutes equal to 20 minus his constitution score (although he can be revived sooner by use of smelling salts, cold water in the face, etc.). Once he revives, all damage inflicted by hand-to-hand combat will be healed except for 1d4 hit points; treat these as normal damage that heals at the standard rate. Under normal circumstances, it is not possible to kill someone in this way (although once they are unconscious, it is certainly possible to slay them). If the target falls unconscious and his hit points drop from positive h.p. to -10 h.p. in a single round, he dies as a result of his injuries.

If the victim does not pass out, the damage inflicted begins to heal after the end of the combat, and takes 20 minutes minus his constitution score to be completely healed, except for 1d4 hit points. "The end of combat" for this purpose is defined as any consecutive 5-minute period in which the character is neither attacked, makes an attack (including casting spells), or runs.

### Pummeling

Pummeling involves punching and kicking with the intention of dealing damage to the target. Your character can pummel someone who is in melee or prone (kicking is pummeling, too). Bear in mind that someone with a weapon can still attack your character with it, even though he's pummeling them. Roll "to hit" as normal, with the following modifiers due to armor type (not armor class!):

**TABLE 78: PUMMELING/GRAPPLING MODIFIERS**

Armor Type	Modifier "To Hit"
Cuirass (Leather), Furs	-1
Cuirass (Steel), Gambeson, Lamellar (Leather), Brigandine, scale (Leather)	-2
Lamellar (Steel), Ring, Scale (Steel)	-3
Mail	-4
Plated Mail	-8
Plate	-10
Jousting Plate	-12

A successful hit deals 1d4 damage, with the appropriate bonuses for strength.

### Overbearing

Overbearing involves attempting to knock over the target (making him "prone"), but not necessarily trying to do any damage (that can come later).

Your character can't overbear someone who is already prone; to keep an enemy prone, he must successfully grapple. Roll "to hit" as normal, with the following modifiers due to the strength of the attacker and the defender:

**TABLE 79: OVERBEARING/GRAPPLING MODIFIERS**

Attacker's Strength Minus Defender's Strength	Modifier "To Hit"
-6 or less	-10
-3 to -5	-6
-1 to -2	-2
0	0
1 to 2	+2
3 to 5	+6
6 or greater	+10

If the hit succeeds, the defender has been knocked prone, and remains so for the rest of the round and the beginning of the next round (with a 50% chance of dropping any objects held, such as a wand, sword, etc.). If your character successfully hits with 4 or more points to spare, the enemy is prone but your character is not (unless you choose to be). The defender also suffers 1-2 h.p. of damage, plus strength bonus (if any).

A character who is knocked prone can only pummel, grapple, or attempt to stand up, does not gain any armor class bonus for dexterity, and those attacking him who are not prone get a +4 bonus "to hit." If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but has lost his action for that round.

### Grappling

Grappling involves wrestling, holding, pinning, etc. You can grapple someone when they are prone (though you must be prone yourself) or in melee. Of course, when attempting to grapple someone, they are able to attack you with a weapon, if they have one. Roll "to hit" as normal, and apply both the pummeling modifiers for armor type (Table 78, above) and the overbearing modifiers for strength (Table 79, above). If the defender is already pinned (see below), the attacker gets a bonus of +3 "to hit."

If the hit succeeds, the attacker "pins" the defender, wrapping his arms and/or legs around him and successfully preventing him from rising (if prone), pummeling, or attacking with a weapon. The defender also takes 1-2 hit points of damage, plus strength bonus. The pinned character must succeed at a grappling attack in order to become unpinned. If the pinning character fails to successfully pin in the next or subsequent rounds, the pinned character is automatically free.

### Unarmed Combat with Non-Humanoid Creatures

Inevitably, some player character will want to pummel a manticores or attempt to overbear a camel. The game master should always let common sense prevail in such cases, granting the manticore the equivalent of banded mail for its tough hide, or giving the camel a bonus due to its size, strength, and multiple legs (-2 for an attacker "to hit" for every pair of legs beyond the first). You should usually err on the side of allowing the player characters to do the unexpected (as opposed to simply saying "you can't do that"), but that doesn't mean you have to make it easy for them to succeed.

### Saving Throws

There are many instances in which you will be told to roll a "saving throw." This represents a last-ditch escape from near-certain doom: the venom being washed out by a bleeding wound, dodging to one side to avoid the dragon's breath, shaking off the effect evil wizard's spell on your mind, and so on. The game master has tables that indicate just what numbers you need to roll (on

a d20) in order to successfully “make a save.” Sometimes that means that whatever you’re saving against had no effect, or half effect, or something similar. In any event, you want to roll high.

## Hit Points

Hit points represent not only the physical toughness of your character, but also represent an abstract quality of skill and luck that allows the character to avoid physical damage in the first place. The more hit points your character has, the longer he can last in battle. Monsters and non-player characters also have hit points, as determined by the game master.

Hit points are determined by rolling dice of the appropriate type. The number of dice you roll depends on your character’s “hit dice.” Generally speaking, you get 1 hit die for every level your character has reached. So, for example, a fifth-level cleric would have 5 hit dice. Monsters also have hit dice; generally speaking, the more hit dice it has, the harder a monster will be to kill.

Your character’s class determines the type of die you roll. Mountebanks roll a d8, savants roll a d4, etc. The type of die you roll is listed in the section on character classes. Every time you earn enough experience points to go up another level, you get to roll another hit die and add the roll to your total. Monsters also have different types of hit dice, depending on whether they are physically imposing brutes (like giants) or less physical creatures (such as a goblin shaman).

Every character begins the game with the maximum number of hit points (h.p.) for his character, including any adjustments for his constitution score. For instance, a bard with a constitution of 12 begins the game with 6 hit points (6 for his class, and no constitution bonus). A savant with a constitution of 15 begins the game with 5 h.p. (4 for his class, plus 1 for his constitution bonus).

## Damage

Hit points can be temporarily lost in combat, or sometimes in other circumstances (falling into a pit, for example). They can be regained by resting, by the application of first aid, or by magical healing. Your character can never regain more hit points through healing than he originally had.

If your character is reduced to 0 h.p., he falls unconscious (if he’s alone, it’s a fair bet he will then be either killed or captured). If your character is reduced to -1 h.p. or lower, he is not only unconscious but loses 1 h.p. per minute due to bleeding and shock. If someone binds the wounds of a bleeding character, he will be brought to 1 h.p. Until and unless he is brought to half his normal hit points (usually through magical healing), he suffers the following restrictions.

- Unable to cast spells
- Move at half speed
- Attack with a -4 penalty
- Perform all class abilities (verbal patter, thieving skills, etc.) with a -20% penalty

Binding wounds takes 10 minutes and presumes the presence of bandages. Once the process of binding wounds begins, bleeding stops; the person being bandaged does not continue to bleed during the wound-binding process.

Characters that reach -6 or fewer h.p. may be scarred or maimed because of their wounds, at the discretion of the game master. A 10% chance per point of damage past -6 is suggested (so there is a 10% chance of being scarred at -7 hit points, 20% at -8, etc.).

If a character reaches -10 h.p., he dies. Magical healing no longer has any effect. Spells such as *resurrection*, *reincarnate*, or *raise dead* must be employed.

## Healing

Characters restore hit points by resting at the rate of 1/day. After seven days of such rest, characters heal at the rate of 5 h.p. per day of rest. Such rest can include no exertion on the part of the character beyond slow walking. Magical healing can, of course, be combined with conventional rest to regain hit points at a quicker pace. Even magical healing can never cause a character to get more hit points than he originally had (with the exception of certain spells or magic items that explicitly state that they give temporary extra hit points to characters).

Note that cavaliers of good alignment have slightly different rules when it comes to damage in combat and healing, as described above.

## Falling Damage

Characters falling (e.g., dropped by a dragon, fallen down a covered pit trap, jumped off a cliff, etc.) suffer 1d6 hit points of damage for every 10’ fallen, up to a distance of 50’. After that, the dice are added cumulatively; 5d6 for a 50’ drop, but 7d6 for a 60’ drop, 10d6 for a 70’ drop, 14d6 for an 80’ drop, and 19d6 for a 90’ drop, up to a maximum of 25d6 for a 100’ drop. Those falling onto specially hazardous surfaces (for example, sharpened spikes at the bottom of a pit trap) should make a saving throw vs. petrification or sustain some sort of additional penalty (usually extra damage), as determined by the game master.

Characters falling (or jumping) into water that is at least 10’ deep take no damage for the first 20’ of the fall. Those characters with the swimming skill can dive up to 40’ into water and take no damage. If the dive is more than 40’ in height, they must make a skill check (with a -1 penalty for every 10’ past 40’), or else take damage from the “fall”, not counting the first 40’.

## Gaze Attacks

Many creatures (such as basilisks, medusae, etc.) can attack using their very gaze. There are two separate conditions under which one can fight such a creature: when one is surprised, and when one knows it’s there.

When surprised, there is a chance that a victim simply meets the gaze of the creature and is affected by the attack. The chance of meeting the monster’s gaze is equal to the number of segments’ worth of initiative penalty the character receives, times 10%. For example, if a character encounters a medusa and is surprised, it results in a 6-segment initiative penalty. There is a 60% chance that the character met the creature’s gaze and must make a saving throw or be turned to stone. If the character does not meet the gaze immediately due to surprise, the encounter proceeds normally.

If the character is simply looking at the creature, but is not in melee, there is a 50% chance he meets the creature’s gaze inadvertently.

If in combat, the character can attack normally or purposefully avoid the gaze of the creature. If he chooses to attack, there is a 30% chance that he meets the creature’s gaze and must make a saving throw or be affected. If he chooses to actively avoid the gaze, there is a 10% chance that he meets its gaze, but he suffers a -4 penalty on all “to hit” rolls against it.

If the creature initiating the gaze attack is man-sized or greater size, the chance that an enemy will meet its gaze is decreased by 10%. If the gazing creature is of small size, the chance is decreased by 20%.

Note that all of this presupposes that the character is within the range of the creature's gaze attack.



## Special Conditions

**Prone:** A *prone* character can only pummel, grapple, or attempt to stand up. He does not gain any armor class bonus for dexterity, and those attacking him get a +4 bonus "to hit" (as long as they are not prone themselves). If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but loses his action for that round.

**Pinned:** A *pinned* character must succeed at a grappling attack in order to become unpinned. If the pinning character fails to successfully pin in the next or subsequent rounds, the pinned character is automatically free. He cannot otherwise maneuver or attack until he is unpinned.

**Stunned:** Creatures who are *stunned* cannot attack or cast spells, and those attacking them get a +4 bonus "to hit."

**Unconscious/Sleeping:** Unconscious or sleeping creatures can be killed at a rate of one per segment, assuming the would-be slayers have some sort of effective weapon with which to do so. A character who is (non-magically) sleeping is entitled to a saving throw vs. petrification to awaken at the last minute and avoid instant death.

**Mounted:** Characters mounted in melee get a +2 bonus "to hit" vs. those who are not. Creatures on foot attacking mounted characters in melee get a -2 penalty "to hit."

**Blind:** A *blinded* character (whether blindfolded, in the area of a continual darkness spell, or simply deep underground without benefit of a torch) incurs a -4 penalty on all "to hit" rolls, saving throws, and damage rolls, as well as a +4 penalty to his armor class. If he rolls a modified 0 or less "to hit", he hits some other random object in his weapon's range (the game master should determine randomly whether he strikes a friend or foe).

**Darkness:** In complete darkness, characters without benefit of either infravision or ultravision fight as if they are blind (see above). In near-total darkness, or other circumstances where the foe can be seen only as a vague outline against the background, attackers get a -2 penalty "to hit."

## Morale

Certain creatures, such as trolls and ghouls, are entirely fearless and fight savagely to the death. Most enemies, however, break and scatter into the depths of a dungeon or twisted paths of a forest when faced with a stern foe (perhaps to regroup and set up ambushes, spread word of the invaders to their comrades, and generally live to fight another day). Player characters, as well as leader-type non-player characters, never have to make an actual roll for morale without some sort of magical reason; their hirelings, henchmen, and minions certainly will.

Check morale in rounds where the following conditions occur (only check once per condition, except for the last, which can apply in every round in which it is true):

- 25% of friendly force is eliminated from the battle
- 50% of friendly force is eliminated from the battle
- Leader is incapacitated
- Leader is slain or flees
- The enemy force is approximately twice as powerful as the friendly force (or more)

When a morale check is indicated, roll a d20 for each creature (or groups of creatures, as appropriate) and apply the following modifiers:

**TABLE 80: MORALE CHECK MODIFIERS**

Condition	Morale Check Modifier
25% of friendly force eliminated	-1
Leader incapacitated	-2
50% of friendly force eliminated	-3
Taking casualties without inflicting any	-4
Leader slain or flees	-6
Charisma (highest on friendly side, or personal employer)	See ability score description
Per level/hit die above 1st	+1
Inflicting casualties without taking any	+4

A result of 10 or less indicates a failed morale check. When that happens, roll on the following table to see how they react (creatures of lawful alignment get a -5 modifier on this table).

**TABLE 81: FAILED MORALE CHECK RESULTS**

Die Roll (d20)	Result
01-03	Well-formed fighting retreat
04-06	General retreat
07-10	Retreat in disarray
11-20	Surrender*

\* Unintelligent creatures do not surrender; they simply retreat. Note that intelligent creatures, in a situation where surrender is obviously untenable (such as when fighting against trolls or ghouls or unintelligent creatures), retreat rather than surrender.

***It should be stressed that the game master should not ignore the morale rules!*** If every creature encountered fights to the death, not only does it render the game more than a little unrealistic (which is itself a relative term in a game that features dragons, animated skeletons, and fireballs), but it also means the player characters are going to suffer a lot

more damage in each combat and won't have to deal with the logistical challenge of handling prisoners.

## Creatures Harmed Only by Enchanted Weapons

Some creatures have the unique defensive power that they can only be harmed by certain types of weapons, in particular those which are silver or have an enchantment of +1 or better.

When such creatures are in combat with other monsters, however, some accommodation must be made, or else such creatures would be completely invulnerable. Therefore, creatures with sufficient hit dice may wound creatures that are normally wounded only by enchanted weapons, as follows:

Creature is Wounded by...	May be Wounded by...
+1 or better weapon	4d10, 5d8, or 6d4 HD creatures
+2 or better weapon	5d10, 6d8, or 7d4 HD creatures
+3 or better weapon	6d10, 7d8, or 8d4 HD creatures
+4 or better weapon	7d10, 8d8, or 9d4 HD creatures
+5 or better weapon	8d10, 9d8, or 10d4 creatures

It should be stressed that the above does not apply to characters, whether PCs or NPCs, in any way. Barbarians, however, have their own rule regarding creatures that are normally struck by enchanted weapons, to make up for their own lack of the same.

### Critical Hits (Optional Rule)

Many gaming groups like the idea that some hits in battle do more than normal damage. If your game master so chooses, he may institute a critical hit rule in his game. Note that the decision to include such a rule is his alone; individual players cannot simply decide that they will be playing with critical hits when the rest of the game universe does not make allowances for them.

Critical hits represent the lucky or exceptionally skillful blow. They are the dagger finding the sweet spot between two pieces of plate armor and sinking in to the hilt. They are the arrow piercing the unprotected patch on the dragon's breast. They will, regardless of the particular system used, make the game deadlier, as a single hit in combat inflicts more damage. For this reason, it is imperative that critical hit rules, if used, be applied equally to monsters as well as player characters. Otherwise, they tend to imbalance the game in favor of the PCs, losing some of the dramatic tension of real threats to the player characters' lives.

There are numerous ways to include critical hits. The following are offered as being not so dangerous as to completely unbalance the game, while at the same time allowing for the occasional "great shot." The following critical hit rules are not mutually exclusive.

#### Critical Hit Method A: Double on 20

If a character or monster rolls a "natural 20" while attacking (whether melee, hand-to-hand, or missile attack), that attack causes double damage. A

"natural 20" means that the number 20 actually appears on the die, without any sort of modifiers.

#### Critical Hit Method B: Follow Through Damage

If a combatant's damage roll on any given hit is the maximum possible for that attack, he rolls again, adding this "follow through" damage to the first die roll. If the maximum is rolled again, more "follow through" damage is rolled, and so on. Note that no matter how many times the die ends up getting rolled for damage, the combatant's damage modifiers (for strength, magic, etc.) are only applied once.

#### Critical Hit Method C: Carry-Over Damage

If a character is in melee with more than one opponent, and manages to kill one of them, he may immediately "carry over" any remaining damage from the now-dead opponent to another adjacent one, as long as it is in range of his weapon.

### Fumbles (Optional Rule)

Much like critical hits, many gaming groups feel that "fumbles" give the game a little more fun and flavor. Some groups eschew fumbles on the basis that they aren't very "heroic" and only serve to lengthen combat to no good purpose. The same caveats apply to fumbles as to critical hits; such rules work best when applied equally to player characters, NPCs, and monsters.

#### Fumble Method A: Flub on a 1

If a combatant rolls a "natural 1" while attacking (whether melee, hand-to-hand, or missile attack), that attack deals the minimum amount of damage possible (if it hits). The character must also roll 1d20 again; if the result is another natural 1, he drops his weapon (if any).

#### Fumble Method B: Off-Balance

If a combatant rolls the minimum possible damage for a hit, he does the damage indicated, but has thrown himself off-balance and suffers a +3 penalty to his initiative roll for the next round.

### Weapon Adjustments vs. Armor Type

Game masters desiring a little more verisimilitude in combat may wish to include weapon adjustments vs. specific types of armor. Certain weapons are simply more effective against certain types of armor (or lack thereof), and naturally some weapons are likewise not as effective. In many cases, weapons (particularly pole-arms) were specifically designed to be "can openers", and are more effective against heavily-armored opponents. Thus, including such adjustments adds a certain level of historical accuracy and provides justification for choosing certain otherwise obscure weapons. However, if these adjustments are used when player characters are attacking, they must also be used for their opponents, in the interests of both fairness and game balance.

Note that these adjustments have no impact on creatures that do not normally wear armor; they only affect the "to hit" rolls of specific weapons against targets wearing the armor indicated.

**TABLE 82: WEAPON ADJUSTMENTS VS. ARMOR TYPE**

Attacker's Weapon	Defender's Armor Type								
	Jousting Plate	Plate	Plated Mail	Mail	Scale / Cuirass (steel)	Ring, Brigandine, Lamellar (steel)	Furs, Gambeson, Cuirass / Lamellar / Scale (leather)	Shield only	None, helmet only
Aklys (hurled)	-7	-5	-4	-3	-2	-1	0	0	0
Aklys (melee)	-6	-4	-3	-2	-1	-1	0	0	+1
Axe, Battle	-4	-2	-1	-1	0	0	+1	+1	+2
Axe, Hand	-4	-2	-2	-1	0	0	+1	+1	+1
Axe, Throwing	-5	-3	-2	-1	-1	0	0	0	+1
Bardiche	-2	-1	0	0	+1	+1	+2	+2	+3
Bec de Corbin	+2	+2	+2	0	0	0	0	0	-1
Bill-guisarme	0	0	0	0	0	0	+1	0	0
Blowgun	-12	-8	-6	-4	-2	-1	-1	+1	+2
Bow, Composite, Long	-3	-1	0	0	+1	+2	+2	+3	+3
Bow, Composite, Short	-4	-3	-1	0	+1	+2	+2	+2	+3
Bow, Long	-1	0	0	+1	+2	+3	+3	+3	+3
Bow, Short	-6	-4	-1	0	0	+1	+2	+2	+2
Buckler, Spiked	-7	-6	-4	-3	-2	-1	0	0	+2
Caltrop	-7	-5	-4	-3	-2	-1	0	+1	+2
Club (hurled)	-8	-5	-3	-2	-1	-1	-1	0	0
Club (melee)	-6	-4	-3	-2	-1	-1	0	0	+1
Crossbow, Hand	-4	-1	0	0	0	+1	+2	+2	+3
Crossbow, Light	-2	-1	0	0	+1	+2	+3	+3	+3
Crossbow, Heavy	-1	0	+1	+2	+3	+3	+4	+4	+4
Crossbow, Repeating	-2	-1	0	0	+1	+2	+3	+3	+3
Crossbow, Underwater	-2	-1	0	+1	+2	+2	+3	+3	+3
Dagger (hurled)	-6	-4	-3	-2	-1	-1	0	0	+1
Dagger (melee)	-4	-3	-2	-2	0	0	+1	+1	+3
Dart	-6	-4	-3	-2	-1	0	+1	0	+1
Falchion	-2	-1	0	+1	+1	+1	+1	0	0
Fauchard	-3	-2	-1	-1	0	0	0	+1	+1
Fauchard-fork	-2	-1	-1	0	0	0	+1	0	+1
Flail, Footman's	+3	+2	+1	+2	+1	+1	+1	+1	-1
Flail, Horseman's	0	0	0	0	0	+1	+1	+1	0
Garrote	0	0	0	0	0	0	0	0	0
Glaive	-2	-1	0	0	0	0	0	0	0
Glaive-guisarme	-2	-1	0	0	0	0	0	0	0
Guisarme	-3	-2	-1	-1	0	0	0	-1	-1
Guisarme-voulge	-2	-1	0	+1	+1	+1	0	0	0
Halberd	+1	+1	+1	+2	+2	+2	+1	+1	0
Hammer (hurled)	-3	-1	0	0	0	0	0	0	+1
Hammer (melee)	0	+1	0	+1	0	0	0	0	0
Harpoon	-5	-3	-2	-1	0	0	0	0	+1
Hook Fauchard	-3	-2	-1	-1	0	0	0	0	-1
Improvised Weapon (hurled)	-8	-5	-3	-2	-1	-1	-1	0	0
Improvised Weapon (melee)	-6	-4	-3	-2	-1	-1	0	0	+1
Javelin	-6	-4	-3	-2	-1	0	+1	0	+1
Javelin-thrower	-5	-3	-2	-1	0	0	+1	+1	+2
Khopesh	-6	-4	-2	-1	0	0	+1	+1	+2
Knife (hurled)	-7	-5	-4	-3	-2	-1	0	0	+1
Knife (melee)	-5	-4	-3	-2	-1	0	+1	+1	+3
Lance, Light	-3	-2	-1	0	0	0	0	0	0
Lance, Medium	0	+1	+1	+1	+1	0	0	0	0
Lance, Heavy	+4	+3	+2	+2	+2	+1	+1	0	0
Lasso	+8	+6	+5	+4	+3	+2	+1	0	-1
Lucern Hammer	+1	+1	+2	+2	+2	+1	+1	0	0
Mace, Footman's	+2	+1	0	0	0	0	0	+1	-1
Mace, Horseman's	+2	+1	0	0	0	0	0	0	0
Mace, Two-handed	+2	+2	+1	0	0	0	0	+2	-1
Man Catcher	0	0	0	0	0	0	-1	-2	-3
Military Fork	-3	-2	-1	0	0	+1	+1	0	+1
Military Pick	+3	+2	+1	+1	0	-1	-1	-1	-2
Morning Star	0	+1	+1	+1	+1	+1	+1	+2	+2

Attacker's Weapon	Defender's Armor Type								
	Jousting Plate	Plate	Plated Mail	Mail	Scale / Cuirass (steel)	Ring, Brigandine, Lamellar (steel)	Furs, Gambeson, Cuirass / Lamellar / Scale (leather)	Shield only	None, helmet only
Partisan	0	0	0	0	0	0	0	0	0
Pike	-1	0	0	0	0	0	0	-1	-2
Pole Axe	+1	+1	+1	+2	+2	+2	+1	+1	0
Quarterstaff	-8	-5	-3	-1	0	0	+1	+1	+1
Ranseur	-3	-1	-1	0	0	0	0	0	+1
Sap	-13	-10	-8	-6	-5	-4	-3	-2	0
Scimitar	-3	-2	-2	-1	0	0	+1	+1	+3
Scythe	-2	-1	0	0	+1	+1	+2	+2	+3
Sickle	-3	-2	-1	-1	0	0	0	+1	+1
Slapstick	-6	-4	-3	-2	-1	-1	0	0	+1
Sling Bullet	-3	-2	-1	0	0	0	+2	+1	+3
Sling Stone	-6	-4	-2	-1	0	0	+2	+1	+3
Spear (hurled)	-4	-3	-2	-2	-1	0	0	0	0
Spear (melee)	-2	-1	-1	-1	0	0	0	0	0
Spetum	-2	-1	0	0	0	0	0	+1	+2
Spiked Buckler	-6	-4	-3	-2	-1	0	0	0	+2
Staff Sling Bullet	-4	-2	-1	0	0	0	0	0	0
Staff Sling Stone	-5	-3	-2	-1	0	0	0	0	0
Sword, Bastard	0	0	+1	+1	+1	+1	+1	+1	0
Sword, Broad	-4	-2	-1	0	0	+1	+1	+1	+2
Sword, Long	-3	-1	0	0	0	0	0	+1	+2
Sword, Short	-4	-2	-1	0	0	0	+1	0	+2
Sword, Two-handed	+2	+2	+2	+2	+3	+3	+3	+1	0
Trident	-3	-2	-1	-1	0	0	+1	0	+1
Voulge	-2	-1	0	+1	+1	+1	0	0	0
Whip	-12	-8	-6	-4	-2	-1	+1	0	+3

The rules presented above cover most combat situations that adventurers may find themselves in. In addition, the game master should always remember that he has the liberty to adjudicate any unusual situations "on the fly," and that it is usually better, especially in a combat situation, to make a snap ruling that may be slightly off from the rules as written, rather than bringing the game to a crashing halt to look up the precise modifier for an unusual situation.

However, there are two situations that are probably not going to be so frequently encountered, but which nonetheless should be available in case they arise. These are hastiludes, which include such martial games as tournaments and jousting, and hunting.

## Hastiludes

A hastilude is a "martial game" in which warriors, and especially cavaliers and paladins, practice and demonstrate their martial ability. Despite the use of the term "game," it can be as deadly as regular combat. It is possible for different sorts of hastiludes to be combined at large festivals and gatherings, often for the express purpose of having a tournament with a joust. Such events are also usually accompanied by feasting and possibly religious or other celebrations, and are sometimes called "round tables."

Bear in mind that knighthood is an appointment by some noble or royal personage and is not otherwise dependent on class; fighters and rangers (and, on very rare occasions, other classes) can be knights as well as cavaliers and paladins. All of the special horsemanship and other abilities possessed by the cavalier and paladin classes, however, still apply to all of the situations described below.

While it is the case that such hastiludes will be more prevalent in regions that are relatively peaceful and free of actual warfare, it is not unknown for such

to be held even in the midst of battle itself, with champions from opposing sides responding to a challenge and competing under a flag of truce. Such individuals will almost certainly be praised for their courage in entering into the hand of the enemy simply on a point of honor (i.e., responding to a challenge).

## Tournament

A tournament is a staged combat between two groups of knights and/or their squires and retainers. Knights and their entourages are divided into two fairly equal sides, each of which is housed together in a "settlement." The central element of the tournament is a large pitched battle between the two settlements, which is fought mounted with melee weapons, and in which the principal activity is to force knights from the enemy settlement to surrender, after which time a ransom can be demanded for their return.

The tournament is not intended to be fought to the death, and knights surrender when they reach a suitably low number of hit points. However, it is certainly possible that a wounded knight who suffers a strong blow may well be slain. Such is an accepted hazard of the tournament.

Ransoms are, as a rule, 100 g.p. per level of the captured knight, plus 100 g.p. per social rank. Thus, a 6th-level cavalier of lower-upper class would be worth a ransom of 900 g.p. Being captured is only a minor shame for a knight in a tournament, especially if one's opponent is demonstrably superior in quality. Failure to pay one's ransom, on the other hand, is a grave shame, and knights will sell their armor, horses, and other possessions before allowing such a stain on their honor.

Some lands (particularly those of lawful good inclination) conduct tournaments with blunted weapons. While these would be called bohorts in game terms (see below), they may still be referred to as tournaments.



## Bohort

A bohort is conducted much like a tournament, except it is usually fought with blunted or wooden weapons, making it much more difficult to inflict a fatal injury. Cutting weapons inflict one-quarter damage (round down) and blunt or stabbing weapons inflict one-half damage (ditto).

Such contests are often (but not exclusively) held among the squires and other retainers, and the participants wear gambesons or leather cuirasses rather than full plate armor. They are sometimes held in conjunction with tournaments, as preliminaries.

## Joust

A joust is a one-on-one combat between two knights (or, again, their squires and retainers), wherein each gets three blows with a set of agreed-upon weapons. The goal of the joust is to either unseat the opponent, or, failing that, to inflict the most damage without killing him. Typical weapons include the battle axe, sword, and lance (although for a joust the metal tip of the lance is removed, leaving only the blunt wooden tip). As the name indicates, most participants wear jousting plate armor to help defend against the blows.

The blunted jousting lance does only half damage, but bear in mind the joust is conducted as the opponents charge at one another, so the doubling effect of the charge cancels out the halving effect of the blunted lance.

Once a jousting loses one quarter of his hit points, he must make a STR check to remain in his saddle. He must check again when he has lost half his total hit points, and once more when he has lost three-quarters. At this point the joust will usually be called for the jousting that inflicted the most damage on his opponent, or postponed, as the idea is not to inflict fatalities but to demonstrate superior mounted combat skills.

If neither jousting is unseated after three passes with each weapon, the joust is called in favor of the knight who inflicted the most damage.

## Pas d'Armes

A *pas d'armes* is an impromptu challenge set forth by a knight or knights. The challenger positions himself at a spot on a road, at a bridge or ford, city gate, or so on, and issues a challenge of single combat to all other knights who pass by. Often, word circulates of the existence of the *pas d'armes*, attracting knights and their retinues from the surrounding area to test their mettle. A *pas d'armes* does not usually occur in conjunction with tournaments or other *hastiludes*.

As with the tournament, the idea is to fight until one knight or the other surrenders, at which time the usual ransom can be demanded. However, no special rules regarding blunted weapons are used in the *pas d'armes*.

Refusal by a knight to participate is regarded as a great shame, and honor demands that any knight so doing surrender his spurs (or other badge of rank) as a sign of his humiliation.

## Quintain

A quintain is a target for the lance, to be struck while charging on horseback. Taking turns at striking a quintain often occurs as an attachment to a tournament or bohort, but it is not unknown for some villages to set up permanent quintains against which the local youths and/or nobility try their skill.

The quintain itself has an armor class between 9 and 1, depending on its size and composition.

**TABLE 83: QUINTAINS**

Armor Class	Quintain Construction
9-7	Mannequin
6-3	Shield or board
2-1	Ball or ring

The easiest quintains to hit generally consist of a life-sized mannequin, followed by those consisting of a shield or board. The hardest to hit are small balls or rings; the latter must be pierced through with the lance in order to score.

Shield or board type quintains are often the most popular as permanent structures, usually fitted with a weight on a cord or chain. If the attacker strikes the shield or board, the weight at the end of the cord swings around and hits the rider on the back of the head as he passes, unless he is quick enough. In game terms, if the attacker scores a hit against the quintain, he must make a successful DEX check. Failure means he is hit by the counterweight and suffers 1d2 h.p. of damage. Cavaliers and paladins may subtract their level from their ability check roll as a bonus, as part of their horsemanship skill.



## Hunting

Characters often hunt to supplement purchased rations, whether out of necessity or culinary variety. Often, characters residing at an inn may find free food and lodging if they bring in a brace of ducks or a deer for the benefit of the house.

Hunting consists of two phases. First, the prey must be located. Second, it must be killed. Hunting takes 1d6 hours, whether it is successful or not.

**TABLE 84: HUNTING - CHANCE OF FINDING PREY**

Terrain	Spring	Summer	Autumn	Winter
Plains	40%	50%	50%	25%
Forest	50%	50%	50%	30%
Hills	40%	40%	40%	25%
Mountains	30%	30%	30%	15%
Desert	5%	5%	5%	10%
Marsh	35%	50%	50%	20%

In arctic or sub-arctic zones, lower the chances of finding prey by 35% (minimum 5%). In tropical or sub-tropical zones, increase the chance of finding prey by 20% (maximum 50%), except in a desert, which remains unchanged. In addition, subtract 5% per hunter in the party after the first.

Game masters should also be checking for random encounters during this time; the party may be hunting for food, but find a monster instead!

**TABLE 85: HUNTING - PREY ENCOUNTERED**

Die Roll (d6)	Type	Number	Range (yards)
1	Bird	3d6	2d4x10
2	Bird	1d6	2d4x10
3	Animal	1d10	2d4x10
4	Animal	1d6	(1d3+5)x10
5	Animal	1d3	(1d3+3)x10
6	Threat	1d3	(1d3+3)x10

Once the prey has been located, it must be slain. The range determines the effectiveness of the hunters' weapons (if the hunters do not have missile weapons with appropriate range, they must approach silently, using the appropriate rules). This is done normally using the combat system. Note that some hunts occur on horseback, and/or with the use of dogs as helpers.

Birds immediately flee if attacked. If they are only wounded in the initial attack, they fly out of range of pursuit.

Animals may be small game (rabbits, squirrels, hares, etc.; 75% chance) or big game (deer, antelope, elk, etc.; 25% chance). Small game have 1d4 HD, and big game have 2d8 HD.

If an animal is not killed with the initial attack, it may be followed. As it is wounded, it moves slower and with more noise. There is a base 50% chance that anyone, even a non-ranger, can track a wounded animal and come upon it at half the initial range. Rangers and those with the hunting secondary skill use their tracking skill. Druids have a 75% base chance of successfully tracking.

A "threat" is a dangerous creature that will not flee from the hunters, but likely (75% chance) turns and attacks. Such threats include wild boars, brown bears, aurochs, polar bears, and so on. It will not be a monster, but is potentially dangerous. Some hunters seek out these sorts of animals, considering them a greater challenge. If a threat-type animal flees the encounter, it can be tracked as any other animal.

The amount of food obtained by hunting depends on the size of the creature bagged. Each bird and small game animal can feed 1 person for 1 day. Big game feeds 1 person for 10 days, or 2 people for 5 days, etc. These are rough approximations only, and presuppose that the animal is properly cleaned and dressed.

# Social Encounters

The term *social encounters* refers to those encounters between PCs and NPCs that don't involve combat. When a PC attempts to convince an NPC to cooperate, or tries to talk himself out of a giant's cooking pot, it is a social encounter. The term also applies to character class abilities that involve confusing, convincing, distracting, and so on, such as those possessed by bards, jesters, and mountebanks. Always remember, however, that simply because mountebanks have a skill called "distract" doesn't mean that a mage cannot attempt to distract someone. Doing so is just not part of their everyday repertoire, and they will thus not be as good at it (but they can always try).

Some parties attempt to parley rather than immediately assume that every encounter will end in melee. Such parties are wise, and on the whole live longer than those that prefer to "shoot first and ask questions later." They should, therefore, not be penalized for doing so.

Adjudicating these sorts of encounters can be trying for the game master, and different game masters may have different ways of doing so. It should also be pointed out that there is no one right way, and indeed you might find one way is more appropriate in one situation than another, and mix and match in the same game session. That, too, is fine, as long as there is a modicum of consistency in when one method is applied as opposed to another, and that you don't succumb to the temptation to "give away the store."

Some game masters prefer to act out the encounter, taking on the role of the NPCs and interacting with the PCs in character. The outcome of the encounter thus hinges on the quality of the actual words spoken, in character, by the players. Were they convincing? Was the game master, also speaking in character, swayed by the player? If so, the encounter will likely go his way. If not...

Other game masters rely more on the dice to determine the outcome of the encounter. In such a situation, the player, speaking in the third person, would say something like "My character is going to try to convince the hobgoblin captain that we're not his enemies." The game master would then roll the dice and determine the outcome accordingly.

It is, of course, possible to combine the two approaches, with the player saying "My character is going to use his *distract* ability. He says to the ettin 'Have you ever really thought about just how many mages could be looking in this cave right now with magic? They have crystal balls and scrying spells, and all other sorts of things. Who knows who could be looking in here right this very minute!'" If the game master was impressed or amused by the attempt, he could give the PC a bonus (5-20% might be an appropriate range) to the *distract* roll.

In the end, the game master should adopt the method of resolution that best fits his style and that of his players. Too, nothing says that only one method can be used; in some circumstances, one method may be more appropriate, while in another, another method is. The choice is strictly up to the game master, although outright capriciousness should be avoided, lest the players not have any idea how the game will be played.

## Encounter Reaction

When the PCs meet an intelligent creature, monster, or NPC for the first time, determine an encounter reaction by rolling percentile dice. The roll should be adjusted for the charisma score of the PC doing the talking or, if more than one PC is involved in the initial encounter in a meaningful way, use the highest charisma score of those so involved.

**TABLE 86: ENCOUNTER REACTIONS**

Die Roll (d%)	Encounter Reaction
05 or less	Hostile, immediate attack
06-25	Hostile
26-36	Negative
37-64	Uncertain / neutral
65-75	Positive
76-95	Friendly
96 or higher	Acceptance

In addition to adjusting the die roll for charisma as indicated above, use the following situational modifiers. Don't hesitate to make adjustments as needed; the following modifiers are just a sample:

Circumstance	Encounter Reaction Modifier
PCs include race that is hated	-50%
PCs include race regarded with antipathy	-30%
NPCs dwell in hostile environs (dungeon, etc.)	-25%
PCs primarily include race that is preferred	+25%
NPCs dwell in generally peaceful environment (secure rural area, etc.)	+20%
PCs make offering of food or treasure	+20%
PCs primarily include race regarded with goodwill	+15%

Note that a result of "hostile" results in a morale check if the creatures facing the PCs are obviously outclassed (hatred turns to fear when it cannot express itself violently). Obviously, if the PCs attack or are hostile, the NPCs follow their lead.

## Other Social Encounters

For general interactions between PCs and NPCs, such as trying to convince a judge to be lenient when handing down a sentence, you should make a CHA roll for the character attempting to influence the outcome, and an INT roll for the NPC who is to be influenced. (Note that monsters are provided with an INT rating for just this purpose.) Of course, the one being convinced (or distracted, or whatever) must be able to understand the character making the attempt. The game master should feel free to impose whatever sorts of bonuses or penalties are warranted based on the circumstances; a gnome attempting to convince a hobgoblin of something, for instance, would doubtless incur a severe penalty due to the intense animosity between the two races. The outcome of the attempt depends on who succeeded and failed their respective rolls.

	NPC Makes INT roll	NPC Fails INT roll
PC makes CHA roll	Tie; PC can try again with a -2 penalty	PC succeeds
PC fails CHA roll	PC fails	Tie; PC can try again

Remember, you don't need to roll a die every time a PC speaks with an NPC. If the interaction is relatively inconsequential, and consistent with the initial reaction, you should use your judgment as to whether or not it's something that needs to be rolled out.

# Alternate Treasure Rules

“Treasure” is a broad term that covers actual cash (gold, silver, and other coins), jewelry, gems, and precious items such as tapestries, furs, rare books, and furnishings. It also covers ordinary wares with monetary values, such as foodstuffs, bolts of cloth, livestock, and—the most coveted of all—magical items, including magic weapons and armor, potions, scrolls, and so forth. Some creatures, rather than keeping their hoard of loot in their lairs, hide their wealth elsewhere and then keep a map to it, which can of course be found by intrepid explorers and followed to the final reward.



Each monster is given a treasure value and type. The treasure value provides a range of the total value of the treasure possessed by the creature in question. In the case of intelligent creatures, this treasure will likely be hoarded together and possibly trapped and/or otherwise guarded. In the case of non-intelligent creatures, this treasure will be incidental, left on the rotting remains of previous victims.

The treasure type determines the nature of the loot, and shows just how easy the treasure will be to transport. A golden necklace encrusted with rubies is going to be a lot easier to get out of a dungeon lair than a 7' high alabaster statue, while a hoard of a million copper coins would be harder still to move. The game master should not go easy on his players when determining treasure troves for them to discover; the logistical challenge of removing the loot is yet another aspect of the rigors of the adventuring life.

## Treasure Method I

There are two ways the game master can deal with treasure. Method I is quicker, but doesn't have a lot of flavor. It involves simply assigning an encumbrance value to the treasure, based on its type and value.

**TABLE 87: ENCUMBRANCE OF TREASURE (TREASURE METHOD I)**

Treasure Type	Encumbrance (lbs.)
I	Value x 30
II	Value x 25
III	Value x 22
IV	Value x 20
V	Value x 15
VI	Value x 7
VII	Value x 20
VIII	Value x 30
IX	Value x 40
X	Value x 50
XI	Value ÷ 3
XII	Value ÷ 10
XIII	Value ÷ 100
XIV	Value ÷ 3
XV	Value ÷ 3
XVI	Value x 75%
XVII	Value ÷ 30
XVIII	Value x 2

## Treasure Method II

Method II is much more involved, but gives a lot of interesting texture and flavor. Of course, the game master is not locked into only using a single method; when time is scarce, he might choose to use method I, while if he has a lot of time to prepare, he could use method II. It is also the case that the game master could simply use method I “on the fly” during play, and then roll out the complete composition of a treasure using method II during downtime between sessions.

**TABLE 88: COMPOSITION OF TREASURE (TREASURE METHOD II)**

Treasure Type	Sundries	Luxuries	Art	Jewelry	Gems	Coins
I	100%	0%	0%	0%	0%	0%
II	75%	15%	0%	5%	0%	5%
III	50%	25%	5%	10%	5%	5%
IV	25%	35%	10%	15%	5%	10%
V	10%	45%	10%	20%	5%	10%
VI	5%	55%	0%	25%	5%	10%
VII	0%	20%	20%	25%	25%	10%
VIII	0%	20%	30%	25%	15%	10%
IX	0%	20%	40%	10%	5%	25%
X	0%	0%	50%	0%	0%	50%
XI	0%	0%	0%	25%	0%	75%
XII	0%	0%	0%	0%	0%	100%
XIII	0%	0%	0%	0%	100%	0%
XIV	0%	0%	0%	0%	75%	25%
XV	0%	0%	0%	50%	25%	25%
XVI	0%	0%	0%	0%	25%	75%
XVII	0%	0%	0%	50%	50%	0%
XVIII	0%	10%	0%	10%	30%	50%

The table above shows the breakdown of the total value of the hoard by the type of treasure found within it. For example, an orc has a treasure type of XI and a treasure value of 5 g.p. That does not mean he has five gold coins in his purse. Looking at the breakdown for treasure type XI, we see it is 25% jewelry and 75% coins. The orc in question has a piece of jewelry worth approximately 1 g.p. and the rest in coins. The exact types should be determined using the sub-tables below, but don't be afraid to toss out results that don't make sense. An orc is more likely to have an arm-ring than a tiara.

In order to determine the make up of a given treasure, first consult Table 88: Composition of Treasure (Treasure Method II) on p. 49. Determine how much of the total value of the treasure (approximately) is to be contained in each

category. Then, going from left to right on Table 88, roll to determine the sundries, luxuries, art, etc. Keep rolling in each category until you have “filled up” the value of that category; if the value you rolled is greater than the category’s maximum, subtract the value from the next category over. If at any time you exceed the total value of the treasure, lower the value of the last item rolled to “top off” the treasure. In this way, your treasure will never exceed the total value, but it is possible that you will have a few more sundries than indicated, at the expense of luxuries, and so forth.

Naturally, common sense should prevail. If the characters have just defeated a horrible undead lord in a tomb that has not been opened in a thousand years, they are unlikely to find fresh meat as part of his treasure hoard. In such cases, simply re-roll the result.

In the tables below, encumbrance is given in pounds, unless otherwise specified.

**TABLE 89: SUNDRIES (TREASURE METHOD II)**

Die Roll (d%)	Sundry Type	Value (g.p.)	Encumbrance
01-02	Ale (barrel)	12	250
03-04	Armor	See Table 91 below	
05-06	Candle (score)	1	10
07-08	Charcoal (bag)	2	10
09-10	Cloth (bolt)	12	16
11-12	Cotton (short bale)	3	22
13-14	Dye (pint)	5	2
15-16	Flax (bale)	6	80
17-18	Food, bread	1	10
19-20	Food, cured meat/fish	3	10
21-22	Food, dried vegetables/fruits	2	10
23-24	Food, fresh meat/fish	6	10
25-26	Food, fresh vegetables/fruits	4	10
27-28	Food, grain (bushel)	1	50
29-30	Fur pelt, beaver	2	1
31-32	Fur pelt, ermine	4	1
33-34	Fur pelt, fox	3	1
35-36	Fur pelt, marten	4	1
37-38	Fur pelt, mink	3	1
39-40	Fur pelt, muskrat	1	1
41-42	Fur pelt, sable	5	1
43-44	Fur pelt, seal	5	1
45-46	Hand tool	1	3
47-48	Hemp (bale)	5	100
49-50	Honey (gallon)	8	12
51-52	Incense, common	10	1
53-54	Iron ore	10	100
55-56	Leather	5	25
57-58	Linen (bolt)	18	13
59-60	Livestock, bull	20	n/a
61-62	Livestock, cow	10	n/a
63-64	Livestock, fowl (in cage)	1	7
65-66	Livestock, goat	1	n/a
67-68	Livestock, horse	25	n/a
69-70	Livestock, ox	15	n/a
71-72	Livestock, pig	3	n/a
73-74	Livestock, sheep	2	n/a
75-76	Lumber	2	25
77-78	Nails (keg)	20	100
79-80	Paper (quire)	22	1
81-82	Papyrus (quire)	16	1.5
83-84	Rope (250')	1	37
85-86	Salt	1	1

Die Roll (d%)	Sundry Type	Value (g.p.)	Encumbrance
87-88	Spice (common)	3	0.5
89-90	Tallow	1	1
91-92	Wax	2	1
93-94	Weapon	See Table 90 below	
95-96	Wine (gallon)	4	8
97-98	Wire	9	10
99-00	Wool (bale)	12	250

**TABLE 90: SUNDRIES WEAPON SUB-TABLE (TREASURE METHOD II)**

Die Roll (d%)	Weapon Type	Value (g.p.)	Encumbrance
01-05	Axe, battle	5	7
06-10	Axe, hand	1	5
11-21	Dagger	2	1
22-25	Flail, horseman’s	8	4
26-29	Hammer, war	1	5
30-33	Knife	1	0.5
34	Lance, medium	6	10
35-39	Mace, footman’s	8	6
40-41	Morning star	5	12
42-53	Pole-arm	varies	varies
54	Quarterstaff	3	10
55-64	Spear	1	5
65-99	Sword, broad	10	7
00	Trident	4	5

**TABLE 91: SUNDRIES ARMOR SUB-TABLE (TREASURE METHOD II)**

Die Roll (d%)	Armor Type	Value (g.p.)	Encumbrance
01-10	Brigandine	30	20
11-16	Cuirass (leather)	3	10
17-23	Cuirass (steel)	60	15
24-33	Furs	2	5
34-47	Gambeson	4	10
48-52	Lamellar (leather)	15	15
53-57	Lamellar (steel)	35	25
58-67	Mail	75	30
68-72	Plate	400	45
73-82	Plated mail	90	35
83-87	Ring	30	25
88-93	Scale (leather)	25	30
94-00	Scale (steel)	45	40

**TABLE 92: LUXURIES (TREASURE METHOD II)**

Die Roll (d%)	Luxury Type	Value (g.p.)	Encumbrance
01	Alchemical instruments	(1d8+2)x100	Value ÷ 4
02	Astrolabe	250	45
03-04	Bell, bronze	5	1
05-06	Bell, silver	10	1
07	Book, illuminated (large)	300	100
08	Book, illuminated (medium)	200	45
09	Book, illuminated (small)	100	6
10-12	Bowl, brass	2	1
13-14	Bowl, copper	4	1
15	Bowl, gold	14	1
16	Bowl, porcelain	11	3
17-18	Bowl, silver	9	1

Die Roll (d%)	Luxury Type	Value (g.p.)	Encumbrance
19	Box, engraved (large)	100	6
20-21	Box, engraved (medium)	50	4
22-23	Box, engraved (small)	25	2
24-25	Brocade (bolt)	120	26
26-27	Candelabra	15	10
28-29	Candlestick	3	2
30	Chandelier	50	25
31	Chiurgeon's tools	350	15
32-33	Clothing, fine (1 set)	30	4
34-35	Comb, silver	10	1
36	Crystal ball, non-magical	8	3
37-39	Cup, brass	1	1
40-42	Cup, copper	2	1
43	Cup, glass	10	3
44	Cup, gold	15	1
45	Cup, porcelain	12	3
46-47	Cup, silver	6	1
48-50	Ewer, brass	3	2
51-52	Ewer, copper	6	2
53	Ewer, glass	30	5
54	Ewer, gold	45	2
55	Ewer, porcelain	36	5
56-57	Ewer, silver	18	2
58-59	Fur	See Table 93 below	
60-61	Furniture, fine	2d6x100	Value ÷ 10
62-63	Gong, bronze	13	9
64-65	Hourglass	25	4
66-67	Incense, block	20	1
68-69	Incense, rare (block)	50	1
70-71	Ivory	75	25
72	Magnifying lens	15	2
73-74	Mirror case, engraved	35	1
75	Mirror, large	20	12
76-77	Mirror, small	10	2
78-79	Musical instrument	See Table 94 below	
80-81	Perfume, rare	10	1
82	Royal bee jelly unguent (jar)	(1d6+2)x1,000	1
83	Silk (bolt)	85	9
84	Spice, rare	50	1
85-86	Stuffed animal (taxidermy)	4	5
87	Unguent, rare (one jar)	12	1
88-90	Vase, copper	4	2
91	Vase, glass	7	6
92	Vase, gold	50	2
93	Vase, porcelain	40	6
94-95	Vase, silver	23	2
96	Water clock	500	35
97-98	Wine, fine (pint)	4	1
99-00	Wood, rare	40	25

TABLE 93: FUR LUXURY SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Fur Type	Value (g.p.)	Encumbrance
01	Fur cape, bear	300	7
02-05	Fur cape, beaver	200	8
06	Fur cape, ermine	3,600	8
07-11	Fur cape, fox	300	7
12-16	Fur cape, marten	400	7
17	Fur cape, mink	2,700	9
18-23	Fur cape, muskrat	100	7
24	Fur cape, sable	4,500	7
25-30	Fur cape, seal	125	8
31	Fur coat, bear	600	14
32-35	Fur coat, beaver	400	16
36	Fur coat, ermine	7,200	16
37-39	Fur coat, fox	600	14
40-42	Fur coat, marten	800	14
43	Fur coat, mink	5,400	18
44-47	Fur coat, muskrat	200	14
48	Fur coat, sable	9,000	14
49-52	Fur coat, seal	250	16
53	Fur trim, bear	30	2
54-58	Fur trim, beaver	20	2
59-64	Fur trim, ermine	120	2
65-70	Fur trim, fox	30	2
71-76	Fur trim, marten	40	2
77-82	Fur trim, mink	90	2
83-88	Fur trim, muskrat	10	2
89-94	Fur trim, sable	150	2
95-00	Fur trim, seal	25	2

Note that fur trim will be attached to some other garment, such as a tunic, dress, cloak, and such. The value is for the combined garment.



**TABLE 94: MUSICAL INSTRUMENT LUXURY SUB-TABLE (TREASURE METHOD II)**

Die Roll (d%)	Musical Instrument	Value (g.p.)	Encumbrance
01-03	Bagpipe	60	20
04-08	Bladder pipe	12	5
09-11	Cornamuse	35	20
12-14	Crumhorn	16	3
15-19	Drum	4	8
20-22	Dulcian	19	4
23-26	Dulcimer	20	6
27-30	Flute	5	1
31-33	Gamba (& bow)	55	29
34-38	Gemshorn	3	1
39-42	Harp	75	14
43	Harpsichord	500	350
44-46	Hurdy-gurdy	100	12
47-50	Kortholt	15	3
51-53	Lute	25	15
54-57	Lyre	150	3
58-61	Mandolin	28	10
62	Organ	750	500
63-64	Organello	120	19
65-69	Psaltery	90	11
70-74	Rackett	8	2
75-77	Rebec (& bow)	30	5
78-81	Recorder	6	1
82-84	Sacbut	38	21
85-87	Shepherd's shawm	32	17
88-91	Trumpet	15	8
92-95	Viol (& bow)	21	17
96-00	Zink	15	2

**TABLE 95: ART (TREASURE METHOD II)**

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
01-02	Carving, ivory, large	3d12x20	15
03-05	Carving, ivory, medium	2d12x20	10
06-10	Carving, ivory, small	1d12x20	5
11-13	Carving, wood, large	3d6x20	12
14-17	Carving, wood, medium	2d6x20	7
18-22	Carving, wood, small	1d6x20	2
23-26	Ceremonial shield, bronze	1d4x100	30
27-28	Ceremonial shield, gold	1d4x300	45
29-31	Ceremonial shield, silver	1d4x150	35
32-35	Ceremonial weapon, bronze	1d3x100	20
36-37	Ceremonial weapon, gold	1d3x300	35
38-40	Ceremonial weapon, silver	1d3x150	25
41-42	Painting, large	1d10x100	35
43-46	Painting, small	1d10x30	15
47-51	Rug/carpet (1d4+2 sq. yards)	1d6x10 / sq.yard	10/sq. yard
52-53	Statue (4'+), alabaster	4d4x200	200
54-57	Statue (4'+), bronze	3d4x100	500
58-61	Statue (4'+), marble	4d4x150	400
62-65	Statue (4'+), stone	3d4x100	400
66-69	Statue (4'+), wood	1d4x100	100
70-71	Statuette, alabaster	1d4x200	50

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
72-73	Statuette, gold	1d4x400	40
74-75	Statuette, marble	1d4x100	30
76-78	Statuette, silver	1d4x200	30
79-82	Statuette, stone	1d3x50	20
83-86	Statuette, wood	1d3x25	5
87-92	Tapestry (1d4+2 sq. yards)	1d8x10 / sq. yard	10 / sq. yard
93-94	Triptych, gold	3d6x400	15
95-96	Triptych, ivory	3d6x100	10
97-98	Triptych, silver	3d6x200	10
99-00	Triptych, wood	3d6x50	5

**TABLE 96: JEWELRY MATERIAL (TREASURE METHOD II)**

Die Roll (d%)	Jewelry Material	Value (g.p.)
01-10	Silver or ivory	d10x100
11-20	Silver and gold	2d6x100
21-40	Gold	3d6x100
41-50	Jade, coral, platinum	5d6x100
51-70	Silver and gems	1d6x1,000
71-90	Gold and gems	2d4x1,000
91-00	Platinum and gems	2d6x1,000

**TABLE 97: JEWELRY TYPE (TREASURE METHOD II)**

Die Roll (d%)	Jewelry Type
01-04	Anklet
05-08	Armlet
09-12	Belt
13-16	Belly chain
17-20	Bracelet
21-24	Brooch
25-28	Cameo
29-32	Chatelaine
33-36	Choker
37-40	Circlet
41-44	Clasp
45-48	Collar
49-52	Comb
53-56	Coronet
57-60	Crown
61-64	Diadem
65-68	Earrings (pair)
69-72	Hairpin
73-76	Locket
77-80	Medallion
81-84	Necklace
85-88	Pendant
89-92	Pin
93-96	Ring
97-00	Tiara

Each piece of jewelry is worth 1 lb. towards encumbrance, regardless of type.

**TABLE 98: GEM SIZE (TREASURE METHOD II)**

Die Roll (d%)	Gem Size
01-25	Very small
26-50	Small
51-70	Average
71-90	Large
91-99	Very large
00	Huge

**TABLE 99: GEM TYPE (TREASURE METHOD II)**

Die Roll (d%)	Gem Type
01-25	Hardstone (agate, malachite, lapis lazuli, obsidian, turquoise, etc.)
26-50	Semi-precious (bloodstone, jasper, moonstone, onyx, crystal, quartz, etc.)
51-70	Fancy (amber, amethyst, coral, garnet, jade, jet, pearl, etc.)
71-90	Precious (aquamarine, peridot, blue spinel, topaz, etc.)
91-99	Gemstone (opal, emerald, amethyst, sapphire, etc.)
00	Jewel (black sapphire, diamond, jacinth, ruby, etc.)

**TABLE 100: GEM VALUE (TREASURE METHOD II)**

Size	Semi-			Gem-			Jewel
	Hardstone	Precious	Fancy	Precious	stone		
Tiny	1	5	10	50	100	500	500
Small	5	10	50	100	500	1,000	1,000
Avg	10	50	100	500	1,000	5,000	5,000
Large	50	100	500	1,000	5,000	10,000	10,000
Very large	100	500	1,000	5,000	10,000	50,000	50,000
Huge	500	1,000	5,000	10,000	50,000	100,000	100,000

Each gem is worth one-tenth of a pound towards encumbrance (regardless of size). In the case of very many small gems, feel free to adjust this rule of thumb accordingly.

**TABLE 101: COIN TYPE (TREASURE METHOD II)**

Die Roll (d%)	Coin Type
01-20	10d100 c.p.
21-40	10d100 s.p.
41-60	4d100 e.p.
61-90	1d100 g.p.
91-00	1d100 p.p.

Each coin is worth one-tenth of a pound towards encumbrance (regardless of type). If an indicated number of coins exceeds the total g.p. value of the treasure, simply reduce the number of coins to equal the value of the treasure. For example, a 100 g.p. treasure is found, all in coins. The game master rolls and gets a 97, then rolls and gets a 50, indicating 50 platinum pieces. However, since 50 platinum pieces would be worth 250 g.p., the game master reduces the number of platinum pieces found to 20, which equals 100 g.p. If the indicated coins do not equal the g.p. value of the treasure, simply keep rolling until all of the value is accounted for; if this results in a mixture of different types of coins, all the better.

## Magic Items

Some treasure types have a chance to contain certain types of magical items, with some having multiple items possible. Each relevant type of item is listed with the quantity potentially found, plus a percentage chance that the group of creatures possesses them (not each creature in the group, unless noted). For instance, if a creature is said to have 1d6 items (40%), the game master would first roll 1d6 to determine the total number of potential items. Next, he would roll percentile dice for each potential item. If the roll is equal to or less than the chance a given item is present, it will be. In the case that there are restrictions on the types of items to be found (some creatures will not have weapons, for instance, and some will have a certain number of potions), simply ignore rolls that do not apply.

Note that individual magic items should be determined no matter which treasure method you are using. If no specific type of magic item is indicated, roll to determine type using Table 102 below:

**TABLE 102: MAGIC ITEM TYPE**

Die Roll (d%)	Magic Item Type
01-15	Armor or shield
16	Book
17-18	Charm
19-22	Garment
23-41	Potion or liquid
42-46	Ring
47	Rod
48-61	Scroll
62-63	Spell Book
64-65	Staff
66-68	Wand
69-94	Weapon
95-96	Wondrous item (A-E)
97-98	Wondrous item (E-J)
99-00	Wondrous item (J-Z)

Once you determine the general type of magic item, roll on the appropriate table to determine the exact item.

**TABLE 103: MAGIC ITEMS (ARMOR OR SHIELD)**

Die Roll (d%)	Armor or Shield
01-56	Armor, Enchanted
57-65	Mail, Elfin
66-00	Shield, Enchanted

**TABLE 104: MAGIC ITEM (BOOK)**

Die Roll (d%)	Book Type
01-28	Blessed Book
29-32	Book of Holy Benisons
33-36	Book of Infinite Spells
37-40	Book of Unholy Damnation
41-44	Codex of Making Friends and Influencing People
45-48	Libram of Gainful Conjuration
49-52	Libram of Ineffable Damnation
53-56	Libram of Silver Magic
57-60	Manual of Bodily Health
61-64	Manual of Gainful Exercise
65-68	Manual of Golems
69-72	Manual of Puissant Skill at Arms
73-76	Manual of Quickness of Action
77-80	Manual of Stealthy Pilfering
81	Necrophidius Handbook
82-85	Tome of Clear Thought
86-89	Tome of Leadership and Influence
90-93	Tome of Understanding
94-00	Vacuous Grimoire

**TABLE 105: MAGIC ITEM (CHARM)**

Die Roll (d%)	Charm Type
01-02	Amulet of Inescapable Location
03	Amulet of Life Protection
04-05	Amulet of the Planes
06-10	Amulet of Proof against Detection and Location
11-12	Amulet of Undead Command
13-14	Amulet of Undead Turning
15-23	Brooch of Shielding
24-26	Medallion of ESP
27-28	Medallion of Thought Projection
29-31	Necklace of Adaptation
32-36	Necklace of Missiles
37-43	Necklace of Prayer Beads
44-45	Necklace of Strangulation
46-47	Periapt of Foul Rotting



Die Roll (d%)	Charm Type
48-50	Periapt of Health
51-59	Periapt of Proof Against Poison
60-64	Periapt of Wound Closure
65-71	Phylactery of Faithfulness
72-76	Phylactery of Long Years
77-78	Phylactery of Monstrous Attention
79	Phylactery of Shortened Years
80	Scarab of Death
81-83	Scarab of Enraging Enemies
84-85	Scarab of Golem Slaying
86-87	Scarab of Insanity
88-94	Scarab of Protection
95-97	Talisman of Pure Good
98	Talisman of the Sphere
99-00	Talisman of Ultimate Evil

**TABLE 106: MAGIC ITEM (GARMENT)**

Die Roll (d%)	Garment Type
01	Boots of Dancing
02-04	Boots of Elvenkind
05-06	Boots of Levitation
07	Boots of the North
08-09	Boots of Speed
10-11	Boots of Striding and Springing
12	Boots of Varied Tracks
13	Boots, Winged
14-15	Bracers of Archery
16	Bracers of Brachiation
17-24	Bracers of Defense
25	Bracers of Defenselessness
26	Circlet of Domination
27	Cloak of Arachnidia
28-29	Cloak of the Bat
30-31	Cloak of Displacement
32-35	Cloak of Elvenkind
36	Cloak of the Manta Ray
37	Cloak of Poisonousness
38-45	Cloak of Protection
46	Cyclocone
47	Eyes of the Basilisk
48	Eyes of Charming
49	Eyes of the Eagle
50	Eyes of Minute Seeing
51	Eyes of Petrification
52	Gauntlets of Ogre Power
53	Girdle of Dwarvenkind
54	Girdle of Femininity/Masculinity
55	Girdle of Giant Strength
56-58	Girdle of Many Pouches
59	Gloves of Dexterity
60	Gloves of Fumbling
61	Gloves of Missile Snaring
62	Gloves of Swimming and Climbing
63-64	Gloves of Thievery
65-66	Hat of Difference
67-68	Hat of Disguise
69-70	Hat of Stupidity
71	Helm of Brilliance
72-73	Helm of Comprehension
74	Helm of Opposite Alignment
75	Helm of Telepathy
76	Helm of Teleportation
77	Mantle of Starry Wandering
78	Robe of the Archmagi

Die Roll (d%)	Garment Type
79-80	Robe of Blending
81	Robe of Eyes
82	Robe of Powerlessness
83	Robe of Scintillating Colors
84	Robe of Stars
85-87	Robe of Useful Items
88-90	Robe of Vermin
91	Shoes of Wandering
92-93	Slippers of Kicking
94-96	Slippers of Spider Climbing
97-00	Wings of Flying

**TABLE 107: MAGIC ITEMS (POTIONS AND LIQUIDS)**

Die Roll (d%)	Potion or Liquid Type
01-02	Love Potion
03-04	Oil of Acid Resistance
05-06	Oil of Disenchantment
07-08	Oil of Elemental Invulnerability
09-10	Oil of Etherealness
11-12	Oil of Fiery Burning
13-14	Oil of Fumbling
15-16	Oil of Impact
17-18	Oil of Sharpness
19-20	Oil of Slipperiness
21-22	Oil of Timelessness
23-24	Potion of Animal Control
25-26	Potion of Beauty
27-28	Potion of Clairaudience
29-30	Potion of Clairvoyance
31-32	Potion of Climbing
33-34	Potion of Delusion
35-36	Potion of Diminution
37	Potion of Dragon Control
38-39	Potion of ESP
40-41	Potion of Extra Healing
42-43	Potion of Fire Breath
44-45	Potion of Fire Resistance
46-47	Potion of Flying
48	Potion of Gaseous Form
49	Potion of Giant Control
50-51	Potion of Giant Strength
52-53	Potion of Glibness
54	Potion of Growth
55-58	Potion of Healing
59-60	Potion of Health
61	Potion of Heroism
62	Potion of Human Control
63-64	Potion of Invisibility
65	Potion of Invulnerability
66-67	Potion of Levitation
68-70	Potion of Life
71-72	Potion of Longevity
73-74	Potion of Madness
75-76	Potion of Persuasiveness
77-78	Potion of Plant Control
79-80	Potion of Poison
81-82	Potion of Polymorph Self
83-84	Potion of Rainbow Hues
85-86	Potion of Speed
87-88	Potion of Stammering and Stuttering
89	Potion of Super Heroism
90	Potion of Treasure Finding
91	Potion of Undead Control

Die Roll (d%)	Potion or Liquid Type
92-93	Potion of Vitality
94-95	Potion of Water Breathing
96	Potion of Youth
97	Sovereign Glue
98-99	Sweet Water
00	Ultimate Solution

**TABLE 108: MAGIC ITEMS (RINGS)**

Die Roll (d%)	Ring Type
01-04	Animal Friendship
05-09	Blinking
10-12	Chameleon Power
13-15	Clumsiness
16-20	Contrariness
21-24	Delusion
25-26	Djinni Summoning
27	Elemental Command
28-30	Faerie
31-34	Feather Falling
35-38	Fire Resistance
39-40	Free Action
41-42	Human Influence
43-48	Invisibility
49-51	Jumping
52	Magus
53-54	Mammal Control
55-57	Mind Shielding
58-62	Protection
63	Ram
64	Regeneration
65-67	Shocking Grasp
68-69	Shooting Stars
70-71	Spell Storing
72-74	Spell Turning
75	Sustenance
76-79	Swimming
80	Telekinesis
81-83	Truth
84-87	Warmth
88-90	Water Walking
91-96	Weakness
97-98	Wishes
99	Wizardry
00	X-ray Vision

**TABLE 109: MAGIC ITEMS (RODS)**

Die Roll (d%)	Rod Type
01-17	Absorption
18-20	Beguiling
21-48	Cancellation
49-62	Flailing
63-65	Lordly Might
66-73	Passage
74	Resurrection
75	Rulership
76-87	Security
88-91	Smiting
92-00	Splendor

**TABLE 110: MAGIC ITEMS (SCROLLS)**

Die Roll (d%)	Scroll Type
01-02	Scroll, cursed
03-50	Scroll, protection (see Table 111)
51-00	Scroll, spell

**TABLE 111: MAGIC ITEMS (PROTECTION SCROLLS)**

Die Roll (d%)	Protection Scroll Type
01	Acid
02-05	Angels
06-09	Archons
10	Breath weapons (dragon)
11	Breath weapons (non-dragon)
12	Cold
13-16	Daemons
17-20	Demons
21-24	Devas
25-28	Devils
29	Electricity
30-38	Elementals
39	Fire
40	Gas
41	Illusions
42-50	Lycanthropes
51-59	Magic
60	Paralyzation
61-66	Petrification
67-68	Plants
69-70	Poison
71-76	Possession
77	Traps
78-83	Undead
84	Water
85-86	Weapons (blunt)
87-88	Weapons (edged)
89-90	Weapons (magical blunt)
91-92	Weapons (magical edged)
93-94	Weapons (magical missile)
95-96	Weapons (magical piercing)
97-98	Weapons (missile)
99-00	Weapons (piercing)

**TABLE 112: MAGIC ITEMS (STAVES)**

Die Roll (d%)	Staff Type
01-02	Command
03-14	Curing
15	Magi
16	Power
17-27	Serpent
28-39	Slinging
40-51	Staff-mace
52-62	Staff-spear
63-72	Striking
73-77	Swarming
78-79	Thunder and Lightning
80-86	Withering
87-00	Woodlands

**TABLE 113: MAGIC ITEMS (WANDS)**

Die Roll (d%)	Wand Type
01-04	Buckler
05-06	Conjuration
07-09	Defoliation
10-11	Earth and Stone
12-16	Enemy Detection
17-20	Fear
21-22	Fire
23-26	Fireballs
27-30	Flame Extinguishing
31	Force

Die Roll (d%)	Wand Type
32	Frost
33-35	Ice storms
36-39	Illumination
40-43	Illusion
44-45	Lightning
46-49	Lightning Bolts
50-53	Magic Detection
54-61	Magic Missiles
62-66	Metal and Mineral Detection
67-68	Metal Command
69-74	Negation
75-78	Paralyzation
79-82	Polymorphing
83-86	Secret Door and Trap Detection
87-90	Size Alteration
91-92	Steam and Vapor
93-00	Wonder



**TABLE 114: MAGIC ITEMS (WEAPON)**

Die Roll (d%)	Weapon Type
01-80	Weapon, enchanted
81-00	Weapon (missile), enchanted

**TABLE 115: MAGIC ITEMS (WONDRIOUS ITEM A-E)**

Die Roll (d%)	Wondrous Item Type
01-02	Alchemy Jug
03-04	Apparatus of the Crab
05-06	Arrow of Direction
07	Bag of Devouring
08-11	Bag of Holding
12	Bag of Transmuting
13-14	Bag of Tricks
15-16	Beads of Force
17-18	Beaker of Plentiful Potions
19	Boat, Folding
20-21	Bowl of Water Elemental Command
22	Bowl of Watery Death
23-24	Brazier of Fire Elemental Command
25	Brazier of Sleep Smoke
26	Broom of Animated Attack
27-30	Broom of Flying
31-35	Candle of Invocation
36-37	Carpet of Flying
38-39	Censer of Air Elemental Command
40	Censer of Summoning Hostile Air Elementals
41	Chime of Hunger
42-43	Chime of Interruption
44-45	Chime of Opening
46	Cornamuse of the Woodlands
47-50	Crystal Ball
51	Crystal Hypnosis Ball
52	Cube of Force
53-54	Cube of Frost Resistance
55-56	Cubic Gate
57-58	Dart of the Hornets' Nest
59-60	Decanter of Endless Water
61-62	Deck of Illusions
63-65	Deck of Many Things
66-67	Dicerion of Light and Darkness
68-72	Drum of Deafening
73-74	Drum of Panic
75	Dulcimer of Defense
76-79	Dust of Appearance
80-84	Dust of Disappearance
85-86	Dust of Dryness
87-88	Dust of Illusion
89	Dust of Sneezing and Choking
90-92	Dust of Tracelessness
93-94	Efficient Quiver
95	Efreeti Bottle
96-97	Egg of Desire
98-00	Egg of Reason

**TABLE 116: MAGIC ITEMS (WONDRIOUS ITEMS E-J)**

Die Roll (d%)	Wondrous Item Type
01-02	Egg of Shattering
03-04	Ever-full Purse
05	Ever-smoking Bottle
06-17	Feather Token
18-28	Figurine of Wondrous Power
29	Flask of Curses
30-31	Flowing Flagon

Die Roll (d%)	Wondrous Item Type
32	Flute of Wonder
33	Gem of Brightness
34-35	Gem of Insight
36	Gem of Seeing
37	Hammer, Dwarven Thrower
38-41	Handy Haversack
42-48	Healing Ointment
49-52	Helm of Underwater Action
53	Horn of Blasting
54-55	Horn of Bubbles
56	Horn of Collapsing
57-60	Horn of Fog
61-62	Horn of Goodness/Evil
63-65	Horn of the Tritons
66-70	Horn of Valhalla
71	Hornblade
72-75	Horseshoes of a Zephyr
76-77	Horseshoes of Speed
78-81	Incense of Meditation
82	Incense of Obsession
83-84	Instant Fortress
85-89	Instrument of the Bards
90	Iron Bands of Binding
91-92	Iron Bands of Binding
93-94	Iron Flask
95-97	Javelin of Lightning
98-00	Javelin of Piercing

TABLE 117: MAGIC ITEMS (WONDROUS ITEM J-Z)

Die Roll (d%)	Wondrous Item Type
01	Jewel of Attacks
02-03	Lens of Detection
04-05	Lens of Ultravision
06	Longtooth Dagger
07	Lyre of Building
08	Lyre of the Elements
09-10	Mail, Elfin
11	Mandolin of Might
12-13	Marvelous Pigments
14	Mattock of the Titans
15	Maul of the Titans
16	Mirror of Life Trapping
17	Mirror of Mental Prowess
18	Mirror of Opposition
19-20	Net of Entrapment
21-22	Net of Snaring
23	Pearl of Folly
24	Pearl of Loss
25-26	Pearl of Power
27	Pearl of the Sirens
28-29	Pearl of Wisdom
30-35	Pipes of the Sewers
36	Portable Hole
37-41	Pouch of Accessibility
42	Prison of the Magus
43-47	Rope of Climbing
48-49	Rope of Constriction
50-52	Rope of Entanglement
53	Rug of Smothering
54	Rug of Welcome
55	Saw of Mighty Cutting
56	Shadow Lanthorn
57-59	Sheet of Smallness

Die Roll (d%)	Wondrous Item Type
60	Spade of Colossal Excavation
61-67	Spell Component Case, Enchanted
68	Sphere of Annihilation
69-72	Spoon of Stirring
73-75	Stone Horse
76-77	Stone of Controlling Earth Elementals
78-79	Stone of Good Luck
80-81	Stone of Weight
82-84	Sustaining Spoon
85-89	Trident of Fish Command
90-93	Trident of Warning
94-95	Trident of Yearning
96-97	Well of Many Worlds
98-00	Wind Fan



## Disposing of Treasure

It is a common misconception that, when an adventurer finds an alabaster statuette worth 400 g.p., he can simply nip down to the local alabaster statuette shop, turn in the item, and walk away with 400 gold coins (or, preferably, 80 platinum pieces!). Nothing could be further from the truth.

In reality, when disposing of treasure, the adventurers will not receive the full value of the booty. In some cases, they may only recover less than half the value of the item in cold, hard cash.

It is up to the game master to decide how to handle the disposal of treasure. Each transaction may be role-played out, but this could quickly become tedious if a large hoard consisting of mainly artworks and luxuries is at hand. The game master also want to simply roll on the following table to determine how much the player characters get for their haul. A good compromise may also be to do a mixture; act out the disposition of two or three very expensive, high-end items, and simply say "and you're able to dispose of the rest in a similar fashion, for a total value of X g.p."

The amount obtained for a treasure depends on its type (it being easier for an adventurer-type to get a good price for a ruby necklace than a bale of cotton), and is modified by the charisma of the seller.

Note that characters get experience points for the full value of treasure recovered, not based on what they're able to sell it for.

**TABLE 118: SALE OF TREASURE ITEMS (TREASURE METHOD I)**

Type	Charisma of Seller								
	3-6	7-8	9-12	13-14	15-16	17	18	19+	
I	35%	40%	45%	50%	55%	60%	65%	70%	
II	33%	38%	43%	48%	52%	57%	62%	67%	
III	33%	38%	43%	48%	52%	57%	62%	67%	
IV	32%	36%	41%	45%	50%	54%	59%	63%	
V	32%	36%	41%	45%	50%	54%	59%	63%	
VI	32%	36%	41%	45%	50%	54%	59%	63%	
VII	32%	36%	41%	45%	50%	54%	59%	63%	
VIII	32%	36%	41%	45%	50%	54%	59%	63%	
IX	26%	30%	34%	38%	41%	45%	49%	53%	
X	28%	30%	33%	35%	38%	40%	43%	45%	
XI	9%	10%	11%	13%	14%	15%	16%	18%	
XII	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a	
XIII	55%	60%	65%	70%	75%	80%	85%	95%	
XIV	66%	70%	74%	78%	81%	85%	89%	96%	
XV	64%	68%	71%	75%	79%	83%	86%	94%	
XVI	89%	90%	91%	93%	94%	95%	96%	99%	
XVII	53%	58%	63%	68%	73%	78%	83%	93%	
XVIII	76%	78%	81%	83%	86%	88%	91%	96%	

While it may seem that some of the percentages in the above table are too low, bear in mind that for many of the treasure types, coin makes up a large percentage of the total. Thus, that portion of the treasure is worth 100% of its value, so the overall amount obtained for the hoard is much higher than the table might suggest.

The percentage above indicates how much of the items' worth will be paid for in coin. Add 10% if the players characters have sold to the same buyer before, with no bad history between them.

**TABLE 119: SALE OF TREASURE ITEMS (TREASURE METHOD II)**

Charisma of Seller	Sundries	Luxuries	Art	Jewelry	Gems
3-6	35%	40%	45%	50%	55%
7-8	40%	45%	50%	55%	60%
9-12	45%	50%	55%	60%	65%
13-14	50%	55%	60%	65%	70%
15-16	55%	60%	65%	70%	75%
17	60%	65%	70%	75%	80%
18	65%	70%	75%	80%	85%
19+	70%	80%	85%	90%	95%

If the items were stolen from someone in the area, and are easily identifiable (most art and many luxuries would fall into this category, as would very expensive or noteworthy gems), normal merchants will not only refuse to buy, but will almost certainly (90% chance) turn the would-be seller over to the authorities. If a proper underworld fence can be found, or is already known, such items can be sold for a further 50% reduction to the prices given above (10% minimum). Note that the player characters don't need to be the ones who necessarily stole the goods; re-stealing from the thieves still requires the use of a fence!

# Ships and Waterborne Travel

Most campaigns will, at some point or other, move out onto the waves. Such adventuring comes with its own unique character, as the perils and requirements of seaborne travel and exploration are distinctive.

Some campaigns will have long voyages of discovery and new lands to be explored. Some will sail ages-old trade routes, bringing goods, passengers, and (perhaps most important of all) information between far-flung and exotic ports of call. Still others will find the player characters facing desperate pirates, marauding undersea dwellers, and even open warfare.

Player characters will, generally, have only a few types of interactions with ships during the normal course of the game:

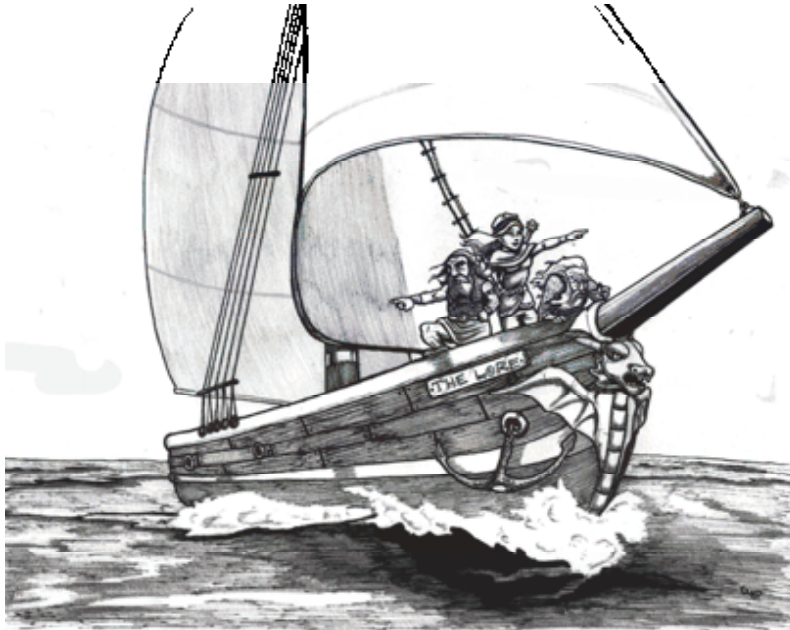
- The player characters travel on a ship from one destination to another (whether they own or hire the ship). It could be as simple as taking a ferry across a river, or as daunting as traveling to another continent.
- The player characters have an encounter on the ship itself (whether the ship is in motion or at port). Often such encounters consist of interacting with NPCs (who are part of the crew or fellow passengers), but there could be a mystery to be solved, a treasure to be found on the ship itself, and so forth.
- The ship that the player characters are on has a hostile encounter while they are aboard (whether that is with another ship or a monster of some sort). Pirates, sea monsters, ships of some enemy nation, marauding raiders from beneath the waves; there are endless possibilities.

Note that the three main sorts of shipboard interactions are not mutually exclusive. It is entirely possible for the characters to be on a ship en route from one port to another, deal with NPCs while on board, and have the vessel attacked by pirates before they reach their destination. Each has unique challenges for the game master, and is best dealt with through rules and guidelines of its own.

## Shipborne Travel

This is the most straightforward of all shipboard interactions. The ship is traveling from point A to point B, and the characters are on board while it does. They could own the ship, in which case the captain and crew are their hirelings. They could have signed on as members of the crew, to offset the price of passage. They could have simply paid for passage. Finally, most risky, they could be stowaways: a much more difficult proposition on the smaller vessels of the classical to late medieval period that the game assumes, but by no means impossible.

Short voyages will be charged according to a flat rate. A ferry across a river, for instance, would be about 5 s.p. Longer voyages are assessed by the mile, if they are between known destinations on established routes. The hazards vary, naturally, as do the distances involved, so the prices will vary according to whether the travel occurs on a lake, river, or on the sea.



Voyages of discovery, where the ship is sailing into the unknown and without the benefit of a known port of call at the other end, almost always require that the ship and its crew be bought and paid for entirely.

Naturally, shipborne travel is not without its own inherent risks, over and above the perils of pirates, sea monsters, and marauding sea-races.

## Speed

The speed at which the ship travels depends on whether it is driven by sails or oars, and the relative speed of the wind. Each ship has a rowing and sailing speed that represents the base speed at which the vessel travels by either means. To that, roll

each day and apply the following modifier due to the wind. Note that the direction of travel and wind does not matter for purposes of movement: that only comes into play in a tactical combat situation.

**TABLE 120: DAILY WIND SHIPBORNE MOVEMENT MODIFIER**

Die Roll (d%)	Result	Speed Modifier	Damage
01-02	Dead calm	No sail movement possible. Only by oar.	0
03-08	Calm	25% normal sail rate, full oar rate	0
09-19	Light breeze	50% normal sail rate, full oar rate	0
20-78	Light wind	Full sail, full oar rate	0
79-89	Strong wind	125% sail rate, full oar rate	2
90-97	High wind	150% sail rate, 25% oar rate	4
98-99	Gale	200% sail rate, 50% oar rate	8
00	Storm	300% sail rate but determine direction randomly, no oar movement possible.	16
**	Hurricane	500% sail rate but determine direction randomly, no oar movement possible.	32

\*\* Hurricane-strength winds are not normally encountered randomly, but should be placed by the game master as a set encounter or via a random encounter table.

If the ship is becalmed, there is a 25% chance that it will also be becalmed the next day. The campaign setting may have modifiers for wind according to particular seasons and/or particular locations; it may also have currents charted that will have an impact on shipborne speeds. Damage listed in the above table is the amount of damage the ship sustains as a result of the

wind; this accumulates and eventually needs to be repaired before the ship founders and sinks (see below).

Note that many ships may capsize if they are caught in strong or greater winds. This chance is listed in the individual ship descriptions, below.

When traveling on rivers, there is an additional modifier based on the speed of the river itself. When traveling downstream (i.e., with the flow of the river) add two-thirds of the river's speed to that of the ship. When traveling upstream, subtract one-third of the river's speed from the ship's speed. The largest rivers flow at up to 5 mph, while others flow less than 1 mph.

## Getting Lost

Each day, the captain or one of the officers must make a successful seafaring (navigation) roll. If the roll fails, the ship is off course, but not irreparably so. If the character fails three such rolls in succession, the ship is lost. Such checks are always made against intelligence, not dexterity.

Having an accurate nautical chart of the area provides a +1 bonus to the check. If there is a known coastline in sight, the check gets an additional +1 bonus. For travel in well-known and often-traveled waters, the check is automatically successful.

For a lost ship, the game master should secretly roll on the following table to determine the direction of travel:

**TABLE 121: LOST AT SEA**

Die Roll (d6)	Ship is Actually Traveling
1	30° to starboard
2	60° to starboard
3	90° to starboard (only possible in fog or cloudy weather)
4	30° to port
5	60° to port
6	90° to port (only possible in fog or cloudy weather)

To determine whether the weather is cloudy or clear, roll 1d6. On a roll of 1 or 2, the weather is cloudy. If not, it is clear. Note that you should also be using the weather tables found on p. 103 (or whatever weather system your particular campaign setting uses); this shows the chance for fog.

## Shipboard Encounters

Shipboard encounters are little different from any other sort of encounter. The game master should prepare a detailed deck-plan of the vessel itself, which should be keyed and described much like any other dungeon or building. He should invent details about the various notable NPCs (including at a very minimum the captain, his officers, notable passengers, and stand-out sailors if any) and adjudicate the encounter just like any other.

Such encounters can present their own problems for the player characters, of course. The fact that they occur onboard ship imparts a certain level of isolation and claustrophobia to the proceedings. Naturally, this is lessened if the ship is docked at port, but even then the game master can use the confines of the ship to his advantage, simply by lessening the player characters' options for exploration, searching, and such. It's easier to point them in a desired direction when they're on a ship, rather than wandering all over some port town.

In addition, it is possible for undersea races to board ships and attack those on board. Adjudicate such encounters just like any regular melee combat. If a band of marauding sahuagin toss grappling hooks onto the rail of a ship and engage in bloody hand-to-hand (hand-to-fin?) combat, there's no reason

to treat it any differently, from a mechanical point of view, than any other melee combat.

## Seaborne Encounters

Just like traveling on land in the wilderness, the game master should check for random encounters while the ship is at sea. The chance for a random encounter depends on the locale. Note that a "traveled" lake or river is one that is generally used for transportation, trade, fishing, and so forth by people from civilized lands. An untraveled lake or river is one that lies in the wilderness and does not have regular shipborne traffic upon it.

**TABLE 122: SEABORNE ENCOUNTERS**

Locale	Check for Encounter Every...	Chance of Encounter
Traveled lake/river	6 hours	15%
Untraveled lake/river	8 hours	10%
Within 24 miles of inhabited coast	6 hours	15%
Within 24 miles of uninhabited coast	8 hours	10%
More than 24 miles from coast (any)	12 hours	5%

If an encounter is indicated, roll on the appropriate table found in the random encounter rules for your game.

## Surprise

Surprise is normally only possible if the enemy attacks from directly underneath the vessel, there is fog, or the encounter takes place at night, due to the fact that visibility is so great at sea. As game master, you may determine that there are other circumstances in which surprise is justified, such as when a pirate ship is lurking in a hidden cave and darts out to attack. In such circumstances, roll 1d6 for both sides and consult the following table:

**TABLE 123: SURPRISE**

		Foes (monsters, enemy ships, etc.) Roll					
		1	2	3	4	5	6+
PCs Roll	1	n/a	F1	F2	F3	F4	F5
	2	P1	n/a	F1	F2	F3	F4
	3	P2	P1				
	4	P3	P2				
	5	P4	P3			No effect	
	6	P5	P4				

Results of F1, F2, etc. indicate the number of free rounds of attacks the foe gets to make against the player characters' ship. P1, P2, etc. indicates the number of free rounds of attacks the player characters get to make against the foe. If they surprise the enemy, either side gets a 50% bonus to their chance to evade (see below), instead of attacking.

## Evasion

Either side in an encounter may choose to evade rather than remain to face the encounter. Bear in mind that evasion is automatic if the evading side can go underwater and the pursuers cannot (such as a group of mermen wishing to evade an encounter with a pirate ship).

If the pursuer is a ship or ships, the captain must make a successful seamanship (ocean-going or freshwater, as applicable) roll using intelligence. If the pursuer is a creature or creatures, the base chance of successfully pursuing is equal to the number of hit dice of the creature plus

two. The type of hit dice does not matter in this instance. Next, apply the following modifiers:

- Add the evasion modifier for the pursuer
- Subtract the evasion modifier for the pursued
- If there is more than one pursuing ship, add half the appropriate seamanship skill levels of the other captains to that of the lead pursuing captain (round down)
- If the pursued ship's captain has a higher seamanship level than that of the pursuing ship, subtract 2 from the roll for each difference in skill level (do not count any additional bonuses the pursuer might receive due to the presence of multiple pursuing ships)
- If the pursued creature is more than 20' in length, the pursuing captain gets a +2 bonus to his roll
- If there are multiple pursuing creatures, add +1 to the pursuer's roll for every 10 cumulative hit dice of pursuing creatures

If the pursuer's roll succeeds, he catches the pursued and combat may begin. If he fails, the pursued successfully evaded the encounter.

### Waterborne Combat

Combat can take place when an encounter occurs and neither side successfully evades. Of course, every encounter does not need to lead to combat; it could be an encounter with a friendly merchant ship, a group of passing tritons on business of their own, or some other event. When combat does occur, it follows a process analogous to that of melee combat.



Each ship has a number of hit points that act just like hit points for structures. No individual hit that does less than 10 h.p. of damage has any effect on a ship, and the weapon used must make a saving throw vs. normal blow to avoid breaking. This applies to sea creatures as well; only attacks that cause at least 10 hit points with a single blow cause damage to ships. Note that this is not cumulative; each individual hit must deal 10 h.p. to count. Sea creatures themselves are not protected by this stricture, of course. Unless otherwise specified, melee attacks against sea creatures inflict damage regardless of the amount. Flaming arrows are the only exception to the 10 h.p. per strike rule (see below).

Most weapons that can harm ships are of the siege weapon category: catapults, rams, etc. Ships can be armed with ballistae and light catapults, suitable for use against both other ships and monsters.

Ships can attempt to make one of four sorts of combat actions in a given round: maneuver, attack (missile), attack (ram), or attack (grapple). Combat involving ships occurs in alternating turns (each turn being 10 minutes, or 10 rounds); the only time initiative needs to be rolled is when normal melee combat occurs (such as between men on the deck of a ship, or the crew of a ship firing their weapons at some sea monster).

If one side or another wishes to flee an encounter after it has begun, they must wait until either one ship on either side has been sunk or otherwise rendered inoperable, the fleeing ship performs a successful maneuver action, or in some other circumstance that the game master deems appropriate (through the use of magic, role-playing, etc.).

#### Maneuver

This allows the ship or creature(s) to move in such a way that the enemy cannot attack the ship. In order to do so, the captain of the maneuvering ship must make a successful seamanship roll against intelligence, with the following modifiers. If it is a creature that is evading, it must roll its intelligence or hit dice (whichever is higher) or less on 3d6, with the same modifiers as if it were a ship.

- For each attacking ship or large creature beyond the first that is attacking it, the maneuvering ship captain suffers a -1 penalty to the skill check roll.
- Add the evasion modifier of the best attacking ship.
- Subtract the evasion modifier of the maneuvering ship.

If the ship makes its maneuver roll, none of the attacking ships can attack it. If it fails, each is able to do so.

Sailing ships, as opposed to those being oared, move slower when moving against the wind and faster when moving with the wind. Thus, apply the following modifier to the maneuver roll, depending on the wind (see p. 59 to determine what the wind speed is on any given day).

TABLE 124: SHIP COMBAT MANEUVER MODIFIERS

Wind	By Sail	By Oar
Becalmed	Automatic fail	±0
Breeze	-4	±0
Light wind	-2	±0
Normal wind	±0	±0
Strong wind	+2	±0
High winds	+4	-2
Violent winds	+6	-4
Gale*	-10	-10

If the maneuver action is successful two turns in a row, the maneuvering ship can attempt to evade the encounter altogether, but with an additional -2 penalty to the roll.

#### Attack (missile)

This allows the ship to attack the enemy with missile weapons: bows, crossbows, ballistae, catapults, and the like. This also includes magical attacks such as fireballs and lightning bolts. Note that some weapons (such as catapults) have a fixed field of fire and are not always able to fire at an enemy, even if the ship itself is within range. Attacks can be targeted against an enemy ship itself (in which case they are made against AC 10) or against the crew on the ship.

Many missiles used in ship combat are incendiary in nature. Barrels of flaming pitch cause 1d6x10 h.p. of damage on the round they hit, and do like damage for every round they are not extinguished. It takes 15 men to



extinguish such a fire in 1 round, while 10 men can do so in 2 rounds, and 5 men can do so in 3 rounds.

As mentioned above, flaming arrows are the only exception to the 10 h.p. per strike rule. If 10 or more flaming arrows strike the same ship on the same round, they deal 1 h.p. of actual damage to the ship per round until the flames are extinguished (the same number of men are needed as for a barrel of flaming pitch, above).

### Attack (ram)

This allows the galley, if equipped with a ram (for only galleys may be so equipped), to attempt to slam into the side of an enemy ship, thus breaching the hull and forcing it to take on water. It cannot be used against most sea creatures, except creatures as large or larger than the ship itself (or in other circumstances the game master may deem appropriate). The "to hit" roll is made by the captain of the ramming ship against AC 10, with the following modifiers:

**TABLE 125: RAMMING "TO HIT" MODIFIER**

Circumstance	Ramming "To Hit" Modifier
Target has 01 - 25 h.p.	±0
Target has 26 - 50 h.p.	-1
Target has 50 - 99 h.p.	-2
Target has 100+ h.p.	-3

The ram inflicts 10 h.p. of damage on the target vessel, but since the damage is caused beneath the waterline, the target vessel is considered "holed" and takes on water causing an additional 1d10 h.p. per turn. A ram can pierce a ship multiple times, with each such hole causing 1d10 h.p. of damage as more and more water rushes in.

For every 10 sailors or other crew that begin to bail water, 1d10 h.p. can be repaired per turn, but such bailing efforts can only repair damage caused by incoming water. Sailors who are bailing cannot be used to repair damage, repel boarders, or take the place of rowers.

Only one ship may ram any given ship in any given turn. The same ship may not ram the same ship on two successive turns, as the following turn is used to extricate the ramming ship from the target. If a ship successfully rams another, it may not perform any action on the next turn except grappling, but such is extremely dangerous; if the ramming ship is still grappled to another when it sinks, it takes on 10 h.p. per round of water until it too sinks until the ropes are cut (which takes 1d3 rounds).

### Attack (grapple)

This allows the ship, if next to the enemy, to use grappling hooks and rope, bridging planks, etc. to put sailors, marines, and other combatants onto the enemy ship to attempt to seize control. Note that this is exactly the same process as sea-creatures (such as sahuagin) grappling and boarding ships.

If both ships wish to grapple, the attempt is automatically successful. If not, there is a base 75% chance that the attempt to grapple succeeds. Each captain may, if he wishes, use his seamanship skill to modify the grappling attempt; add or subtract 10% per seamanship skill level as appropriate. If a ship attempts to grapple a ship that is already grappled, success is automatic.

Once the grapple succeeds, run the combat like any normal melee combat, on the decks (and possible in the interiors) of the ships involved. As men move onto an enemy ship, they suffer a -2 penalty "to hit" and a -2 penalty to their armor class for that round only.

## Damage

Ships, like structures, have hit points. They suffer automatic damage in high winds (see p. 59), and may suffer damage from combat with other ships or sea monsters. Other hazards (such as coral reefs) can cause hull damage as well. All of this must be repaired at some point, or the ship will founder and sink. Light to moderate damage can be repaired while still at sea, but more serious damage requires putting into port or even a dry-dock to fully repair.

The basic rule is that a ship sinks if it loses all of its hit points. Whether this means it has burned to the waterline, has been swamped by storm-driven water, or has been rammed and takes on water faster than can be bailed, will be determined by circumstance.

Damage can, of course, be repaired. Damage up to half the total hit points of the vessel can be repaired while at sea. Anything more than half the vessel's total hit points must be repaired while in port. This assumes that the proper supplies and skilled crew are available to make the repairs. If not, the ship can attempt to find the needed supplies (timber, mostly) on shore. Most islands and coasts have timber available that can be used to repair ships, unless the terrain obviously prohibits it (arctic, desert, etc.).

Fortunately, a single sailor working for eight hours can repair 1 hit point of ship damage, subject to the limits above. At least 20 pounds of lumber and/or canvas are required to do so, and a suitable selection of tools must be available. Many ships carry spare supplies of such things specifically to make repairs without having to dock. Unless otherwise specified, half of all damage is inflicted on the hull of the ship itself (requiring lumber to repair) and half on the rigging (requiring canvas).

While repairs are taking place at sea, no movement can occur.

## Ships

Each type of ship has an entry similar to that of monsters. This enables the game master to expand the types of ships available in his particular campaign world limitlessly, to include both historical and purely fantastic designs.

### How to Read a Ship Entry

Each ship has statistics for the following attributes. These are followed by a textual explanation of the history, role, and use of the ship type in the game.

**Cost** is the amount in gold pieces that a given type of ship would normally cost. Merely because a cost is given does not guarantee that a given type of ship will be available, let alone for sale, in any given locale.

**Travel Speed** is the rate at which the ship can travel under normal circumstances. It can be adjusted by weather (and whether the ship is traveling under sail or under oar) and by the size of the crew. A normal day involves 12 hours of travel.

**Crew** is the minimum number of men needed to man the ship. Sailors allow the ship to travel under sail, while rowers allow it to travel by oar. If a ship is also carrying marines, they have no use as either rowers or sailors, unless otherwise specified.

**Hit Points** defines the amount of damage the ship can sustain before it sinks. Note that, in most circumstances, attacks that inflict less than 10 h.p. per attack, no damage will be done to the vessel.

**Weapons** defines the number of missile weapons that the ship can normally carry. Heavy catapults count as 4, light catapults count as 2, and ballistae

count as 1. Trebuchets are too large to effectively use aboard ship. Hand-held weapons, such as bows and crossbows, do not count.

**Draft** is the depth into the water that the ship sinks when moving. It is, in effect, the minimum water depth for travel. Most of the time it is not an issue.

**Length** is the length of the ship from prow to stern.

**Beam** is the width of the ship at its widest.

**Cargo Capacity** is the amount of cargo the ship can normally carry. Note that for every 1,000 pounds of cargo capacity, the ship can carry an additional passenger, and vice versa. Marines count as passengers for this purpose.

**Passengers** defines the number of non-sailors/rowers/marines that the ship can carry. Passengers can be swapped out for cargo at a rate of 1,000 pounds per passenger, and vice versa.

**Evasion** is the modifier used by the type of ship when attempting to evade an encounter or maneuver in battle.

**Capsize** is the percentage chance that the ship will capsize, dumping all of its crew and passengers (and possibly cargo) into the water, in strong winds, high winds, violent winds, or gales, respectively.

**Barge**

Cost	6,000 g.p.
Travel Speed	3 mph
Crew	5 sailors/rowers
Hit Points	60
Weapons	2
Draft	5'
Length	20'
Beam	10'
Cargo Capacity	16,000 lbs.
Passengers	75
Evasion	-2
Capsize	0/20/30/40

A barge is a long, flat boat designed to carry cargo on relatively calm waters such as lakes and rivers. It can be found in most time periods and cultures.

**Canoe**

Cost	30 g.p.
Travel Speed	2 mph
Crew	1 rower
Hit Points	10
Weapons	0
Draft	6"
Length	10'
Beam	5'
Cargo Capacity	500 lbs.
Passengers	3
Evasion	-1
Capsize	30/60/90/100

A canoe is a small narrow craft designed for a few people. It has a very shallow draft, allowing it to move along most rivers and even streams. It appears in most time periods and cultures.

**Caravel**

Cost	30,000 g.p.
Travel Speed	3 mph
Crew	30 sailors
Hit Points	300
Weapons	8
Draft	5'
Length	70'
Beam	20'
Cargo Capacity	400,000 lbs.
Passengers	10
Evasion	+2
Capsize	0/0/5/10

A caravel is a sailing ship capable of crossing broad oceans. It has two or three masts with square rigging, fore- and aft-castles each with several decks, and a closed deck with several sub-decks. It was used in Europe from the 15th century on.

**Carrack**

Cost	60,000 g.p.
Travel Speed	2 ½ mph
Crew	20 sailors
Hit Points	400
Weapons	24
Draft	5'
Length	70'
Beam	20'
Cargo Capacity	10,000 lbs.
Passengers	480
Evasion	-3
Capsize	0/10/20/40

The carrack is an enormous warship capable of holding hundreds of troops and sporting many weapons. It has two or three square rigged masts, multiple decks, and multi-decked fore- and aft-castles. It was used in Europe from the 15th century on.

**Cog**

Cost	6,000 g.p.
Travel Speed	2 mph
Crew	4 sailors
Hit Points	350
Weapons	6
Draft	4 ½'
Length	90'
Beam	20'
Cargo Capacity	300,000 lbs.
Passengers	16
Evasion	-1
Capsize	0/0/10/15

A cog is the quintessential medieval sailing ship, with the aft and stern decked over, but the amidships left open. It was in use in Europe from the 12th century onward.

**Dromon**

Cost	25,000 g.p.
Travel Speed	2 mph (sailing), 3 mph (rowing)
Crew	7 sailors, 100 rowers
Hit Points	100
Weapons	16 plus ram
Draft	4'
Length	175'
Beam	15'
Cargo Capacity	200,000 lbs.
Passengers	93
Evasion	-1 (sailing), +1 (rowing)
Capsize	0/0/5/10

A dromon is a galley designed for combat. It has a fully covered deck, plus a deckhouse on the stern. The Byzantines used it from the 6th through the 12th centuries.

**Keelboat**

Cost	3,000 g.p.
Travel Speed	1 mph (sailing and rowing)
Crew	3 sailors, 12 rowers
Hit Points	30
Weapons	2
Draft	1'
Length	20'
Beam	6'
Cargo Capacity	500 lbs.
Passengers	1
Evasion	-2
Capsize	5/10/15/20

The keelboat is designed for use on rivers and lakes, and has a covered deck with a large deckhouse. It can be found in most cultures and time periods, although in earlier cultures the "deckhouse" may be little more than a tent.

**Knarr**

Cost	6,000 g.p.
Travel Speed	2 mph
Crew	12 sailors/rowers
Hit Points	100
Weapons	4
Draft	2'
Length	55'
Beam	15'
Cargo Capacity	50,000 lbs.
Passengers	8
Evasion	±0
Capsize	0/0/5/10

The knarr is a type of longboat, wider and thus sturdier, designed for carrying cargo. It has a single square-rigged sail and closed decks fore and aft, but the middle is open. It was used in northern Europe from the 7th through the 14th centuries.

**Launch**

Cost	500 g.p.
Travel Speed	1 ½ mph (rowing)
Crew	3 sailor/rowers
Hit Points	20
Weapons	1
Draft	5'
Length	15'
Beam	5'
Cargo Capacity	500 lbs.
Passengers	5
Evasion	-3
Capsize	10/15/20/25

A launch is a small boat designed for larger ships to carry when circumstances dictate. Boats launched from whaling ships would be of this type. Also called a skiff. Launches can be found in most cultures and time periods that have larger ships.

**Longship**

Cost	10,000 g.p.
Travel Speed	1 ½ mph (sailing), 2 mph (rowing)
Crew	40 sailors/rowers
Hit Points	700
Weapons	0
Draft	2'
Length	75'
Beam	15'
Cargo Capacity	20,000 lbs.
Passengers	20
Evasion	+2
Capsize	0/0/5/10

Longships are open ships whose very shallow draft allows them to go deep into rivers where other ships could not. Viking ships are quintessential longships. Also known as drakkars. They were used in northern Europe from the 9th century through the 13th.

**Pinnace**

Cost	4,500 g.p.
Travel Speed	3 mph (sailing), ½ mph (rowing)
Crew	15 sailors, 8 rowers
Hit Points	200
Weapons	4
Draft	5'
Length	20'
Beam	5'
Cargo Capacity	3,000 lbs.
Passengers	4
Evasion	+2 (sailing), -2 (rowing)
Capsize	0/0/0/5

A pinnace is a small ocean-going vessel, fully decked with a small deckhouse. It has two square-rigged masts. It appears in European cultures prior to the 16th century.

**Raft**

Cost	100 g.p.
Travel Speed	½ mph
Crew	1 sailor
Hit Points	15
Weapons	1
Draft	1'
Length	10'
Beam	10'
Cargo Capacity	6,000 lbs.
Passengers	3
Evasion	-3
Capsize	10/20/30/40

This is not a hand-made raft of logs, but rather a professionally constructed platform designed mainly for floating on lakes or rivers. Rafts transcend time and culture.

**Rowboat**

Cost	50 g.p.
Travel Speed	1 mph (rowing)
Crew	1 sailor/rower
Hit Points	30
Weapons	0
Draft	2 ½'
Length	8'
Beam	3'
Cargo Capacity	1,000 lbs.
Passengers	3
Evasion	-4
Capsize	10/20/30/40

This is a very small flat-bottomed boat used in lakes, rivers, and very close to shore. It appears in most cultures and time periods.

**Quadreme**

Cost	30,000 g.p.
Travel Speed	1 ½ mph (sailing), 2 mph (rowing)
Crew	10 sailors, 250 rowers
Hit Points	225
Weapons	16 plus ram
Draft	4 ½'
Length	130'
Beam	120'
Cargo Capacity	300,000 lbs.
Passengers	230
Evasion	+3
Capsize	0/0/0/5

The quadreme is a truly massive galley designed for use along shores rather than the open ocean. In addition to the rowers, it sports one or two masts. It is fully decked, and has four banks of rowers per side. It was used from at least the 1st century through the 5th.

**Trireme**

Cost	12,000 g.p.
Travel Speed	1 ½ mph (sailing), 2 mph (rowing)
Crew	3 sailors, 70 rowers
Hit Points	125
Weapons	6 plus ram
Draft	3'
Length	135'
Beam	15'
Cargo Capacity	60,000 lbs.
Passengers	27
Evasion	+2
Capsize	0/0/0/5

This is a large, multi-decked galley designed for use close to shore. It is partially decked and has a small deckhouse on the aft end. It has one or two masts. It has three banks of rowers and was used from the 1st century BCE through the 5th century.

# Magic



Most fantasy role-playing games presuppose a world in which magic works. It is a world where the creatures of myth walk the earth, and where magic spells cause miraculous effects. The very nature of the multiverse is magical; it is possible to send one's astral body out to distant planes of existence to treat with beings of immense magical power and wisdom. However, magic works according to very specific rules, and the way magic works for one is consistent with how it works for all.

## Using Magic Items

As a rule, a character can only use one "active" magic item per round. Items that are passive (such as *rings of protection*) are always "on", but only one item (such as a *wand of lightning*, *cube of force*, etc.) can actively be used in a round.

Many magic items (such as wands, staves, and wands) require a command word to function. Sometimes these command words are obvious and can be found by trial and error, such as "fire" or "abracadabra." Otherwise, research will be required, whether magical (*legend lore*, *speak with dead*, *command word*, etc.) or mundane. Such items require but 6 seconds (1 segment) to activate when in combat.

## Casting Spells

Several different character classes can cast spells and, while the precise nature of each sort of magic varies from class to class, the mechanics are generally the same for all casters. Whether they are bards singing magic songs, clerics channeling the power of their deities, or mages studying arcane knowledge from their spell books, all spell casters memorize spells by impressing the mystical energies upon their minds. Once cast, that energy is lost until the spell is again memorized.

In order to do so, the would-be spell caster must be rested prior to the actual study necessary to impress the mystical energies upon his mind. The amount of rest and study required is shown on the following table:

**TABLE 126: REST REQUIRED TO MEMORIZE SPELLS**

	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Rest (hours)	4	4	6	6	8	8	10	10	12
Study (mins.)	15	30	45	60	75	90	105	120	135

For example, if a mage needs to memorize two 3rd-level spells and one 5th-level spell, he needs to rest for at least eight hours prior to doing so (the minimum for a 5th-level spell). The actual memorization takes a total of 2 hours and 45 minutes (45 minutes each for the 2nd-level spells, plus 1 hour 15 minutes for the 5th-level spell).

Each spell is listed below (broken down by which class can cast the particular spell), and then given a detailed description (all spells are listed alphabetically). Some classes can cast the same spells, though sometimes with minor differences. Each spell description shows what your character needs to cast the spell; an incantation (words, lyrics, chants, or what have you; some sort of vocalization), gestures (making it impossible to cast such a spell if one's hands are tied), and often some other sort of item (sometimes rare and expensive, sometimes commonplace). These "material components" are destroyed as the spell is cast, unless otherwise specified.

As noted in the individual spell descriptions, a cleric or druid needs his holy symbol in order to cast a spell. Clerics' holy symbols are almost never lost when the spell is cast; the holy symbol of a druid, however, is generally always lost as the spell is cast.

### Optional Rule: Easy Material Components

Some game masters (and players, for that matter) find the prospect of tracking material components daunting, and believe it adds unnecessary bookkeeping. If the game master decides, he may use the following optional material components rule:

Any spell caster may simply spend a flat 100 g.p. per month to cover the cost of all everyday material components for his spells. This includes all components which themselves cost less than 100 g.p. Any spell with an individual component that costs 100 g.p. or more must still be individually purchased and tracked.

This rule presupposes the caster is in a town or has other access to a regular apothecary or some similar source for spell components. It does not apply to holy symbols, either of clerical or druidical sorts.

## Spell Books

Mages and other spell casters collect their magical knowledge in spell books. These mysterious tomes store the magical formulae needed to cast spells; when the mage memorizes a spell (see above), he is, in fact, impressing the magical energies from his book of spells upon his brain.

Spell books come in three types: standard, travelling, and reference. Standard spell books have 144 pages. Travelling spell books have 36 pages. Reference spell books have 288 pages, but are rarely found outside of great magical libraries, for they are very difficult to transport unless it is absolutely necessary. Each spell fills a number of pages in the spell book according to its level, as shown on the following table:

**TABLE 127: SPELL BOOK PAGES BY SPELL LEVEL**

Spell Level	Pages in Spell Book
Cantrip (0)	4
1st - 3rd	6
4th - 6th	9
7th - 9th	18

Thus, a travelling spell book could contain six 1st-level spells, a standard spell book could contain eight 8th-level spells, and so on. Naturally, it is possible to mix and match levels of spells in a single book, as long as the overall page limit is not exceeded.

The standard spell book is large; 16" x 12" and 6" thick is standard. Such a book weighs 15 pounds, but as it is bulky it counts as 45 pounds for purposes of encumbrance; it fills a backpack or large sack completely. If subjected to some attack or other circumstance that necessitates a saving throw, the standard spell book saves as "leather or book", but gets a +2 to the roll vs. acid, *fireball*, *disintegration*, and *lightning* type attacks due to its sturdy construction (usually bound in dragon hide with metal cornices and inlays). Pages are typically of vellum, and the book often sports a metal latch or lock to keep it closed.

The travelling spell book is naturally smaller than its standard cousin: 12" x 6" and 1" thick. It weighs 3 pounds, but its bulk takes up 6 pounds for encumbrance purposes. As it lacks the sturdier construction of the standard spell book, the travelling spell book does not gain any special bonuses to saving throws, although it also saves using the "leather or book" column of the item saving throw table. Pages are of parchment, and the cover of leather, with ties to keep it closed.

The reference spell book, as the name implies, is found almost exclusively in large magical libraries, and is hardly ever taken on journeys. It is enormous: 36" x 24" and usually 9-12" thick. The book itself weighs 30 pounds, but counts as 100 pounds for purposes of calculating encumbrance. It will most certainly not fit in any conventional backpack, saddlebag, or the like. In extremis, some mages have been known to employ hired help whose sole function is to carry a reference spell book. If the book should need to make a saving throw against some peril, it does so as a standard spell book. It usually has either one large or several small metal latches to hold its sturdy hide-covered covers closed.

The mage typically begins his adventuring career with two standard spell books; one contains the cantrips that he learned and practiced with as an apprentice, and the other contains the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These two books do not cost the mage any cash. Note that the mage must opt to discard his book of cantrips, or keep it; he cannot sell it to gain extra cash at the beginning of

his career. Characters never begin the game with a travelling spell book; if they wish to get one, they must pay to have it made.

Once the mage begins to run short of pages in his spell book, or when he desires to have a travelling spell book for adventuring, he must pay to have such a book constructed.

A standard spell book costs 1,000 g.p. for the book itself and takes 4-7 weeks to put together. Travelling spell books cost 500 g.p. and require 1-4 weeks to construct. A reference spell book costs 3,000 g.p. and needs a full 9-16 weeks to construct. The rare inks required to transcribe spells on the pages costs 100 g.p. per spell level, and the physical process of writing them takes half a day per level of the spell being transcribed (with cantrips treated as first-level spells in this instance).

It is possible, although not encouraged, for a mage, illusionist, or savant to read a spell directly out of his spell book, much like a spell can be read off a scroll. Due to the dangers involved to the spell book itself, this is rarely done. The spell in question must be a mage spell, and one of a level that the mage could normally cast. When the attempt is made, the spell in question immediately disappears from the page as if it never existed. In addition, there is a 1% chance per level of the spell being cast that the spells immediately preceding and following it in the book will also be erased. If that happens, roll percentile dice again. On a roll of 01, the entire spell book crumbles into dust.

When attempting to read another mage's spell book, the spell *read magic* must be used. In the case of an illusionist or savant, *read illusionist magic* or *read savant magic* is required; note that savants have access to all three spells, and can thus cast other classes' spells in this manner. This is necessary regardless of whether the spell caster is merely memorizing a spell for the day, copying a spell from one spell book to another, or reading a spell directly from someone else's spell book. For this reason, it is often the case that a mage (or subclass of mage) wants to transcribe spells from captured or looted spell books into his tome.

Note that a savant cannot memorize spells from an mage's spell book, and so forth. Even if the spell has the same name and effect, they are different in execution from one class to another.

## Illusions

It should be remembered that when one is fooled by an illusion, the mind causes a material effect on the body, commensurate with what the illusion shows. Thus, it is possible to walk across a bed of hot coals uninjured, get a good night's sleep on a bed of nails, and so forth. However, the laws of nature, and the operating of magical spells, are unaffected by the illusion. Thus, someone cannot use an illusionary ladder to climb to the second floor window of a building. Unless there are other reasons to suspect an illusion, however, those under its influence seek other, possibly magical, explanations for such apparently odd phenomena.

## Magic Resistance

Some monsters, especially those that are undead or are native to some other plane of existence, have an innate magic resistance. If such a creature is the target of some personally directed spell (area effect spells such as *fireball* or *wall of force* are not subject to magic resistance), the caster must roll the following percentage or less to have the magic affect the creature. Note that creatures with magic resistance can overcome spells such as *hold portal* or *wizard lock*. Magic resistance is always in addition to, rather than instead of, other saving throws.

**TABLE 128: MAGIC RESISTANCE**

		Level of Caster														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Magic Resistance of Creature	A	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-	-
	B	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-
	C	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-
	D	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-
	E	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%
	F	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%
	G	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%
	H	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%
	I	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%
	J	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%
	K	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%
	L	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%
	M	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%
	N	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%
	O	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
	P	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%
	Q	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%
	R	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%
	S	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%
	T	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%

## Divination

Divination is the process of foretelling the future. Many characters are able to undertake divination of different sorts, and with various levels of depth and detail. Philosophical questions, such as the problem of free will, are left to weightier tomes than this; in game terms, prophecies are certain to come to pass, one way or another. Many divinatory spells are very straightforward, and give bonuses in combat or other circumstances. These reflect a simple knowledge of the person “having a good day,” which they would have had even without advanced warning, and should not be taken to imply causality.

Other divination methods yield less straightforward results in the form of riddles, vague predictions, and so on. In such circumstances, the game master is responsible for both creating the prophecy and seeing that its broad precepts are fulfilled. And if it appears that it does not? The gods work in mysterious ways...

## Divinatory Devices

Many divination spells require some sort of device to undertake the divination itself. In many circumstances, the precise nature of the tool varies from religion to religion, culture to culture, or even by personal preference. Each character engaging in such activities should pick one such device (with the guidance and assistance of the game master, to make sure the choice is appropriate to the campaign setting) and use it almost exclusively. Some divinatory devices that could be used for such purposes include:

- Rune staves
- Sacrificial animal (bird, pig, sheep, cow, horse, etc.)
- Fire
- Book of prophecy (or ordinary book, dictionary, etc.)
- Tarot cards (or playing cards, etc.)
- Dice
- Sticks
- Melted lead (or other metal) or wax dropped in water
- Knucklebones
- Astrological chart
- Smoke from burning incense
- Marked tiles (dominos, mah-jongg tiles, etc.)

This list is, of course, not exhaustive, and each campaign setting will have its own appropriate choices, as noted above.

## Pentacles

Pentacles are magical symbols with the power to confine or keep at bay creatures from other planes of existence. The term is not limited to those figures which have five points, sides, or lines; the main types of pentacles are detailed below. The method for creating such pentacles is common to all types, however. They are created by mages and other classes as described below.

There are two ways to prepare a pentacle: by hand (for a single use) or inlaid and carved (as a permanent feature, usually in a mage’s conjuring room).

For a hand-made pentacle, there is a base 80% chance that it successfully contains the creature(s) against which it is used. This can be modified by the expenditure of time and special materials; every 10 minutes and 1,000 g.p. worth of special pigments increases the chance of success by 1%. Thus, if the caster spends 50 minutes and 5,000 g.p., there is a base 85% chance that the pentacle functions successfully. The pentacle can be brought to a maximum 100% base chance of success in this fashion.

For a carved and inlaid pentacle, there is a 90% chance of success. This chance need only be rolled once (the first time the pentacle is used), as success indicates that the job was done correctly. Such a permanent pentacle has a base cost of 50,000 g.p. and takes a month to be properly installed. For another 50,000 g.p. and another month, the base chance of success can be increased to 100%.

No matter the means of preparation, the chance of success should be modified by adding the mage’s experience level and intelligence score, as well as subtracting the intelligence and hit dice (or level) of the creature to be trapped within. This represents the final chance of success for the pentacle.

If the pentacle is broken or damaged in any way, even something as slight as a breeze blowing across the powder and creating a gap, or a leaf landing on one of the lines, renders the pentacle useless.

There are five distinct types of pentacle, each useful against a different type and classification of creature:

- **Magic circle:** The magic circle is effective against devils and creatures of the upper planes.
- **Pentagram:** The pentagram keeps at bay those creatures native to the lower planes, with the exception of devils.
- **Septagram:** The seven-pointed star is used to seal containers, portals, and enclosures. It often appears on such objects as *efreeti bottles* or on the seals to specially protected chambers, chests, and so forth, that are used to imprison creatures from the other planes. Outer planar creatures (i.e., not one from the ethereal, elemental, or shadow planes) are unable to break a seal held by a septagram.
- **Thaumaturgic circle:** The thaumaturgic circle protects against all lesser demons as well as those affected by the thaumaturgic triangle.
- **Thaumaturgic triangle:** The thaumaturgic triangle is proof against creatures native to the elemental planes, as well as those coming from the plane of balance, planes of neutral law and chaos, and the ethereal, astral, and shadow planes.

Pentacles can be used as either prisons or defenses. The appropriate type of other-planar creature is unable to directly affect the pentacle itself, but may be able to do so indirectly. Such creatures cannot cross such a barrier by either mundane or magical means (using *teleportation*, *ethereal* or *astral* travel, *gate*, etc.), nor can they touch or attack any creature or object on the other side (including *telekinesis*, weapons, spells and spell-like effects, etc.). Missile attacks initiated by the planar creature cannot pass through the pentacle's effect or damage the pentacle itself. The creature may cast spells or initiate spell-like effects that affect only itself (such as *invisibility*, *change self*, etc.) as long as the pentacle is not violated.

Creatures imprisoned in such pentacles lose 1 point of intelligence per day, until they reach a minimum of 3. At that point the intelligence loss halts, and it will not be reversed until the creature is freed. When freed, it regains points of intelligence at the same rate (1 per day).

A mortal can cast spells or make attacks across the barrier of the pentacle, but must take care that such attacks do not break the pentacle. An *insect swarm* spell, for instance, might very well cause a bug to land upon and thus spoil the magic lines of the pentacle. A *meteor swarm* would certainly do so.

## Creating Scrolls

The scroll is a means of storing a spell's esoteric energy until the scroll is read, which activates the effect of the spell. Scrolls can be created by either mages or clerics (or their sub-classes); there are no scrolls of bard or jester spells. The writer cannot create a spell of a level greater than he himself could normally cast, and must of course have access to the spell itself in his own or in a borrowed spell book (if applicable). The writer can also, if he wishes, create *cursed scrolls* or *scrolls of protection*, depending on his class and the type of protection scroll being written:

- **Clerics:** acid, breath weapon (non-dragon), cold, devils, fire, paralyzation, plants, poison, possession, undead, water, weapons (non-magical).
- **Mages:** breath weapon (dragon), demons, electricity, elementals, gas, illusions, lycanthropes, magic, petrification, traps, weapons (magical).

Mages and clerics (and their sub-classes) must be at least seventh level before they can inscribe scrolls.

Creation of scrolls requires a fresh quill from some supernatural creature (pegasus, sphinx, etc.). Such quills can only be used in the manufacture of one scroll; they cannot be reused. Note that such quills are not normally available for sale; the mage must obtain them directly.

In addition to the special quill, the inscribing of a magic scroll requires a unique and costly ink suitable for that particular spell. Typically, such inks require giant octopus ink, powdered gems, rare herbs, and the like. The formulae for such inks are nearly as rare as the spells themselves, and the ingredients are often unavailable in any but the largest cities, in shops that cater to those in need of hippogriff tongues and purple worm teeth. If your character has access to the ink formula, and the requisite ingredients are for sale in your locale (your game master should determine that probability), the cost of the ink's ingredients depends on the level of the spell to be inscribed:

TABLE 129: MAGIC SCROLL CREATION

Spell Level	Cost of Ink Ingredients	Inscription Time
1st	100 g.p.	1 day
2nd	200 g.p.	2 days
3rd	400 g.p.	3 days
4th	700 g.p.	4 days
5th	1,100 g.p.	5 days
6th	1,600 g.p.	6 days
7th	2,200 g.p.	7 days
8th	2,900 g.p.	8 days
9th	3,700 g.p.	9 days
Protection (all)	1,500 g.p.	7 days
Curse	1,000 g.p.	6 days

In order to begin the process of inscribing a scroll, the writer must have memorized the spell to be inscribed. When the inscribing process begins, the spell is automatically lost. A maximum of seven spells can be inscribed on any single scroll.

There is a flat failure rate of 20% plus 1% per level of the spell being inscribed. If multiple spells are being inscribed on the scroll, a failure does not indicate that the whole scroll is ruined, but no further spells can be put upon it.

### Optional Rule: Human Sacrifice

One of the long-standing tropes of fantasy literature is the evil wizard bent on sacrificing some young virgin in order to attain magical power. As a story-telling device within the game, the power of such a thing is obvious; the heroes must save the day, stopping the evildoer before he can complete the sacrifice.

Within the mechanics of the game, the necessity of human sacrifice can be completely justified, should the game master desire it. Certain spells (*wish*, *gate*, etc.) and other magical activities can, as a side effect, age the caster beyond his normal years. Obviously, this severely limits their utility (necessarily so, lest high-level spell-casters become all but omnipotent), and means that a mage with ability to cast *wish* only does so once or twice in his lifetime, lest he cause his own death by old age in the process.

At certain times prescribed by astronomical movements (the full or new moon, the rise of a planet in a certain constellation, etc.), or at any time the game master deems fit, a spell caster may commit a human (or demi-human) sacrifice while casting a spell that would otherwise cause magical aging. By doing so, the caster transfers the karmic debt of the spell to the sacrificial victim, whose life-force must be shed at the moment the spell is cast, thereby preventing the magical aging effect.



Needless to say, engaging in this practice is an inherently evil act, and anyone of good or neutral alignment automatically has his alignment turned to evil, with all that such entails. This optional rule is intended to give game masters some in-game justification for the dastardly actions undertaken by his NPCs, not to give PCs free reign to slaughter innocents at will.

## Spell Descriptions

### Alter Animal

Level 1 bard, druid spell (alteration)  
 Requires: incantation  
 Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some animal. The target creature must be within 60' of the caster, and can only be a "natural" animal (pig, horse, hawk, salmon, etc.). Magical creatures, or monsters, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, adding fangs to a duck, or antlers to a jackrabbit, etc. As a rule, such changes will not add any attacks or other abilities to the animal; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With more time spent, and greater knowledge, a given animal can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

Minimum Level	Change possible	Example
2	carnivore/herbivore	fox → rabbit
3	larger/smaller/lighter/heavier	rabbit → horse
4	faster/slower	horse → cow
5	quadruped/biped	cow → monkey
6	mammal/avian/reptile/fish	monkey → lizard
7	chordate/arachnid/mollusk	lizard → octopus

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the fox would become a rabbit, and ten minutes later a horse, then a monkey, etc. The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

### Alter Plant

Level 1 bard, druid spell (alteration)  
 Requires: incantation  
 Casting time: varies (see spell description)

This spell allows the caster to temporarily change one or more aspects of some plant. The target plant must be within 60' of the caster, and can only be a "natural" plant (oak tree, rose bush, strawberry plant, etc.). Magical plants, or monstrous plants, are not affected.

Superficial changes can be affected by any caster in but the space of 1 minute. Such changes include changing color, texture, adding thorns, etc. Size can be changed up to 10% per level of the caster. As a rule, such changes will not add any attacks or other abilities to the plant; they are merely cosmetic (but nonetheless quite amazing to witness).

More substantive changes can be affected by this spell, but the extent of the change that can be affected is dependent on the level of the caster. With

more time spent, and greater knowledge, a given plant can be fully transformed into another sort. Each such change will take 10 minutes to accomplish.

Minimum Level	Change possible	Example
2	small/large	tulip → rose
3	low/medium/tall	rose → willow
4	soft/hard	willow → oak
5	edible/non-edible	dandelion → potato
6	fruiting/non-fruiting	oak → apple
7	non-poisonous/poisonous	tomato → nightshade

The casting times are cumulative, and the changes will occur as the particular casting time has elapsed. Thus, after ten minutes, the tulip would become a rose, and ten minutes later a willow, then an oak, etc. Poison will cause a maximum of 1d6 h.p. of damage (save for no damage). The spell's effect will last for ten times as long as the spell took to cast, plus one hour per level of the caster.

### Animal Fear

Level 2 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to create a 60' radius zone centered around himself. Any non-magical animals (horses, dogs, birds, snakes, etc.) within that zone flee from the caster in panic, stopping some 1d3 minutes after they leave the zone. Magical creatures (basilisks, mimics, etc.) are not affected by the spell, nor are animals with an intelligence of 5 or higher.

### Answer

Level 3 savant spell (invocation)  
 Requires: incantation, gestures  
 Casting time: 18 seconds (3 segments)

This spell causes a book to open to the desired answer to a question, assuming it appears in the book in the first place. The caster states the question (up to 36 words) and waves his hand over the book (which must lie flat, and not be impeded by any sort of device such as a lock, or weight upon its cover). The book will then open and the pages riff to the correct page wherein the answer may be found. If the answer cannot be found within the book, the book will flip all the way through its pages until the back cover closes upon it. The spell does not impart any understanding of the language in which the book is written and, if the answer is obscure, will not yield any clues to its nature, save that it is to be found on one of the two pages to which the book has opened itself.

### Avalanche

Level 6 bard spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 36 seconds (6 segments)

The effect of this spell varies depending on the surroundings, but the general effect is to create a sonic resonance that causes stone to crumble and tumble. Underground, it causes the ceiling to collapse in an area 1 square foot per caster level, centered on a spot 10' distant per caster level. This lasts for 1d3 rounds, doing 1d6 h.p. of damage to all creatures in the area of effect on the first round, 2d6 h.p. on the second round (if applicable), and 1d6 on the third round.

Outdoors, the spell causes a small avalanche (in snow and ice conditions) or landslide (otherwise) as long as there are hills, cliffs, mountains, and the like

in the vicinity (see below for full details on avalanches and landslides). Outdoors, the range is 10 yards per caster level, to a maximum of 100 yards.

### Awaken First Chakra

Level 1 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 10 minutes

By means of this intense meditation, the caster can activate the first of seven energy centers of the body—the seven chakras—located at the base of the spine. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient enjoys the following effects:

- The recipient radiates an intense ultraviolet light. All those with ultravision must make a saving throw vs. paralyzation or be blinded if they are within 60'. However, all those beyond that radius, up to 360', see him clearly lit up like a bonfire
- When falling, reduce damage taken by -1 per die of falling damage
- A bonus of +1 to any ability checks made vs. dexterity (does not apply if the first and second chakras are awakened)

This spell can only be in effect upon the same person once at any given time.



### Awaken Second Chakra

Level 2 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 20 minutes or 10 minutes (see below)

By means of this intense meditation, the caster activates the second of seven energy centers of the body—the seven chakras—located at the abdomen. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient enjoys the following effects:

- The recipient gains a 50% immunity to all disease (including such illnesses as are caused by the bite of giant ticks, etc.)
- A +10% bonus to any system shock rolls
- A bonus of +1 to any ability checks made vs. constitution (does not apply if the first through third chakra is awakened)

If the first chakra has been awakened prior to the second, the recipient gains 1 point of dexterity for as long as both spells remain in effect, subject to

racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time. If cast alone, this spell takes 20 minutes to cast. If the first chakra of the subject have already been awakened, this spell only takes 10 minutes.

### Awaken Third Chakra

Level 3 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 30 minutes or 10 minutes (see below)

By means of this intense meditation, the caster can activate the third of seven energy centers of the body—the seven chakras—located at the solar plexus. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient gains the following effects:

- A bonus of +1 "to hit" and +1 to any damage, when in melee combat
- A +2 bonus to any saving throws vs. *fear* (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. strength (does not apply if the first through fourth chakras are awakened)

If the first and second chakras have been awakened prior to the third, the recipient gains 1 point of constitution for as long as all three spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

If cast alone, this spell takes 30 minutes to cast. If the first two chakras of the subject have already been awakened, this spell only takes 10 minutes.

### Awaken Fourth Chakra

Level 4 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 40 minutes or 10 minutes (see below)

By means of this intense meditation, the caster activates the fourth of seven energy centers of the body—the seven chakras—located in the heart. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient enjoys the following effects:

- The ability to *detect ethereal* objects (as per the spell; see p. 76 for details)
- A +2 bonus to any saving throws vs. *charm, suggestion, etc.* (if no saving throw is normally allowed, the recipient gets a saving throw with no bonus)
- A bonus of +1 to any ability checks made vs. wisdom (does not apply if the first through fifth chakras are awakened)

If the first through third chakras have been awakened prior to the fourth, the recipient gains 1 point of strength for as long as all four spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

If cast alone, this spell takes 40 minutes to cast. If the first three chakras of the subject have already been awakened, this spell only takes 10 minutes.

### Awaken Fifth Chakra

Level 5 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 50 minutes or 10 minutes (see below)

By means of this intense meditation, the caster can activate the fifth of seven energy centers of the body—the seven chakras—located in the throat. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient gains the following effects:

- Immunity to magical fire
- The ability to *shout* once per day (as per the spell, but only does 1d8 h.p. of damage)
- A bonus of +1 to any ability checks made vs. charisma (does not apply if the first through sixth chakras are awakened)

If the first through fourth chakras have been awakened prior to the fifth, the recipient gains 1 point of wisdom for as long as all five spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

If cast alone, this spell takes 50 minutes to cast. If the first four chakras of the subject have already been awakened, this spell only takes 10 minutes.

### Awaken Sixth Chakra

Level 6 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 60 minutes or 10 minutes (see below)

By means of this intense meditation, the caster activates the sixth of seven energy centers of the body—the seven chakras—located at the brow. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient enjoys the following effects:

- Immunity to all *charm*, *suggestion*, etc. spells
- Ability to see with *ultravision* with a 120' range
- Take half damage from non-blunt weapons
- A bonus of +1 to any ability checks made vs. intelligence (does not apply if the first through seventh chakras are awakened)
- +1 bonus to all saving throws

If the first through fifth chakras have been awakened prior to the sixth, the recipient gains 1 point of charisma for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative.

This spell can only be in effect upon the same person once at any given time.

If cast alone, this spell takes 60 minutes to cast. If the first five chakras of the subject have already been awakened, this spell only takes 10 minutes.

### Awaken Seventh Chakra

Level 7 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 70 minutes or 10 minutes (see below)

By means of this intense meditation, the caster can activate the last of seven energy centers of the body—the seven chakras—located at the crown of the head. It requires that the subject be touched (it can be the caster himself, of course), and lasts for two hours per caster level. Once the spell is completed, the recipient gains the following effects:

- Immunity to all fire, magical and non-magical
- An additional +1 bonus “to hit” and damage when in melee combat
- Ability to see with *infravision* and *ultravision* with a 120' range
- Immunity to possession of any sort (demonic, *magic jar* spell, etc.)
- +1 bonus to all saving throws (cumulative with bonus from the sixth chakra being aroused, if applicable)

If the first through sixth chakras have been awakened prior to the seventh, the recipient gains 1 point of intelligence for as long as all six spells remain in effect, subject to racial maximums. Ability score bonuses due to chakra arousal are cumulative; thus, all ability scores have a +1 bonus if this condition is met.

This spell can only be in effect upon the same person once at any given time.

If cast alone, this spell takes 70 minutes to cast. If the first six chakras of the subject have already been awakened, this spell only takes 10 minutes.

### Awareness

Level 5 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster, by touch, to enhance the senses of either himself or another. With such heightened awareness of his surroundings, the beneficiary of the spell can detect secret and concealed doors as if he were an elf (elves get a -1 bonus to their rolls when detecting such) and can never be surprised. The spell lasts for 10 minutes per caster level.

### Awestruck

Level 4 bard spell (enchantment/charm)

Requires: incantation, gestures

Casting time: 4 minutes

This spell allows the caster to hold his target(s) in rapt attention. All creatures within a 30' radius of a spot centered on a point up to 60' distant can be affected. Each must make a saving throw vs. spells. Failure means they are held in utter attention on the caster for as long as he maintains the spell by playing his instrument and singing. Subjects so *awestruck* cannot speak or move, but suffering damage breaks the spell.

### Birdsong

Level 2 bard spell (enchantment/charm)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell allows the caster to enchant all normal (non-magical and non-giant) birds within a 12' radius, causing them to flock to him in a friendly fashion,

perch on and around him, and the like. The caster can then request one of the following services:

- Messenger. The birds will fly up to 1 mile per caster level, bearing a small message either tied to their leg or in their beak, which they will deliver to a specific person named. The general description of the desired recipients' location is required. Up to six separate messages can be so dispatched to different recipients. The caster must supply the notes.
- Guardian. The birds will perch nearby for 1 hour per caster level. If danger approaches visibly within 240', the birds begin a cacophonous noise that acts as a warning. The birds, however, regard the approach of any sort of predator, particularly one that feeds on birds, as such a threat.
- Defender. The birds will actively defend the caster against attack for 1 minute per caster level. A flock of small birds swarms around a single enemy, rendering him effectively blind, unable to cast spells, and with a -4 penalty "to hit." No dexterity bonus is allowed in such a circumstance. If the target of the flock of birds has no such bonus, he receives a 1-point penalty to his armor class. There is a 2% chance that a larger predatory bird such as a hawk will answer the call.

### Blank Book

Savant cantrip (illusion/phantasm)

Requires: incantation, gestures

Casting time: 3 seconds (½ segment)

This spell creates the illusion that a (non-magical) book or scroll is, in fact, comprised completely of blank pages. All creatures with an intelligence of 8 or greater are automatically entitled to a saving throw vs. spells. Those who deliberately attempt to disbelieve are entitled to a separate check. The book must be within 10' of the caster, and within line of sight.

### Bonhomie

Level 6 bard spell (enchantment/charm)

Requires: incantation

Casting time: 72 seconds

This spell allows the caster to create a welling-up of good will and warm feelings in a crowd. All those within 120' of the caster can be affected; each is entitled to a saving throw vs. spells. Success indicates that the spell has no effect, but only another bard will even recognize the fact that a spell has been cast. Naturally, to be affected, the listeners must be able to understand the caster. The following effects impact those who fail their saving throw:

- Be well disposed towards the caster and his companions. This is reflected in a +20% reaction adjustment, and similar bonuses to other social interaction rolls (or +4, where applicable). Such bonuses do not apply to the other effects of this spell, however.
- If called upon to join some enterprise, or contribute to some cause, they will do so, joining for a number of hours equal to the caster level. Calls to join undertakings likely to result in loss of life or liberty, exhortations for relatively large amounts of cash or other contributions, and so on, result in those listening getting a +4 bonus to their saving throws. Obviously suicidal or penurious requests result in automatic failure; the game master should exercise his judgment.
- Those under the kindly influence of the caster receive a +2 bonus to all saving throws vs. fear, despair, catatonia, etc. Those already under the influence of such effects are entitled to a new saving throw, if they had one to begin with.

### Bridge

Level 7 bard spell (evocation)

Requires: incantation

Casting time: 84 seconds

This spell calls into being a physical bridge some five yards in width. Its length will be three feet per caster level. Note that the bridge must have secure points on either side upon which it can rest. Any difference in height between the two ends of the bridge cannot exceed 10% of its length; thus a bridge 42' long could go up/down no more than a total of 4' or so, lest the bridge itself be unstable and collapse when any weight was placed upon it. The bridge can hold 100 pounds per caster level. The bridge will remain for as long as the caster continues the spell; once he ceases, it begins to dissolve, losing 100 pounds of capacity per minute (i.e., a number of minutes equal to the level of the caster). When the entire capacity is lost, the bridge crumbles into nothingness.

### Cacophony (Harmony)

Level 7 bard spell (abjuration)

Requires: incantation

Casting time: 84 seconds

This spell creates a loud and cacophonous noise that is especially harmful to creatures of evil alignment and the denizens of the lower planes. All such creatures within 120' must make a saving throw or be affected. All creatures within 60' of the caster are not entitled to a saving throw (magic resistance does apply). Those affected suffer the following effects (a lack of understanding, or even a lack of hearing, does not impact this spell):

- Creatures of evil alignment suffer 1d6 hit points of damage per minute.
- Creatures linked to the negative plane, and the undead, suffer 2d6 hit points of damage per minute.
- Creatures native to the lower planes, such as devils, demons, and daemons, suffer 3d6 hit points of damage per minute.

The reverse of the spell, *harmony*, affects creatures of good alignment or from the upper planes, in a manner similar to that indicated above.

### Calligraphy

Savant cantrip (alteration)

Requires: incantation, gestures, writing

Casting time: 3 seconds (½ segment)

This spell allows the caster to alter the handwriting of a single page, making it appear as if it were written by an expert calligrapher. The spell does not affect magical writings of any sort. The page in question must be within 10' of the caster, and visible.

### Calmness

Level 1 bard spell (abjuration)

Requires: incantation

Casting time: 12 seconds (2 segments)

This spell allows the caster to instantly remove any sort of magical or mundane fury, rage, or anger in all creatures within a 10' radius. Those who actively rely on such feelings, such as berserkers, are entitled to a saving throw vs. spells. Note that this may or may not have an effect on those in combat, depending on the circumstances.

## Ceremony

Level 1 cleric/druid/mystic spell (invocation)  
Requires: incantation, gestures, holy symbol  
Casting time: 1 hour

This spell actually consists of a variety of different rituals, the nature of which varies from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's holy symbol. The effect of a ceremony spell is not magical *per se*, and thus cannot be dispelled with a *dispel magic* spell. There are five specific applications of the *ceremony* spell that a mystic may employ, and the caster must specify which is being learned when choosing the spells he is memorizing:

*Burial*: This ceremony can be performed by a 1st-level cleric or mystic, and costs 5-50 g.p. When cast upon a dead body, it functions as a *protection from evil* spell (see p. 86). In addition, anyone attempting to disinter the body must succeed at a saving throw vs. spells or flee in panic for 10 minutes.

*Coming of age*: This ceremony can be performed by a 1st-level cleric, druid, or mystic, and costs 5-15 s.p. It is usually cast on someone entering into adulthood, and affords him a bonus of +1 to any single saving throw within the next year (his choice).

*Marriage*: This ceremony may be performed by a 1st-level cleric, druid, or mystic, and costs 1-20 g.p. It does not otherwise afford any magical effects.

*Special vows*: This ceremony can be performed by a 5th-level cleric, 6th-level mystic, or 7th-level druid, and can only be cast upon a cavalier or paladin, costing up to 1-100 g.p. This spell grants the recipient immunity to the spell *bestow curse* for its duration, but also imposes a -4 penalty to any saving throws vs. spells for the spell *quest* (when cast by a spell caster of the same alignment as the caster of the *ceremony* spell). The special vows remain in place until the recipient gains enough experience points to attain the next experience level. Druids cannot perform the ceremony on paladins, although they can do so on cavaliers regardless of alignment.

*Vow of silence*: This ceremony can only be performed by a mystic upon reaching the ninth level of experience. The effects are listed under the description of the mystic character class, on p. 13.

## Climb

Level 1 bard spell (alteration)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to imbue one person within a 10' radius with the ability to climb walls as if he were a thief of the same level, and/or climb cliffs and trees as if he were a barbarian of the same level. The effect lasts for 10 minutes per caster level.

## Cloud of Unknowing

Level 6 mystic spell (enchantment/charm)  
Requires: incantation, gestures  
Casting time: 36 seconds (6 segments)

This spell causes the caster to become lost in the contemplation of the true nature of the universe. While in such a state, he loses all conscious faculties, and is essentially an automaton. He cannot cast spells, engage in combat, or any other action that requires conscious thought. Telepathy and similar mind-reading enchantments have no effect; the caster appears to be some sort of

magical construct or undead of indeterminate sort. He can, however, respond to simple commands from his friends, and is impervious to any sort of mind-affecting magic whatsoever (illusions, enchantment/charm spells, demonic possession, etc.). The caster is vaguely aware of his surroundings, however, and can attempt to end the spell's effect at any time. When he attempts to return to normal consciousness, he must roll 1d20. If the result is less than his wisdom score, he is able to emerge from the trance. He may attempt to end the contemplative trance once every two minutes.

## Comfortable Refuge

Level 3 bard spell (evocation)  
Requires: incantation  
Casting time: 36 seconds (6 segments)

This spell calls into existence a pavilion-style tent some 20' in diameter (able to hold up to 15 persons within, including the caster). It remains in force up to 1 hour per caster level, and maintains a constant temperature of 70 degrees Fahrenheit within, regardless of the temperature outside. The sphere also provides protection against winds up to 100 miles per hour. It does not defend against spells, arrows, or other forms of attack, but vermin and other animals cannot enter the tent except at the discretion of the caster. The tent will remain if the caster leaves it, but only for half the normal time.

## Command Word

Level 5 savant spell (divination)  
Requires: incantation, gestures, divination device  
Casting time: 1 hour

By means of this spell, the caster can discern one command word that activates a magical property of some object (such as a wand). If it is a device that the caster is unable to use himself, there is a base 20% chance that the discerned word will, when spoken, cause a reverse effect. Most often, this affects the wielder of the item in question; the game master should use his discretion in determining exactly how this failure should be applied. This base chance is reduced by 1% for every level of experience of the caster above 10th.

## Commune

Level 4 savant, level 5 cleric spell (divination)  
Requires: incantation, gestures, holy symbol, holy water, incense  
Casting time: 10 minutes

This spell allows the caster to make contact with his deity (or his deity's intermediaries) in order to receive answers to "yes or no" questions. As many questions may be asked as the caster has levels of experience. While the answers will be correct, they will also apply to literal readings of the questions asked, and only come in the form of yes or no answers. To prevent abuse of this spell, the game master may determine that its use is limited, to prevent the gods from being pestered too often for petty mortal concerns.

## Commune with the Multiverse

Level 5 mystic spell (divination)  
Requires: incantation, gestures  
Casting time: 10 minutes

This spell allows the caster to enter close attunement with the multiverse itself. By doing so, he can discern the answers to three questions, whose answers will be in the form of a single word. The answers are always truthful, but could be ambiguous within the limits of the spell. A mystic can only cast this spell once per week. If more than one mystic inquires about the same issue, they receive the same answer.

## Cram

Savant cantrip (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 3 seconds (½ segment)

This spell allows the caster to commit a particular bit of knowledge to memory. The knowledge in question is limited to that which can be contained on a single page of paper, vellum, or papyrus, which must be held by the caster as the spell is cast. From that point on, the caster retains a perfect memory of the writing on the page, for the next number of days equal to his experience level (minimum one day for apprentices).

## Crystal Magic I

Level 1 mystic spell (evocation)  
 Requires: incantation, gestures, crystal  
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self improvement. The caster increases one of his ability scores by 1 point for 6 hours, subject to racial maximums.
- Self healing. The caster can heal 1d6 h.p. of damage on himself at some point in the next six hours.

The spell requires a crystal of at least 10 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and multiple castings of the spell cannot be active simultaneously (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

## Crystal Magic II

Level 2 mystic spell (evocation)  
 Requires: incantation, gestures, crystal  
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Self defense. The caster's armor class improves by 1, for 6 hours.
- Reflect negativity. The caster may, at some point in the next 6 hours, touch someone. If the target fails a saving throw vs. spells, he suffers a -1 penalty on all saving throws and "to hit" rolls for 6 hours after being touched. The caster may have to roll a "to hit" roll in order to successfully touch the target.

The spell requires a crystal of at least 50 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and multiple castings of the spell cannot be active simultaneously (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

## Crystal Magic III

Level 3 mystic spell (evocation)  
 Requires: incantation, gestures, crystal  
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Maximize effort. One of the caster's spells, cast within the next six hours, functions at maximum effectiveness; the caster chooses this other spell when he casts it.
- Magical reservoir. The caster may store the energy of two spells of third level or less in the crystal. They must be cast within the next six hours or they are lost. Note that these spells are "bonus" spells and do not need to be previously memorized to be stored within the crystal.

The spell requires a crystal of at least 100 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and multiple castings of the spell cannot be active simultaneously (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

## Crystal Magic IV

Level 4 mystic spell (evocation)  
 Requires: incantation, gestures, crystal  
 Casting time: 1 hour

This spell allows the caster, by concentrating on an attuned crystal, to call forth its power for a specific purpose. The caster may choose between the following:

- Scrying. The crystal functions as a *crystal ball* for one minute per caster level. The crystal cannot then be used for the next six hours.
- Detection. The crystal functions as a *gem of seeing* for the next six hours.

The spell requires a crystal of at least 1,000 g.p. value, which is not destroyed by the casting. Note that the same crystal cannot be used to power different versions of this spell at the same time, and multiple castings of the spell cannot be active simultaneously (even if a different specific effect is chosen). The caster must therefore choose which of the above effects he will benefit from for the next six hours.

## Cure Animal Wounds

Level 1 bard spell (necromantic)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cure 1d6 h.p. of damage on any single non-magical or non-giant animal within 10'. The creature cured can never receive more hit points than its normal total by means of this spell. The spell will not cure diseases or other maladies, only physical damage such as that caused by weapons, falls, and so forth. People (humans, elves, orcs, dwarves, goblins, etc.) and magical creatures (unicorns, medusas, manticores, etc.) are not affected.

**Dancing Weapon**

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell causes weapons to “dance”; that is, fight as if they were being wielded by a person, when in fact they are simply moving about in mid-air. Only melee-type weapons can be so animated; missile weapons such as bows cannot be animated, nor can weapons such as daggers be hurled in the conventional sense. One weapon can be so animated per 4 levels of experience of the caster; if an enchanted weapon is to be animated, it counts as two weapons. If the spell is used to animate an enemy’s weapon, the enemy is entitled to a saving throw vs. spells. Once the casting time is complete, the weapon(s) animates. It remains so, under the direction of the caster, until the magic is dispelled or the caster stops his casting. The weapons in question must be within a 30’ radius of the caster and remain within that radius.

**Depression**

Level 4 bard spell  
 (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 48 seconds (8 segments)

This spell causes everyone within its area of effect who fails a saving throw vs. magic to fall into a deep and profound depression. Any course of action seems hopeless, the odds against them too terrible to ever be overcome, and so on. They cease fighting (or will not start fighting), halt any journey, stop any task, and so on. Even spellcasting is disrupted (or, if applicable, spells requiring concentration are abandoned in the general sense of hopelessness). The spell continues for as long as the caster concentrates, plus 1 minute per caster level.

**Detect Astral**

Level 4 mystic spell  
 Requires: incantation, gestures  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to see into the astral plane, through a “beam” some 10’ wide and 90’ in length. Any creature or object that exists in the astral plane, but is coexistent with the locale on the material plane, appears to the caster as a shadowy gray outline. Thus, the specific identity of an astral traveler cannot be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the astral plane, or manipulation of the astral objects thus detected. The beam lasts for 10 minutes plus 1 minute per caster level.

**Detect Curse**

Level 8 savant spell (divination)  
 Requires: incantation, gestures, diamond  
 Casting time: 3 minutes

This spell allows the caster to detect the presence of a *curse* on any object or individual within 60’. The spell can only be directed at a specific object or individual; it cannot be used to “scan” an area for curses. The spell reveals the presence of a *curse* on an object (such as a *curse scroll*, *curse sword*, etc.), as well as whether or not a particular individual is beset by a curse. It does nothing to remove the *curse*, of course; it merely detects whether or not it is present. The spell requires a diamond of not less than 1,000 g.p. value. If the curse is indeed present, the diamond shatters; if not, the diamond may be re-used.

**Detect Ethereal**

Level 2 mystic spell  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to see into the ethereal plane, through a “beam” some 10’ wide and 90’ in length. Any creature or object that exists in the ethereal plane, but is coexistent with the locale on the material plane, appears to the caster as a shadowy gray

outline. Thus, the specific identity of an ethereal traveler cannot be discerned, but a chest could be so identified, and the presence of the traveler revealed. Note that the spell does not allow for actual travel to the ethereal plane, or manipulation of the ethereal objects thus detected. It lasts for 10 minutes plus 1 minute per caster level.

**Detect Plane**

Savant cantrip (divination)  
 Requires: incantation, gestures  
 Casting time: 3 seconds (½ segment)

This spell allows the caster to determine whether a particular object originated on a plane other than the material. It will not function on living beings, nor will it give the name of the originating plane, merely the fact that it was a plane other than the material. The caster must hold the object in question when casting this spell.

**Detect Possession**

Level 2 savant spell (divination)  
 Requires: incantation, gestures, mirror  
 Casting time: 1 minute

This spell allows the caster to determine whether an individual or object is possessed by another being (such as a demon). It will also detect the



operation of a spell such as *magic jar*. The target must be within 5' of the caster, who must be able to hold a mirror before the subject's eyes (or simply hold the reflection of the object). If the subject is indeed possessed, the reflection betrays the possessor's presence and gives a rough approximation of its nature; it will be revealed to be a lesser demon, greater demon, spell-caster using a spell, or so forth. The mirror is not destroyed during the casting.

### Detect Power (Veiled Power)

Level 7 savant spell (divination)  
 Requires: incantation, gestures, silver bars  
 Casting time: 1 hour

This spell allows the caster to create a field some one mile in diameter per level of experience. The field lasts for one day per level. During that time, the caster knows whenever a potent magical item enters or leaves the area. The spell will not detect the movement of minor magical items such as *swords +1*, but will detect anything bearing an enchantment of +4 or greater. Artifacts and relics will likewise trigger the spell. In no case will the type or location of the object be revealed, merely that it has entered or left the zone of effect. The area of effect does not move with the caster, and if the caster moves outside of the area, the spell immediately terminates. Magical items other than weapons may be detected depending on their relative power; a *wand of magic missiles* would not be detected, but a *staff of power* would. The precise cut-off is left to the discretion of the game master, but one suggestion is that the spell detects magical items worth 5,000 or more experience points. This is not cumulative; a character bringing a number of minor magics into the area does not trigger the spell's effect.

The reverse of the spell, *veiled power*, conceals a single item from the effects of a *detect power* spell for one day per caster level. Both versions of the spell require a series of silver bars wrought into precise shapes and graven with mystic symbols. The creation of these bars usually costs no less than 500 g.p.

### Devil's Advocate

Level 8 savant spell (conjunction/summoning)  
 Requires: incantation, gestures, writing materials, ruby  
 Casting time: 6 hours

This spell allows the caster to conjure forth a diabolic spirit to carry out a very specific task. The caster must have prepared the relevant pentacle (and the presence of other spells, to protect himself from such beings, often as a backup). By means of the spell, the caster undertakes a very dangerous game; he pretends to offer his own soul to the conjured devil in exchange for the precise wording necessary to cast a *wish* with the least possible chance of backfiring and unintended consequences. At the last minute, once the devil provides the desired wording, the caster reneges on the deal and dismisses the spirit. It is, obviously, a very dangerous conjuration.

A ruby of at least 5,000 g.p. must be crushed into powder and used to create the ink, and the contract for the Infernal Pact must be written on virgin vellum. Failure or success can come in two ways; first, the obtaining of the desired *wish* wording without the devil realizing what is going on, and secondly the dismissal of the devil before the pact is finalized. The spell thus requires two separate saving throws of special nature.

The first requires that the caster roll a d20. If his roll is equal to or less than his intelligence, he has successfully tricked the devil into providing the desired wording. There is a +2 penalty if the caster is of good alignment, as the devil's suspicions will be heightened. If the caster has successfully cast this spell previously, the penalty is +4.

The second requires that the caster roll another d20. If his roll is equal to or less than his wisdom, he successfully stymies the devil, cancelling the pact before the contract is formally signed. There is a +2 penalty if the character is of chaotic alignment, as it is more difficult for those whose ethos is not attuned to law to counteract diabolic legalisms.

If successful, the caster emerges from the contest with a wording for a single *wish* that will be free of unintended consequences. Note that it will not provide the *wish* itself; it is assumed that this spell will be used prior to the subsequent use of a *ring of wishes*, a *wish* granted by an efreeti, or so on. If unsuccessful, the caster will have sold his soul to the forces of Hell, and once he dies is unable to be *raised*, *resurrected*, etc. by any means short of divine intervention.

### Dictation

Savant cantrip (evocation)  
 Requires: incantation, gestures, quill, ink, and paper/vellum/papyrus  
 Casting time: 3 seconds (1/2 segment)

This spell records all speech within a 10' radius of a quill, an ink pot, and a piece of paper, vellum, or papyrus that have all been set up on a level, stable surface for that purpose. What results is a perfect annotation of the words spoken within the radius of effect. Once the writing surface has been filled, or the ink supply is exhausted, the magical writing ceases and the spell ends. It will end in a maximum of 30 minutes, in any case.

### Disgust

Level 1 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell causes all creatures within 10', plus 1' per caster level, to appear disgusting and revolting to outside observers. This has the effect, in most circumstances, of making such observers actively avoid looking at those affected. Note that this may not be the case in all circumstances; guards would not let such disgusting creatures into the king's throne room, for instance, nor are those affected truly invisible. They are merely severely unpleasant to behold and will thus be avoided. The spell lasts for as long as the caster concentrates, plus one round per caster level.

### Dismiss Creature I

Level 4 savant spell (abjuration)  
 Requires: incantation, gestures, candle snuffer  
 Casting time: 24 seconds (4 segments)

This spell causes any creature summoned by the various summoning, conjuring, calling, etc. spells of first to third level to be instantly sent back whence it came. If the spell caster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells. If his experience level is greater than that of the *dismiss* spell's caster, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. This spell has no effect on conjured elementals or creatures summoned from other planes of existence.



**Dismiss Creature II**

Level 5 savant spell (abjuration)  
 Requires: incantation, gestures, candle snuffer  
 Casting time: 30 seconds (5 segments)

This spell works just as Dismiss Creature I, but affects spells of 1st – 4th level instead.

**Dismiss Creature III**

Level 6 savant spell (abjuration)  
 Requires: incantation, gestures, candle snuffer  
 Casting time: 36 seconds (6 segments)

This spell works just as Dismiss Creature I, but affects spells of 1st – 5th level instead.

**Dismiss Creature IV**

Level 7 savant spell (abjuration)  
 Requires: incantation, gestures, candle snuffer  
 Casting time: 42 seconds (7 segments)

This spell works just as Dismiss Creature I, but affects spells of 1st – 6th level instead.

**Dismiss Creature V**

Level 8 savant spell (abjuration)  
 Requires: incantation, gestures, candle snuffer  
 Casting time: 48 seconds (8 segments)

This spell works just as Dismiss Creature I, but affects spells of 1st – 7th level instead.

**Distraction**

Level 3 bard spell (enchantment/charm)  
 Requires: incantation, gestures  
 Casting time: 18 seconds (3 segments)

The caster causes everyone looking at him to direct their attention to some other point within 10' per caster level, simply by pointing his finger and uttering the quick charm. The distraction lasts only for 6 seconds (1 segment) per caster level, and any creature with more than 1 hit die, 1 experience level, or an intelligence score of 8 or more, is entitled to a saving throw vs. spells.

**Earthwalk**

Level 5 mystic spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 30 seconds (5 segments)

This spell allows the mystic to become one with the very forces of the earth, tapping into that force to facilitate travel. When travelling overland, the caster moves at double normal speed. Note that this does not apply to combat or other such "tactical" situations, but only when the caster is travelling long distances (greater than a quarter mile) during which time the increased speed is never noticed, even by observers, but simply remarked upon when the journey seems to end ahead of schedule. This mode of travel can be maintained for one hour per caster level.

In addition, the caster can sink into the ground, travelling at whatever his normal rate of speed would be, impeded only by the lack of solid earth and stone (such as a chasm, water, etc.). This mode can be maintained for 10 minutes per caster level. If this mode and the overland mode of travel are mixed, the time spent in each should be figured proportionally when deciding how much time is remaining (i.e., every hour spent in overland travel counts as 10 minutes of underground travel, and vice versa). In either case, while the spell is in effect, any damage the caster suffers at the hands of creatures native to the elemental plane of earth is reduced by 1 h.p. per die of damage.

**Easy Travels**

Level 3 bard spell (alteration)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to increase the overland marching speed of himself and his fellows by 30%, as long as he continues the spell. All must be within 120' of the caster, and mounted travel is as equally affected as pedestrian travel. Note that the spell does not apply to travel by sea or underground, in cities, or in large buildings. It is not cumulative with other magical effects that increase overland travel speed, such as *horseshoes of speed*.

**Elemental Transformation**

Level 8 savant spell (alteration)  
 Requires: incantation, gestures, water / fire / earth / incense  
 Casting time: 2 minutes

By means of this spell, the caster can transform one of the basic elements into another. He can affect up to 100 cubic feet of material per caster level, as long as it is all within a 60' radius and centered on a point no further than 90' away from the caster. Thus, earth (including stone, dirt, sand, etc.) can be transformed to an equal volume of water, or made to disappear in a puff of smoke. The very air could be turned into an inferno, burning itself out in a flash, but inflicting 1d6 h.p. of damage per hundred cubic feet so transformed. A cloud could be turned into a boulder, and so on.

If cast upon a creature native to one of the elemental planes, it can transform it into a creature of another such plane. A water elemental could be turned into an earth elemental, a djinni turned into an efreeti, and so forth. In such cases, the creature is entitled to a saving throw vs. spells. The spell requires one cubic foot of the substance into which the target is to be transformed: sand/rock/soil for earth, fire for fire, water for water, and incense smoke for air. These materials are consumed in the casting of the spell.

**Empathy**

Level 6 mystic spell (divination)  
 Requires: incantation, gestures  
 Casting time: 48 seconds (8 segments)

This spell allows the caster (or some other individual he touches) to establish a mental connection to other creatures within a radius equal to 10' per caster level. This communication is not sufficient to divine actual thoughts, names, passwords, and the like. It is, however, sufficient to transmit images, emotions, feelings, and so on. The creatures so communicated with need not share the same language as the *empath*, and creatures with an intelligence of 1 or greater can be so engaged. The spell is, however, indiscriminate. Not only does the caster receive empathic images from all creatures within the radius, but they receive images from him, as well. It will be effective for one minute per caster level. Note that if the caster wishes to cast this spell

upon an unwilling recipient, he must succeed at a “to hit” roll; failure indicates the spell is ruined and lost.

### Enhance Beverage

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality and flavor of any beverage within 10'. Brackish water turns pure, cheap wine becomes fine, and so forth. Even the effects and/or durations of magical potions increase by 10% (although multiple applications of this spell are not cumulative). The effect on ordinary drink is permanent, but magical potions must be consumed within one hour per caster level or the effect disappears (but the potion will be otherwise unaffected). The amount of liquid this spell can affect depends on the type of liquid:

Liquid Type	Amount Affected
Water	1 gallon
Ale, beer, tea, etc.	1 quart
Wine	1 pint
Distilled liquor (whiskey, vodka, etc.)	1 cup
Magical potion	1 vial

The amounts indicated above are not cumulative; the spell affects either a gallon of water or a quart of ale, for instance. Note that poisonous liquids still remain so, even after this spell is applied.

### Enhance Food

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to improve the quality, flavor, and nutritional value of any food within 10'. A bowl of dandelions tastes like the finest greens, a bowl of mush will be fully nutritious, filling, and completely pleasing to the palate, and so on. Note that the appearance (and, ultimately, substance) of the food is not affected. One meal per casting of the spell can be so affected. A meal consisting of *enhanced food* also cures 1d3 hit points of damage.

### Enhance Image

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to actually change the outward appearance of himself and several companions, making them seem to be wearing better clothing. The spell also cleans faces and hands, removes odor, coils hair, and so forth. The spell can affect a number of individuals equal to the caster level divided by two (rounded up), all of whom must be within 60' of the caster when the spell is cast (the caster can be included in the spell's effect). The spell lasts for as long as the caster maintains the incantation, plus a like amount of time after the incantation ends. Thus, if a bard casts this spell and sings the incantation for two hours, the effects remain for two more hours beyond that point. It should be noted that this is not an illusion; the clothing and people are actually changed, so effects such as *true seeing*, *detect illusion*, and such will reveal nothing. Those affected by the spell will dimly radiate magic if detected for, however.



### Enveloping Flame

Level 7 bard spell (evocation)  
 Requires: incantation  
 Casting time: 84 seconds

This spell envelopes an object or creature in a sheath of living flame. If cast upon a creature, that creature suffers no harm, nor will any damage come to an object upon which the spell has been cast. Only a creature a maximum of 9' in height, or an object of similar size, can be affected, and it must be within 30' of the caster. Any creature touched by the enveloping flame suffers 1d6 h.p. of fire damage, flammable objects will be set alight, etc. Cold-based creatures suffer an additional 3 h.p. of damage per hit. The flame lasts for one minute per caster level, once the casting time has been reached.

### Ethereality

Level 4 jester spell (alteration)  
 Requires: incantation, gestures  
 Casting time: 3 minutes

This spell allows the jester to transport an object or creature into the ethereal plane. If cast upon an inanimate object, the object gains no saving throw, and can have a maximum size of 1,000 pounds and maximum volume of 30 cubic feet. If it is cast on living creatures, they do get a saving throw if they are unwilling to be so transported. Up to six living creatures can be so transported, as long as all are within 60' plus 10' per caster level, and all are within 30' of one another. They will remain in that state for one hour.

### Exchange

Level 4 jester spell (alteration) (illusion/phantasm)  
 Requires: incantation, gestures, cake  
 Casting time: 12 seconds (2 segments)

This spell causes any object within 60' plus 10' per caster level to be destroyed and instantly replaced with an illusionary duplicate. The item must be seen (i.e., something within a chest could not be affected, but the chest and everything in it could be), and can be no more than 3 cubic feet in volume. Living creatures cannot be affected. Magical items get a saving throw vs. lightning. The target item is permanently destroyed, but the illusionary replacement lasts until it is struck, touched, or otherwise handled. The material component is a piece of cake.

## False Trail

Level 1 bard spell (illusion/phantasm)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to obscure his trail and that of his companions, and to set forth a false trail to confuse would-be pursuers and send them in the wrong direction. One person's trail per caster level can be obscured by means of this spell; horses and similar mounts count as two people for this purpose. The caster can set a false trail, which begins at the point where the casting began and leads off in the direction and manner chosen for as long as he continues the casting. For example, if a bard begins to cast the spell, and maintains his song for 20 minutes, the false trail that is created exists as long as it would have taken him to travel for 20 minutes, after which time the trail ends. In any case, the false trail disappears when dispelled, disbelieved, or after one hour per caster level.

## Far Wandering

Level 2 bard spell (alteration)  
Requires: incantation  
Casting time: 24 seconds (4 segments)

This spell allows the caster to increase the time that he and his companions can travel overland, without resting, by 20%. This does not increase the speed with which they travel, but does allow them to travel longer. The caster must be able to continue his song while travelling, or the effect is lost. One person per caster level can be so affected; mounts count as two persons. Note that the spell does not apply to travel by sea or travel underground, in cities, or in large buildings.

## Fetter (Remove Fetters)

Level 4 bard spell (evocation) (abjuration)  
Requires: incantation  
Casting time: 48 seconds (8 segments)

This spell brings into being a heavy-duty magical leg-iron to restrain an individual. Only a single creature can be so restrained (creatures with more than one pair of legs find their hind legs restrained). Fettered movement is limited to a maximum of 20' per minute while walking. The *fetters* last for 1 hour for every minute the caster continues his incantation. They can be removed only if *dispelled* or at the will of the caster. A *knock* spell is effective against *fetters*. The reverse of the spell, *remove fetters*, allows the caster to cause any bonds on his person to immediately loosen and free him. Bards do not require a musical instrument to cast this spell.

## Flourish

Mage cantrip (alteration)  
Requires: incantation, gestures  
Casting time: see below

The *flourish* cantrip is one of the few cantrips that can be cast in the same round as a regular spell, for that is its purpose. The cantrip is cast immediately before the spell in question, requiring 6 seconds (1 segment) per level of the spell it is to affect. Thus, it takes 6 seconds (1 segment) to add a *flourish* to a 1st-level spell, 12 seconds (2 segments) to add a *flourish* to a 2nd-level spell, and so on. *Flourish* then allows the caster to change the visible effect of the spell in question in some subtle way; a *fireball* might be purple, *magic missiles* may have the appearance of golden bees, a *grasping hand* could look like a dragon's claw, and so on. Under no circumstances can *flourish* be used to change the actual effect of a spell. Mages and subclasses of mage can recognize a *flourish*.

## Fool's Luck

Level 1 jester spell (conjuration/summoning)  
Requires: incantation, gestures, four-leaf clover  
Casting time: 1 minute

Upon casting the blessing of *fool's luck* upon another creature (or upon himself) by touch, the jester bestows a temporary effect whereby the target gains a +1 "to hit", a +1 bonus on all saving throws, and a general 5% favorable bonus in any circumstance where luck or chance is involved (gambling, etc.). Anyone attempting to hit the lucky fool incurs a -1 penalty, and any trap has a 5% chance of misfiring (with an additional 25% chance of affecting someone nearby instead). The effect lasts for one round per caster level.

## Fresh Air

Level 3 bard spell (alteration)  
Requires: incantation  
Casting time: 36 seconds (6 segments)

This spell creates a zone of fresh breathable air in a 20' radius around the caster for as long as he continues the incantation, plus 1 minute per level. In this zone, no sort of poison gas will be effective. This spell does not function underwater, however.

## Gale

Level 7 bard spell (evocation)  
Requires: incantation  
Casting time: 84 seconds

This spell evokes a sudden burst of very strong wind that rages a number of miles per hour in strength equal to the caster's level plus 30. At sea, this will wreck the sails of most ships, snapping the mast of a normal sailing ship 25% of the time. On the ground, this has the effect of forming a cone some 360' long and 60' wide at the base, aimed from the caster in a direction of his choosing; creatures within that area are blown back 2d12 feet and suffer 4d6 h.p. of damage. Creatures with less than 1d8 hit dice will be slain automatically. In the air, this causes 5d6 h.p. of damage to all flying creatures, who are blown back 4d12 yards and sent crashing to the ground. The gale itself lasts only a minute.

## Greater Morphing

Level 3 jester spell (alteration)  
Requires: incantation, gestures  
Casting time: 24 seconds (4 segments)

By means of this spell, the jester can effect a minor alteration in the physical appearance of another creature within 30'; the target is entitled to a saving throw vs. spells. The caster could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. It is not possible to change the target's appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else) or to change their racial appearance (i.e., turn someone into a half-orc). Height and weight can be changed by up to 25% greater or lesser. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, or so on. A *remove curse* or *dispel magic* spell cancels the effect. The spell lasts for 24 hours.

### Grounding

Level 6 mystic spell (evocation)  
 Requires: incantation, gestures  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to imbue himself, or someone touched, with a grounding energy that instills calmness and clear-headedness. This has the effect of rendering the recipient immune to all *fear* effects, *enchantment* and *charm* type spells, and insanity (unless already insane; this spell is preventative, not curative in nature). In addition, it provides a +2 bonus to all attempts to disbelieve *illusions*. It lasts for 10 rounds plus 1 round per caster level.

### Haunting Dream

Level 1 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 12 seconds (2 segments)

This spell allows the caster to plant a seed in the mind of those who hear; all those within 60' when the spell is cast, and who can understand the language of the caster, must make a saving throw vs. spells. Failure indicates they suffer from a *haunting dream* that night. For each listener, the subconscious creates a nightmarish vision that haunts the victim in the hours after he awakens (one hour per caster level of the *haunting dream* spell). The exact effects of the haunting dream are determined randomly for each listener:

Die Roll (d10)	Effect
1	-1 "to hit" in melee
2	-1 "to hit" using missile weapons
3	-1 to all saving throws vs. poison
4	-5% to all verbal patter abilities (re-roll if not applicable)
5	+1 to armor class
6	All spells do -1 h.p. of damage per die (re-roll if not applicable)
7	-5% to all reaction adjustments
8	-1 penalty to all surprise rolls
9	+1 penalty to all initiative rolls
10	-5% to all thieving abilities (re-roll if not applicable)

### Healing Sleep

Level 2 bard spell (necromantic)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to enable his companions, or anyone else within a 30' radius, to enter into a particularly helpful and *healing sleep*. It does not induce sleep itself, but once the listener falls asleep, he heals wounds at twice the normal rate (as long as sleep comes within two hours of hearing the spell). The doubling effect does not apply to magical healing, of course, but even if someone is only able to rest eight hours (rather than the full day's rest that is normally required), they still regain a lost hit point.

### Hide in Plain Sight

Level 3 jester spell (enchantment/charm)  
 Requires: incantation, gestures, flour  
 Casting time: 12 seconds (2 segments)

This spell causes a single object (9 cubic feet maximum) to be completely ignored by anyone looking for it. That is, it is not invisible, but rather those seeing it simply take no notice of it. It can be cast upon a living being, but if that being moves more than 10' per round, the effect is disrupted. The material component is a pinch of flour, which the caster must sprinkle on the object to be hidden.

### Ignore

Level 2 jester spell (enchantment/charm)  
 Requires: incantation, gestures, bread  
 Casting time: 36 seconds (6 segments)

This spell causes a single creature to ignore one object. The creature acts as if the object does not exist, and completely forgets about it for 10 minutes per caster level. The object must be within 30' of the caster when the spell is cast. It is possible, of course, for the creature affected to accidentally damage or destroy the ignored object while he is so enchanted. The target creature gets a standard saving throw vs. spells; the ignored object does not get a separate save. The material component of this spell is a piece of bread.

### Illuminate

Savant cantrip (evocation)  
 Requires: incantation, gestures, crystal  
 Casting time: 3 seconds (½ segment)

This spell causes a single piece of clear crystal (no more than 1" in diameter) to glow with a light sufficient to read by, but little else. The light remains in effect for 10 minutes plus 1 minute per caster level. The crystal must be in the caster's hand when the spell is cast, but may be re-used.

### Improved Fear

Level 5 bard spell (illusion/phantasm)  
 Requires: incantation  
 Casting time: 1 minute

This spell creates a wave of panic and fear that radiates out from the caster in a bubble some 60' in radius. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw flee in blind panic for a number of minutes equal to the caster's level, and have a chance of dropping any items carried:

Targets' Hit Dice/Level	% of Dropping Held Item
1	60%
2	55%
3	50%
4	45%
5	40%
6	35%
7	30%
8	25%
9	20%
10	15%
11	10%
12	5%
13+	0%



**Inanimate Object**

Level 8 savant spell (abjuration)  
 Requires: incantation, gestures, miniature broom  
 Casting time: 1 minute

This spell removes the animating magic from all manner of enchanted constructs (such as golems, scarecrows, objects under the influence of an *animate object* spell, etc.). Even mindless undead such as skeletons and zombies are affected by this spell. If the objects are measured in hit dice, 1 hit die can be affected for every level of the caster. If they are measured in hit points instead, 8 h.p. per caster level can be de-animated. Those constructs with more than 4 hit dice, or 40 h.p., are entitled to a saving throw vs. spells. Homunculi are also affected by this spell, but are entitled to a saving throw vs. spells with a +3 bonus. The spell requires a miniature broom, which is broken at the end of the incantation. The caster must touch the animated object in question in order for the spell to take effect. It is permanent on most objects (although *animate object* could be used on the object again later), with the following exceptions:

- Iron golems are affected for 4 minutes
- Stone golems are affected for 10 minutes
- Clay golems are affected for 20 minutes
- Flesh golems are affected for 30 minutes

**Inspiration**

Level 5 bard spell (divination)  
 Requires: incantation  
 Casting time: 1 minute

This spell inspires the caster or someone else (who must be within 10') to make a breakthrough in the solving of some puzzle, conundrum, etc. This has the practical effect of increasing the intelligence score by +2, for those times when INT is a necessary factor. In other circumstances, the game master must play this spell very carefully by ear. The answer to a given puzzle should not be just blurted out (unless it's something mind-numbingly obvious that has simply been overlooked), but rather another clue might be given, or a previous clue emphasized, to nudge the player into figuring out the answer on his own. It also has the side effect of giving a +1 bonus on rolls to determine how to open secret doors that have already been detected; it does

not give a bonus to detect the doors in the first place. The spell lasts for as long as the caster maintains the incantation.

**Interrupt Concentration**

Level 4 bard spell (alteration)  
 Requires: incantation  
 Casting time: 6 seconds (1 segment)

This spell has the effect of interrupting the concentration of any other spell-casters within a 60' radius. Any spells or other magical effects (including magical items) that require concentration, meditation, or any level of conscious maintenance are interrupted and thereby ruined.

**Intuition**

Level 6 mystic spell (divination)  
 Requires: incantation, gestures  
 Casting time: 36 seconds (6 segments)

This spell allows the caster to get a "hunch" about some question. The answer should be something that can be answered in a single word: yes/no, up/down, live/die, and so forth. The game master should secretly determine the chance of success of the *intuition*. The chance of success is adjusted by +1% per caster level. A roll of 00 always results in failure, regardless of the actual chance of success.

Importance	Immediate	Time-frame	Time-frame
		Within 24 Hours	Within 30 Days
Trivial	50%	75%	90%
Minor	25%	50%	75%
Major	10%	25%	50%
Critical	5%	10%	25%

If the *intuition* is not successful, there is a chance that the spell gives a false result. Divide the chance of success by 5; the total is the percent chance of a false result, rather than simply nothing.

**Invisible Librarian**

Mage/illusionist/savant cantrip (evocation)  
 Requires: gestures  
 Casting time: 1 second

This cantrip causes any one book in the caster's hand to return to its proper place on a bookshelf within 20'. The book moves gently and slowly; the force is not strong enough to defy an attempt to hold onto the book and prevent its return.

**Just Out of Time**

Level 3 jester spell (enchantment/charm)  
 Requires: incantation, gestures, bell  
 Casting time: 18 seconds (3 segments)

This spell causes hesitation in a combatant. When in melee or other combat situations, if the target loses initiative, he keeps hesitating—thereby not attacking—until the round is over and new initiative must be rolled. If the target wins initiative for the round, he attacks normally. The target must be within line of sight and 60' of the caster. He is entitled to a saving throw vs. spells; success means the spell has no effect. The material component is a small round bell, which is struck as the spell is cast. The bell is not consumed in the casting.

### Know Name

Level 7 savant spell (divination)

Requires: incantation, gestures, herbs, writing implement

Casting time: special

This spell allows the caster to learn the true name of one individual or creature. This information is normally most closely guarded, and can in many instances be used to achieve power or influence over the creature in question. It is, for instance, often used in connection with the spell *truename*, as it grants the caster the knowledge needed to employ that spell's effects, as well as when attempting to coerce creatures from other planes of existence.

The spell requires at least a week of meditation and divination, during which time the caster must burn special herbs worth at least 1,000 g.p. At the end of that time, the target is entitled to a saving throw vs. death magic. If successful, the caster does not glean the true name of the subject; the caster must then make a saving throw vs. spells or have his own true name suddenly known by the subject! Naturally, this alerts the subject to what the caster has been doing, and he might well decide to take advantage of the newfound information to wreak his own revenge. If both saving throws succeed, the caster may elect to continue, with another 1,000 g.p. worth of herbs, and another saving throw for the subject (and possibly for the caster as well).

### Know Self

Level 7 mystic spell (alteration)

Requires: incantation, gestures

Casting time: 42 seconds (7 segments)

This spell allows the caster, by touch, to reverse one magical effect that resulted in a fundamental change to the target. Examples include magically-induced changes in gender, unwilling alignment changes (although in some cases, such as paladins and clerics, *atonement* might still be required), transformation from one race to another (although *reincarnation* does not apply), and the like. *Know self* will not reverse magical aging, however, as that is merely an acceleration of a natural process.

### Language of Birds

Level 2 mystic/savant spell (divination)

Requires: incantation, gestures

Casting time: 2 minutes

This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors or, rarely, in an indoor or underground environment where birds are naturally found. It does not work with bird-like creatures such as harpies, stirges, and so on. Once cast, the spell allows the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, or attend a royal ball, for instance, could be investigated. If circumstances change, of course, the outcome of the reading is no longer valid. For example, if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer apply. A second application of the spell might be used to determine the new outcome.

### Light of Truth

Level 9 savant spell (alteration) (evocation)

Requires: incantation, gestures, light source

Casting time: 10 minutes

This spell allows the caster to transform some light source (a torch, lantern, staff with *continual light* cast upon it, etc.) into a powerful tool of detection. Any lie, obfuscation, or deception uttered aloud while the light falls upon the speaker becomes instantly revealed as false to all who heard it. All illusions touched by the *light of truth* become translucent, revealing their nature. The spell must be cast on an object within 60' of the caster, and its effects last for 10 minutes per caster level. The light source is not used up by the casting, but may naturally expire while the spell is in effect. If that happens, the spell ends.

### Luck (Ill-Luck)

Level 7 mystic spell (divination)

Requires: incantation, gestures, divinatory tools

Casting time: 5 minutes

This spell allows the caster to know when someone is going to have a "lucky streak." Such lucky streaks are times when the forces of the multiverse favor the subject, and during such times they enjoy the following benefits:

- +1 bonus to all saving throws
- +1 bonus on all "to hit" rolls, both in melee and missile combat
- +5% on all reaction adjustments
- +5% on all verbal patter, thieving, and performing checks
- +1 to all surprise rolls
- +10% chance to win in any game of chance
- Other similarly puissant bonuses, as the game master may deem appropriate in the circumstances

The lucky streak begins in 1d6+6 hours and lasts for 1d8 days. Only one lucky streak can benefit a given person at a time; if two such lucky streaks are predicted for the same person in an overlapping time period, the result will, in fact, be an unlucky streak during the period of overlap (see below). The target of the spell must be within 20' of the caster when the spell is cast.

The spell requires the use of the caster's divinatory tools, which are not consumed during the casting. The reverse of the spell, *ill-luck*, is a prediction of an unlucky streak, whose effects are the reverse of those listed above. The unlucky streak lasts for 1d4+1 days.

### Lucky Draw

Level 2 bard spell (alteration)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell allows the caster to alter some chance-based outcome, such as a roll of the dice, a hand of cards, the flip of a coin, and so on. (Note that this does not mean that rolls of dice by the players or game master can be altered—this is limited to in-game activities undertaken by characters or NPCs.) The tools of chance to be altered must be within 30' of the caster, and must be able to be seen. One such outcome can be "fixed" per caster level, as long as he maintains the incantation.

## Martial Arts

Level 3 bard spell (alteration)  
Requires: incantation  
Casting time: 36 seconds (6 segments)

This spell allows the caster to improve the fighting quality of those around him. All those friendly to the caster in a 20' radius will strike in melee as if they were fighters, rather than their normal class. Those who are already fighters or cavaliers receive a bonus of +1 on their "to hit" rolls. This applies to missile combat as well, but does not improve hit points, armor class, or saving throws. The spell lasts for as long as the caster maintains the incantation, but there is a maximum duration of one minute per caster level. This cannot be combined with any other spell effect that gives bonuses in combat (*bless*, etc.).

## Measure

Level 7 savant spell  
Requires: incantation, gestures, balance  
Casting time: 7 minutes

This spell allows the caster to glean the exact number of charges a particular magical item possesses. The caster places the object on a specially constructed set of balance scales costing 1,000 g.p., and begins to stack weights on the other tray. When the number of weights equals the number of charges in the item, the scales will be brought into balance. The scale and weights can be re-used.

## Minor Morphing

Level 1 jester spell (alteration)  
Requires: incantation, gestures  
Casting time: 24 seconds (4 segments)

This spell effects a minor alteration in the physical appearance of another creature. He could, for instance, cause leaves to grow on the target, change its skin color, cause it to sprout horns, or turn its ears into those of a donkey. The target of the spell must be within 30' of the caster, and the effect lasts for a maximum of 24 hours. It is not possible to change the target's appearance into that of another specific person (i.e., one could not use it to disguise someone as someone else), or to change his racial appearance (e.g., turn someone into a half-orc). Height and weight are not affected by this spell. It cannot be used to grant (or remove) any special powers such as flight, underwater breathing, etc. A *remove curse* or *dispel magic* spell cancels the effect.

## Palm of my Hand

Level 1 jester spell (enchantment/charm)  
Requires: incantation, gestures  
Casting time: 30 seconds (5 segments)

This spell allows the caster to increase the effectiveness of his verbal patter abilities on a particular audience (or portion of the audience). He will have them "eating out of the palm of his hand," hence the name of the spell. The enchantment affects up to one creature per caster level, as long as all are within a 40' x 40' area that is centered on a point within the range of the spell (which can be up to 60' away from the caster). All creatures within the area of effect get a single shared saving throw (the save of the toughest individual); if one saves, they all do. If this spell is used on a subset of a larger audience, the game master should roll singly for the enchanted and non-enchanted members of the audience, but apply the bonus only to the former; it is possible for the one to be affected by the jester's patter, and the other not to be. The jester gains a 25% bonus when attempting verbal patter

on those "eating out of the palm of his hand." The effect lasts for 1 round per caster level.

## Perception

Level 1 bard spell (divination)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell sharpens the caster's senses, allowing him to detect things that might otherwise go overlooked. While the spell is in effect, the caster can detect secret and concealed doors as if he were an elf, and gets a +1 bonus to all surprise rolls. The spell lasts for as long as the caster maintains the incantation.

## Phantom Stalker

Level 7 mage, savant spell (conjunction/summoning)  
Requires: incantation, gestures, incense, crescent-shaped horn  
Casting time: 1 minute

This spell will conjure a phantom stalker from the elemental plane of fire, compelling it to serve against its will. Details of the stalker can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The creature will protect the summoner for as long as the conjuror can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home plane. The stalker will avenge the death of its master, which is usually a cold comfort, but can be an effective deterrent. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

## Planar Stability

Level 3 savant spell (alteration)  
Requires: incantation, gestures, meteoric iron  
Casting time: 18 seconds (3 segments)

This spell allows the caster to "stabilize" any one magical item for planar travel. The caster must touch the item in question, and only one item may be treated per spell; more than one spell may be cast on more than one item, of course. Any enchanted weapon or armor treated by the spell retains one "plus" that it would otherwise have lost moving from one plane to another. For example, a *longsword* +3, if taken to the astral plane, would normally only have a +2 bonus on that plane. If treated by this spell, it retains its +3 enchantment. If that same blade were taken to the Nine Hells (for example), it would have a +2 enchantment, rather than +1, as it otherwise would have. The effect lasts for one week plus an additional week per caster level, in subjective time.

## Planetrack

Level 7 mystic spell (divination)  
Requires: incantation, gestures, divinatory tools  
Casting time: 42 seconds (7 segments)

This spell allows the caster to determine where in the multiverse some creature has gone. Whether by *gate*, astral or ethereal travel, summoning or conjuration, *teleport*, or any other means, the caster can sense the trail of the target creature and have a general idea of which plane of existence it has traveled to. More detailed information can be obtained, as indicated below:

Information Revealed	Minimum INT+WIS	Base Chance of Success
Destination plane	30	70%
Layer of destination plane (if applicable)	31	60%
Within 100 miles of destination	32	50%
Within 1 mile of destination	33	40%
Within 20 yards of destination	34	30%

In all cases, add the caster's intelligence plus wisdom as a modifier to the chance of success. If the caster has access to a crystal ball, it automatically adds 25% to the chance of success. The game master should roll a single set of percentile dice to determine success. The roll indicates just how much information the spell reveals.

For example, famed mystic Larson the Pious is battling a fearsome marilith demon. Sorely pressed, she flees to her palace in the Abyss. Larson, who has a combined intelligence and wisdom of 33, casts *planetrack* and rolls a 61. He easily divines the destination plane (103% chance), the layer of the plane (93% chance), knows to within 100 miles on the layer where the quarry is (83% chance), and even to within a mile on the Abyssal plane (73% chance). Due to the limitations of his intelligence and wisdom, that is as much information as he could hope to gain from the spell. Had he but a single point of wisdom or intelligence more, he would have been able to track the demoness to within 20 yards of her lair (63% chance), but unfortunately he must make do with what he can get.

If the creature in question has an innate magic resistance, the creature is entitled to a magic resistance roll to see if its trail is masked from the *planetrack*. The spell is particularly useful in protracted battles with powerful extra-planar beings who often use their powers of planar travel to elude enemies, only to have their foes arrive a minute later in a place they had thought a safe haven. The spell must be cast within five minutes of the target creature's departure, and may only be cast once per target creature per caster.

**Place of Holding**

Level 4 jester spell (alteration)  
 Requires: incantation, gestures, object (see below)  
 Casting time: 1 minute

By means of this spell, the caster creates a miniature extra-dimensional space inside another (ordinary) space. The extra-dimensional pocket will be a 10' cube, plus 1' per caster level (e.g., a 10th-level caster creates a cube 20' on each side). The pocket has sufficient light, heat, and air to sustain life for the duration of the spell. It must be within 30' of the caster. The object upon which the spell is cast must have a volume of its own, plus a door, or other opening. The extra-dimensional space can be entered and exited through that opening; the spell is often used to create the illusion that a great number of creatures are entering or exiting from a place that should be far too small to accommodate them all. If anyone or anything is in the extra-dimensional space when the spell duration ends, they are ejected unceremoniously from the opening. If the opening is destroyed or otherwise uncompromisingly blocked to the point where movement is impossible, those within the extra-dimensional space are lost forever on the astral plane. It lasts for 10 minutes per caster level.

**Plant Friend**

Level 2 mystic spell (abjuration)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

This spell causes all implements made of plant material to resist inflicting any harm upon the caster or other individual he touches as the spell is cast. The

protection lasts for 1d4+5 minutes. This protection extends to weapons that are made entirely of wood (such as quarterstaves, clubs, etc.), but not to those that merely have wood as a component of their construction (such as spears or arrows). Such weapons deal the minimum possible amount of damage on the person thus protected. Spells such as *entangle* have no effect, and purely plant-based creatures such as vegepygmies react favorably to the character (but such reaction instantly turns to one of hostility if the object of their friendship attacks).

**Prediction**

Level 2 savant spell (divination)  
 Requires: incantation  
 Casting time: 2 minutes

By means of this spell, the caster can tell the outcome of a future event that will occur within 24 hours. The caster can specify what event he desires to learn the outcome of, but the answer will be both specific and shrouded in ambiguities, possibly couched in some sort of rhyme or bit of doggerel. For example, if predicting the outcome of a future battle, the answer might be "A kingdom bright and true shall fall, once the ring of steel's been heard by all." Only one prediction can be made about any given subject by a particular caster.

**Prophecy**

Level 4 savant, level 5 mystic spell (divination)  
 Requires: incantation, gestures, mugwort, vervain, lavender  
 Casting time: 4 minutes

By means of this spell, the caster can forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, and such. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so. The caster knows if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his prophecy, the game master may determine such randomly (although the exact event described by the prophecy will remain unknown):

**TABLE 130: PROPHECY**

Die Roll (d%)	Object of Prophecy
01-10	The prophet's home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet's home town or district
31-49	The town or district where the prophet currently dwells
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the prophecy will be obliquely referenced in the prophecy itself, so that the object can be found by either clever deduction or use of other divination magic and tools.

Such *prophecies* are not iron-clad, and it is possible to avoid one's fate by radically changing one's plans, lifestyle, and the like. The spell can only be cast once per week, and if two different prophets (or the same prophet more than once) prophesy upon the same object, there is a 99% chance that the exact same prophecy will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.



### Protection from Disease

Level 5 mystic spell (abjuration)  
Requires: incantation, gestures, bear fat  
Casting time: 30 seconds (5 segments)

This spell affords the caster, or someone he touches, complete immunity from diseases. This includes natural diseases (such as might be gotten from a miasmic bog), as well as those transmitted by the bite or touch of certain creatures (such as mummies, giant rats, otyughs, etc.). The spell lasts for 12 hours per caster level. It will not cure someone of a disease he already has.

### Quantify

Savant cantrip (divination)  
Requires: incantation, gestures, measuring stick  
Casting time: 3 seconds (½ segment)

This spell allows the caster to measure the weight, length, height, or width of some object or space. The object to be measured must be within 10' of the caster, and can itself be no more than 20' on a side. The spell will return the exact weight or measurement. The spell requires a small (1") measuring stick, which can be re-used.

### Read Savant Magic (Unreadable Savant Magic)

Level 1 savant spell (divination)  
Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)  
Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions written in magical scripts used by savants. The spell lasts for two minutes per caster level, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, and such, the spell enables the caster to determine what is contained within (although doing so usually triggers *curse* scrolls and the like). A savant never needs this spell to read his own spell book, or a spell he inscribed, of course. Once the spell is used on a given piece of magical writing, it need not be used again; a savant could use it to determine the contents of a magic scroll (as long as the scroll contained a savant spell), and then later, when he wishes to actually use the scroll, would not need to cast *read savant magic* again.

The reverse of the spell, *unreadable savant magic*, enables the caster to render magical writings indecipherable, even by means of a *read savant magic* spell, until it wears off or is *dispelled*.

### Ready Spell

Level 1 bard spell (alteration)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell allows the caster to "hold" some other spell in readiness until such time as it is required. It is thus especially useful when applied to spells with very long casting times. The caster can only have one such spell ready at any given time, of course; it requires that the caster maintain the incantation until such time as he wishes to activate the other spell. When that happens, treat it as if it had a casting time of but 6 seconds (1 segment), regardless of its actual casting time. If the caster's concentration should be interrupted by some agency (taking damage, magical *silence*, etc.), both the ready spell and the spell that was on hold are lost.

### Refresh

Level 2 bard spell (abjuration)  
Requires: incantation  
Casting time: 24 seconds (4 segments)

This spell reinvigorates one target creature within a 20' radius. The target feels instantly refreshed, all natural fatigue or drowsiness gone, the effects of magical *sleep* removed, and even the effects of *paralysis* (as that of ghouls and other creatures) ended. It will not remove the effects of a *hold person* spell, however.

### Resist Charm

Level 3 bard spell (abjuration)  
Requires: incantation, gestures  
Casting time: 24 seconds (4 segments)

This spell allows the caster to create a sphere some 10' plus 1' per caster level in radius, within which spells such as *charm person*, *hypnotism*, and *friends* are weakened. All those within the area of effect get a bonus of +4 on their saving throws against such spells, and spells (or magical effects) which do not normally allow such; in the latter case, no bonus is allowed, just a straight saving throw. This applies to verbal patter effects as well. The spell lasts for as long as the caster concentrates, plus one round per caster level.

### Resist Water

Level 3 mystic spell (abjuration)  
Requires: incantation, gestures  
Casting time: 18 seconds (3 segments)

This spell provides a resistance to any sort of water-based attack or other harm to either the caster or some other person he touched. The effect lasts for 1d6+4 minutes. This resistance results in a reduction of -2 h.p. damage per die when under attack by water-based creatures such as water elementals. Damage from floods, being swept along a raging river, crashing on rocks in a small boat, and the like, is similarly reduced by -2 h.p. per die. The spell does not enable the target to actually breathe water, but for the duration of the spell he suffers no harmful effects of drowning. The subject must be able to breathe normally when the spell expires, however, or else the lack of oxygen will suddenly catch up to him and death will almost certainly ensue.

### Reverse Transmutation

Level 9 savant spell (alteration)  
Requires: incantation, gestures, moly  
Casting time: 54 seconds (9 segments)

This spell allows the caster to reverse the workings of spells such as *polymorph self*, *polymorph any object*, and the like. It does not affect any illusion, but will force any transformed creature to revert back to its original form. If cast upon a creature turned to stone by a medusa, basilisk, or similar, it functions as a *stone to flesh* spell. If cast upon a druid using his *shape changing* ability, the druid will be forced back to his original form and cannot change again for a number of minutes equal to the difference in levels between the caster and the druid (if the druid is of higher level, he can change shape in but a single minute). Note that this will even restore those who were targeted by a *polymorph other* spell and lost their saving throw to retain their mind. No system shock roll is required when using this spell. The spell requires a sprig of moly, which is destroyed as the spell is cast.



### Sacred Place

Level 5 mystic spell (evocation)  
Requires: incantation, gestures  
Casting time: 5 hours

This spell allows the caster, by means of communing with the particular spirits of a place or object, to store magical energy within it that can then be tapped into later. Each caster may only have one *sacred place* operative at any given time, and no more than two *sacred places* can be extant within a mile of each other (if someone attempts to create such a place within a mile of an already-existing sacred place, the new one will simply not “take”). Two different casters cannot “charge” the same *sacred place*.

Each week the caster performs this spell at the same place, he adds one spell level’s worth of energy, up to his current level (thus, a 19th-level mystic could store up to 19 levels’ worth of magical energy in the *sacred place*). The spell must be cast within 20 yards of the specific point designated as the *sacred place* (a spring, boulder, tree, cave, etc). If the same caster fails to maintain the chain of spellcasting for four continuous weeks, the entire storehouse will be drained and the caster must start over.

While within 20 yards of the *sacred place*, the caster may cast any spell (subject to the limits of the highest level spell he could normally cast) using the energy stored in the *sacred place* without using up the spells he had memorized through the normal process. Each spell so cast drains the sacred place of that many spell levels, until the *sacred place* is completely drained. It may, of course, be built up by more repeated castings of the *sacred place* spell.

### Sand Stalker

Level 7 mage, savant spell (conjuration/summoning)  
Requires: incantation, gestures, incense, small brass gong  
Casting time: 1 minute

This spell will conjure a sand stalker from the elemental plane of earth, compelling it to serve against its will. Details of the stalker can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The creature will obey the summoner for as long as the conjuror can manage, but the stalker will immediately seek to pervert its instructions by following them to the letter, thus seeking to bring about the doom of its master so that it can return to its home

plane. Note that any given spell-caster can only have one stalker of any type (phantom, invisible, etc.) under his control at any given time.

### Selflessness

Level 4 mystic spell (alteration)  
Requires: incantation, gestures  
Casting time: 24 seconds (4 segments)

This spell allows the caster to “lose himself” in the moment of whatever he happens to be doing, be it walking down a tree-lined path, playing chess, casting another spell, engaging in melee, or whatever else may be envisioned. For ordinary activities, the spell grants a temporary bonus of +25% (or +5, as applicable) to the chance of success for that task. If cast before some other spell that requires concentration to maintain, the *selflessness* spell allows the caster to maintain his concentration even if he suffers damage. In fact, nothing short of physical death (-10 hit points) can break the concentration thus achieved. In combat, it allows the caster to function at up to -7 hit points without flinching, but only with the proviso that he never rests; he must constantly be attacking, charging, parrying, or otherwise engaged in activity. Even a single minute of standing still (including taking time to be cured, drink a potion, or otherwise engage in non-combat activities) breaks the spell. The spell lasts for as long as the caster can maintain his activity. When walking or running, this allows the caster to keep moving for eight or four hours, respectively.

### Sharp Note

Level 1 bard spell (evocation)  
Requires: incantation  
Casting time: 12 seconds (2 segments)

This spell creates a sharp sonic barb that strikes one target creature within 60’ of the caster. The target must be within line of sight, and no other creatures can be between the caster and the target. The sharp note deals 1d6 h.p. of damage. For every two levels of experience beyond the first, the caster can affect another target with the sharp note (i.e., two at 3rd level, three at 5th level, etc.).

### Skyhook

Level 2 jester spell (alteration)  
Requires: incantation, gestures, small hook  
Casting time: 12 seconds (2 segments)

This spell creates an invisible “hook” in mid-air, from which the caster can then hang things that could normally be hung from a hook. The invisible hook must be within 10’ of the caster when the spell is cast. It will hold 100 pounds of weight plus 10 pounds per caster level, and does not move with the caster. The material component of this spell is a small brass hook, which disappears as the spell is cast.

### Sobriety

Level 2 mountebank spell (abjuration)  
Requires: incantation, gestures, pinch of saleratus  
Casting time: 12 seconds (2 segments)

This spell is a special form of the *neutralize poison* spell that allows the caster to completely and instantly remove the effects of alcohol or other drugs that have the function of impairing judgment and coordination, causing drowsiness, and the like. It will not function on more potent toxins, and will in no case heal damage caused by breathing, drinking, or eating poison.

**Social Grace**

Level 2 bard spell (alteration)  
 Requires: incantation  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to give himself and certain of his companions an enhancement not of their innate charisma, but of their knowledge of social graces. They can “put on airs” and present themselves flawlessly as members of a higher social strata than they ordinarily occupy. This assists when dealing with others of higher social class, and can also be used to give a 20% bonus to attempts to disguise oneself as a member of the higher social orders. The spell’s effects are particularly effective on persons who are naturally impressed by social class and are used to taking commands (bureaucrats, soldiers, courtiers, etc.). It lasts for 1 hour per caster level, divided by the number of persons affected. For example, a sixth-level bard could affect one person for six hours, two people for three hours each, or three people for two hours each. Such divisions can only be made in whole hours, and must be rounded down.

**Song of Battle**

Level 4 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 48 seconds (8 segments)

This spell provides a +5% morale bonus and +1 “to hit” roll bonus to all friendly combatants within 240’. The effect lasts for as long as the caster maintains the incantation.

**Song of Combat**

Level 3 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 36 seconds (6 segments)

This spell raises the experience level of any single fighter or cavalier (or sub-class) by one for the duration of the spell. This person must be named by the caster and within 60’ at the time of the incantation. Hit points are temporarily increased during this time, and any damage taken while the spell is in effect will be taken first from those additional and temporary hit points. The effect lasts for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 120’ get a +5% bonus to their morale while the incantation is being sung, but not afterwards.

**Song of War**

Level 5 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 1 minute

This spell gives one person, who must be named by the caster and within 60’ at the time the incantation is said, to receive a level of the *generalship* skill (or an additional level, if he already has the skill), as well as an increase of +2 to his charisma score (subject to racial maximums). The effect lasts for as long as the caster maintains the incantation, plus a like amount of time once the incantation is completed. In addition, any fighters or cavaliers (or sub-classes) within 360’ get a +10% bonus to their morale while the incantation is being sung, but not afterwards.

**Sonic Blast**

Level 6 bard spell (evocation)  
 Requires: incantation  
 Casting time: 72 seconds

This spell allows the caster to aim a blast of pure sound in a cone some 60’ long and 20’ wide at the base. All creatures within the area of effect suffer 6d6 hit points of damage from the sonic blast. A *silence* spell, or other magical silence, nullifies the effect.

**Spirit Gift I**

Level 1 mystic spell (evocation)  
 Requires: incantation, gestures, dragon scale  
 Casting time: 6 seconds (1 segment)

This spell allows the caster to invoke one of the Spirits of the Dragons, either in himself or in someone he touches. The caster has no control over which exact spirit comes forth; this is determined randomly:

**TABLE 131: SPIRIT GIFT I**

Die Roll (d6)	Dragon Spirit	Effect
1-2	Silver	Duration of all spells cast is doubled
3-4	Electrum	Initiative bonus of -2
5-6	Gold	+2 to all saving throws vs. spells

The effect of the spell lasts for an hour. If a *spirit gift* spell (of any level) is cast on someone already affected by a *spirit gift*, the second spell has no effect and is lost. The spell requires the scale of a dragon (of any type), which is destroyed during the casting.

**Spirit Gift II**

Level 3 mystic spell (evocation)  
 Requires: incantation, gestures, monster feather  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to invoke one of the Spirits of the Winds, either in himself or on someone he touches. The caster has no control over which exact spirit comes forth; this is determined randomly:

**TABLE 132: SPIRIT GIFT II**

Die Roll (d4)	Wind Spirit	Effect
1	East	The recipient can bring into effect a single sudden 75 mph hurricane-force wind. The wind knocks down people, light structures, etc. Individuals caught in the wind are blown back some 5d6 yards and suffer 5d6 h.p. of damage.
2	South	The recipient brings into effect a sudden 50 mph gale with a temperature of 100° F. All those in the area of effect must save vs. spells or have their strength and constitution scores reduced by -1 for 5d6 minutes. For creatures without such scores, reduce all rolls “to hit” by -2, and -1 on all damage rolls, for the duration of the effect.
3	West	The recipient brings into effect a sudden 35 mph fresh gale. All those in the area of effect must make a saving throw vs. spells or flee in <i>fear</i> (as per the spell) in the same direction the wind blows.

Die Roll (d4)	Wind Spirit	Effect
4	North	The recipient can bring into effect a sudden 25 mph strong breeze with a -10° F temperature. All those within the area of effect must save vs. spells or have their movement slowed to half speed and their melee attacks reduced to half normal frequency.

All winds can be invoked in whatever direction the caster chooses, emanating from his pointing finger. They appear in a cone some 200 yards long and 160' wide at the base. The effect of the spell can be called upon once, no more than one hour after the spell is cast. If a *spirit gift* spell (of any level) is cast on someone already affected by a *spirit gift*, the second spell has no effect and is lost. The spell requires the feather of a non-natural creature (of any type, such as hippogriff, sphinx, pegasus, etc.), which is destroyed during the casting.

### Spirit Gift III

Level 5 mystic spell (evocation)  
 Requires: incantation, gestures, flower  
 Casting time: 30 seconds (5 segments)

This spell allows the caster to invoke one of the Spirits of the Flowers, either in himself or on someone he touches. The caster has no control over which exact spirit comes forth; this is determined randomly:

**TABLE 133: SPIRIT GIFT III**

Die Roll (d4)	Flower Spirit	Effect
1	Rose	Immune to all magical aging, withering, or slowing, plus all attacks against the recipient are reduced by -1 h.p. of damage per die, regardless of type (min 1 per die).
2	Lily	Immune to all water-based damage, including attacks by creatures from the elemental plane of water. Halve damage done by steam, ice, etc. Able to breathe water during the duration of the effect.
3	Thistle	Immune to all fire-based damage, both mundane and magical in nature, including red dragon's breath and attacks by creatures from the elemental plane of fire.
4	Pansy	Immune to all forms of cold- or ice-based damage, whether magical or mundane, including white dragon's breath and attacks by creatures from the para-elemental plane of ice.

The effect of the spell lasts for an hour. If a *spirit gift* spell (of any level) is cast on someone already affected by a *spirit gift*, the second spell has no effect and is lost. The spell requires a whole fresh flower (of any type), which is destroyed during the casting.

### Spirit Gift IV

Level 7 mystic spell (evocation)  
 Requires: incantation, gestures, silver circle  
 Casting time: 42 seconds (7 segments)

This spell allows the caster to invoke one of the Spirits of the Seasons, either in himself or on someone who is touched. The caster has no control over which exact spirit comes forth; this is determined randomly:

**TABLE 134: SPIRIT GIFT IV**

Die Roll (d4)	Season Spirit	Effect
1	Spring	-2 bonus to all initiative rolls (minimum of 1). Immunity to all weather-related injury, including that caused by magical means, extending to thunder and lightning. Also immune to all electrical based attacks. Reduce all attacks against the recipient by -2 h.p. per die of damage (min 1 per die).
2	Summer	-2 bonus to all spellcasting times (minimum of 1). Immune to all fire or heat based attacks. Reduce all attacks against the recipient by -4 h.p. per die of damage (min 1 per die).
3	Autumn	+1 bonus to intelligence and wisdom for the duration of the spell's effect. Immunity to all sorts of magical <i>fear</i> , <i>confusion</i> , <i>sleep</i> , and <i>insanity</i> , including poisons and monster generated effects. Reduce all attacks against the recipient by -4 h.p. per die of damage (min 1 per die).
4	Winter	-2 bonus to all weapon speeds (minimum of 1). Immune to magical disintegration, slowing, magical aging, or withering. Immune to all poisons. Reduce all attacks against the recipient by -4 h.p. per die of damage (min 1 per die).

The effect of the spell lasts for two hours. If a *spirit gift* spell (of any level) is cast on someone already affected by a *spirit gift*, the second spell has no effect and is lost. The spell requires a circle of silver worth at least 50 g.p., which is destroyed during the casting.

### Spirit Possession

Level 5 mystic spell (evocation)  
 Requires: incantation, gestures  
 Casting time: 30 minutes

By means of this spell, the caster invites a spirit from one of the other planes of existence to enter his body, affording the spirit a vehicle by which it can speak, move, and otherwise interact with those on the material plane. This is a very different thing from such a being entering the material plane directly, as it is easier to do so and generally involves less risk for the being in question. The caster has no control over what sort of spirit will enter his body during the ritual. Note that the casting time above refers only to the amount of time it takes to bring the spirit into the body; once there, it remains for a variable amount of time, as noted below.

The type of being who answers the summons depends on the alignment of the caster.

**TABLE 135: LAWFUL GOOD SPIRIT POSSESSION**

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Angel	30 min.
84-87	Hollyphant	20 min.
88-89	Ki-rin	10 min.
90-94	Lammasu	20 min.
95-98	Shedu	20 min.
99-00	Devil	See below

**TABLE 136: ANGEL SUB-TABLE**

Die Roll (d%)	Angel Type
01-50	Angel
51-74	Archangel
75-84	Principality
85-89	Power
90-93	Virtue
94-95	Dominion
96-97	Throne
98-99	Cherub
00	Seraph

**TABLE 137: NEUTRAL GOOD SPIRIT POSSESSION**

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-41	Agathion	20 min.
42-91	Archon	30 min.
92-98	Baku	20 min.
99-00	Daemon	See below

**TABLE 138: ARCHON SUB-TABLE**

Die Roll (d%)	Archon Type
01-50	Hound
51-89	Warden
90-98	Sword
99-00	Tome

**TABLE 139: CHAOTIC GOOD SPIRIT POSSESSION**

Die Roll (d%)	Type of Spirit	Min. Duration
01-33	Dead	40 min.
34-83	Deva	30 min.
84-89	Foo Creature (Dog)	20 min.
90-95	Foo Creature (Lion)	10 min.
96-97	Planetary	20 min.
98	Solar	10 min.
99-00	Demon	See below

**TABLE 140: DEVA SUB-TABLE**

Die Roll (d%)	Deva Type
01-55	Movanic
56-80	Monadic
81-00	Astral

For all spirits except devils, daemons, and demons, a reaction roll should be made, with a +25% adjustment, but no charisma adjustment. The result determines the sort of assistance (if any) the spirit provides. A hostile reaction will, of course, result in nothing but belittling, sniffing about how poorly the caster has lived up to the ideals of his alignment, and so forth. A neutral reaction may (45% chance) result in some very minor bit of information that will help the caster, but almost certainly will be couched in rhyme, metaphor, and obscurity. A positive reaction will, at the very least, result in substantive information useful to the caster, and may, depending on how positive the reaction was, result in the spirit remaining in the body of the caster long enough to work directly through him. If the caster is in immediate physical danger, there is a +35% adjustment to the reaction roll; if it is positive, the spirit acts out through the caster, battling whatever sort of danger presents itself. Once that is completed, the spirit departs.

A spirit in possession of a body can employ whatever physical or magical powers the body itself possesses (including knowledge of any relevant command words for magic items, etc.). In addition, it can employ whatever magical abilities it would otherwise be able to use, but none of the physical. Thus, an astral deva "horsing" a mortal body (as the practice is sometimes called) would be able to *dispel invisibility* or *polymorph self*, but would not have its fearsome mace.

Spirits of the dead cannot employ any special powers, but have all the knowledge that they did in life; 80% of the time, the dead spirit will be a loved one or close associate of the caster. It does whatever it can to extend its time back in a mortal body, particularly enjoying simple physical pleasures such as eating, drinking, and lovemaking. The game master should use the spell *speak with the dead* as a guideline, but the spirit will be much more inclined to indulge in trivial conversation, only giving substantive answers when seriously pressed.



Most spirits will remain in a body for 1d20 minutes plus the minimum duration listed above. If the reaction adjustment was particularly positive, and the need is particularly great, the game master may use his discretion to say that the spirit will remain until a particular criterion is fulfilled. Such exceptions should be exceedingly rare, however, and will probably be accompanied by other requirements, such as the sacrifice of 50% of all treasure recovered to the deity whom the spirit serves, at the very least. If the caster wishes, he may attempt to dispel the spirit before it wishes to go; in such cases, there is a base 50% chance of success. For every point of intelligence difference between the spirit and the caster, there is a 5% modifier (negative if the spirit's intelligence is higher, and positive if the reverse is true). The attempt can only be made once; if it fails, the spirit remains until it is good and ready to depart.

Spirits of the lower planes (such as devils, daemons, and demons) occasionally roam the ethereal plane, keeping an eye out for persons inviting spirits to possess them, then swiftly occupying the body before some more benevolent spirit can do so. Once firmly ensconced, they attempt to impersonate some other type of spirit, with the ultimate aim of retaining control, faking both the departure of the "good spirit" and the restoration of the host to control of his body. An *exorcism* spell, or similar magical coercion, is required to dislodge the evil spirit, but there is a -20% modifier to the chance of success, owing to the fact that the spirit was invited to possess the body in the first place.

### Steadfast Mount

Level 4 bard spell (alteration)  
 Requires: incantation  
 Casting time: 1 minute

This spell allows the caster to cause some beast of burden, whether it be a horse, mule, hippogriff, or even an elephant, to increase one or more of its abilities:

- Double its capacity to carry burdens
- Double its speed
- Double the amount of time it can travel without tiring

The caster can alter one of those factors in one animal per experience level. The creature must remain within 120' for as long as the incantation is recited, but the effect of the spell lasts for as long again as the incantation was maintained. For example, a 12th-level bard doubles the carrying capacity and speed of three horses. He sings the incantation for four hours, during which time the beasts are able to carry twice as much as normal, twice as fast. After four hours elapse, he ceases the incantation, meaning the horses can continue their doubly heavy burden at double speed for four more hours, for a total of eight hours.

### Stream (Alteration)

Level 2 jester spell (evocation)  
 Requires: incantation, gestures, other (see below)  
 Casting time: 12 seconds (2 segments)

This spell causes a stream of objects (or material) to spray from the hand of the caster. There are several possible effects, depending on the material component used:

**TABLE 141: STREAM**

Component Used	Effect
Butterfly wing	Stream of 600 butterflies blinds everyone within 25' for 2 rounds
2 oz. water	Seltzer shoots forth in 6' x 2" stream for 1 round, soaking anything in range (puts out non-magical fires), any creature hit gets -3 initiative penalty
1 g.p. gem	10-40 gems, base value 1 g.p. each, shoot forth 30' from the caster's hand. Each does 1 h.p. of damage to creatures in its path. They turn to ordinary stones after 1 hour.
2" x 2" paper	Confetti bursts from the caster's hand in a 10' cloud; all creatures within the cloud are stunned for 1 round
6" string	A 15' long by 1' wide stream of colorful, but sticky, string shoots forth from the jester's hand. A single creature can be caught in the string, as if caught in a web spell.

Note that the material component used in the spell is consumed during the casting.

### Sunrise

Level 2 mystic spell (evocation)  
 Requires: incantation, gestures  
 Casting time: 12 seconds (2 segments)

By means of this spell, the caster can infuse himself (or some other whom he touches) with the very spirit of the sunrise. This has the effect of causing the target to glow with the power of the dawning sun. He radiates light that has

all the effects of actual sunlight (thus affecting vampires, impairing those races who suffer in full sunlight, degrading drow armor and cloaks, etc.). One minute after the spell is cast, the glow radiates 10' in all directions; after two minutes it radiates 20', and so on, until 6 minutes have passed and the light radiates a full 60' in all directions. The light lasts for a total of 22 minutes, with the radius decreasing by 10' every minute for the final 6 minutes (beginning at minute 16).

### Sympathy

Level 5 bard spell (enchantment/charm)  
 Requires: incantation  
 Casting time: 1 minute

This spell allows the caster to convince all within earshot (who can understand him) that a particular individual has been unjustly victimized. He engenders in them a heartfelt and overwhelming desire to see those wrongs righted. All those within 60' of the caster can be affected; only those with an intelligence of 14 or higher are entitled to a saving throw vs. spells to resist the spell. Those affected by the spell will not endanger their own life and liberty, or put themselves in poverty, but do their utmost (short of laying down their lives) to help the poor, oppressed focus of their sympathy.

### Telepathy

Level 4 mystic spell (divination, alteration)  
 Requires: incantation, gestures, cylinders and wire  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to engage in silent, direct mind-to-mind communication with another creature. The caster must know the general location of the creature in question (for example, "in the village" or "in the castle"), and must be within one-fourth mile per caster level. Communication is allowed just as if the two were standing next to one another, but neither individual shares any information that he does not wish to share. The spell's effect lasts for two minutes per caster level. Note that this spell does not impart the ability to understand the language spoken by the other creature, nor does it impart emotions or images. The material component for this spell is a pair of tiny metal cylinders connected by a short piece of wire. The component is destroyed during the casting.

### Teleport Other

Level 7 bard spell (alteration)  
 Requires: incantation  
 Casting time: 84 seconds

This spell allows the caster to choose a single individual within a 30' radius (and within line of sight) and teleport him (without chance of error) to some destination with which the caster is at least somewhat familiar. The target is entitled to a saving throw vs. spells, and magic resistance applies. The spell cannot be used to cross from one plane of existence to another.

### Veil of Shadows

Level 6 bard spell (evocation)  
 Requires: incantation  
 Casting time: 72 seconds

This spell allows the caster to create two separate types of shadows. Each lasts for as long as the caster maintains the incantation. The caster may create one shadow (of any type) per experience level, but the shadows must be within 90' of the caster at all times, or they will dissolve.

- Swift shadows. The caster may create moving, swiftly shifting shadows in whatever guise he desires. These shadows dart to and fro amongst an enemy, distracting and frightening them. Those distracted by such a shadow suffer a +1 penalty to initiative and a -1 penalty "to hit" in melee or when firing missile weapons.
- Slow shadows. This creates a zone of shadow some 10' in diameter that obscures all within. It can move at up to 20' per minute. All those within are, of course, obscured from detection. Direct sunlight or a *continual light* spell renders the slow shadow only 50% effective.
- Still shadows. This creates a zone of shadow, within which the chance to hide in shadows (as per the thieving skill) is doubled. Direct sunlight or a *continual light* spell renders the still shadow only 50% effective, thus only increasing the hide in shadows chance by 50%.

**Ventriloquism**

Level 1 bard/mage/savant/mountebank, level 2 jester/illusionist spell (illusion/phantasm)

Requires: incantation, small parchment/paper/vellum cone  
Casting time: 6 seconds (1 segment)

This spell allows the caster to "throw his voice," making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also make the voice resemble someone else's voice, or some other simple sound that the caster could make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, he recognizes the trick. The spell lasts for 4 minutes plus 1 minute per caster level, and requires that the caster speak into a small rolled up piece of parchment, paper, or vellum, which is not destroyed in the casting.

**Vision**

Level 7 illusionist, level 8 savant spell (divination)  
Requires: incantation, gestures, offering (see spell description)  
Casting time: 42 seconds (7 segments)

This spell allows the caster to seek guidance from other realm or power, asking a single question and asking for a *vision* by way of an answer. The spell is perilous, however, and not certain to provide the asked-for answer:

**TABLE 142: VISION**

Roll 2d6	Result of Vision
2-6	Caster is struck by geas to undertake some service
7-9	<i>Vision</i> is unrelated to the question asked
10-12	Answer is granted

The *vision* spell can be supplemented with some sort of offering, made at the time the spell is cast. Depending on the value and rarity of the offering, a bonus to the die roll of +1 (1,000 g.p. or better), +2 (5,000 g.p. or more), or even +3 (10,000 g.p. value) can be had.

**Volley of Arrows**

Level 6 bard spell (alteration)  
Requires: incantation, arrows  
Casting time: 72 seconds

This spell allows the caster to launch any available arrow (or crossbow bolt) within a 20' radius as if it were shot from a long bow (or heavy crossbow). The shot has a chance to hit its target equal to that of the caster, as if he actually fired the missile himself (non-proficiency penalties do not apply). As many as six such arrows can be launched per minute, and the volley can be

continued for as long as the caster maintains the incantation, provided the supply of arrows is not exhausted. If any magical arrows are available, they too may be fired at such targets as the caster may choose. When calculating the chance of each arrow to hit, treat each as being at short distance, regardless of the actual distance, up to 210 yards. The missiles can be fired at a single target or multiple targets (up to one per missile per round), as the caster wishes.

**Volley of Icicles**

Level 7 bard spell (evocation)  
Requires: incantation  
Casting time: 84 seconds

This spell calls forth a shower of razor-sharp frozen shards that seek out any single target within a radius of 90' plus 10' per caster level. The *volley of icicles* inflicts 7d6 h.p. of damage on the target, and those creatures which are composed of, or are based in, flame suffer an additional 14 points of damage. Cold-based creatures are immune to the effect.

**Volley of Javelins**

Level 5 bard spell (alteration)  
Requires: incantation, javelins  
Casting time: 1 minute

This spell allows the caster to launch any available javelin within a 20' radius as if it were shot from a throwing stick (aka atlatl). The javelin has a chance to hit its target equal to that of the caster, as if he actually fired the missile himself (non-proficiency penalties do not apply). As many as two such javelins can be launched per minute, and the volley can be continued for as long as the caster maintains the incantation, provided the supply of javelins is not exhausted. If any magical javelins are available, they too may be fired at such targets as the caster chooses. When calculating the chance of each javelin to hit, treat each as being at short distance, regardless of the actual distance, up to 90 yards. The missiles can be fired at a single target or multiple targets (up to one per javelin per round), as the caster wishes.

**Volume**

Savant cantrip (evocation)  
Requires: incantation, gestures  
Casting time: 3 seconds (1/2 segment)

This spell allows the caster to cause a book or scroll to float down gently from a shelf into his hands. It will not move with enough force to overcome someone trying to hold onto it. The book must be within 10' when the spell is cast.

**Weakness**

Level 3 bard spell (alteration)  
Requires: incantation, gestures, toasted bread and milk  
Casting time: 18 seconds

This spell saps the strength score of a single person touched, for up to an hour per caster level. The caster must make a successful "to hit" roll, and the target must fail a saving throw vs. spells. The number of strength points lost depends on the target's class:

**TABLE 143: WEAKNESS**

Class (incl. sub-classes)	Strength Decrease
Bard	1-6
Cleric	1-6
Fighter / Cavalier*	1-8
Mage	1-4
Thief	1-6

Strength can never be decreased beyond the normal minimums for race, class, and gender. The spell requires a piece of singed bread soaked in milk. The component is destroyed as the spell is cast.

\*If a fighter or cavalier has exceptional strength, each point lost removes 10% from his exceptional strength (the last 10% or less counts as a full point lost). For instance, if a fighter with a strength score of 18/27 finds his ability

decreased by 5 as a result of this spell, he ends up with only 16 strength for its duration.

**Word of Knowledge**

Level 9 savant spell (divination)

Requires: incantation

Casting time: 54 seconds (9 segments)

This spell allows the caster to know one fact about a given individual. The information provided in the *word of knowledge* is always correct. It can be something as innocuous as his hometown, something as mundanely important as the number of troops under his direct command, whether or not he has the spell *meteor swarm* in his spell book, or something as esoterically valuable as his true name. It can be used to diagnose problems not otherwise detectable by other means, and is powerful enough to overcome most non-detection magic.



# The Game Environment

Most fantasy role-playing games take place in an imaginary world of the game master's creation. This section is intended mostly for the game master and deals with how the characters function in that world. Many of the situations in which the characters find themselves are covered herein, but adventurers are inventive if nothing else, and when you find yourself in an area the rules do not cover, remember that the game master's word is law. Rely on your knowledge and instinct, and perhaps a die roll, to make a ruling.

## Dungeons

Many times, the game master's world will include a number of underground labyrinths, in which dwell all manner of hostile creatures and in which great treasures lie guarded by sly and deadly traps. These dungeons can consist of thousands of chambers and miles of corridors, spanning dozens of levels. They can also consist of much more modest installations, as small as a single room. Dungeons do have a certain number of conventions, which you should feel free to use, ignore, or turn on their head as you wish. Sometimes foiling player expectations by challenging their expectations is the best way to shake things up and add zest to a game.

As a general rule of thumb, the deeper the dungeon level is, the more difficult the challenges. However, this is not the only way to express this sentiment. This can easily be modified to be "the further away from the starting point, the more difficult the challenges," depending on the geography of the place. Imagine a ruined city where the challenges increase as one moves towards the center, or a mountain where one starts at the base and works up to the summit (where, naturally, the most difficult encounters and the most fabulous treasures lie).

## Random Encounters

Dungeons that are large enough to warrant it should have their own random encounter tables. These represent patrols of intelligent creatures, beasts roaming the halls in search of food, and the like. As a rule, you should check once per hour while the characters are in the dungeon, with a basic 1 in 6 chance of an encounter. Of course, if the party makes excessive noise or otherwise calls attention to itself, you should make a special roll on the spot. Too, you may determine that a certain group of creatures sends regular patrols in specific areas around its lair. Lawful creatures in particular are likely to follow such a strict schedule, while chaotic creatures are more likely to be found at varying times. Note that if the characters decide to "camp out" in the dungeon to rest, you should still roll for encounters, as monsters can certainly come upon sleeping adventurers as easily as watchful ones.

## Light

No matter their size, most dungeons share certain characteristics. For one thing, they are dark, and explorers must rely on light they bring with them. Magic weapons usually glow with a weak light that extends 10' from the weapon itself. Torches provide light for 30' in all directions, and lanterns for 60'. Certain magic spells and items also provide light. While some creatures have infravision (and others ultravision), it is not always wise to rely on such, as dungeon corridors tend to be of a uniform heat; features or traps can often be missed without actual light.

## Climbing

Dungeon floors and walls tend to be slightly slippery, due to years of moisture seeping in, plus the growth of mold, lichen, and moss on the walls. This affects the chances of thieves to climb walls while in dungeons; the movement rate is reduced to half, as is the chance of success. Truly slippery surfaces (such as those encountered in rooms filled with lots of fungi and slimes, or those with large bodies of water in the room) reduce movement to one-fourth normal speed, and the chance of success to one-tenth of normal.



## Doors

Dungeon doors are notoriously uncooperative. Opening a stuck door consists of trying to "shoulder it open" with an open doors check, which can be done up to once per round, but each attempt means an immediate random encounter check due to the noise. Monsters in the dungeon, however, never seem to have this problem with stuck doors. Dungeon doors also have a tendency to close behind explorers without warning unless they are held open with iron spikes. Of course, setting such spikes is a noisy process, and can attract nearby creatures. Pounding spikes to hold open a door takes one round, and results in an automatic random encounter check.

One-way doors, as the name suggests, only allow movement in one direction. However, as an added feature, they are usually completely camouflaged from the other side, as secret doors. Thus, it is possible to move through such a door and be completely stymied when one tries to retrace one's steps.

## Sloping Passages

Sloping passages need to travel 100' for every 10' of vertical drop in order for the slant to be undetectable. Any steeper and the slant becomes noticeable even by non-dwarves. Thus, players may well find themselves on a different level of the dungeon than they believe themselves to be on. For this reason, dungeons that use this trick should have many such lengthy corridors in them; otherwise the presence of an unusually long passageway will be a dead giveaway that something is up. Don't forget, however, that such slopes don't need to be long, straight hallways; they can certainly twist and turn around like any other dungeon corridor. Just make sure you keep track of

how far above or below the rest of the level a given piece of hallway is, to make sure that it doesn't intersect some room or passage on another level.

## Traps

When the player of a thief character says "I'm going to check for traps", he is initiating a two-step process. First, he needs to successfully roll to detect the trap. Even if there isn't one, you should roll (secretly) and announce the result in such a way as to not tip your hand regarding whether the roll was successful or not ("You do not find any traps.").

If the thief successfully discovers a trap, however, a second roll must be made to disarm it. Only one attempt to find or disarm a trap is allowed per thief, per trap. However, on a roll of 00 to disarm the trap, it goes off in the thief's face.

Finding traps takes 1d10 minutes, while disarming them takes 1d4 minutes. There is usually no chance of a misfire. Don't forget to check for random encounters!

Of course, nothing says that all traps need to be equally discoverable or disarmable. For any given trap, the game master may determine that a modifier exists, and note such in the dungeon key.

## Pursuit

Pursuit in a dungeon is a function of movement rate and how much of a lead the pursued creature(s) has. If the pursuing creature(s) are slower, they cannot see where the prey goes in the twisty maze of passages, doors, and so forth. It may be able to keep the pursued within visual sight for a while (particularly when the pursued has a light source), but will ultimately lose him. The game master should be able to calculate fairly easily at what point the pursuit becomes pointless by counting squares or hexes on his map. (If needed, roll randomly when the pursued force comes upon an option such as a door, intersection, etc.). Of course, if the pursuing party has a ranger or other means of tracking the pursued, those rules take precedence. When a pursuing NPC or group of monsters gives up the pursuit depends on their relative speed:

**TABLE 144: GIVING UP PURSUIT**

Circumstance	Pursuer Faster	Equally Fast	Pursued Faster
Pursued is in sight, pursuer gives up if they were this far ahead...	n/a	150'	100'
Pursued is out of sight, pursuer gives up if they were this far ahead...	200'	80'	50'
Pursuit has lasted...	n/a	10 min.	5 min.

For example, a group of orcs is pursuing a group of elves. Since the elves move more quickly than the orcs, the orcs give up the pursuit once the elves are 100' away and can still be seen, ducked around a corner or through a door within 50' of the orcs, or after 5 minutes have elapsed in any case.

Of course, circumstances must always dictate the success or failure of such things. If the pursued party drops treasure, for example, intelligent pursuers might stop to pick it up. If there are barriers, sight might be blocked. The game master should feel free, as always, to use his discretion.

One might wonder why it matters when a slower pursuer gives up the chase. Quite simply, given the constrained nature of many dungeon environments, it is entirely possible that the pursued party might flee into a dead-end or even into another area where additional enemies await. Thus, it is crucial that the

actual amount of time that they are fleeing be noted, because even a slower pursuer might be able to catch up to prey that halts its retreat.

Note that it is impossible to map while being pursued. When player characters are being pursued, and they come upon intersections or doors, the game master should simply ask "right or left?" or whatever is applicable. No cardinal directions or distances should be given, nor should player characters that are not intimately familiar with the environment be allowed to consult a map.

Pursuit in close urban areas should use these rules. Pursuit in spread-out villages or hamlets, where there is a lot of ground between buildings, should use the pursuit rules for wildernesses (below).

## The Wilderness

In this case, "wilderness" can refer to any sort of overland travel, whether it be in more civilized regions or those which are less so. As characters travel overland, there is a chance for an encounter with some creature. Full random encounter charts for different sorts of terrain can be found in most fantasy role-playing game rules, but you should also feel free to design your own encounter tables based on the particulars of your campaign setting and its inhabitants.

## Random Encounters

The chance for a random encounter in the wilderness depends on the terrain and how populated the area is. Chances of encounters are cumulative, but encounter check frequency should use the smallest applicable number (e.g., a group travelling on a road through the mountains would have a 0% chance of getting lost, as long as they remained on the road).

**TABLE 145: WILDERNESS ENCOUNTERS**

Terrain	Check for Encounter Every...	Chance of Encounter
Plain	8 hours	10%
Scrub	6 hours	10%
Forest	4 hours	5%
Desert	8 hours	5%
Hills	8 hours	5%
Mountains	12 hours	5%
Marsh	4 hours	5%
Road	2 hours	+15%
Within 5 miles of settlement	n/a	+10%
Within 20 miles of settlement	n/a	+8%

In the above table, "n/a" indicates that the entry simply does not add anything to the surrounding terrain; a party traveling on a road leading through the mountains should still check once every 12 hours. If a random encounter is indicated, roll for the appropriate entry in the random encounter tables. As with dungeons, don't forget that random encounters can also happen at night, when the party is less on its guard.

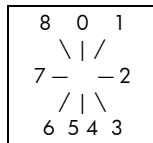
## Becoming Lost

The chance of becoming lost should be checked each day when the characters travel without a knowledgeable guide, someone with relevant skills or abilities (such as the ability to detect direction), or a good map. Naturally, those following some well-defined landmark (such as a road or river) or who are heading for a particular smoking volcano clearly visible over the tree line, will not become lost.

**TABLE 146: BECOMING LOST**

Terrain	Chance of Becoming Lost
Plain	10%
Scrub	30%
Forest	70%
Desert	40%
Hills	20%
Mountains	50%
Marsh	60%
Within 5 miles of settlement	-5%
Weather other than clear	+20%

If the party becomes lost, roll 1d8 to determine their new direction (where "0" is the intended direction):



If the party moves into an area they previously traversed, they realize their error. Similarly, if they are lost one day, and the die roll indicates they are not lost the next, they have realized their mistake and can backtrack if they desire (losing two days' travel, of course).

### Pursuit in the Wilderness and Villages

Pursuit in the wilderness is a somewhat different affair than in a dungeon setting, because the movement of either party is usually not so constrained. Unlike a dungeon, tracking is possible in a wilderness as the pursuers can find their prey by following noise, tracks, and so on.

There is a base 50% chance of being able to track prey. Use the following modifiers (all are cumulative). Roll once for the entire pursuit; it is either successful or it is not. If circumstances change, roll for each point where they change. Use the column labeled "actively hiding" when the pursued creature(s) are taking steps to conceal their passage by deliberately obscuring footprints and such. Note that doing so slows down the pursued force by half.

**TABLE 147: WILDERNESS PURSUIT MODIFIERS**

Circumstance	Normal Modifier	Actively Hiding
Close terrain (mountains, forest, jungle, etc.)	-30%	-40%
Fastest member of pursuing force is faster than slowest member of pursued force	+10%	+10%
For every hour of rain or snow since the trail was made	-25%	-25%
Night: dark night; no moon, no stars	-50%	n/a
Night: starlight, no moon	-20%	n/a
Night: twilight	-20%	n/a
Open terrain (plains, desert, etc.)	+50%	+40%
Per 12 hours elapsed since the creature being tracked was present	-5%	-5%
Per creature in group being tracked over the first	+2%	+2%
Pursued force less than 6 pairs of legs total	-10%	-10%
Pursued force more than 12 pairs of legs total	+20%	+20%
Pursued force more than 50 pairs of legs total	+30%	+30%
Pursuing force less than 12 individuals	+20%	+20%
Pursuing force more than 24 individuals	-10%	-10%

Circumstance	Normal Modifier	Actively Hiding
Pursuing party includes a ranger	+ (ranger's level +1 x 10%) (max. 110%)	
Semi-open terrain (scrub, marsh, hills, etc.)	-10%	-10%
Slowest member of pursued group is faster than fastest member of pursuing force	-10%	-10%
Terrain allows impressions (mud, sand, snow, dirt floor, etc.)	+20%	+10%
Terrain allows occasional spoors (wooden floor, stony path, other creatures confusing the trail, etc.)	±0%	-50%
Terrain allows signs of passage (broken grass, etc.)	+10%	±0%
Terrain does not allow signs (solid stone, etc.)	-50%	Automatic failure

The game master should always use common sense when determining whether or not tracking is possible, and may (at his discretion) apply other modifiers based on the conditions at the time. Some creatures, such as those that leave a slimy trail, can usually be tracked. Remember, however, that tracking involves more than merely visual clues on the ground; scent, broken cobwebs, absent or disturbed animals (agitated birds, for example), and more factors are all taken into account. When indoors or underground, unless the pursuer is familiar with tracking the type of creature in question, or has actually seen the creature making the tracks in question, tracking will be all but impossible.

When tracking, the pursuers move slower than they would ordinarily:

**TABLE 148: MOVEMENT WHILE TRACKING**

Chance to Track	Good Light	Poor Light
71% or greater	75% speed	67% speed
31% to 70%	67% speed	50% speed
30% or less	50% speed	25% speed

Pursuit in spread-out villages or hamlets, where there is a lot of ground between buildings, should use these rules. Pursuit in close urban areas should use the pursuit rules for dungeons (above).

A group that catches another unawares at a distance of 20' or more may automatically evade, if they so choose, as long as they remain unseen and unheard.

### Rangers and Tracking

Rangers are expert trackers, and can trail their quarry in both outdoor and indoor conditions. When tracking, they get a tracking bonus equal to their level +1 x10%. The maximum bonus allowed is 110% (note that other modifiers reduce the final chance to successfully track quarry).

Aside from following the prey's trail, a successful tracking roll allows the ranger to determine other information, depending on his level:

- At 1st level, the ranger can identify the tracks of common woodland creatures and the direction in which they were traveling.
- At 2nd level, the ranger can identify how quickly woodland creatures were traveling.
- At 3rd level, the ranger can identify how long ago woodland creatures passed (if outdoors).
- At 4th level, the ranger can identify the tracks, direction, and speed of woodland creatures, and how much time has passed (if outdoors).

- At 7th level, the ranger can identify tracks as a 6th-level ranger but with respect to any creature that dwells within a 100-mile radius.
- At 8th level, the ranger can determine the general height and weight of humans, demi-humans, and humanoids (including a basic understanding of how encumbered they are).
- At 9th level, the ranger can ascertain the number of riders a mount is carrying.
- At 10th level, the ranger can identify the tracks, direction, and speed of any type of creature he has ever seen, plus the time elapsed (if outdoors).

### Forced March

Characters moving overland may elect to move faster than normal. This is referred to as a “forced march.”

Those on foot may increase their speed by an additional one-third of their normal movement per day. Thus, someone who is moving on foot and is lightly burdened can travel 40 miles through clear terrain rather than 30 miles. Such characters suffer 1 h.p. of damage per day of forced march unless they succeed at a constitution check. Remember that healing requires a full day of rest, not merely a night’s sleep.

Traveling on horseback or in some horse-drawn conveyance, such as a chariot or wagon, can improve movement rate by 20%. However, there is a 10% chance that one of the horses or other animals in the group goes lame from such treatment. Lame horses move at 50% speed until allowed to rest for 1d6 days without having to walk. In particularly large groups (those with over 12 mounts or draft animals), 1d10% of the animals in the group will be affected if lameness is indicated (round up). For example, a troop of 30 horsemen decides to force march. The game master rolls for lameness and gets a result of 7, indicating that some of the mounts have gone lame from the extended riding. He rolls a d10 and gets a 6, so 6% of the total number of animals (2 of the 30) have gone lame.

In a group where some are mounted and some are walking, both rules apply if they are moving in a forced march.

Those traveling by boat or ship cannot force march.

### Swimming and Underwater Travel

Whether in a dungeon environment or while travelling overland, characters often need to deal with water.

Rules for drowning can be found on p. 99, but the following information relates directly to swimming normally and functioning underwater. It should also be noted that complete rules for ships and waterborne adventures can be found on p. 59.

#### Swimming

There is no secondary skill required to know how to swim. As a rule, you can assume that any human, elf, halfling, gnome, or half-orc character knows how to swim, unless there

is some reason to declare that he cannot (growing up in a desert village, for example). Dwarves are in the reverse situation; unless there is an extraordinary reason for assuming a dwarf learned to swim at some point, assume he cannot. No matter what the race of the character is, swimming can be learned (at least to a basic level) in 1d6 days, assuming there is a sufficient body of water around in which he can practice.

TABLE 149: ARMOR AND SWIMMING

Armor Type	Wearer can swim?	
	Normal Armor	Magic Armor
None	Yes	Yes
Helmet only	Yes	Yes
Cuirass (leather)	Awkward	Yes
Furs	Awkward	Awkward
Gambeson	Awkward	Awkward
Lamellar (leather)	Awkward	Yes
Ring	No	Awkward
Brigandine	No	Awkward
Scale (leather)	Awkward	Yes
Cuirass (steel)	Awkward	Yes
Lamellar (steel)	No	Awkward
Scale (steel)	No	Awkward
Mail	No	Awkward
Plated mail	No	Awkward
Plate	No	No
Jousting plate	No	No

“Awkward” in the above table means that swimming is possible, but there is a 5% chance per 30 minutes of drowning, plus 2% for every 5 pounds of weight being carried (other than the armor itself). Note that a character with 20 pounds or more of possessions (including weapons, packs, loot, etc.) automatically sinks to the bottom; strength is not a factor for that determination. Once on the bottom, the wearer can walk, of course (see below). Characters who can swim may move at one-third their normal movement rate while swimming. Naturally, currents will either add to or subtract from that movement rate, depending on whether the character is swimming with or against the current. A current in a slow-moving river moves 20’/min., while a swift stream could be as fast as 120’/min.

#### Functioning Underwater

Never forget that, in a world of magic, various opportunities exist for characters to be able to breathe underwater. Both spells and magic items allow for this, opening up fascinating opportunities for characters to engage in adventures while under water (exploring sunken ships, entire cities vanished beneath the waves in ages past, etc.). While so doing, however, they might encounter certain unique difficulties, as described below.

As noted above, 20 pounds is sufficient to hold most characters on the floor of whatever sort of water is at hand (lake, river, sea, and such). While the sort of terrain encountered may be different (coral, seaweed, etc.), it still needs to be navigated. While under water, characters without some specific magical means of movement can move at the dungeon exploration



rate. Those with fins, a *ring of free action*, or some other helpful item, can move at three times that rate.

Vision will naturally be impaired while underwater, with the exact distance determined by the depth and type of water:

**TABLE 150: VISION UNDERWATER**

Depth	Vision	
	(Fresh Water)	(Salt Water)
10' or less	50'	100'
20'	40'	90'
30'	30'	80'
40'	20'	70'
50'	10'	60'
60'	0'	50'
70'	0'	40'
80'	0'	30'
90'	0'	20'
100'	0'	10'
110' or deeper	0'	0'

Note that a *light* spell allows vision to 30' regardless of depth. Mud and silt, such as that kicked up by combat, completely obscures vision for 1d6+1 minutes after melee combat ends, if such is fought on any sort of underwater surface except stone or coral.

In combat, only weapons that attack with thrusting motions can be used (such as a spear, trident, etc.). Slashing weapons such as swords, or blunt weapons such as maces and hammers, are useless. Weighted nets can be used, either with or without barbs. Creatures that are not native to the underwater environment always suffer a +15 initiative penalty when facing enemies that are native underwater dwellers. The only missile weapons useful underwater are spear guns. Shields are useless under normal circumstances underwater.

Because underwater combat can occur in a 360° environment, it is possible to have more figures than normal attacking a single individual. In such situations, use the following table to determine the maximum number of attackers per defender:

**TABLE 151: MULTIPLE ATTACKERS IN A 360° ENVIRONMENT**

Attacker's Size	Defender's Size		
	Small	Medium	Large
Small	8	12	18
Medium	6	8	12
Large	3	6	8

In addition, attacks from below are always made as if they were from the rear. Thus, attacks from below receive a +4 bonus "to hit." In addition, thieves can backstab from below as if they were attacking from the rear.

Special underwater spell effects or limitations appear in the appropriate spell description.

## Hazards, Impediments, and Dangers

The dangers that the world can produce to bring about the demise of adventurers (and others!) are not limited to toothy monsters and extra-dimensional demons. The natural world itself can be a pretty dangerous place, and the game master should be cognizant of the potential for these hazards, impediments, and dangers when designing his adventures.

What follows are standardized rules for the effect of these sorts of perils, some of which are completely natural in origin and could apply in many a dungeon setting as well as outdoors.

## Avalanche

An avalanche is a mass of snow, ice, and other debris that tumbles down the side of a mountain or cliff. They are extremely dangerous, and can even destroy small buildings and other shelters. The amount of damage an avalanche causes will depend on its size and where the character is, relative to the source.

**TABLE 152: AVALANCHE DAMAGE**

Character is on the...	Small Avalanche	Medium Avalanche	Large Avalanche
Base of the slope	2d10	2d12	2d20
Slope itself	3d10	3d12	3d20

If a character is on the slope when the avalanche hits, he runs the risk of being carried away by it. Characters who take any sort of cover before the avalanche hits, including simply huddling on the ground, have a 50% chance of being carried away. Those who are standing or walking must make a successful bend bars check to avoid being carried away.

All characters caught in an avalanche must make a CON check. Failure indicates they are unconscious and will suffocate in 1d6+4 minutes. In the aftermath of an avalanche, there is a 10% chance of successfully locating a buried comrade, plus 1% per point of intelligence, plus another 25% if they are conscious and trying to dig themselves out.

## Disease

In a world where clerics can *cure disease*, infection poses less of a problem for adventurers than it otherwise might. There are only two circumstances where disease poses a real threat: if there is no fifth-level cleric available, or if so many people are diseased and the infection is spreading so rapidly that the fifth-level clerics are unable to keep up.

Each character should be checked for disease whenever one of the following circumstances occurs:

- They come in contact with someone who is already diseased, or are otherwise directly exposed (dungeon middens and garbage pits are a prime opportunity)
- They are wounded and traveling through swamp, jungle, brackish water, raw sewage, etc.
- They are in a generally unsanitary environment and take no special precautions (e.g., in the camp of a stationary army, a large city slum, or any city in summer without impeccable sewer systems)

If any of those circumstances occurs, there is a base 1% chance (cumulative per week) that a character contracts a disease. If he is afflicted, use the following table to determine the effect; if he is infected by someone else, he'll have the same malady as the carrier of the disease, naturally. As game master, you may wish to develop a whole slew of other interesting and detailed diseases (with equally interesting and evocative names) for your campaign.

**TABLE 153: DISEASE**

Die Roll (d%)	Onset	Effect	Duration	Fatality
01-48	1d6 days	-1 STR, -1 CON	1d6 weeks	20%
49	2d6 hours	-1 INT, -1 DEX	1d12 hours	50%
50-51	4d6 hours	-1 STR, -1 DEX, -1 CON, -1 CHA/month	Continuous until any one statistic reaches 0	100%
52-54	1d8 days	Hearing loss	1d3 weeks	10%
55-57	2d4 days	Blindness in one eye (-2 "to hit" with missile weapons)	1d3 weeks	10%
58-60	1d12 days	Blindness	1d3 weeks	10%
61-79	1d6 days	-1 DEX	1d3 weeks	0%
80-81	1d4 days	-1 CON	1d3 weeks	0%
82-83	1d4 days	-1 STR, -1 DEX	1d12 months	10%
84-94	1d8 days	-1 CHA	1d6 weeks	0%
95-98	1d20 hours	-1 DEX, -1 CON	1d6 weeks	10%
99-00	2d12 hours	None	1d6 weeks	10%

Fatality indicates the chance that, if a given disease is contracted and allowed to progress to its full duration, the sufferer will die. There is a 1% chance that any effect will be permanent, even beyond the duration (spells such as *cure disease* are effective in removing even these effects, however). There is also a 25% chance that any disease results in the loss of 50% of hit points for its duration, in addition to the effect noted above. It should be noted that if no symptoms appear, it may be that the victim doesn't even realize he has a disease (which is particularly worrisome if the disease is fatal).

The character's constitution also has an effect, as indicated below:

**TABLE 154: CONSTITUTION MODIFIER FOR DISEASE**

Constitution Score	Contraction Modifier	Duration Modifier	Fatality Modifier
3	+2%	200%	+2%
4-5	+1%	150%	+1%
10-12	-1%	-	-1%
13-15	-2%	75%	-2%
16-17	-3%	50%	-3%
18	-4%	25%	-4%
19-22	-7%	10%	Never
23-25	-10%	1%	Never

**Leprosy**

There is one disease in the repertoire of pathology that defies almost all magical attempts at curing: the dreaded disease of leprosy. It is the single disease that resists completely the *cure disease* spell. As such, it is especially dreaded, not only for its debilitating effects, but for the fact that once you're a leper, you're a leper for life. The *heal* spell cures leprosy, but only if the subject *fails* a saving throw vs. magic. If the saving throw succeeds, not only is the intended subject still a leper, but the caster automatically contracts the disease. A caster only receives one attempt to cast *heal* on the same leper. Deities who cast *heal* on a leper automatically succeed at the attempt.

It is not a disease that can be contracted casually; it can only be contracted from other lepers or through certain special circumstances. Some monsters, such as Sons of Kyuss, transmit the disease. It could also be caused by *curse scrolls* or other items, and the game master may designate any other circumstances as he sees fit.

The chance of contracting leprosy from contact with a leper depends on the level of contact:

**TABLE 155: LEPROSY**

Level of Contact	Chance to Contract
There's a leper within 10 miles*	1% of 1% (roll d%; if it's 01, roll again; if it's 01 again, you have contracted leprosy)
You are in the same room as a leper	1%
You drink from the same cup or sleep in the same bed as a leper	2%
You are within 5' of a leper	3%
You physically touch a leper	10%

\* Does not apply if a leper colony or *leprosaria* is in the area, which imposes quarantine conditions on those within.

Those afflicted with leprosy are so afflicted for life. There is a 10% chance that the disease will be fatal in 1d6 months. Affected characters heal wounds at only 10% of the normal rate, and *cure* spells (*cure light wounds*, etc.) do not affect them. Those afflicted lose 2 points of charisma per month, although charisma can never go lower than 1. For those for whom the disease is not fatal, this lasts 1d6 months.

*(Please note that leprosy is a real-life disease, and in the real world it does not necessarily conform to the behaviors or statistics presented above. The above is an approximation of popular medieval beliefs surrounding the disease, adapted for use in a fantasy role-playing game.)*

**Drowning**

**Treading Water**

A character does not need to know how to swim in order to tread water. An unencumbered character can tread water for 10 minutes for every point of strength he possesses. This is cut in half for moderately encumbered characters (which includes any wearing non-metal armor by default) and reduced to a quarter for heavily encumbered characters (including those wearing metal armor by default). After that, the character must make a STR check every 10 minutes to keep his head above water.

**Holding Your Breath**

A normal character, with a few seconds of preparation to fill his lungs, can hold his breath underwater for one minute per point of constitution. If he was unable to fill his lungs, this time is cut in half. If he is engaged in any sort of strenuous activity other than swimming (such as combat), this time limit is also halved; both penalties are cumulative, and should be rounded down. At the end of that time, the character must make a CON check every minute, with a +2 penalty cumulative for every minute thereafter. Failing a CON check means the character drowns.

For example, Drogo has a CON of 14. He holds his breath and dives into a pool, where a giant crab attacks him! Because he filled his lungs before entering, he would normally be able to survive for 14 minutes, but because he is in combat, the time is reduced to 7 minutes. After 7 rounds elapse, he must make a CON check with a +2 penalty. In the next round, he must attempt a CON check with a +4 penalty, and so forth.

**Earthquake**

Natural earthquakes (as opposed to those caused by magical means, such as the *earthquake* spell) come in three intensities: light, moderate, and

strong. (On the Richter scale, that would equate to 3.9, 4.9, and 5.9, respectively.)

Light earthquakes (1.0 - 3.9 on the Richter scale) are usually not even felt; if they are, they are not recognized for what they are. A light quake only lasts a few seconds, and ruins spell concentration, causes thieves to spring traps while disarming them 50% of the time, and otherwise threatens activities that require particularly delicate work.

Moderate earthquakes (4.0 - 5.9 on the Richter scale) are definitely felt. They last for 1d6+9 seconds, and rarely (30% chance) up to 30 seconds. They can affect an area up to 5 miles or so in radius. Those climbing walls, trees, or such need to make both a DEX check and a STR check to avoid toppling, and have only half the normal chance of success. Missile fire suffers a -5 penalty "to hit." Characters on or at the base of cliffs suffer from the effects of a landslide or mudslide (see p. 102 for details). If large bodies of water are disturbed, floods (see p. 101) may result. Fissures could open up spontaneously (20% chance); these are 6d6 yards in length and 6d6 feet in depth. Well-designed stone structures suffer only minor damage, but those of wooden construction or which are otherwise poorly built could suffer severe damage.

Strong earthquakes (6.0 and greater on the Richter scale) are true disasters. They last for (1d6+3)x10 seconds and can affect an area of 12 to 100 miles around or more. All but the strongest stone structures suffer great damage. Climbing is all but impossible, melee is conducted with -6 penalties "to hit", and missile fire is impossible. The same threat of floods, crevasses (40% chance), and landslides exists as for moderate earthquakes. In addition, there is a possibility of soil liquefaction (15% chance), in which an area of ground some 10-40 yards in radius temporarily turns to quicksand (see p. 102 for details). The strongest earthquakes leave large chunks of soil and rock thrust up and overturned. Earthquakes near or under the sea could also cause a tsunami-type flood (see p. 101).

Earthquakes are sometimes found in conjunction with volcanoes (see p. 103 for details).

### Extreme Temperature

Note that damage sustained from (non-magical) cold or heat can be healed at the rate of 1 h.p. per hour, as long as the character is brought into a relatively comfortable environment and has suffered neither frostbite nor heatstroke. In that case, damage must be healed normally. Bear in mind that certain types of clothing allow the wearer to feel warmer than the actual temperature.

#### Cold

If characters are in extreme sub-zero cold without adequate protection, they suffer damage automatically every minute until they either don some sort of warm clothing, move out of the cold, or find some other sort of protection.

**TABLE 156: DAMAGE FROM COLD**

Temperature	Damage per Minute
Minus 1 - 10° F	1 h.p.
Minus 11 - 20° F	2 h.p.
Minus 21 - 30° F	3 h.p.
Minus 31 - 40° F	4 h.p.
Etc.	Etc.

Any sort of wind doubles the rate of damage from cold. If hands, feet, or face are exposed, frostbite sets in after 8 h.p. of damage occurs. If that happens, damage heals at the normal 1 h.p. per day.

#### Heat

Characters in extreme heat can suffer from heat exhaustion or, more seriously, heat stroke. Characters in temperatures of 100° F or more must make a CON check every 30 minutes. Failure indicates that they suffer heat exhaustion damage.

**TABLE 157: DAMAGE FROM HEAT**

Temperature	Damage per 30 Minutes
100 - 105° F	1
106 - 110° F	2
111 - 115° F	3
116 - 120° F	4
120° F or greater	5

After sustaining 8 points of such damage, the character suffers heat stroke and has a 50% chance of collapsing every 30 minutes. Once heat stroke begins (whether or not the character collapses), the character loses 1 point of constitution every 30 minutes. Once he reaches zero, he is dead.

Heat stroke victims can only heal at the normal rate of 1 h.p. per day (magical healing notwithstanding). Characters also regain a point of constitution per full day of rest.

#### Armor

Almost any sort of armor has the effect of insulating the wearer and thus increasing his body temperature. In cold conditions this can be a good thing; in hot climates, not so much. For purposes of the following table, "cold" includes temperatures below freezing. "Heat" means temperatures above 75° F.

**TABLE 158: ARMOR EFFECTS ON TEMPERATURE**

Armor Type	In Cold, Add	In Heat, Add
Brigandine	5°	20°
Cuirass (leather)	0°	5°
Cuirass (steel)	0°	5°
Furs	15°	25°
Gambeson	25°	45°
Jousting plate	15°	35°
Lamellar (leather)	5°	15°
Lamellar (steel)	0°	10°
Mail	5°	15°
Plate	15°	35°
Plated mail	15°	30°
Ring	5°	10°
Scale (leather)	5°	15°
Scale (steel)	5°	15°

This modifier is in addition to any other adjustments for clothing, etc.

#### Falling

A straight or near-vertical fall causes 1d6 h.p. of damage per 10' fallen, up to a maximum of 50'. After 50', the damage dice start to be added cumulatively. A fall of less than 10' does no damage (but you may wish to assign 1d3 h.p. of damage, depending on the circumstances).

**TABLE 159: FALLING DAMAGE**

Distance	Falling Damage
10'	1d6
11-20'	2d6
21-30'	3d6
31-40'	4d6
41-50'	5d6
51-60'	7d6
61-70'	10d6
71-80'	14d6
81-90'	19d6
91-100'	25d6

Any fall of more than 100' without any sort of safety measures or magical assistance results in automatic death. Characters falling onto specially hazardous surfaces (for example, sharpened spikes at the bottom of a pit trap) should make a saving throw vs. petrification or sustain some sort of additional penalty (usually extra damage), as determined by the game master. See "pit traps" below.

Sometimes, however, a character does not fall down a smooth vertical shaft to his doom. In cases where the slope is moderate or gentle, most of the damage inflicted comes from abrasion, rather than the impact of the fall itself.

**TABLE 160: FALLING DOWN SLOPES DAMAGE**

Surface is...	Gentle Slope	Moderate Slope
Rough (stone)	1d3 per 10' after the first 20', plus 1d6 per 50' after the first 50'	1d6 per 10' after the first 10', plus 1d6 per 40' after the first 40'
Normal (some rocks)	1d3 per 10' after the first 30', plus 1d6 per 50' after the first 50'	1d6 per 10' after the first 20', plus 1d6 per 40' after the first 40'
Smooth (grass, faced stone, sand, ice)	1d3 per 10' after the first 40', plus 1d3 per 40' after the first 40'	1d3 per 10' after the first 30', plus 1d6 per 30' after the first 30'
Soft (mud, snow)	None, plus 1d3 per 50' after the first 50'	None, plus 1d6 per 50' after the first 50'

In the above table, the first damage done occurs from being banged against the surface (and thus damage is higher on a rough surface than on a smooth one). The second damage comes from the impact at the end of the tumble; if the circumstances dictate (such as a slope gradually becoming gentler until it is flat), the impact damage can be waived.

Note that a stone chute, such as is typically found in a dungeon setting, would be considered "smooth" and probably have a moderate slope.

**Pit Traps**

A standard feature of dungeon complexes is the pit trap. These generally come in two sorts: open and covered. An open pit trap is simply a hole cut in the floor, usually (but not always) spanning the width of a corridor. Characters moving in the dark (or relying solely on infravision) fall into open pits automatically unless they explicitly tap the floor ahead of them with a pole.

Covered pit traps, on the other hand, are topped with a camouflaged trap door that is made to be indistinguishable from the floor around it. Tapping with a pole does not always detect such traps. It should go without saying that a running character cannot use a pole to search for trap doors.

**TABLE 161: CHANCE OF FALLING INTO A PIT**

Circumstance	Open Pit	Covered Pit
Dark, no pole	Automatic	Automatic
Dark, pole	DEX check	DEX check, -4 penalty
Light, no pole, running	DEX check, -4 penalty	Automatic
Light, no pole, walking	DEX check, +2 bonus	DEX check
Light, pole	DEX check, +4 bonus	DEX check, +2 bonus

The amount of damage inflicted by falling into a pit trap depends on the depth of the pit; see above. Sometimes there may even be spikes at the bottom. In such cases, the falling character must attempt a saving throw vs. petrification. Failure indicates he hit one of the spikes and suffers an additional 1d6 h.p. of damage. Truly sadistic game masters may wish to cover the spikes with some sort of poison, in which case a second saving throw would be required if the spikes hit.

**Falling Into Water**

Characters falling (or jumping) into water at least 10' deep suffer no damage for the first 20' of the fall. Those characters with the swimming skill can dive up to 40' into water and take no damage. If the dive is more than 40' in height, they must make a skill check (with a -1 penalty for every 10' past 40'), or else take damage from the "fall," not counting the first 40'.



**Flood**

Any character caught in an onrushing torrent of water will be swept along with the flood. He can attempt to grasp any objects in the path of the flood (trees, boulders, statues, grates, etc.) to avoid being swept along further by the current. A successful STR check means the character successfully grabbed the "anchor," but he must succeed at an additional check every two minutes for the duration of the flood, or lose his grip. A failed check means the character suffers 1d4 h.p. of damage from being battered against the object itself.

Floods cause no real damage to characters (other than noted above) unless they are bashed through an area of standing objects, such as rocks or trees. If the course of the flood passes through such an area, characters suffer 1d4 h.p. per round. Drowning is rarely an actual danger unless the flood carries the characters into deeper water, they are pressed against a grate, or so forth.

A "flash flood," such as those that sweep down dry riverbeds after rain, usually lasts for 1d6+9 minutes. The duration of other floods, such as those caused by water hazards in dungeons, lasts for as long as the game master determines, or as noted in the area description.



## Ice

Creatures traversing slippery ice can only move at 25% of their normal movement rate, and must make a DEX check each round. Failure indicates they have fallen. They suffer no damage, but must spend the next round getting up, which could be problematic in some situations (such as in the middle of combat, or while being pursued). Note that movement up very icy slopes is generally not possible without some climbing tools to assist.

## Landslides

Rockslides pose a great hazard both to travelers in the mountains and to climbers on rock faces.

Those caught in a landslide while on the slope of a hill or mountain are struck by 1d6 rocks per minute for a total of 1d4+1 minutes. Each such rock uses attack column G, and deals 1d4 h.p. of damage if it hits. A character may make a DEX check each minute to only suffer half damage (min. of 1 h.p. per rock). If any character suffers more than 20 h.p. of damage in a minute, he is swept down the slope and suffers falling damage in addition to the regular landslide damage (see p. 100 for details).

Characters at the bottom of a sheer cliff-face in the path of the landslide will be struck by 1d4-1 rocks per minute for 1-2 minutes. Those rocks, however, strike on attack column L and deal 1d8 h.p. of damage. A shield can defend against each rock as if it were a separate opponent (thus a buckler can defend against one rock, etc.). Shields used in such circumstances have a 75% chance of deflecting the rock completely.

## Mudslide

Characters on the slope of a hill or mountain will, if caught in a mudslide, be carried to the base of the slope unless they can grab something securely anchored (such as a tree). The trip down causes no damage, but the mud pool bottom acts like a pool of quicksand (see p. 102 for details).

## Molten Lava

Sometimes, especially when exploring deep below the surface of the earth, adventurers must overcome encounters with lakes or rivers of molten lava.

It is difficult for someone who has never actually been near a lava flow to realize just how hot it is. The blasting heat of molten lava can extend for more than 500 yards, and the air temperature will be some 50° F higher than normal even as far out as a quarter of a mile from the flow.

Some lava exposed to the air develops a sort of plastic "skin" that helps to insulate it; this is the difference between red-glowing lava and mostly-black lava. Lava covered by such a skin cannot be mistaken for plain rock without some sort of illusion or other magical enhancement; it is too hot, and a slight incandescent glow often peeks through in places. Even then, it can only be approached for brief periods before the radiant heat begins to cause damage:

**TABLE 162: DAMAGE FROM MOLTEN LAVA**

Distance	Lava (no skin)	Lava (with skin)
200-500 yards	1d6 / round	n/a
5-200 yards	2d6 / round	n/a
1' - 5 yards	2d6 / segment	1d6 / round after 1st round
Contact	See below	See below

Anyone touching molten lava must attempt a saving throw vs. death. Success indicates that he suffers 10d6 h.p. of damage and manages to pull back in time. Failure indicates he isn't able to get out and is instantly slain. Note that,

in certain circumstances, getting out is not an option. In such cases no saving throw should be allowed. Of course, magical protection against heat or fire may apply, depending on the description of the spell or item.

## Poison Gas

Most of the time, poison gas gives no warning (except, of course, if the adventuring party had the forethought to carry a songbird with them, and keep an eye on it). In such circumstances, a normal saving throw vs. poison is required, and the effects applied normally. However, in some circumstances, the PCs may receive some sort of warning of the presence of the gas (perhaps a warning marked on a map, or given by a captive, or perhaps even the gas itself is visible), and can prepare.

A normal character, with a few seconds of preparation to fill his lungs, can hold his breath for one minute, plus an additional minute per point of constitution. If he was unable to fill his lungs, cut this time in half. If he is engaged in any sort of strenuous activity (such as combat) this time limit is also halved; both penalties are cumulative, and should be rounded down. At the end of that time, the character must attempt a CON check every minute, with a cumulative +2 penalty for every minute thereafter. Failing a CON check means the character inhaled a lungful of the poisonous air.

For example, Drogo has a CON of 14. He holds his breath and moves into a chamber filled with poisonous chlorine gas, where he is attacked by a green dragon. He would normally be able to survive for 15 minutes, but because he is in combat, the time is reduced to 7. After 7 minutes have elapsed, he must attempt a CON check with a +2 penalty. In the next round, he must also make a CON check with a +4 penalty. And so forth.

Note that a character can never hold his breath after entering the area of the gas. Or, rather, he can, but all he's doing is holding the poison in his lungs. Not helpful.

## Quicksand

Quicksand can be encountered in any low-lying area with a lot of moisture. It need not actually be sand; soil can form quicksand as well. Quicksand does not actually draw in those who fall into it. If the character can swim, he can move 10' per minute until he reaches the edge and safety. Characters who cannot swim may tread water for five minutes per point of strength. This is cut in half for moderately encumbered characters (which includes any wearing non-metal armor by default) and reduced to a quarter for heavily encumbered characters (including those wearing metal armor by default). After that, the character must make a STR check every 10 minutes to keep his head above the surface. Once that happens, he may hold his breath (see Drowning on p. 99) until he either suffocates or is rescued.

## Sleep

All characters must rest for at least 1d3+2 hours per every 24. Any less and they suffer a penalty of -1 or -5% to all rolls (whichever applies), cumulative for every 24-hour period that sleep is denied. After 2d4 days they collapse of exhaustion and sleep for 3d4 hours, unable to be woken. A single night of seven hours' sleep is sufficient to undo any ill effects from sleep deprivation.

## Starvation and Dehydration

Food and water are among the most basic of necessities. Without them, normal characters soon begin to suffer, and will ultimately expire. The effect of going without food or water is measured on the privation table.

**TABLE 163: EFFECTS OF PRIVATION**

Privation Step	Effect
Shaky	-1 on all "to hit" and saving throw, increasing by 1 per day.
Drained	As above, plus any strenuous effort (incl. combat) requires an extra CON check or character collapses.
Debilitated	-4 to all saving throws, unable to engage in combat or any other activity, including walking. After 12 hours in this condition, automatically move to "dying."
Dying	Lose 1d6 h.p. every 12 hours (cumulative) until dead.

**Starvation**

Characters can survive a number of days without food, depending on their combined strength and constitution scores. After this time, they are not automatically affected by the lack of food, but need to make saving throws to stave off its effects:

**TABLE 164: STARVATION**

STR + CON	Minimum Number of Days Without Food Before Starvation Sets In
6-15	4
16-19	5
20-24	6
25-30	7
31-35	8
36+	9

After that minimum time elapses, the character must succeed at either a STR or CON check (whichever is higher) every 12 hours. For every 12-hour period after the first, a +1 cumulative penalty applies. Failure on a check means the character progresses one step on the privation table (see above). The character must keep making checks every 12 hours until he reaches "dying."

**Dehydration**

Most characters can last three days without water before they start feeling the effects of dehydration, though various circumstances impact this. Once dehydration sets in, the character begins moving on the privation table (see above). He moves one step every three days, modified by the circumstances as indicated on the following table:

**TABLE 165: DEHYDRATION**

Circumstance	Days Until Dehydration Sets In
PC ate non-dried food (dried rations do not count)	+2
Higher than average weight	+1
Female	+1
Resting all day (less than 10 minutes of activity total)	+1
Temperature exceeds 90° F	-1
Not eating at all	-1
STR + CON is less than 8	-1

The number of days before dehydration sets in can never be less than one. Alcohol does not count as water! Note that progression on the privation table due to dehydration is automatic, and does not require a failed ability check.

In general, an average person requires a gallon of water per day, though that increases or decreases due to temperature, exertion, and the like.

**Volcano**

Volcanic eruptions can consist of one or more of the following: lava flows, clouds of ash or poisonous gas, and explosions of molten rock. If you need a random determination of what sort of volcanic eruption occurs, use the following table. Otherwise, feel free to set the specifics of the eruption according to the needs of the campaign.

**TABLE 166: VOLCANIC ERUPTION**

Die Roll (d20)	Eruption Composition	Duration
1	Explosion	1 day
2-5	Lava	2d6 days
6-8	Lava plus explosion	2d4 days
9-11	Ash	1d4+2 weeks
12-14	Ash	1d3 weeks
15-17	Ash plus lava	Ash 1d3 weeks, lava 2d6 days
18-19	Ash plus poison gas	Ash 1d3 weeks, gas 1 day
20	Ash plus explosion	Ash 1d3 weeks, explosion 1 day

Lava flows and poisonous gas are discussed on p. 102. Gas clouds can cover areas as large as several square miles, and lava stays dangerously hot for 2d3 weeks after a large eruption.

An eruption hurls large and small chunks of molten rock into the air as far away as 1,000 yards. The flying molten rock causes 1d4 h.p. of damage to anyone within 500 yards of the eruption; this damage occurs every 10 minutes unless the character is magically protected against heat. Anyone within 1,000 yards of the eruption (including those within 500 yards; this is in addition to the damage for those closer) has a chance of being hit by something larger. Check each hour for the duration of the eruption; only half of the damage is from the heat of the material, so magical protection against heat and flame only protects against half of the damage done.

**TABLE 167: VOLCANO EXPLOSION DAMAGE**

Distance	Chance of Being Hit	Damage
1-100 yards	45%	12d6
101-200 yards	40%	11d6
201-300 yards	35%	10d6
301-400 yards	30%	9d6
401-500 yards	25%	8d8
501-600 yards	20%	7d6
601-700 yards	15%	5d6
701-800 yards	10%	4d6
801-900 yards	5%	3d6
901-1,000 yards	1%	2d6

Ash clouds cover an area 1d6+9 miles in radius, several inches deep at least and blocking out the sun; this makes the area appear to be in complete night for the duration of the eruption. Characters within 2,000 yards suffer 1d3 h.p. of heat damage from the burning ash every 10 minutes, unless they are protected in some way. In addition, those within that radius must save vs. breath weapon every 10 minutes; failure indicates they choke on the ash and suffer 1d4 h.p. of damage per minute unless removed from the ash cloud.

**Weather**

Some campaign settings have a very well developed weather system complete with average temperatures, weather patterns, and the like. If your campaign has this level of detail, feel free to use it. The following is

presented as a more generic system that can be used for all campaigns, or as the basis for a more comprehensive and complex system.

First, roll for temperature. Note that all temperature is relative; "sweltering" June temperatures near the equator are very different from "sweltering" January temperatures in the far north.

**TABLE 168: TEMPERATURE**

Die Roll (d%)	Temperature	Modifier for Next
01-05	Sweltering	-15
06-15	Hot	-10
16-30	Warm	-5
31-70	Average	±0
71-85	Cool	+5
86-95	Cold	+10
96-00	Bitter cold	+15

"Modifier for next" is the adjustment made for the next time temperature is determined. Temperature should be rolled for the next 1d4 days, and then rolled again.

Second, roll for cloud cover and precipitation. The exact type of precipitation depends on temperature and season. Roll once per day.

**TABLE 169: CLOUD COVER AND PRECIPITATION**

Die Roll (d%)	Cloud Cover	Precipitation
01-10	Very clear	None
11-50	Clear	None
51-65	Light clouds / hazy	None
66-80	Partly cloudy	None
81-90	Heavy clouds	None
91-95	Heavy clouds	Light rain / snow / hail
96-00	Heavy clouds	Heavy rain / snow / sleet

Finally, roll for wind. If heavy precipitation is indicated above, add 15% to the roll.

**TABLE 170: WIND SPEED AND EFFECT ON MISSILE WEAPONS**

Die Roll (d%)	Wind	Wind Speed	Missile Weapon "To Hit" Modifier		
			Short Range	Med. Range	Long Range
01-10	Dead calm	0 mph	±0	±0	±0
11-35	Calm	1-3 mph	±0	±0	±0
36-75	Light breeze	4-12 mph	±0	±0	±0
76-89	Light wind	13-24 mph	-1	-2	-3
90-98	Strong wind	25-30 mph	-2	-3	-4
99	High wind	31-38 mph	-3	-4	not possible
00*	Gale	39-54 mph	-4	not possible	not possible
*	Storm	55-72 mph	not possible	not possible	not possible
*	Hurricane	73+ mph	not possible	not possible	not possible

\* If a gale is indicated, roll percentile dice again. On a roll of 01-10, storm force winds occur instead. Hurricane winds are never rolled randomly, and should only appear as part of a special weather event or the result of magical intervention.

## Fog

Fog never occurs on days with winds stronger than a light breeze. The chance for fog based on the weather and season is given below:

**TABLE 171: CHANCE OF FOG**

	Cold	Cool	Warm	Hot
Spring	35%	n/a	n/a	25%
Summer	45%	35%	n/a	n/a
Autumn	25%	n/a	n/a	35%
Winter	n/a	n/a	35%	45%

Fog lowers visibility to 1d6x10' on land, and three times that distance at sea (very bright lights, such as those on lighthouses, are still visible).

## Sandstorm

Any character caught in a sandstorm is, naturally, at a disadvantage when it comes to sight. Fortunately, most other creatures will be likewise affected. All creatures caught in such a storm have their sight impaired, to the point where they suffer a -2 penalty "to hit" when in melee. The speed of the wind in a sandstorm, combined with this penalty to sight, makes most missile combat impossible. Anyone in a sandstorm whose mouth and/or nose is unprotected has a 1 in 6 chance per minute of choking on the blown sand. Such a character suffocates in 1d6+2 minutes unless he is able to get out of the sandstorm and someone is able to aid him in unblocking his mouth and throat.

## Tornado

Anyone caught in a tornado first suffers 4d20 h.p. of damage from flying debris. They are then whisked 10d6 feet in the air, carried 1d6x100 (100-600) yards, and dropped. (See the rules on falling on p. 100 for details on the effects.) Tornadoes also affect structures, depending on the type of structure involved. If a structure can be called "heavy" (built with heavy timbers, large stone blocks, etc.), subtract 1 from the die roll.

**TABLE 172: TORNADO DAMAGE**

Die Roll (d6)	Wood	Sod	Wood & Stone	Stone
1	No effect	No effect	No effect	No effect
2	Damaged	No effect	No effect	No effect
3	Destroyed	Damaged	No effect	No effect
4	Destroyed	Damaged	Damaged	No effect
5	Destroyed	Destroyed	Damaged	No effect
6	Destroyed	Destroyed	Destroyed	Damaged

When a structure is damaged, the occupants take 3d6 h.p. each. When it is destroyed, the occupants take 3d10 h.p. each

# Magic Items

## Circlet of Domination

The circlet is a silver ring some 6" to 7" in diameter. When worn (on the head), it allows the wearer to dominate the mind of any single creature within 30'. The target must remain in sight at all times, and is entitled to a saving throw vs. spells. Failure means the wearer of the circlet can control the victim's body, making him speak, walk, fight, and so forth as the wearer desires. The victim may attempt subsequent saving throws depending on his wisdom score:

**TABLE 173: CIRCLLET OF DOMINATION**

Wisdom Score	Make Saving Throw Every...
3-7	Hour
8-14	10 minutes
15-18	Minute
19+	Segment (6 seconds)

In addition, if the victim is forced to do something completely contrary to his nature (suicide, etc.), he is entitled to an immediate saving throw with a +3 bonus. Once a saving throw succeeds, the same victim cannot be targeted again for a number of days equal to his wisdom score. It is worth 2,500 x.p.



## Codex of Making Friends and influencing People

This appears as a large book bound in leather with metal bindings, and its true nature cannot be discerned except by reading its contents. It radiates magic (if detected for). If read intensely over the course of a week by a bard, jester, or mountebank, the reader gains the knowledge of special skills in language and persuasion that allow him to advance automatically to the middle of his next experience level after a month of practice. The practice must be completed within three months of reading, or the knowledge is lost. After it has been read, the book disappears into dust. Only one character can read from it at a time, and only the classes listed above can benefit from the codex's secrets. Any fighter or cavalier (or sub-class) who reads any portion of it must attempt a saving throw vs. spells; failures are stunned for 5d4x10 minutes, suffer 5d4 h.p. of damage, and lose 4d4x10,000 x.p. Any other class who reads the book simply cannot comprehend it. The same character can never benefit from such a codex again. It is worth 8,000 x.p. when first discovered.

## Cornamuse of the Woodlands

This four-foot long oboe-like instrument radiates magic (if detected for). If played by a bard with a proficiency in cornamuse, he can call forth the following powers once per day:

- *Faerie Fire*
- *Entangle*
- *Shillelagh*
- *Speak with Animals*

A bard without proficiency in cornamuse can employ these powers only 30% of the time. If he attempts and fails, he cannot make another attempt until the next day. A bard with cornamuse proficiency gains a 20% bonus on his verbal patter skill when using this instrument. Bards without cornamuse proficiency can still use it and receive a +10% bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 1,000 x.p.

## Dulcimer of Defense

This stringed instrument, played with a pair of strikers, radiates magic (if detected for). If played by a bard with a proficiency in dulcimer, he can call forth the following powers once per day:

- *Barkskin*
- *Cure Light Wounds*
- *Obscurement*

A bard with no proficiency in dulcimer can employ these powers only 30% of the time. If he attempts and fails, he cannot make another attempt until the next day. A bard with dulcimer proficiency receives a 20% bonus to his verbal patter skill when using this instrument. Those without dulcimer proficiency can still use it and receive a +10% bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 2,000 x.p.

## Lyre of the Elements

This stringed instrument radiates magic (if detected for). If played by a bard with a proficiency in lyre, he can call forth the following powers once per day:

- *Control Winds*
- *Transmute Rock to Mud*
- *Wall of Fire*
- *Lower Water*

A bard without proficiency in lyre can employ these powers only 30% of the time. If he attempts and fails, he cannot make another attempt until the next day. A bard with lyre proficiency receives a 20% bonus to his verbal patter skill when using this instrument. Those without lyre proficiency can still use it and receive a +10% bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 5,000 x.p.

## Mandolin of Might

This stringed instrument radiates magic (if detected for). If played by a bard with a proficiency in mandolin, he can call forth the following powers once per day:

- *Cure Serious Wounds*
- *Dispel Magic*
- *Protection from Lightning 10' Radius*

A bard with no proficiency in mandolin can employ these powers only 30% of the time. If he attempts and fails, he cannot make another attempt until the next day. A bard with mandolin proficiency receives a 20% bonus to his verbal patter skill when using this instrument. Those without mandolin proficiency can still use it and receive a +10% bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 4,000 x.p.

### Necrophidius Handbook

This magical tome allows the reader to create a necrophidius, as long as he can labor uninterrupted and with the handbook by his side, and has the requisite materials ready.

Only one character can read from it at a time. After it has been read, at the end of the construction process, the book disappears into dust. If a character of less than 10th level attempts to create a necrophidius using the handbook, there is a 20% chance per level below 10th that the end product is a failure, simply never coming to life once created. The construct itself costs 500 g.p. per hit point, and requires the complete skeleton of a giant snake, the skull of a murderer (dead not more than 24 hours), and 10 days to create.

If any class of character other than a mage (not including sub-classes) reads from the manual, they lose 1d6x1,000 x.p. (no saving throw). It is worth 1,000 x.p. when discovered.

### Scroll of Protection from Angels

This scroll creates a *circle of protection* some 10' in radius from the reader. The circle prevents movement across its boundary, and provides complete protection against all attacks (physical and magical) by any lawful good creatures of the upper planes, such as angels. The *circle of protection* moves with the reader. If pressed against a creature in a circumstance where it cannot retreat, the *circle of protection* breaks. The protection lasts for 5d4 minutes. The reading time depends on the level of protection desired:

**TABLE 174: SCROLL OF PROTECTION FROM ANGELS**

Protection Against...	Reading Time
All types (incl. Arch-angels, etc.)	1 minute
Greater and lesser angels	42 seconds (7 segments)
Lesser angels	18 seconds (3 segments)

It is worth 2,500 x.p.

### Scroll of Protection from Archons

This scroll creates a *circle of protection* some 10' in radius from the reader. The circle prevents movement across its boundary, and provides complete protection against all attacks (physical and magical), from any neutral good creatures of the upper planes, such as archons. The *circle of protection* moves with the reader. If pressed against a creature in a circumstance where it cannot retreat, the *circle of protection* breaks. The protection lasts for 5d4 minutes. The reading time depends on the level of protection desired:

**TABLE 175: SCROLL OF PROTECTION FROM ARCHONS**

Protection Against...	Reading Time
Greater and lesser archons	42 seconds (7 segments)
Lesser archons	18 seconds (3 segments)

It is worth 2,500 x.p.

### Scroll of Protection from Daemons

This scroll creates a *circle of protection* some 10' in radius from the reader. The circle prevents movement across its boundary, and provides complete

protection against all attacks (physical and magical) from any neutral evil creatures of the lower planes, such as daemons, night hags, and nightmares. The *circle of protection* moves with the reader. If pressed against a creature in a circumstance where it cannot retreat, the *circle of protection* breaks. The protection lasts for 5d4 minutes. The reading time depends on the level of protection desired:

**TABLE 176: SCROLL OF PROTECTION FROM DAEMONS**

Protection Against...	Reading Time
All types (incl. princes, lords, etc.)	1 minute
Greater and lesser daemons, night hags, and nightmares	42 seconds (7 segments)
Lesser daemons and nightmares	18 seconds (3 segments)

It is worth 2,500 x.p.

### Scroll of Protection from Devas

This scroll creates a *circle of protection* some 10' in radius from the reader. The circle prevents movement across its boundary, and provides complete protection against all attacks (physical and magical) from any chaotic good creatures of the upper planes, such as devas. The *circle of protection* moves with the reader. If pressed against a creature in a circumstance where it cannot retreat, the *circle of protection* breaks. The protection lasts for 5d4 minutes. The reading time depends on the level of protection desired:

**TABLE 177: SCROLL OF PROTECTION FROM DEVAS**

Protection Against...	Reading Time
Greater and lesser devas	42 seconds (7 segments)
Lesser devas	18 seconds (3 segments)

It is worth 2,500 x.p.

### Scroll, Spell

Characters often discover magic spells scrolls within treasure hoards. All scrolls are usually protected by scroll cases of leather, wood, or bone. A mage or other spell caster must use *read magic* to determine what spells are written upon a particular scroll, but he need not do so more than once per scroll.

At the game master's discretion, the spells on a scroll may fade (up to 30% chance) if their nature is not immediately discerned upon their discovery.

Spell scrolls are usually of a single type, and are very rarely mixed:

**TABLE 178: SPELL SCROLL TYPE**

Die Roll (d%)	Spell Scroll Type
01-16	Cleric
17-23	Druid
24-30	Mystic
31-85	Mage
86-92	Illusionist
93-99	Savant
00	Mixed (roll twice, ignoring further rolls of 00 and duplicates)

The number of spells on each scroll, as well as the possible level of each spell, is determined randomly:

**TABLE 179: SPELL SCROLL LEVEL**

Die Roll (d%)	# of Spells	Mage Spell Level	All Others Spell Level
01-17	1	1d4	1d4
18-27	1	1d6	1d6
28-32	1	1d8+1	1d6+1
33-40	2	1d4	1d4
41-45	2	1d8	1d6
46-53	3	1d4	1d4
54-58	3	1d8+1	1d6+1
59-65	4	1d6	1d6
66-70	4	1d8	1d6
71-77	5	1d6	1d6
78-82	5	1d8	1d6
83-87	6	1d6	1d6
88-90	6	1d6+2	1d4+2
91-95	7	1d8	1d6
96-98	7	1d8+1	1d6+1
99-00	7	1d6+3	1d4+3

(If of mixed type, roll once for each type, re-rolling results over 90.) Once the number of spells has been determined, simply roll the appropriate die for each spell to verify its level, then reference the spell lists in your primary rulebook(s) to determine which spells are on the scroll. Roll each spell's level separately. Spell scrolls are worth a number of experience points equal to their total spell levels times 100, but such should only be awarded to those characters actually able to use the spells.

Once cast from a scroll, the spell disappears forever.

If the spell is one that the caster could normally cast, success is automatic. It is possible for a spell-caster to use a scroll spell of higher level than he can ordinarily cast. There is, however, a risk that doing so causes the spell to fail or, worse, backfire on the caster. Determine the difference between the spell's minimum caster level and the experience level of the caster, then roll to determine the result:

**TABLE 180: SPELL SCROLL RESULT**

Difference in Levels Needed to Cast	Spell Success	Spell Failure	Spell Backfire
1	01-95	96-99	00
2	01-90	91-99	00
3	01-85	86-99	00
4	01-80	81-97	98-00
5	01-75	76-96	97-00
6	01-70	71-95	96-00
7	01-65	66-91	92-00
8	01-60	61-90	91-00
9	01-55	56-89	90-00
10	01-50	51-82	83-00
11	01-45	46-81	82-00
12	01-40	41-79	80-00
13	01-35	36-67	68-00
14	01-30	31-65	66-00
15	01-25	26-62	63-00
16	01-20	21-44	45-00
17	01-15	16-40	41-00
18	01-10	11-37	38-00
19	01-05	06-33	34-00
20	-	01-30	31-00

Where applicable, assume each spell scroll was written by a spell caster one level higher than the spell's minimum caster level (for his class). Thus, a *fireball* spell cast from a scroll would function as if it were cast by a 6th-level caster.

**Shield, Enchanted**

Enchanted shields weigh as much as their mundane counterparts, but improve armor class by the indicated amount. Both the size and the qualities of the shield must be determined:

**TABLE 181: SHIELD, ENCHANTED (SIZE)**

Die Roll (d%)	Shield Size	X.P. Value
01-05	Buckler	25
06-15	Small	50
16-85	Medium	100
86-00	Large	125

**TABLE 182: SHIELD, ENCHANTED (QUALITIES)**

Die Roll (d%)	Qualities	X.P. Value
01-36	+1	150
37-56	+2	400
57-72	+3	700
73-80	+4	1,100
81-84	+5	1,650
85-88	Roll again, plus bonus vs. missiles	see below
89-00	Cursed	0

If a shield with a bonus vs. missiles is found, roll again on the above table to determine the shield's regular bonus in combat (re-rolling results above 84), then roll to determine its exact bonus on the following table:

**TABLE 183: SHIELD, ENCHANTED (MISSILE BONUS)**

Die Roll (d%)	Bonus vs. Missiles	X.P. Value
01-43	+1	+50
44-67	+2	+100
68-86	+3	+150
87-96	+4	+200
97-00	+5	+250

If the bonus vs. missiles is less than the regular bonus of the shield, raise it to the regular bonus (but the x.p. bonus will only be 50). All shields with a bonus vs. missiles, even those where the bonus is the same as that vs. other attacks, also have a 20% chance of deflecting *magic missiles* (as per the spell, wand, etc.) fired at the bearer's front (i.e., not flank or rear).

If a cursed shield is found, roll to determine the nature of the curse. The nature of such shields is not revealed until they are actually used in combat; mock combat tests do not reveal their curse. Once revealed, the cursed item cannot be gotten rid of except by the casting of a *remove curse* spell (the exact nature of how this is handled is up to the game master).

**TABLE 184: CURSED SHIELD**

Die Roll (d%)	Curse Type
01-45	-1
46-70	-2
71-90	-3
91-00	Missile attractor (re-roll for other curse effects, re-rolling rolls above 90).

The **missile attractor** shield draws missiles of all different sorts to the bearer. If the bearer is in a group where the target of a particular missile attack must be determined randomly, his chances of being struck are triple what they would normally be.

X.P. value is cumulative, except for cursed shields, which are never worth any experience points.

**Weapon (melee), Enchanted**

While swords encompass the vast majority of enchanted weapons, other types are certainly possible. The game master should adjust these percentages based on his campaign world. A campaign set in something approximating Earth's Neolithic period, for instance, probably have enchanted spears as the foremost type, rather than swords. It is also possible for a weapon to have multiple enchantments, and certain special types are also possible. First, determine the type of weapon:

**TABLE 185: WEAPON TYPE SUB-TABLE**

Die Roll (d%)	Weapon Type
01-05	Axe, Battle
06-10	Axe, Hand
11-21	Dagger
22-25	Flail
26-29	Hammer
30-33	Knife
34	Lance
35-39	Mace
40-41	Morning Star
42-43	Pole-Arm
44	Quarterstaff
45-49	Spear
50-99	Sword
00	Trident

**TABLE 186: SWORD TYPE SUB-TABLE**

Die Roll (d%)	Sword Type
01-10	Bastard Sword
11-25	Broad Sword
26-90	Longsword
91-93	Scimitar
94-98	Short Sword
99-00	Two-handed Sword

**TABLE 187: POLE-ARM TYPE SUB-TABLE**

Die Roll (d%)	Pole-Arm Type
01-05	Awl Pike
06-10	Bardiche
11-15	Bec de Corbin
16-20	Bill
21-25	Bill Hook
26-30	Fauchard
31-34	Fauchard-fork
35-39	Glaive
40-42	Glaive-fork
43-46	Glaive-guisarme
47-51	Guisarme
52-59	Halberd
60-66	Lucern Hammer
67-71	Military Fork
72-76	Partisan
77-81	Pole Axe
82-86	Ranseur
87-91	Spetum
92-96	Voulge
97-00	Voulge-guisarme

Once the weapon type has been determined, roll to determine the primary qualities of the weapon:

**TABLE 188: WEAPON PRIMARY QUALITY**

Die Roll (d%)	Quality	X.P. Value
01-50	+1	400
51-73	+2	800
74-81	+3	1,400
82-87	+4	2,000
88-92	+5	3,000
93-00	Cursed	0

Quality refers to the bonus received in melee combat, both on the "to hit" and damage rolls when using the weapon. In addition, 33% of all randomly-discovered non-cursed weapons have an additional quality, as determined below:

**TABLE 189: WEAPON SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01	Alertness	5,000
02	Dancing (+1 only)	4,000
03-04	Defender (+2 min.)	1,000
05-12	Detection	600
13-14	Disruption	1,350
15-17	Dragon Slayer	100
18-22	Flame Tongue	500
23-26	Frost Brand	200
27-31	Giant Slayer	100
32	Holy Avenger	1,000
33	Life Stealing	4,200
34	Luck	600 + 1,000 per wish
35-41	Lycanthrope Bane	300
42-48	Magic Scourge	200
49-50	Nine Lives Stealer	800
51	Planar	1,200
52-57	Quickness	200
58-65	Scalefoe	400
66	Sharpness (bladed only)	6,000
67-76	Short-mower	400
77	Solar	2,200
78	Speed	2,200
79-80	Submission	850
81-89	Tall-reaper	600
90	Thunderbolts	1,100
91-96	Trollslayer	400
97-98	Venom (non-crushing only)	1,200
99	Vorpal (non-piercing only)	8,600
00	Wounding (non-crushing only)	4,400

Experience point values are cumulative. The descriptions of the various secondary qualities are as follows:

- Alertness:** The wielder gains a +1 bonus to all surprise rolls and a -1 bonus to his initiative. When the holder grasps the weapon and concentrates, it can detect any one of the following once per minute (each as per the appropriate spell, and not using up any charges): *alignment*, *evil*, *good*, *illusions*, *invisibility*, *lie*, and *magic*. If one charge is expended, and the weapon set into the ground, it searches for any unfriendly creatures in a 120' radius. If any are detected, it creates *light* (as per the spell) in a 60' radius, sends a mental alert to friendly creatures within 20', and creates a zone of *prayer* (also as per the spell) within a 20' radius, affecting those creatures friendly to the possessor of the weapon. This lasts for six hours or until

the weapon is removed from the ground. If an additional charge is used (and it must be used when the first is; it cannot be added later) and if enemies are detected as indicated above, up to 16 objects (branches, bushes, etc.) within a 60' radius animate (as per the spell *animate object*) to help in the defense of the weapon's owner and his compatriots. When found, the weapon has a number of charges equal to 51 minus 1d10; as long as a single charge remains, it can be recharged by the cleric spell *holy/unholy word*. If all the charges are gone, all of its magical effects are lost. Except as noted above, spells function as if cast by a 16th level spell caster.

- **Dancing:** This quality can only apply to weapons with a +1 bonus; if other, re-roll for the secondary quality. On the first round of melee combat, it has a bonus of +1. On the second, it has a +2 bonus, and so forth. On the fifth round, the bonus returns to +1 and the cycle begins again. However, on the fifth melee round (or any other round when the bonus of the weapon is +1), the wielder can opt to let the weapon "dance"; that is, to float in the air, fighting against enemies without the need for the wielder to concentrate. Such fighting occurs as if a character of the same level and class as the wielder is using the weapon. While the weapon is dancing, the wielder can pick up another weapon, cast spells, and so on. The sword can never be more than 30' from the wielder, and does not suffer damage itself (although it is susceptible to magic such as *dispel magic*, *fireball*, etc.). If the weapon stops dancing for any reason (e.g., the combat is over or the owner moves more than 30' away), it begins the cycle again when it is picked up, having a bonus of +1, then +2, etc.
- **Defender:** The wielder of this weapon can split its bonus between a "to hit" bonus and a bonus to his own armor class. Note that if this quality is rolled for a weapon that only has a +1 bonus, the game master should re-roll for the secondary quality.
- **Detection:** This weapon enables the wielder to detect one or more of the following, upon concentrating, as long as the weapon is held prominently. The feeling is transmitted via a tingling in the hilt or handle of the weapon.

**TABLE 190: WEAPON OF DETECTION**

Die Roll (d%)	Detect
01-10	Elevator/shifting rooms, shifting walls, etc. within 10'
11-20	Sloping passages within 10'
21-30	Evil or good within 10'
31-50	Gems (reveals kind and amount, but not size) within 5'
51-60	Precious metals (kind and amount) within 20'
61-70	Detect magic within 10'
71-80	Detect secret doors within 5'
81-90	Detect invisible objects and creatures within 10'
91-100	Roll twice, ignoring rolls above 90. If a duplicate is indicated, the weapon detects only one thing, but the range is doubled.

- **Disruption:** This weapon has an inherently neutral good alignment, and any character of evil alignment touching it suffers 5d4 hit points of damage with no saving throw. If the weapon strikes an undead creature or creature from one of the lower planes (devil, daemon, demon, etc.), the creature must make a special saving throw:

**TABLE 191: WEAPON OF DISRUPTION**

Creature Type	Saving Throw
I-VII	Automatic failure
VIII	4
IX	7
X	10
XI	13
XII	16
XIII	19

If the creature rolls the indicated number or higher on 1d20, it merely suffers double the normal damage it would otherwise take. If it fails the saving throw, it is instantly blasted into nothingness.

- **Dragon Slayer:** This weapon has an additional bonus of +2 when used against any true dragon. This includes red, silver, faerie, shadow, and other such true dragons, but excludes creatures like dragonnes, dragon turtles, and dragon-shaped deities. In addition, the weapon causes triple damage against a single type of dragon, determined randomly:

**TABLE 192: WEAPON OF DRAGON SLAYING**

Die Roll (d%)	Dragon Type
01-06	Black
07-12	Blue
13-18	Brass
19-24	Bronze
25-30	Cloud
31-36	Copper
37-41	Faerie
42-47	Fog
48-53	Gold
54-59	Green
60-65	Mist
66-71	Red
72-76	Shadow
77-82	Silver
83-88	Steam
89-94	Vapor
95-96	White

- **Flame Tongue:** When the wielder speaks a command word (usually engraved somewhere on the weapon itself), a bright flame ignites along the blade or haft of the weapon (as appropriate). It will not harm the wielder, but sets fire to flammable objects such as oil, parchment, and the like. When flaming, the weapon provides an additional +1 bonus when used against creatures that can regenerate (see "trollslayer"). It also yields an additional +2 when used against cold-based creatures (such as ice toads or white dragons), as well as birds and other avian creatures. Finally, it gives an additional +3 bonus when used against the undead. Note that these bonuses are not cumulative; when used against a creature that falls under more than one category, use the highest bonus.
- **Frost Brand:** This weapon gives an additional bonus of +5 vs. all fire-using creatures and those who dwell in or are made of flame (such as fire giants, red dragons, fire elementals, salamanders, etc.). It does not glow except when the ambient temperature is 0° F or less. It also allows the wielder to function as if he were wearing a *ring of warmth*. Finally, if thrust into a stationary fire, there is a 50% chance that it extinguishes the flame (with a 10' radius of effect). *Fireballs* or *meteor swarms* would not be affected, as they are not stationary.
- **Giant Slayer:** When used against a giant, ettin, ogre mage, or titan, this weapon deals an additional +1 h.p. of damage.



When used against an actual giant (hill, stone, fire, etc.), the weapon also causes double damage (but does not double the bonus).

- **Holy Avenger:** This weapon displays no special qualities until and unless it is in the hands of a paladin. At that point the weapon has a (total) bonus of +5; if the weapon ordinarily has a +5 bonus, it will be a +6 weapon when wielded by a paladin. It also radiates a zone of 50% magic resistance in a bubble 5' from the wielder (which functions as magic resistance does for monsters). This zone also automatically dispels magic (as per the spell) as if cast by a mage of the same experience level as the paladin. Lastly, when used against enemies of chaotic evil alignment, the holy avenger provides a total of +10 damage.
- **Luck:** The weapon affords the wielder a bonus of +1 on all saving throws, and contains 1d4+1 wishes (as per the spell).
- **Lycanthrope Bane:** The weapon provides an additional +2 bonus against all lycanthropes and other creatures able to alter their form (such as doppelgangers, vampires, druids, etc.). This bonus also applies to creatures whose form has been changed by some item or spell, such as *polymorph other*.
- **Magic Scourge:** The weapon gives an additional +1 bonus against mages (and sub-classes), spell-using monsters of all sorts, and creatures that are conjured, gated, or summoned. It does not apply to creatures with magical powers granted by some magic item, or upon whom some third party has cast a spell.
- **Nine Lives Stealer:** On a natural roll of 20 in melee combat, the weapon drains the life force of the unfortunate target if he fails a saving throw vs. magic. This function only works a total of nine times; thereafter the weapon loses its secondary quality forever.
- **Planar:** The weapon provides an additional +1 bonus when used against creatures native to one of the inner planes of existence (elemental, etc.). It also has an additional +2 when used on or against natives of the outer planes, and an additional +3 when used on or against creatures native to the ethereal or astral planes.
- **Quickness:** The weapon automatically strikes first in any round when its wielder is not surprised.
- **Scalefoe:** This weapon gives an additional bonus of +3 when used against reptiles, snakes, dinosaurs, dragons, and the like.
- **Sharpness:** Only bladed weapons may have this quality; if a non-bladed weapon is indicated, re-roll the quality. Regardless of its actual bonus, this weapon can strike creatures normally only hit by +3 weapons or better. It severs a limb (arm, leg, pseudopod, tentacle, etc.) when a certain natural (unmodified) result is rolled on a "to hit" roll. The roll required to sever depends on the nature of the target being attacked:

**TABLE 193: WEAPON OF SHARPNESS**

Target	"Natural" Roll to Sever
Man-sized or smaller	18+
Large	19+
Metal or stone (golems, etc.)	20

- **Short-mower:** This weapon provides an additional +1 bonus when used against creatures of small size.
- **Solar:** This weapon has 50% of the normal weapon speed (round up). When used against creatures of evil alignment, it provides an additional +2 bonus. When used against creatures from the negative material plane, or those with magical links to that plane (such as mummies), it inflicts double damage. The blade emits a golden glow when unsheathed and, if swung in a circular motion, creates a sphere of light equal to normal daylight in strength. The sphere of light begins at a 10' radius

around the wielder of the weapon and grows 5' per minute, to a maximum total radius of 60'. Once it reaches its maximum size, the orb of light dims at a rate equal to that at which it grew. This sphere of light can only be used once per day.

- **Speed:** This weapon allows the wielder to always attack first in a given melee round. In addition, the wielder can strike more than once per round. If the wielder is normally able to only hit once per melee round, he strikes three times per two rounds. If he normally strikes three times every two rounds, he strikes twice per round, and so forth. This is cumulative with any other speed-affecting magic that may be applicable.
- **Submission:** Any creature struck by this weapon must make a saving throw vs. spells. Failure indicates the creature must make a morale check in the following melee round instead of its normal attack. If it fails that morale check, it surrenders, overcome by *hopelessness* for 2d4 minutes. This function can be used a total of 1d4+16 times, after which the weapon loses its secondary quality (but not its primary quality).
- **Tall-reaper:** This weapon gives an additional +1 bonus when used against creatures larger than man-sized.
- **Thunderbolts:** Regardless of the type of weapon, it appears to be too large for its type, and of some subtle imbalance that makes it difficult (if not impossible) to wield properly in combat. However, once picked up by a character with at least 18/01 strength and a height of 6' or more, its full potential is realized. In such hands, the weapon gains its magical bonus and inflicts double normal damage when it hits. If the wielder knows the true name of the weapon, is wearing a *girdle of giant strength* (any type) and *gauntlets of ogre power*, he gains an additional +2 bonus and can hurl the weapon (no matter what sort it is, even those not normally usable as missile weapons). When hurled, the damage bonus for strength (and magical bonuses) still applies, it automatically slays any giant it hits, and if the weapon does hit (any type of creature, not just giants), a titanic thunderclap stuns all creatures within 30' of the point of impact for 1 minute. The hurled weapon has a range of 10' plus 5' per point of damage bonus gained from the girdle and gauntlets, combined. It can only be hurled every other minute, and if hurled five times in any given 20 minute period, the wielder must rest for 10 minutes.
- **Trollslayer:** The weapon gains an additional +2 bonus when used against any creature that can regenerate lost hit points while in combat, such as trolls or individuals wearing a *ring of regeneration*.
- **Venom:** Crushing weapons (maces, flails, etc.) cannot have this attribute; re-roll if it is indicated for such weapons. The weapon contains a reservoir of poison; on a roll of a natural 20 in combat, the target must succeed at a saving throw vs. poison or be instantly killed. The weapon holds six doses of such poison, and can be refilled. Note that conscious use of such a weapon is an inherently evil act, and should be adjudicated accordingly.
- **Vorpal:** Piercing weapons such as lances and spears may not have this quality; if such is indicated, re-roll the quality (items such as maces and hammers, if possessed of this quality, will "knock the block off" the enemy). The weapon severs the head of an enemy when a certain natural (unmodified) result is rolled on a "to hit" roll. The roll required to sever depends on the nature of the target:

**TABLE 194: VORPAL WEAPON**

Target	"Natural" Roll to Behead
Man-sized or smaller	17+
Large	18+
Metal or stone (golems, etc.)	19+

- **Wounding:** Crushing weapons (maces, flails, etc.) cannot have this attribute; re-roll if it is indicated for such weapons. Each wound inflicted with this weapon bleeds for 1 h.p. of additional damage per round for 10 rounds, unless the victim takes an entire minute to bind the wound. Neither magical healing (potions, spells, etc.) nor regeneration (such as that enjoyed by trolls or caused by a *ring of regeneration*) can heal damage caused by a *weapon of wounding*.

**TABLE 195: CURSED MELEE WEAPON SUB-TABLE**

Die Roll (d%)	Curse Effect
01-45	+1
46-70	-1
71-90	-2
91-95	Berserking (re-roll for other curse effects, re-rolling results above 90).
96-00	Injury (re-roll for other curse effects, re-rolling results above 90)

- **Berserking:** The weapon causes the wielder to attack whomever is closest to him, whether that person be friend or foe, and to continue to do so until he is slain or there is no one within 60'. When that happens, the berserker lust fades, but will be re-kindled the next time he is in any combat situation.
- **Injury:** The weapon always causes as much damage to any friendly character within range as it does to an enemy, on every round that the weapon inflicts damage. This applies to friendly figures to the wielder's sides and front flanks, but not to his rear.

All cursed weapons appear as normal, beneficial types in any situation other than real combat; practice, mock battles, and such will not force a cursed weapon to show its true colors. A cursed weapon can only be gotten rid of by the application of an *exorcise* spell (*remove curse* will not work!). Otherwise, it returns to the hand of the owner when battle is joined, no matter what steps he takes to get rid of it.

**Weapon (missile), Enchanted**

Missile weapons fall into two broad categories: those which are hurled (such as spears and javelins) and those which are fired (bow and arrow, crossbow and bolt, etc.). Some weapons that can be hurled or used in melee are included in both lists, but the secondary qualities generated are different.

Generally speaking, ammunition-type weapons (such as arrows, bolts, and sling bullets) are single-use items. Once they hit, they are destroyed, and even if they miss, there is a 1 in 6 chance that they will still be destroyed. Like melee weapons, it is also possible for a weapon to have more than one enchantment, and certain special types are also possible. First, determine the type of missile weapon discovered:

**TABLE 196: MISSILE WEAPON TYPE**

Die Roll (d%)	Weapon Type
01-14	Arrow (dozen)
15-23	Axe (hand)
24-35	Bolt/quarrel (score)
36-37	Bow
38-48	Bullet (score)
49-50	Crossbow (90% lt., 10% hvy.)
51-71	Dagger
72-79	Dart (half-dozen)
80-87	Javelin
88	Sling
89-00	Spear

**TABLE 197: BOW TYPE SUB-TABLE**

Die Roll (d%)	Bow Type
01-15	Composite
16-85	Long
86-00	Short

Once the weapon type has been verified, roll to determine the primary weapon qualities:

**TABLE 198: MISSILE WEAPON PRIMARY QUALITY**

Die Roll (d%)	Quality	X.P. Value
01-49	+1	400
50-76	+2	600
77-96	+3	1,200
97-99	+4	1,800
00	Cursed	0

In addition, 15% of all non-cursed missile weapons also have a secondary quality:

**TABLE 199: MISSILE WEAPON SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01-10	Accuracy	500
11-20	Distance	1,000
21-25	Fireburst	500
26-40	Homing	500
41-45	Hurling (no fired weapons or ammunition)	3,000
46-55	Impact	300
56-65	Seeking	100
66-70	Slaying	2,000
71-80	Snowsurge	500
81-90	Speed	1,100
91-00	Throwing (no fired weapons or ammunition)	300

- **Accuracy:** The weapon is always considered to be in short range, up to its maximum range (past which it cannot go).
- **Distance:** The weapon has double the normal range (thus short range is twice as long as it normally would be, followed by twice the medium range, etc.).
- **Fireburst:** This weapon bursts into flames upon impacting an enemy (if it misses its target, it will not ignite). This inflicts double damage to any cold-using or cold-based creatures, such as white dragons or ice toads. If this attribute is found on ammunition, the missile will be destroyed as it hits.
- **Homing:** This hurled or fired weapon will, if it hits, automatically return to the wielder; if the quality applies to a fired weapon, the ammunition thus fired will return to the owner. If it misses, it will not return, and the enchantment disappears (loss of enchantment does not apply if this is a fired or hurled weapon, but it will still not return). In addition, ranges are doubled.
- **Hurling:** This quality cannot be applied to fired weapons (bows, crossbows, slings, etc.) or ammunition (arrows, bolts, bullets, etc.). If such is indicated, re-roll the secondary attribute. This weapon can be thrown twice the ordinary range, and always returns to the hand of the welder, whether it hits or misses. In addition, the damage inflicted is twice normal (apply any magical bonuses after the damage is doubled). The damage doubling does not apply if the weapon is not thrown.
- **Impact:** If this quality is applied to a hurled or fired weapon, it can only be used 1d6+6 times. After that, the weapon loses all of its enchanted properties. This quality allows the weapon to do additional damage, if the die roll "to hit" is higher than the

actual number needed to hit. For each point of difference between the “to hit” die roll and the number needed to hit the target, the weapon inflicts an additional 2 points of damage. For example, a *bow of impact* is fired at an enemy, and the wielder needs a 10 to hit. He rolls a 17. The arrow fired from the bow does its normal damage, plus the magical bonus provided by the bow, plus an additional 14 points of damage (since 17-10=7, and 7x2=14)!

- **Seeking:** The weapon functions as an enchanted weapon both “to hit” and to damage, but cannot hit creatures capable of only being struck by magical weapons, such as gargoyles.
- **Slaying:** If encountered as a group of objects (arrows, bullets, etc.), only one of the group has this quality; it will stand out in some way to indicate its special nature. If this is the quality of a fired or hurled weapon, it is only usable once; when it hits, all enchantment leaves the object (the missile itself is not harmed). If the weapon is used against the appropriate sort of creature, it kills that creature instantly (no saving throw, but magic resistance does apply, if applicable). The type of creature against which the weapon of slaying is targeted should be determined randomly when it is first discovered; the game master should feel free to alter the list to make it more appropriate to his own campaign.

**TABLE 200: WEAPON OF SLAYING**

Die Roll (d%)	Creature Type
01-04	Angels
05-08	Arachnids
09-12	Archons
13-16	Avians
17-20	Bards
21-24	Clerics
25-28	Daemons
29-32	Demons
33-36	Devas
37-40	Devils
41-44	Dragons
45-48	Dwarves
49-52	Elementals
53-56	Elves
57-60	Fighters
61-64	Giants
65-68	Gnomes
69-72	Golems
73-76	Halflings
77-80	Humanoids
81-84	Mages
85-88	Mammals
89-92	Reptiles
93-96	Thieves
97-00	Undead

- **Snowsurge:** This weapon creates a super-cold flash of ice and snow upon impacting an enemy (if it misses its target, the magic does not activate). This inflicts double damage to any fire-using or flame-based creatures, such as salamanders or red dragons. If this attribute appears on ammunition, the missile is destroyed as it hits.
- **Speed:** This allows the wielder to fire at twice the normal rate. In addition, the wielder always fires first in a melee round. If surprised, the weapon gives a -2 bonus to the initiative penalty for the wielder only (not for his friends or allies).
- **Throwing:** This quality cannot be applied to fired weapons (bows, crossbows, slings, etc.) or ammunition (arrows, bolts, bullets, etc.). If such is indicated, re-roll the secondary attribute.

It has double the normal range, and the strength bonus of the wielder applies to both the “to hit” and damage rolls.

**TABLE 201: CURSED MISSILE WEAPON SUB-TABLE**

Die Roll	Curse Effect
01-45	-1
46-70	-2
71-90	-3
91-00	Backbiter

- **Backbiter:** The weapon initially appears to be a +1 weapon of normal aspect. However, once used in actual combat, it wraps around and strikes its own wielder in the back (with no dexterity or shield bonus for AC, of course). If a normally hurled weapon is used hand-to-hand (such as a dagger or spear), it functions as a -1 cursed weapon.

All cursed weapons can only be discarded by the application of a *remove curse* spell (for ammunition, such as arrows, bolts, bullets, etc.), or by an *exorcise* spell for the weapon itself (bow, crossbow, sling, etc.). Otherwise, they return to the hand of the owner when battle is joined no matter what steps are taken to get rid of them. Cursed ammunition only does so once, however; once fired, that particular cursed item has spent its effect. Of course, if a character finds a dozen cursed arrows, he’ll have to shoot all of them in a real combat environment to be fully rid of the curse...



**Workbook of Animated Statues**

This appears as a large book bound in leather with metal bindings; its true nature cannot be discerned except by scanning its contents, though it does radiate magic (if detected for). The *workbook of animated statues* allows the reader to create an animated statue of a particular type, as long as he can labor uninterrupted and with the *workbook* by his side, and has the requisite materials ready. There are different types of *workbooks*, depending on the type of animated statue to be created. Determine the type when the *workbook* is discovered:

**TABLE 202: WORKBOOK OF ANIMATED STATUES**

Die Roll (d8)	Statue Type	Time to Create	Materials Cost
1-4	Marble	2 weeks	10,000 g.p.
5-7	Stone	4 weeks	20,000 g.p.
8	Bronze	6 weeks	40,000 g.p.

Only one character can read from it at a time. After it has been read, at the end of the construction process, the book disappears into dust. If a character

of less than 8th level attempts to create an animated statue using the manual, there is a 10% chance per level below 8th that the end product will be a failure. It may (01-17) simply fail to animate or respond to commands, or (18-20) go berserk and turn on its creator.

Only mages or savants can read from a *workbook of animated statues*. If an illusionist reads any of it, he is blinded for 1d6 days (no saving throw). If any other class reads even a single word, they lose 1d4x10,000 x.p. It is worth 1,600 x.p. when discovered.

## Intelligent Magic Items

Some magical items are not mere tools, but are themselves possessed of an intelligence, will, and purpose. Many are the result of the spell *reincarnate*, which can 1% of the time) result in the soul of the reincarnated person becoming trapped in a magic item or weapon. If such is indicated when the spell is cast, simply list the suitable magic items within 60' of the body and roll randomly. If no such item is within 60', a random item should be found (or placed) within 1 mile. It is whispered that some dark magics can actually place a soul within an item on purpose, either as a punishment or as a means to achieve a twisted sort of immortality. In most cases an intelligent magic item should be treated as an NPC.

Of all permanent magic items found, 1% are possessed of an intelligence. Game masters may adjust this percentage to suit their individual campaigns, of course, and may assign different percentages to various types of items (for instance, giving swords as high as a 25% chance to be intelligent). Single-use items (such as potions, books, and scrolls) and items that use charges (such as wands) cannot be so possessed. If a given item is determined to be intelligent, roll to see the extent of its capabilities:

**TABLE 203: INTELLIGENT ITEM CAPABILITIES**

Die Roll (d%)	INT	Ego	Capabilities
01-32	12	1	Signaling, 1 minor power
33-56	13	2	Empathy, 2 minor powers
57-76	14	2	Speech, 2 minor powers
77-88	15	3	Speech, 3 minor powers
89-96	16	4	Speech, <i>read languages</i> , 3 minor powers
97-00	17	8	Speech, telepathy, <i>read languages</i> , <i>read magic</i> , 3 minor powers, 1 major power

(Keep a running total of the item's ego points throughout the various steps of determining its powers.) *Signaling* means the item can communicate through some non-verbal cue: vibration, warmth, tingling, and the like. *Empathy* means the item can communicate emotions (pleasure, displeasure, fear, joy, etc.). *Telepathy* is non-verbal communication directly with whoever possesses the item. *Speech* means verbal communication, usually in the common tongue. Other languages may be spoken as indicated below:

**TABLE 204: INTELLIGENT ITEM LANGUAGES**

Die Roll (d%)	Languages	Ego
01-40	Common only	1
41-70	Common plus 1 additional	1
71-85	Common plus 2 additional	2
86-95	Common plus 3 additional	2
96-99	Common plus 4 additional	3
00	Common plus 5 additional	3

After determining the languages of the item, roll its alignment. Note that some items, such as a *holy avenger* weapon, have an obvious alignment and should not be rolled. Other items should be re-rolled as needed; a lawful good *dagger of venom* would be an oxymoron, for example.

**TABLE 205: INTELLIGENT ITEM ALIGNMENT**

Die Roll (d20)	Alignment	Usable by
1	Lawful good	LG
2-3	Neutral good	LG, NG, CG
4	Chaotic good	CG
5-6	Chaotic neutral	CG, CN, CE
7	Chaotic evil	CE
8-9	Neutral evil	LE, NE, CE
10	Lawful evil	LE
11-12	Lawful neutral	LG, LN, LE
13-20	Neutral	Any

After establishing the object's alignment, roll to determine which minor power(s) it possesses:

**TABLE 206: INTELLIGENT ITEM MINOR POWER**

Die Roll (d%)	Minor Power
01-07	<i>Bless</i> 3 times per day
08-14	<i>Cure light wounds</i> 3 times per day (on the possessor of the object only)
15-21	<i>Darkness</i> 3 times per day
22-28	<i>Detect coins</i> (including type and number) 60' radius
29-35	<i>Detect evil and good</i> 30' radius
36-42	<i>Detect gems</i> (including type and number) 15' radius
43-49	<i>Detect invisible objects</i> 10' radius
50-56	<i>Detect lie</i> 3 times per day
57-63	<i>Detect magic</i> 10' radius
64-70	<i>Detect secret doors</i> 5' radius
71-77	<i>Detect sloping passages</i> 30' radius
78-84	<i>Faerie fire</i> 3 times per day
85-91	<i>Hold person</i> 3 times per day
92-98	<i>Locate object</i> , 120' radius
99	Roll twice, re-rolling anything above 98 (add +1 ego)
00	Roll on the major power table instead (add +1 ego)

After determining the minor powers, roll to see what major power it possesses, if any:

**TABLE 207: INTELLIGENT ITEM MAJOR POWER**

Die Roll (d%)	Major Power
01-05	<i>Charm person</i> 3 times per day
06-10	<i>Clairaudience</i> (30' range) 3 times per day
11-15	<i>Clairvoyance</i> (30' range) 3 times per day
16-20	<i>Detect undead</i> (30' range) 3 times per day
21-25	<i>ESP</i> (30' range) 3 times per day
26-30	<i>Flying</i> (120'/min. - poor) 1 hour per day total
31-35	<i>Gust of wind</i> 3 times per day
36-40	<i>Haste</i> 3 times per day (on possessor only)
41-45	<i>Heal</i> once per day
46-50	<i>Illusion</i> (120' range) 2 times per day
51-55	Know direction and depth 2 times per day
56-60	<i>Levitation</i> (300 lbs. max.) 3 times per day, 10 minutes each time
61-65	Possessor's strength score is increased by 3 for 10 minutes, 3 times per day
66-70	<i>Protection from evil/good</i> (depending on alignment) 3 times per day
71-75	<i>Quench fire</i> 3 times per day
76-80	<i>Slow</i> 3 times per day
81-85	<i>Telekinesis</i> (250 lbs. max.) twice per day
86-90	<i>Telepathy</i> (60' range) twice per day
91-94	<i>Teleport</i> once per day
95-99	<i>X-ray vision</i> (40' range), twice per day, 10 minutes each time
00	Roll twice, re-rolling anything above 99 (add +2 ego)

Remember that all minor and major powers are in addition to the object's actual powers. If a duplicate power is indicated, re-roll.

In addition, 1% of all items with a major power also have a special purpose. In such cases, roll to determine both what it is and what special power the item has that is used (only) in furtherance of that purpose. Items with a special purpose add +5 to their ego.

**TABLE 208: INTELLIGENT ITEM SPECIAL PURPOSE**

Die Roll (d%)	Special Purpose
01-06	Defeat good (if evil) or evil (if neutral or good)
07-12	Defeat law (if chaotic) or chaos (if neutral or lawful)
13-28	Defeat opposite alignment (if neutral, preserve balance and prevent ascension of any particular alignment)
29-34	Kill all demi-humans
35-40	Kill anything except the possessor of the item (because everything else in the world is out to get him)
41-46	Kill bards (incl. sub-classes)
47-52	Kill cavaliers (incl. sub-classes)
53-58	Kill clerics (incl. sub-classes)
59-64	Kill fighters (incl. sub-classes)
65-70	Kill humanoids, trolls, ogres, and giants
71-76	Kill humans, elves, dwarves, halflings, gnomes, orcs, goblins, etc. (choose one specific race)
77-82	Kill mages (incl. sub-classes)
83-88	Kill non-humans
89-94	Kill non-spellcasters
95-00	Kill thieves (incl. sub-classes)

**TABLE 209: INTELLIGENT ITEM SPECIAL PURPOSE POWER**

Die Roll (d%)	Special Purpose Power
01-09	Cause <i>blindness</i> for 2d6 rounds
10-18	Cause <i>confusion</i> for 2d6 rounds
19-27	Cause <i>fear</i> for 1d4 rounds
28-36	Cause <i>insanity</i> for 1d4 days
37-45	Cause <i>paralysis</i> for 1d4 rounds
46-54	<i>Dimension door</i>
55-63	<i>Disintegrate</i>
64-72	<i>Fireball</i> (10d6 damage)
73-81	<i>Ice storm</i>
82-90	<i>Lightning bolt</i> (10d6 damage)
91-00	Possessor gets +2 on all saving throws, -1 on all damage inflicted upon him

After verifying the powers, determine the ego of the item. Add the ego from the capabilities, languages, and powers; if the item is an enchanted weapon, each "plus" of the weapon also adds +1 to the total ego. That is the ego of

the item. The ego is used in two ways: first, as a modifier to the experience point value of the item, and second, as a means to determine the extent to which it can influence or control the one who possesses it. For every point of ego the item has, add 100 to the experience point value.

A character who tries to use an item of an incompatible alignment will find the item simply refuses to function on command, argues with its possessor (to the extent that it can), and so forth, until it is transferred to the possession of one whose alignment is more to its liking. Even when in the hands of one of compatible alignment, the item desires that its possessor act in strict accordance with its alignment and special purpose (if any). If the character refuses to do so, the item attempts to assert itself over the character.

When an item and a player character are in conflict, compare the following:

- Magic Item: Intelligence + Ego
- Character: Intelligence + Charisma + Experience Level - 1 for every 5 hit points damage that has been taken

For example, a 10th-level fighter with INT 13, CHA 12, and 50 h.p. would have a combined score of 35 (since 10 + 13 + 12 = 35). If he suffered 10 points of damage, he would only have a score of 33. If he took 40 points of damage, he would have a score of 27. If at any time a character's damage causes his score to fall under the object's score, the object takes control.

Once it is in control, the item can force its possessor to attack, prevent him from attacking, compel surrender, and even use its powers against its owner (or drop off him in order to be picked up by someone more worthy).

Even if the character has a greater score than the item, the item can negotiate, wheedle, and complain if its desires are not met. In all circumstances, it can flat-out refuse to use its special powers if it does not deem their use would further its special goal. It may demand the removal of henchmen or fellow party members of whom it does not approve. It may require that embellishments (jewels, gold tracery, etc.) be added to it. If someone comes along whom the item deems more worthy than the player character, it may demand to be given up to that other person. In short, unless their demands are met in every particular, intelligent magic items become increasingly more demanding, obnoxious, and overbearing.

Intelligent items also become increasingly more insistent that they be treated as an equal member of the party. They demand input into decisions (particular as regards combat, especially for intelligent weapons) and will brook no rivals. Intelligent objects can sense others of their kind, and will do their utmost to misdirect the party into ignoring or (preferably) destroying a potential rival.

# Monsters

## Rule Changes for Existing Monsters

### Damage Bonus for Giant-class Creatures

Game masters wishing to make their games more deadly may wish to use the following rule: giant creatures (such as hill giants, ogres, trolls, etc.) get a bonus to damage equal to their number of hit dice. This would apply to clawing, weapons, punching, and similar attacks, but not to biting or special attacks.

### Monster Entry Updates

Specific minor changes:

- Archons are of neutral good alignment and dwell in the plane of Elysium
- Devas, Solars, and Planetars are of chaotic good alignment and dwell in the plane of Olympus

**Hit Dice** refers to the number of dice, and what type, that should be rolled to determine each individual creature's hit points. This also determines what attack column the creature uses when in combat. As a rule, larger, tougher creatures should use a d10 or d12, while smaller, physically weaker creatures would use a d4 or d6. Note that it is possible for some sub-types of creatures to use one type of die, and others another; an orc chieftain might use a d10, while a female orc might use a d6.

**Morale** is the modifier the creature uses when making a morale check. A 'plus' is a bonus (indicating the creature is particularly brave or savage), while a 'minus' is a penalty (indicating the creature is easily frightened, normally pacifistic, etc.). A few creatures (such as undead, golems, etc.) never fail a morale check, no matter what.

**Treasure Type** refers to the type of treasure a given group of creatures possesses when using either Optional Treasure Rules Method I or Method II. Humanoids have treasures that are weighted more towards the ordinary items (things that they would have naturally obtained from pillaging and looting). More powerful and fantastic creatures possess rarer treasures, while some creatures have nothing but gems.

**Treasure Value** refers to the overall worth of the treasure a given group of creatures possesses, when using either Optional Treasure Rules Method I or Method II. Note that the overall treasure value is based on the maximum number of creatures encountered; it should be scaled down appropriately when less than the maximum number of creatures are present. When converting from the treasure types given in the Advanced Dungeons & Dragons® rulebooks, use the following table:

**TABLE 210: MONSTER TREASURE VALUE**

Treasure Type	Treasure Value (in g.p.)
A	9d6x1,000
B	1d4x1,000
C	4d6x100
D	(2d4+1)x1,000
E	(1d6+2)x1,000
F	(1d8+3)x1,000
G	(6d4+10)x1,000
H	3d4x10,000
I	3d8x1,000
J	1
K	1
L	1d6
M	1d8
N	1d20
O	2d20
P	1d4x100
Q	1d10x10
R	6d6x1,000
S	n/a
T	n/a
U	8d12x1,000
V	n/a
W	(2d4+1)x10,000
X	n/a
Y	(1d4+4)x100
Z	1d6x10,000

**Evasion** only applies to waterborne and undersea creatures. It is a bonus given when the creature(s) attempt to evade a waterborne encounter. Details on waterborne evasion appear in the section on Ships and Waterborne Encounters, above. Generally speaking, a fast creature has a better evasion score, but this can be mitigated if it is enormous and thus easier to spot.

## New Monsters

### Angel

Angels inhabit the Seven Heavens, and are paragons of both order and weal. They are known to serve lawful good deities when their interests coincide, and are exacting and rigid in their acceptance of orders from their superiors in the angelic hierarchy. They look down on those who do not share their desire for order, which is just as great as their desire for good. While they sometimes act in concert with archons, or even devas in thwarting evil plots, it has been millennia since they worked with devils to further the cause of lawfulness. The circumstances behind that alliance, and the reasons for its breaking, are sore subjects among angels, and they do not discuss it willingly. They are on good terms with powerful lawful good creatures of the material plane, such as lammasu and shedu.

Angels can travel from one layer to another within their home plane, as well as any of the Upper Planes from Arcadia to Gladshiem. They can also enter the astral plane from the top layer of any of those planes, and often monitor events on the material plane while in astral form. They cannot enter the material plane without some sort of magical intervention (spell, *gate*, magical device, etc.), but can enter the ethereal plane from the astral where they intersect above the material.

All angels have individual names, which can be used to summon, *gate*, conjure, and possibly control them. A magic circle keeps lesser and greater angels at bay, but has no effect on Arch-Angels.

All angels, of whatever choir, have the following abilities:

- *Infravision* (constant)
- *Teleport without error* at will
- *Telepathy* allowing them to understand all languages, but not to read minds
- Half damage from acid-based attacks
- Half damage from electrical attacks and lightning
- Immunity from fire (including magical fire and dragon's breath)
- Immunity from gas attacks
- Immunity to poison

In addition, most choirs of angels have other powers, as described in their specific entry below. Remember that Arch-Angels are treated as lesser deities, and have all of the powers ascribed to such beings, as well as those powers listed below.

Many angels are able to *gate* in others of their kind when in distress, as described below. Opening such a *gate* counts as the angel's action for that round, and those who enter through it (if any) are fully able to function on the following round. Angels entering through a *gate* may, of course, *gate* in others of their kind...

Note that a *magic circle* keeps least, lesser, and even greater angels at bay, but arch-angels cannot be stopped.

### Anima (Least Angel)

Number	1 (material plane), 10d10 (Seven Heavens)
Morale	±0
Hit Dice	2d8
Armor Class	9
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	9
Alignment	Lawful good
Treasure Type	XV
Treasure Value	1d20
Magical Treasure	None
X.P. Value	28 + 2/h.p.
Turn as Type	XIII

General: Upon their death, the countless souls who lived a lawful and good life are transformed into animas and journey to the angelic realms. It is from the ranks of the anima that the other orders of angels are created. On rare occasions, anima will be sent to the material plane to undertake a task that proves their worthiness to be transformed into an archangel. This is sometimes referred to as the anima "earning its wings," as they do not themselves possess such.

Combat: Animas attack with weapons (usually swords), but can use any weapon that is appropriate to their situation. In addition, animas can become invisible at will; if they are on some mission to protect or give guidance to a mortal, they can selectively become visible only to him.

Appearance: Animas dress in white, and appear as idealized versions of what they looked like in life.

### Archangel (Lesser Angel)

Number	1 (material plane), 1d4+1 (Seven Heavens)
Morale	+8
Hit Dice	4d8
Armor Class	2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	C
No. of Attacks	2
Damage	Per weapon type
Defenses	+1 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	12
Alignment	Lawful good
Treasure Type	XV
Treasure Value	1d6x100
Magical Treasure	None
X.P. Value	125 + 4/h.p.

General: Archangels are the second-least powerful of the angelic choirs. This angelic choir of archangels is different from the individual Arch-Angels detailed below. Archangels are among the lowest ranking and least powerful choirs of angels, while the Arch-Angels stand at the same level as lesser deities and are the rulers of all the angels.

Combat: Archangels attack with weapons (usually a sword, but they can be armed with any sort of appropriate weapon), and can attack twice per round. In addition, they have the following magical powers:

- *Protection from evil* at will
- *Cure serious wounds* once per day
- *Bless* once every 10 minutes
- *Cure light wounds* once every 10 minutes
- *Light* once every 10 minutes
- *Gate* in another archangel once per day (35% chance of success)

Archangels can only be harmed by enchanted weapons with a +1 or better bonus.

Appearance: Archangels appear to be beautiful humans (either male or female) with large feathered wings. They wear metal cuirasses of gleaming silver, but their armor class is not dependent on these.

**Cherubim (Greater Angel)**

Number	1 (material plane), 1d3 (Seven Heavens)
Morale	+16
Hit Dice	11d8
Armor Class	-4
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	J
No. of Attacks	4
Damage	Per weapon type +4
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	L (9')
Intelligence	18
Alignment	Lawful good
Treasure Type	XV
Treasure Value	1d6x1,000
Magical Treasure	1d3 items (25%)
X.P. Value	32,850 + 16/h.p.

General: The cherubim (the term is both singular and plural) are among the most powerful of all the angelic choirs. They are sometimes used as guardians of very important treasures or locations. The chief of all cherubim is named Kerubiel.

Combat: Cherubim attack with weapons; they are invariably armed with a *flame tongue broadsword* +4, a *long bow* +1, and 20 arrows. They can only be harmed by weapons with a +3 or better enchantment, and have the following magical powers:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Change self* once per round
- *Cure light wounds* once per round
- *Cause fear* once per round
- *Hold person* once every three rounds
- *Sunrise* once per hour
- *Atonement* once per day
- *Blade barrier* once per day
- *Heal* once per day
- *Prophecy* once per day
- *Wind walk* once per day
- *Gate* in other angels once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-50	1d6 powers
51-80	1d4 dominions
81-00	1 cherubim

Cherubim have the equivalent of 18/76 strength (+2 bonus "to hit", +4 bonus to damage). They can never be surprised, and get a +6 bonus on all surprise rolls.

Appearance: Cherubim have the bodies of humans, but four faces: a human, lion, ox, and eagle. They have four wings that are covered with "eyes" like the plumage of a peacock, and their feet are hooves like those of a cow.

**Dominion (Greater Angel)**

Number	1 (material plane), 1d3 (Seven Heavens)
Morale	+10
Hit Dice	9d8
Armor Class	2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	H
No. of Attacks	2
Damage	3d6/3d6
Defenses	+2 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	16
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d6x100
Magical Treasure	1 item (15%)
X.P. Value	1,300 + 12/h.p.

General: Dominions are the officers of the angelic choirs; they regulate the lower orders of angels, detailing their duties and specific assignments. As such they are an integral, if somewhat administrative, group and are rarely seen on the material plane. They often serve as guardians and watchers over particular mortal realms, responsible for thwarting major incursions of evil therein and coordinating responses.

Combat: Dominions attack with flashes of lightning (which are wholly different from, and can be used in addition to, their *lightning bolt* power). In addition, dominions have the following powers and abilities:

- *Protection from evil* at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Penetrate disguise* at will
- *Change self* once per round
- *Measure* once per round
- *Demand* once per round
- *Lightning bolt* once per round
- *Cure serious wounds* once every five minutes
- *Legend lore* once per hour
- *Gate* once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-50	1d3 powers
51-00	1d2 virtues

Dominions can only be harmed by weapons with a +2 or better enchantment.

Appearance: Dominions appear as a coherent cloud of vapor that flashes with lightning, with a lion's head visible in the center. If they take human form using their *change self* power, they appear as winged humans with glowing orbs somewhere on their person (as a sword pommel, the head of a staff, etc.).





**Gabriel (Arch-Angel)**

Number	Unique
Morale	+20
Hit Dice	18d12 (146 h.p.)
Armor Class	-5
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	4
Damage	1d8+10/1d8+10/1d8+10/1d8+10
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	19
Alignment	Lawful good
Treasure Type	XV
Treasure Value	8d6x1,000
Magical Treasure	1d6+5 items (50%)
X.P. Value	35,510 (material form), 355,100 (permanently slain)

General: Gabriel is often used as a messenger or intermediary between powerful lawful good deities and mortals. Gabriel is a transmitter of revelations both profound and small, and often heralds the birth of mortals who may be significant later on in life. Gabriel is known as “the angel of truth”.

Combat: Gabriel attacks with a sword, which itself has a +4 enchantment and is a *broadsword of disruption*. His strength is 18/00 (+3 bonus “to hit” and +6 bonus to damage), and only weapons of +3 or better enchantment can harm him. In addition, Gabriel has the following powers and abilities:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Read languages* at will
- *Suggestion* at will
- *Tongues* at will
- *Invisibility* at will
- *Change self* once per round
- *Charm person* once per round
- Regenerate 2 h.p. per round
- *Cure critical wounds* once per round
- *Neutralize poison* once per round
- *Purify food and water* once per round
- *Raise dead* fully once every 10 minutes
- *Heal* once per day
- *Geas* once per day
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-30	1d3 dominions
31-60	1d3 thrones
61-85	1 cherubim
86-00	1 seraph

Appearance: Gabriel appears as a stylized human with great eagle-like wings. He wears a gleaming silver breastplate, but his armor class is not dependent on this armor. Gabriel is quite androgynous in appearance, and it is unknown if the category male or female truly applies (or whether the term is even relevant).

The Trumpet of Gabriel: Gabriel is never seen without this silver trumpet. When he sounds it (which takes an entire round), it can cause the following effects of his choosing:

- *Earthquake*
- *Fear* in all creatures under 8 HD in a 100 yard radius
- *Deafness* in all creatures under 6 HD in a 100 yard radius (lasts 3d6 rounds)
- *Enthrall* in 100 yard radius
- *Exorcise* once per day
- *Resurrection* once per week
- Once per year, Gabriel may sound the trumpet in such a way that it is heard everywhere, by every creature, on every plane. When this power is used, he may use none of his other powers, but every creature of lawful good alignment acts as if a *bless* spell has been cast upon him

Gabriel’s trumpet is a paradox in a physical sense; it is literally made of an infinite amount of silver (thus, it has an infinite surface area), yet it has a finite volume. It is thought this quality is integral for its sound to be heard throughout the multiverse.

**Metatron (Arch-Angel)**

Number	Unique
Morale	+18
Hit Dice	20d12 (177 h.p.)
Armor Class	-4
Move	150'/min., 240'/min. (flying - good)
Magic Resistance	S
No. of Attacks	3
Damage	1d8+7/1d8+7/1d8+7
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	19
Alignment	Lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d3 items (65%)
X.P. Value	53,795 (material form), 537,950 (permanently slain)

General: Metatron is the chief of all the angelic choirs; he is the liason between the angels and the lawful good deities who rely on their services to interact with the mortal world. He is known as the Prince of the World and High Priest of the Gods, and serves as the scribe of the highest deities of law and goodness. He is, however, neither a servant of, nor beholden to, the deities who share the Seven Heavens with the angels. He is careful to ensure that the angelic choirs are not committed to any actions that they do not deem in the best interests of the multiverse and those who dwell within it.

Combat: Metatron attacks with a *two-handed sword of sharpness +3* and wields a *longbow +3* whose arrows cause the wounds to bleed for an additional 1d6 h.p. per round for 3 rounds. His quiver can also summon an *arrow of slaying* of a type according to Metatron’s desire once every 10 minutes. Only +3 or greater enchanted weapons can harm him. As his strength is 18/76, he gets a +2 bonus “to hit” and a +4 bonus to damage when using his sword. In addition, he has the following powers and abilities:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will

- *Read languages* at will
- *Suggestion* at will
- *Teleport without error* at will
- *Tongues* at will
- *Invisibility* at will
- *Change self* once per round
- *Friends* once per round
- Regenerate 3 h.p. per round
- *Cure critical wounds* once per round
- *Neutralize poison* once per round
- *Continual light* once per round
- *Purify food and water* once per round
- *Lightning bolt* once per round
- *Cone of cold* once per round
- *Weakness* to all within 77' once per round (save vs. magic or strength is reduced to half for 1 hour, round down)
- *Raise dead fully* once every 10 minutes
- *Heal* three times per day
- *Geas* once per day
- *Gate* once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-30	1d6 dominions
31-60	1d4 thrones
61-85	1d3 cherubim
86-00	1 seraph

Appearance: Metatron appears as an idealized human figure with skin of alabaster and fiery silver eyes. He wears a gleaming silver breastplate, but this armor does not directly impact his armor class. He has the wings of a great eagle.

#### Michael (Arch-Angel)

Number	Unique
Morale	+16
Hit Dice	17d12 (160 h.p.)
Armor Class	-2
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	P
No. of Attacks	3
Damage	1d6+8/1d6+8/1d6+8
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	19
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d8x1,000
Magical Treasure	1d4 items (65%)
X.P. Value	44,600 (material form), 446,000 (permanently slain)

General: Michael is the general of the Heavenly Hosts, the armies of the angels that are sent forth to do battle with the forces of evil and chaos. He and Asmodeus have a deep-rooted hatred of one another that spans nearly the entirety of time, ever since Michael defeated the Arch-Devil in personal combat at the final falling out between the two oppositely aligned armies of Law.

Combat: Michael strikes with his great *scafeoe spear* +4, but can strike no less than three times with it. In addition, when he hurls the weapon, it returns to his hand in the same round that it strikes, whether or not it hits; when thrown this way the spear can only strike once per round and has a range of

half a mile. Michael has 18/77 strength (+2 bonus "to hit", +4 bonus to damage). Only weapons with a +3 or greater enchantment can harm him, and he has the following powers and abilities as well:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Read languages* at will
- *Suggestion* at will
- *Tongues* at will
- *Invisibility* at will
- *Hold person* once per round
- *Hold monster* once per round
- *Change self* once per round
- *Continual light* once per round
- *Wall of fire* once per round
- *Song of war* once per round
- *Cure serious wounds* once per round
- *Heal* once per day
- *Raise dead fully* once per day
- *Polymorph* any object once per day
- *Geas* once per day
- *Gate* once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-30	1d4 dominions
31-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

Appearance: Michael is a perfectly formed human being with long brown hair and great eagle-like wings. He wears a silver breastplate, but this has no effect on his armor class.

#### Power (Lesser Angel)

Number	1 (material plane), 1d6 (Seven Heavens)
Morale	+9
Hit Dice	7d8
Armor Class	2
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	E
No. of Attacks	2
Damage	Per weapon type +3
Defenses	+2 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	16
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d6x200
Magical Treasure	1 item (10%)
X.P. Value	1,125 + 8/h.p.

General: Powers not only form the backbone of the Heavenly Hosts' armies, but they are specifically tasked with ensuring that the measure of power, wealth, and ability meted out to each mortal is distributed fairly and with justice. They are also recorders of history, and maintain the great libraries and record-books in the Seven Heavens that detail the virtues and sins of every mortal, so that each person may be properly judged when the time comes.

Combat: Powers attack with longswords, and have 18/51 strength (+2 bonus "to hit", +3 bonus to damage). They get two attacks per round with this weapon, and have a +3 bonus to all surprise rolls. In addition, they have the following powers and abilities:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Read languages* at will
- *True seeing* once per day
- *Know name* once per day
- *Mage sword* once per day
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-70	1d3 archangels
71-00	1d2 principalities

Appearance: Powers appear as muscular and beautiful humans with great eagle wings. They wear shining silver breastplates, but their armor class is not derived from these objects.

**Principality (Lesser Angel)**

Number	1 (material plane), 1d6 (Seven Heavens)
Morale	+8
Hit Dice	6d8
Armor Class	3
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	D
No. of Attacks	2
Damage	1d6+3/1d6+3
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	15
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	750 + 6/h.p.

General: Principalities are angels who provide inspiration to mortals in such areas as art, science, literature, and so forth. They are teachers and mentors.

Combat: Principalities strike with glowing copper scepters, which themselves have an enchantment of +1. This, combined with a 17 strength, gives them a +3 bonus to damage and a +1 bonus "to hit". These scepters are used to chasten the stupid; when one strikes any creature with an intelligence between 6 and 13, it inflicts double damage. Creatures with an intelligence less than 6 are considered beasts and not responsible for their ignorance. In addition, principalities have the following powers:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Dispel illusion* once per round
- *Answer* once per hour
- *Detect power* once per hour
- *Prophecy* once per day

Appearance: Principalities appear as beautiful, white-robed human beings wearing golden crowns and carrying copper scepters.

**Raphael (Arch-Angel)**

Number	Unique
Morale	+20
Hit Dice	19d12 (170 h.p.)
Armor Class	-3
Move	180'/min., 240'/min. (flying - good)
Magic Resistance	Q
No. of Attacks	4
Damage	1d6+5 (x4)
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	20
Alignment	Lawful good
Treasure Type	XV
Treasure Value	4d4x10,000
Magical Treasure	2d3 items (65%)
X.P. Value	48,195 (material form), 481,950 (permanently slain)

General: Raphael is one of the greatest of the Arch-Angels, noted as a great healer and bestower of cures. He sometimes wanders the material plane healing the sick and injured.

Combat: Raphael strikes with his staff, and can attack four times per round. Due to his 18/91 strength, he gets a bonus of +2 "to hit" and +5 to damage. In addition, Raphael has the following powers and abilities:

- Regenerate 3 h.p. per round
- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Read languages* at will
- *Suggestion* at will
- *Tongues* at will
- *Invisibility* at will
- *Teleport without error* at will
- *Change self* once per round
- *Cure blindness* once per round
- *Cure disease* once per round
- *Cure animal wounds* once per round
- *Cure critical wounds* once per round
- *Neutralize poison* once per round
- *Continual light* once per round
- *Purify food and water* once per round
- *Raise dead fully* once every 10 minutes
- *Heal* once every 10 minutes
- *Restoration* once every 10 minutes
- *Geas* once per day
- *Gate* once per day:

Die Roll (d%)	Result of Gate
01-30	1d4 dominions
31-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

Appearance: Raphael appears to be a flawlessly handsome human with the wings of a great eagle. He wears a simple robe of brown homespun.

**Samael (Arch-Angel)**

Number	Unique
Morale	+20
Hit Dice	18d12 (148 h.p.)
Armor Class	-3
Move	150'/min.
Magic Resistance	Q
No. of Attacks	1
Damage	Special
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (50')
Intelligence	18
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	50,795 (material form), 507,950 (permanently slain)

General: Samael is the Angel of Death, whose dwelling is in the seventh and highest layer of Heaven, but who rules over the fifth layer therefrom. He is often thought of in bad terms, as one of his chief duties is to test the faithful (those who are considered paragons of the lawful good ethos) and determine whether or not they are truly worthy. He grieves for his own role as enforcer and tempter, but understands its necessity.

Combat: Samael strikes with his simple wooden rod. Anyone struck by this attack must make a saving throw or die, instantly and irrevocably. Only Samael, Raphael, or Metatron can restore someone slain by this rod; even a full *wish* is ineffective. In addition, Samael has the following powers and abilities:

- Regenerate 3 h.p. per round
- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Fly* at will
- *Read languages* at will
- *Suggestion* at will
- *Tongues* at will
- *Invisibility* at will
- *Teleport without error* at will
- *Darkness* 15' radius once per round
- *Change self* once per round
- *Death spell* once per round
- *Geas* once per day
- *Gate* once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-40	1d4 dominions
41-75	1d3 thrones
76-90	1d2 cherubim
91-00	1 seraph

Appearance: Samael appears as a large human with bright glaring eyes covering his entire body.

**Seraph (Greater Angel)**

Number	1
Morale	+18
Hit Dice	12d8
Armor Class	-5
Move	150'/min., 270'/min. (flying - good)
Magic Resistance	K
No. of Attacks	6
Damage	Per weapon type +5
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	L (8')
Intelligence	20
Alignment	Lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d3 items (25%)
X.P. Value	3,000 + 16/h.p.

General: Seraphim (singular "seraph") are the most powerful of all the angelic choirs. In addition to their other powers, seraphim have the powers and spellcasting ability of 10th-level clerics and 7th-level mystics.

Combat: Seraphim attack with weapons, and are able to strike six times in a single round. They shine so brightly that it is impossible for anyone to look directly at them for more than a brief instant; thus anyone attempting to hit them receives a -2 penalty "to hit". They can only be harmed by weapons with a +3 or greater enchantment, and have the following powers and abilities:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Change self* once per round
- *Cure serious wounds* once per round
- *Cause fear* once per round
- *Hold person* once per round
- *Atonement* once per day
- *Heal* once per day
- *Prophecy* once per day
- *Gate* in other angels once per day:

Die Roll (d%)	Result of <i>Gate</i>
01-45	1d3 dominions
46-75	1d2 thrones
76-00	1 cherubim

Seraphim have the equivalent of 18/99 strength (+2 bonus "to hit", +5 bonus to damage).

Appearance: Seraphim have the bodies of humans with six great eagle wings, which are covered with "eyes" like the plumage of a peacock. As noted above, they glow with an intense bright light, making them painful to look upon directly.

**Throne (Greater Angel)**

Number	1 (material plane), 1d4 (Seven Heavens)
Morale	+11
Hit Dice	10d8
Armor Class	1
Move	480'/min. (flying - perfect)
Magic Resistance	H
No. of Attacks	0
Damage	n/a
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M (5' diameter)
Intelligence	17
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,150 + 14/h.p.

General: Thrones, also known as Ophanim or the Wheels of Galgallin, are one of the more powerful choirs of angels. They serve as the keepers of the laws and the harmony of the universe that obedience to those laws brings. Thrones are often used as transportation for lawful good deities (each can hold a single man-sized individual within its ever-turning wheels, suspended, as it moves about the cosmos). They are peaceful creatures as a rule, but are totally submissive to their masters within the angelic hierarchy.

Combat: Thrones do not attack conventionally. They do, however, have the following powers and abilities:

- Protection from evil 10' radius at will
- Detect invisibility at will
- Detect astral at will
- Detect ethereal at will
- Detect lie at will
- Detect magic at will
- Cure light wounds once per round
- Teleport without error once per round
- Become ethereal once per round
- Become astral once per round
- Blink once per round
- Lightning bolt once per round
- Chain lightning once per round
- Wind walk once per hour
- Gate in a cherubim once per day

Thrones get a +10 bonus to surprise rolls.

Appearance: Thrones appear as two wheels that intersect one another at right angles, with the wheels constantly turning around their mutual center. The wheels have spokes like those of a wagon, and the exterior "rims" are covered with gleaming eyes.

**Uriel (Arch-Angel)**

Number	Unique
Morale	+19
Hit Dice	18d12 (128 h.p.)
Armor Class	-1
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	N
No. of Attacks	3
Damage	Per weapon type +3
Defenses	+2 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	18
Alignment	Lawful good
Treasure Type	XV
Treasure Value	3d6x1,000
Magical Treasure	1d4 items (50%)
X.P. Value	42,595 (material form), 425,950 (permanently slain)

General: Uriel, the Angel of Light, is one of the rulers of the angelic choirs. As a warrior, he is absolutely merciless in battle, but is also charged with guiding those who genuinely repent of their wicked ways and embrace the ethos of lawful good. Through ancient tradition that pre-dates the split between devils and angels, he also holds the title of Prince of Tartarus, although the demodands would dispute the validity of the claim, and it is not one that has been pressed lately.

Combat: Uriel wields a *flame tongue broadsword* +4, striking three times per round. He also has a strength of 18/50, giving him a +1 bonus "to hit" and a +3 bonus to damage. Only weapons with a +2 or better enchantment can harm him, and he has the following additional powers:

- Protection from evil 10' radius at will
- Detect invisibility at will
- Detect lie at will
- Detect magic at will
- Change self once per round
- Cure serious wounds once per round
- Continual light once per round
- Dispel evil once per round
- Lightning bolt once per round
- Sunburst once per round
- Sunrise once per round
- Geas once per day
- Gate once per day:

Die Roll (d%)	Result of Gate
01-60	1d3 thrones
61-85	1d2 cherubim
86-00	1 seraph

Appearance: Uriel appears as a handsome human being with great eagle-like wings. He wears a robe of white and a cloak of brown.

**Virtue (Lesser Angel)**

Number	1 (material plane), 1d6 (Seven Heavens)
Morale	+10
Hit Dice	8d8
Armor Class	2
Move	120'/min., 180'/min. (flying - good)
Magic Resistance	F
No. of Attacks	1
Damage	Per weapon type +14
Defenses	+1 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	16
Alignment	Lawful good
Treasure Type	XV
Treasure Value	2d6x500
Magical Treasure	None
X.P. Value	825 + 10/h.p.

General: Of all the angelic choirs, virtues are among the most attuned to Nature, having control over weather, animals, and plants. They are also immensely strong (25 STR) and can lend this strength to mortals, both in a literal and figurative sense. A virtue in astral form can "touch" a mortal and temporarily grant him a bonus of +4 to STR as well as a bonus of +4 (or 20%, as applicable) to morale, saving throws vs. fear, etc. for 24 hours.

Combat: Virtues attack with longswords, and their 25 strength provides a +7 bonus "to hit" and a +14 bonus to damage. Only weapons with a +1 or better enchantment can wound them, and they have the following powers and abilities:

- *Protection from evil* 10' radius at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Detect magic* at will
- *Change self* once per round
- *Cure light wounds* once per round
- *Cloudburst* once per round
- *Hold plant* once per round
- *Hold animal* once per round
- *Call woodland beings* once every five minutes
- *Summon insects* once every five minutes
- *Call lightning* once every five minutes
- *Weather summoning* once every 10 minutes
- *Control weather* once per day
- *Gate* once per day:

**Die Roll (d%)**01-50  
51-00**Result of Gate**1d3 principalities  
1d2 powers

Appearance: Virtues appear as handsome humans with eagles' wings, but their bodies seem blurry or insubstantial when seen directly. They wear robes of white.

**Aurochs**

	Bull	Cow
Number	1	2d6
Morale	+20	+15
Hit Dice	8d12	6d10
Armor Class	5	5
Move	120'/min.	120'/min.
Magic Resistance	Standard	Standard
No. of Attacks	3	3
Damage	2d6/2d6/3d4	2d4/2d4/2d6
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	L (5'10" at shoulder)	L (4'11" at shoulder)
Intelligence	1	1
Alignment	Neutral	Neutral
Treasure Type	None	None
Treasure Value	n/a	n/a
Magical Treasure	n/a	n/a
X.P. Value	900 + 14/h.p.	225 + 8/h.p.

General: The aurochs (the name is both singular and plural) is a massive species of feral cattle, sporting enormous horns and known for its ferocity and tenaciousness. They are very aggressive and attack creatures in sight 90% of the time. The females are just as aggressive as the males.

Combat: Aurochs attack with their two front hooves and their horns.

Appearance: Aurochs are large cattle with huge lyre-shaped horns that point forward. The bulls are black with a pale stripe going down the back, while cows are reddish-brown, also with the stripe.

**Bivalve, Giant**

	Giant Clam	Giant Mussel	Giant Oyster
Number	1d6	3d6	1d6
Morale	n/a	n/a	n/a
Hit Dice	6d8	4d8	8d8
Armor Class	0	0	0
Move	0	0	0
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d6	1d4	1d8
Defenses	None	None	None
Attacks	Clamp for 1d4 h.p./round	Clamp for 1d2 h.p./round	Clamp for 1d6 h.p./round
Weaknesses	None	None	None
Size	L (6' diameter)	L (4' diameter)	L (6' diameter)
Intelligence	0	0	0
Alignment	Neutral	Neutral	Neutral
Treasure Type	1 in 8 chance of a pearl	None	1 in 8 chance of a pearl
Treasure Value	100 g.p.	n/a	100 g.p.
Magical Treasure	None	None	None
X.P. Value	225 + 6/h.p.	85 + 4/h.p.	550 + 10/h.p.
Evasion	n/a	n/a	n/a

General: Giant bivalves are found in most types of water, whether they be fresh, salt, cold or warm. Some varieties can burrow under the mud and

sand below the water, for safety and camouflage. 1 in 8 giant clams and oysters will have a pearl of 100 g.p. value.

**Combat:** Giant bivalves attack by clamping their shells on enemies who get too close. Once closed, the shell cannot be opened until the creature is slain. Captives clamped by the shells suffer damage each round, as noted above. Note that most fish perish in 1d4+1 rounds, and other creatures may run the risk of drowning.

**Appearance:** Giant bivalves are merely large versions of their ordinary cousins, with shells in a variety of different shapes and colors; mussels will usually have a shell of green and/or black. They generally rest on the bottom of the ocean with their shells open, waiting for prey to swim inside, but will close if they sense the approach of predators.

## Buraq

Number	1d3
Morale	+4
Hit Dice	5d8
Armor Class	4
Move	120'/min., 240'/min. (flying - good)
Magic Resistance	3
No. of Attacks	2
Damage	1d4/1d4
Defenses	None
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	9
Alignment	Neutral good
Treasure Type	XV
Treasure Value	1d6x1,000 g.p.
Magical Treasure	1d2 items
X.P. Value	205 + 5/h.p.

**General:** Buraqi are related to such creatures as shedu and lammasu. They are native to the material plane, but are closely aligned to those powers on the upper planes that espouse the ethos of good, and often do their bidding among mortals.

**Combat:** Buraqi attack with their front hooves. In addition, they may employ the following powers as indicated:

- *Wind walk* three times per day (along with one rider)
- *Protection from evil* once per round
- *Astral spell* once per day (along with one rider)
- *Cure blindness/disease* or *remove curse/paralysis* once per day (pick one of the four)
- *Divination* once per day
- *Negative plane protection* once every hour

**Appearance:** A buraq has the body of a small horse, wings of a large eagle, and the head of a man. All but the face are white; the face is human in appearance and color.

## Coral, Poisonous

Number	1
Morale	n/a
Hit Dice	n/a
Armor Class	10
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Poison
Weaknesses	None
Size	Varies
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	0
Evasion	n/a

**General:** Poisonous coral can be found in shallow salt waters. It ranges in size from a small ball-sized growth to a colony miles in length. It is sometimes found intermingled with the non-poisonous varieties.

**Combat:** The edges and protrusions of poisonous coral are razor-sharp. It does not attack, but creatures attempting to navigate around it must make a dexterity check or be nicked by its sharp edges. Those who are cut must attempt a saving throw vs. poison; failure means they will die in 2d6x10 minutes unless a *neutralize poison* spell or similar magic is applied.

**Appearance:** Poisonous coral is indistinguishable from ordinary coral. Its shape and colors are manifold.

## Daemon

Daemon lords have the same standard abilities as lesser deities, in addition to the qualities noted below.

Daemons have a special form of magic resistance, which is based not on the level of the caster, but on the level of the spell being cast. The first magic resistance percentage listed is that possessed by the daemon against 1st-level spells. For each spell level higher than 1st, the daemon's magic resistance decreases by 5%. Thus, if a daemon has a 100% resistance to 1st-level spells, it would have a 95% resistance to 2nd-level spells, 90% to 3rd level spells, etc.



**Cholerix (Daemon Lord)**

Number	Unique
Morale	+20
Hit Dice	22d12 (183 h.p.)
Armor Class	-2
Move	150'/min.
Magic Resistance	100% (1st-level spells) - 60% (9th-level spells)
No. of Attacks	2
Damage	2d10/2d10
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (7')
Intelligence	19
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	10d6x10,000
Magical Treasure	1d6 items (65%)
X.P. Value	28,205 (material form), 282,050 (permanently slain)

**General:** Cholerix, The Parched One, is one of the most powerful of daemunkind, serving as ambassador from the court of the Oinodaemon to the various rulers of the lower planes. He is invariably accompanied by his personal guard of six mezzodaemons of greatest size.

**Combat:** Cholerix attacks with his fists. In addition to damage, anyone struck must succeed at a saving throw vs. spells or suffer additional dehydration damage (equal to the amount of damage inflicted by the strike itself). Any hit points lost as a result of dehydration are then transferred to Cholerix. He can absorb as many hit points as needed to bring him to a total of 223; any hit points in excess of his normal total will (literally) drain away at a rate of 1 per minute, starting 30 minutes after they were absorbed. These absorbed hit points will be used first to heal any wounds Cholerix may have suffered, and will then be used to bring his total beyond its normal maximum. In addition, Cholerix has the following powers:

- *Detect good/evil* at will
- *Feather fall* at will
- *Water breathing* at will
- *Water walk* at will
- *Airy water* once per round
- *Create water* once per round
- *Delude* once per round
- *Detect magic* once per round
- *Dispel illusion* once per round
- *Dispel magic* once per round
- *ESP* once per round
- *Forceful hand* once per round
- *Gate* in 1d3 daemons of any type (his choice) with 85% chance of success, once per round
- *Hold monster* once per round
- *Hold person* once per round
- *Putrefy food and drink* once per round
- *Pyrotechnics* once per round
- *Shape change* once per round
- *Teleport without error* once per round
- *Transmute water to dust* once per round
- *Cancellation* (as per the rod) once per day
- *Feeblemind* once per day
- *Minor globe of invulnerability* once per day
- *Prismatic spray* once per day
- *Wall of fog* once per day
- *Wall of ice* once per day

Cholerix is immune to all enchantment/charm type spells, as well as *sleep*, *hold*, and *ESP*. The spell *purify food and drink* does not function within a mile of the daemon lord.

**Appearance:** Cholerix appears as a humanoid figure with tight, sallow skin, sunken eyes, and a rictus grin. His bald head sports a series of down-pointing horns in a ring. He wears rich clothing of scarlet and purple.

**Diptherius (Daemon Lord)**

Number	Unique
Morale	+20
Hit Dice	22d12 (180 h.p.)
Armor Class	-1
Move	150'/min.
Magic Resistance	100% (1st-level spells) - 60% (9th-level spells)
No. of Attacks	4
Damage	2d6/2d6/2d12/2d12
Defenses	+3 or better weapons to harm; see below
Attacks	See below
Weaknesses	None
Size	L (16')
Intelligence	20
Alignment	Neutral evil
Treasure Type	VII
Treasure Value	4d6x10,000
Magical Treasure	1d4 items (45%)
X.P. Value	31,205 (material form), 312,050 (permanently slain)

**General:** Diptherius is the general of the armies of Hades, but is no less caught up in the politics of the gloomy realm than any of the other daemon lords. The personal power that he would ordinarily wield (because of his

command of the armies) is offset by the fact that these armies are only under his theoretical command; they actually owe their fealty to one or another daemon lord, powerful entity, or daemon in Hades. The forces under his direct personal command and authority are no larger than the forces of the other daemon lords.

Combat: Diptherius attacks with his massive fists and two great horns. A natural 20 roll goes with either horn, and flings the target 2d6x10' in a random direction, inflicting an additional 2d6 h.p. of damage from the toss. Anyone in melee with Diptherius must succeed at a saving throw vs. poison each round or be splattered with ichor from his open sores. The burning fluid causes 1d10 h.p. of damage on the first round and 1d6 h.p. on the second. Only weapons with a +3 or greater enchantment can harm Diptherius, and he has the following abilities and powers as well:

- *Detect good/evil* at will
- *Burning hands* once per round
- *Cause disease* once per round
- *Delude* once per round
- *Detect magic* once per round
- *Dispel illusion* once per round
- *Dispel magic* once per round
- *ESP* once per round
- *Flaming sphere* once per round
- *Gate* in 1d3 daemons of any type (his choice) with 85% chance of success, once per round
- *Lightning bolt* once per round
- *Pyrotechnics* once per round
- *Shape change* once per round
- *Song of war* once per round (240' range)
- *Teleport without error* once per round
- *Meteor swarm* once every 10 minutes
- *Globe of invulnerability* once per day
- *Wall of fire* once per day
- *Wall of force* once per day
- *Wall of ice* once per day

Diptherius is immune to all enchantment/charm type spells, as well as *sleep*, *hold*, and *ESP*. He has the equivalent of the generalship skill with a level of 13.

Appearance: Diptherius appears as a massive minotaur, but his skin is marred by massive ichor-oozing lesions. He wears nothing but a loincloth, metal greaves, and bracers.

## Death, Minor

Number	1
Morale	n/a
Hit Dice	8d8 (always 33 h.p.)
Armor Class	-4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	Immune to electricity, cold, fire, some spells
Attacks	Always strikes first, telekinesis
Weaknesses	None
Size	M
Intelligence	10
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,405

General: Minor deaths serve the force of Death itself. They have no fixed abode, but constantly roam the multiverse to eliminate those who, through some contrivance, have cheated Death. They are capable of traveling through any plane of existence, including the astral and ethereal, at will. They do not normally attack their targets directly, preferring to use their *telekinesis* (1,000 lb. limit) to cause convenient "accidents." They can become *invisible* at will, and can use their *telekinesis* power while unseen.

Combat: Minor deaths strike with a scythe. They always strike first in a round, and are immune to mind-affecting spells such as enchantment/charms, *hold*, *sleep*, etc. Attacks based on electricity, cold, and fire do them no harm.

Appearance: Minor deaths appear as skeletal beings that wear black robes, often with the hood pulled up to obscure their face.

## Dragon

There are various types of "true" dragons, and as a race they vary widely in terms of strength and alignment. Generally speaking, those with a metallic name are of good alignment, those of a chromatic color are evil, and those relating to clouds and vapor are neutral. Dragons are, by their nature, rapacious and greedy. Most sorts of dragons, even those of good alignment and noble temperament, can thus be flattered and tempted with promises of additional treasure.

Size: All dragons have three size categories, which in turn determines its hit dice. Each entry has three numbers listed: one for small, one for average, and one for huge specimens. If necessary, determine size randomly:

Die Roll (d8)	Size
1-2	Small
3-7	Average
8	Huge

Age: The hit die type, as well as other characteristics of the creature, is determined by its age.

**TABLE 211: DRAGON CHARACTERISTICS BY AGE**

Die Roll (d8)	Age	Hit Die Type	Morale Modifier	Dragonfear Saving Throw Bonus	Chance of Spell Casting	Spell Caster Level	Treasure Multiplier
1	Very young (1-5 yrs.)	d4 (1 h.p. per die)	-2	n/a	0%	n/a	x10%
2	Young (6-15 yrs.)	d4	±0	n/a	10%	1d3	x25%
3	Sub-adult (16-25 yrs.)	d6	+2	n/a	20%	1d6	x50%
4	Young adult (26-50 yrs.)	d8	+4	n/a	40%	2d4	x100%
5	Adult (51-100 yrs.)	d10	+8	+5	80%	2d6+2	x100%
6	Old (101-200 yrs.)	d12	+12	+3	100%	3d6	x100%
7	Very old (201-400 yrs.)	d12 (re-roll anything below 7)	+16	+1	100%	3d6+3	x150%
8	Ancient (401+ yrs.)	d12 (re-roll anything below 9)	+20	±0	100%	4d6	x200%

The treasure multiplier is used both to determine whether or not a dragon has any treasure at all, and if so, how much treasure it has. Thus, a sub-adult dragon has a 50% chance of having 50% of the listed treasure in its horde.

All dragons have the following powers and abilities.

- *Infravision* (60' range)
- *Detect invisibility* or hidden creatures (10' range per age group)
- Inspire *dragonfear* when charging or overflying (see below for specifics)

**Dragonfear:** When an adult or older dragon charges or flies overhead, it inspires what is known as *dragonfear*. The effect of the dragonfear depends on the hit dice of the creature or the level of the character affected.

**TABLE 212: DRAGONFEAR**

Hit Dice	Character Level	Dragonfear Effect
1d4-1d6	Commoner	Flee in blind panic for 4d6x10 minutes.
1d8-3d6	1-2	Save vs. magic; failure indicates the creature is paralyzed with fear for 10d6 minutes, success means it flees in blind panic 4d6x10 minutes.
3d8-6d6	3-5	Save vs. magic, or suffer a -1 penalty "to hit" and to damage for a number of minutes equal to the number of hit dice of the dragon.
6d8+	6+	No effect

Adult and older dragons are immune to magical *fear* of any sort.

**Sleeping dragons:** Most dragons, even those of good alignment, tend to sleep atop vast piles of treasure in their lairs. Only in such an environment is there a chance that any given dragon will be asleep (see the individual dragon descriptions for the chance that the dragon will be asleep when encountered). Dragons awaken when intruders enter their lair on a result of 6 on 1d6. Otherwise, dragons awaken at any noise within 30' to 120', depending on the volume of the sound and any intervening structures. Bashing open a door, sounds of combat, and even normal speech is usually enough to awaken the dragon. If a dragon is sleeping when attacked, the attackers get a bonus of +3 "to hit" on the first strike only; after that, the dragon awakens and the bonus is lost.

**Mated Pairs:** If more than one dragon is encountered, they consist of a mated pair, and any dragons after the first two will be their young (adjust age rolls appropriately). If an adult dragon witnesses an attack on the young or the other adult in a mated pair, it immediately uses its breath weapon and then attacks with claws, tails, and teeth with a +2 bonus "to hit" and damage.

**Spell Casting:** All dragons have a chance to cast spells, as indicated above. If a given dragon is a spell caster, roll to see what caster level it is. The type of spell caster depends on the type of dragon; see the individual dragon type descriptions for details. Due to their innate magical natures, dragon spell casters do not need or use spell books or material components, even if they cast spells as mages or their sub-classes. All dragons can *polymorph self* twice per day (once into the chosen form—for a duration of 12 hours maximum—and once back to dragon form).

**Treasure:** All dragons strive to amass treasure, but not all are able to immediately. The younger dragons (sub-adult and younger) have a percentage chance equal to their treasure multiplier to have amassed any treasure whatsoever. The treasure multiplier in the table above refers only to the treasure value for the creature; it has no bearing on magic items. A dragon with no wealth as treasure has no chance of having any magic items.

**Combat:** In combat, dragons use their fore claws, bite, tail, and hind claws. The tail and hind claws can only be used against targets in the flank or rear of the beast, unless it is flying and dives at targets on the ground, in which case it can use all six attacks against various targets. There is a 50% chance that a dragon will use its fearsome breath weapon rather than its claws, tail, and teeth. Unless otherwise noted, the breath weapon does a number of points of damage equal to the dragon's current hit point total; targets are entitled to a saving throw vs. breath weapon to take half damage, rounded up. Dragons may use their breath weapons as often as they wish.

In the air, dragons can attack with their bite or claws, not both. They can, however, use their breath weapon and then attack with tooth or talon in the same round.

All dragons speak their own tongue, which is understood by all dragonkind. They are also able to speak the common tongue, but sometimes only haltingly.

Unfortunately, due to the high number of variables, it is impossible to give a standard experience point (X.P.) value for dragons. The game master must calculate the value of each individual dragon. *Detect invisible objects* counts as a minor power, while *dragonfear*, spellcasting ability, and the dragon's breath weapon count as major powers. You should also apply the bonuses for such things as the maximum damage the dragon can inflict and its armor class, if applicable.

**Mist Dragon**

Number	1d6
Morale	See Table 184, above
Hit Dice	10-12
Armor Class	1 or -2
Move	90'/min., 330'/min. (flying - average), 180'/min. (swimming)
Magic Resistance	Standard or 3
No. of Attacks	6
Damage	1d4/1d4/2d12/2d4/1d4/1d4
Defenses	Mist form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (46'-56' long)
Intelligence	16
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	1d8x10,000
Magical Treasure	1d6 items (55%)
X.P. Value	See above

General: Mist dragons dwell in wetlands, swamps, and marshes, usually making their home in some cave that is at least semi-submerged. In their lair, there is a 40% chance that any given mist dragon will be asleep. Those mist dragons that are spell-casters do so as if they were clerics.

Mist dragons can assume mist form at will. In such a state they have an armor class of -2, the magic resistance listed above, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot attack conventionally while in mist form, and are distinguishable from ordinary mist only 10% of the time. They can only fly in mist form, but do not inspire *dragonfear* while doing so. While in normal dragon form, they can swim, but not in mist form.

Combat: In melee, mist dragons attack as described above. Their breath weapon is a cloud of mist some 30' wide, 90' long, and 30' high. Any creature within the area incapable of breathing water is blinded for 1d4 minutes, and must attempt a saving throw vs. breath weapon. Failure inflicts 3d4 h.p. of water damage per round while in the cloud. Those who successfully save only suffer 1d4 h.p. of damage. The cloud remains in place for 1d4+4 rounds.

Appearance: Mist dragons have no wings. Their necks are long and graceful, their heads spade-shaped, with fringes on either side of the face, pointing backwards. They have a fan down the length of their back to the base of the tail, which ends in a point. They are grayish white in color, paler on the underside and darker along the spine.



**Steam Dragon**

Number	1d6
Morale	See Table 184, above
Hit Dice	11-13
Armor Class	2 or -1
Move	90'/min., 280'/min. (flying - average)
Magic Resistance	Standard or 4
No. of Attacks	6
Damage	1d8/1d8/3d8/1d8+2/1d8/1d8
Defenses	Steam form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (53'-63' long)
Intelligence	17
Alignment	Chaotic neutral
Treasure Type	XVIII
Treasure Value	2d4+1x10,000
Magical Treasure	1d6 scrolls (50%), 1d6 items (40%)
X.P. Value	See above

General: Steam dragons dwell in extremely hot locations (volcanic tunnels, near geysers, etc.), usually making their home in some underground cave or cavern. In their lair, there is a 30% chance that any given steam dragon will be asleep. Those steam dragons that are spell-casters do so as if they were mages.

Steam dragons can assume steam form at will. In such a state they have an armor class of 0, the magic resistance listed above, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind).

They cannot cast spells or use their breath weapon while in steam form, but are distinguishable from ordinary steam or clouds only 15% of the time. They can only fly in steam form, but do not inspire *dragonfear* while doing so.

Combat: In melee, steam dragons attack as described above. In addition, they can attack with their normal claw/claw/bite/tail/claw/claw attack routine while in steam form, causing an additional 2 h.p. of heat damage with each attack. Their breath weapon consists of a gout of scalding hot steam 10' long per hit die of the dragon and 5' wide and high. Any creature within the steam

must succeed at a saving throw vs. breath weapon or take damage equal to the dragon's current hit dice. A successful saving throw indicates half damage.

Appearance: Steam dragons do not have wings. Their bodies are thick, as are their tails, and their necks are short. The head is rounded and crowned by a row of backwards-facing spikes along the back of the skull. Their tails are short and end in a spade tip. Their scales are shimmering silver in color, duller along the underside, and display more colors as light glints off them along the creature's back.

## Vapor Dragon

Number	1d6
Morale	See Table 184, above
Hit Dice	10-12
Armor Class	3 or 0
Move	90'/min., 280'/min. (flying - average)
Magic Resistance	Standard or 3
No. of Attacks	6
Damage	1d6/1d6/2d8/1d8/1d6/1d6
Defenses	Vapor form
Attacks	Breath weapon, <i>dragonfear</i> , possible spells
Weaknesses	None
Size	L (48'-58' long)
Intelligence	15
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	(2d4+1)x10,000
Magical Treasure	1d4 scrolls (40%), 1d6 items (40%), 1d2 armor or shield (15%)
X.P. Value	See above

General: Vapor dragons dwell in cold climates, making their lairs in frosty ice caves and the like. In their lair, there is a 40% chance that any given vapor dragon will be asleep. Those vapor dragons that are spell-casters do so as if they were savants.

Vapor dragons can assume vapor form at will. In such a state they have an armor class of 0, the magic resistance listed above, and can fly as indicated (even against strong winds, albeit slower when flying into a head wind). They cannot fight or use their breath weapon while in vapor form, but are distinguishable from ordinary vapor, mist, or clouds only 20% of the time. They can only fly in vapor form, but do not inspire *dragonfear* while doing so.

Combat: In melee, vapor dragons attack as described above. Their breath weapon consists of a spray of fine freezing vapor some 10' in diameter per hit die of the dragon, with the edge beginning at the dragon's mouth. Anyone caught in the area of effect must attempt a saving throw vs. breath weapon. Failure indicates that the freezing vapor solidifies around the victim, creating a layer of ice that surrounds his entire body. A strength check is required to break the ice; otherwise the victim suffocates (see the rules regarding "holding your breath" above). Creatures encased in ice can neither move nor speak, and can make one attempt to break the ice per round.

Appearance: Vapor dragons do not have wings. Their bodies are thin, and their heads are triangular in shape with long "whiskers". They have a set of spikes along their spine, ending at the base of the tail. They are very pale, varying between white and silver depending on the light.

## Flightless Bird

	Rhea	Emu	Ostrich
Number	2d10	2d10	2d10
Morale	-3	-3	-3
Hit Dice	1d8	2d8	3d8
Armor Class	7	7	7
Move	180'/min.	180'/min.	180'/min.
Magic Resistance	Standard	Standard	Standard
No. of Attacks	1	1	1
Damage	1d4 or 2d4 (see below)	1d4 or 2d4 (see below)	1d4 or 2d4 (see below)
Defenses	None	None	None
Attacks	None	None	None
Weaknesses	None	None	None
Size	M (5')	M (6 1/2')	L (9')
Intelligence	1	1	1
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	10 + 1/h.p.	20 + 2/h.p.	35 + 3/h.p.

General: The term "flightless bird" includes such species as the ostrich, emu, and rhea. They tend to live in warm climates in open grassy terrain. They are not aggressive unless cornered.

Combat: Flightless birds peck (50%) or kick (50%) enemies, but only if there is no other recourse. The peck does 1d4 h.p. of damage, the kick 2d4.

Appearance: Flightless birds have muscular legs, long featherless necks, and large bulbous bodies covered in feathers. They tend to be black or brown with white highlights.

## Genius Loci

Number	1
Morale	n/a
Hit Dice	See below
Armor Class	-2
Move	180'/min.
Magic Resistance	7
No. of Attacks	0
Damage	n/a
Defenses	+2 or better weapons to harm; see below
Attacks	See below
Weaknesses	Tied to one location
Size	S-L
Intelligence	6-21
Alignment	Neutral
Treasure Type	XV
Treasure Value	See below
Magical Treasure	See below
X.P. Value	1,350 + 14/h.p.

General: A genius loci, or "place-spirit," is a non-corporeal being attached to a particular location or geographic feature, feeding on the emotional attention of others. Some will never be stumbled upon by intelligent creatures, and simply waste away until they eventually starve for attention. Others are discovered and venerated as nature spirits, receiving offerings in return for minor gifts. A few rare and lucky ones will merge with a living creature that is also tied to the spot (such as granite men, tree men, dryads, black willows,

and occasionally creatures such as nagas, banshees, or dragon turtles). The criteria for merging is that the creature itself should not have more hit dice than the genius loci and should be both alone and not inclined to leave its home.

Once a genius loci merges with a creature, they become one being in all respects, with the personality of the genius loci becoming increasingly dominant as time passes, but always being recognizable as the original creature. A dryad/genius loci, for instance, will still attempt to lure handsome men, and a granite man/genius loci retains a preference for gems and precious stones.

The merged being has the outward physical form of whatever creature it used to be, and can use any of its former powers as well as those of the genius loci. The number of hit dice is a combination of the original creatures' and the genius loci; use whichever hit die type is larger (d10 or that belonging to the other creature). It will still not desire (or be able to) leave its home; it is physically unable to travel beyond a quarter-mile radius, but a powerful merged being will have agents more than willing to work on its behalf.

The genius loci encourages those near its location to venerate and even worship it, making offerings in return for the application of its powers. It is quite needy and grasping in its desire for such attention, developing elaborate ruses and going to great lengths to ensure a steady supply of tribute. Genius loci pretending to be gods are certainly not uncommon.

Many of the genius loci statistics depend on how long it has been able to maintain its attention-cult. Just being present in the location is not enough to strengthen it; indeed, a genius loci dies without any sort of offerings or attention over a period of 1d12 years (if joined to another creature, they both die). If the strength of the genius loci is not known, roll randomly:

Die Roll (d%)	Years Venerated	Treasure Value	Magical Treasure
01-10	1-2	-	-
11-25	3-6	1d100	-
26-40	7-12	1d10x10	1 item (5%)
41-60	13-20	1d20x50	1 item (10%)
61-75	21-30	2d20x50	1d2 items (20%)
76-85	31-42	3d20x100	1d2 items (40%)
86-90	43-56	4d20x100	1d4 items (70%)
91-95	57-72	5d20x100	1d6 items (70%)
96-98	73-90	(1d6+4)x1,000	1d6 items (70%)
99-00	91+	(2d6+6)x1,000	1d8 items (75%)

Treasure value and magical treasure is not cumulative. If the genius loci is merged with some creature, add the x.p. value for that creature to the value for slaying the genius loci. Each month that passes in which the genius loci is not venerated counts as an entire year lost in terms of its powers. Veneration can take many forms: outright gifts of food or precious items, intense prayers and meditation on its name and/or form (in its presence), ritual adulation and supplication, and so forth. It is speculated that if a genius loci is venerated for long enough, it undergoes an actual apotheosis, turning into a genuine deity.

Combat: The genius loci does not attack in a conventional sense, nor can it be harmed by weapons of less than +2 enchantment. All illusion/phantasm and enchantment/charm type spells are useless against it. It has hit dice and magic powers as noted below. In all cases, the reverse of the spell effect is within the power of the genius loci, if applicable, and no material components, gestures, or incantations are required.

Years Venerated	Hit Dice	Magic Powers	INT	X.P. Value
1-2	1d8	<i>Suggestion</i>	6	14+1/h.p.
3-6	2d8	<i>Bless</i>	7	28+2/h.p.
7-12	3d8	<i>Enthrall</i>	8	50+3/h.p.
13-20	4d8	<i>Augury</i>	9	85+4/h.p.
21-30	5d8	<i>Remove Curse</i>	10	130+5/h.p.
31-42	6d8	<i>Cure Disease</i>	12	225+6/h.p.
43-56	7d8	<i>Divination</i>	14	350+8/h.p.
57-72	8d8	<i>Cure Serious Wounds</i>	18	550+10/h.p.
73-90	9d8	<i>Quest</i>	20	900+12/h.p.
91+	10d8	<i>Heal</i>	21	1,350+14/h.p.

Appearance: A genius loci is non-corporeal, and even on the ethereal plane appears only as a shimmering humanoid form. If joined with some other creature, that creature's skin glows, and its eyes are solid silver lights. It can use *empathy* at all times for communication, and can use outright *telepathy* to communicate once it has been venerated for 10 years or more.

## Gnome

Gnomes are demi-humans available for use as player characters (but check with your game master to see whether specific types of gnomes are appropriate in the campaign). When generic "gnomes" are indicated, hill gnome should be assumed, unless the context makes it plain that deep or forest gnomes are being referenced. Gnomes are distantly related to dwarves.

Regardless of type, gnomes can tunnel 80' per 8-hour shift in very soft rock, 60' in soft rock, and 30' in hard rock.

### Forest Gnome

Number	4d10x10
Morale	±0
Hit Dice	1d8
Armor Class	5 (4th level and under), 2 (5th level and above)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon
Defenses	See below
Attacks	See below
Weaknesses	None
Size	S (3')
Intelligence	12
Alignment	Neutral, neutral good, lawful good
Treasure Type	Individuals XVI, Community III
Treasure Value	Individuals 3d8, Community 5d6x100
Magical Treasure	Community 1d2 items (10%)
X.P. Value	14 + 1/h.p.

General: Forest gnomes dwell in rolling wooded hills. They have infravision (60' range) and make their homes in an elaborate village dug into the soil of the hills, with entrances usually found among the roots of great trees. Gnome clans are not hostile towards one another, but often have friendly rivalries between them. Gnome lairs are 80% likely to have the following animals as guards and pets:

Die Roll (d%)	Animals Present
01-60	3d6 carnivorous flying squirrels
61-70	1d6 wolves
71-94	1d4 stags
95-00	1d2 giant porcupines

Forest gnomes are accomplished woodsmen, and have the following abilities:

- Detect deadfalls, pits, etc. when traveling outdoors in woodlands within 10' (70%)
- Sense direction when travelling in woods (50%)

For every 40 gnomes encountered, there is a fighter of level 1d3+1. Larger groups also have higher-level characters as indicated below:

Number	Will Also Have...
160+	3rd-level fighter, 5th-level fighter
200+	Druid of level 1d3+3, thief of level 1d3
320+	6th-level fighter, 2 x 5th-level fighters, 7th-level druid, 4 x 3rd-level druids, 2 thieves of level 1d4

Additional higher-level individuals are cumulative. In addition to those listed above, gnomish communities have the following:

- 2d4 fighters of level 1d2+1
- 1d4 2nd-level druids
- Females equal to 50% of the total number of males
- Children equal to 25% of the total number of males

Forest gnome fighters have a 10% chance per level of having magic armor or a magic weapon (if a magic item is indicated, 50% chance of either type). Druids have a 10% chance per level of having some magic item usable by that class (scroll, staff, ring, etc.).

Combat: Forest gnomes of 1st to 4th levels wear mail and carry shields. Those of 5th level and higher wear plate armor and carry shields. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die Roll (d%)	Weapons	% Composition
01-15	Club and short sword	15%
16-30	Club and sling	15%
31-70	Club and spear	40%
71-80	Short sword and short bow	10%
81-00	Short sword and spear	20%

Due to their ancient enmity, forest gnomes have a +1 bonus "to hit" against kobolds and goblins. Gnolls, ogres, bugbears, trolls, and giants suffer a -1 penalty "to hit" when attacking gnomes.

Appearance: Forest gnomes have skin of brownish hue with white hair and blue or gray eyes. They tend to wear leather and earth-toned clothing. They speak their own tongue as well as that of kobolds, goblins, halflings, dwarves, and the common tongue. They are able to understand, and be understood by, small woodland creatures, such as rabbits, squirrels, robins, and the like.

### Hill Gnome

Number	4d10x10
Morale	±0
Hit Dice	1d8
Armor Class	5 (4th level and under), 2 (5th level and above)
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon
Defenses	See below
Attacks	See below
Weaknesses	None
Size	S (3')
Intelligence	12
Alignment	Neutral, neutral good, lawful good
Treasure Type	Individuals XVI, Community III
Treasure Value	Individuals 3d8, Community 5d6x100
Magical Treasure	Community 1d2 items (10%)
X.P. Value	14 + 1/h.p.

General: Hill gnomes dwell in rocky hills, which may or may not be wooded. They have infravision (60' range) and make their homes in an elaborate town hewn into the stone of the hills. Gnome clans are not hostile towards one another, but often have friendly rivalries. Gnome lairs are 80% likely to include the following animals as guards and pets:

Die Roll (d%)	Animals Present
01-70	5d6 badgers
71-90	3d4 giant badgers
91-00	2d8 wolverines

Hill gnomes are accomplished stone workers, and have the following abilities:

- Detect sloping or otherwise graded passages or tunnels (80%)
- Detect unsafe walls, floors, and ceilings in danger of imminent collapse within 10' (70%)
- Sense approximate depth below ground (60%)
- Sense direction when travelling below ground (50%)

For every 40 gnomes encountered, there is a fighter of level 1d3+1. Larger groups also have higher-level characters as indicated below:

Number	Will Also Have...
160+	3rd-level fighter, 5th-level fighter
200+	Cleric of level 1d3+3, illusionist of level 1d4
320+	6th-level fighter, 2 x 5th-level fighters, 7th-level cleric, 4 x 3rd-level clerics, 2 illusionists of level 1d4

Additional higher-level individuals are cumulative. In addition to those listed above, gnomish communities include the following:

- 2d4 fighters of level 1d2+1
- 1d4 2nd-level clerics
- Females equal to 50% of the total number of males
- Children equal to 25% of the total number of males

Hill gnome fighters have a 10% chance per level of having magic armor or a magic weapon (if a magic item is indicated, 50% chance of either type). Clerics have a 10% chance per level of wielding some magic item usable by that class (scroll, staff, ring, etc.).

Combat: Gnomes of first to fourth levels wear mail and carry shields. Those of fifth-level and higher wear plate armor and carry shields. Their weapons should be determined randomly. For large groups, you may wish to use the % Composition column, rather than rolling percentile dice for each individual warrior.

Die Roll (d%)	Weapons	% Composition
01-15	Club and short sword	15%
16-30	Club and sling	15%
31-70	Club and spear	40%
71-80	Short sword and short bow	10%
81-00	Short sword and spear	20%

Due to their ancient enmity, hill gnomes have a +1 bonus "to hit" against kobolds and goblins. Gnolls, ogres, bugbears, trolls, and giants suffer a -1 penalty "to hit" when attacking gnomes.

Appearance: Hill gnomes have skin of brownish hue with white hair and blue or gray eyes. They tend to wear leather and earth-toned clothing. They speak their own tongue as well as that of kobolds, goblins, halflings, dwarves, and the common tongue. They are able to understand, and be understood by, small burrowing creatures such as badgers, moles, rabbits, and the like.



## Men

### Soldier

Number	See below
Morale	+1
Hit Dice	See below
Armor Class	See below
Move	90'/min., 180'/min. (mounted)
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	M
Intelligence	9
Alignment	Any
Treasure Type	XI
Treasure Value	1d6 each
Magical Treasure	See below
X.P. Value	5 + 1/h.p.

General: Soldiers usually appear throughout any campaign world, whether as a patrol, a band of mercenaries, or a troop en route to some battle, garrison posting, or other duty. This represents only the most generic of soldiery; each game master should have more specific tables for soldier encounters in different areas and nations of his campaign world. Lacking more specific direction, the exact composition of the band of soldiery should

be determined randomly. Re-roll for any result that is inappropriate for the locale in your particular campaign setting.

Die Roll (d%)	Soldiery Type
01-06	Knights
07-24	Patrol, levies
25-42	Patrol, light
43-61	Patrol, medium
62-82	Patrol, heavy
83-00	Patrol, slavers

The composition of the soldiery depends on the type. If the terrain is particularly rough, mounted troops will be on foot, as appropriate.

**Knights:** This is a group of noble warriors sworn to one of the local noblemen or royalty. It consists of: 1 commander (paladin level 8-9 or cavalier level 9-10), 1 lieutenant (paladin level 6-7 or cavalier level 7-8), 1d4+8 knights (cavaliers level 4-6), 1 chaplain (cleric level 7-9), and 1d3 clerics (clerics level 3-5). The commander, lieutenant, and each knight are accompanied by a retinue: 1 esquire (cavalier level 2-3) and 1d4+4 lancers (cavalier level 1). The total number is thus between 67 and 127. Knights have plate armor and shield (AC 2), lance, bastard sword, and mace. Clerics have plate armor and shield (AC 2), flail, hammer, and mace.

Esquires have plated mail and shield (AC 3), lance, longsword, and mace. Serjeants have plated mail (AC 4), light crossbow or spear (50% chance of either), and short sword. Knights are mounted on heavy warhorses, all others on medium warhorses.

**Patrol, Levies:** This is a group of foot soldiers pressed into service from the local area. Most are usually not professional soldiers, except their officers and a few veterans. It consists of: 1 captain (fighter or ranger level 6-8), 2 lieutenants (fighters level 4-5), 4 serjeants (fighters level 3), 8 veterans (fighters level 1-2), and 1d10+40 peasant levies (commoners). The captain and lieutenants have mail and shield (AC 4), serjeants and veterans have mail (AC 5), and the levies themselves have a mix of lighter armors such as ring, brigandine, steel lamellar, steel cuirass, or steel scale (AC 5-6). Weapons mostly include longswords, but the levies have either spear, pike, or some sort of pole-arm as is typical for the area in question. 50% of the levies may be armed with missile weapons such as light bows, light crossbows, or slings, if appropriate. Officers, lieutenants, and serjeants will be mounted on light warhorses.

**Patrol, Light:** These are professional soldiers. A light patrol consists of: 1 captain (fighter level 5-6), 2 subalterns (fighters level 3-4), 6 serjeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be one of the following: 1 cleric level 5-6 (AC 2), 1 druid level 5-6 (AC 8), or 1 mage level 4-5 (AC 10). All will be mounted on light warhorses. Officers wear mail (AC 5), while serjeants, veterans, and soldiers wear steel scale (AC 6). The officers and serjeants wield longswords, while the veterans and soldiers carry weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).



## Statue, Animated

**Patrol, Medium:** These are professional soldiers. A medium patrol consists of: 1 captain (fighter level 5-6), 2 subalterns (fighters level 3-4), 6 sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be one of the following: 1 cleric level 5-6 (AC 2), 1 druid level 5-6 (AC 8), or 1 mage level 4-5 (AC 10). The officers, spellcaster, and sergeants will be mounted on heavy warhorses, while the veterans and soldiers have medium warhorses. Officers wear plated mail and shield (AC 3), while sergeants, veterans, and soldiers wear steel scale and shield (AC 5). The officers and sergeants wield longswords, while the veterans and soldiers carry weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).

**Patrol, Heavy:** These are professional soldiers. A heavy patrol consists of: 1 captain (fighter level 5-6), 2 subalterns (fighters level 3-4), 6 sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be one of the following: 1 cleric level 5-6 (AC 2), 1 druid level 5-6 (AC 8), or 1 mage level 4-5 (AC 10). The officers, spellcaster, and sergeants will be mounted on heavy warhorses, while the veterans and soldiers ride medium warhorses. Officers wear plate armor and shield (AC 2), while sergeants, veterans, and soldiers wear plated mail and shield (AC 3). The officers and sergeants wield longswords, while the veterans and soldiers carry weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known).

**Patrol, Slavers:** These are professional slavers, raiding for more merchandise. This group consists of: 1 captain (fighter level 5-6), 2 subalterns (fighters level 3-4), 6 sergeants (fighters level 2-3), 1d4+6 veterans (fighters level 1), and 5d4+4 soldiers (commoners). In addition, there will be one of the following: 1 cleric level 5-6 (AC 2), 1 druid level 5-6 (AC 8), or 1 mage level 4-5 (AC 10). All will be mounted on light warhorses. Officers wear mail (AC 5), while sergeants, veterans, and soldiers wear steel scale (AC 6). The officers and sergeants wield longswords, while the veterans and soldiers have weapons appropriate to the land in which they are found (use spear and footman's flail if no more appropriate weapons are known). In addition, there will be 1d100 slaves who are kept in 1d3+2 wagons or 1d3+4 carts; each cart has 1 driver, each wagon has 2 drivers, and all will have draft horses or oxen to move them.

**Combat:** Soldiers strike with weapons, the type varying according to the specific land in which they are found. Typical soldiers in one nation might favor the halberd, for instance, while those in another might use the pole axe. They are usually mounted on warhorses, as indicated above, unless the terrain makes such travel unlikely. Those who are second level or greater may have one of the following magic items, as indicated (re-roll if an item is selected that is unusable by the character). Roll once per character for each type of item; if a roll fails, the character has no more magic items and you should move on to the next character:

- Fighters, paladins, or cavaliers: 5% chance per level of having armor or shield, weapon, potion, or scroll.
- Clerics or druids: 5% chance per level of having armor or shield, weapon, wondrous item, potion, or scroll.
- Mages: 5% chance per level of having a potion, scroll, ring, rod/wand/staff, or wondrous item.

**Appearance:** Soldiers are armed and armored as indicated above. Their exact appearance varies according to their level and station; a cavalier of high level will most likely be well dressed and have an air of confidence, while a peasant levy will probably have dirty clothing and a dejected attitude.

	Marble	Stone	Bronze
Number	1	1	1
Morale	n/a	n/a	n/a
Hit Dice	3d10	5d10	7d10
Armor Class	4	4	2
Move	90'/min.	60'/min.	30'/min.
Magic Resistance	1	3	5
No. of Attacks	2	2	2
Damage	1d6/1d6	1d8/1d8	2d6/2d6
Defenses	See below	See below	See below
Attacks	None	None	None
Weaknesses	None	None	None
Size	M	M	M
Intelligence	6	6	6
Alignment	Neutral	Neutral	Neutral
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	85 + 4/h.p.	225 + 6/h.p.	550 + 10/h.p.

**General:** Animated statues are magical constructs similar to golems, but not nearly as powerful or difficult to construct. They follow the orders of their master (usually the one who created them in the first place), but these instructions must be simple: no more than 20 words, maximum.

Animated statues can be created by mages of 14th level, or savants of 16th, or by those with access to the proper magical *workbook of animated statues*. Without such a workbook, creation of an animated statue requires the following:

- 10,000, 20,000, or 40,000 g.p. for materials, which are used to create a statue out of marble or stone, or cast one in bronze, respectively
- Casting an *animate object* spell
- Casting a *limited wish* spell

Both of the spells must be cast in succession after the construction of the animated statue (a process that itself takes one month, six weeks, or two months of uninterrupted work for a marble, stone, or bronze statue). It is theorized that other sorts of animated statues are possible.

**Combat:** Animated statues attack with their fists. Any non-magical weapon striking an animated statue must itself make a saving throw or be broken:

Weapon Type	Marble	Stone	Bronze
Wood	13	14	15
Metal	6	7	8

Any weapon striking the animated statue must roll the number indicated above (or higher), or break. Enchanted weapons do not need to make a saving throw. For weapons made of both metal and wood (e.g., spears or most pole-arms) use the saving throw for a wooden weapon. Animated statues are immune to all mind-affecting magic such as *sleep*, *charm*, *hold*, and so on.

**Appearance:** Animated statues can look like just about anything, as long as they are roughly the size of a human. They are completely still until activated, either at the command of their master or because some pre-determined condition has been activated. They radiate magic (if detected for), but are otherwise indistinguishable from ordinary statues.

## Whale, Narwhal

Number	1d6
Morale	+7
Hit Dice	6d10
Armor Class	6
Move	210'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d12 (male), 1d6 (female)
Defenses	None
Attacks	None
Weaknesses	None
Size	L (20' long plus tusk)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 8/h.p.
Evasion	+3

General: Narwhals are found in the coldest regions of the ocean, at home under pack ice for long periods of time. They are carnivores, but not generally hostile towards men.

Combat: Male narwhals attack with their great single tusk, which can reach lengths of up to 10'. Females attack by ramming targets with their head.

Appearance: Narwhals are much like other whales, with the notable exception of the males, who sport a single enormous tusk that juts from the head.

# Adventures Dark and Deep™

## A Curious Volume of Forgotten Lore

In 1985, Gary Gygax left TSR, unable to continue development on *Advanced Dungeons & Dragons*®. However, he wrote several articles in *Dragon*® magazine detailing what the new edition of the game would look like, and in later years expanded greatly on those articles in various online forums. *Adventures Dark and Deep*™ is an attempt to realize those plans and create the game that Gygax was unable to. This detailed tome is the result of years of research and effort, and provides a glimpse into how a new edition of the world's most popular role-playing game might have appeared if its creator had remained at the helm. This volume includes:

- New character classes: the bard, jester, mystic, savant, and mountebank, complete with scores of new spells
- An alternate combat system that flows smoothly and allows for quick combat resolution without becoming completely abstract
- Social encounter rules
- New rules for treasure
- New rules for ships and waterborne encounters
- Comprehensive rules for magic; spell books, magic resistance, spell creation, and more
- Dozens of magic items
- Loads of new monsters and changes to existing monsters
- And more!

Note: This is not a complete game! It is an intended for use with other role-playing games such as *Advanced Dungeons & Dragons*™, *OSRIC*™, *Labyrinth Lord*™, and other compatible games.