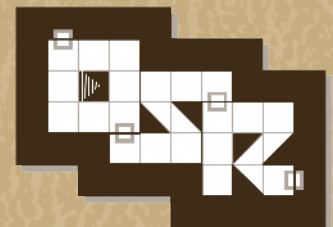# Fenris 2d6

### By Gregory B. MacKenzie

## A FANTASY ROLE PLAYING GAME



*As it was in days of yore so shall it be now. Fenris 2d6 is a Fantasy Role playing Game which invites you to take a fork in the road, the path less travelled, which we modestly claim involves only tremendous feats of imaginary daring and dicing on the gaming table with just two six sided dice, pencil, and graph paper. We invite you to re–discover and re–invent the idea of the role playing game for yourselves.*

*Fenris 2d6*
*Copyright G. B. MacKenzie 2012*

ERRONEOUS GROG

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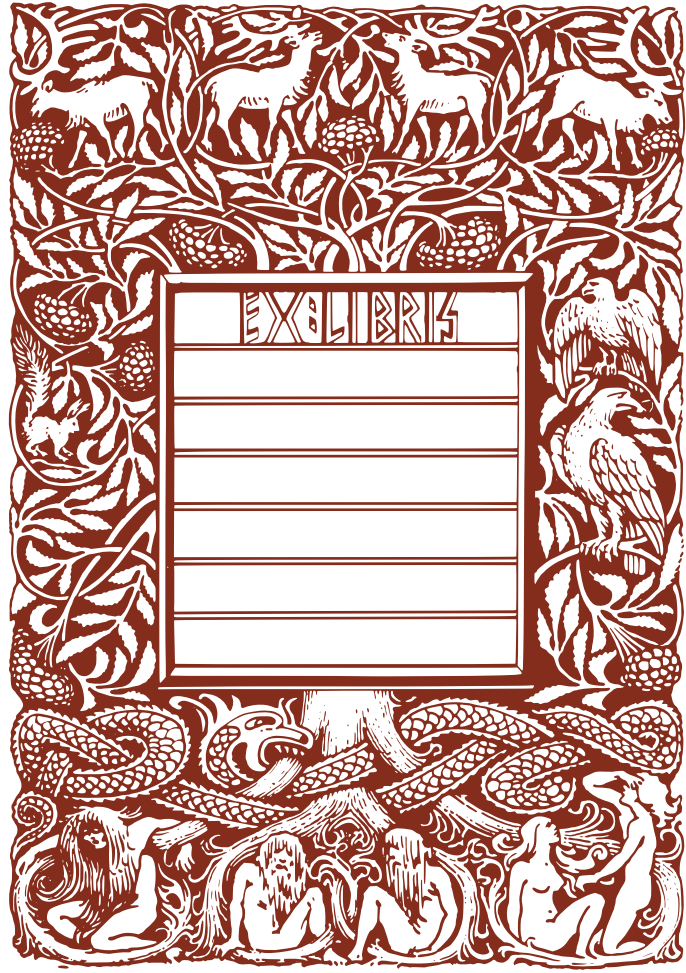
# Fenris 2d6

By Gregory B. MacKenzie

## Dedication

*To Sharon Walker, Denyse Walker, and Curtis Walker.*

*May you always find your imagination*

*and the joy of creativity in all that you do.*

## Copyright Notice

## About The Author

Gregory B. MacKenzie has been a role playing enthusiast since first discovering the hobby in high school during the late 1970s. His cartoon The Misadventures of the Erroneous Grog appeared in the Judges Guild Journal. Over the years Greg has authored countless original adventures such as Gloomland, and the Cobweb Caverns for the enjoyment of his friends and family. Visit the website www.busygamemaster.com for old and new adventures by this author.



*Drawn by John D. Batten*

Gwrhyr and Eidoel talk with the eagle of Gwern Abwy

## To the Adventurer

What rich adventure lies before the bold who, with sword and sorcery at their command, might undertake this quest for adventure's sake alone? The silver pennies of a treasure hoard although hard won are all too quickly spent and though an adventurer might count himself rich for a day the shared hardships of such quests make one wealthy of spirit for a lifetime.

# Fenris 2d6

# Fenris 2d6 Contents

A delving company of Dwarfs, Obo, Nodi, and Grimp are accompanied by Halflings, Weebo, Geebo, and the Magician Kodas. – Suddenly, you encounter Wicked Goblins and their very large pet rat guarding dungeon portals! The rat growls and snarls warning the guards, and the Goblins shout, "Arm Yourselves! Intruders!"

*Photo © 2013 Gregory B. MacKenzie*



Miniatures are not really necessary to play the game but do add to the fun! –Ref

*Photo © 2013 Gregory B. MacKenzie*

# Forward

On Saturday mornings so long ago we delved deep in underground vaults in search of the jewelled treasures of forgotten kings. Foes we found there in the dark, fell bestial creatures, and rough battles were fought until the numbers of the slain could not be easily counted. Although we had gone in search of glry and gold as we carried our hard won treasures from the dark mines we discovered ourselves made glorious heroes for the minions of an Evil Sorcerer had been vanquished.[P1]

Such is the rich reward of playing a game not unlike this one which seeks only to provide a few hours of pleasant diversion in the company of friends. This game is of course my own diversion and sets out my approach to role playing in the fantasy genre. I remember well the beginning of my own days in the gaming hobby. At that particular point in time the idea of Role Playing with miniatures had just made the leap from table top miniature battles between armies. The idea of taking the table top battle underground is really a stroke of genius, necessarily scaling the battles down to a man to man scale.[P1]

This particular game is written entirely from the perspective of re–capturing some of that transitional period. Granted, one cannot entirely put the genie back into the bottle, nor perhaps should I want to, for to indelibly make my own stamp I must perforce give such an idea an interpretation. I humbly submit this is a worthy set of rules deserving of consideration on its own merit. So, I commend you to the untold adventures which lie before you, go boldly forth![P1]

# Introduction

*Fenris 2d6* is an imagining, via the OGL, of house–rules for role playing in the fantasy genre. In the early days in which I first played a role playing game I was immediately captured by the fun. Of course many years have passed since then, but every so often I do get to reminiscing about those youthful days of glorious dungeon adventures.

Of course such an offering via the OGL and the SRD can never truly be the White–Box game my high school friends and I knew back in the late 1970s; nor should it be so for the wealth of information in the SRD contains many revisions and adaptations which came later. Back in the day, a significant amount of the content of the SRD simply hadn't been invented yet. Whither then?

The rules contained in *Fenris 2d6* are an editing and re–interpretation of the SRD source material. The focus is upon a minimalist set of tools, and deliberately so, for much had to be left out of the SRD source material in order to get the sort of fantasy game that I want. There is also the matter of house–ruling, interpretation, and a certain amount of invention, for to make a workable set of rules out of the SRD one must necessarily edit it rather severely. The reader will also have to allow this author playful exuberance in interpretations and imaginings as the rules unfold. I am mindful that in those "White–Box" days we learned "the game" as we knew it from friends, and not by reading the

rules. Therefore practical experience and examples were how the game was conveyed.

*Fenris 2d6* unashamedly reflects my personal interests proffering its own **Pre–Medieval Combat Milieu** as the default for its setting and the handling of combat.

Alternatively, a **Post–Renaissance Combat Milieu**, and a **Classic Combat Milieu** in the manner of the White Box of yesteryear are also presented as options.[P1]

The foundation of *Fenris 2d6 owes much to years of personal experience:*

The design of *Fenris 2d6* has been very carefully considered. What I mean by this is that the math of 2d6 is not inferior to those of other platonic dice. In fact, the use of two six sided dice provides a known predictable sum of 7 which occurs 58.33% with each throw of the dice. The combat table, and other tables, are designed around this average result which provides quite a different effect on game play than would be found with a dice roll throw of a single twenty sided dice.

In *Fenris 2d6* you fight your opponent, not just their armour, and Check Numbers on the Combat Table are found by comparing the numbers of hit dice of each opponent. Ranges of hit dice on the Combat Table make the resulting indexed Check Number achievable, with any difference in armour type between foes providing a dice–roll modifier.

The spent and helpless Spell Caster of the "White Box" is reworked into a capable character from the outset. Rather than impose an arbitrary limit on the number of spells which may be cast the scope of Magic of *Fenris 2d6* is broadened to a *per–use* basis. What spells the Character has in their spell book may be repeatedly cast. However, the difficulty of casting the next spell increases with each previous spell that is cast. Magic is no longer automatic, the Spell Caster must make a Check Roll on the Combat Table to cast a spell, and spells can fail, just like any other form of attack.

*While* **Fenris 2d6** is an homage to the "White Box" it does not seek to be a slavish imitation. These rules attempt to explore some paths not taken in as much as any such rules variant can diverge from the commonality of the SRD source. This game makes no claim to be compatible with any "White–Box" or other SRD based titles. If the reader expects it to be exactly like the "White–Box" one will be sadly disappointed. Although the idea of a "White Box" has been presented before these rules contain an expression of the fun as I envision it. Therefore, you the reader, I hope will find hereafter in *Fenris 2d6* much that is pleasing and useful to you. If not as a whole, some part may still be of enough interest to be worth incorporating into your own games.

*Gregory B. MacKenzie*

# How to Use This Book

Consider this book as merely a guide to play. I highly recommend that if you find some part of it that is not to your liking to write down your interpretation of a rule and thereafter abide by that. It is very important for the Referee, who is the leader of the play sessions, to both allow

themselves to modify the game to their liking, and remain fair and consistent in their interpretations and adjudications.[Pi]

If you are a player, the Referee's decisions with regard to any rule interpretation must be regarded as final. This is not to say that the subject of rules should be excluded from discussion.[Pi]

> *Back in the day the "White–Box" rules were a rather eclectic mixture open to many possible interpretations; considered a guide to play, and not absolute rulings. "The Game" was what players and the referee built between themselves as they went along. The very vagueness of the rules was part of what made them charming but it also made them adaptable and allowed interpretation. These rules simplify the definitions in the SRD to create similar flexibility.[Pi]*

Of course this game is recommended for those ages 12 and up. Grandfathers such as myself, who have not entirely grown up and have that little boy still inside of them, as well as young players, will no doubt find this game highly entertaining fun. What could be more interesting than sneaking into a Dragon's lair to retrieve some part of said beasts golden hoard. The purpose of this game is to bring such wondrous adventures to life.[Pi]

This author has made many notations to the rules which are boxed to set them apart from the normal text. The notations consist of examples, anecdotes, explanations of customary usage, and deviations from the rules which may be useful. Occasionally, footnotes will also serve this purpose.[Pi]

Fenris 2d6 proposes a *Pre–Medieval Combat Milieu* as the default setting and the handling of combat. Alternatively, a *Post–Renaissance Combat Milieu*, or a *Classic Combat Milieu* (in the manner of the White Box of yesteryear) are also offered as options.[Pi]

# Creating Characters

A player may choose between three types of Character Classes, The Warrior, The Mystic, and The Magician. The character is an imaginary person, for this is a game of imagination, which enables each player to take part in the shared adventure.[Pi]

The Referee rolls three common six sided dice (3d6) for each of a character's Abilities and sums the pips of the dice, for example:

> *Strength 6*
>
> *Dexterity 9*
>
> *Constitution 12*
>
> *Intelligence 11*
>
> *Wisdom 13*
>
> *Charisma 8*

> *It was very common practice in the early day's of role playing to allow each player participating in the game to roll the dice for their own character. Commonly, this would save the Referee a great deal of effort. The dice should be rolled for each Ability in sequence. Let the dice fall where they may and sum each combination.[Pi]*

At this stage of preparation for play, the character has not been assigned either their Class or an Ethnicity. Take a look at the character to see where the numbers fall in order to select one of three Character Class:[Pi]

- A character with a high Strength should be a Warrior.

- A character with a high Intelligence should be a Magician.

- A character with a high Wisdom should be a Mystic.

In the above example, our sample character's highest score is Wisdom 13 and would make a good Mystic. The character has an Intelligence of 11, and while this is not as high as Wisdom, the character could still become a Magician. With a Strength of 6 there is little chance to become a Warrior. The best of the three scores falls in Wisdom, therefore let us make the character a Mystic.

## Modification of the Class Ability Score

A player may trade points at a ratio of 2:1 to improve their Class most important Ability providing they do not lower the Strength, Intelligence, or Wisdom Abilities below a score of 9. You must take 2 points wholly from an Ability. You may not take 1 point from INT and 1 point from WIS to make up the 2 points. For example:

> *A Warrior may take 2 points from either Intelligence or Wisdom and add 1 point to Strength. The Warrior may continue to take points from Intelligence or Wisdom, and add them to Strength, but may not lower the scores of those Abilities below 9. Use the following table to determine where the points must be taken from.*

### Table of Class Ability Modifications

| Class | Take 2 Points From | Apply 1 Point To |
|---|---|---|
| Warrior | Intelligence or Wisdom | Strength |
| Magician | Strength or Wisdom | Intelligence |
| Mystic | Strength or Intelligence | Wisdom |

Let us modify our character and make him a better Mystic:

- Strength 6 – Strength is below 9 so no points can be taken from this Ability.

- Dexterity 9

- Constitution 12

- Intelligence 9 – two points were taken, which lowers Intelligence to the minimum score of 9.

- Wisdom 14 – one point was added to Wisdom raising the score from 13 to 14.

- Charisma 8

*You can see from this example that it is not necessary to perform other machinations with dice to improve a character's Abilities. Refrain from any other form of dice rolling or alteration if you wish to play like we did back in the day!*

# Hopeless Characters

It may be that the sums of 3d6 for a character's Class Abilities; Strength, Intelligence, and Wisdom, all fall below 9 points. Such a character is below average, cannot be adjusted, and may be considered unsuitable for play. A new character may be rolled for by the Referee.

*The average sum of 3d6 is 9–12 points. When the determination was made that a character was hopeless, we would discard it, begin again, and roll up an entirely new character.*

# Ethnicity

Ethnicity, so often commonly referred to as race, further defines a character's Class (Warrior/Mystic/Magician) as one of the following; Human, Dwarf, Elf, Halfling, or Other. At this point in the creation of a character we have chosen a Class based on the character's Abilities. The character may be further augmented by adding Ethnicity however not all can be a Warrior, Magician or Mystic.

Typically, choosing an Ethnicity modifies a Character's Abilities and gives them *Advantages*. It's a trade off though; you have to give up unrestricted level advancement to get the *Special Advantages*. Since there are only 10 levels this is not as terrible as it might first appear.

## Humans

Humans are a baseline against which all other characters are developed. They have no special bonuses or penalties due to their size. A Human may be any of the following Class; a Warrior, Mystic, or Magician. Humans know the "Common" language and may learn any other. They are not limited in level progression.



*Drawn By Halfdan Egedius*

## Dwarfs – Hill Dwarfs, Dark Dwarfs

Dwarfs are restricted to the Class of Warrior and may not progress beyond the 6th level. As Medium human–like creatures, Dwarfs have no special bonuses or penalties due to their size. Dwarfs speak Common and Dwarf as well as the languages of their enemies the Giants, Gnomes, and Goblins. Dwarfs have the following special advantages:

*Ability Modifications; +2 Constitution, –2 Charisma.*

*A –2 Check Roll penalty is applied when spells are cast against Dwarfs[1].*

*Dwarfs gain a +2 Check Roll bonus on Saving Throws against Spell–like effects and Poisons.*

*Dwarfs gain a +1 Check Roll bonus on Attack Rolls against Goblins.*

*Dwarfs gain a –2 bonus to Armour Class against Monsters of the Giant type.*

*Spell Casters make a Check Roll to determine if a spell is successful. The –2 penalty is deducted from the sum throw of the dice and worsens the chance of success. The text of a spell indicates if a Character is entitled to a Saving Throw which may moderate the effect of a successfully cast spell.*

*Dwarf base land speed is 60 feet per melee round. However, Dwarfs can move at this speed even when wearing medium or heavy armour or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).*

*Darkvision. Dwarfs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Dwarfs can function just fine with no light at all.*

*Stonecunning. This ability grants a Dwarf a +2 bonus on Search Tasks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A Dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a Dwarf can use the Search Task to find stonework traps. A Dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.*

*Artisans. Dwarfs are skilled in one of the following, Masonry or Smithing. Dwarfs skilled in Masonry may build secret doors and other stoneworks. Fortifications are built in ½ the usual time when Dwarfs are building. Dwarfs skilled in Smithing may forge magic weapons and other magical objects with the aid of a Magician or Mystic. When a Dwarf is forging a Magician or Mystic may add +1 to the Enchantment Check Roll.*

# Fenris 2d6

## Table of Alternative Names for the Dwarf

| Law | Chaos | Descriptions |
|---|---|---|
| Light Dwarf | Dark Dwarf | Resembling a small man of stunted and grotesque appearance the Dwarf has great strength which is reflected in their Speed, encumbrance hardly affects them. Hill Dwarfs are often described as square and stout, bearded, and wear clothes the colour of bracken. They are renowned for their considerable skill as smiths and craftsmen with metal and jewels. Their cousins the Dark Dwarfs, although equally skilled, are dour, ugly, and selfish. Dark Dwarfs rely on cunning, and trickery to gain wealth. Dwarfs of both kinds typically live in hills or underground. |
| Hill Dwarf, Mountain Dwarf | Under–Hill Dwarf, Under–Mountain Dwarf | As above, and there need be no particular distinction between the habitation of Dwarfs which typically live in or under hills and mountains. |
| | | [PI] |

## Elves – Light and Dark Elves, Faeries, Wood Elves

Elves are restricted to the Class of Warrior and Magician.

They may not progress beyond the 4th level as a Warrior or 8th level as a Magician. Elves possess the unique advantage of playing as both a Warrior and Magician, but may never do so in the same game session. At the beginning of a game session they must announce to all present that they are playing as either a Warrior or a Magician Class. They must follow the rules for the Class they have currently chosen.

As Medium human–like creatures, Elves have no special bonuses or penalties due to their size. Elves speak the languages of Common and Elven as well as that of Birds, Dragons, Gnoll, Gnome, Goblin, and Sylvan.

Elves have the following special advantages:

*Ability Modifications. +2 Dexterity, –2 Constitution.*

*A –2 Check Roll penalty is applied when spells are cast against Elves unless the spell caster is also an Elf[1].*

*Elves gain a +2 Check Roll bonus on Saving Throws against Spell–like effects.*

*Elves are immune to magic sleep effects and enchantments.*

*Elves gain a +2 Check Roll bonus on the following Tasks: Listen, Search, and Spot. An Elf who merely passes within 10 feet of a secret or concealed door is entitled to a Search Check Roll to notice it as if they were actively looking for it.*

*Elves gain a +1 Check Roll bonus on Attack Rolls against Goblins, Ogres, Giants, Lycanthropes, Wights, and Wraiths.*

[1]*Spell Casters make a Check Roll to determine if a spell is successful. The –2 penalty is deducted from the sum throw of the dice and worsens the chance of success. This penalty is not deducted if the spell caster is also an Elf. The text of a spell indicates if a Character is entitled to a Saving Throw which may moderate the effect of a successfully cast spell.*

***Low–Light Vision.*** *An Elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retains the ability to distinguish color and detail under these conditions.*

*Elf base land speed is 80 feet per melee round.*

***Artisans:*** *Elves are skilled in one of the following, Woodworking or Smithing. Elves skilled in Woodworking may build of wood furnishings, homes, and watercraft of any sort. These may include secret compartments or rooms if entirely made of wood. Watercraft are built in ½ the usual time when Elves are building. Elves skilled in Smithing may forge magic weapons and other magical objects with the aid of a Magician or Mystic. When an Elf is forging a Magician or Mystic may add +1 to the Enchantment Check Roll.*

***Elf Shot.*** *The arrows of Elves have the ability to cause paralysis. This only effects Characters and Monsters with less than 4 hit dice. Those struck by Elf Shot are entitled to a Saving Throw to avoid the effects completely. Undead are unaffected by the paralysis.*

***Faerie Glamour.*** *Elves are able create illusions casting the spells Disguise and Silent Phantasm as if they were 2nd Level Magicians. The spells require a Check Roll to succeed and the spell use adds up just as it does for Magician's making them harder to use the more often they are cast.*

## TABLE OF ALTERNATIVE NAMES FOR THE ELF

| Law | Chaos | Descriptions |
|---|---|---|
| Light Elf, Faerie, Seelie | Dark Elf, Faerie, Un–Seelie | Elves resemble and behave like Humans in many respects. Both types of Elves are skilled artisans. The regions where they reside are known as Elflands. Light Elves are fair of appearance, beneficent, and Lawful. In contrast the Dark Elves are ugly, selfish, and Chaotic. Elves of Darkness live underground but may be found above ground to work their mischief. |
| Wood Elf, Forest Elf, Water Elf | Dark Elf, Water Elf | Forest Elves reside in Forests like Dryads. Water Elves live on or near water. Dark Elves live underground or in under water caverns. |
| | | [PI] |

## HALFLINGS – HOBS, BOGLES, BROWNIES AND BOGGARTS

Halflings are restricted to the Class of Warrior and Magician.

They may not progress beyond the 4th level as a Warrior or 6th level as a Magician. Halflings speak the languages of Common and Halfling as well as the languages of Dwarfs, Elves, Gnomes, and Goblins.

Halflings are Small human–like Creatures and have the following special advantages:

*Ability Modifications. +2 Dexterity, –2 Strength.*

*As a Small subject, Halflings gain a –1 Bonus to Armour Class, but they use smaller weapons than humans use, and their lifting and carrying limits are three–quarters of those of a Medium character.*

*Halflings gain a +2 Check Roll bonus on the following Tasks: Climb, Hide, Jump, Listen, and Move Silently.*

*Halflings gain a +1 Check Roll bonus on all Saving Throws.*

*Halflings gain a +2 Check Roll morale bonus on saving throws against fear: This bonus stacks with the Halfling's +1 bonus on saving throws in general.*

*Halflings gain a +1 Check Roll bonus on attack rolls with thrown weapons and slings.*

- Halflings may Shapeshift, per the 4th level Magician spell, but only into forms that are no larger than they are in size (Small). They may resume their own form at will. This is a trick they typically use to escape foes[1].

- Halflings also have the power to travel through stone and earth as easily as others move through the air. They Passwall as if they were a 5th level Magician)[1].

- Halflings have the power to Remove Curse and Bestow Curse, each as if they were a 4th Level Magician[1].

[1]*The spells Shapeshift, Passwall, Remove Curse, and Bestow Curse require a Check Roll to succeed and the spell use adds up just as it does for Magician's making them harder to use the more often they are cast.*

*Halfling base land speed is 60 feet per melee round.*

## TABLE OF ALTERNATIVE NAMES FOR THE HALFLING

| Law | Chaos | Descriptions |
|---|---|---|
| Hob | Bogle | Resembling a small man approximately three feet in height and dressed in brown clothes the Hob has a head of shaggy hair and is often helpful. The Bogle, although of the same appearance, is not in the least bit helpful and is often mischievous. Hobs and Bogles are usually solitary and are often found in a particular location. All dwell underground, e.g. Hobs live in a Hob–hole. |
| Brownie | Boggart | As described above. |
| | | [PI] |

## OTHER

The Referee may allow a player more latitude in their choice of Ethnicity, there is no reason why a player may not start out as a lowly creature of any sort providing the details and progression are worked out beforehand.

# Fenris 2d6
# The Abilities

Each of the Abilities are described hereafter and both describe your character and influence some of his or her actions. You also use your Abilities to peform *Common Tasks*.

## Strength (STR)
Strength measures your character's muscle and physical power. This ability is especially important for Warriors because it helps them prevail in melee.

Strength also limits the amount of equipment your character can carry.

You apply your character's Strength modifier to:

Damage rolls when using a melee weapon or a thrown weapon (including a sling).

Exception: Off Hand attacks receive none of a character's Strength bonus,

Climb, Jump, and Swim Tasks. These are the skills that have Strength as their key ability.

Strength Tasks (for breaking down doors and the like).

## Dexterity (DEX)
Dexterity measures hand–eye coordination, agility, reflexes, and balance. This ability is important for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

Ranged Attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.

Armour Class (AC) Bonus, provided that the character is not *prone;* invert the Dex bonus, e.g. a +2 becomes –2.

Saving throws, for avoiding *common hazards* that you can escape by moving quickly.

Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope Tasks. These are the skills that have Dexterity as their key ability.

## Constitution (CON)
Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

Each roll of a Hit Dice (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).

Saving throws, for resisting Common Hazards such as poisoning and similar threats.

## Intelligence (INT)
Intelligence determines how well your character learns and reasons. This ability is important for Magicians because it affects how many spells they can cast, how hard their spells

are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

The number of languages your character knows at the start of the game.

A Magician gains bonus spells based on their Intelligence score. The minimum Intelligence score needed to cast a Magician spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A Subject of human–like intelligence has a score of at least 3.

## Wisdom (WIS)
Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for Mystics.

You apply your character's Wisdom modifier to:

Saving Throws vs Magic and Illusion.

Mystics get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a Mystic spell is 10 + the spell's level.

## Charisma (CHA)
Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every subject has a Charisma score.

You apply your character's Charisma modifier to:

Tasks that represent attempts to influence others.

## Changes To Ability Scores
When an ability score changes, all attributes associated with that score change accordingly.

## Ability Modifiers
Each ability, after changes made because of ethnicity, has a modifier ranging from –3 to +3. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you'll need to know about if your character is a spell caster.

The modifier is the number you apply to the dice roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren't dice rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

- The STR Ability Dice Roll Modifier is applied to Damage.

- The DEX Ability Dice Roll Modifier is inverted and applied to Armour Class; e.g. a  DEX 6-7 Dice Roll Modifier of -1 becomes +1 and AC 6 becomes AC 7, a DEX 14-15 Dice Roll Modifier of +1 becomes -1 and AC 6 becomes AC5.

## TABLE OF ABILITY MODIFIERS AND BONUS SPELLS

| Ability Score STR DEX CON INT WIS CHA | Ability Dice Roll Modifier | Character XP Bonus* | Bonus Spells (by Spell Class) for Intelligence (INT) and Wisdom (WIS) | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| 3 | −3 | −10% | Too low for a Mystic or Magician, you can't cast spells tied to this ability | | | | | | |
| 4–5 | −2 | −10% | Too low for a Mystic or Magician, you can't cast spells tied to this ability | | | | | | |
| 6–7 | −1 | −5% | Too low for a Mystic or Magician, you can't cast spells tied to this ability | | | | | | |
| 8–9 | 0 | | Too low for a Mystic or Magician, you can't cast spells tied to this ability | | | | | | |
| 10–11 | 0 | | 1 | — | — | — | — | — | — |
| 12–13 | 0 | | 1 | 1 | — | — | — | — | — |
| 14–15 | +1 | +5% | 1 | 1 | 1 | — | — | — | — |
| 16–17 | +2 | +10% | 1 | 1 | 1 | 1 | — | — | — |
| 18 | +3 | +10% | 1 | 1 | 1 | 1 | 1 | — | — |

* When a Character has a high ability score in the main ability for their Character Class they gain a bonus to all experience points earned during the game. STR for a Warrior, INT for a Magician, and WIS for a Mystic. Note that if the score for the Character Class is low they may receive a penalty instead.



## ABILITIES AND SPELL CASTERS

The ability that governs bonus spells depends on what type of spell caster your character is:

- Intelligence for Magicians;

- Wisdom for Mystics.

In addition to having a high ability score, a spell caster must be of high enough class level to be able to cast spells of a given spell class. (See the Mystic and Magician class descriptions for details.)

## MIRACLES AND MAGIC SPELLS

Within the scope of these rules it is the power of a Deity which sets creation in motion and all that derives from it. Therefore a Deity is seen as the greater power. A Deity and any Magical Artefact they create are superior to the humble magical ability of a Mystic or Magician. Mystics are capable of performing Magic Spells, perhaps more rightly called Miracles, which are bestowed upon them by a Deity. Magicians however, are the ultimate D–I–Y Achievers and their powers draw from creation itself rather than specifically from a Deity.[Pi]

Spells are Classed from 0 through 6. The higher the Spell Class the greater the difficulty in casting a spell.[Pi]

## DEFINITIONS:

There are specific definitions which aid the understanding of the application of spells:

- You – Yourself

- Subject – The subject of a spell other than yourself, another Character, or a Monster.[Pi]

- Object – an inanimate object.

## DAILY SPELL USAGE

A Magician or Mystic may cast 6 spells of any *Spell Class* without penalty. Spell usage is counted and when a Spell Caster casts more than 6 spells an *Attack Roll Modifier* penalty is imposed. Magic does not work automatically and all Spell Casters are required to make a successful *Attack Check Roll* for a spell to succeed. The subject of a spell does not get a *Saving Throw* vs. the spell unless the text of the spell so indicates.[Pi]

*Example: Kulkar the 2nd Level Magician knows 2 spells of Class 0, 2 spells of Class 1, and 1 spell of Class 2 at his level. Kulkar may cast 6 spells of any of his known spells daily without penalty. Kulkar is required to make a*

successful Attack Check Roll for a spell to succeed. The Defender is only entitled to a saving throw if so indicated by the spell description.[PI]

## Spell Usage Attack Roll Modifiers

Total the *Daily Spell Usage* and consult the following table to determine the *Attack Roll Modifier:*[PI]

## Table of Spell Use Attack Roll Modifiers[PI]

| | Spell Class (The Spell Class To Be Cast) | | | | | | |
|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| **Total of Daily Spell Usage** | | | | | | | |
| 7–11 | – | –1 | –1 | –2 | –2 | –2 | –3 |
| 12–17 | –1 | –1 | –2 | –2 | –2 | –3 | –3 |
| 18–23 | –1 | –2 | –2 | –2 | –3 | –3 | –3 |
| 24+ | –2 | –2 | –2 | –3 | –3 | –3 | –3 |
| | | | | | | | [PI] |

*Example of Spell Attack Roll Modifier: Kulkar the 2nd Level Magician has cast 6 spells already today. When Kulkar casts another Class 2 spell, which is the highest he knows, there is an Attack Roll Modifier of –1, when Kulkar rolls 2d6 he must subtract –1 from the sum of the dice. The more spells Kulkar casts in a day the worse he gets at it.*[PI]

**Multiple Spell Attacks Count Toward Daily Use**: Although a spell is cast but once per Round some spells can be used more to attack more than once in a round. These multiple attacks are counted towards the daily total usage of spells.[PI]

*Note: Spell Casters are empowered in this rule set but not unleashed. Spells from the SRD have been edited to scale them appropriately for multiple usages. Further limiting of a Spell Caster's ability to use spells should not be required.*[PI]

## Using Abilities to Perform Tasks

The Table of Common Tasks by Ability contains some common associations between Character Abilities and Tasks. It is quite possible to use a different Ability for a Task, but you only get to roll once! The Referee can assign tasks to this table and indicate which Ability it is tied to.[PI]

*The nice thing about using a Character's Abilities for Tasks is that it is highly adaptable for just about any purpose. You do not need specialist Character Class to sneak, pick a lock, disarm a trap, listen, or watch. Each Character is a little bit of a Jack-of-all-Trades.*[PI]

## Table of Common Tasks by Ability

| Task | STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|---|
| Appraise | | | | * | | |
| Balance | | * | | | | |
| Bending Bars | * | | | | | |
| Breaking Down Doors* | * | | | | | |
| Climb | * | * | | | | |
| Disarm Trap | | | | * | * | |
| Disease, resist or recover from** | | | * | | | |
| Disguise | | | | | | * |
| Escape Artist | * | * | | | * | * |
| Forgery | | | | * | | |
| Hide | | | | * | * | |
| Influence Others | | | | * | * | * |
| Jump | * | * | | | | |
| Lifting Gates | * | | | | | |
| Listen or Watch | | | | * | * | |
| Move Silently or Sneak | | * | | | | |
| Open Lock | | * | | | * | * |
| Ride | * | * | | | | |
| Search | | | | * | * | |
| Sleight of Hand | | * | | | | |
| Spot | | | | * | * | |
| Swim | * | | | | | |
| Tumble | | * | | | | |
| Use Rope | * | * | | | | |

*Refer to the topic Doors & Gates on page 86 for more details.

**A Saving Throw vs. Common Hazards is normally used but the ref may assign a difficulty from Easy to Difficult if they so choose.

## Finding the Task Check Number

A Player may wish to have their Character perform a Task that is dependent upon the score of one of their Abilities. The Referee may assign a Task to an Ability and require the Player to roll 2d6 and equal or exceed the Check Number on the Task Table in order to determine if they are successful or not. The player may add their Ability Dice Roll Modifier to the sum of the dice.Consult the following Table.[PI]

## TABLE OF ABILITY TASKS[PI]

| | Ability Task Difficulty | | | | |
|---|---|---|---|---|---|
| | Easy | Simple | Average | Hard | Difficult |
| | Defender Ability* | | | | |
| | 3–5 | 6–8 | 9–12 | 13–15 | 16–18 |
| **Attacker Ability*** | | | | | |
| 3–5 | 8 | 9 | 10 | 11 | 11 |
| 6–8 | 7 | 8 | 9 | 10 | 11 |
| 9–12 | 6 | 7 | 8 | 9 | 10 |
| 13–15 | 5 | 6 | 7 | 8 | 9 |
| 16–18 | 5 | 5 | 6 | 7 | 8 |
| | | | | | [PI] |

*The player may not add their Ability Dice Roll Modifier to the sum of the dice!

> *Ability Use Examples:*
>
> *A Character attempting to Move Silently past a guard who is watchful and Listening. If the Character's DEX is 16, and the guard's INT is 12, the Check Number is 6. The Player must roll 6 or higher on 2d6 to succeed in sneaking past the guard.*
>
> *A Character may attempt to Bend Bars, using their Strength of 12, the Referee decides the bars are of average construction, making the Check Number 8. The Player must roll 8 or higher on 2d6 to succeed in bending the bars.*

# THE CHARACTER CLASSES

You choose a role for your character largely based on their Ability scores and influenced by personal preference; there are three character Class to choose from: Warrior, Mystic, and Magician.[PI]

Up to 10 Character levels of achievement are presented and much of the game's charm and challenge is in progressing to the heroic and legendary state of 10th level.

> *In this interpretation of the SRD the Warrior, Mystic, and Magician are the sole character class. The Mystic is a blend of the Warrior and Magician. The Rogue from the SRD is not used because Ability Tasks give all character class such adventuring capability.*

# WARRIOR

The following are Class features of the Warrior.

Hit Dice: d6.

A Warrior is simply a "fighting–man" or "fighting–woman" proficient in the arts of war. Warriors often follow very specific codes of conduct. Common virtues found in *Warrior Codes* are *faith, mercy, courage* and *loyalty*.[PI]

The Warrior may use all weapons, armour, and shields, including magical ones.

Warriors are the only class who may fight with two weapons; the second is referred to as an *Off–Hand* weapon.

Warriors are the only class able to melee against all adjacent squares.

Warriors may also make a special attack called a *Fighting Move.*[PI]

In the hands of a Warrior a Shield is worth 2 additional Hit Dice of Defence. Example: A Warrior of 4 Hit Dice defends as if they had 6 Hit Dice.[PI]

Warriors have the singular advantage of gaining the greatest number of hit dice as they progress in Level by accumulating *Law* or *Chaos* Experience Points.

Warriors may not cast spells and use only a very limited number of other magical items. Warriors may be of either Alignment, *Lawful* or *Chaotic*.

A Warrior's keen senses make detecting nearby enemies easier; all Foes suffer a –1 penalty to all Sneak and Hide dice rolls vs. Warriors.

## TABLE OF ALTERNATIVE GENDER NAMES FOR THE WARRIOR CLASS:

| Male | Female |
|---|---|
| – | Amazon |
| Mercenary | Mercenary |
| Gladiator | Gladiatrix |
| Knight | Knight |
| Soldier | Soldier |
| Warrior | Warrior |

## TABLE OF THE WARRIOR

| Level | Hit Dice | Experience |
|---|---|---|
| 1st (Hero) | 4 | 0 |
| 2nd | 5 | 2000 |
| 3rd | 6 | 4000 |
| 4th | 7 | 8000 |
| 5th | 8 | 16,000 |
| 6th | 9 | 32,000 |
| 7th | 10+1 | 64,000 |
| 8th | 10+2 | 120,000 |
| 9th | 10+3 | 240,000 |
| 10th | 10+4 | 360,000 |

# Fenris 2d6

# Mystic

Mystics, through a *Deity*, obtain personal Divine Knowledge of *Law* and *Chaos*. The Mystic is motivated by a personal spiritual quest which may be *Chaotic* or *Lawful*. Mystics gain powers and insight through their Alignment with a *Deity* of *Chaos* or *Law,* and they must share that *Deities Alignment*. Mystics may be solitary or communal and through their special knowledge of their *Deity*, *Chaos* and *Law,* often provide insight, guidance, and assistance in Divine matters of *Law* and *Chaos* to others. Through their actions, the Mystic serves the purpose of the Deity to which they are aligned.*[PI]*

### Table of Alternative Gender Names for the Mystic Class:

| Male | Female |
|---|---|
| Friar | Sister |
| Priest | Priestess |
| Wise Man | Wise Woman |
| Seer | Seer |
| Shaman | Shaman |

*The Cleric as traditionally presented is a formidable foe and this author has deliberately chosen a different interpretation of such a character. There are only three character class and the Mystic is a blend of the Magician and Warrior. As such, the Mystic should neither fight as well as a Warrior nor be quite as accomplished as a Magician. Because of the Divine source of a Mystic's power they obtain certain spells at a lower spell class than Magicians. They also have special divinely granted powers a Magician can never possess. Mystics are able to undo the spells of Magicians with comparative ease. With regard to further amendments or additions care must be taken that the proportion, scale of power, should remain constant between the three character class.*[PI]*

The following are Class features of the Mystic.

Hit Dice: d6.

Mystics are proficient with weapons, armour, and with shields, including magical ones. They have some of the advantages of the Warrior and Magician Class combined.

### Mystic Alignments

A Mystic's Alignment must be the same as his deity's, either *Lawful* or *Chaotic*. A Mystic's bonus language options include sacred languages of Celestial (*Lawful*) or Infernal (*Chaotic*). Other Character Class can be *Conflicted*, but for the Mystic Alignment is an all or nothing affair. A Mystic must be strictly *Lawful* or *Chaotic*, (see *Declaring a Character's Alignment Role*).

### Transgressions

Ultimately, a Mystic's Alignment cannot be in a *Conflicted* state; a Mystic who accumulates 2500 unwanted *chaos* or *law*, experience points loses all Spells and Class features, except for the use of their weapons, armour and shield. The Mystic cannot thereafter gain levels until they undertake a divinely sent *Quest* (as the spell and assigned by the Referee) to transfer the unwanted experience points, (see *Conflicted Character's*).*[PI]*

### Mystic Advantages

The Mystic Class has the following advantages:

### Converting Unwanted Law or Chaos Points

The Mystic, via the Quest spell, has the singular advantage of being able to transfer a *Conflicted* Character's unwanted *Law* or *Chaos* Points to their Declared Alignment. The Character must follow the *Quest* as directed to transfer the unwanted points, (see the Quest spell and Table).*[PI]*

### Spells

A Mystic can perform Spells (perhaps more properly called Miracles), which are found in the Grimoire of Mystics Spells. To perform a Spell, a Mystic must have a Wisdom score equal to at least 10 + the Spell Class.

Like the Magician, a Mystic's base Spell allotment (the number of divine spells allotted) is given on the Table of Mystic Spells by Level. In addition, they receive Bonus Spells if they have a high Wisdom score.

Mystics do not make Magic Papyri but they can read those of Magicians using Read Magic. The spell recorded on the Magician's Papyri may be cast but only as if it were a Class 6 spell.*[PI]*

### Table of the Mystic

| Level | Hit Dice | Experience |
|---|---|---|
| 1st | 3 | 0 |
| 2nd | 3+1 | 1500 |
| 3rd (Hero) | 4 | 3000 |
| 4th | 4+1 | 6000 |
| 5th | 5 | 12,000 |
| 6th | 5+1 | 24000 |
| 7th | 6 | 48,000 |
| 8th | 6+1 | 96,000 |
| 9th | 7 | 192,000 |
| 10th | 7+1 | 280,000 |

### Table of Mystic Spells by Level

| | Mystic Minimum Spells Granted by Deity Class of the Spell | | | | | |
|---|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 | 5 |
| 0 | – | – | – | – | – | – |
| 1st | 1 | – | – | – | – | – |
| 2nd | 2 | 1 | – | – | – | – |
| 3rd | 2 | 2 | 1 | – | – | – |
| 4th | 3 | 2 | 2 | 1 | – | – |
| 5th | 3 | 3 | 2 | 2 | 1 | – |
| 6th | 4 | 3 | 3 | 2 | 2 | 1 |
| 7th | 4 | 4 | 3 | 3 | 2 | 2 |
| 8th | 5 | 4 | 4 | 3 | 3 | 2 |
| 9th | 5 | 5 | 4 | 4 | 3 | 3 |
| 10th | 5 | 5 | 5 | 4 | 4 | 3 |

## CASTING SPELLS.

Spells, the spells cast by Mystics, require a Check roll on the *Magic & Combat Table*. Spells are Classed from 0–6. The Check Number may be found from either the higher of the Spell Class or the Opponents Hit Dice.[PI]

Compare your Character's Hit Dice to the Class of the Spell on the *Magic & Combat Table* to locate the Check Roll Number; check to see if the Opponents Hit Dice would shift the column right and if so use the Check Number found under that column. Roll 2d6 and add your Ability Bonus for WIS. The sum must equal or exceed the Check Roll Number for the Spell to succeed. The effect of any Spell accompanies its description.[PI]

*Note: There is no saving throw vs. a Spell to avoid its effects or halve damage unless the text of the spell so indicates. A Mystic performs the Spell, and providing all goes well, the Spell is released successfully.[PI]*

*Example: Pineas the Level 1 Mystic wants to cast a Class 0 Spell upon Fnord the first level Warrior. Consulting the Magic & Combat Table the Check number would be 6 but for Fnords 4 Hit Dice which shifts the column right and the Check Number is an 8 instead. Pineas must roll 8 or higher on 2d6 for the Spell to succeed. If Pineas had an WIS of 15 he would add a +1 Ability Bonus to the dice roll.[PI]*

A Mystic has divine powers to undo a spell that has been cast by a Magician with *Dispel Magic* or *Dispel Enchantment,* gaining a +1 bonus to the dice roll.[PI]

## SPELL ALIGNMENTS[PI]

Each spell has an Alignment as part of its description and a Mystic is penalized for casting those spells which do not match their alignment. Such spells always count against the number of known spells.[PI]

There is a clear distinction between the powers of a Lawful and Chaotic Mystic. Powers of an alignment opposite to that of yours are cast as if they were Class 6 spells, and the spell caster is penalized 100 xp per spell class.[PI]

*Example: A Lawful Mystic finds The book of Infernal Spells and may learn a Spell with an alignment of Chaos but such a spell may only be used at great personal risk for it is the power of Chaos. The spell is counted against the known spells. Pineas the Lawful casts a Class 2 Chaos spell earning 200 Chaos experience points. Because the spell is opposite to his alignment it is cast as if it were a Class 6 spell thus the Check Number is higher than that of a normal Class 2 Spell.[PI]*

## MYSTIC POWERS OVER ANGELS, DEMONS, DJINNI, IMPS, ELEMENTALS, GHOSTS, GHOULS, GOLEMS, GRIM REAPERS, AND THE UNDEAD[PI]

Any Mystic, regardless of alignment, has the power to influence the Angels, Demons, Djinni, Imps, Elementals, Ghosts, Ghouls, Golems, Grim Reapers, and the Undead in various ways by channeling the power of their beliefs through a Mystic Symbol. Roll 2d6 on the Table of Mystic Powers. If the check is successful the Monster may be commanded to:[PI]

**Answer** – The Mystic commands the Monster to answer one question which it will do so in as enigmatic a manner as possible in order to avoid telling the truth, unless of course the answer will be hurtful to hear.[PI]

**Banish** – The Mystic commands the Monster to leave. The Monster cannot return.[PI]

**Command** – The Mystic may command the Monster to perform a task; which it will grudgingly perform. If the Monster is capable of seeking revenge it will do so by interpreting the command as literally as possible.[PI]

**Confinement** – The Monster is confined to a location or within an object by the Mystic. The confinement is temporary; limited to a span of time, terms of service (commands), if the boundary is crossed, or the object of confinement is broken.[PI]

**Dust** – The Monster is turned to dust by the Mystic.[PI]

**Exorcise** – A Ghost or Demon which has possessed a Character may be commanded to leave.[PI]

**Push** – The Monster cannot approach, touch, or harm the Mystic and, if approached retreats.[PI]

## TABLE OF MYSTIC POWERS

| | Hit Dice of Monster | | | | | | |
|---|---|---|---|---|---|---|---|
| Spell Class** | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| Mystic Hit Dice | Up to 1 | 1+ | 2–3 | 4–5 | 6–7 | 8–9 | 10+ |
| 1–2* | 6 | 7 | 8 | 9 | 10 | 11 | 11 |
| 3–4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 5–6 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 7–8 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 9–10 | 3 | 3 | 4 | 5 | 6 | 7 | 8 |
| | | | | | | | [PI] |

*Mystics of 1–2 Hit Dice are not Player Characters.[PI]

** The Spell Class is used to determine the order of Spell Casting in a *Round.*[PI]

## Table of Mystic Powers[PI]

|  | Answer | Banish | Command | Confinement | Dust | Exorcise | Push |
|---|---|---|---|---|---|---|---|
| Angel, Demon | * | * | * |  |  | * | * |
| Djinn, Imp | * | * | * | * |  |  | * |
| Elemental |  | * | * | * |  |  | * |
| Ghost† | * | * |  | * |  | * | * |
| Ghoul | * | * | * |  |  |  | * |
| Golem | * |  | * | * | * |  | * |
| Grim Reaper | * |  | * |  |  |  | * |
| Undead† | * |  | * | * | * |  | * |
|  |  |  |  |  |  |  | [PI] |

†The Undead include the Mummy, Skeleton, Wight, Vampyre and Zombie. Ghosts include the Black Dog, Wraith, and Spectre. These lists are not comprehensive and other Monsters of these types may be included. Note that a Ghoul is not Undead!

*The powers of the Mystic are re-defined and expanded somewhat from the traditional role. The definitions for Undead, Ghosts, and Demons are also re-written in the light of these abilities.[PI]*

# Magician

A Magician, through innate talent, study, experiment, and observation, is able to tap into and command supernatural forces and perform Magic. Some are granted powers by a supernatural source. Most have a special gift for Magic which sets them apart. They may be heroes or villains, and often wield great powers shaping the world they inhabit for *Law* or *Chaos*. Magicians are often held in great esteem and employed as guardians or advisers.[PI]

The following are the class features of the Magician.

Hit Dice: d6.

A Magician casts Magic Spells which are drawn from the Magician spell list. The Magician cannot use the armour of or weapons of Warriors except for Padded Armour, any Helmet, the Sax, Quarterstaff or a Magic Sword.[PI]

*The Magician has traditionally been limited to a single humble Dagger, however this doesn't allow for players to emulate the example of Magicians such who most certainly use a Staff (quarterstaff) and Magic Sword as weapons. The reader will have to indulge this writer his homage to Merlin and other Magicians of Renown.[PI]*

Armour, with the exception of Padded Armour and Helm, interferes with a Magician's movements and prevents the casting of spells. Although the Magician has fewer hit dice than the Warrior and Mystic the full range of magic is at their disposal. A Magician may be of either Alignment, *Lawful* or *Chaotic*.[PI]

## Table of Alternative Gender Names for the Magician Class

| Male | Female |
|---|---|
| Wizard | Witch |
| Necromancer |  |
| Enchanter | Enchantress |
| Sorcerer | Sorceress |
|  | Hag |

The Magician Class has the following advantages:

### Magician Magic Spells

To cast a spell, the Magician must have an Intelligence score equal to at least 10 + the Spell Class.

A Magician may eventually know any number of spells. A Magician may cast any spell they know providing they meet the requirements necessary to cast the spell. No spell points, or memorization are required. The Magician only knows the spells in his book though, and such secrets are jealously guarded. [PI]

Magicians use their own secret methods of writing to conceal the content of their Spell Books and Papyri. So, no non–Magician may comprehend such writings. Therefore, a Read Magic spell is always required to decipher the writing of a Magician.

**Spell Books**. Magician's cannot use any spell not recorded in their spell book or upon a papyri, except for the spell "*Read Magic*". Once a spell is recorded it is known.

A Magician begins play with a spell book containing two Class 0 spells and one Class 1 Spell of their choice. For each point of Intelligence bonus the Magician has, the spell book holds one additional Class 1 spell of their choice. At any time, a Magician may also add spells found in other Magicians' spell books, or those found on papyri, to their own providing the spells are found in the list of those a character is entitled to at their level. The spells of a class beyond a Magicians level are incomprehensible for the purpose of recording them in a Spell Book. Such Books and Papyri may be kept against the day when they may finally be understood.[PI]

**Progression**. There is a minimum spell requirement at each level. As they progress, at a Magician is entitled to learn new spells, and these they may pick from the list of spells or from the Magic Books and Papyri they have found during their adventures.[Pi]

**Scribe Papyri**. A Magician has the ability to write (scribe) their own Magic Papyri. Each Papyri must be carefully prepared, costs a minimum of 500 Silver Pennies, and days of a Magicians time.[Pi]

**Magic Papyri.** A Magic Papyri is a container holding a single spell of Class 0 through Class 4. Spells of Class 5 and above cannot be stored in Papyri. The materials used in the making of Magic Papyri must be of the finest quality and the Papyri will cost 500 silver pennies plus an additional 100 silver pennies times the Spell Class, and 1d6 days to create. The Magician must also successfully cast the spell they wish to record upon the Papyri. Failure means that the Papyri is worthless. Papyri are easily ruined by contact with water or other liquids so the Magician must take care to keep them dry.[Pi]

**Casting Spells From Papyri**. A Magician may read his or her own Papyri but those of other Magicians require a *Read Magic* spell to be Cast upon them first before the Papyri may be read. Once read the Papyri may be re–read at any point without casting Read Magic upon it. When a Papyri spell is "cast" the spell is released from the Papyri, and it disappears in smoke since the Papyri contains material components. Spells found on Papyri, if they are above the level of the Magician, are cast as if they were a Class 6 Spell. Spells read from Papyri do not count against the daily spell limit although the current spell casting Dice Roll Modifier applies to the casting of the spell on the Papyri.

**Casting Magic Spells**. All magic spells cast by Magicians require a Check roll on the *Magic & Combat Table*. Spells are Classed from 0–6. The Check Number may be found from either the higher of the Spell Class or the Opponents Hit Dice.[Pi]

Compare your Character's Hit Dice to the Class of the Spell on the *Magic & Combat Table* to locate the Check Roll Number; check to see if the Opponents Hit Dice would shift the column right and if so use the Check Number found under that column. Roll 2d6 and add your Ability Bonus for INT. The sum must equal or exceed the Check Roll Number for the Spell to succeed. The effect of any Spell accompanies its description.[Pi]

*There is no saving throw vs. a Magic Spell to avoid its effects or halve damage unless the description of the spell so indicates. A Magician must use his skill to cast the spell, and providing all goes well, the spell is released successfully.*[Pi]

*Kulkar the Level 1 Magician wants to cast a Class 0 Spell against Fnord the first level Warrior. Consulting the Magic & Combat Table the Check number would be 6 but for Fnords 4 Hit Dice which shifts the column right and the Check Number is an 8 instead. Kulkar must roll 8 or higher on 2d6 for the spell to succeed. If Kulkar had an INT of 15 he would add a +1 Ability Bonus to the dice roll.*[Pi]

## TABLE OF THE MAGICIAN

| Level | Hit Dice | Experience |
|---|---|---|
| 1st | 2 | 0 |
| 2nd | 2+1 | 2500 |
| 3rd | 3 | 5000 |
| 4th | 3+1 | 10000 |
| 5th (Hero) | 4 | 20,000 |
| 6th | 4+1 | 40,000 |
| 7th | 5 | 80,000 |
| 8th | 5+1 | 160,000 |
| 9th | 6 | 320000 |
| 10th | 6+1 | 480,000 |

## TABLE OF MINIMUM KNOWN MAGICIAN SPELLS

| | Magician Minimum Spells Known Class of the Spell | | | | | | |
|---|---|---|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| Level | | | | | | | |
| 0 | 1 | – | – | – | – | – | – |
| 1st | 2 | 1 | – | – | – | – | – |
| 2nd | 2 | 2 | 1 | – | – | – | – |
| 3rd | 3 | 2 | 2 | 1 | – | – | – |
| 4th | 3 | 3 | 2 | 2 | 1 | – | – |
| 5th | 4 | 3 | 3 | 2 | 2 | 1 | – |
| 6th | 4 | 4 | 3 | 3 | 2 | 2 | 1 |
| 7th | 5 | 4 | 4 | 3 | 3 | 2 | 2 |
| 8th | 5 | 5 | 4 | 4 | 3 | 3 | 2 |
| 9th | 6 | 5 | 5 | 4 | 4 | 3 | 3 |
| 10th | 6 | 6 | 5 | 5 | 4 | 4 | 3 |

*Drawn by Richard Doyle*

# Fenris 2d6
# Rolling Hit Points

At the start of the game a Character is 1st level which means that:[P1]

- A Warrior has four hit dice (4d6), 4–24 Hit Points.[P1]

- A Mystic has three hit dice (3d6), 3–18 Hit Points.[P1]

- A Magician has two hit dice (2d6), 2–12 Hit Points.[P1]

   *The number of Hit Dice used are designed to create an enjoyable experience playing the game at first level. The Referee may assign 6 hit points at the start to one dice, and have the players roll d6 for the remainder of the hit dice to be rolled. Hit Dice is used in many of the tables and those Character Class of lesser Hit Dice, such as a Warrior of less than 4 Hit Dice, is not a player character.[P1]*

## Zero Level Characters
- A 0 (zero) level Human Warrior has 1–3 hit dice, 1d6, 2d6, 3d6.[P1]

- A 0 (zero) level Human Mystic has 1–2 hit dice, 1d6, 2d6.[P1]

- A 0 (zero) level Human Magician has 1 hit dice, 1d6.[P1]

## Progression of Hit Dice
Whenever a Character accumulates enough Experience Points to advance to the next level, they increase their hit dice according to the tables for each Class.

   *A Warrior requires 2500 experience points to advance to Second Level. When he or she does so, they gain an additional hit dice. If the Warrior Character rolls 4d6 for 20 points at first level and then a 4 on 1d6 at Second Level, he or she have a total of 24 Hit Points.*

Whenever +1 is indicated add it to the hit dice at the indicated level but it is not cumulative. After level 10 hit dice are reached only +1 hit point is gained per level thereafter.

   *A Sixth Level Warrior could have the following Hit Dice accumulation; 6,5,4,5; +6 +5 +3 +5 +1 = 40 Hit Points.*

## CON Hit Point Adjustment
At each hit dice a player must make an adjustment up or down for the CON Ability, from –3 to +3 according to the Table: *Ability Modifiers and Bonus Spells.* No hit dice can ever be reduced below a minimum of 1 point.

   *A Character with a Con of 3 subtracts –3 from each hit dice. Were a 6 rolled, 6–3=3 Hit Points. Were a 3 rolled, 3–3=0 but since no hit dice can be less than 1 point, the Character gains 1 Hit Point.*

# Equipping the Character

For each character the Referee rolls 3d6, sums the pips of the dice, and then multiplies the result times 10 to arrive at the number of Silver Pennies the character will have for starting money. From this endowment each player must purchase any additional weapons, armour, and other equipment not granted by their social status.[P1]

## Fenris Social Standing[P1]

Fenris 2d6 is set in a Fantasy Milieu of the 10th Century (or of the 16th Century). There are five general classifications of Social Status, *Outlaw, Freemen, Farmer, Landlord* and *Noblemen,* and the range of weapons and armour which each Character might possess starting out is *indicated on the Social Standing table.* If no armour is indicated, or a particular weapon is desired, you will have to purchase it. These items are quite expensive and a character will likely not be able to afford them at the beginning. However, the design of Fenris 2d6 is such that the initial lack of armour and weapons is not particularly disadvantageous, don't panic! Assume a character owns at least one outfit of normal clothes befitting their Social Standing. This includes pants, shirt, belt, socks, shoes, cloak (often a pelt) and cap.[P1]

Roll 2d6 on the Table of Social Standing to determine the Warrior Character's Status in the Social Order.[P1]



*Drawn by Halfdan Egedius*

| Roll 2d6 for Social Standing | Character Social Standing | Description | Starting Weaponry | Starting Armour | Definitions | Historic Terms |
|---|---|---|---|---|---|---|
| 2 | Outlaw | An Outlaw may not be helped and is outside the law, and therefore may be slain. Not an auspicious beginning, and only a truly Heroic Deed will show a King that you are worthy of having your Outlawry lifted. | A typical man is armed with nothing more than a Shield and Spear. | Shield | Outlaw | Outlaw |
| 3–6 | Freeman | Your Character is equipped befitting a free man without land. | A typical man is armed with nothing more than a Shield and Short Shaft Axe or a Shield and Spear. | Shield | A Freeman, may be a Shield man, a member of a bodyguard of warriors serving a Nobleman, or a warrior in an Army. A member of the Shield men is paid a gift (money) yearly and may only leave the service of the Nobleman on one day a year when the contract is renewed. | Ceorl, Carl, Churl, Karl |
| 7–8 | Farmer | Your Character is a member of a family of Freemen with land, a farm, and equipped befitting a land holder. | A wealthy man owning a Sword. | Shield | A Farmer. Each farm is expected to furnish and equip a man capable of fighting in the Army. A Shire is divided into Hundreds, that is an area capable of supporting 100 Warriors. | Ceorl, Carl, Churl, Karl |
| 9–10 | Landlord | Your Character is a member of a family of Freemen with land, consisting of multiple farms, and equipped befitting a land holder and man of wealth. | A wealthy man owning a Sword, add a second weapon, such as a Sax or Short Shaft Axe, to their set of weaponry. | Shield | A Landlord may be the Official of a Chieftain or King. The Landlord as an Official is both a Warrior who leads, and an adviser or minister. If he does not own his land a Landlord may hold his land in baronis, that is from a Chieftain or King. To earn it he must perform military service and other duties. The Landlord may be the Official of a Chieftain or King. If very powerful a Landlord may have a bodyguard of Shield–men. | Baron, Eorl, Jarl, as an official they might be called a Companion, Councillor, Minister, or Thane |
| 11–12 | Noblemen | Your Character is a member of a family of Freemen with land, consisting of multiple farms, and equipped befitting a Nobleman of great wealth. | Only the extremely wealthy, and/or those at the top of the social standing, can afford to own a Short Shaft Axe, Sax, Spear, and Sword. | Mail, Helmet and Shield. | Chieftains, Kings, and the immediate members of their family. A Chieftain or King is a Landlord raised in status due to leadership and cunning. Chieftains and Kings often have a bodyguard of Shield men at their disposal who are paid a yearly gift for their service. A Chieftain is the ruler of a Shire whereas a King rules over many Shires. A Chieftain may also be the Official of a King. High Kings are raised over other Kings due to their leadership and cunning and are often chosen in times of war. | Chieftain, King, Kynge, Under–King, High King |

[PI]

*Note that the table of Social of Standing can be altered to suit the Referee's interests and is presented here merely as a guide. While status is clearly set out it is not intended to present historical truth in all respects, merely a clearly set out hierarchy within the rules of the game, for this is a work of fiction!*[PI]

# Fenris 2d6

All characters cannot inherit their family holdings due to their position in the birth order and must by necessity strike out on their own, dungeon raiding, in order to pursue increasing their reputation and wealth. Roll 2d6 and add +2 to determine the exact position in the order of inheritance if so desired. A lack of inheritance does not mean that the character is free of family obligations. As their fame and reputation grows so too will the expectations and obligations to their family.[P1]

Mystics and Magicians roll on the above table to determine their origin in the Social Standing. However, in becoming Mystics and Magicians they lose their Social Standing and revert to the lowest class of Freemen.[P1]

*The setting of Fenris 2d6 has many small Kingdoms, groups of Shires, led by local Chieftain's and Under–Kings. These are ambitious leaders who by their own hand have raised themselves to the status of Noblemen. Peace is often only an interlude between wars.[P1]*

# Monetary System

The Monetary System used is based on the Silver Penny and this coin is the foundation of all transactions. Pennies will be discovered in Treasure Hoards. 240 Silver Pennies weigh one pound. The amount of a hoard which can be conveniently carried in a sack is tied to the weight of the coins.[P1]

*Note – It is very likely that any Treasure Hoard would amount to far fewer Silver Pennies and likely be composed of a mix of coins and other items. 20 Crowns weigh the same as 240 Silver Pennies, or 20 Silver Shillings and are far more valuable![P1]*

## Coin Weights

*240 Silver Pennies weigh 1 lb*

*20 Silver Shillings weigh 1 lb*

*20 Gold Crowns weigh 1 lb*

## Coin Notations

The notations of coins is summarized as follows:

*1p is one Silver Penny.*
*1s is one Silver Shilling*
*1c is one Gold Crown.*
*1£ is the notation for one Pound of Silver.*

## Selling Trade Goods and Bartering

In general, a character can sell something for half its listed price. Trade goods are the exception to the half–price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Merchants commonly exchange trade goods without using currency.[P1]

# Cost of Weapons and Equipment

## Weapons

Each weapon in the following table has a number designating its class.[P1]

**Weapon Class**. The shorter and lighter the weapon, the lower its class. Weapon Class provides the following advantages when fighting Small or Medium Characters and Monsters that use weapons:[P1]

When fighting with a weapon of a class above that of your opponent (Class 2 vs Class 1 for example) you gain a +1 *Attack Roll Modifier* to any attacks during a round of melee.[P1]

On the first round of melee the character with the highest weapon class always attacks first, thereafter the character with the lower weapon class attacks first.[P1]

When determining who gets the first–blow, if the Weapon Class are equal the Character or Monster with the higher DEX strikes first–blow in a round.

*Note – Weapon Class only applies to human–like Characters and Monsters that use weapons such as Goblins.[P1]*

*Note – A Warrior may use Fighting Moves when using various weapons.[P1]*

## Table of Coin Exchange Values

| | Exchange Value | | | |
|---|---|---|---|---|
| | Silver Penny (p) | Silver Shilling (s) | Gold Crown (c) | Pound (£) |
| Silver Penny (p) = | 1 | 1/12 | 1/60 | 1/240 |
| Silver Shilling (s) = | 12 | 1 | 1/5 | 1/20 |
| Gold Crown (c) = | 60 | 5 | 1 | 1/4 |
| Pound (£) = | 240 | 20 | 4 | 1 |

## Additional Coin Notations

*1g is one Groat, a Groat is worth 3 or 4 silver pennies*
*½ Crown*

## TABLE OF FENRIS MELEE WEAPONS

| Weapons | Cost | Class | Range | Weight |
|---|---|---|---|---|
| One-Handed Melee Weapons (Can be used with a Shield) | | | | |
| Hammer | 12 c | 2 | — | 5 lb |
| Short Shaft Axe, (may be thrown) | 8 c | 2 | 10 ft. | 2 lb. |
| Sax (Sword, short) | 10 c | 1 | — | 2 lb. |
| Spear, Light, (may be thrown) | 2 c | 3 | 50 ft. | 6 lb. |
| Sword (Sword, long) | 15 c | 2 | — | 4 lb. |
| Two-Handed Melee Weapons (Cannot be used with a Shield) | | | | |
| Halberd | 10 c | 3 | — | 12 lb. |
| Long Shaft Axe | 10 c | 2 | — | 6 lb. |
| Quarterstaff | 2 c | 3 | — | 6 lb. |
| Spear, Heavy, Fighting | 4 c | 3 | 20 ft. | 10 lb. |
| Ranged Weapons | | | | |
| Longbow | 75 c | 2 | 600 ft. | 3 lb. |
| Arrows (20) | 1 c | — | — | 3 lb. |
| Recursive Bow, (Hornbow) | 30 c | 1 | 1200 ft. | 2 lb. |
| Arrows (20) | 1 c | — | — | 3 lb. |

## WEAPONRY SPECIAL RULES

**Arrows:** An arrow used as a melee weapon is treated as an improvised Class 1 weapon. Arrows come in a leather quiver that holds 20 arrows.

**Bullets**, **Sling:** Bullets come in a leather pouch that holds 10 bullets.

An arrow, bolt, or bullet, that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost, roll 1d6 a result of 1–3 means that the missile cannot be recovered for re-use.

**Halberd:** You need at least two hands to use a Halberd. As a pole weapon, the Halberd consists of an axe blade topped with a spike mounted on a long shaft. It can be used to deliver crushing blows or thrusts. It always has a hook or thorn on the back side of the axe blade for grappling and pulling mounted and un-mounted combatants to the ground. Halberd have little difficulty penetrating armour of any kind, add +2 damage. If you use a Full-Move Task to set a Halberd against a charge, you deal double damage on a successful hit against a charging Monster or Mount.

*Pole Weapons are Class 3 and include the Lance, Halberds, Quarterstaff, Scythe, and Spear. If your opponent is using a Class 1 or 2 weapon when you attack apply a +1 Dice Roll Modifier to the Attack Check Roll. Your opponent must apply a dice roll modifier of –1 when they attack you.*[Pi]

**Long Shaft Axe** This Axe is the most common of weapons since they are less difficult to manufacture than a sword. The Axe head is iron, wedge shaped, and has a tempered edge. The shaft is 55 inches long. The force of impact is concentrated on the sharp edge which gives it the power to penetrate Helmets and Mail, add +1 damage.*[Pi]

**Longbow:** A Longbow is intended for use from foot and you need at least two hands to use a Longbow, regardless of its size. A Longbow can never be used while mounted. If you have a bonus or penalty for Strength, apply it to damage rolls when you use a longbow.*[Pi]

**Quarterstaff:** You need at least two hands to use a Quarterstaff. A Quarterstaff is a pole weapon, which may be used for thrusting and striking. A Quarterstaff sometimes has spikes at each end. A quarterstaff is made from hardwood and is quite strong. A Quarterstaff, though doubtlessly made of tough Yew or Oak, is not a particularly durable weapon when confronted by a swordsman's steel. Nor does the staff Quarterstaff offer the capability of penetrating armour. The value of any Armour Class improves by –1 versus the Quarterstaff. If an attacker with a Sax or Sword, and rolls a sum of 12 on their Attack Roll, the stave is cut and is now a Club.*[Pi]

**Recursive Bow:** The Recursive Bow is made of horn, and often called a Hornbow. You need at least two hands to use a bow, regardless of its size. The Recursive Bow is the only bow which may be used while mounted. If you have a bonus or penalty for Strength, apply it to damage rolls when you use a Recursive Bow.*[Pi]

**Sax:** A Sax is a short sword. It's a one handed single edged weapon with a blade length of 12 to 24 inches. Saxes have

simple fittings and no cross guard with hilts made of wood, bone, or horn.[PI]

**Short Shaft Axe**: This Axe is the most common of weapons since they are less difficult to manufacture than a sword. The Axe head is iron, wedge shaped, and has a tempered edge. The shaft is 32 inches long.[PI]

**Sling**: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can loose, but not prepare, a sling with one hand. Preparing a sling is a Full–Round Action that requires two hands. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, a stone has a –1 damage penalty.

**Spear**: There are two kinds of spears, *Heavy*, and *Light*. Spears, as a pole weapon, can be used to make stabbing attacks or crushing attacks with the butt:

*Light Spears* may be thrown or fought with, commonly used in combination with a Shield. It is possible to carry several Light Spears for throwing.

*Heavy Spears* are fought with *two–handed* and have little difficulty penetrating armour of any kind. This makes any Heavy Fighting Spear a fearsome weapon indeed, add +2 damage. A Heavy Spear can also be thrown but not nearly as far as a Light Spear.

> *Pole Weapons are Class 3 and include the Lance, Halberds, Quarterstaff, Scythe, and Spear. If your opponent is using a Class 1 or 2 weapon when you attack apply a +1 Dice Roll Modifier to the Attack Check Roll. Your opponent must apply a dice roll modifier of –1 when they attack you.[PI]*

If you use a Full–Move Action to set a Heavy Spear against a charge, you deal double damage on a successful attack roll against a charging character. A Light Throwing Spear cannot be used for this purpose.

**Strike, Unarmed**: A Medium character deals non–lethal damage with an unarmed strike. A Small character deals 1/2 non–lethal damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is considered an insult and a provocation to attack.[PI]

**Sword**: Swords are difficult to make, expensive and rare items passed as heirlooms from father to son for generations. Swords are often given names. Swords are typically double edged; both edges of the blade being sharp. Swords are most often used single handed with a shield. The blade is typically 24 to 36 inches long, 1 ½ to 2 ½ inches wide, with a slight taper which brings the balance toward the grip. The hilt and pommel provide the additional weight to balance the blade.[PI]

# Fenris 2d6 Fantasy Armour Classes[PI]

Fenris 2d6 is set in a Fantasy Milieu of the 10th Century. In our imagining this is not only an era of Saxons and Viking Warriors but of Trolls, Dragons, and High Adventure.[PI]

## Helmets

A Helmet, commonly called a Helm, provides protection for the head. The Helm uses a single iron band which circles the head around the brow, riveted to two more iron bands that cross at the top of the head. The four openings are usually filled with riveted iron plates to create a bowl. However, hard leather can also be used to fill the openings, rather than iron, at reduced cost. A nose guard or spectacle guard is riveted to the brow. A curtain of mail, or plates is commonly attached to protect the neck and cheeks.[PI]

## Dice Roll Modifiers

Helmets modify Hazard saving throws, negate the effect of certain Hazards or Monster Special Attacks, but may impair Spot or Listen Check Rolls.

Head protection is divided into four classes; Unprotected, A, B, and C:[PI]

## Table of Head Protection

| Classes of Head Protection | Hazards | | | |
|---|---|---|---|---|
| | Spot | Listen | Falling | Falling Rock |
| Unprotected Head | – | – | | |
| Helmet (A) Leather | – | –1 | +1 | +1 |
| Helmet (B) Iron with Mail Curtain and Nose Guard | – | –2 | +2 | +2 |
| Helmet (C) Iron with Mail Curtain or Plates, and Spectacle Guard | –1 | –2 | +2 | +3 |
| | | | | [PI] |

*In the Post Renaissance Milieu "B" is a Morion, "C" is a Burgonet.[PI]

## The Shield

A Shield plays an active part in defence subtracting –1 from Armour Class, and has special benefits when used by a Warrior:[PI]

> *In the hands of a the Warrior Class a Shield is worth 2 additional Hit Dice of Defence. Example: A Warrior of 4 Hit Dice defends as if they had 6 Hit Dice. A Warrior may also make special Fighting Moves with a shield. These class benefits do not apply to any other Character Class or to Monsters.[PI]*

> *Notes:*
> *1. The value of Armour Class, even with a bonus, cannot be less than AC 2 or greater than AC 9.[PI]*
> *2. Magic armour only deducts –1 or –2 from the defensive value.[PI]*

**TABLE OF FENRIS FANTASY ARMOURS**

| Armor | Armor Class Number | Cost | The effect of Armour on Speed Speed Humans, Elves (80 ft.) | Speed Dwarfs, Halflings (60 ft.) | Weight* | Description |
|---|---|---|---|---|---|---|
| None | 9 | – | 80 ft. | 60 ft. | | |
| Padded | 8 | 75 p | 80 ft. | 60 ft. | 5/10 lb. | Typically, these garments consisted of two layers of wool or leather stuffed with fleece or animal hair, then sewn together. [PI] |
| Scale, Leather | 7 | 125 p | 60 ft. | D 60 ft., H 40 ft. | 7/15 lb. | Scale armour consists of many individual small armour scales or plates of various shapes attached to each other and to a backing of cloth or leather in overlapping rows. Scale armour is worn by warriors as well as their horses.[PI]** |
| Scale, Horn | 6 | 250 p | 60 ft. | D 60 ft., H 40 ft. | 20/40 lb. | |
| Scale, Bronze | 5 | 500 p | 60 ft. | D 60 ft., H 40 ft. | 20/40 lb. | |
| Scale, Iron | 4 | 1000 p | 60 ft. | D 60 ft., H 40 ft. | 20/40 lb. | |
| Mail | 3 | 1,500 p | 60 ft. | D 60 ft., H 40 ft. | 25/50 lb. | Typically, the garment was T–shaped, with short sleeves of ½ to 3/4 arm length, with the body of thigh length.[PI] |
| Scale & Mail | 2 | 3,000 p | 60 ft. | D 60 ft., H 40 ft. | 25/50 lb. | Additional armour, such as a breastplate, worn over Mail[PI]*** |
| Shield, wooden | 8 by itself, with armour AC –1 | 60 p | — | — | 5/10 lb. | A large round wooden shield covered in leather, with a metal boss for the hand covers much of the body, or a Kite Shield.[PI] |

Notes:

*Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much. Armour reduces a Character's speed.

**The material used to make the scales varies and includes bronze, iron, leather, and horn. The variations are primarily the result of material availability. When the scales are made of leather they are hardened.[PI]

***Such armour consists of rectangular plates (scales) which are pierced and laced together into horizontal rows to construct the additional armour protection.[PI]

# Fenris 2d6
# Adventuring Gear

Players may purchase their Adventuring Gear from the following table.

### Table of Adventuring Gear

| Item | Market Town* | Weight |
|---|---|---|
| Acid (flask) | 10 c | 1 lb. |
| Ale | 1 p | — |
| Amulet | £500 | |
| Antitoxin (vial) | 50 c | — |
| Backpack | 2 c | 2 lb.1 |
| Barding | x4 | x2 |
| Bedroll | 1 p | 5 lb.1 |
| Bit and bridle | 2 c | 1 lb. |
| Blanket, winter | 5 p | 3 lb.1 |
| Bottle, glass | 2 c | — |
| Candle | 1 p | — |
| Cart | 15 c | 200 lb. |
| Case, map or papyri | 1 c | 1/2 lb. |
| Chain (10 ft.) | 30 c | 2 lb. |
| Chalk, 1 piece | 1 p | — |
| Chest | 2 c | 25 lb. |
| Crowbar | 2 c | 5 lb. |
| Dog, guard | 25 c | — |
| Donkey or mule | 8 c | — |
| Feed (per day) | 5 p | 10 lb. |
| Firewood (per day) | 1 p | 20 lb. |
| Fishhook | 1 p | — |
| Fishing net, 25 sq. ft. | 4 c | 5 lb. |
| Flask | 3 p | 1–1/2 lb. |
| Flint and steel | 1 c | — |
| Galley | 30,000 c | — |
| Grappling hook | 1 c | 4 lb. |
| Hammer | 5 p | 2 lb. |
| Mystic symbol, silver | 25 c | 1 lb. |
| Mystic symbol, wooden | 1 c | — |
| Mystic water (flask) | 25 c | 1 lb. |
| Horse | 200 c | — |
| Hourglass | 25 c | 1 lb. |
| Ink (1 oz. vial) | 8 c | — |
| Inn stay (per day) | 5 p | |
| Jug, clay | 3 p | 9 lb. |
| Ladder, 10–foot | 5 p | 20 lb. |
| Lamp, common | 1 p | 1 lb. |
| Lantern | 12 c | 3 lb. |
| Longship | 10,000 c | — |
| Meals (per day) | 3 p | |
| Mirror, small steel | 10 c | 1/2 lb. |
| Mug | 4 p | 1 lb. |

| Item | Market Town* | Weight |
|---|---|---|
| Mug/Tankard, clay | 2 p | 1 lb. |
| Musical instrument | 5 c | 3 lb.1 |
| Oil (1–pint flask) | 1 p | 1 lb. |
| Pack | 5 c | 15 lb. |
| Padlock | 20 c | 1 lb. |
| Papyri (sheet) | 4 p | — |
| Parchment (sheet) | 2 p | — |
| Pick, miner's | 3 c | 10 lb. |
| Pitcher, clay | 2 p | 5 lb. |
| Piton | 1 p | 1/2 lb. |
| Pole, 10–foot | 2 p | 8 lb. |
| Pony | 30 c | — |
| Pot, iron | 5 p | 10 lb. |
| Pot, iron | 10p | — |
| Pouch, belt | 1 c | 1/2 lb.1 |
| Quill and Ink | 2s | — |
| Rations, per day | 15p | 5 lb |
| Rations, trail (per day) | 5 p | 1 lb.1 |
| Rent, castle | £450 year | — |
| Rent, cottage | 5s year | — |
| Rent, hall modest | £10 year | — |
| Rent, hall with courtyard | £90 | — |
| Rent, row house | £5 year | — |
| Rent, tower | £300 year | — |
| Ring, silver | 10s | — |
| Ring, silver, w/ruby jewel | 26s | — |
| Road or gate toll | 1 p | — |
| Rope (50 ft.) | 1 c | 10 lb. |
| Rope 10' | 5p | 5 lb |
| Rowboat | 50 c | 100 lb. |
| Royal Tax | 3p | — |
| Sack | 1 p | 1/2 lb.1 |
| Sack, cloth 50lb | 2p | 1 lb |
| Sack, leather 100lb | 8p | 3 lb |
| Saddle | 10 c | 25 lb. |
| Saddle | 10s | 20 lb |
| Saddlebags | 4 c | 8 lb. |
| Sailing ship | 10,000 c | — |
| Satchel | 1s | 3 lb |
| Sealing wax | 1 c | 1 lb. |
| Service – Armourer | 2s per day | — |
| Service – Astrologer | 1s per day | — |
| Service – Blacksmith | 5p per day | — |
| Service – Cavalryman | 18p per day | — |
| Service – Ferry | 1p per Character | — |
| Service – Funeral | £7 | — |

| Item | Market Town* | Weight |
|---|---|---|
| Service – Guide | 1p per day | — |
| Service – Herald | 2s per day | — |
| Service – Lawyer | £300 per year | — |
| Service – Meal | 15p | — |
| Service – Mercenary, Warrior | 2s per day | — |
| Service – Mercenary, Mounted Warrior | 4s per day | — |
| Service – Messenger | 8s per year | — |
| Service – Minstrel | 1s per day | — |
| Service – Physician (Doctor) | 1c pre day | — |
| Service – Scribe | 1s per day | — |
| Service – Servant | 2s per year | — |
| Service – Silversmith | 1s per day | — |
| Service – Tailor | 8p per day | — |
| Service – Tinsmith | 8p per day | — |
| Service – Wise Man | 1s per day | — |
| Service – Mercenary, Man–at–Arms, a Foot Soldier | 1s per day | — |
| Service – Plague Doctor | 3c per day | — |
| Ship's passage | 1 p per mile | — |
| Shirt, Linen | 1s | — |
| Shirt, Silk | 6s | — |
| Shirt, Wool | 3s | |
| Signal whistle | 8 p | — |
| Signet ring | 5 c | — |
| Sled | 20 c | 300 lb. |

| Item | Market Town* | Weight |
|---|---|---|
| Sling | 3p | — |
| Spade or shovel | 2 c | 8 lb. |
| Spellbook, Magician's (blank) | 15 c | 3 lb. |
| Spirits, ale, beer | 1p pint | — |
| Spirits, wine | 8p bottle | — |
| Stabling (per day) | 5 p | — |
| Table | 6p | 50 lb |
| Tent | 10 c | 20 lb.1 |
| Tent | 3s | 20 lb |
| Tithe | 1p | — |
| Tools, Armourer | £14 | 1000 lb |
| Tools, Blacksmith | £2 | 500 lb |
| Tools, Silversmith | £10 | 300 lb |
| Tools, Tinsmith | £5 | 50 lb |
| Tools, Woodworking | 9p | 50 lb |
| Torch | 1 p | 1 lb. |
| Tunic | 6s | — |
| Vellum (blank) | 1s | — |
| Vial, for ink or potion | 1 c | 1/10 lb. |
| Wagon | 35 c | 400 lb. |
| Wand | £100 | — |
| Warhorse | 400 c | — |
| Warship | 25,000 c | — |
| Waterskin | 1 c | 4 lb.1 |
| Wine Common (pitcher) | 2 p | 6 lb. |
| Wine Fine (bottle) | 10 c | 1–1/2 lb. |

## VALUE OF GOODS AND SERVICES

The value of an item or service changes with the location of its purchase. The Prices as shown are for a Market Town, but prices may vary and items may be unavailable for purchase elsewhere. City – prices double, Coastal Town – prices are ½ more, Village – prices are ½ less for common items but manufactured items are often double or completely unavailable.[PI]

## EXPLANATIONS OF ADVENTURING GEAR

Some of the adventuring gear found above are described below, along with any special benefits they confer on the user ("you").

**Acid**: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A direct hit deals 2d6 points of acid damage. Every subject within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash. Your opponents cannot include any Dice Roll Modifier for Armour Class except that of their Shield. A Dexterity modifier (if any) applies normally.

**Antitoxin**: If you drink antitoxin, you get a +2 bonus on saving throws against poison.

**Barding**: Barding is a type of armour that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Armour for a horse costs four times as much as armour for a human and also weighs twice as much. If the barding is for a Donkey, Pony or other Medium Mount, the cost is only double, and the weight is the same as for the armour worn by a Human. Barding slows a mount that wears it. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

| Mount | Speed AC 9-8 Walk/Gallop* | Speed AC 7-2 Walk/Gallop* |
|---|---|---|
| Donkey, Dungeon Donkey | 8"/24" | 6"/18" |
| Pony | 8"/32" | 6"/24" |
| Horse, War Horse | 8"/48" | 6"/40" |
| Roc | 3"/30" | 2"/27" fly |

*For the purposes of these rules a Trot is ½ of a Gallop.*

**Candle**: A candle creates a 10–foot radius of shadowy illumination and burns for 1 hour.

# FENRIS 2D6

**Cart**: This two–wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

**Chain**: Chain Links have 5 hit points. Chains can be burst with an Ability *Strength* Task Check vs. Difficult.

**Crowbar**: A crowbar it grants a +1 Dice Roll bonus on Strength Tasks when it is used for the purpose for which it was intended. If used in melee, treat a crowbar as a one–handed improvised club.

**Donkey or Mule**: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

**Feed**: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them daily is much better. If you have a dog, you have to feed it daily. Animals not fed daily cannot be controlled without a CHA check roll vs. Hard. If they are starved (not fed for 3 or more days) the daily check roll is vs. Difficult and animal will abandon its master at the first failure, shedding its rider if a mount, and flee to look after itself.

**Flint and Steel**: Lighting a torch with flint and steel is a Full–Round Action, and lighting any other fire with them takes at least that long.

**Galley**: This three–masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 c more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

**Grappling Hook**: Throwing a grappling hook successfully requires an Ability check for the *Use Rope* Task (Shift the column right 1 per 20 feet of distance thrown).

**Mystic Symbol**, Silver or Wooden: A Mystic Symbol focuses positive energy. A Mystic uses it as the focus for his spells and as a tool for turning Undead. Each religion has its own Mystic Symbol. A Mystic Symbol of Chaos focuses negative energy and is used by *Chaotic* Mystics.

**Mystic Water**: Mystic water damages Undead or those of *Chaotic* Alignment as if it were acid. A flask of Mystic water can be thrown as a splash weapon. Treat this attack as a ranged Attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal Monster, but to use it against an incorporeal Monster, you must open the flask and pour the Mystic water out onto the target. Thus, you can douse an incorporeal Monster with Mystic water only if you are adjacent to it. A direct hit by a flask of Mystic water deals 1d6 points of damage to an Undead Monster or those of *Chaotic* Alignment. Each subject within 5 feet of the point where the flask hits takes 1 point of damage from the splash. Your opponents cannot include any Dice Roll Modifier for Armour Class except that of their Shield. A Dexterity modifier (if any) applies normally.

**Horse**: A horse (other than a pony) is suitable as a mount for a Human, Dwarf, or Elf. A pony is smaller than a horse and is a suitable mount for a Halfling. Warhorses can be ridden easily into melee. Other horses and ponies are hard to control in melee and the rider of such a mount incurs a penalty of –2 to all attack Check Rolls.

**Ink**: This is black ink. You can buy ink in other colours, but it costs twice as much.

**Jug, Clay**: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

**Lamp**: A lamp clearly illuminates a 15–foot radius, provides shadowy illumination out to a 30–foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

**Lodging at an Inn**: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**Longship**: This 75–foot–long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

**Meals**: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered–down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

**Messenger**: This entry includes horse–riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

**Oil**: A pint of oil burns for 6 hours in a lantern. You can use a burning flask of oil as a splash weapon. A direct hit deals 1d6 points of damage. Every subject within 10 feet of the point where the burning oil hits takes 1 point of damage from the splash. It takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 1–3 (d6) chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 10 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d6 points of fire damage to each subject in the area.

**Padlock**: To open a lock with the *Open Lock* Task depends on the lock's quality.

**Road or Gate Toll**: A toll is sometimes charged to cross a well–trodden, well–kept, and well–guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

**Rope,**: Rope has 2 Hit Points and can be burst with a *Strength* Task Check vs. Hard.

**Rowboat**: This 8– to 12–foot–long boat holds two or three Medium passengers. It moves about 1–1/2 miles per hour.

**Sailing Ship**: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

**Ship's Passage**: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost to transport creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

**Sled**: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

**Spell Book**, Magician's (Blank): A Spell Book has 100 pages of parchment, and each spell takes up one page per spell Class (e.g. one page each for Class 0, or Class 1 Spells, two pages for Class 2 Spells).

**Torch**: A torch burns for 1 hour, clearly illuminating a 20–foot radius and providing shadowy illumination out to a 40–foot radius. If a torch is used in melee, treat it as a one–handed improvised weapon that deals bludgeoning damage, plus 1 point of fire damage.

**Vial**: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

**Wagon**: This is a four–wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

**Warship**: This 100–foot–long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2–1/2 miles per hour when being rowed or under sail.

# Declaring a Character's Alignment Role

A Player must *Declare* their *Character's Alignment Role* to be either *Lawful* or *Chaotic*. Every Character, regardless of *Declared Alignment*, will collect two kinds of Experience Points, *Chaos* and *Law* Experience Points.[P1]

*Chaos* and *Law* Experience Points are an indication of the balance between *Chaos* and *Law* in a Character. A Character becomes *Conflicted* by performing actions contrary to their *Declared Alignment Role*.[P1]

### The Lawful
The Lawful are the courageous *Heroes* of the story, *Knights* in shining armour, the *Valiant*. Examples of the *lawful* are; Robin Hood, Maid Marion, Friar Tuck, Little John, and the Men of the Greenwood.[P1]

### The Chaotic
The *Chaotic* are the underhanded and treacherous *Villains* of the story, *Scoundrels* and *Rogues*, the *Dastardly*. Examples of the *chaotic* are; The Sheriff of Nottingham, Prince John, and the wicked knights who are loyal to them.[P1]

### The Conflicted
*Conflicted* characters are simply characters who become flawed through their actions; sometimes *lawful*, sometimes *chaotic*.[P1]

# Experience Points and Experience Levels

### Usage Of The Word "Level"
Hit Dice: The term *Hit Dice* is often used synonymously with *Levels*. Monsters have *Levels* equal to their *Hit Dice*. Character's have several *Hit Dice* at *First Level* and gain more as they progress in *Level*.

### Collecting Experience Points
*Chaos* or *Law* experience points are collected for:[P1]

- Defeating Foes in battle, e.g. reducing Foes to 0 hit points, or causing a foe to fail its morale check roll and flee.[P1]

- Taking a Foe prisoner; you accept the surrender of a Foe or the Foe is Made Stable and unconscious when you take them prisoner.[P1]



*Drawn by Halfdan Egedius*

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- Finding Treasure; 1 xp per silver penny of value. Treasure must found in a Treasure Hoard or obtained from a Monster.[PI]

- Spending Treasure; 1 xp per silver penny of value.[PI]

- Death Blow; Man–like Foe is 0 to –9 hit points when the *death blow* is given.[PI]

- Making Stable; Man–like Foe is 0 to –9 hit points when *Make Stable* is performed.[PI]

## Awarding Chaos or Law![PI]

Characters receive experience in *Chaos* or *Law* as follows:[PI]

| Experience Categories | You are Chaotic | You are Lawful |
|---|---|---|
| Defeating Foes | The worth of the foe in chaos xp | The worth of the foe in law xp |
| | +10% chaos xp if Foe is law | +10% law xp if Foe is chaos |
| | +10% law xp if Foe is chaos | +10% chaos xp if Foe is law |
| Taking a Foe prisoner | The worth of the foe in chaos xp | The worth of the foe in law xp |
| | +10% chaos xp if Foe is law | +10% law xp if Foe is chaos |
| | +10% law xp if Foe is chaos | +10% chaos xp if Foe is law |
| Finding Treasure | 1 chaos xp per silver penny of value | 1 law xp per silver penny of value |
| | + 10% if taken from Monster of law alignment | + 10% if taken from Monster of chaos alignment |
| Spending Treasure | 1 chaos xp per silver penny of value | 1 law xp per silver penny of value |
| | + 10% if spent on chaotic purpose | + 10% if spent on lawful purpose |
| Death Blow | +10% chaos xp | +10% chaos xp |
| Make Stable | +10% law xp | +10% law xp |
| | | [PI] |

## Experience For Role Playing[PI]

Particular attention should be paid to the *Declared Alignment* of foes, and the situation, in order to determine when to award *Law* or *Chaos* experience points.[PI]

## Calculating an Experience Award

Players collect Experience Points on a 1 for 1 basis if the Monster they defeat or Treasure Hoard they find are of the same or greater level than that of their Character. If the Monster or Treasure Hoard are of a lower level than the Character the experience award is redeemed at a fractional value, e.g. a Treasure Hoard of 500 silver pennies is worth 1/5th of its usual value in experience if is found on the first

level of a Dungeon by a 5th Level Character. A Monster of 1 Hit Dice is worth 100 points to a Character of 1st Level. However if the Character is 5th Level the value of the 1 Hit Dice Monster and it's Treasure Hoard is 1/5th of its usual worth, a mere 20 experience points. Character's apply their bonuses to experience after this important calculation is made.[PI]

Experience must also be divided equally between participants in a melee if the same foe is attacked by more than one Character. The participating Character with the highest hit dice is used to calculate the available points.[PI]

Monsters are worth 100 experience points per hit dice, and 50 points if they are less than 1 hit dice.[PI]

> *Example: Pineas the Lawful a First Level Mystic defeats a chaotic foe of 2 Hit Dice in battle and takes them prisoner. The foe is worth 200 experience points plus 20%, 10% for the foe being of the opposite alignment, plus 10% for capturing a chaotic foe, thus 240 XP. Had Narkel the Third Level Warrior participated in the battle only 2/3 of the experience would be available for he and Pineas to divide between them. Thus Pineas would only receive 200 * 2 ÷ 3 = 133 points divided between he and Narkel. 66 x 20% = 79 experience points.[PI]*

## Changing Alignment

It is entirely possible for a Character to change Alignment. A *Lawful* Character that accumulates more *Chaos* than *Law* becomes *Chaotic*.[PI]

Were a *Lawful* Mystic to become *Chaotic* he or she would immediately lose the powers granted to them by their Deity and not regain powers without a *Quest* or seeking out an alternative Deity of *Chaotic* Alignment.[PI]

## The Effect of Alignment On Progression

When a Character accumulates unwanted *Law* or *Chaos* Experience Points, these are deducted from the points awarded to the Declared Alignment at the time of progression.[PI]

> *Example: A Lawful Character has accumulated Experience Points; 2000 Law and 200 Chaos. The 200 Chaos points must be deducted from 2000 Law to determine the amount of Actual Experience Points available to progress to the next level, 2000–200=1800 Award Points.[PI]*

Players are rewarded for role–playing their Character's Alignment, and penalized if they do not. A Player may simply choose to deliberately have a "Conflicted" Character. However if the Character's Class is that of a Mystic playing the Alignment Role is an essential part of the Class.[PI]

### Transference of Conflicted Experience Points[PI]

Any Character is capable of both *Lawful* and *Chaotic* actions. Characters and Monsters start out with a declared alignment of *Lawful* or *Chaotic* but become conflicted when they accumulate points in both categories. In a Character, *Law* and *Chaos* represent a cumulative imbalance between Light and Darkness, *Law* and *Chaos*, and ultimately between Good and Evil. Unwanted *Law* or *Chaos* points hinder a character's advancement in levels but they can be transferred by undertaking a *Quest*.[PI]

The Quest is an important source of adventure for the players and the Referee and allows unwanted Law or Chaos points to be transferred to the Declared Alignment if the Quest is completed.[PI]

Unwanted points may be transferred to the Declared Alignment. In order to transfer the unwanted points the Character must undertake a Quest from a non–player Mystic. Such Quests are a source of many possible adventures. How many unwanted points a Character has accumulated determines the extent of the Quest.[PI]

### Table of Quests[PI]

| Unwanted Points | Quest Type | Description |
|---|---|---|
| 1000 | Minor | Perform single Quest |
| 2500 | Medium | Perform two part Quest |
| 5000+ | Major | Perform three part Quest |
| | | [PI] |

The purpose of a *Quest* is to restore the balances between *Law* and *Chaos*, and ultimately between; Light and Darkness, Good and Evil. *Quests* must have simple and clearly defined goals.[PI]

A *Quest* is not a frivolous assignment and if treated as such by a player should be summarily dealt with by the Referee. A *Quest* places a magical command on a subject to carry out some service or to refrain from some action or course of activity, as desired by you the Referee. A quest cannot compel a subject to kill themselves or perform acts that would result in certain death. The subject must follow the given instructions until the *Quest* is completed, no matter how long it takes. The *Quest* cannot be ended by Dispel Enchantment, limited wish, remove curse, or wish. Dispel magic does not remove a *Quest.* Each day the character does not attempt to follow the quest the Ref may send additional encounters the character's way, or apply -1 to -3 Dice Roll Modifiers, or in extreme cases the character may suffer 1d6 hit points of either fatigue or lethal damage.[PI]

When a Quest is completed the *Player Characters* unwanted *Law* or *Chaos* points are transferred to the Declared Alignment.[PI]

# Languages

All characters know how to speak the Common Language of the Realms unless the Ref wishes to designate languages by ethnicity and/or region.

- If a character doesn't understand a language they cannot listen and comprehend what is being said or read texts.

- Man-like Monsters may have their own language.

- A Dwarf, Elf, or Halfling may also speak their own non–human language.

A character who has an Intelligence bonus at 1st level speaks other languages as well, with one extra language per point of the Intelligence bonus.

### Literacy – The Ability to Read and Write:

Only the Magician Class has been trained to read and write all the languages he or she speaks.[PI]

Mystics are trained to read and write Sacred Languages of the Alignments and Common. Every three levels they gain full literacy in one of the Languages they speak.[PI]

Warriors, are illiterate, and cannot read or write. Every two levels they gain full literacy in one of the Languages they speak.[PI]

> Although it is assumed that those who inhabit the Realms speak a Common shared Language there is no reason why additional Human Languages, or dialects, could not be added for regions of a map. Any ethnicity may be subdivided into sub-language groups if the Ref so wishes, e.g. nomadic human plains dwellers may not speak the same language as their city dwelling neighbours.[PI]

> The intent of the Literacy Rules is to reinforce the role of the Magician Class as the Go–To–Class for learning and knowledge. Monsters do not read and write unless they are human–like, such as Goblins. Most such creatures, if not the bulk of the zero–level Characters in a Human population, would be illiterate. An illiterate Character or Monster can still make their "mark" on documents or other surfaces.[PI]

# Encumbrance

Encumbrance rules determine how much a character's armour and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armour and encumbrance by total weight.

**Encumbrance by Armour.** A character's armour defines his or her Tactical Speed, and Running Speed. Unless your character is carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armour already does.

# Fenris 2d6

However, if your character is carrying a lot of gear then you'll need to calculate encumbrance by weight. Doing so is important when your character is trying to carry some heavy object.

**Weight.** If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armour already does, total the weight of all the character's items, including armour, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity.

## Table of Carrying Capacity

| Strength Score | Heavy Load |
|---|---|
| 3 | 21–30 lb. |
| 4 | 27–40 lb. |
| 5 | 34–50 lb. |
| 6 | 41–60 lb. |
| 7 | 47–70 lb. |
| 8 | 54–80 lb. |
| 9 | 61–90 lb. |
| 10 | 67–100 lb. |
| 11 | 77–115 lb. |
| 12 | 87–130 lb. |
| 13 | 101–150 lb. |
| 14 | 117–175 lb. |
| 15 | 134–200 lb. |
| 16 | 154–230 lb. |
| 17 | 174–260 lb. |
| 18 | 201–300 lb. |

A Character's carrying a Heavy Load loses their Dexterity bonus to AC, and the Character's Tactical Speed is reduced by 1/2. Carrying a lesser load does not Encumber a Character.

*Dwarfs carrying a heavy load do not lose their Dexterity bonus to AC, and the character's tactical speed is unaffected.*

## Other Uses of Strength

**Lifting and Dragging**. A character can lift as much as his or her maximum load over his or her head. While a character can lift as much as double his or her maximum load off the ground he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 10 feet per round as a full–round–action.

*Dwarfs lose their Dexterity bonus to AC, and can move only 30' per round as a full round action.*

A character can generally push or drag along the ground as much as five times his or her maximum load.

# Vision and Light

## Light

In an area of bright light, all characters can see clearly. A subject can't hide in an area of bright light unless they are invisible or have cover. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

## Shadow

In an area of shadowy illumination, a character can see dimly. A subject within an area of shadowy illumination can attempt a *Hide Check Roll* to conceal themselves. Even without *Hiding* all *Spot Ability* have a –1 dice roll modifier applied to the Check Roll.

## Darkness

In areas of darkness, those without Darkvision are blinded. In addition to the obvious effects:

- A blinded subject may only move at half speed.

- A blinded subject loses their DEX bonus to armour class.

- A blinded subject may only attack an opponent in an adjacent square at a –2 penalty if they are aware of them.

- A blinded subject loses precedence and always attacks second if their opponent has Darkvision.

- A blinded subject performs all Ability based task checks at a –2 penalty to the Check Roll.

## Darkvision

Character's and Monsters with *Darkvision* can see normally as well as within completely dark areas up to 60 feet. In complete darkness they have shadowy vision up to 120'. A subject can't hide in the dark within 60 feet of a character with darkvision unless they are invisible or have cover.

## Low–Light Vision

Characters with *Low–Light Vision* such as Elves, can see objects twice as far away as the given radius; doubling the effective radius of bright light and of shadowy illumination.

## Table of Light Sources and Illumination

| Light Source | Bright | Shadowy | Duration |
|---|---|---|---|
| Candle | n/a* | 5 ft. | 1 hr. |
| Lantern | 30 ft. | 60 ft. | 6 hr./pint |
| Torch | 20 ft. | 40 ft. | 1 hr. |
| Spell – Daylight | 60 ft. | 120 ft. | 30 minutes per level. |

*A candle does not provide bright illumination, only shadowy illumination.

# A Grimoire of The Magician Spells[P1]

The following tables list the Magician's Spells.

## Table of The Grimoire of Magicians Spells

| Class 0 Magician Spells | |
|---|---|
| 1 | Animate Rope |
| 2 | Arcane Mark |
| 3 | Detect Poison |
| 4 | Detect Secret Doors |
| 5 | Disguise |
| 6 | Dream |
| 7 | Witch Shot |
| 8 | Ghost Sound |
| 9 | Identify |
| 10 | Magic Hands |
| 11 | Mending |
| 12 | Open/Close |
| 13 | Read Magic |
| 14 | Ventriloquism |
| 15 | Whispering Wind |

| Class 1 Magician Spells | |
|---|---|
| 1 | Charm Subject |
| 2 | Comprehend Languages |
| 3 | Darkness |
| 4 | Daylight |
| 5 | Detect Magic |
| 6 | Hold Portal |
| 7 | Make Object |
| 8 | Resistance |
| 9 | Sleep |
| 10 | True Seeing |

| Class 2 Magician Spells | |
|---|---|
| 1 | Arcane Lock |
| 2 | Command Undead |
| 3 | Detect Thoughts |
| 4 | Detect Undead |
| 5 | Dream Quest |
| 6 | Invisibility |
| 7 | Knock |
| 8 | Levitate |
| 9 | Locate |
| 10 | Silent Phantasm |

| Class 3 Magician Spells | |
|---|---|
| 1 | Clairaudience/Clairvoyance |
| 2 | Darkvision |
| 3 | Dispel Magic |
| 4 | Fireball |
| 5 | Fly |
| 6 | Halt Undead |
| 7 | Haste |
| 8 | Hold Subject |
| 9 | Invisibility Sphere |
| 10 | Thunderbolt |
| 11 | Magic Circle |
| 12 | Protection from Arrows |
| 13 | Slow |
| 14 | Water Breathing |
| 15 | Whistle the Wind |

| Class 4 Magician Spells | |
|---|---|
| 1 | Arcane Eye |
| 2 | Bestow Curse |
| 3 | Charm Monster |
| 4 | Confusion |
| 5 | Dimension Door |
| 6 | Hallucinatory Terrain |
| 7 | Phantasmal Monster |
| 8 | Shapeshift |
| 9 | Remove Curse |
| 10 | Wall of Fire or Frost |

| Class 5 Magician Spells | |
|---|---|
| 1 | Animate Dead |
| 2 | Automaton |
| 3 | Dispel Enchantment |
| 3 | Enchantment |
| 4 | Bestial Breath |
| 5 | Ethereal Mentor |
| 6 | Feeblemind |
| 7 | Passwall |
| 8 | Protection from Chaos/Law |
| 9 | Separable Soul |
| 10 | Telekinesis |
| 11 | Teleport |
| 12 | Transmute Mud to Rock |
| 13 | Transmute Rock to Mud |
| 14 | Wall of Iron |
| 15 | Wall of Stone |

# Fenris 2d6

| Class 6 Magician Spells | |
|---|---|
| 1 | Antimagic Field |
| 2 | Basilisk |
| 3 | Circle of Death |
| 4 | Control Water |
| 5 | Disintegrate |
| 6 | Flesh to Stone |
| 7 | Geas |
| 8 | Permanent Phantasm |
| 9 | Stone to Flesh |
| 10 | Summon Ghosts |
| 11 | Wall Golem |

## Detailed Descriptions of the Magician's Spells

### Class 0 Spells

### Animate Rope

**Spell Class:** 0
**Components:** V, S
**Range:** 6" + 1" per level
**Target:** Rope, length up to 50 ft. + 5 ft. per level
**Duration:** 1 turn per level
**Multiple Attacks:** No
**Saving Throw:** No
You can animate rope. The maximum length assumes a rope with a 1–inch diameter. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each melee round, when directing the ropes motions. The rope does not snake outward so it must be thrown near any intended target. The rope itself and any knots tied in it are not magical. The rope may be used to entangle (tie and knot) a subject or an object within the same 1" square. A typical 1–inch–diameter rope requires a Strength check to burst it, see Rope Description. The rope does not deal damage. An entangled subject can slip free with an Escape Artist Check Roll.

### Arcane Mark

**Spell Class:** 0
**Components:** V, S
**Range:** 0 ft.
**Effect:** One personal rune or mark, all of which must fit within 1 sq. ft.
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No
This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable. *See invisibility* likewise allows the user to see an invisible *arcane mark.* A *read magic* spell reveals the words, if any.

### Detect Poison

**Spell Class:** 0
**Components:** V, S
**Range:** 0 ft
**Target or Area:** One subject, one object, or a 1" cube
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
You determine whether a Character or Monster, object, or area has been poisoned or is poisonous. You can determine the exact type of poison. The spell can penetrate barriers, but 1 foot of stone blocks it.

### Detect Secret Doors

**Spell Class:** 0
**Components:** V, S
**Range:** 6"
**Area:** Cone–shaped emanation
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No
Only passages, doors, or openings that have been specifically constructed to escape detection are located by this spell. You can detect secret doors, compartments, caches, and so forth. The presence or absence of secret doors is revealed as well as the number of secret doors and the location of each.

### Disguise

**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** You, or the subject Touched
**Duration:** 6 Turns + 1 Turn per level
**Saving Throw:** vs. Potions, Magic & Illusion
You create an Illusion in which make yourself, or those touched,–including clothing, armour, weapons, and equipment–look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. You will know if the spell is successful or not upon casting it. Anyone that interacts with your disguise gets a saving throw vs. Potions, Magic and Illusion to recognize it as false.

### Dream

**Spell Class:** 0
**Components:** V, S
**Range:** Unlimited
**Target:** You
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No
A Magician may send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify them by some title that leaves no doubt as to identity. You then enter a trance for 1 Turn, appear in the intended recipient's dream, and deliver the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one–way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams

of the recipient. Subjects who don't sleep or dream cannot be contacted by this spell.

The Magician is unaware of their own surroundings or of the activities around them while in the trance and defenseless.

## Witch Shot
**Spell Class:** 0
**Components:** V, S
**Range:** 12" + 1" per level
**Targets:** One Defender
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No
Witch Shot, magical energy, darts forth from your fingertips and, if the Check Roll is successful, strikes the defender, dealing 1d6 points of damage per hit dice of the spell caster. It may also cause Paralyzation requiring a saving throw to avoid the effect. This spell may be used in a Multiple Attack and you can have Witch Shot strike a single defender or several defenders. A single Witch Shot can strike only one defender. The number of Witch Shot available is determined by the ratio of Attacker and Defender Hit Dice, see Multiple Attacks. You must designate all targets beforehand and make individual Check Rolls to attack; and damage rolls for each defender when an attack is successful. Witch Shot strikes unerringly, even if the defender is in melee combat or has less than total cover or total concealment. Specific parts of a defender can't be singled out. Small inanimate objects, such as rope, can also be severed, damaged or destroyed by the spell.

## Ghost Sound
**Spell Class:** 0
**Components:** V, S
**Range:** 3" + 1" per level
**Effect:** Illusory sounds
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** vs. Potions, Magic & Illusion
**Saving Throw:** No
Ghost Sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. You can produce as much noise as four hit dice worth of subjects per level to a maximum of 20 Hit Dice. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound. A subject that interacts with your Ghost Sound gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## Identify
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Targets:** One touched object
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

## Magic Hands
**Spell Class:** 0
**Components:** V, S
**Range:** Close (3" + 1" per level
**Target:** One non magical, unattended object weighing up to 5 lb.
**Duration:** 3 Turns
**Multiple Attacks:** No
**Saving Throw:** No
A Magician can use the Magic Hands to remotely manipulate visible objects within the line of sight. You can feel the object just as if you were touching it but cannot be harmed by poison, heat, cold etc. You point your hands at an object and can, manipulate, lift it and move it at will from a distance. As a full–move–action, you can propel the object 1" in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. The spell is Somatic and if you touch any other object with your Character's hands while the spell is active, the Magic Hands is ended.

## Mending
**Spell Class:** 0
**Components:** V, S
**Range:** 1"
**Target:** One object of up to 1 lb.
**Duration:** Instantaneous, Permanent
**Multiple Attacks:** No
**Saving Throw:** No
Mending repairs small breaks or tears in objects: **Metal** – It will weld broken metallic objects such as a ring, a chain link, a medallion, or a weapon, providing but one break exists. **Ceramics** – objects with multiple breaks can be rejoined to be as strong as new. **Wooden** – objects with multiple breaks can be rejoined to be as strong as new. **Leather** – a hole or tear in a leather, such as a hole in a sack or a wineskin, is completely healed over by mending.

## Open/Close
**Spell Class:** 0
**Components:** V, S
**Range:** Close (3" + 1" per level
**Target:** a door, portal, chest, box, window, bag, pouch, bottle, barrel, or other container that can be opened or closed.
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
You can open or close (your choice) a door, portal, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails.

## Read Magic
**Spell Class:** 0
**Components:** V, S
**Range:** Personal
**Target:** You
**Duration:** 12 Turns per level
Magic Writing is un–readable and indecipherable but by means of the spell read magic, you can decipher the magical inscriptions on any object such as books, papyri, and weapons. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed papyri. Once the spell is cast, and you have read the magical inscription, you are thereafter able to read

that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute.

## Ventriloquism

**Spell Class:** 0
**Components:** V
**Range:** Close (3" + 1" per level
**Effect:** Intelligible sound, usually speech
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** vs. Potions, Magic & Illusion

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful saving throw vs. Potions, Magic & Illusion recognizes it as illusory (but still hears it).

## Whispering Wind

**Spell Class:** 0
**Components:** V, S
**Range:** 1 mile per level
**Area:** 2" radius
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

You may listen to sounds, and eavesdrop, on conversations held up to 1 mile distant per level in an area encompassing a 2" radius. The Target of the spell must be within line of sight or known to you if indirect. Whispering Wind may travel indirectly through twisting corridors, open portals, through forests and over hills but not through obstacles such as closed portals, walls, or mountains. You may also instantaneously project your voice the same distance and deliver a message or sound. The *whispering wind* may bear a message of no more than twenty–five words, or other sounds. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

## Class 1 Spells

## Charm Subject

**Spell Class:** 1
**Components:** V, S
**Range:** Close (3" + 1" per level
**Target:** One man–like subject
**Duration:** 12 Turns per level
**Multiple Attacks:** No
**Saving Throw:** vs. Potions, Magic & Illusion

This charm makes one man–like subject regard you as its trusted friend and ally. The spell does not enable you to control the subject of the *charm* as if they were an Automaton, but they perceive your words and actions in the most favorable way. You can try to give the subject orders, but the subject of the *charm* is entitled to a Saving Throw vs. Potions, Magic & Illusion to convince them to do anything they wouldn't ordinarily do. If the subject of the *charm* is currently being threatened by you or your allies, however, it receives a +3 bonus on its saving throw. A charmed man–like subject never obeys suicidal or obviously harmful orders, but might be convinced that something very dangerous is worth doing. Any act or attack by you or your apparent allies that threatens the subject of the *charm* breaks the spell.

Thereafter any reaction to the spell caster and his/her allies may well be unfavourable.

## Comprehend Languages

**Spell Class:** 1
**Components:** V, S
**Range:** Personal
**Target:** You
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

This spell enables you to understand otherwise incomprehensible spoken words or written messages. The spell enables you to understand or read the texts of unknown languages, but it does not impart the ability to speak or write them. Written material can be read at the rate of one page (250 words) per minute. The ability to read does not necessarily impart insight into the material, merely its literal meaning. It does not decipher codes or reveal messages concealed in normal text. Magical writing cannot be read, though the spell reveals that such text is magical, and a *Read Magic* spell is required to decipher such texts.

## Darkness

**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Range:** 6" + 1" per level
**Target:** Object touched
**Duration:** 30 minutes per level
**Multiple Attacks:** No
**Saving Throw:** No

The object touched sheds dark as black as pitch in a 6" radius, and dim shadow for an additional 6" beyond that. Subjects that take penalties in the dark also take them while within the radius of this magical *darkness*. Despite its name, this spell is not the equivalent of the dark for the purposes of subjects that are damaged or destroyed by lack of light. If darkness is cast on a small object that is then placed inside or under a light– proof covering, the spell's effects are blocked until the covering is removed. Darkness counters or dispels any *Daylight* spell.

## Daylight

**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Range:** 6" + 1" per level
**Target:** Object touched
**Duration:** 30 minutes per level
**Multiple Attacks:** No
**Saving Throw:** No

The object touched sheds light as bright as full daylight in a 6" radius, and dim light for an additional 6" beyond that. Subjects that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of subjects that are damaged or destroyed by bright light. If *Daylight* is cast on a small object that is then placed inside or under a light– proof covering, the spell's effects are blocked until the covering is removed. *Daylight* counters or dispels any *Darkness* spell.

## DETECT MAGIC

**Spell Class:** 1
**Components:** V, S
**Range:** 6"
**Area:** Cone–shaped emanation
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No
You detect the presence or absence of magic. You also determine the kind of spell which has been laid upon a subject or object. This spell is useful for determining if a sword is magical, whether a door is locked by magic (Hold Portal), etc.

## HOLD PORTAL

**Spell Class:** 1
**Component:** V, S
**Range:** 12" + 1" per level
**Target:** One portal, up to 20 sq. ft. per level
**Duration:** 6 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
This spell magically holds shut a portal, which includes the following; a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

## MAKE OBJECT

**Spell Class:** 1
**Components:** V, S, M
**Range:** 0 ft.
**Effect:** Creates a non–magical object of non–living matter, up to 1 cu. ft. per level
**Duration:** 6 Turns +1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** matter, such as straw.
You can create a non–magical object out of straw or another material. The volume of the item created cannot exceed 1 cubic foot per caster level. The object is fully functional and may be used until the spell ends after which time it reverts to its original form. Attempting to use any created object as a *spell material component* always causes the spell to fail.

## RESISTANCE

**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Target:** One subject touched
**Duration:** 6 Turns + 1 per level
**Multiple Attacks:** No
**Saving Throw:** No
You imbue the one touched with magical energy that protects them from harm vs. Special Hazards only, granting a +1 bonus on Saving Throws vs. Special Hazards. The Special Hazards Table includes Fear, Level Drain, Petrifying, Magic/Illusion, The Gaze of Beasts, The Breath of Beasts, and Dragon's Breaths.

## SLEEP

**Spell Class:** 1
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** 1 or more subjects of 1 Hit Dice +1 Hit Dice per level
**Area:** within an area of 3" radius +1" per level
**Duration:** 6 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
A *sleep* spell causes a magical slumber to come upon one or more subjects. The total number of subjects which can be attacked is determined by the ratio of Hit Dice between the attacker and defender, see *Multiple Attacks.* A separate Attack Check Roll is made for each defender. The Magician may choose which subjects among those present within the radius of the spell are attacked. All subjects must meet the *Target* specification above. Those under the effect of the magical slumber are helpless. Slapping, wounding, and loud noise awaken a slumbering subject, but a light touch or normal noise does not. Awakening a subject is a full–move–action. Undead are not affected by *Sleep;* nor are constructs such as Golems. Unconscious subjects are unaffected by *Sleep.*

## TRUE SEEING

**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Target:** You or a subject touched
**Duration:** 1 Turn per level
**Multiple Attacks:** Yes
**Saving Throw:** No
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical *darkness*, notices secret doors hidden by magic, sees the exact locations of subjects or objects, sees invisible subjects or objects normally, sees through illusions, and sees the true form of *shapeshifted* subjects. The range of *true seeing* conferred is 120 feet. *True seeing*, however, does not penetrate solid objects. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot subjects who are simply hiding, or notice secret doors hidden by mundane means.

## CLASS 2 SPELLS

## ARCANE LOCK

**Spell Class:** 2
**Components:** V, S
**Range:** Touch
**Target:** The door, chest, or portal touched, up to 30 sq. ft. per level in size
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No
An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. A *knock* spell does not remove an *arcane lock;* it only suppresses the effect temporarily.

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## Command Undead

**Spell Class:** 2
**Components:** V, S
**Range:** Close 3" + 1" per level
**Targets:** 4 Hit Dice of Undead +1 Hit Dice per level
**Duration:** One day per level
**Multiple Attacks:** No
**Saving Throw:** Intelligent Undead – Saving Throw vs. Potions, Magic & Illusion

This spell allows you some degree of control over Undead subjects: *Intelligent Undead.* Assuming the subject is intelligent; it perceives your words and actions in the most favourable way. It will not attack you while the spell lasts. You can try to give the subject orders, but the subject of the *command Undead* is entitled to a Saving Throw vs. Potions, Magic & Illusion to convince them to do anything they wouldn't ordinarily do. If the subject of the *command Undead* is currently being threatened by you or your allies, however, it receives a +3 bonus on its saving throw. The *intelligent Undead* never obey self–destructive or obviously harmful orders, but they might be convinced that something very dangerous is worth doing. Any act or attack by you or your apparent allies that threatens the *intelligent Undead* breaks the spell. Intelligent Undead: Ghosts, Mummys, Lichs, Spectres, Wights, Wraiths, and Vampyres. *Mindless Undead.* When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Mindless Undead won't resist self–destructive or obviously harmful orders. Mindless Undead: Skeletons and Zombies.

## Detect Thoughts

**Spell Class:** 2
**Components:** V, S
**Range:** 6" + 1" per level
**Area:** Cone–shaped emanation
**Duration:** 12 Turns
**Multiple Attacks:** No
**Saving Throw:** No

You are able to detect the presence or absence of thoughts and determine what the surface thoughts are. This spell does not let you determine the location of the thinking minds if you can't see the subjects whose thoughts you are detecting. Subjects of animal intelligence (INT 1 or 2) have simple, instinctual thoughts that you can pick up. The spell can penetrate barriers, but 1 foot of stone, or a sheet of metal, blocks it.

## Detect Undead

**Spell Class:** 2
**Components:** V, S, M
**Range:** 6"
**Area:** Cone–shaped emanation
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A bone from a grave.

Holding the bone before you it gives off vibrations if Undead are near. You can detect the presence or absence of the Undead. You may discern their direction but not the exact location.

## Dream Quest

**Spell Class:** 2
**Components:** V, S
**Range:** Unlimited
**Target:** You, subject touched
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

A Magician, or the subject touched, may while sleeping wander or journey in the form of a dream. At the beginning of the spell, you must name the place you wish to travel to or identify it by some title that leaves no doubt as to location. You then enter a trance for the duration of the spell, and travel to the named location in an instant. While on the journey you remember it perfectly upon waking. While there you may only observe your surroundings and cannot ask questions or offer information. You may not interact with other dreamers unless they too are participating in a *dream quest*; in which case you may converse with them. While in the dream you have full access to the abilities of your Character however none of it has any effect upon the material world. Example: You may open a door and see what is on the other side while in the *dream quest* but if you actually go there while waking you have not actually opened the door. If you are harmed or killed in the dream the spell is ended immediately and you awaken unharmed. The Magician is unaware of their own surroundings or of the activities around them while in the trance and defenseless. When the duration of the spell elapses the dreamer returns to their body and awakens.

## Invisibility

**Spell Class:** 2
**Components:** V, S, M
**Range:** Touch
**Target:** You, a subject, or an object weighing no more than 100 lb. per level
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** Yes vs. Potions, Magic & Illusion
**Material Component:** A pinch of ground glass.

You or whatever you touch (subject to the spells limitations) becomes invisible, vanishing from sight, even from Darkvision. If the subject of the spell is carrying gear, that vanishes, too. Whatever is made invisible remains so for the duration of the spell unless one can normally see invisible things or you employ magic to do so. Items dropped or put down by someone invisible become visible; items picked up disappear. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Of course, the subject is not magically *silenced,* and certain other conditions can render the invisible subject detectable (such as stepping in a puddle). The spell ends if the invisible subject directly attacks any subject. Anyone that interacts with invisibility gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## KNOCK

**Spell Class:** 2
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** One door, box, or chest with an area of up to 10 sq. ft. per level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

You must, as you cast the spell, knock three times upon the target of the spell. The *knock* spell opens stuck, barred, locked, *held,* or *arcane locked* doors. It opens secret doors, as well as locked or trick–opening boxes or chests. It also breaks welds, shackles, and chains provided they serve to hold closures shut. The effect of *knock* is limited by the area. When *knock* is used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 Turns. In all other ordinary cases a door does not re–lock itself or become stuck again on its own. *Knock* cannot raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

## LEVITATE

**Spell Class:** 2
**Components:** V, S
**Range:** Personal or Touch (3" + 1" per level
**Target:** You, one subject, or one object of weight up to 100 lb. per level
**Duration:** 3 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

*Levitate* allows you to move yourself, another subject, or an object up and down (but not horizontally) as you wish as much as 2" each round; and doing so is a full–move–action.

## LOCATE

**Spell Class:** 2
**Components:** V, S, M
**Range:** Unlimited
**Target:** One subject, or one object
**Duration:** 1 Round + 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Components:** A compass.

The compass will point in the direction of the object you seek for the duration of the spell. You locate the nearest one of its kind if more than one is within range.

## SILENT PHANTASM

**Spell Class:** 2
**Components:** V, S
**Range:** 36" + 4" per level
**Effect:** An Illusion of 2x2 1" cubes + one 1" cube per level
**Duration:** Concentration
**Multiple Attacks:** No
**Saving Throw:** Yes vs. Potions, Magic & Illusion

This spell creates the visual illusion of an object, subject, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect. Anyone that interacts with a *Silent Phantasm* gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## CLASS 3 SPELLS

## CLAIRAUDIENCE/CLAIRVOYANCE

**Spell Class:** 3
**Components:** V, S, M
**Range:** 36" + 4" per level
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Components:** A crystal ball worth 1000 c

*Clairaudience/Clairvoyance* enables you to remotely view or hear (your choice) at a specific location almost as if you were there. You do not need line of sight or line of effect, but the locale must be known–a place familiar to you or an obvious one. Once you have selected the locale, your center point doesn't move, but you can rotate it in all directions to view or listen to the area as desired. This spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 1" radius around the center of the spell's effect.

## DARKVISION

**Spell Class:** 3
**Components:** V, S, M
**Range:** Touch
**Target:** You or subject touched
**Duration:** 12 Turns per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Octopus Ink

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

## DISPEL MAGIC

**Spell Class:** 3
**Components:** V, S
**Range:** 12" + 1" per level
**Target or Area:** One subject, or object; or 2" radius burst
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

use *dispel magic* to end spells that have been cast on a subject or object and to temporarily suppress the magical abilities of a magic item. A dispelled spell ends as if its duration had expired. If the object that you target is a magic item all the item's magical properties are suppressed for 1d6 rounds, after which the item recovers on its own.

*Limitations:*

- The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

- Magic items are not affected by an area dispel.

- Only the spell Dispel Enchantment may permanently remove the magical ability of a magic item.

- Artifacts and Deities are unaffected by mortal magic such as this.

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## Fireball

**Spell Class:** 3
**Components:** V, S
**Range:** 24" + 4" per level
**Area:** 2" radius + 1" per level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

You must announce the distance at which you will throw the *fireball.* A fist sized ball of flame forms in your hand which you then throw. It blossoms into the *fireball* at the point of impact and detonates with a low roar. If the *Attack Check Roll* is successful, *fireball* dealing 1d6 points of fire damage per hit dice of the spell caster to every subject and object within the area. The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

## Fly

**Spell Class:** 3
**Components:** V, S, M
**Range:** Touch
**Target:** You or subject touched
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

You or a subject can fly at a speed of 6" (or 4" if wearing medium or heavy armour, or if carrying a medium or heavy load). You can ascend at half speed and descend at double speed, and maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so you can attack or cast spells normally. You or a subject can charge but not run, and cannot carry aloft more weight than your maximum load, plus any armour. Should the spell duration expire while the still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If one reaches the ground in that amount of time, you land safely. If not, you falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled.

## Halt Undead

**Spell Class:** 3
**Components:** V, S, M
**Range:** 12" + 1" per level
**Target:** 1 subject of 1 Hit Dice +1 Hit Dice per level
**Area:** within an area of 3" radius +1" per level
**Duration:** 1 Turn per level
**Multiple Attacks:** Yes
**Saving Throw:** Yes
**Material Component:** A pinch of powdered garlic.

This spell renders Undead subjects immobile. When the spell is used in *Multiple Attacks* the Magician may choose which subjects among those present within the radius of the spell are attacked. All subjects must meet the *Target* specification above. The total number of subjects which can be attacked is determined by the ratio of Hit Dice between the attacker and defender, see *Multiple Attacks.* A separate Attack Check Roll is made for each defender. If the spell is successful, it renders the Undead subject immobile for the duration of the spell (similar to the effect of *hold person*). The effect is broken if the *halted* subjects are attacked or take damage.

## Haste

**Spell Class:** 3
**Components:** V, S
**Range:** Personal
**Targets:** You, and one subject per level, within the area of effect
**Area:** within an area of 3" radius +1" per level
**Duration:** 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No

While Hasted you and additional subjects may move and act more quickly than normal. This extra speed has several effects: Those hasted may make one extra attack with any weapon they are holding. A *hasted* subject gains a +1 bonus on attack rolls and a −1 bonus to AC. All of a *hasted* subject's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow.*

## Hold Subject

**Spell Class:** 3
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** One medium or small subject
**Duration:** 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No

The subject becomes paralysed and freezes in place. They are aware and breathe normally but cannot take any actions, even speech. A winged subject who is paralysed cannot flap its wings and falls. A swimmer can't swim and may drown.

## Invisibility Sphere

**Spell Class:** 3
**Components:** V, S
**Range:** Touch
**Target:** You, a subject
**Area:** 1" radius emanation around you or the subject touched
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** Yes vs. Potions, Magic & Illusion

This spell functions much like *invisibility,* except that this spell confers invisibility upon all subjects within the area of the spell's effect. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. After the spell is cast any affected subject moving out of the area becomes visible, but those moving into the area after the spell is cast do not become invisible. If any invisible subjects within the spell attack, the *invisibility sphere* ends. Anyone that interacts with the *invisibility sphere* gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## Thunderbolt

**Spell Class:** 3
**Components:** V, S
**Range:** 36" +1" per level
**Target:** one subject or object
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

You release a powerful stroke of electrical energy from your fingertips. If the *Attack Check Roll* is successful, *Thunderbolt* deals 1d6 points of electrical damage per hit dice to one subject . *Thunderbolt* can also be used to blast and damage objects.

## Magic Circle

**Spell Class:** 3
**Components:** V, S, M
**Target:** You or a subject
**Range:** Personal
**Area:** 1" radius
**Duration:** Permanent until crossed
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A little powdered silver, 50 p worth, with which you trace a 1" radius circle on the floor (or ground)

The Magician draws a silver circle upon the floor or ground which has two possible uses. If the Magician stands within the *magic circle* he is protected. However the second use is to confine a subject within the *magic circle*. The Magician must choose the form of protection the circle works against, *Protection from Chaos* or *Protection from Law*. The spell always works against a subject's declared alignment even if their *Law* and *Chaos* points are equal. **Protection:** Those within the area gain the effects of a *protection from Chaos or a protection from Law* spell. No subject affected by the spell may cross, or attack across the circle's boundaries. A *magic circle* leaves much to be desired as a protective barrier. If the circle of powdered silver laid down is disturbed in any way, or the Magician crosses the boundary, the effect immediately ends. **Confinement:** The subject cannot cross, or attack across the circle's boundaries. If a subject is too large to fit into the spell's area the spell acts as a normal *protection from Chaos/Law* spell for that subject only. A trapped subject can do nothing that disturbs the circle, directly or indirectly, but other subjects can. A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down is disturbed from without in any way, the effect immediately ends.

## Protection from Arrows

**Spell Class:** 3
**Components:** V, S
**Range:** Personal
**Target:** You
**Area:** 1" cube
**Duration:** 6 Turns +1 turn per level
**Multiple Attacks:** No
**Saving Throw:** No

You are impervious to ranged weapon fire from attackers of less than 4 Hit Dice. When attacked by subjects with 4 Hit Dice or better you gain a bonus of –1 to Armour Class and 3 points of damage reduction vs. ranged weapons while the spell is in effect.

## Slow

**Spell Class:** 3
**Components:** V, S
**Range:** Personal
**Targets:** You, and one subject per level, within the area of effect
**Area:** within an area of 3" radius +1" per level
**Duration:** 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No

While *slowed* you and additional subjects move and act more slowly than normal. This loss of speed has several effects: Those slowed may move or attack each round but not both. A *slowed* subject loses –1 on attack rolls and –1 to AC. All of a *slowed* subject's modes of movement (including land movement, burrow, climb, fly, and swim) decrease by 30 feet, to a minimum of half the subject's normal speed using that form of movement. Multiple slow effects don't stack. Slow dispels and counters Haste.

## Water Breathing

**Spell Class:** 3
**Components:** V, S, M
**Range:** Touch
**Target:** subject touched
**Duration:** 12 Turns +1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** seaweed

The subject can breathe water freely. Divide the duration evenly among all the subjects you touch. The spell does not make subjects unable to breathe air.

## Whistle the Wind

**Spell Class:** 3
**Components:** V
**Range:** Medium 12" + 1" per level
**Effect:** Wind, gusts up to 1" per level long and 1" per level high
**Duration:** 3 Turns +1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

Wind gusts fill the sails of ships, as a barrier, arrows and bolts are deflected and miss. A giant–thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected. Gases, breath weapons, and subjects in gaseous form cannot pass through the wall. The wind gusts will blow out torches and candles.

## Class 4 Spells

## Arcane Eye

**Spell Class:** 4
**Components:** V, S, M
**Range:** Unlimited
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A glass eye

You create an invisible magical eye that can then travel outside your line of sight without hindrance. An *arcane eye* travels at 3" per round if viewing an area ahead as a human would (primarily looking at the floor) or 1" per round if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can

travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

## Bestow Curse

**Spell Class:** 4
**Components:** V, S
**Range:** 6"
**Target:** subject
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No

You place a curse on the subject. Choose one of the following effects, a –6 decrease to an ability score (minimum 1) and a –2 penalty on attack rolls, saves, ability checks, and skill checks. The *curse* bestowed by this spell can be removed with *dispel magic,* a *remove curse* spell,or a *wish.*

## Charm Monster

**Spell Class:** 4
**Components:** V, S
**Range:** Close (3" + 1" per level
**Target:** One subject
**Duration:** 12 Turns per level
**Multiple Attacks:** No
**Saving Throw:** vs. Potions, Magic & Illusion

This spell functions like *charm subject,* except that the effect is not restricted to a man–like subject type or size, see *charm subject.*

## Confusion

**Spell Class:** 4
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** You
**Area:** All subjects in a 2" radius
**Duration:** 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** Yes, vs. Potions, Magic & Illusion

You are able to cloud the minds of subjects with *Confusion.* For subjects with less than 4 Hit Dice (+1 Hit Dice per level of the spell caster), this spell causes those within or entering the area of effect to become *confused,* making them unable to independently determine what they will do. If the Attack is successful, the Referee rolls 1d6 on the following table at the beginning of each round to see what the subject does in that round.

| Roll 1d6 | Subject Behavior |
|---|---|
| Roll 1 (1/6, 16.66%) | Subject attacks the spell caster with melee or ranged weapons. |
| Roll 2–3 (2/6, 33.33%) | Subject does nothing. |
| Roll 4–6 (3/6, 50%) | Subject attempts to flee away from spell caster at their maximum speed. |

A *confused subject* who can't carry out the indicated action simply does nothing. Attackers are not at any special advantage when attacking a *confused subject.* Any *confused subject* who is attacked automatically attacks their attackers on the next round, as long as they are still *confused* when

their turn comes. Anyone in the area of effect gets a saving throw vs. Potions, Magic & Illusion to recognize *Confusion* as false. If the spell caster moves away from the subject such that they are no longer in the area of effect, their *confusion* ends.

## Dimension Door

**Spell Class:** 4
**Components:** V, S
**Range:** 12" + 6" per level
**Target:** You and touched subjects or objects
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired–whether by simply visualizing the area or by stating direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional Medium smaller subject (carrying gear or objects up to its maximum load) per three levels. A Large subject counts as two Medium subjects, a Huge subject counts as two Large subjects, and so forth. All those to be transported must be in contact with one another, and at least one subject must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each subject traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each subject traveling with you take an additional 2d6 points of damage and are shunted to the nearest free space within 1,000 feet. If there is no free space within 1,000 feet, you and each subject traveling with you take 2d6 points of damage and the spell simply fails.

## Hallucinatory Terrain

**Spell Class:** 4
**Components:** V, S
**Range:** 36" + 4" per level
**Area:** One 3x3 1" cube per level
**Duration:** 12 Turns + 6 Turns per level
**Multiple Attacks:** No
**Saving Throw:** Yes, vs. Potions, Magic & Illusion

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and subjects within the area are not hidden or changed in appearance. Anyone that interacts with *Hallucinatory Terrain* gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## Phantasmal Monster

**Spell Class:** 4
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** 4 Hit Dice of Subjects + 1 Hit Dice per level
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** Yes, vs. Potions, Magic & Illusion

- The Magician creates a deadly Phantasmal Monster which only the target subject(s) of the spell can see, which is 4 Hit Dice +1 Hit Dice per level worth of foes. The Magician can make it appear as horrible as they like. The Phantasmal Monster, although an illusion, attacks as if it has equal Hit Dice to the target subject(s), (use the highest Hit Dice if there are multiple believers). The

Target Subjects are required to make a saving throw vs. Potions, Magic & Illusion to recognize it as false. If a subject fails the saving throw, the Phantasmal Monster appears real to them and when it successfully attacks causes damage on the Hit Result Table. Subjects who see the Phantasmal Monster must make a saving throw vs. fear or flee away from the Phantasmal Monster at their highest movement speed. The Phantasmal Monster will pursue and continue to attack those who believe it to be real until either the duration of the spell elapses. The Phantasmal Monster is nearly impossible to elude and Hide Check Rolls are –3. Although the Monster has Hit Dice it is not real, and any damage inflicted upon it is entirely imaginary as well; for the Phantasmal Monster cannot be killed. Those fighting will be seen to be swinging their weapons in the air as they fight the Phantasmal Monster. This Phantasmal Monster can be dispelled with Dispel Magic. See the Bestiary for the Phantasmal Monster's stats.

## SHAPESHIFT

**Spell Class:** 4
**Components:** V, S
**Range:** Touch
**Target:** You, or subject touched
**Duration:** 24 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
Unlike an illusion, *shapeshift* actually changes your physical form, or the form of a subject ,into that of another kind of living subject. All equipment carried is not accessible while *shapeshifted* unless you assume a man–like form equal in size to your own. The appearance of that equipment does not change. Those *shapeshifted* can't assume a form smaller than Fine and retain their Hit Dice. If slain while in the *shapeshifted* form, you revert to your original physical form, though you remain dead. The shapeshift causes you to gain the Strength, Dexterity, and Constitution scores of your new form but you retain your own Intelligence, Wisdom, and Charisma scores. You gain any special attacks possessed by the form but do not acquire the forms supernatural or spell–like abilities. You may revert to your own shape at will. Someone who has been transformed into the form of an animal, such as a pig, assumes all the physical characteristics and limitations of that animal, except that they may talk.

## REMOVE CURSE

**Spell Class:** 4
**Components:** V, S
**Range:** Touch
**Target:** Subject or item touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
*Remove curse* instantaneously removes all curses on an object or a subject. *Remove curse* temporarily suppresses the curse from a cursed shield, weapon, or suit of armour which typically enables the subject afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

## WALL OF FIRE OR FROST

**Spell Class:** 4
**Components:** V, S
**Range:** 12" + 1" per level
**Effect:** Opaque sheet of flame or frost up to 2" long per level, or a ring of fire/frost with a radius of 1" per level; either form 2" high
**Duration:** Concentration + 1 round per level
**Multiple Attacks:** No
**Saving Throw:** No
Either a blazing curtain of fire or a wall of frost springs into existence. One side of the wall, selected by you, sends forth waves of heat or cold each round causing 1d6 points of damage to subjects within 1" and 1d3 points of damage to those past 1" but within 2". In addition, the wall deals 1d6 points of damage per hit dice of the spell caster to any subject passing through it.

## CLASS 5 SPELLS

## ANIMATE DEAD

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** One or more corpses touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A corpse per Undead Skeleton or Zombie
This spell turns the bones or bodies of dead man–like subjects into Undead Skeletons or Zombies which then follow your spoken commands. The Undead can follow you, or they can remain in an area and attack any subject (or just a specific kind of subject) entering the area. They remain animated until they are destroyed. 2 Hit Dice worth of Undead are created per caster level. *Skeletons:* A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. When a skeleton is made from a corpse, the flesh falls off the bones. *Zombies:* A zombie can be created only from a mostly intact corpse.

## AUTOMATON

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** One or more metallic statues touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A metallic statue of an Animal, Man, or Monster.
Automatons are metallic statues of Animals, Men and Monsters made animate by Wizards. This spell turns the statues into Automatons which then follow your spoken commands. The Automatons can follow your, or they can remain in an area and attack any subject (or just a specific kind of subject) entering the area. They remain animated until they are destroyed.

2 Hit Dice worth of Automatons are created per caster level. They may also be able to cast particular spells.  A single spell known to the spell caster or a collaborator may be combined with *Automaton* providing it is of Class 0 through 4. If you are casting the spell only one Check roll is required however the

collaborator (the person casting the single known spell) must also make a Check Roll if you are working together. All check rolls must be successful for the Automaton to be fully completed. An Automaton can be a partial success.

Since they can be almost anything, their characteristics, such as movement speed, depend entirely upon what they resemble. The singular advantage of the Automaton is that unlike Undead it cannot be influenced by a Mystic. If the Automaton is to cast a spell with a V component it must also be able to speak.

| Ability | Spell Dice Roll Modifier |
|---|---|
| Speak Message | −1 |
| Cast Single Spell | −2 |

## Dispel Enchantment

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** You, a Subject, an Object, or a normal Magic Item
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** No
You can use Dispel Enchantment to end any of the following; spells, the effects of Special Hazards - Fear, Level Drain, Petrification, including the effects of Potions, Magic & Illusion, that affect or have been cast on a Subject or Object. A spell ends as if its duration had expired, special hazards are lifted.

You can also use Dispel Enchantment to permanently remove the magical abilities of a normal magic item. The spell caster must be able to touch the magic item. All the item's magical properties are permanently removed.

*Limitations:*

- *Dispel Enchantment* will not remove the magical abilities of objects created by Deities, Angels, Demons and Djinni.

## Enchantment

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** You, an object
**Duration:** Variable
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Objects require an item to be enchanted which must be of the highest workmanship 10 times the usual value.
*Enchanting* is the means by which a Magician or Mystic makes an *Object* into a *container* for a spell. A single spell known to the spell caster or a collaborator may be combined with *Enchantment* providing it is of Class 0 through 4. If you are casting the enchantment only one Check roll is required however the collaborator (the person casting the single known spell) must also make a Check Roll if you are working together. All check rolls must be successful for the Enchantment to be fully completed. An Enchantment can be a

partial success. An *Enchantment* can only be broken by the *Dispel Enchantment* spell.[PI]

## Enchanting an Object

An *Object* may only be *Enchanted* once. The object to be *Enchanted* must be worth 10x the usual value, which is to say of the finest quality. Of course the Magician or Mystic may only infuse the object with the spells they themselves know or include spells they do not know by working together with others. The qualities the object will have are selected prior to casting and these are expressed as Dice Roll Modifiers and applied to the sum of the Check Roll.[PI]

> *Example: To enchant a Short Shaft Axe the cost of the Axe is 10c x 10 = 100c (Gold Crowns). The player chooses to have the Magician enchant the weapon with +1 Enchantment, and Weapon Ability Darkvision. The Check Number is found by comparing g the Hit Dice of the spell caster to the Class of the Spell. Kulkar is a 6th Level Magician, the Referee reads across the row 5-9 on the Magic & Combat Table until the Check Number under the Spell Class 5 column is found, a 10. The dice roll Modifiers is –1, Roll 2d6, sum the dice, and subtract the dice roll modifier, if the modified sum has equalled or surpassed the Check Number the Enchantment is successful. Kulkar must roll a 10 or higher, the –1 means he must roll 11 or higher.*[PI]

> *Limitations: An Object may only be Enchanted once.*[PI]

## Table of Weapons

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| +1 Enchantment | 0 |
| +1 +2  v.s. Foe or Alignment | −1 |
| +1 and Weapon Ability Spell of Class 0 through 4 | −1 |
| +1 and Weapon Ability Light Generation | −1 |
| +1 and Weapon Glow Warning v.s. Foe or Alignment 60' | −1 |
| +1 and Weapon Ability Darkvision | −1 |
| +1 and Weapon Ability Flame | −1 |
| +1 and Weapon Ability Slaying | −2 |
| +1 and Weapon Ability Life Stealing | −2 |
| [PI] | |

*Sum applicable modifiers

> *Notes:*

> *A Weapon Ability Spell of Class 0 through 4 can only be used once per day.*[PI]

> *Cursed Weapons can be created by switching the + value for a – value. These weapons decrease the chance to hit. A weapon can have both positive and negative qualities, +1 but –2 vs. Chaos.*[PI]

## TABLE OF ARMOURS

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| –1 Enchantment | 0 |
| –1 –2 v.s. Foe or Alignment | –1 |
| –1 and Armor Ability Spell of Class 0 through 4 | –1 |
| –1 and Armor Ability Darkness | –1 |
| –1 and Weapon Ability Haste | –1 |
| –1 and Weapon Ability Passwall | –1 |
| –1 and Weapon Ability Protection From Arrows | –2 |
| –1 and Weapon Ability Resistance | –2 |
| | [PI] |

*Sum applicable modifiers

*Notes:*

*An Armour Ability Spell of Class 0 through 4 can only be used once per day.*[PI]

*Cursed Armours can be created by switching the + value for a – value. Cursed Armour increases the wearer's AC. Such Armour can have both positive and negative qualities, –1 but +2 vs. Chaos.*[PI]

## AMULETS

Amulets offer protections vs. Hazards. An Amulet is small and may be made out of gold, silver, wood, or stone worth at least 500 silver pennies.[PI]

An Amulet takes a minimum of 1d6 days to create. During this time the spell caster cannot be interrupted as the process of creating the amulet requires their full attention. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a –2 Dice Roll Modifier. At the end of the Amulet creation the spell caster must make a check roll for the successful enchantment of the Amulet.[PI]

## TABLE OF AMULETS

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| +1 vs. One Common Hazard | 0 |
| +2 vs. One Common Hazard | –1 |
| +1 vs. One Special Hazard | –1 |
| +1 vs Special Hazards +2 vs. Common Hazards* | –2 |
| vs. Chaos/Law, +1 All Hazards | –2 |
| +2 vs. a Specific Foe | –2 |
| | [PI] |

*Resistance

*Notes:*

*Resistance (or Weakness) made permanent in the form of an amulet with an enchantment spell. Cursed Amulets have negative values.*[PI]

## POTIONS

Potions have considerable advantages for non–spell casters because all they must do is consume the potion, and make a saving throw vs. Potions, Magic & Illusion, for the magic to work. Potions contain a single spell of Class 0 through Class 3. Spells of Class 4 and above cannot be made into potions.[PI]

During the brewing time the creator of the potion must attentively keep the potion at the correct temperature and add materials at the correct intervals or the potion is spoiled, thus the spell caster cannot engage in any other activities. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a –2 Dice Roll Modifier. At the end of the brewing the spell caster must make a check roll for the successful enchantment of the potion.[PI]

The cost of alchemical materials for a potion is a minimum of 100 silver pennies plus 100 silver pennies times the Spell Class, e.g. creating a Class 3 potion costs 100 + 300 = 400 silver pennies. The brewing time is 1d6 days minimum plus the number of the Spell Class in days, e.g. a Class 0 spell takes 1d6 days to brew, a Class 3 spell 1d6+3 days to brew.[PI]

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Not all spells can be made into potions, the following is a list of spells which may be made into potions:[Pi]

## Table of Potions

| Potion |
| --- |
| Class 0 Mystic Potions |
| Bolster |
| Detect Undead |
| Resistance |
| True Seeing |
| Weakness |
| Class 0 Magician's Potions |
| Detect Poison |
| Detect Secret Doors |
| Disguise |
| Dream |
| Magic Hands |
| Ventriloquism |
| Class 1 Mystic Potions |
| Cure Light Wounds |
| Detect Law/Chaos |
| Detect Magic |
| Protection from Chaos/Law |
| Inflict Light Wounds |
| Class 1 Magician's Potions |
| Charm Subject |
| Comprehend Languages |
| Detect Magic |
| Resistance |
| Sleep |
| True Seeing |
| Class 2 Mystic Potions |
| Bless |
| Find Traps |
| Paralysis |
| Remove Paralysis |
| Class 2 Magician's Potions |
| Command Undead |
| Detect Thoughts |
| Detect Undead |
| Dream Quest |
| Invisibility |
| Locate |
| Class 3 Mystic Potions |
| Bestow Curse |
| Cure |
| Dispel Magic |
| Locate |
| Neutralize Poison |
| Pox |
| Remove Curse |

| Potion |
| --- |
| Class 3 Magician's Potions |
| Clairaudience/Clairvoyance |
| Darkvision |
| Dispel Magic |
| Fly |
| Haste |
| Invisibility Sphere |
| Protection from Arrows |
| Slow |
| Water Breathing |

## Wands

Wands are made of a rare wood, often taken from a Fairy Tree, or of Bone taken from a Ghoul's Grave. Only Magician's may create and use Wands. A Wand always has an alignment which matches it's creator, of Chaos or Law.[Pi]

Of course the Magician may only charge the Wand with the spells they themselves know or include spells they do not know by working together with other Magicians. The qualities the object will have are selected prior to casting. Any Dice Roll Modifiers are applied to the sum of the Check Roll. Roll 2d6, sum the dice, and subtract the dice roll modifier, if the modified sum has equalled or surpassed the Check Number the Enchantment is successful. Only one Check Roll is required to create the Wand.[Pi]

Wands contain 10, 20, or a maximum of 40 charges of a single spell of Class 0 through Class 4. Spells of Class 5 and above cannot be included.[Pi]

A Wand takes a minimum of 1d6 days plus a number of days equal to the Class of the Spell to create. During this time the Magician cannot be interrupted as the process of creating the wand requires their full attention. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a −2 Dice Roll Modifier. At the end of the wand creation the spell caster must make a check roll for the successful enchantment of the wand.[Pi]



*Drawn by John D. Batten*

### Table of Wands

| Enchantment | Wand Cost | Chaos | Law | Spell Dice Roll Modifiers* |
|---|---|---|---|---|
| 10 Charges | 250 Gold Crowns | Bone taken from the Grave of a Ghoul | Wood taken from a Fairy Tree | 1 |
| 20 Charges | 500 Gold Crowns | Bone taken from the Grave of a Ghoul and a Single Nail from the Coffin of a Vampyre | Wood taken from a Fairy Tree and The Feather of a Firebird | 0 |
| 40 Charges | 1000 Gold Crowns | Bone taken from the Grave of a Ghoul and The Scale of a Dragon | Wood taken from a Fairy Tree and The Scale of a Dragon | -1 |
| | | | | [PI] |
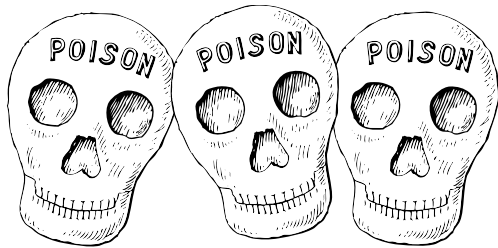


### Bestial Breath
**Spell Class:** 5
**Components:** V, S
**Range:** 3" + 1" per level
**Effect:** Breath cloud 3" long +1" per level, 10 ft. high
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
Your breath becomes as deadly as that of a Basilisk. When you exhale, you release a cloud of venomous poison. Those within the area of the cloud of *bestial breath* must make a saving throw vs. Breath Weapon. The breath will kill living subjects with less than 1 Hit Dice (+1 Hit Dice per level of the caster); it has no effect upon the Undead. Even when a subject's saving throw is successful, the cloud of *bestial breath* will still cause 1d6 points of damage each round to any living subject within it. Holding one's breath doesn't help, but subjects that are immune to poison are unaffected by the spell. The spell cannot be cast underwater.

### Ethereal Mentor
**Spell Class:** 5
**Components:** V
**Range:** Personal
**Target:** You
**Duration:** 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No
You send your mind into the ether in order to receive advice and information from an *ethereal mentor.* The mentor replies in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one–word answer. You may ask questions at the rate of one per round. A question is answered by the *ethereal mentor* during the same round. If the *ethereal mentor* is of the same alignment as the Magician the answer is likely to be correct, however if the *ethereal mentor* is not of the same alignment the answer will likely be untrue or misleading. There is a 1–4 d6 chance that the mentor will be of the same alignment but an *ethereal mentor* may not always be trusted. An *ethereal mentor* is not a Deity.

### Feeblemind
**Spell Class:** 5
**Components:** V, S, M
**Range:** 12" + 1" per level
**Target:** One subject
**Duration:** 6 Turns +1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
The subjects Intelligence and Charisma scores each drop to 1. The affected subject is unable to use Intelligence or Charisma based skills, cast spells, understand language, or communicate coherently. Still, they know who their friends are and can follow them and even protect them. The subject remains in this state for the duration of the spell.

### Passwall
**Spell Class:** 5
**Components:** V, S
**Range:** Touch
**Effect:** 1" by 1" opening, 1" deep + 1" deep per level
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, subjects within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, subjects in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

### Protection from Chaos/Law
**Alignment:** Chaos/Law
**Class**: 5
**Components**: V, S, M
**Range:** Touch
**Target:** You, subject touched
**Duration**: 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
Material Components: Mystic Water
This spell protects you or a touched subject, giving a –1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by Characters or Monsters. The protection blocks any attempt to possess subject by a *separable soul* attack, and *charm subject*. The spell also prevents bodily contact by summoned monsters. This causes the natural weapon attacks of such monsters to fail if such attacks require touching the protected subject.

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## Separable Soul

**Spell Class:** 5
**Components:** V, S, M
**Range:** 12" + 1" per level
**Target:** You, one subject
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No

By casting *separable soul,* you place your soul in a containing object, which can be anything from a simple stone to jewelry, such as a ring or gemstone which could be part of a jewel, leaving your body soulless. Your character's soul is then independent of its body. This has advantages and disadvantages. **Advantages**: If your body should die your soul is preserved in the containing object and once per Turn you may attempt to possess and take control of a nearby body (Ability Check Roll INT vs. INT). If you are successful, your soul possesses the host's body, and the host's soul is imprisoned in the containing object while you are in possession of their body. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. Your soul may return to the containing object at will but this returns the host's soul to their body. **Disadvantages**: Destroying the containing object ends the spell, destroys your soul, and releases any imprisoned host's soul. Dispel Magic forces your soul back into the containing object and this can be done either at the possessed host's body or at the containing object. If the possessed host's body should move beyond the range of the containing object your soul immediately returns to the containing object. A host's spells and spell–like abilities do not stay with the body.

## Telekinesis

**Spell Class:** 5
**Components:** V, S
**Range:** 12" + 1" per level
**Target or Targets:** subject or object
**Duration:** 1 Round per level
**Multiple Attacks:** Yes
**Saving Throw:** No

You move objects or subjects by concentrating on them. Move an object weighing no more than 25 pounds per caster level up to 20 feet per round. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. You can hurl one object or subject per caster level. You can hurl subjects and objects. You must succeed on attack rolls (one per subject or object thrown) to hit the target with the items, using your base attack bonus plus your Intelligence modifier. You roll to determine damage on the *Hit Result Table* but your Strength bonus cannot be added. Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Subjects who fall within the weight capacity of the spell can be hurled. When a subject is hurled against a solid surface they take damage as if they had fallen 10 feet (1d6 points).

## Teleport

**Spell Class:** 5
**Components:** V, S
**Range:** 100 miles per level
**Target:** You and subject or object touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per level. You must have some clear idea of the location and layout of the destination. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional Medium or smaller subjects (carrying gear or objects up to their maximum load) per three caster levels. A Large subject counts as two Medium subject, a Huge subject counts as two Large subjects, and so forth. All subjects to be transported must be in contact with one another, and at least one of those subjects must be in contact with you.

## Transmute Mud to Rock

**Spell Class:** 5
**Components:** V, S
**Range:** 12" + 1" per level
**Area:** Up to two 10–ft. cubes per level
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

## Transmute Rock to Mud

**Spell Class:** 5
**Components:** V, S
**Range:** 12" + 1" per level
**Area:** Up to two 10–ft. cubes per level
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No

This spell turns normal, uncut or unworked rock of any sort into an equal volume of mud. The depth of the mud created cannot exceed 10 feet. If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave–in deal 4d6 points of falling damage to anyone caught directly beneath the area.

## Wall of Iron

**Spell Class:** 5
**Components:** V, S
**Range:** 12" + 1" per level
**Effect:** Iron wall whose length is up to 1" wide x 1" high per level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a subject or another object. It must always be a flat plane, though you shape its edges to fit the available space. A *wall of iron* is 1 inch thick. Each 1" section of the wall has 30 hit points. A section of wall whose hit points drop to 0 is breached.

## Wall of Stone

**Spell Class:** 5
**Components:** V, S
**Range:** 12" + 1" per level
**Effect:** Stone wall whose length is up to 1 x 1" per level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 foot thick. Unlike a *wall of iron,* you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. For instance, it can be used to bridge a chasm, or as a ramp. Each square of the wall has 25 hit points. A section of wall whose hit points drop to 0 is breached.

## Class 6 Spells

## Antimagic Field

**Spell Class:** 6
**Components:** V, S
**Range:** 10 ft.
**Area:** You, 1" radius
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell–like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines. An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration. A normal subject can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on Golems and Automatons. *Dispel magic* does not remove the field. Artifacts and deities are unaffected by mortal magic such as this. Should a subject be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

## Basilisk

**Spell Class:** 6
**Components:** V, S
**Target:** a single subject
**Range:** 3" + 1" per level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** Yes

With a look or their voice, the Magician can mortally wound a single subject. The spell slays subjects of up to 6 Hit Dice +1 Hit Dice per caster level. No subject of 9 or more Hit Dice can be affected. Character's, and Monsters of 4 Hit Dice or greater, are entitled to a Saving Throw vs. Death to halve the effect of the spell. If the resulting number of damage dice is less than that of the Character or Monster they are not mortally wounded by the spell. For details on *Mortal Wounds* refer to *Fenris 2d6 Mortal Wounds.*

## Circle of Death

**Spell Class:** 6
**Components:** V, S
**Range:** 12". + 1". per level
**Area:** 4"radius
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** Yes

A *circle of death* snuffs out the life force of living subjects, mortally wounding them instantly. It has no effect upon the Undead. The spell slays 4 Hit Dice +1 Hit Dice per level worth of living subjects per caster level. Subjects with the fewest Hit Dice are affected first; among subjects with equal Hit Dice, those who are closest to the area's point of origin are affected first. No subject of 9 or more Hit Dice can be affected, and Hit Dice that are not sufficient to overwhelm a subject are wasted. Character's, and Monsters of 4 Hit Dice or greater, are entitled to a Saving Throw vs. Death to halve the effect of the spell. If the resulting number of damage dice is less than that of the Character or Monster they are not mortally wounded by the spell. For details on *Mortal Wounds* refer to *Fenris 2d6 Mortal Wounds.*

## Control Water

**Spell Class:** 6
**Components:** V, S, M
**Range:** 12" + 1" per level
**Area:** Water in a volume of a 1" cube per level
**Duration:** 12 Turns per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** water

The *control water* spell raises or lowers water. *Lower Water:* This causes water or similar liquid to reduce its depth. The water is lowered within a squarish depression. *Raise Water:* This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates.

## Disintegrate

**Spell Class:** 6
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** subjects and object
**Area:** 1" cube
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** Yes

A terrible ray springs from your pointing finger. Any subject or object in the area of effect takes 1d6 points of damage per hit dice of the spell caster. Any subject or object in the area of effect reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. Up to a 1" cube may be destroyed.

# Fenris 2d6

## Flesh to Stone
**Spell Class:** 6
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** One subject
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
The subject, along with all its carried gear, turns into a mindless, inert statue. The subject is not dead, but does not seem to be alive either. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to their original state) has similar damage or deformities. Only subjects made of flesh are affected by this spell.

## Geas
**Spell Class:** 6
**Components:** V, S
**Range:** touch
**Target:** One subject
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
A *geas* places a magical command on a subject to carry out some service or to refrain from some action or course of activity, as desired by you. The subject must have fewer Hit Dice than you; and be able to understand you. A *geas* cannot compel a subject to kill itself or perform acts that would result in certain death. The subject must follow the given instructions until the *geas* is completed, no matter how long it takes. A *geas* can be ended by *Dispel Enchantment*, *limited wish*, *remove curse*, or *wish*. *Dispel magic* does not remove a *geas*. Each day the subject does not attempt to follow the *geas* they take 1d6 points of damage.

## Permanent Phantasm
**Spell Class:** 6
**Components:** V, S
**Range:** 36" + 4" per level
**Effect:** An Illusion of 2x2 1" cubes + one 1" cube per level
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** Yes vs. Potions, Magic & Illusion
This spell functions like *silent phantasm,* except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. Anyone that interacts with a *Permanent Phantasm* gets a saving throw vs. Potions, Magic & Illusion to recognize it as false.

## Stone to Flesh
**Spell Class:** 6
**Components:** V, S
**Range:** 12" + 1" per level
**Target:** One subject
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
This spell restores a petrified subject to its normal state, restoring life and goods. Any petrified subject, regardless of size, can be restored.

## Summon Ghost
**Spell Class:** 6
**Components:** V, S
**Target:** One subject
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
From the stroke of midnight until dawn up to 1d6 Ghosts may be summoned, and a Magician may converse with them. If a deceased person can be named they can be summoned. The Magician names the ghosts they wish to summon and the Referee determines how many will appear. The Magician must protect themselves with a *magic circle* and appease any summoned Ghosts by feeding them fresh blood. If the Magician crosses the *magic circle* the Ghost may attempt to exact revenge for being summoned 1–4 d6, and they always attack if they have not been appeased. If a Ghost is confined within a *magic circle* they become angry and attack when released. Ghosts can both foretell future events and obtain information known only to the dead. The Ghosts converse with each other in the afterlife and exchange such news as they have. Ghosts are notoriously unreliable due to their unhappy state and may reveal half truths, or bad tidings, or answer in the form of riddles. Only one question may be asked of each ghost. A summoning always ends at dawn or if the spell elapses.

## Wall Golem
**Spell Class:** 6
**Components:** V, S, M
**Range:** 12" + 1" per level
**Target:** wall or floor
**Area:** 1" x 1" plane, wall or floor
**Duration:** Instantaneous, permanent until dispelled
**Multiple Attacks:** No
**Saving Throw:** No
Although not as powerful as a Mystic's Golem a Magician can create a Wall Golem whose purpose is to serve as a protector of ,or obstacle to, access to a particular location. It is created by a Magician and given a simple 3 word command such as "none shall pass". The Wall Golem will obey this command until destroyed. The Wall Golem appears as a normal wall or floor until activated by Characters or Monsters attempting to pass by it. Invisible Characters or Monsters do not activate the Wall Golem. The Wall Golem can never be surprised. When the Wall Golem is activated it manifests itself as 1d3 (3 Hit Dice) stone men with swords which are always attached to the 10 x 10 foot area to which the spell was applied.[PI]

# A Grimoire of The Mystic's Spells[PI]

Mystic spells are listed with Alignment. A Mystic may normally only cast a spell of their own alignment. Some of the spells listed are the same as those found in the Magician's Grimoire, however, the Class of the spell is often different for a Mystic.[PI]

*Some spells are noted with a number and their alignment. These spells are opposites, such as 1 Chaos Inflict Light Wounds and 1 Law Cure Light Wounds. Each counts as a different spell against the known spells.*[PI]

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## Grimoire of the Mystic Spells

### Class 0 Mystic Spells

#### Bless Water/Curse Water
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** Flask of water touched
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No
This imbues a flask (1 pint) of water with positive or negative energy, turning it into *Law* or *Chaos* Mystic water.

# Fenris 2d6

## Bolster
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S
**Range:** 6" +1" per level
**Target:** Subject
**Duration:** 1 Turn + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
The subject touched temporarily attacks as if they were one level higher on the combat table for the duration of the spell.

## Detect Undead
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S, M
**Range:** 6"
**Area:** Cone–shaped emanation
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A bone from a grave.
Holding the bone before you it gives off vibrations if Undead are near. You can detect the presence or absence of the Undead. You may discern their direction but not the exact location.

## Guidance
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** Subject touched
**Duration:** 1 Turn + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
This spell imbues the subject with a touch of divine guidance. **Law:** The subject gets a +1 bonus on any single 2d6 roll. The subject must choose to use the bonus before making the roll to which it applies. **Chaos:** The subject gets a –1 penalty on any single 2d6 roll. The referee must choose when to use the penalty before making the roll to which it applies.

## Read Magic
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S
**Range:** Personal
**Target:** You
**Duration:** 12 Turns per level
Magic Writing is un–readable and indecipherable but by means of the spell *read magic,* you can decipher the magical inscriptions on any object such as books, papyri, and weapons. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed papyri. Once the spell is cast, and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic.* You can read at the rate of one page (250 words) per minute.

## Resistance
**Alignment:** Law
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** Subject touched
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No
You imbue the subject with magical energy that protects them from harm, granting a +1 bonus on saving throws vs Special Hazards and a +2 bonus vs. Common Hazards.

## True Seeing
**Alignment:** Chaos/Law
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** You or a subject touched
**Duration:** 1 Turn per level
**Multiple Attacks:** Yes
**Saving Throw:** No
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical *darkness*, notices secret doors hidden by magic, sees the exact locations of subjects or objects, sees invisible subjects or objects normally, sees through illusions, and sees the true form of *shapeshifted* subjects. The range of *true seeing* conferred is 120 feet. *True seeing*, however, does not penetrate solid objects. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot subjects who are simply hiding, or notice secret doors hidden by mundane means.

## Weakness
**Alignment:** Chaos
**Spell Class:** 0
**Components:** V, S
**Range:** Touch
**Target:** Subject touched
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No
You imbue the subject with magical energy that makes them susceptible to harm, granting a –1 penalty on saving throws vs Special Hazards and a –2 penalty vs. Common Hazards.

## Class 1 Mystic Spells

## Cure Light Wounds
**Alignment:** Law
**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Target:** subject touched
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No
When laying your hand upon a *Lawful* living subject, you channel positive energy that cures 1d6 points of damage +1 point per caster level. For those of *Chaotic* Alignment, this spell has no effect.

## DETECT LAW/CHAOS

**Alignment:** Chaos/Law
**Spell Class:** 1
**Components:** V, S
**Range:** 6" + 1" per level
**Area:** Cone–shaped emanation
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

You can sense the aura of *Law* or *Chaos.* This spell detects the alignment of *Lawful* and *Chaotic* Characters and Monsters, Deities, Spells, and Magic Items. The amount of information revealed depends on your Hit Dice.

| Hit Dice of Mystic | Result |
|---|---|
| HD 1–4 | Presence or absence of evil. |
| HD 5–7 | The Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. |
| HD 8–10 | The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. |

Animals, traps, poisons, and other potential perils are not detected by this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate all barriers.

## DETECT MAGIC

**Alignment:** Chaos/Law
**Spell Class:** 1
**Components:** V, S
**Range:** 6"
**Area:** Cone–shaped emanation
**Duration:** 1 Turn
**Multiple Attacks:** No
**Saving Throw:** No

You detect the presence or absence of magic. You also determine the kind of spell which has been laid upon a subject or object. This spell is useful for determining if a sword is magical, whether a door is locked by magic (Hold Portal), etc.

## DARKNESS

**Alignment:** Chaos
**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Range:** 6" + 1" per level
**Target:** Object touched
**Duration:** 30 minutes per level
**Multiple Attacks:** No
**Saving Throw:** No

The object touched sheds dark as black as pitch in a 6" radius, and dim shadow for an additional 6" beyond that. Subjects that take penalties in the dark also take them while within the radius of this magical *darkness.* Despite its name, this spell is not the equivalent of the dark for the purposes of subjects that are damaged or destroyed by lack of light. If darkness is cast on a small object that is then placed inside or under a light– proof covering, the spell's effects are blocked until the covering is removed. Darkness counters or dispels any *Daylight* spell.

## DAYLIGHT

**Alignment:** Law
**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Range:** 6" + 1" per level
**Target:** Object touched
**Duration:** 30 minutes per level
**Multiple Attacks:** No
**Saving Throw:** No

The object touched sheds light as bright as full daylight in a 6" radius, and dim light for an additional 6" beyond that. Subjects that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of subjects that are damaged or destroyed by bright light. If *Daylight* is cast on a small object that is then placed inside or under a light– proof covering, the spell's effects are blocked until the covering is removed. *Daylight* counters or dispels any *Darkness* spell.

## PROTECTION FROM CHAOS/LAW

**Alignment:** Chaos/Law
**Class:** 1
**Components:** V, S, M
**Range:** Touch
**Target:** You, subject touched
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
Material Components: Mystic Water

This spell protects you or a touched subject, giving a –1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by Characters or Monsters. The protection blocks any attempt to possess subject by a *separable soul* attack, and *charm subject.* The spell also prevents bodily contact by summoned monsters. This causes the natural weapon attacks of such monsters to fail if such attacks require touching the protected subject.

## INFLICT LIGHT WOUNDS

**Alignment:** Chaos
**Spell Class:** 1
**Components:** V, S
**Range:** Touch
**Target:** subject touched
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

When laying your hand upon a *Lawful* or *Chaotic* living subject, you channel negative energy that causes 1d6 points of damage +1 point per caster level.

# Fenris 2d6

## Purify Food and Drink

**Alignment:** Law
**Spell Class:** 0
**Components:** V, S, M
**Range:** 1"
**Target:** 1 cu. ft./level of contaminated food and water
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. The spell has no effect on creatures of any type nor upon magic potions. *Note:* Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Putrify Food and Drink

**Alignment:** Chaos
**Spell Class:** 0
**Components:** V, S, M
**Range:** 1"
**Target:** 1 cu. ft./level of food and water
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

This spell makes food and water spoiled, rotten, poisonous, or contaminated and unsuitable for eating and drinking. The spell has no effect on creatures of any type nor upon magic potions. *Note:* Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Class 2 Mystic Spells

## Bless

**Alignment:** Law/Chaos
**Spell Class:** 2
**Components:** V, S
**Range:** 6"
**Area:** The caster and all allies within 6", centered on the caster
**Target:** You, subjects
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

Bless fills your allies with courage. Each allied subject gains a +1 bonus on attack rolls and on saving throws.

## Consecrate

**Alignment:** Law
**Spell Class:** 2
**Components:** V, S, M
**Range:** 2" + 1" per level
**Area:** 3"radius
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Water

This spell fills an area with *lawful* energy. Checks made to turn undead within this area gains a +1 sacred bonus. Every *chaotic* subject entering a *consecrated* area suffers a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *lawful consecrated* area.

This spell may be made permanent with *enchantment* when a shrine to your Deity is created. A shrine doubles the radius and effect of the bonus. *Consecrate* counters and dispels *desecrate*.

## Desecrate

**Alignment:** Chaos
**Spell Class:** 2
**Components:** V, S, M
**Range:** 2" + 1" per level
**Area:** 3"radius
**Duration:** 12 Turns + 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Water

This spell fills an area with *chaotic* energy. Checks made to turn undead within this area gains a +1 sacred bonus. Every *lawful* subject entering a *consecrated* area gains a +1 bonus on attack rolls, damage rolls, and saves. Double the usual number of Undead can be created within or summoned into a *chaotic consecrated* area. This spell may be made permanent with *enchantment* when a shrine to your Deity is created. A shrine doubles the radius and effect of the bonus. *Desecrate* counters and dispels *consecrate*.

## Find Traps

**Alignment** Law/Chaos
**Spell Class:** 2
**Components:** V, S
**Range:** 3"
**Target:** You
**Duration:** 1 Turn per level
**Multiple Attacks:** No
**Saving Throw:** No

Search checks made to find traps while the spell is in effect gain a +2 bonus. Note that *find traps* grants no ability to disable the traps that you may find.

## Paralysis

**Alignment:** Chaos
**Spell Class:** 2
**Components:** V, S
**Range:** Touch
**Targets:** one subject
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

You can paralyse one subject just like a ghoul's touch.

## Remove Paralysis

**Alignment:** Law
**Spell Class:** 2
**Components:** V, S
**Range:** Touch
**Targets:** one subject
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

You can free one subject from the effects of any temporary paralysis or related magic, including a ghoul's touch.

## CLASS 3 MYSTIC SPELLS

### BESTOW CURSE
**Alignment:** Chaos
**Spell Class:** 3
**Components:** V, S
**Range:** 6"
**Target:** subject
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No
You place a curse on the subject. Choose one of the following effects, a –6 decrease to an ability score (minimum 1) and a –2 penalty on attack rolls, saves, ability checks, and skill checks. The *curse* bestowed by this spell can be removed with *dispel magic,* a *remove curse* spell, or a *wish.*

### CURE
**Alignment:** Law
**Spell Class:** 3
**Components:** V, S
**Range:** Touch
**Target:** Subject touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
*Cure* removes the Pox and other ailments such as blindness, deafness, or lameness, that a subject is suffering from. A Mystic cannot contract a disease while touching the subject they are curing. This spell also kills parasites, including green slime and others. The spell cannot prevent re–infection after exposure to the same disease at a later date.

### DISPEL MAGIC
**Alignment:** Chaos/Law
**Spell Class:** 3
**Components:** V, S
**Range:** 12" + 1" per level
**Target or Area:** One subject, or object; or 2" radius burst
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
A Mystic can use *dispel magic* to end spells that have been cast on a subject or object and to temporarily suppress the magical abilities of a magic item. A dispelled spell ends as if its duration had expired. If the object that you target is a magic item all the item's magical properties are suppressed for 1d6 rounds, after which the item recovers on its own.

*Limitations:*

- The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

- Magic items are not affected by an area dispel.

- Only the spell Dispel Enchantment may permanently remove the magical ability of a magic item.

- Artifacts and Deities are unaffected by mortal magic such as this.

If you are casting *dispel magic* vs. a spell cast by a Magician, you gain:

- +1 bonus to your dice roll for divine power at levels 0-3.

- +2 bonus to your dice roll for divine power at levels 4-7.

- +3 bonus to your dice roll for divine power at levels 8-10.

### LOCATE
**Alignment:** Chaos/Law
**Spell Class:** 3
**Components:** V, S, M
**Range:** Unlimited
**Target:** One subject, or one object
**Duration:** 1 Round + 1 Round per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Components:** A compass.
The compass will point in the direction of the object you seek for the duration of the spell. You locate the nearest one of its kind if more than one is within range.

### NEUTRALIZE POISON
**Alignment:** Chaos/Law
**Spell Class:** 3
**Components:** V, S
**Range:** Touch
**Target:** subject or an object of up to 1 cu. ft./level touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
You detoxify any sort of venom in the subject or object touched.

### POX
**Alignment:** Chaos
**Spell Class:** 3
**Components:** V, S
**Range:** Touch
**Target:** Living subject touched
**Duration:** 1d6 Days + 1 Day per level
**Multiple Attacks:** No
**Saving Throw:** No
The subject contracts the Pox (a Pox is also known as a Plague) which strikes immediately and lasts for 1d6 days + 1 day per level of the spell caster. Each day the subject must make a saving throw vs Death or die. The subject's Charisma drops to 3 for the duration of the Pox and other subjects will avoid them lest they too catch the dreaded disease. Anyone coming within 10' of the subject with the Pox must make a saving throw vs. Death or catch it themselves. If the subject rests and avoids all other activity they gain a +2 bonus to their saving throw dice roll.

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### Remove Curse
**Alignment:** Law
**Spell Class:** 3
**Components:** V, S
**Range:** Touch
**Target:** Subject or item touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

*Remove curse* instantaneously removes all curses on an object or a subject. *Remove curse* temporarily suppresses the curse from a cursed shield, weapon, or suit of armour which typically enables the subject afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

## Class 4 Mystic Spells

### Animate Dead
**Alignment:** Chaos
**Spell Class:** 4
**Components:** V, S, M
**Range:** Touch
**Targets:** One or more corpses touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A corpse per Undead Skeleton or Zombie

This spell turns the bones or bodies of dead man–like subjects into Undead Skeletons or Zombies which then follow your spoken commands. The Undead can follow you, or they can remain in an area and attack any subject (or just a specific kind of subject) entering the area. They remain animated until they are destroyed. 2 Hit Dice worth of Undead are created per caster level. *Skeletons:* A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. When a skeleton is made from a corpse, the flesh falls off the bones. *Zombies:* A zombie can be created only from a mostly intact corpse.

### Create Water
**Alignment:** Law
**Spell Class:** 4
**Components:** V, S
**Range:** 2” + 1” per level
**Effect:** Up to 2 gallons of water/level
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large as a downpour or filling many small receptacles. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

### Cure Serious Wounds
**Alignment:** Law
**Spell Class:** 4
**Components:** V, S
**Range:** Touch
**Target:** subject touched
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

When laying your hand upon a *Lawful* living subject, you channel positive energy that cures 2d6 points of damage +1 point per caster level. For those of *Chaotic* Alignment, this spell has no effect.

### Inflict Serious Wounds
**Alignment:** Chaos
**Spell Class:** 4
**Components:** V, S
**Range:** Touch
**Target:** subject touched
**Duration:** Instantaneous
**Multiple Attacks:** Yes
**Saving Throw:** No

When laying your hand upon a *Lawful* or *Chaotic* living subject, you channel negative energy that causes 2d6 points of damage +1 point per caster level.

### Glyph of Warding
**Alignment:** Chaos/Law
**Spell Class:** 4
**Components:** V, S, M
**Range:** Touch
**Target or Area:** Object touched or up to 1” per level
**Duration:** Permanent
**Multiple Attacks:** No
**Saving Throw:** No

A Glyph of Warding is an invisible magic inscription that triggers whenever a subject attempts to enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. Any subject entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Multiple glyphs cannot be set in the same 1” area. A glyph may contain a spell of Class 0–3 cast by you or in cooperation with another spell caster (a Mystic or Magician), or release damaging magical energy causing 1d6 damage per Hit Dice of the Spell Caster. *Detect Magic* reveals the presence of a Glyph and *Dispel Magic* can remove it.

## MAGIC CIRCLE

**Alignment:** Chaos/Law
**Spell Class:** 4
**Components:** V, S, M
**Target:** You or a subject
**Range:** Personal
**Area:** 1" radius
**Duration:** Permanent until crossed
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A little powdered silver, 50 p worth, with which you trace a 1" radius circle on the floor (or ground)

The Mystic draws a silver circle upon the floor or ground which has two possible uses. If the Mystic stands within the *magic circle* he is protected. However the second use is to confine a subject within the *magic circle.* The Mystic must choose the form of protection the circle works against, *Protection from Chaos or Protection from Law.* The spell always works against a subject's declared alignment even if their *Law* and *Chaos* points are equal. **Protection:** Those within the area gain the effects of a *protection from Chaos or a protection from Law* spell. No subject affected by the spell may cross, or attack across the circle's boundaries. A *magic circle* leaves much to be desired as a protective barrier. If the circle of powdered silver laid down is disturbed in any way, or the Mystic crosses the boundary, the effect immediately ends. **Confinement:** The subject cannot cross, or attack across the circle's boundaries. If a subject is too large to fit into the spell's area the spell acts as a normal *protection from Chaos/Law* spell for that subject only. A trapped subject can do nothing that disturbs the circle, directly or indirectly, but other subjects can. A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down is disturbed from without in any way, the effect immediately ends.

## RAISE DEAD

**Alignment:** Chaos/Law
**Spell Class:** 4
**Components:** V, S, M
**Range:** Touch
**Target:** Dead subject touched
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Symbol, a recently deceased subject

You restore life to a recently deceased subject matching your alignment providing they have only been dead for no longer than one day per caster level. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Dice) when they are raised. Poison and disease are cured in the process of raising the subject, but *bestow curse*, *geas* and *Quests* are not undone. While the spell closes mortal wounds and repairs lethal damage, the body of the subject to be raised must be whole. Otherwise, missing parts are still missing when the subject is brought back to life. The spell cannot bring back a subject that has died of old age.

## CLASS 5 MYSTIC SPELLS

### COMMUNE

**Alignment:** Chaos/Law
**Spell Class:** 5
**Components:** V, S, M
**Range:** Personal
**Target:** You
**Effect:** 1 Question per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Symbol

Through prayer or meditation you contact your Deity (or Agents of the Deity such as: Angels, Demons, or a High Priest) and ask questions that can be answered by a simple yes or no. You are allowed one such question per caster level. The answers given are correct within the limits of the Deity or Agent's knowledge. "Unclear" is a legitimate answer, because a Deity or their Agent may not necessarily be omniscient. In cases where a one–word answer would be misleading or contrary to the Deity's interests, a short phrase (five words or less) may be given as an answer instead. The answers are always structured to further a Deities own purposes.

### CREATE GOLEM

**Alignment:** Chaos/Law
**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Target:** Golem
**Effect:** Animate a Golem
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** A Large Clay Sculpture

Golems are man–shaped creatures built to serve their masters, usually powerful Mystics. They are often used in the role of Guardians and Protectors. A Golem is a man–like made out of mud and infused with life. A Golem cannot speak. Golems are not intelligent, and if commanded to perform a task, they will perform the instructions literally.

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked. A Golem's creator can command it if the Golem is within 60 feet and can see and hear its creator. If uncommanded, a Golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the Golem a simple command to govern its actions in his or her absence. The Golem's creator can order the Golem to obey the commands of another person (who might in turn place the Golem under someone else's control, and so on), but the Golem's creator can always resume control over his creation by commanding the Golem to obey him alone. Golems are immune to magical and supernatural effects.

The Golem is brought to life by writing a magic inscription upon it's forehead as the last part of the spell which animates it. Only the Mystic may de–animate the Golem at any time by rubbing out the inscription.

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## Dispel Chaos

**Alignment:** Law

**Spell Class:** 5
**Components:** V, S, M
**Range:** You, Touch, or 3"
**Target or Targets:** You, a Chaotic spell on a touched subject or object, a Chaotic Monster summoned from another plane
**Duration:** 1 round per level
**Multiple Attacks:** Yes
**Saving Throw:** No
**Material Component:** Mystic Symbol
A shimmering Mystic Aura surrounds a Mystic giving you a –2 bonus to AC against attacks by *Chaotic* subjects of lesser Hit Dice than your Character. With a touch you can dispel any one spell cast by a *Chaotic* subject. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel Chaos.* By presenting your Mystic Symbol *Chaotic* Monsters within 3" that were summoned from another plane are forced to return. Foes, such as Ghosts or Demons which possess a Corpse or Subject are exorcised, forced out, and may never return.

## Dispel Law

**Alignment:** Chaotic
**Spell Class:** 5
**Components:** V, S, M
**Range:** You, Touch, or 3"
**Target or Targets:** You, a Lawful spell on a touched subject or object, a Lawful Monster summoned from another plane
**Duration:** 1 round per level
**Multiple Attacks:** Yes
**Saving Throw:** No
**Material Component:** Mystic Symbol
A shimmering Mystic Aura surrounds a Mystic giving you a –2 bonus to AC against attacks by *Lawful* subjects of lesser Hit Dice than your Character. With a touch you can dispel any one spell cast by a *Lawful* subject. *Exception:* Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel Law.* By presenting your Mystic Symbol *Lawful* Monsters within 3" that were summoned from another plane are forced to return. Foes, such as Ghosts or Angels which possess a Corpse or Subject are exorcised, forced out, and may never return.

## Dispel Enchantment

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** You, a Subject, an Object, or a normal Magic Item
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** No
You can use Dispel Enchantment to end any of the following; spells, the effects of Special Hazards - Fear, Level Drain, Petrification, including the effects of Potions, Magic & Illusion, that affect or have been cast on a Subject or Object. A spell ends as if its duration had expired, special hazards are lifted.

You can also use Dispel Enchantment to permanently remove the magical abilities of a normal magic item. The spell caster must be able to touch the magic item. All the item's magical properties are permanently removed.

*Limitations:*

- *Dispel Enchantment* will not remove the magical abilities of objects created by Deities, Angels, Demons and Djinni.

## Enchantment

**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Targets:** You, an object
**Duration:** Variable
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Objects require an item to be enchanted which must be of the highest workmanship 10 times the usual value.
*Enchanting* is the means by which a Magician or Mystic makes an *Object* into a *container* for a spell. A single spell known to the spell caster or a collaborator may be combined with *Enchantment* providing it is of Class 0 through 4. If you are casting the enchantment only one Check roll is required however the collaborator (the person casting the single known spell) must also make a Check Roll if you are working together. All check rolls must be successful for the Enchantment to be fully completed. An Enchantment can be a partial success. An *Enchantment* can only be broken by the *Dispel Enchantment* spell.[PI]

## Enchanting an Object

An *Object* may only be *Enchanted* once. The object to be *Enchanted* must be worth 10x the usual value, which is to say of the finest quality. Of course the Magician or Mystic may only infuse the object with the spells they themselves know or include spells they do not know by working together with others. The qualities the object will have are selected prior to casting and these are expressed as Dice Roll Modifiers and applied to the sum of the Check Roll.[PI]

> *Example: To enchant a Short Shaft Axe the cost of the Axe is 10c x 10 = 100c (Gold Crowns).  The player chooses to have the Magician enchant the weapon with +1 Enchantment, and Weapon Ability Darkvision. The Check Number is found by comparing g the Hit Dice of the spell caster to the Class of the Spell. Kulkar is a 6th Level Magician, the Referee reads across the row 5–9 on the Magic & Combat Table until the Check Number under the Spell Class 5 column is found, a 10. The dice roll Modifier is –1, Roll 2d6, sum the dice, and subtract the dice roll modifier, if the modified sum has equalled or surpassed the Check Number the Enchantment is successful. Kulkar must roll a 10 or higher, the –1 means he must roll 11 or higher.*[PI]

> *Limitations: An Object may only be Enchanted once.*[PI]

## Table of Weapons

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| +1 Enchantment | 0 |
| +1 +2 v.s. Foe or Alignment | −1 |
| +1 and Weapon Ability Spell of Class 0 through 4 | −1 |
| +1 and Weapon Ability Light Generation | −1 |
| +1 and Weapon Glow Warning v.s. Foe or Alignment 60' | −1 |
| +1 and Weapon Ability Darkvision | −1 |
| +1 and Weapon Ability Flame | −1 |
| +1 and Weapon Ability Slaying | −2 |
| +1 and Weapon Ability Life Stealing | −2 |
| | [PI] |

*Sum applicable modifiers

> **Notes:**
>
> *A Weapon Ability Spell of Class 0 through 4 can only be used once per day.*[PI]
>
> *Cursed Weapons can be created by switching the + value for a − value. These weapons decrease the chance to hit. A weapon can have both positive and negative qualities, +1 but −2 vs. Chaos.*[PI]

## Table of Armours

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| −1 Enchantment | 0 |
| −1 −2 v.s. Foe or Alignment | −1 |
| −1 and Armor Ability Spell of Class 0 through 4 | −1 |
| −1 and Armor Ability Darkness | −1 |
| −1 and Weapon Ability Haste | −1 |
| −1 and Weapon Ability Passwall | −1 |
| −1 and Weapon Ability Protection From Arrows | −2 |
| −1 and Weapon Ability Resistance | −2 |
| | [PI] |

*Sum applicable modifiers

> **Notes:**
>
> *An Armour Ability Spell of Class 0 through 4 can only be used once per day.*[PI]
>
> *Cursed Armours can be created by switching the + value for a − value. Cursed Armour increases the wearer's AC.*

*Such Armour can have both positive and negative qualities, −1 but +2 vs. Chaos.*[PI]

## Amulets

Amulets offer protections vs. Hazards. An Amulet is small and may be made out of gold, silver, wood, or stone worth at least 500 silver pennies.[PI]

An Amulet takes a minimum of 1d6 days to create. During this time the spell caster cannot be interrupted as the process of creating the amulet requires their full attention. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a −2 Dice Roll Modifier. At the end of the Amulet creation the spell caster must make a check roll for the successful enchantment of the Amulet.[PI]

## Table of Amulets

| Enchantment | Spell Dice Roll Modifiers* |
|---|---|
| +1 vs. One Common Hazard | 0 |
| +2 vs. One Common Hazard | −1 |
| +1 vs. One Special Hazard | −1 |
| +1 vs Special Hazards +2 vs. Common Hazards* | −2 |
| vs. Chaos/Law, +1 All Hazards | −2 |
| +2 vs. a Specific Foe | −2 |
| | [PI] |

*Resistance

> **Notes:**
>
> *Resistance (or Weakness) made permanent in the form of an amulet with an enchantment spell. Cursed Amulets have negative values.*[PI]

## Potions

Potions have considerable advantages for non–spell casters because all they must do is consume the potion, and make a saving throw vs. Potions, Magic & Illusion, for the magic to work. Potions contain a single spell of Class 0 through Class 3. Spells of Class 4 and above cannot be made into potions.[PI]

During the brewing time the creator of the potion must attentively keep the potion at the correct temperature and add materials at the correct intervals or the potion is spoiled, thus the spell caster cannot engage in any other activities. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a −2 Dice Roll Modifier. At the end of the brewing the spell caster must make a check roll for the successful enchantment of the potion.[PI]

The cost of alchemical materials for a potion is a minimum of 100 silver pennies plus 100 silver pennies times the Spell Class, e.g. creating a Class 3 potion costs 100 + 300 = 400 silver pennies. The brewing time is 1d6 days minimum plus the number of the Spell Class in days, e.g. a Class 0 spell takes 1d6 days to brew, a Class 3 spell 1d6+3 days to brew.[PI]

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Not all spells can be made into potions, the following is a list of spells which may be made into potions:[Pt]

## Table of Potions

| Potion |
| --- |
| Class 0 Mystic Potions |
| Bolster |
| Detect Undead |
| Resistance |
| True Seeing |
| Weakness |
| Class 0 Magician's Potions |
| Detect Poison |
| Detect Secret Doors |
| Disguise |
| Dream |
| Magic Hands |
| Ventriloquism |
| Class 1 Mystic Potions |
| Cure Light Wounds |
| Detect Law/Chaos |
| Detect Magic |
| Protection from Chaos/Law |
| Inflict Light Wounds |
| Class 1 Magician's Potions |
| Charm Subject |
| Comprehend Languages |
| Detect Magic |
| Resistance |
| Sleep |
| True Seeing |
| Class 2 Mystic Potions |
| Bless |
| Find Traps |
| Paralysis |
| Remove Paralysis |

| Potion |
| --- |
| Class 2 Magician's Potions |
| Command Undead |
| Detect Thoughts |
| Detect Undead |
| Dream Quest |
| Invisibility |
| Locate |
| Class 3 Mystic Potions |
| Bestow Curse |
| Cure |
| Dispel Magic |
| Locate |
| Neutralize Poison |
| Pox |
| Remove Curse |
| Class 3 Magician's Potions |
| Clairaudience/Clairvoyance |
| Darkvision |
| Dispel Magic |
| Fly |
| Haste |
| Invisibility Sphere |
| Protection from Arrows |
| Slow |
| Water Breathing |

## Mystic Rods

Mystic Rods are made of a rare wood, often taken from a Fairy Tree, or of Bone taken from a Ghoul's Grave. Only Mystics's may create and use Mystic Rods. A Mystic Rod always has an alignment which matches it's creator, of Chaos or Law.[Pt]

Of course the Mystic may only charge the Mystic Rod with the spells they themselves know or include spells they do not know by working together with other spell casters. The qualities the object will have are selected prior to casting. Any Dice Roll Modifiers are applied to the sum of the Check Roll. Roll 2d6, sum the dice, and subtract the dice roll modifier, if the modified sum has equalled or surpassed the Check Number the Enchantment is successful. Only one Check Roll is required to create the Mystic Rod.[Pt]

## TABLE OF MYSTIC RODS

| Enchantment | Wand Cost | Chaos | Law | Spell Dice Roll Modifiers* |
|---|---|---|---|---|
| 10 Charges | 250 Gold Crowns | Bone taken from the Grave of a Ghoul | Wood taken from a Fairy Tree | 1 |
| 20 Charges | 500 Gold Crowns | Bone taken from the Grave of a Ghoul and a Single Nail from the Coffin of a Vampyre | Wood taken from a Fairy Tree and The Feather of a Firebird | 0 |
| 40 Charges | 1000 Gold Crowns | Bone taken from the Grave of a Ghoul and A Drop of Blood from a Demon | Wood taken from a Fairy Tree and a Single Hair From The Head of an Angel | -1 |
| | | | | [PI] |

Mystic Rods contain 10, 20, or a maximum of 40 charges of a single spell of Class 0 through Class 4. Spells of Class 5 and above cannot be included.[PI]

A Mystic Rod takes a minimum of 1d6 days plus a number of days equal to the Class of the Spell to create. During this time the Mystic cannot be interrupted as the process of creating the Mystic Rod requires their full attention. If they have not allowed themselves to be interrupted the spell caster may add a +2 Dice Roll Modifier. If they were interrupted they must subtract a –2 Dice Roll Modifier. At the end of the Mystic Rod creation the spell caster must make a check roll for the successful enchantment of the Mystic Rod.[PI]

### GEAS
**Alignment:** Chaos/Law
**Spell Class:** 5
**Components:** V, S
**Range:** touch
**Target:** One subject
**Duration:** Instantaneous
**Multiple Attacks:** No
**Saving Throw:** No

A *geas* places a magical command on a subject to carry out some service or to refrain from some action or course of activity, as desired by you. The subject must have fewer Hit Dice than you; and be able to understand you. A *geas* cannot compel a subject to kill itself or perform acts that would result in certain death. The subject must follow the given instructions until the *geas* is completed, no matter how long it takes. A *geas* can be ended by *Dispel Enchantment*, *limited wish*, *remove curse*, or *wish*. *Dispel magic* does not remove a *geas*. Each day the subject does not attempt to follow the *geas* they take 1d6 points of damage.

### QUEST
**Alignment:** Chaos/Law
**Spell Class:** 5
**Components:** V, S, M
**Range:** Touch
**Target:** subject touched
**Duration:** Until Quest is completed.
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Symbol

This spell enables the transference of experience points from *chaos* or *law* which have accumulated through the acts or misdeeds from the subject. The number of points that can be transferred is set in the Quest rules. The quest is the means of setting right misdeeds.

### SUMMON MONSTER
**Alignment:** Chaos/Law
**Spell Class:** 5
**Components:** V, S
**Range:** 6" + 1" per level
**Effect:** summoned Monster(s)
**Duration:** 1 round per level
**Multiple Attacks:** No
**Saving Throw:** No
**Material Component:** Mystic Symbol

This spell summons one or more Monsters. The number of monsters summoned is proportional to your hit dice, i.e. you may summon one monster of less than or equal to the Caster's Hit Dice, or summon a a 1 Hit Dice Monster per Caster Hit Dice . The monster(s) appear where you designate and act immediately, on your turn. Each attacks your opponents to the best of its ability. If you can communicate with the monster(s), you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the Summon Monster Table. You choose the kind of Monster to summon and apply any dice roll modifier. When it appears the summoned monster cannot use its abilities to summon or otherwise conjure another monster, nor can it use any teleportation or planar travel abilities while the spell is in effect. The spell caster should protect themselves with a *Magic Circle* because monsters always resent being summoned. When the duration of the spell elapses, the spell caster commands the summoned monster(s) to return. Roll the dice to see if the monster(s) can be commanded to return. If the spell caster fails the roll the summoned monster(s) will attack the spell caster gaining a +1 Bonus if they are not of the same alignment. *Dispel Chaos* or *Dispel Law* can be used to force unwilling monster(s) to return.

| Summoned Monster Hit Dice | Dice Roll Modifier | Monster Type | Dice Roll of Command to Return |
|---|---|---|---|
| 1–3 | -1 | Ghost | 1–4 , 1d6 |
| 4–6 | –2 | Wraith | 1–3, 1d6 |
| 7–9 | –3 | Angel, Demon, Elemental | 1–2, 1d6 |

# Fenris 2d6
# Playing the Game

The following sections discuss the rules which govern how the game is played.

# Time, Scale, and Movement

## Time

The game is played in Turns in which the Referee describes the Game World the Player's Characters inhabit and the Players respond describing how the Character's will interact with it. The Referee responds, and the cycle is repeated. In this context a "Turn" could be 10 minutes, an hour, or a day.[Pi]

However, whenever melee takes place a Turn is 10 minutes long. The Turn is further subdivided into 10 rounds of 1 minute each. Each round of melee follows a specific Order of Play.[Pi]

## Scale

## Using Miniature Figure Scale

Miniature Figures, or tokens, can be used on a playing mat to plot out the movement and position of all Characters and Monsters. Dungeon Movement, for melee, is measured squares per round. This matches the dungeon map scale of 10 feet per square. One square = 1 inch on the playing map.[Pi]

- Play Mat Map Scale; 1 inch *Square* = 10 feet.[Pi]

- Dungeon Map Scale; ¼ inch = 10 feet[Pi]

- Outdoor Map Scale 1 inch Square =1 League, 3 Miles.[Pi]

    *In the good-ol'-days all movement and mapping was conducted on a 10' scale. Fenris 2d6 rates all movement speed in terms of 10 foot = 1 inch but when converting material be aware the SRD bases movement speed on 5 foot = 1 inch.*

## Dungeon Movement

## How Far Can Your Character Move?

Your Speed each Round is determined by your Ethnicity and your Armour, see the following table, Movement and Distance.

*Note – The player characters, if Halflings are present, will routinely only move as fast as their slowest companion.*[Pi]

## Running

When a Character Runs they move 4 times their Walk Speed but the Character must spend the entire round running.

## Encumbrance

A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

## Hampered Movement

Difficult Terrain, obstacles, or poor visibility can hamper movement.

## Bonuses to Speed

Spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armour or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

## Movement and Terrain

Tokens or Miniature Figures representing each Character are moved over the playing surface which is marked out with a Square grid. In a movement phase a Character may be moved across the grid at either Walk or Run Speed. In the case of a Human wearing Chainmail, the Movement Speed is 4 squares each round.

The total movement of a Character is adjusted for the terrain type and whenever the facing of the Character is changed.[Pi]

## Changing Facing

One square of Movement Speed is deducted for each 90º change of facing.[Pi]

Turning 90º counts as 1 square of Movement Speed.[Pi]

Turning 180º counts as 2 squares of Movement Speed.[Pi]

## Moving and Changing Facing Combined

A player may combine both straight movement and turns (in any order) to use up their allotted movement each round.[Pi]

    *Example: Moving in "clear terrain", a Human Character wearing Chainmail may use up to 4 squares worth of movement in a round, moving 4 squares in a straight line. However, the player chooses to move the Character 3 squares in a straight line and then turn their facing 90º to the right, using a total of 4 squares of movement.[Pi]*

## Table of Movement and Distance

| Movement Speeds* | | | | | |
|---|---|---|---|---|---|
| | Halfling | | Dwarf | Human or Elf | |
| Armour Class | 9 or 8 | 7 through 2 | 9 through 2 | 9 or 8 | 7 through 2 |
| Walk | 60 feet (6 squares) | 40 feet (4 squares) | 60 feet (6 squares) | 80 feet (8 squares) | 60 feet (6 squares) |
| Run (x4) | 240 ft. (24 squares) | 160 ft. (16 squares) | 240 ft. (24 squares) | 320 ft. (32 squares) | 240 ft. (24 squares) |

*Dungeon movement is typically measured in squares rather than feet (1 square = 10 feet).[Pi]

## THE EFFECT OF TERRAIN

Not all terrain types are conducive to movement. Terrain costs are paid to enter a square. *Difficult Terrain* costs more to enter the Square and prevents *Charging*.[PI]

## TABLE OF TERRAIN TYPES[PI]

| Terrain Type | Cost To Enter The Square | Which Difficult Terrain Prevents Charging |
|---|---|---|
| Air* | 1** | |
| Clear (cavern floors, stone paving, cobbles, wood floors, packed dirt floors, wet packed sand) | 1 | |
| Grassland | 1 | |
| Hilly | 2 | uphill* |
| Mountainous | 2 | * |
| Mud (plowed fields after a rainfall, muddy well used roads) | 2 | * |
| Obstacle | 2 | * |
| Rough (stony ground with rocks of irregular sizes) | 2 | * |
| Sand (loose desert sands, loose sand on beaches) | 2 | * |
| Swampy, marshes, swamps | 2 | * |
| Water*, Deep (water which requires swimming) | 2** | * |
| Water*, Shallow, (fordable water no more than waist deep) | 1** | |
| | | [PI] |

*Difficult Terrain prevents Charging.

**Terrain counts as 1 square for some Monsters.

## TERRAIN AND FLYING MONSTERS

If the natural element of a Monster is air it's all terrain counts as is 1 square no matter what terrain type is being overflown.[PI]

> *Example: Flying Monsters are not penalized for terrain as they pass over it, the terrain counts as 1 square.*[PI]

## TERRAIN AND SWIMMING MONSTERS

For many Monsters their natural element is water. Such a Monster's movement counts as 1 square in water. The Monster may Charge if the water is deep enough for it to swim. To permit the Charge the water must be at least as deep as the Monster's size.

> *Some Swimming Monsters will have a Movement Speed overland or in the air, others, such as fish, will have no Movement Speed at all out of water.*

## INCORPOREAL CREATURES

Incorporeal Creatures are not affected by Terrain. Such a Monster's movement through Terrain counts as 1 square no matter what the Terrain Type.[PI]

## MEASURING DISTANCE

### DIAGONALS

When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

- You can't move diagonally past a corner.

- You can move diagonally past a subject, even an opponent.

- You can also move diagonally past other impassable obstacles, such as pits.

### MOVING THROUGH OCCUPIED SQUARES

**Friend.** You cannot move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with any *Cover*.

- **Opponent.** You can't move through a square occupied by an opponent, unless the opponent is helpless, hit point zero or less.

- **Ending Your Movement.** You can't end your movement in the same square as another subject unless it is helpless.

### TERRAIN AND OBSTACLES

**Difficult Terrain.** *Difficult Terrain* hampers movement:

- Each square of Difficult Terrain counts as 2 squares of movement.

- Each diagonal move into a Difficult Terrain square counts as 3 squares.

- You can't Run or Charge across Difficult Terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most Difficult Terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by Difficult Terrain.

**Obstacles.** Like Difficult Terrain, obstacles can hamper movement:

If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement.

If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier.

Flying and incorporeal creatures can avoid most obstacles

# Fenris 2d6

## Overland Movement

Characters covering long distances cross–country on foot use *Overland Movement*. A day represents 8 hours of actual travel time:



*Drawn by Richard Doyle*

### Overland Movement Speeds*

| | Halfling | | Dwarf | Human or Elf | |
|---|---|---|---|---|---|
| Armour Class | 9 through 7 | 6 through 2 | 9 through 2 | 9 through 7 | 6 through 2 |
| Walk | 6 squares | 4 squares | 6 squares | 8 squares | 6 squares |
| March (x2) | 12 squares | 8 squares | 12 squares | 16 squares | 12 squares |

*A square equals 1 league, 3 miles.

**Terrain.** The terrain through which a character travels affects how much distance he or she can cover in an hour or a day:

- A Highway is a straight, major, stone paved road; it counts as ¼ square.

- A Road is typically a dirt track; it counts as ½ square.

- A Trail is like a road, except that it allows only single–file travel and does not benefit a party traveling with vehicles; it counts as 1 square.

- Trackless terrain is a wild area with no paths; it counts as the Terrain Type.

**Walking**. A character can *Walk* for 8 hours in a day of travel without a problem. In a day of normal walking, a character walks for 8 hours of mapping and exploring. The rest of the daylight time is spent making and breaking camp, resting, and eating.

**Marching**. A character can *March* for 8 hours in a day of travel. In a day of *Marching*, a character *Marches* for 8 hours and cannot map or explore. The rest of the daylight time is spent making and breaking camp, resting, and eating.

**Forced March.** A character that travels for more than 8 hours in a day is making a *Forced March*. For each additional square entered, a Constitution check with a Dice Roll Modifier of +2 per square is required. If the character fails they cannot enter the additional square. In any event a character that is *Force Marching* may not travel more than half again of their *March Overland Movement Speed* in squares.

*Example: An Elf with AC 9 that is Force Marching may not travel more than an additional 8 squares.*

## Force March Constitution Checks

To determine the Check Roll Number use the Character's CON Ability vs. Hard on the Ability Task Table. If the Check Roll fails, the Character takes 1d6 Hit Points of nonlethal damage and is *Fatigued*.

A *Fatigued Character* can't Run or Charge and takes a penalty of –2 to Strength and Dexterity. The Character must rest just as if they would if they were healing to remove the Fatigue. It's possible for a character to march into unconsciousness by pushing themselves.

# Performing Tasks During Melee and Movement

A Character may perform Tasks during the Movement and Melee Phases of a round. Tasks are taken *instead of* Movement and Melee. Some Tasks may require an Ability Check Roll to complete.

**Full–Round Task.** A Task that takes an entire Surprise or Melee Round to perform.

**Full–Move–Task**. A Task that takes the place of a move in the Pre–Melee or Post–Melee Move phase.

**Full–Melee–Task.** A Task that takes place during the Melee phase of a round.

## TABLE OF TASKS

| Task | When A Task May Take Place | | |
| --- | --- | --- | --- |
| | Full Round Task | Full Move Task | Full Melee Task |
| Aid another | | | * |
| Control a frightened mount | * | | |
| Draw a weapon | | * | |
| Drink a potion or apply an oil | | * | * |
| Drop an item | | * | * |
| Drop Prone to the floor | | * | |
| Escape from a net | * | | |
| Extinguish flames | * | | |
| Light a candle, lantern, or torch | | * | * |
| Magic – Activate Magic Item | | * | |
| Make a dying Man–Like Monster or a Character stable | * | | |
| Mount a horse or dismount | | * | |
| Move a heavy object | * | | |
| Move at Tactical Speed | | * | |
| Open or close a door | | * | * |
| Pick up an item | | * | * |
| Prepare to throw splash weapon | | * | * |
| Read or Write | * | | |
| Ready a Heavy Crossbow, Pistol, or Arquebus | * | | |
| Ready or loose a shield | | * | * |
| Retrieve a stored item | | * | * |
| Run 4x Tactical Speed | * | | |
| Set Pole Weapon against a Charge (Halberd or Spear) | | * | |
| Sheathe a weapon | | * | * |
| Speak | * | | |
| Stand up from prone | | * | * |

| Task | When A Task May Take Place | | |
| --- | --- | --- | --- |
| | Full Round Task | Full Move Task | Full Melee Task |
| Ability Tasks: | | | |
| Balance | | * | * |
| Bending Bars | | * | * |
| Breaking Down Doors | * | | |
| Climb | * | | |
| Disarm Trap | * | | |
| Escape Artist | * | | |
| Hide | | * | * |
| Influence Others | | * | * |
| Jump | | * | |
| Lifting Gates | | * | |
| Listen or Watch | * | | |
| Move Silently | | * | |
| Open Lock | * | | |
| Ride | | * | |
| Search | * | | |
| Sleight of Hand | | * | * |
| Spot | * | | |
| Swim | | * | |
| Tumble | | * | |
| Use Rope | | * | |

# THE ORDER OF PLAY

Each Turn has 10 rounds of 1 minute each. The Order of Play for each round is cyclical; everyone acts in turn in a series of sub–steps which are repeated.[Pi]

## COMPOSITION OF A ROUND

**Surprise Check:** Check if surprise exists, if so conduct a *Surprise Round*. Only those who are *not surprised* can act.

1.  **Determine Precedence:** A *Player* and the *Referee* each roll 1d6 to determine if the *Player Group* or *Referee* goes first; the winner of *precedence* is the person with the highest dice roll.

2.  **Pre Melee Move** Full Walk Speed or ½ Walk Speed; movement may be used entirely in the Pre–Melee Move or split evenly between pre–melee and post–melee movement. Movement that is not used is lost. Characters and Monsters may optionally *Declare a Charge* and must be able to both move adjacent to their Foe and travel at least a minimum number of squares equal to ½ their Walk Speed.

    A.  first group moves, precedence winner

    B.  second group moves

3. **Melee:**

   A. **Loose Missiles:***\*\*[PI]

      a. By weapon class, or[PI]

      b. If weapon class is equal, by Dexterity, or

      c. By Precedence, The winner of the precedence dice roll attacks first.

   B. **Fight – First Blow***, determine who strikes first:

      a. Man–Like Foes

         I. By weapon class, or[PI]

         II. If weapon class is equal, by Dexterity,

         III. If Dexterity is equal, The winner of the precedence dice roll attacks first.

      b. Non–Man–Like Foes

         I. By Precedence, The winner of the precedence dice roll attacks first.

   C. **Fight – Second Blow**

      a. As step B. Above, this will be the Character or Monster which did not gain first blow.

   D. **Cast Magic Spells**\*\*

      a. By spell class (lowest first), or[PI]

      b. If spell class is equal, by Intelligence (Wizards) or Wisdom (Mystics), or

      c. By Precedence, The winner of the precedence dice roll attacks first.

4. **Morale Phase**, Monsters and Characters role–played by the Referee must *check morale* as required by the rules.[PI]

5. **Post Melee Move**, any remaining ½ movement is carried out.[PI]

   A. first group moves, precedence winner.

   B. second group moves.

The Steps above are repeated throughout the remainder of a Turn for each Round.

*Notes:*

*\*\*\* Loose Missiles – Fire from Arquebus, Bows, and thrown weapons*[PI]

*\* Fight – The Character or Monster who strikes the First Blow is only attacked in the Second Blow if they fail to reduce their foes hit points to 0.*

*\*\* Cast Magic Spells – Includes both Spell Casting and Mystic Powers vs. the Undead. If a Mystic or Wizard are injured in the Loose Missiles or Fight phases they may choose to abandon their spell casting and fight or continue to cast the spell as if it were Class 6. The Referee may require a Wizard or Mystic to choose the spell they will cast before the precedence dice roll is cast.*[PI]

## Surprise Rounds

Determine which characters are aware of their opponents at the start of the round.

- If you are not aware of your opponents and they are aware of you, you're surprised.

- If your opponents are not aware of you and you are aware of them, they're surprised.

- If no one or everyone is surprised, no surprise round occurs.

A Surprise Round happens before regular rounds of melee begin.

The Combatants who are aware of theie opponents can act in the surprise round.

Combatants who were unaware do not get to act in the surprise round.

*Notes:*

*Use the steps in "Composition of a Round" to determine the order of play in the Surprise and Melee Rounds.*

*The Referee should note that light and noise will negate surprise, as will ESP.*

## Determining Precedence

The *Referee* and a *Speaker* for the group of Players each roll 1d6, the winner of Precedence is the highest result.

*One Player may be designated as the Speaker for the purpose of communicating with the Referee on behalf of the rest of the players, and this person makes the Precedence Dice Rolls.*[PI]

## Movement or Declaring a Charge in Melee Rounds

A *Character* or *Monster* may move and *Declare a Charge*. A Character or Monster may choose to give up their move to perform a Full–Move–Task such as drawing a Sword, setting a Pole Weapon against a charge, or lighting a wick on a Flask of Oil, etc.

## First Blow

## Loose Missiles

For Characters, use *Weapon Class*, or *Dexterity*, or the result of the *Precedence Dice roll* to determine who strikes first in any given melee round.[PI]

## Fight

For Characters, use *Weapon Class*, or *Dexterity*, or the result of the *Precedence Dice roll* to determine who strikes first in any given melee round:[PI]

> *Characters and Monsters that use Weapons and Armour use Weapon Class vs. foes to determine who strikes first. Use the Precedence Dice Roll when foes do not use Weapons and Armour.[PI]*

**Weapon Class**. On the first round of melee the character with the highest weapon class always attacks first, thereafter the character with the lower weapon class attacks first. Weapon Class only applies to Characters and Monsters that use weapons such as Goblins.[PI]

**Dexterity**. When the Weapon Class is equal, the Character with the highest Dexterity score strikes first blow. When a Character and a Monster are fighting, the Referee may need to roll 3d6 to determine the Monster's Dexterity. This would however only apply to Medium and Small Monster's that use weapons and armour.

**Precedence Dice Roll**. The winner of the Precedence Dice Roll strikes first in the round of melee.

> *When a Character and a Goblin fight, they use Weapon Class to determine who strikes the first blow because they each use weapons and armour. The Character has a Halberd which is Class 3 and the Goblin a Sword Class 2. Therefore the Character strikes first and the Goblin second. In the following melee round, and those thereafter, the Goblin always strikes first because his weapon is a Class lower than that of the Halberd.[PI]*

> *When a Character and a Goblin are fighting, and their Weapon Class is equal, the opponent with the highest Dexterity score strikes the first blow. The Referee rolls 3d6 to determine the Monster's Dexterity. The Goblins Dexterity is 12, if the Player Character's Dexterity is higher, they strike the first blow. Dexterity only applies to Medium and Small Monster's that use weapons and armour.*

> *At the beginning of each round, the Dice is rolled to determine the Precedence of movement which potentially influences the order of blows. When a Character and a Beast-like Monster such as a Dragon fight, they use the Precedence Dice Roll to determine who strikes first. At the beginning of the round 1d6 was rolled, the player rolled a 5, and the Referee a 2 for the Dragon. Therefore the Player Character strikes first in the round and the Dragon strikes second.*

## Second Blow

The Character or Monster who strikes the First Blow is only attacked in the Second Blow if they fail to reduce their foes hit points to 0.

In the first Round the Character or Monster with the *lower* Weapon Class, *lower* DEX, or the loser of the *Precedence Dice Roll*, strikes second.

In the following Rounds the Character or Monster with the *higher* Weapon Class, or the loser of the *Precedence Dice Roll*, strikes second.



## Magic – Casting a Spell

If there are two rival spell casters the class of spell determines who casts their spell first, lowest to highest. The powers of a Mystic vs. the Undead are also given a Spell Class for this purpose. If the spell class should prove equal, the Character or Man–Like Monster with the higher Intelligence (for a Wizard) or Wisdom (for a Mystic) casts the first spell. If the Monster is not Man–like, the precedence dice roll is used to determine who casts the first spell.[PI]

As with Loose Missiles and Fighting, The Character or Monster who casts the First Spell may only suffer a magical attack in return if they have failed to reduce their foes hit points to 0.

Spell Components:

- To cast a spell with a Verbal (V) component, your character must speak in a firm voice. If you're gagged you can't cast such a spell.

- To cast a spell with a Somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, or with both your hands full or occupied.

- To cast a spell with a Material (M), component, you must have the proper materials, as described by the spell.

**Spell Touch Attacks in Combat**: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject in the same round or any time later. You can automatically touch one friend or yourself but touching a Foe is considered an Attack. To apply the spell in either case a Check Roll is still required for the spell to succeed. The subject to be touched must be in your square or an adjacent square.

**Activate Magic Item.** Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, papyri, wands, rods, and staffs. Activating a magic item is a Full–Move–Action (unless the item description indicates otherwise).

**Interference**: A spell caster may be injured while spell casting, this hinders their effort, and increases the difficulty of any spell to Class 6, thereby raising the Check Number. A player may choose to abandon their character's spell casting and simply fight in the Loose Missiles or Fight phases instead but the spell is lost and still counts against those cast daily as if it were fully released.[PI]

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## Magic & Combat Table*[PI]

| Attacker's Hit Dice | | | | Spell Class | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 0 | 1 | 2 | 3 | 4 | 5 | 6 | |
| | | | | Defender Size for Missile Attacks | | | | | | | |
| | | | | Gargantuan or Colossal | Huge | Large | Medium | Small | Tiny | Diminutive or Fine | |
| | | | | Defender's Hit Dice | | | | | | | |
| | | | | Up to 1 | 1+ | 2–3 | 4–5 | 6–7 | 8–9 | 10+ | Monster |
| | | | | – | 1–2 | 3–4 | 5–6 | 7–8 | 9–10 | – | Warrior |
| | | | | – | 1–3 | 4–6 | 7–9 | 10 | – | – | Mystic |
| | | | | – | 1–4 | 5–9 | 10 | – | – | – | Magician |
| Monster | Warrior | Mystic | Magician | | | | | | | | |
| Up to 1 | – | – | – | 7 | 8 | 9 | 10 | 11 | 11 | 11 | |
| 1+ | 1–2 | 1–3 | 1–4 | 6 | 7 | 8 | 9 | 10 | 11 | 11 | |
| 2–3 | 3–4 | 4–6 | 5–9 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | |
| 4–5 | 5–6 | 7–9 | 10 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| 6–7 | 7–8 | 10 | – | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 8–9 | 9–10 | – | – | 3 | 3 | 4 | 5 | 6 | 7 | 8 | |
| 10+ | – | – | – | 3 | 3 | 3 | 4 | 5 | 6 | 7 | [PI] |

# Fighting in Melee, Missile Loosing, and Casting Magic Spells

### Making a Check Roll on the Magic & Combat Table[PI]

The success or failure of *Fighting in Melee*, *Missile Loosing*, and *Casting of Magic Spells* is determined by making a 2d6 Check Roll. The **Magic & Combat Table** is used for the following types of attacks:[PI]

**Melee:** close fighting with weapons.[PI]

**Missile Loosing:** ranged fighting with bows, etc.[PI]

**Magic:** spell casting vs. foes and objects.[PI]

To determine an outcome, find the Check Number, roll 2d6, sum the dice, and apply any dice roll modifiers. If the total is equal to or higher than the indicated Check Number the result is successful. If the total is less than the indicated Check Number it means the result is a failure.[PI]

### Melee

The Check Roll Number to hit an opponent is determined by comparing the HD of the Attacker vs. the HD of the Defender on the **Magic & Combat Table**.[PI]

Notes:

*A roll of 12 is always a hit, a roll of 2 is always a miss.[PI]*

*Traditionally the Check Number to-hit has been determined by comparing Hit Dice to Armour Class, Fenris 2d6 turns this idea on it's head by comparing the hit dice of foes, a measure of ferocity and skill, to determine the Check Number. The inequality of Armour and Weapons are expressed as Dice Roll Modifiers and plays a part in combat with foes.[PI]*

*A shield in the hands of a Warrior a Shield is worth 2 additional Hit Dice of Defence. therefore, a Warrior of 4 Hit Dice defends as if they had 6 Hit Dice.[PI]*

### Missile Loosing

The Check Roll Number to hit an opponent is determined by comparing the HD of the Attacker vs. the Size of the Defender on the **Magic & Combat Table**. Refer to the full Missile Loosing Procedure on page 71.[PI]

### Magic

The Check Roll Number to hit an opponent is determined by comparing the HD of the Attacker vs. the Spell Class (or Hit Dice) of the Defender on the **Magic & Combat Table**.[PI]

# MODIFIERS TO ATTACK ROLLS

An attack roll represents your attempt to strike your opponent in a round. Modifiers may apply to this roll. The following modifiers apply to Melee:

### TABLE OF MELEE ATTACK DICE ROLL MODIFIERS[PI]

| Attacker | Attack Dice Roll Modifier |
|---|---|
| Charges | +1 |
| Has Higher Weapon Class | +1 |
| Has Lower Weapon Class | -1 |
| Is entangled (e.g. a Spider Web) | –1 |
| Is not a Peer | –1 |
| | [PI] |

*This table of attack roll modifier never applies to Ranged Weapon Attacks, see the table below.[PI]

### TABLE OF RANGED ATTACK DICE ROLL MODIFIERS[PI]

| Defender is: | Ranged Attack Roll Modifier |
|---|---|
| Concealed or Behind Cover (no direct line of sight) | -2 |
| A Mystic with a Shield | -1* |
| A Warrior with a Shield | -2* |
| | [PI] |

*Does not apply vs. firearms.

### ARMOUR ATTACK ROLL DICE ROLL MODIFIERS

### THE ROLE OF ARMOUR IN FENRIS 2D6 MELEE[PI]

Armour, or rather the relationship of your Armour Class vs. that of your foe determines whether or not you receive a dice roll modifier to your attack Check Roll. If your better armoured than your foe you have more confidence when you attack therefore factor the relationship of your armour vs. your foes as a +1 or –1 dice roll modifier.[PI]

- If your armour is worse than that of your foe you attack with a Dice Roll Modifier of –1.[PI]

- If your armour is equal to that of your foe you attack without a bonus or penalty Dice Roll Modifier.[PI]

- If your armour is better than that of your foe you attack with a Dice Roll Modifier of +1.[PI]

The comparison of armours is summarized in the reference table below but as you get used to playing you will not really need to refer to it; e.g if your AC is 2, a lower number than that of your foes AC 5, you add +1 to your 2d6 Attack Check Roll. If your AC is 8, and higher than that of your foes AC 4, subtract –1 from your 2d6 Attack Check Roll.[PI]

### TABLE OF ARMOUR DICE ROLL MODIFIERS FOR MELEE ATTACK CHECK ROLLS[PI]

| | Defender Armour Class | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| Attacker Armour Class | | | | | | | | |
| 9 | 0 | –1 | –1 | –1 | –1 | –1 | –1 | –1 |
| 8 | +1 | 0 | –1 | –1 | –1 | –1 | –1 | –1 |
| 7 | +1 | +1 | 0 | –1 | –1 | –1 | –1 | –1 |
| 6 | +1 | +1 | +1 | 0 | –1 | –1 | –1 | –1 |
| 5 | +1 | +1 | 1 | +1 | 0 | –1 | –1 | –1 |
| 4 | +1 | +1 | +1 | +1 | +1 | 0 | –1 | –1 |
| 3 | +1 | +1 | +1 | +1 | +1 | +1 | 0 | –1 |
| 2 | +1 | +1 | +1 | +1 | +1 | +1 | +1 | 0 |
| | | | | | | | | [PI] |

Notes:

*Do not apply these Armour Dice Roll Modifiers to missile loosing.*

*Both a Shield and Helmet improve AC values by decreasing the AC number by 1. If your AC is 5 and you have a Shield and the Helm (C) your AC is 3.* [PI]

### TABLE OF HELMET ARMOUR CLASS MODIFIERS

| Head Protection | AC Modifier |
|---|---|
| Unprotected Head | AC +1 |
| Helmet (A) Leather | – |
| Helmet (B) Iron with Mail Curtain and Nose Guard | – |
| Helmet (C) Iron with Mail Curtain or Plates, and Spectacle Guard | AC –1 |
| | [PI] |

# Fenris 2d6

## Charging to Attack

In the Move Phase a Character or Monster may Charge before the attack:

- Mounted Riders may charge

- Character's and Monsters on foot may charge.

- Certain types of Monsters may charge.

Charging is a special Full–Move–Action that allows you to move up to twice your speed prior to your attack. However, it carries tight restrictions on how you can move.

### Movement During a Charge

You must move before your attack, not after and you must move at least 10 feet (1 square) directly toward the designated opponent.

You may not charge over rough or Difficult Terrain.

After a Charge, you may not Run or Charge again for another 3 rounds.

### Attacking After The Charge

After moving, may make a single melee attack. You get a +1 bonus on the Attack Roll and a successful attack causes double damage. However, you must also increase your Armour Class by +2 until the start of the next round. [Pi]

*We will assume the Players have won the Precedence dice roll; Fnord Charges a Goblin during the Movement Phase moving 12 squares to attack with his sword which is 2x his normal 6 squares. When he rolls 2d6 for the Attack he will add +1 to the sum of the dice. When it is the Goblin's turn to attack, the defensive value of Fnords Armour Class changes from AC 3 by +2 to AC 5. This is a drop in protective value. [Pi]*

*The Goblin moves second, having lost the precedence dice roll, and gives up his move to set his Pole Weapon, a Halberd, against the Charge. Because the Goblin is using a Pole Weapon, it means that the Goblin gains the advantage of first-blow. Fnord is somewhat vulnerable due to his increased Armour Class, but if the Goblin's attack fails to harm him, Fnord will be able to apply +1 to his Attack Roll. Because the Halberd's weapon Class is 3, higher than Fnord's Sword which is weapon Class 2, the Goblin gains +1 to his attack roll. [Pi]*

*Had the Goblins weapon not been a Halberd, the risk involved to Fnord would be far less and he might even have gained first-blow due to DEX or Precedence. Therefore, knowing when your character should, and should not, Charge is an important tactic to learn. [Pi]*

### Special Charge Damages

Certain weapons cause double damage in a Charge: [Pi]

- **Spears/Lances**. A Spear/Lance deals double damage when employed by a mounted character in a charge. [Pi]

- **Pole Weapons**. Pole weapons deal double damage when set and used against a charging Character or Monster. [Pi]

## Magic Weapons

All Magic weapons are rated as +1 or +2 bonus which is added to the sum of a 2d6 when attacking in melee. A weapon may be described as +1/+2 vs. Trolls. What this means is that you get a +2 bonus when you are fighting Trolls, in all other melee the bonus is +1. Magic weapons may have other properties in addition to the dice roll bonus such as adding +1 or +2 points towards the sum of damage, or glowing when enemies are near, etc. [Pi]

## Pole Weapons

Pole Weapons are rated as Class 3, this means they always get the first attack in the first round of a combat. On subsequent rounds they attack second unless both opponents are using Class 3 weapons, in which case the one with the higher DEX goes first. [Pi]

Pole Weapons are designed with the intention of allowing an attack while keeping a foe distant and preventing them from easily returning a blow. This presents an added difficulty for an Attacker which must be overcome when fighting a Defender with a Pole Weapon. Pole Weapons are Class 3 and include the Lance, Halberds, Quarterstaff, Scythe, and Spear. If your opponent is using a Class 1 or 2 weapon when you attack you apply a +1 Dice Roll Modifier to the Attack Check Roll. Your opponent must apply a dice roll modifier of –1 when they attack you. [Pi]

## Size Differences

A *Peer* is a Character or Monster that is the same *Size* or within one step of the same *Size* you are, example: [Pi]

- A Medium Character has Small and Large Peers [Pi]

- A Small Character has Tiny and Medium Peers. [Pi]

When fighting a Character or Monster that is not a Peer apply a Dice Roll Modifier of –1 to the Attack. Fighting a subject of unequal size is always a more difficult challenge. [Pi]

*Example: A Halfling and a Giant are not Peers. When a Halfling fights a Giant, whose size is Large, roll 2d6 and subtract –1 from the result, The Giant has the same problem, the Halfling, despite being Small, is a difficult target, roll 2d6 and subtract –1 from the result. [Pi]*



*Drawn by Richard Doyle*

| Character or Monster Size | Squares Occupied |
|---|---|
| Fine | 20 Subjects per 10' Square (1/2 ft. ea.) |
| Diminutive | 10 Subjects per 10' Square (1 ft. ea.) |
| Tiny | 4 Subject per 10' Square (2–1/2 ft. ea.) |
| Small | 1 Subject per 10' Square (10 ft. ea.) |
| Medium | 1 Subject per 10' Square (10 ft. ea.) |
| Large | 1 Subject 20x20' Square (20 ft. ea.) |
| Huge | 1 Subject 30x30' Square (15 ft.) |
| Gargantuan | 1 Subject 40x40' Square (20 ft.) |
| Colossal | 1 Subject 60x60' Square (30 ft.) |

# Limiting Sums of Dice Roll Modifiers

No Dice Roll Modifier may sum greater than +3 or lower than −3.

The Referee should be made aware that under certain favourable circumstances in melee with Man–like foes Attack Dice Roll Modifiers may add up to +4 or +5. This favourable circumstance would include a Magic weapon of +1 or +2 in the latter case, a charge +1, superior armour +1 and weapon class +1. The maximum dice roll modifier which may be applied to the roll of the dice is +3.

*Note that weapon class does not apply vs. Non–Man–like monsters.*

No matter what Dice Roll Modifiers are applied a Check Roll of 2 is always a failure and a roll of 12 success.[PI]

# Damage Calculation

When an attack is successful roll 2d6 on the Hit Result Table, sum the dice, and compare the result to the Armour Class to find the *number of pips of Damage* and potentially a *Damage Bonus* or *Fight Result*.[PI]

To determine the amount of damage:[PI]

1. Roll 2 dice, one Red one White. The Red die is the 1d6 damage die, 1–6 points of damage.[PI]

2. Sum both of the dice to determine the damage Bonus 0–3 points of extra damage and apply damage roll modifiers.[PI]

If the player rolls doubles they may choose between the Fight Result or the Damage Bonus.[PI]

## Example of a Damage Calculation

The player role playing Fnord hits and rolls 2d6 for the Hit Result.[PI]

1. The Red d6 comes up as a 4, the White d6 a 4.[PI]

2. Fnord's Player sums the two dice, 4 + 4 = 8.[PI]

3. Consult the hit result table. [PI]

4. The Roll of 8 indicates a Damage Bonus of +1[PI]

5. Sum the Damage, Red 4 +1 = 5, and add or subtract any Damage Modifiers:[PI]

   A. STR Bonus

   B. Damage Dice Roll Modifiers, e.g. Fnord's Foe is a Goblin with a Leather Helm +1.

   *Note – if you have any bonus to damage for STR you add it to the sum of damage. Example: Fnord's Strength is 15 which gives him a Strength Bonus of +1 Damage.*

6. Calculate the result, 4 Damage Dice Roll + 1 Damage Bonus +1 STR Bonus = 6 points of damage; or [PI]

7. Because he rolled doubles the Player may choose a Fight Result instead.[PI]

## Table of Hit Results (Footmen)

| Dice Roll (2d6)* | Damage Bonus |
|---|---|
| 2–6 | 0 |
| 7–8 | +1 |
| 9–10 | +2 |
| 11–12 | +3 |

*If Doubles, Apply the Attacker's Choice of Fight Results or Damage Bonus

[PI]

Notes:

*Use the table above for Characters and Monsters fighting on foot, Footmen.*

*Use the table above for Characters and Monsters loosing missiles.*
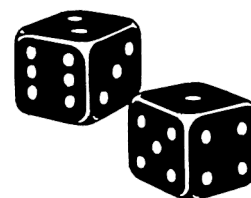
# Fenris 2d6

## Table of Hit Results (Mounted Rider)

| Dice Roll (2d6)* | Damage Bonus |
|---|---|
| 2–6 | 0 |
| 7–8 | + 2 |
| 9–10 | + 4 |
| 11–12 | + 6 |
| *If Doubles, Apply the Attacker's Choice of Fight Results or Damage Bonus | |
| [PI] | |

Notes:

*Use the table above for Characters and Man-like Monsters fighting from the back of a mount such as a Horse, Roc, etc., a Mounted Rider.*

*Loosing Missiles from the back of a mount does not yield any additional damage, use the Footman's table to determine the Hit Result.*

## Doubles

**Damage Bonus or Fight Results.** When you roll Doubles on the Hit Result Table you may choose between applying the Damage Bonus or a Fight Result. The Damage Bonus is found on the Hit Result Table and is +0, +1, +2 or +3 depending on the sum of 2d6. If you rolled 4+4=8 the Damage Bonus would be +1. Or, you may choose a Fight Result instead of the Damage Bonus from the list below:[PI]

- **B** – Buckle, the Defender suffers a physical shock and cannot move or take any other action for 1 melee round after they are struck, you gain the upper hand.[PI]

- **K** – Knockdown, the Defender, who must be a Peer or smaller in size, is knocked prone in the current square. Examples: A Medium size Character or Monster may knockdown any subject of size Large or below. A rider uses the size of their Mount to determine the Peer relationship. A Horse is Large and may knockdown subjects of size Huge and below. In the case of Mounted Riders a Monster may be a peer of a Riders Mount in which case the rider and mount are knocked prone. [PI]

- **P** – Push, the Defender is pushed back 10' (one square) of the Attacker's choice.[PI]

- **M** – The attack inflicts a psychological shock; the Defender(a Man-like Monster or Beast) must make a Morale Saving Throw. Player Characters are not normally required to make this Saving Throw but the Ref may require it if they so wish. However, the foe should have at least two more hit dice than the Player Character.[PI]

- **U** – Unseated; the Defender, a Mounted Rider, falls from their mount in the current square. The attacker must have fought with a pole weapon such as a spear.[PI]

*Note that these Fight Results only apply to Melee.*[PI]



## The Helm and Damage Bonus Hit Results in Fenris 2d6[PI]

When a Damage Bonus is indicated by a hit result the apply the following modifier for the Character's Helm. This may be considered an optional rule. Characters and Man–Like Foes are penalized for not wearing a helmet but only when there is a damage bonus of +1 or more indicating a particularly lethal blow. If the player chooses a Fight Result instead of the Damage Bonus on the Tables of Hit Results the Helm Damage Bonus is not applied.[PI]

## Table of Helmet Armour Class Modifiers

| Head Protection | Damage Roll Dice Roll Modifier |
|---|---|
| Unprotected Head | +3 |
| Helmet (A) Leather | +2 |
| Helmet (B) Iron with Mail Curtain and Nose Guard | +1 |
| Helmet (C) Iron with Mail Curtain or Plates, and Spectacle Guard | 0 |
| [PI] | |

*Note: A Helm does not incur damage, it limits the extent of damage. For simplicity, this limit is expressed as a number of hit points to add to the base damage when an injury is caused. The principle is the lesser the protection the greater the number of hit points inflicted.*[PI]

# Modifiers to Damage Rolls

## Attacking From Behind

Add +2 damage[PI]

## Fire

A Fiery Magic Weapon will allow you to roll an additional 1d3 towards the sum of damage.[PI]

## Halberds and Axes

Halberds add +2 damage[PI]
Long Shaft Axes add +1 Damage.[PI]

## Mystic Water

Mystic water, if poured upon a weapon, allows you to roll an additional 1d3 points of damage vs. an Undead Monster.

Whether other kinds of Monsters are vulnerable to such attacks can be found in the Monster Bestiary. The Mystic Water must be the opposite of the Monster's *Chaotic* or *Lawful* Alignment to cause harm.[PI]

## Poisoned Weapons Bites and Stings
All subjects struck by a *Poisoned Weapon*, *Bite* or *Sting* must make a saving throw vs. Common Hazards *Poisoning* or *Death* depending upon the type of poison used:

- *Poisoning* means damage is dealt if the saving throw fails.

- *Death* means the poisoned Character or Monster is mortally wounded. The subject's hit points are reduced to zero and they can take no further action. The subject loses 1 hit point every round thereafter and this continues until the subject reaches –10 when Death occurs; without a further saving throw vs. Death. An antidote or magic may be used to make the subject stable.[PI]

# Damage, Dying, Death, Healing, and Raise Dead

Damage reduces a foes current *Hit Points*. To calculate the damage total, consult the *Hit Result Table*.[PI]

## Off-Hand Weapon Damage
When you deal damage with a weapon in your off hand, you do not add your Strength bonus.

## Double Damage
If *Double Damage* is indicated multiply the sum of all Damage x 2 to determine the total amount of damage.

## Hit Points, Dying, and Death
Hit points measure how hard a Character or Monster is to kill. No matter how many hit points are lost, a subject isn't hindered in any way until their hit points drop to 0 or lower. Damage is subtracted from the total of the hit points and when the total is reduced to 0 the subject must make a Saving Throw vs. Common Hazard – Death.

When Damage is applied you only reduce a Foes hit points to 0; the damage applied does not reduce hit points to –1 or below.[PI]

## What Hit Points Represent
Hit points mean two things in the game: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

- No Impact from 1 to n hit points

- At 0 hit points check for Saving Throw vs. Death to determine if the subject is Mortally Wounded.[PI]

- Once hit points are reduced to 0 an additional Saving Throw vs. Death is required whenever the subject is damaged.[PI]

- Mortally Wounded, The subject is Dying –1 to –9 hit points.[PI]

- Death occurs at –10 hit points.

## Saving Throws vs. Common Hazard – Death
At 0 hit points check for Saving Throw vs. Death to determine if a Character or Monster is *Mortally Wounded*. A Character or Monster's hit points remain at 0 until they are *Mortally Wounded*.[PI]

At 0 hit points you may continue to fight, however you are required to make an additional Check Roll vs. Death each time you are subsequently injured to determine if you are *Mortally Wounded*.[PI]

Whenever a Saving Throw vs. Common Hazard – Death is unsuccessful, a Character or Monster is immediately *Mortally Wounded* and is disabled.[PI]

> *Fnord is hit by a Goblin, and his hit points are reduced to 0. He must make a saving throw vs. Common Hazard Death. He succeeds and may continue to fight but must make a saving throw vs. Common Hazard Death each time the Goblin damages him again. Only if he fails the saving throw will Fnord fall mortally wounded and unable to fight. Fnord's hit points remain at 0 until he is mortally wounded.*[PI]

## Fenris 2d6 Mortal Wounds[PI]
Damage doesn't slow a subject down until they are *Mortally Wounded*. The subject is disabled, immediately falls unconscious, and can take no further action.[PI]

A Character that has not been *Made Stable* is *Dying* and loses 1 hit point every round thereafter and this continues until the character reaches –10 when *Death* occurs; without a saving throw vs. Death.

> *Fnord is hit, and his hit points are reduced to 0. He must make a saving throw vs. Common Hazard Death. He fails the saving throw, suffers a mortal wound, falls unconscious, and can take no further action.*[PI]

> *Fnord loses –1 hit point per round and will die when his hit points drop to –10 unless he is made stable.*

## Making a Character or Monster Stable
A Character, or a Monster that is *man-like, whose hit points are –1 to –9* may be *Made Stable* by a friend or foe. Their hit points are returned to 0 which makes him or her unconscious and disabled. *Make Stable* will not raise a Character or Monsters hit points above 0. No dice roll is required.

- Making a subject stable is an act of *Law*.[PI]

## Death
Characters and Monsters will die when their hit points reach –10. The idea of Death does not apply to Undead Monsters, who are simply destroyed when their Hit Points reach 0. Dead

characters can be returned to life by a Mystic or turned into Undead by a Magician.

> *When a character dies the Referee should have the player roll up a new character of an average Level/Hit Dice derived from that of the rest of the players unless all players are starting over from the beginning. A new Character does not inherit any belongings from the previous one.*[Pi]

## The Fenris 2d6 Death Blow[Pi]

A Character or man–like Monster that is disabled from a Mortal Wound, even when they have been *Made Stable*, may be dispatched with a *Death Blow*.

The subject dies instantly; no Check Roll is required and there is no saving throw. A *Death Blow* is always a *Chaotic* act v.s. a man–like foe. *Lawful* Characters show mercy to their fallen foes, *Chaotic* Characters are merciless.[Pi]

Certain mythological monsters require decapitation to defeat, and the *Death Blow* is equivalent to decapitation.[Pi]

## Poisoning Damage and Death

There are two primary effects of Poisons:

- *Poisoning* causes one or more d6 of damage.

- *Death* Mortally Wounds a subject. *Poisoning* and *Death* are not intended to be combined in the same Poison Bite, Sting or Weapon.[Pi]

Whenever a Saving Throw vs. Common Hazard – Poisoning is unsuccessful, roll the required number of dice and apply the damage.[Pi]

Whenever a Saving Throw vs. Common Hazard – Death is unsuccessful, a subject is immediately Mortally Wounded and is disabled. The subject's hit points are reduced to 0.[Pi] Characters and Monsters will die when their hit points reach –10.

> *Note – If the effect of a poison is to "paralyse" use the Saving Throw vs. Paralysing instead of Poisoning.*

## Healing

Healing that raises a Mortally Wounded (dying) character's hit points to 0 makes him or her unconscious and disabled. Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

**Natural Healing**: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

> *A first level character recovers 1 hit point. A third level character would recover 3 hit points. A fifth level character would recover 5 hit points.*

**Magical Healing**: Various abilities and spells can restore hit points.

You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

## Raise Dead

Refer to the Class 4 Mystic Spell for details of Raising the Dead.



# Warrior Fighting Attacks[Pi]

A Warrior has *Fighting Attacks* not available to the Mystic or Wizard. Each Melee Round a Warrior may either:[Pi]

- **Strike** with their Primary Weapon, or[Pi]

- Make a **Fighting Move** and **Strike** with their Off–Hand Weapon.[Pi]

A *Fighting Move* may only be used against a *Man–Like Peer*, that is to say a Character or Man–Like Monster within one step of their *Size*.[Pi]

A *Fighting Move* cannot be used vs. the Undead.[Pi]

A Warrior Player must announce the *Strike* or a *Fighting Move* before they make their dice roll.[Pi]

## Fighting Attack Dice Roll Modifiers

The **Strike** or **Fighting Move** *Attack Roll* may have dice roll modifiers added to the sum of the 2d6 Attack Roll to improve the chance of success. [Pi]

## Fighting Move and Check Roll Results

Fighting Moves require a successful check roll.[Pi]

## The Warrior Attack Roll With An Off–Hand Weapon

A Warrior is the only Character Class that may wield *Off–Hand* weapons. The *Off–Hand* Weapon receives no Ability Bonus for either the 2d6 Attack Roll or the Damage Roll.

## Fenris Weapons and Fighting Moves[Pi]

The selection of a Warrior's weapons determines both their choice of Off–Hand weapons and the kind of Fighting Moves they may make. In Fenris 2d6 a Shield is as much a weapon as a Sword.[Pi]

Consult the following tables to determine the possible Fighting Moves:[Pi]

**TABLES OF FENRIS WARRIOR WEAPONS AND FIGHTING MOVES**[PI]

| One Handed – Combinations of a Main-Hand and Off-Hand Weapon | | |
|---|---|---|
| **Main-Hand Weapons** | **Fighting Moves** | **Can be combined with the following Off-Hand Weapons** |
| Spear | Vault | Shield, a Sax or Sword may be carried on a thong at the wrist |
| Sax (Short Sword) | Cut Spear, Cleave | Short Shaft Axe, or Cloak, or Lantern, or Sax, or Shield, or Sword |
| Short Shaft Axe | Hook Disarm, Hook Foe, Hook Shield, Cleave | Short Shaft Axe, or Cloak, or Lantern, or Sax, or Shield, or Sword |
| Sword | Cut Spear, Pommel Pull, Pommel Punch, Cleave | Short Shaft Axe, or Cloak, or Lantern, or Sax, or Shield, or Sword |
| Off Hand Weapons | Fighting Moves | |
| Cloak or Pelt | Cloak Bind | – |
| Lantern | Lantern Blind | – |
| Shield | Shield Bind, Shield Shove, Shield Punch, Shield Throw | – |
| Notes: | | |
| 1.A Sax is a short sword and is carried at the waist belt. | | |
| An Short Shaft Axe may be held at the ready behind a Shield. | | |

| Two Handed – A single weapon held in both hands. | | |
|---|---|---|
| **Two-Handed Weapons** | **Fighting Moves** | **–** |
| Halberd | Hook Disarm, Hook Foe, Hook Shield, Cleave, Unseat Foe, Set vs. Charge | – |
| Long Shaft Axe | Hook Disarm, Hook Foe, Hook Shield, Cleave | – |
| Spear | Vault, Set vs. Charge | A Sax may be carried on a thong at the wrist |

| General Category of Warrior Fighting Moves | |
|---|---|
| **Conditions** | **Fighting Moves** |
| | Battle Cry |
| Must have a free hand | Catch & Throw Spear |
| | Insult Foe |
| | Jump Spear |
| | Kick |
| Must have a free hand | Punch |
| Both hands must be free | Throw |

[PI]



*Drawn by Halfdan Egedius*

| Fighting Moves | Check Roll Type | Explanation |
|---|---|---|
| Battle Cry | CHA | Foes must check Morale. Friendly Subjects gain +1 to Morale Checks. |
| Catch & Throw Spear | DEX and Attack Roll | A spear that is thrown may be caught (DEX) and thrown back in the same melee round (Attack Roll). |
| Cleave | STR | You may Cleave a Shield or Helm roll 2d6: <br> Shield – if your attack is successful you Cleave a Shield in two and it can no longer be used for defence. <br> Helm – if your attack is successful you Cleave a Helm in two and it can no longer be used for defence. |
| Cloak Bind | DEX | You may use a Cloak to bind an opponent's Sword leaving them unable to attack with anything but an Off–Hand Weapon this round. |
| Cut Spear | Attack Roll | The opponent's spear is cut in half and now useless. |
| Disarm | Attack Roll | Foe Drops Primary Weapon (an Off–Hand weapon is not included) |
| Hook Disarm, | Attack Roll | Foe Drops Primary Weapon (an Off–Hand weapon is not included) |
| Hook Foe | Attack Roll | Foe may be pulled to an adjacent square. |
| Hook Shield | Attack Roll | A Shield may be pulled away, the defender loses the shield. |
| Insult Foe | CHA | You insult your Foe, providing you speak in a language they understand, they must then make a Morale Check. |
| Jump Spear | DEX | If successful you close with your foe and they cannot use their spear to attack this Melee Round. |
| Kick | Attack Roll | If successful you cause non–lethal damage to your foe. |
| Lantern Blind | DEX | A Lantern may be used to temporarily blind a Foe for 1 round, but only in the dark. The Foe cannot attack or perform actions this round. |
| Pommel Pull, | Attack Roll | A Shield may be pulled away and does not count with Armour Class this Melee Round. |
| Pommel Punch | Attack Roll | If successful you cause non–lethal damage to your foe, and insult your Foe, they must then make a Morale Check. |
| Punch | Attack Roll | If successful you cause non–lethal damage to your foe. |
| Set vs. Charge | Attack Roll | If your attack is successful you cause double damage. |
| Shield Bind | STR | If successful your opponent may not attack this melee round. |
| Shield Punch | Attack Roll | If successful you cause lethal damage to your foe. |
| Shield Shove | STR | Foe is Pushed Back 1 square or, 2 squares if your STR is 16+, you gain initiative in the next round of melee. |
| Shield Throw | Attack Roll | You throw your shield at your foe and cause lethal damage to your foe. |
| Throw | Attack Roll | Your Foe is tripped and falls prone. |
| Unseat Foe | Attack Roll | You may unseat a mounted foe, or pull a foe on foot, prone. You may still roll for damage but it is non–lethal. |
| Vault | STR | You may use your spear to leap over obstacles and barricades, you may apply your DEX bonus to the roll. |

[PI]

# FENRIS RANGED WEAPON MISSILE LOOSINGS[PI]

## LOOSING MISSILE ATTACKS[PI]

Size rather than Armour Class determines how difficult it is to hit a Defender. Compare the Hit Dice of the Attacker to the Size of the Defender to find the Check Number. The larger a Defender is the easier they are to hit.[PI]

*Note – Halflings gain an advantage from being Small![PI]*

Before determining the Check Number a player must first calculate the distance to a Defender and determine if they fall within the effective range of the weapon. Each weapon has individual properties which affect the Defender if a successful Attack Roll is indicated. The missile is an arrow, quarrel, bullet etc.[PI]

## MISSILE LOOSING PROCEDURE

*If a weapon is not within its effective range, there is little point in rolling for no result may be applied.[PI]*

Missiles defeat the protection of armour by their design either through penetration or blunt force. A successful attack with a Missile combines both Damage and a Fight Result:

- Use the *Effective Range* Table to determine if the Defender is within a weapon's effective range and what result, if any, a missile hit may have upon the Defender.

- Use the *Magic & Combat Table* to find the Check Number and roll to Hit; apply any bonus or penalty dice roll modifiers.[PI]

*Effective Range* results:[PI]

- **B** – Buckle, the Defender suffers a physical shock and cannot move or take any other action for 1 melee round after they are struck by the missile.[PI]

- **M** – The missile inflicts a psychological shock; the Defender must make a Morale Saving Throw.[PI]

- **n/a** – No result is possible at this distance because it is beyond the effective range of the weapon.[PI]

- **W** – The missile causes a Wound, normal damage.[PI]

*Note – Armour affords little protection against missiles except at very long ranges for missiles are designed to defeat the protective value of Armour. Some Armour is said to be "Proof" vs missiles. Such armour has been "proofed", that is it has been tested against missiles at 150, 200, or 300 yards; the "W" results are ignored for smi at these ranges. Such armour should be worth a kings ransom, perhaps two or three times the usual cost and would typically be available only to the very rich.[PI]*

## TABLE OF EFFECTIVE RANGES[PI]

| Dice Roll Modifier | Short (+1) | Medium (0) | Long (–1) | | | | |
|---|---|---|---|---|---|---|---|
| | 20 yards | 40 yards | 80 yards | 100 yards | 150 yards | 200 yards | 300 yards |
| | > 6" | > 12" | > 24" | > 30" | > 45" | > 60" | > 90" |
| **Weapon Type** | | | | | | | |
| **Recursive Bow** | B–M–W | B–M–W | B–M–W | M–W | W | W | W |
| **Longbow** | B–M–W | B–M–W | B–M–W | M–W | W | W | W |
| **Sax** | M–W | n/a | n/a | n/a | n/a | n/a | n/a |
| **Sling** | M–W | M–W | W | n/a | n/a | n/a | n/a |
| **Short Shaft Axe** | M–W | n/a | n/a | n/a | n/a | n/a | n/a |
| **Thrown Stone** | W | n/a | n/a | n/a | n/a | n/a | n/a |

[PI]

# Fenris 2d6

## Shooting Missile Weapons Into a Melee

When you shoot or throw a ranged weapon at a target engaged in melee with a friendly character you must apply an Attack Roll Modifier of –1 to your attack roll. If you miss the target you automatically strike the friendly character instead and the Referee must then roll for damage you would normally deal.[Pi]

## Cover and Concealment

### Is Line of Sight Blocked?

To determine whether your target has *Cover* or *Concealment* from your Ranged Attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of sight or provides cover, or through a square occupied by a Character or Monster, the target has *Cover* or *Concealment* and you must apply an *Attack Roll Modifier*.

> *The Attack Roll Modifiers reflect the difficulty of attacking a target to which a direct line of sight is blocked.*

### Should a Ranged Attack Occur?

The Referee will decide if *Cover* entirely prevents the possibility of a Ranged Attack.[Pi]

**Cover** is a solid barrier between you and your foe that is not easily penetrated. Cover may preclude a direct attack but not an indirect attack. A foe may not be struck by an arrow for example but a flask of acid lobbed over the cover as an indirect attack may strike the target.[Pi]

**Concealment** is like Cover but can be penetrated easily by a Ranged Attack.[Pi]

There may be a situation in which Cover may entirely preclude the Ranged Attack of an ordinary missile weapon. The Referee must be guided by what is reasonable:[Pi]

Did the defender have first blow in this round and therefore expose themselves to attack? If yes, then they may be attacked.[Pi]

If the defender has not exposed themselves to attack, can the missile penetrate the Cover? An arrow may not be able to penetrate stone, or metal, but it could possibly penetrate thin wood.[Pi]

The Referee should note that magical missile attacks, for example, are still possible despite any normal expectation of cover. Witch Shot, or a Magic Arrow, may find their way to the target.[Pi]

### Missile Loosing – Blind Fire

A Target may still be fired upon if it is not sighted. At the Referee's discretion a blind shot may be made at a Concealed Adversary if they are within effective range. The Player's Character or Man–Like Monster is guessing at the target's location, in this case only a Check Roll of 12 indicates a strike.[Pi]

## Missile Loosing While Prone

Missiles may not be loosed from the prone position.[Pi]

> *Note – In the Post-Renaissance milieu crossbows, arquebus, and pistols would rarely ever be fired from the prone position.*[Pi]

## Stones, Axes and Saxes

Stones, Saxes, and Throwing Axes may be hurled at Foes.[Pi]

Stones thrown by hand only do 1/2 damage to Armoured Man–Like Foes. By contrast the stones hurled from a Sling do full damage.[Pi]

At the Referee's discretion a Sax or Throwing Axe may be used to perform tricks, such as cutting a rope, tripping a switch, knocking a light object over, or pinning an object to a wooden surface. The Referee can assign an appropriate Check Number based on the object's size. The target is typically Tiny, Diminutive, or Fine.[Pi]

# Mounted Attacks

The Mounted Attacks modify the Attack Number whenever a Character (or man–like Monster) is riding a Mount, which could be a large Wolf, Horse, or Pterodactyl. The Defender may be mounted or on foot.[Pi]

Either the Rider or the Mount may attack in any given melee round:[Pi]

In order to attack a man–like Rider must be armed with one of the following Weapons:[Pi]

- Recursive Bow (Horn Bow)[Pi]

- Longsword, or[Pi]

- Spear (Lance)[Pi]

The Rider may goad their Mount to attack instead of attacking themselves. The Mount uses its natural weapons.[Pi]

Mounted Attacks preclude multiple attacks therefore only one attack per round may be made.[Pi]

## Unseating a Rider

Unseating a Rider is a Melee Fight Result. The Defender, a Mounted Rider, falls from their mount in the current square. The attacker must have fought with a pole weapon such as a spear.[Pi]

## Knockdown

Knockdown is a Melee Fight Result. The Defender, who must be a Peer or smaller in size, is knocked prone in the current square. Examples: A Medium size Character or Monster may knockdown any subject of size Large or below. A rider uses the size of their Mount to determine the Peer relationship. A Horse is Large and may knockdown subjects of size Huge and below. In the case of Mounted Riders a Monster may be a peer of a Riders Mount in which case the rider and mount are knocked prone.[Pi]

# Magic Attacks

### When a Rival Spell Caster is not Present[PI]

Whenever a rival Mystic or Magician is not among the foes *Magic is Un–Opposed:*

1. Compare your Character's Hit Dice to the Difficulty Class of the Spell on the *Magic & Combat Table* to locate the Check Roll Number

2. Check to see if the Opponents Hit Dice is higher than the Difficulty Class of the Spell and would shift the column farther right and if so use the Check Number found under that column.

3. Roll 2d6 and add your Ability Bonus, Magician: INT or Mystic: WIS. The sum must equal or exceed the Check Roll Number for the Spell to succeed. The effect of any Spell accompanies it's description.[PI]

   *Example: If Kulkar the 4th level Magician Casts a Spell with a Spell Class of 4 the Check Number would be a 9, but if the Defending Character or Monster has 10 Hit Dice, use the column which results in the higher Check Number, thus the Check number would be 10. This example might just as easily apply to Pineas as a 5th level Mystic casting a Spell.[PI]*

### When a Rival Spell Caster is Present[PI]

Whenever a rival Mystic or Magician is among the foes *Magic is Opposed:*

1. Compare your Character's Hit Dice to the Difficulty Class of the Spell on the *Magic & Combat Table* to locate the Check Roll Number

2. Check to see if the Opponents Hit Dice, or a Rival Spell Caster's Hit Dice, is higher than the Difficulty Class of the Spell and would shift the column farther right. If so, use the Check Number found under the farthest right column. If more than one Rival Spell Caster is present use the rival with the highest Hit Dice.

3. Roll 2d6 and add your Ability Bonus, Magician: INT or Mystic: WIS. The sum must equal or exceed the Check Roll Number for the Spell to succeed. The effect of any Spell accompanies it's description.[PI]

   *Example: If Kulkar the 4th level Magician Casts a Spell with a Spell Class of 4 the Check Number would be a 9, but if the Defending Character, Monster, or one of the Rival Spell Caster's present has 10 Hit Dice, use the column which results in the higher Check Number, thus the Check number would be 10. This example might just as easily apply to Pineas as a 5th level Mystic casting a Spell.[PI]*

# Multiple Melee, Missile, and Magic Attacks

### Multiple Melee Attacks

In a Melee the number of attack dice rolls a player or referee may make is determined by the ratio of Hit Dice between the Attacker and Defender. The greater the hit dice of a foe the more formidable it is.[PI]

### Table of Multiple Melee Attacks (The Number of Attacks)[PI]

| | Defender Hit Dice | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10+ |
| **Attacker Hit Dice** | | | | | | | | | | |
| **1** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **2** | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **3** | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **4** | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **5** | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **6** | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **7** | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| **8** | 5 | 4 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| **9** | 5 | 4 | 3 | 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| **10+** | 5 | 5 | 3 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |
| | | | | | | | | | | [PI] |

*Example: A Monster of 4 Hit Dice attacks Fnord a First Level Warrior of 4 Hit Dice and only 1 attack is permitted during a melee round by either the Monster or Warrior. However, when the Monster of 4 Hit Dice attacks Kulkar a First Level Magician of 2 Hit Dice, the monster attacks 2 times and the Magician but once.[PI]*

### Dividing Multiple Attacks

A Character's orientation, front facing, determines which foes may be attacked. A Character or Monster in melee may divide the available number of attacks between any foes in adjacent squares:[PI]

- The *Illustration of Multiple Attacks* shows the adjacent squares which may be attacked by Magicians, Mystics, Monsters, and non-player Warriors during Melee. Note that any Foes in rear flanking and rear facing squares may not be attacked.[PI]

- The *Illustration of Multiple Attacks* also shows the directions which may be attacked with Missile Loosing and Magic Spells. Note that any Foes in rear flanking and rear facing squares may not be attacked.[PI]

# Fenris 2d6

- The *Illustration of Warrior Multiple Attacks* shows the adjacent squares which may be attacked by Player Characters of the Warrior class during Melee. Foes in rear flanking and rear facing squares may be attacked.[P1]

When facing multiple foes in adjacent squares, particularly if they are of differing hit dice, the foe with the greatest number of Hit Dice is used to determine the total number of Attacks which may be made in any round.[P1]

Combinations of attacks are possible, a subject may, when multiple attacks are possible:[P1]

- Attack a single foe multiple times, or[P1]

- Attack multiple foes.[P1]
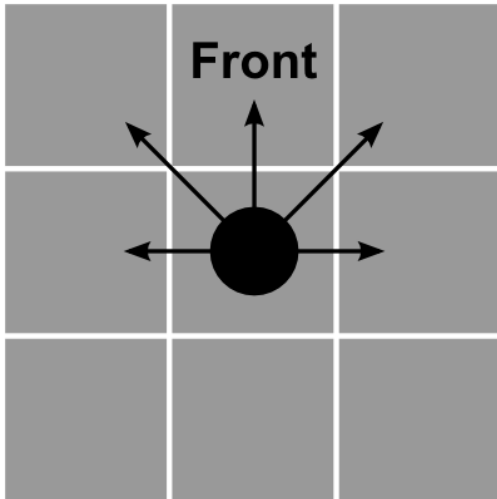


*Illustration of Multiple Attacks showing the Squares Which May be Attacked*[P1]
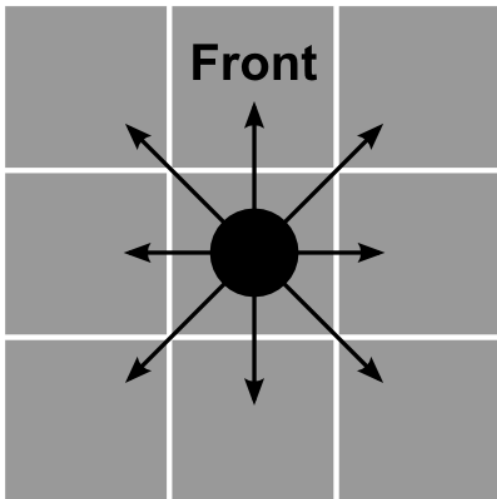


*Illustration of Warrior Multiple Attacks showing the Squares Which a Player Character of the Warrior Class May Attack in Melee*[P1]



*Drawn by Richard Doyle*

## Multiple Missile Attacks

Multiple attacks also apply to missile weapons in any round in which a missile may be fired. Foes to be attacked with missiles need not be in adjacent squares, nevertheless their Hit Dice are counted against that of the Attacker for the purpose of determining the number of multiple missile attacks.[P1]

> Note that the arc of fire must be consistent with the preceding topics illustrations of a character or monster's facing.[P1]

> Readying refers only to preparation for firing, which for a bow would include preparing for multiple loosings of arrows. Do not think of Readying as "loading".[P1]

## Multiple Magic Attacks

This rule may apply to certain spells. For example, multiple Witch Shot, or Thunderbolts, may be cast in the magic phase of a round. The number of such missiles is calculated in the same manner as melee or other missiles except when a *Rival Spell Caster* is present and *Magic is Opposed*. The Rival Spell Caster need not be in an adjacent square. Compare the Hit Dice of the Rival Spell Casters to determine the number of multiple attacks available.[P1]

> Example: When Kulkar the Magician of 4 Hit Dice attacks a Monster of 2 Hit Dice Magic is Un-Opposed, and the Magician may cast 2 Magic Thunderbolts. Were a Rival Spell Caster present, such as a Pineas the Mystic of 4 Hit Dice, Magic is Opposed and the Magician able to cast only one Magic Thunderbolt against the Monster.[P1]

**Restrictions**. Multiple Magic Attacks never implies the casting of more than one spell in a round. Two different spells may not be cast in the same round. A single spell is released which affects multiple defenders. There is also a restriction, on which spells can be used in this manner, see the spell descriptions. These multiple spell attacks are counted towards the daily total usage of spells even though but one spell was cast.[PI]

*Note – The concept of opposition in magic makes it essential to have a Wizard or Mystic among the player characters to oppose the magic of rivals.[PI]*

## ATTACK PENALTY FOR MULTIPLE ATTACKS

After the first attack a –1 penalty is deducted from the sum of the Attack Check Roll from subsequent attacks. This penalty is not cumulative. The penalty applies to missiles and magic missiles as well as melee.[PI]

*Example: Fnord the Warrior has three attacks this round. On the first attack he rolls 2d6 = 10. On the second when he rolls 9 on 2d6 to attack he must subtract –1 from the sum of the dice 9–1=8. On the third when he rolls 7 on 2d6 to attack he must subtract –1 from the sum of the dice, 7–1=6.[PI]*

## FANTASY MELEE, IS IT REALISTIC?

Why no, all rules need be is consistent, greater realism does not necessarily make a better game. If the reader is looking for a more "realistic" set of rules I can only recommend they look elsewhere. These rules are for entertainment not simulations of actual events.[PI]

# SAVING THROWS VS. COMMON HAZARDS & SPECIAL HAZARDS[PI]

## COMMON HAZARDS AND SPECIAL HAZARDS

When a Character or Monster is subject to Common and Special Hazards they get a saving throw to avoid or reduce the effect. Like an Attack Roll, a Saving Throw is a 2d6 roll plus possible Dice Roll Modifiers for Class, Ethnicity, Level, and an Ability score.[PI]

With regard to the **Magic Effects** such as those of Illusions, Glyphs, Potions, Magic Items, etc., Check Numbers are found in the column *Potions, Magic & Illusion. Note that this does not apply to spells cast by Magicians and Mystics.*

Characters are not automatically granted a Saving Throw vs. the spells cast by Magicians and Mystics. Only if a saving throw is indicated by text of the spell are characters granted a Saving Throw which may moderate the spell's effect.

*Example: A spell will have an entry in its description which tells the Game Master and Player which Common Hazard or Special Hazard column to locate the Check Number on, e.g. "**Saving Throw:** vs. Potions, Magic & Illusion." The text of the spell will describe the manner of applying the Saving Throw; "Anyone that interacts with your disguise gets a saving throw vs. **Potions, Magic and Illusion** to recognize it as false."*

## SAVING THROW CHECK ROLLS

Compare your Character's Class to the Hazard on the following tables to locate the Check Roll Number. Roll 2d6 and add your Saving Throw Dice Roll Modifiers. The sum must equal or exceed the Check Roll Number for the effect of the Hazard to be avoided or halved. The effect of any Hazard accompanies it's description.[PI]

## COMMON HAZARDS[PI]

Common Hazards are the sort that any Character might encounter, in these the Warrior has the advantage based on Hit Dice.[PI]

## SPECIAL HAZARDS[PI]

Special Hazards are magical or supernatural in nature and the Mystic and Magician have the advantage based on Hit Dice.[PI]

## SPELLS

Spells are magic hazards but a Saving Throw is granted only where indicated by the text of the spell. The effect of a spell may be a Common or Special Hazard.

# FENRIS 2D6

## TABLE OF COMMON HAZARDS[PI]

| | | | Common Hazards | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | Stench | Falling | Traps | Morale[1] or Paralyzing | Poisoning | Acids, Fire, or Gas | Disease or Death[2] |
| Warrior Hit Dice | Mystic Hit Dice | Magician Hit Dice | | | | | | | |
| 1–2 | 1–3 | 1–4 | 6 | 7 | 8 | 9 | 10 | 11 | 11 |
| 3–4 | 4–6 | 5–9 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 5–6 | 7–9 | 10 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 7–8 | 10 | – | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 9–10 | – | – | 3 | 3 | 4 | 5 | 6 | 7 | 8 |
| | | | | | | | | | [PI] |

*The Table of Common Hazards gives Warriors a better chance of survival vs. the Common Hazards.[PI]*

Acid that causes damage is halved with a successful saving throw. If the acid is in sufficient volume to cause Death it is completely avoided with a successful saving throw; failure indicates the subject is Mortally Wounded.

Death includes Diseases that cause Death, Sudden Deaths, and effects causing Mortal Wounds. Death is completely avoided with a successful saving throw; failure indicates the subject is Mortally Wounded. Characters and Monsters that are currently Mortally Wounded are dying and no additional roll is required, refer to *Fenris 2d6 Mortal Wounds on page 67.*

Diseases. The effects and duration of a disease are halved with a successful saving throw. If the disease causes Death make a saving throw vs. Death instead.

Falling causes 1d6 damage per 10' but damage is halved with a successful saving throw.

Morale failure. If the saving throw is unsuccessful consult the morale table.

Poison that causes damage is halved with a successful saving throw. If the poison causes Death make a saving throw vs. Death instead.

Stench causes a subject to flee and they may not approach or re-enter the location of the stench for 1d6 rounds, turns, or days.

Traps. Make a saving throw to avoid or halve the damage of a Trap. If the Trap involves *Certain Death* make a Saving Throw vs. Death instead. A successful *Saving Throw v. Death* indicates that the trap fails and the Characters escape unharmed. If the saving throw fails the Characters are *Mortally Wounded.*

## TABLE OF SPECIAL HAZARDS[PI]

| | | | Special Hazards | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | Fear[1] | Level Drain | Petrifying | Potions, Magic & Illusion[2] | The Gaze of Beasts[3] | The Breath of Beasts[4] | The Breath of Dragon's |
| Warrior Hit Dice | Mystic Hit Dice | Magician Hit Dice | | | | | | | |
| 1–2 | – | – | 6 | 7 | 8 | 9 | 10 | 11 | 11 |
| 3–4 | 1–3 | – | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 5–6 | 4–6 | 1–4 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 7–8 | 7–9 | 5–9 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 9–10 | 10 | 10 | 3 | 3 | 4 | 5 | 6 | 7 | 8 |
| | | | | | | | | | [PI] |

*The Table of Special Hazards gives Mystics and Magicians a better chance of survival vs. the Special Hazards.[PI]*

Breath of Beasts. A Breath Attack of any Monster that is not a Dragon. Make a successful saving throw to avoid the effect of the breath attack.[pi]

Breath of Dragons. Make a successful saving throw to halve the effect of the breath attack.[pi]

Fear undead or monsters that cause fear effects, on failing the saving throw roll 1d6, on a roll of 1–4 the Monster or Character flees at their maximum speed, on a roll of 5–6 they do nothing. The effect of fear lasts 1d6 rounds.

Gaze of Beasts. The Gaze Attack of any Monster is completely avoided with a successful saving throw.[pi]

Level Drain is completely avoided with a successful saving throw.

Petrifying is completely avoided with a successful saving throw.

Potions, Magic & Illusion includes Illusions, Glyphs, Potions, Magic Items, etc., but not a Spell Caster's Spells. The effects are halved or avoided entirely depending upon the items description, e.g. to use a magic potion successfully the subject must fail their saving throw. A successful saving throw might indicate that the potions effects are halved or that it doesn't work at all.[pi]

# Monster Saving Throws vs. Hazards[pi]

Monsters of 1–3 Hit Dice do not make saving throws.
Thereafter, from the 4th Hit Dice onward, Monsters save as if they were Warriors.[pi]

# The Design Of A Mythic Campaign World

Fiction is a necessary invention for the setting in which the game takes place. Often, the Referee will have some grand plan for the design of their Campaign World. In practice, such a scope may be daunting for a first time Referee and, in the opinion of this author, not entirely necessary at first because much of the game takes place in a Dungeon. The world the players inhabit need be no larger than a County or Shire with a Town, or nearby settlement to which the Player Character's may withdraw from the Dungeon to recover and regain lost hit points before returning to the Dungeon once more. [pi]

A typical Fiction begins with some questions the Referee needs to answer; Who, What, Where, When, Why and How? These may well sound familiar, and answering them will clarify the design of the setting for the Referee.[pi]

The Five Ws and one H, are regarded as basics in information–gathering. For a setting to be considered complete it must answer the checklist of six questions:[pi]

- Who is it about?[pi]

- What happened?[pi]

- Where did it take place?[pi]

- When did it take place?[pi]

- Why did it happen?[pi]

- How did it happen?[pi]

## Who
Who is it about? The inspiration for the setting really begins with the Characters themselves for we have Warriors, Magicians and Mystics, obviously this is a game of High Adventure! [pi]

Who is the setting about? There should be a Monster or Non–Player–Character as the main adversary. Anyone else the Player Character's might meet needs to be written about.[pi]

## What
What happened? Obviously something happened before the Player Characters arrived on the scene.[pi]

## Where
Where does the adventure take place? A map of the County needs to be made and drawings of the Dungeon.[pi]

## When
When did it take place? The time of year, weather, and a date in a chronicle can be assigned. Some events may have taken place prior to the arrival of the Player Characters.[pi]

## Why
Why did it happen? Why did the Monster(s) or Non–Player Character(s) act the way they did? Are there recent or past events which have bearing on the adventure being played out today? [pi]

## How
How did it Happen? How did the Monster(s) or Non–Player Character(s) do what they did? How was the Dungeon created?[pi]

## The Fenris 10th Century Fantasy Milieu[pi]

The Referee can use the 10th Century Fantasy Milieu as a starting point, in the chronicles the years 900–999. The 10th Century Fantasy Milieu therefore takes place in the Common Era.[pi]
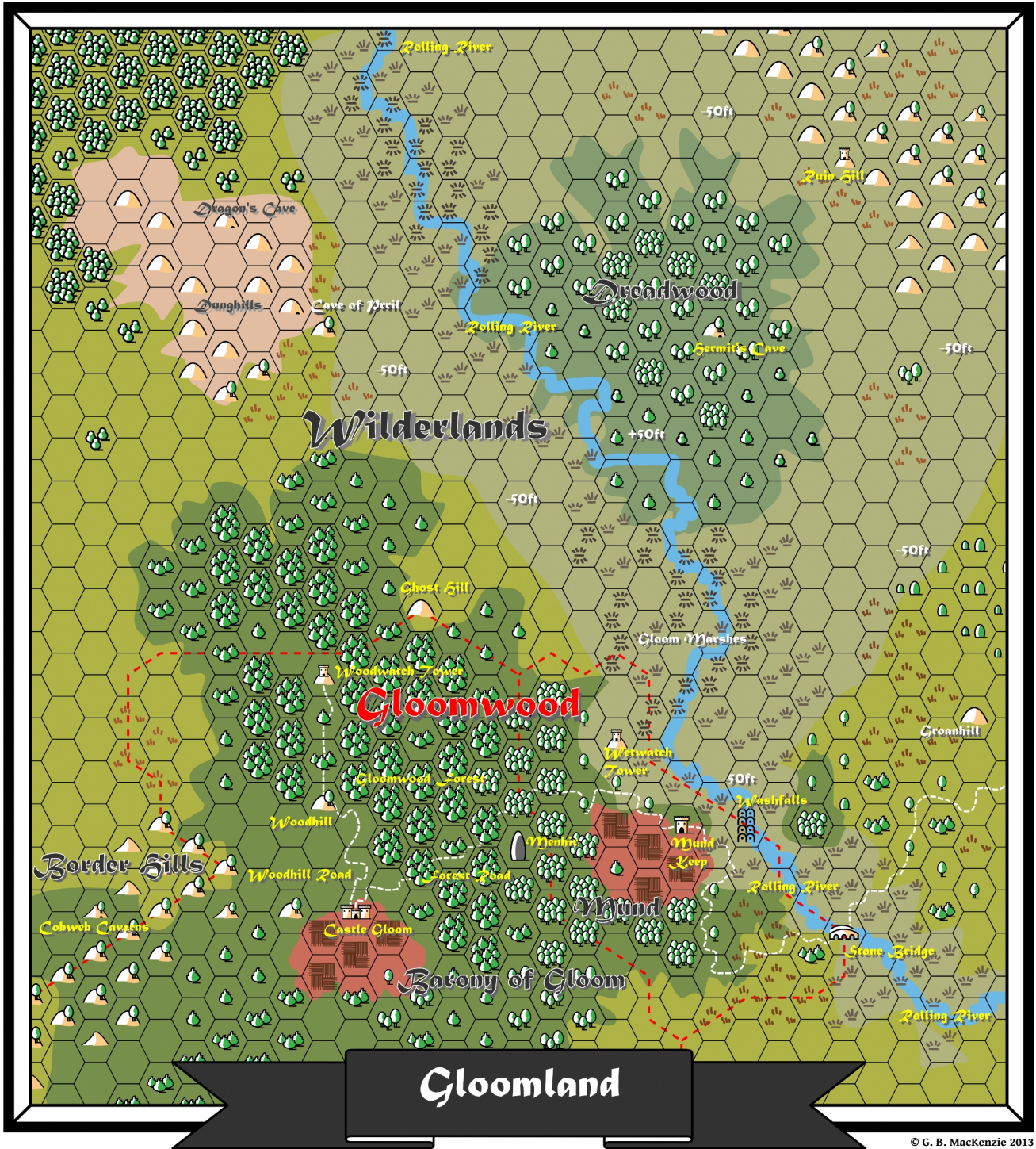
Gloomland

© G. B. MacKenzie 2013

Regional Map (Regional Hex = 3 miles, 1 league) Regional Map Template © 2009 The Welsh Piper

## THE FENRIS RECKONING OF TIME[PI]

The Common Era counts forward from 0CE. The "Time of Legend" is Before the Common Era, or BCE and these dates count backward from 0.[PI]

- 200 BCE means two hundred years before the year 0[PI]

- 200 CE means two hundred years after the year 0.[PI]

## A CHARACTER ROLE-PLAYED

Dragons, Ghosts, and Goblins are all very real creatures in our imaginary 10th century fantasy game world. The Players may simply enjoy the role of Wandering Heroes who seek out adventure and danger. However, it is important to eventually give players something to spend their silver pennies on. The following example might be a role for a Character:[PI]

As a Character, it is your long term goal to journey to the Frontier of the Realm, stake out a claim, and clear the land of the Dark Foul Monsters and Evils which inhabit it. After you do so, you may attract settlers to the region; traders, farmers, craftsmen and merchants who will, if you can assure their safety, build a thriving community around your Keep. Of course, all that lies in the far future, for now you are little more than lowly but adventurous hero's in the making.[PI]

## OUT OF DOOR MAPS

This author typically begins with a hand drawn map, sketching out ideas and the area rather roughly. The map is refined and illustrated using computer software. The example hereafter of an outdoor map follows some time tested principles in that it is neither too large, nor too small. The setting is a civilized area on the edge of wilderness. Maps more or less require a grid of some sort if movement over them is to be plotted with any accuracy, typically a grid of squares or hexes. Our map has a scale of 1 league per hex, or 3 miles.[PI]

To get started all that is required once a map is drawn is to name the various locations and then write a little information about each one, creating an Atlas. These descriptions need not be terribly detailed at first but merely suggestive.[PI]

In the wild country beyond the borders of the Shire lie caves and ruins which no doubt contain fabulous riches guarded by Monsters.[PI]

Answering Who, What, When, Where, Why, and How, in turn for each area of the Atlas the Referee then builds upon his or her creative ideas. It is in answering these questions that the adventures which lie ahead shall be found. If you can't answer all of the questions move on to the next, and come back to it later., seldom are adventures built in one sitting![PI]

*Facing Page, an Illustration of the Gloomland Outdoor Regional Map[PI]*

## THE ATLAS OF GLOOMLAND[PI]

Map Scale 5 miles per hex.[PI]

**Barony of Gloom** – The Barony of Gloomland is the land which is ruled by the Baron Richard Gurden. The land is held in baronis, which means that it is the Kings land and to earn it Richard Gurden must perform military service and other duties for King Olaf the Wise.[PI]

**Mund** – The Mund is ruled by Sir Edmund Longshanks. Edmund holds his land from Baron Richard Gurden and ultimately King Olaf.[PI]

1. Border Hills – The westernmost border of the Barony.[PI]

2. Castle Gloom – The Hall of Baron Richard Gurden .[PI]

3. Cave of Peril – A possible location for a Dungeon.[PI]

4. Dragon's Cave – A cavern, and possible location for the Dungeon. The cavern is now abandoned, or is it?[PI]

5. Dreadwood – The Dreadwood forest rises from the Gloom Marshes. It has a sullen look to it. The forest is silent and quiet, strangely so, and no animals live there it seems.[PI]

6. Dunghills – Once the lair of a Dragon, the Dunghills still have an evil reputation for those that venture here seldom return. The hills are approximately 100 feet high.[PI]

7. Forest Road – An ancient and very worn stone road through the forest. The stones are uneven, and the road has not been repaired in some time.[PI]

7. Ghost Hill – From this hill on a clear day one can see the Dreadwood as far as the Hermit's Cave. Of course no one comes here on account of the headless screaming ghost which might be encountered. A headless body is rumored to be buried here at the summit.[PI]

8. Gloom Marshes – A foul stinking marsh, thick with blackflies, mosquitos, leeches, and worse. The Marsh is a sunken area 50 feet below sea level. The Rolling River rushes over the falls and descends 50 feet to create this water logged region. The highest ground here is the Dreadwood.[PI]

9. Gloomwood – The Gloomy shadowed forest after which Gloomland is named.[PI]

10. Groanhill – Upon this hill barrow mounds have been raised for the dead buried from some long ago battle. It is said that moaning and groans can be heard coming from deep below the ground. Traveler's are advised to stay well away. From atop Groanhill on a clear day Mund Keep, Wetwatch Tower and the Stone Bridge can be seen.[PI]

11. Hermit's Cave – A lonely cave far from civilization and once inhabited by a pious hermit, from here one can see as far as the Goomwood, Dunghills, or to the Ruin Hill. A possible location for a Dungeon.[PI]

12. Menhir – A Menhir built by an ancient and forgotten people. The Menhir is at the centre of a quiet Forest Glade. The stone is near the path through the Gloomwood, but seldom visited.[P1]

13. Mund Keep – The Hall of Sir Edmund Longshanks.[P1]

14. Rolling River – The Rolling River runs northward, descending over the Washfalls to the Gloom Marshes 50 feet below.[P1]

15. Ruin Hill – A lonely ruined watchtower built long ago by a forgotten people who's land this once was. A possible location for a Dungeon below the ruin.[P1]

16. Stonebridge – An ancient stone bridge built long ago by a forgotten people.[P1]

17. Washfalls – The noisy waterfall created by the Rolling River descends 50 feet to the Gloom Marshes below.[P1]

18. Wetwatch Tower – The watchtower built by Sir Edmund Longshanks, which is manned by Men–At–Arms who watch for the approach of enemies from the North and East. Usually, only one or two men are stationed here. They have instructions to light a signal fire atop the tower if enemies approach the Mund. From this vantage point on a clear day Woodhill, Woodwatch Tower, Groanhill. and the entire Gloom Marshes can be seen as far as Ruin Hill.[P1]

19. Wilderlands – The untamed lands beyond Gloomland Barony.[P1]

20. Woodhill – A pleasant tree covered hill 50 feet high. From this vantage point the Woodhill Tower, Ghosthill and Westwatch tower can be seen on a clear day.[P1]

21. Woodhill Road – A corduroy, "wood road" made with lumber from the Forest. The Baron built this road to speed the travel of his Men–At–Arms back and forth from the Woodwatch Tower.[P1]

21. Woodwatch Tower – From this tower the Baron's Men–At–Arms keep watch over the North for approaching enemies. The tower is built upon a 50 foot hill, and is itself 50 foot high. On a clear day the watchmen can see as far as the Dunghills and the Ruin Tower. Three Men–At–Arms are posted here at all times with instructions to send a rider to Castle Gloom should enemies approach the Barony.[P1]

> Note – There are Drawing Applications for Computer which can be used to author maps. Maps can be produced from a set of re-usable icons using a point and click interface and canned art. Canned art represents a formalized use of the above symbols, or similar. The main thing is that the symbols are often complex and typically cannot be reproduced by hand. [P1]

> This author presents Gnomeyland Mapping Symbols and Templates for Inkscape at www.busygamemaster.com. They are released under a creative commons license for personal use.[P1]

*This Author primarily uses Inkscape for map creation because it is not quite so limiting but the inspiration for his maps invariably begin with a pen and paper doodle.[P1]*

## The Beginning of an Adventure

Starting an adventure need not be overly complex. The Referee may have their players enter the area, possibly along the eastern edge of the map as they follow the road to untold adventures. At the Stonebridge they may meet a peddler who stops to ask for news and tells them about the region they have just entered; no doubt dropping the hint about the Dragon Cave which lies far to the north and is undoubtedly filled with fabulous treasures.[P1]

In Gloomland a Travel Stone Adventure, this Referee has created an example of a more complex introduction which can be read to the players, or summarized in your own words. The adventure begins at the Menhir.[P1]

> ### GLOOMLAND
>
> At the foot of the standing stone hill, near to the muddy road, the old man waited with a camp fire going in the dark of night and pouring rain. It was by no means a chance meeting of that you were sure for wizards have the knack of knowing the where and the when as they go about their business.[P1]
>
> The old man who gave you the graven stones was almost certainly a wizard, for how else could he have got a fire going, and he did not smile when he passed the secret of the Traveling Stones for such mysteries are only handed down from the ages to a select few. Small pebbles, one for each companion, carved round with spirals and circles; which if held in one's hand, open the way from here to there.[P1]
>
> "Beyond the standing stone lie fair lands and fortune but not without risk", or so the old man said as he spoke and broadly gestured to the standing stone upon the hill. The old lichen spotted stone was dark and wet, you looked at the warm pebble in one hand and closed your fingers around it, touching the standing stone with the flat of your other open hand....[P1]
>
> You and your companions arrive through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock the ancient portals. Where and when is not as important as the quest that lies before you.[P1]
>
> Gloomland, a dark border shire at the edge of the Wilderlands. Here Baron Richard Gurden has built a castle which has attracted a settlement of farming folk and the odd traveling merchant. To the east, a young knight, Edmund Longshanks has built a keep for himself just beyond the Baron's declared borders. Both men are the Vassals of the High King, sent here to quell this land and watch the northern border.[P1]
>
> It is said that in his youth the Baron won his fortune far to the north, at the Dunghills, in the old Dragon Cave. Whispers of the riches which might be had, if you are brave enough, and bold enough, reach the ears of all

*Men-At-Arms and many have made the long journey northward. The Baron's soldiers guard the borders closely and those intent on plunder must pay the Baron's Tax for the privilege or suffer his displeasure.*[Pi]

*Those who are in-the-know speak of a secret quest. Each returning Man-At-Arms is questioned and always the Baron asks, "Did you bring me the head?" It is said that the Baron offers a reward to those bold enough to risk their lives in the Dunhills for a Headless Ghost which was once found only on Ghost Hill has taken to wandering the Barony in search of it's lost head. It has taken the heads of several hapless victims. The Baron would like to lay the Ghost to rest but this can only be done by finding and returning the severed head to Ghost Hill.*[Pi]

*Edmund Longshanks is of another mind entirely, he fears the expeditions may turn up some horror as yet unknown, and although the Baron is his Liege Lord, turns away those who would seek to plunder the Dunghills. Edmunds main duty to the High King involves watching the North Eastern Gloom Marshes but he has scouted the Dunghills and suspects more lies there than mere treasure for the taking, some slumbering evil best not disturbed.*[Pi]

*Well, all this tale you know or you would not be here now....*[Pi]

# The Design Of A Mythic Underworld

It is in a Mythic Underworld that the Character's seek adventure. They explore vast underworld caverns, labyrinths and dungeons, defeat Monsters, and recover fabulous Treasure Hoards. It is this activity that enables the Players to advance the skill of their Characters.[Pi]

The Players will use the Treasure Hoards their Characters find not only to purchase better Armour and Weapons but hire into service men-at-arms, purchase steeds, and ultimately establish a stronghold from which they may clear the surrounding land of Foes and Monsters. The development of the Outdoor Campaign must be seen to progress in step with the Underworld Adventure if the Treasure Hoards looted by the players are to be spent.[Pi]

# Sample Dungeon

## Map Making

Nothing more is needed than a pencil, eraser, and graph paper. Many inspired Labyrinth maps are created with little more than these simple tools. This is after all, a pen and paper game![Pi]

The map's first level must have an entrance, for how else will the Character's enter this ruined pile? Perhaps the Labyrinth or Dungeon lies under the ruins of a Castle. It might be entered through a Mountain Cave, under a Knowe, or found connected to the sewers of an Ancient City.[Pi]

A Referee new to such games need not worry so much about where a Dungeon lies at first as creating what is in it. An *Outdoor Map* can be developed to show where the Dungeon can be found, but it need not be terribly large or detailed in all respects at first. The entry point to the Role Playing Adventure lies in the exploration of the Dungeon and the Referee must devote much of their effort to its creation.[Pi]

## Layout of the Dungeon Levels

The Referee should undertake to map at least two to three levels. Each level is connected to the others by stairways, secret passages, chutes or shafts, teleportation, chimneys, and sloping passages. There can be, and perhaps should be, multiple entrances and exits. The players may well need to escape by another route if they should find their way blocked by a dangerous foe! [Pi]

The illustration below shows a side view of the elevations contained within a dungeon. Entering at the skull cave of Ghoul Hill the intrepid adventurers are scaling the pit to the levels which lie below. Monsters, dangers, and treasures await. The levels are connected by stairs, sloping passages and a chute with a broken ladder.[Pi]


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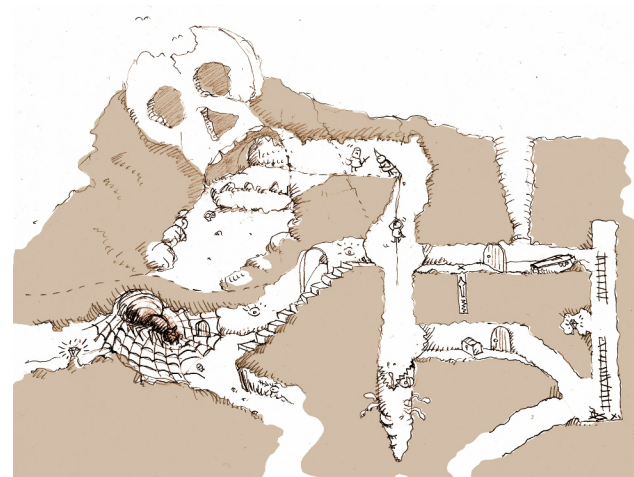
*Illustration of Skull Knowe, Side View*

## Paper and Pencil Maps

The creation of the Dungeon, and other maps, with paper and pencil is one of the most enjoyable aspects of this game. There is much in the game that cannot be discovered in any other manner. When a computer is used to generate maps the resulting maps lose much of their appeal and charm. The inventiveness of the pencil, and its freedom of action with regard to annotation are lost. You will see from the example which follows that in many ways a hand drawn map is far more lively, spontaneous, and easier to annotate than those done with a computer application. Because of this, beginning your drawings with pen and paper is recommended.[Pi]
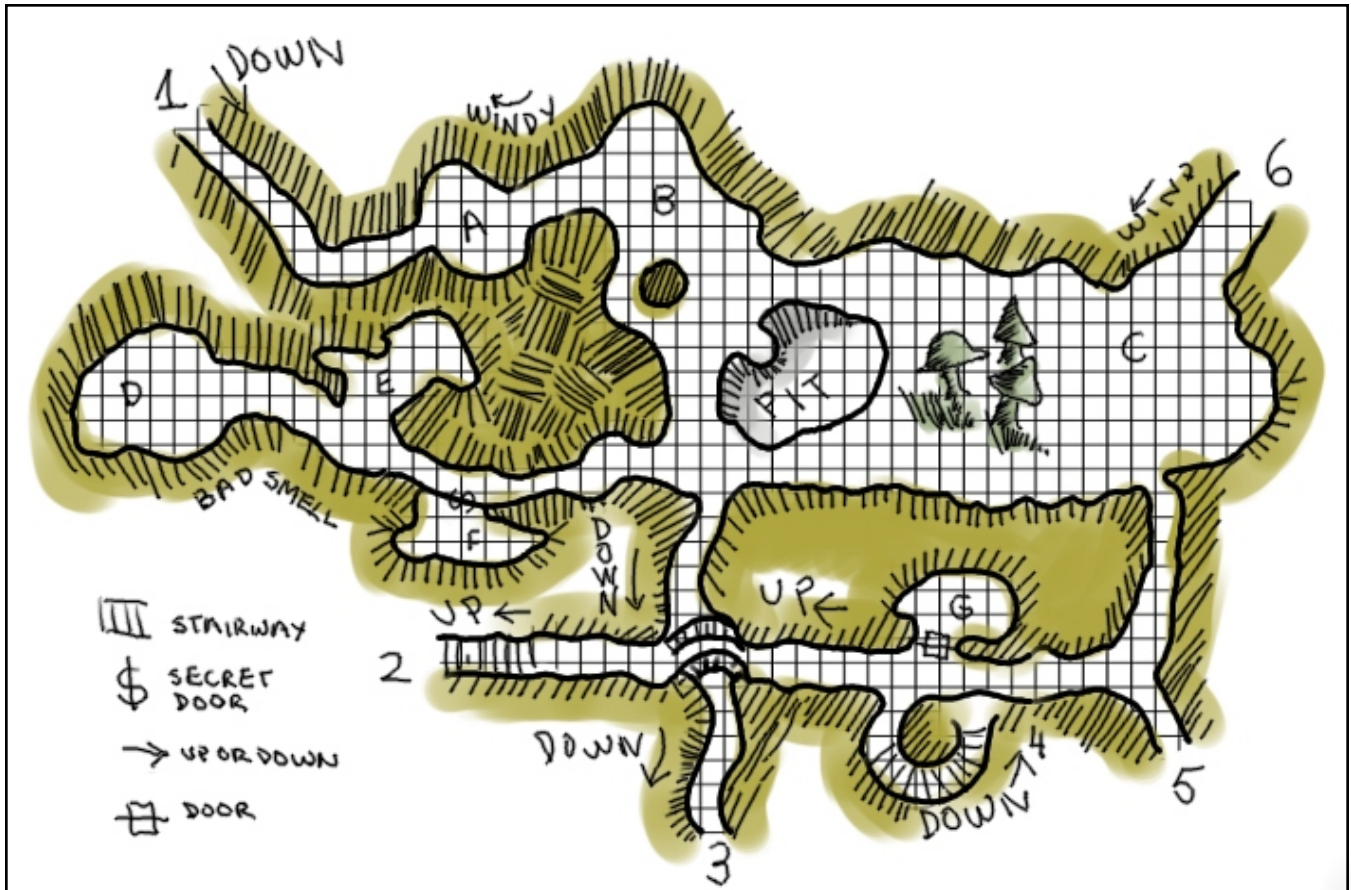
*Above, an Informal Dungeon Map Drawing*

## INFORMAL DUNGEON MAP KEY

### GHOUL HILL

An old cemetery, Ghoul Hill has acquired an evil reputation.[Pi]

1. The entrance from the surface slopes down, it doesn't smell very good in here, like something is rotten.[Pi]

A. Bones on the floor crunch underfoot.[Pi]

B. A pillar has a skeleton chained to it. As you near, it animates, its eyes burning with an evil glow, What's one skeleton you think, but to your horror more come crawling from the pit to the Southeast.[Pi]

C. Toadstools seem to be the main form of life in this large cavern, stalactites hang from the ceiling. A few appear to have fallen to the floor. The tunnel south of the pit sloped downward. In the pit are more skeletons, and they are chained to a large chest, a Treasure Hoard![Pi]

D. Carnivorous Worms gibber here in the darkness, your lights attract them so there is little chance of their being surprised.[Pi]

E. Dung room...[Pi]

F. A secret room, here Ghouls lie waiting for a passer by. There is a small peephole in the rock through which a ghoul watches. It will reach out and grab the last person passing, and pull them into the secret room which, to your horror, is littered with bones, whereupon the person will be attacked by its companions. One of them has a rusty key on a bit of string which opens the padlock of room G.[Pi]

G. A heavy oak door is locked. There is a rusty padlock. Here the Ghouls have hidden things they have robbed from graves and their victims.[Pi]

H. The wooden bridge over the sloping tunnel is not in good condition, if more than one person walks on it at a time it will collapse causing an injurious fall, a Common Hazard Trap.[Pi]

2. Dry Stairs rise upward, light shines down from the Ghoul Hill cemetery, this leads to a crypt at the surface which is barred shut thus there is no escape from the dungeon unless the bars are pried apart, requiring an Ability Check Roll. The Ghouls don't like the light and avoid this area.[Pi]

3. This tunnel sloped downward to a lower level, connects to the next map.[Pi]

4. A foul smell rises from this slippery stairwell. It descends into darkness and peril, connects to the next map.[Pi]

5. A tunnel leads SE, connects to the next map.[Pi]

6. This tunnel leads NE, connects to the next map.[Pi]

## Formal Illustration of Sample Floor Plan of a Dungeon

The map on the following page shows a top view layout of a Dungeon level, "The Caverns". Many maps are of course done entirely by hand and any symbols used on a hand drawn map should be easy to draw however more complex symbols can be devised if a computer application is used. The following map has many interesting features and annotations. [P1]

## Sample Floor Plan Dungeon Outline

Note that the map has both a key showing the symbols used on it and a side view of the elevations (entry, 8, 10, 11) which are numbered and match those on the map. The following are descriptions of the numbered caves on the Sample Floor Plan Dungeon map. No monsters are included because the emphasis is on the descriptive content. [P1]

1. The entrance to the cave is littered with small rubble, upon closer inspection they appear to be fragments of statues, all smashed. They are the remnants of those turned to stone by a Basilisk, and then smashed to bits. The wind whistles here through the small rat hole to the east, and there is a smell of dampness to it. The ceiling is only 8 foot high here. [P1]

2. Old gnawed bones are stacked in one corner, some of them appear to be man–like. [P1]

3. A large and rather ugly 4 foot toadstool nearly blocks the entrance. At the back of the cave is an old leather sack, it has a flint and steel lying beside it on the floor. Within the sack is a lantern filled with oil. [P1]

4. The height of this cavern rises to 40 feet in the centre. There are several stalactites on the floor, and dangerous looking stalactites hang from the ceiling. Another ugly looking 4 foot toadstool grows near the northern wall. To the southeast the passageway whistles with the wind, it smells like fungi. The stalactites are a Common Hazard Trap. [P1]

5. There is an old wood coffin here. Within it the desiccated and bearded corpse of a warrior lies still holding his sword on his breast. [P1]

6. The reader may assign their own content here. [P1]

7. There is a stalactite hanging from the ceiling, it is a Common Hazard Trap, and may fall upon anyone passing underneath it causing them harm. Within the chamber a grate covers a 10 foot pit. At its bottom is a chest containing a treasure. The grate is stuck fast, and will require an Ability Roll, to remove it. [P1]

8. A large central shaft descends into the darkness far below. Small bones and drops of dung litter the dark stairwell making it slippery enough to present the chance of falling into the water below, a Common Hazard Trap. The shaft is 260 feet from top to bottom. Above is a 40 foot vaulted ceiling while far below the last 30 feet is filled with water. There is a 10 foot drop from (11) to the surface of the water. The sound of running water can be heard from the water pouring over the stairs at (9). It falls far below into the large reservoir at the bottom of the shaft. The reservoir of water drains off through subterranean cracks which keeps the shaft from filling up any further. The descending stairwell wraps around the wall but some of it has fallen away (11). [P1]

9. Water pours over the stairway creating infirm footing and presenting the risk of falling into the water below, HAZARD. The water has worn a green and slimy looking channel into the rock. Within, a rusted and slimy looking crank must operate the portcullis, the only thing is does it still work? Not even oil will un–jam it an Ability Roll is required to bend the bars open. Through the bars a small room (12) can be seen. [P1]

10. The portcullis here and crank appear to be in working condition. A fresh oiling would make it work without squealing. The Referee should make a Check Roll to determine if Monsters hear the portcullis squealing. The chamber beyond (22) appears to be empty. [P1]

11. If anyone wants to risk jumping across the gap they will have to take their chances, Ability Check Roll, or fall into the water below. Someone has scrawled on the wall by the portcullis crank, "No Magic Here". Moaning can be heard from the caverns beyond. [P1]

12. Water runs from a narrow hole in the wall and across the floor. It is just possible to crawl through the hole to (17) but anyone doing so will get very wet. This room has a concealed pit in the centre of the floor. It is 10 deep and full of water, aCommon Hazard Trap. The west wall of the room conceals a secret rotating door which an Elf or Dwarf may notice. [P1]

The passageway beyond the secret door is quiet, deceptively so. In its middle is a sliding pit trap which drops anyone stepping onto the middle square into a 30 foot pit which has spikes at the bottom. The two adjoining squares also tilt inward once the centre has been stepped on, dropping anyone there into the pit as well, Common Hazard Trap. [P1]

13. There is a statue here of a woman facing the western passageway and it appears that someone has crudely removed the head. The shoulders have the remnants of sculptured hair, but on closer inspection the strands of hair are snakes. [P1]

14. This room has a wooden door in the western wall. The door is locked but it has a keyhole and the room beyond can be see through it. The lock may be picked to open it, requiring an Ability Check Roll. The door may be forced requiring an Ability Check Roll. [P1]

15. Something jams this portcullis gears, it is a brass key which opens the door to room 14. If it is freed, the portcullis crank will work and raise the portcullis. This room has a wooden door in the eastern wall. The door is locked but it has a keyhole and the room beyond can be see through it. The lock may be picked to open it, Ability Check Roll. The door may be forced, Ability Check Roll. [P1]

16. This room is concealed by a sliding block. The Players may discover that the block moves. It can be pushed into the room, requiring an Ability Check Roll but not pulled. [P1]

17. The portcullis to this room is rusty and will only work if it is oiled. Fungi, 4 foot toadstools, grow in this room. Water

flows into it from the north west corner and the pool of water is 4 foot deep. At the bottom of the pool may be found a Treasure Hoard. [PI]

18. A small island rises above the surface of the pool. The bones of several large fish lie in a heap beside an 8 foot giant toadstool. The ceiling of this chamber is 35 feet high in the middle. Within the toadstool is hidden a Treasure Hoard. [PI]

19. This chamber smells like fungi, for here are many toadstools ranging from 3 to 6 feet in height. Quick running water shoots into the room from a narrow impassable crack in the northern wall and flows into the pool with considerable force capable of pushing a player into the pool, a Common Hazard Trap. Within the crack is hidden a treasure, which may be fished out with care. The portcullis to the south is is shut but the bars have been bent open. It is just possible to squeeze between them. [PI]

20. This chamber conceals a secret rotating door in the eastern wall, requiring an Ability Check Roll to discover it. [PI]

21. The reader may assign their own content here. [PI]

22. Someone has engraved runes on the west wall, "look out for the pit". [PI]

23. In the southeast corner of this room is a heap of treasure. In the centre of the room is an open pit that seems bottomless but actually magically transports a falling player to location (11) without harm. The exits to this room each have a wooden door. The doors are locked but each have a keyhole and the room beyond can be see through it. The locks may be picked to open them, requiring an Ability Check Roll. The doors may be forced requiring an Ability Check Roll. [PI]

24. There is the head of a statue here, it is of a beautiful woman with hair like snakes. It sits on a four foot column and if it is removed the head begins to scream, this will attract Monsters. [PI]

25. This room is filled with a deadly gas, requiring a saving throw or suffer damage. [PI]

26. The reader may assign their own content here. [PI]

27. The ceiling of this chamber is 45 feet high. Moaning can be heard from nearby, unbelievably the 4 foot high Toadstools are singing. If anyone approaches they become silent. The Referee should check to determine if Monsters notice the sudden silence. There is a stalactite hanging from the ceiling, it is a Common Hazard Trap. Magic does not work in caverns 27 through 40. [PI]

28. Water drips from the 40 foot ceiling and onto the stalactites. There is a stalactite hanging from the ceiling, it is a Common Hazard Trap and may fall on anyone passing underneath it causing damage. [PI]

29. Water drips from the 20 foot ceiling onto the stalactite. [PI]

30. This cavern glitters and reflects light for its walls are covered with a shiny rock. Dinner plate sized slabs of the mirror like rock have fallen from the walls onto the floor. [PI]

31. The reader may assign their own content here. [PI]

32. Moaning can be heard from nearby, the 6 foot high Toadstools are singing! If anyone approaches they become silent. requiring a Check Roll to determine if Monsters notice the sudden silence. Bones litter the floor for this room is also filled with a deadly Gas (Common Hazard Gas), requiring a saving throw or suffer damage. The gas is not harmful to the Toadstools. [PI]

33. This alcove has niches in the wall which contain skulls. Some creature has been keeping the heads of it's victims as trophies. There are dozens of skulls. [PI]

34. There is a stalactite hanging from the 20 foot ceiling, it is a Common Hazard Trap and may fall on anyone passing underneath it causing damage. [PI]

35. Torches and lanterns extinguish for no reason and cannot be relit here. [PI]

36. A rather large and ugly 8 foot toadstool conceals a treasure. [PI]

37. The reader may assign their own content here. [PI]

38. Water drips from the ceiling onto the stalactite. A large 6 foot toadstool stands nearby. [PI]

39. There is a stalactite hanging from the 20 foot ceiling, it is a Common Hazard Trap and may fall on anyone passing underneath it causing damage. [PI]

40. The reader may assign their own content here. [PI]

# Fenris 2D6

## Map Symbols

This author would be remiss if the types of symbols commonly used on such maps were not mentioned. The following illustration exhibits the various types of symbols for dungeon mapping. The symbols are unique enough not to be confused with each other and are instantly recognizable once you get to know them.[Pi]

*Below, an Illustration of the Goblyn Dungeon Map Symbols*[Pi]

*Note – There are Drawing Applications for Computer which can be used to author maps. Maps can be produced from a set of re-usable icons using a point and click interface and canned art. Canned art represents a formalized use of the above symbols, or similar. The main thing is that the symbols are often complex and typically cannot be reproduced by hand.*[Pi]

*This author presents Goblyn Mapping Symbols and Templates for Inkscape at www.busygamemaster.com. They are released under a creative commons license for personal use.*[Pi]

*This Author primarily uses Inkscape for map creation because it is not quite so limiting but the inspiration for his maps invariably begin with a pen and paper doodle.*[Pi]

## Elements of the Dungeon

### Acids
Acids cause 1d2, 1d3, 1d6, or 2d6 damage. A saving throw halves damage which can never be less than 1 point.[Pi]

### Chutes
A Chute is a shaft cut through the rock at an angle or straight down through which it is possible to descend to a lower dungeon level. They are often slippery and narrow, descending is of *Average* difficulty, but they may only be ascended with great *Difficulty*. Failure of the *Climbing Task* means a Character falls causing one or more dice of damage depending on the height of the fall, 1d2 or 1d3 per 10'. Often, a trap may dump an unsuspecting adventurer into a Chute in which case treat it like falling into a pit. A successful saving throw halves falling damage which is never less than 1 point.[Pi]

### Curtains
Curtains and tapestries are used as an insulating barrier to keep out the chill of stone walls. They are thick and are often hung a foot or more away from the wall thereby providing a convenient hiding place or concealment, a *Spot Task* may be *Hard* or *Difficult*. Things are often concealed behind Curtains and Tapestries.[Pi]

### Doors & Gates
Doors and Gates of varying kinds may be forced open by one or more Characters and this is a *Strength Abilities Task.* The Player uses their *Strength Ability* to make a Check Roll. How
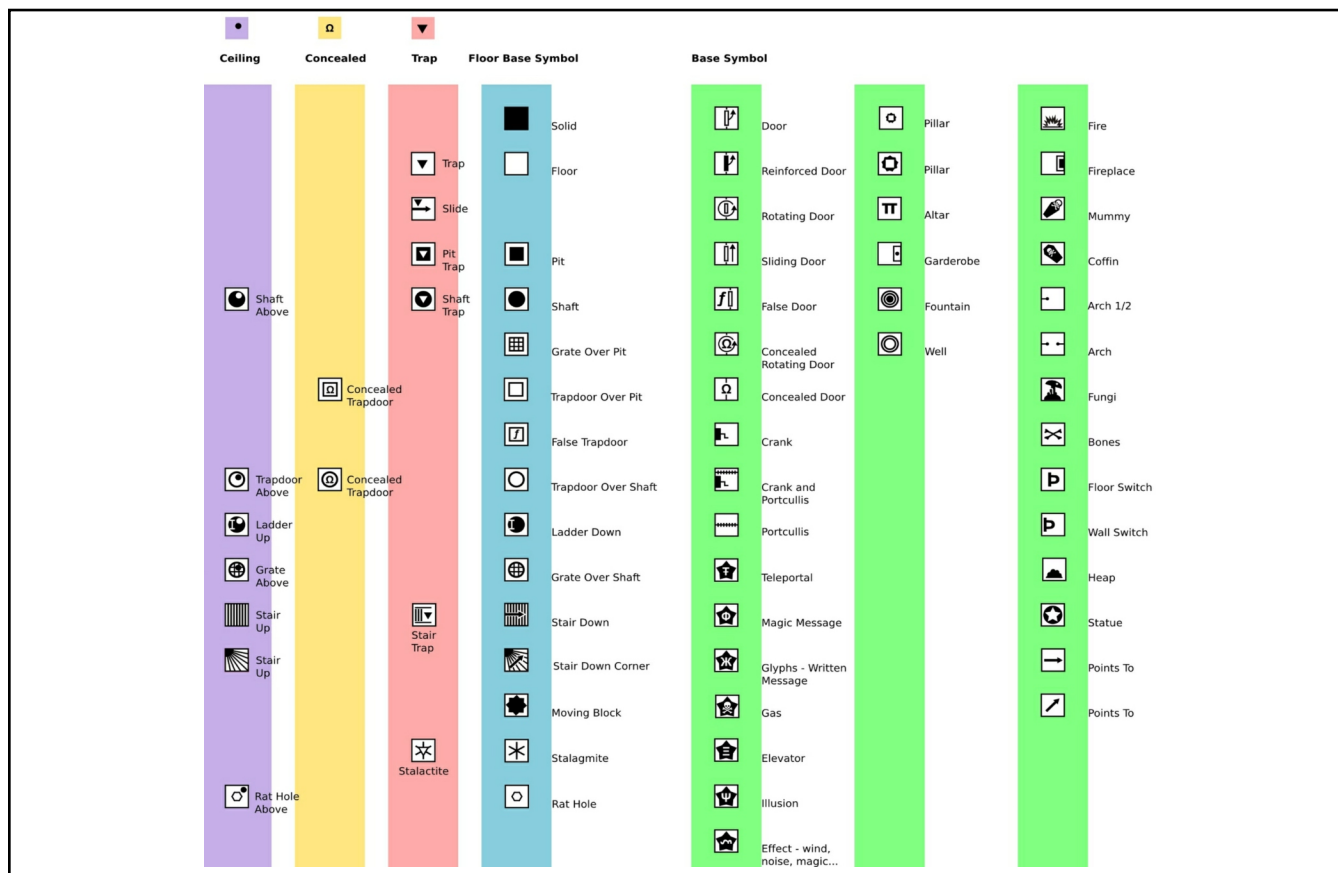
difficult the task is depends on the type of door and number of characters. If a door is rated as Hard, and a Character's Strength is 15, the Check Number is 7, therefore the player must roll a 7 or better on 2d6 to successfully batter the door down.

*The players may not add their Character's Ability Dice Roll Modifier to the sum of the dice.*

Two additional Characters may assist with open forcing a door; each additional character lessens the difficulty one step.

If a Battering Ram is used, it must be of stout wood, and perhaps be capped with Iron. The ram must have 3" of space. Up to 10 Character's may cooperate using a Battering Ram. The iron head of a Battering Ram may also be enchanted, +1 or +2.

Doors may be re–enforced, or braced, by Character's to resist the entry of Monsters. Such modifications yield a –1 or –2 dice roll modifier based on the materials at hand, Referee's discretion. Three Character's may also attempt to Hold a door shut against entry increasing the difficulty one step per Character.

## CHARACTERS VS. DUNGEON DOOR & PORTCULLIS DIFFICULTY TASK TABLE

| Difficulty | Ordinary Wooden Door | Barred Wooden Door | Portcullis* or Stone Door |
|---|---|---|---|
| Easy | 3 Characters | – | – |
| Simple | 2 Characters | 3 Characters | – |
| Average | 1 Character | 2 Characters | 3 Characters |
| Hard | – | 1 Character | 2 Characters |
| Difficult | – | – | 1 Character |
| | | | [PI] |

*Portcullis are lifted, a stone door may be pushed open or lifted according to its design.

## BATTERING RAM VS. DUNGEON DOOR & PORTCULLIS DIFFICULTY TASK TABLE

| Difficulty | Ordinary Wooden Door | Barred Wooden Door | Portcullis or Stone Door |
|---|---|---|---|
| Easy | 2 Characters | 4 Characters | 6 Characters |
| Simple | – | 2 Characters | 4 Characters |
| Average | – | – | 2 Characters |
| Hard | – | – | – |
| Difficult | – | – | – |
| | | | [PI] |

A battering ram always breaks the type of entry it is directed against, splitting it open.

## BATTERING RAM VS. CASTLE DOOR, GATE & PORTCULLIS DIFFICULTY TASK TABLE

| Difficulty | Ordinary Wooden Door | Barred Wooden Door | Castle Portcullis* or Castle Gate |
|---|---|---|---|
| Easy | 6 Characters | 8 Characters | 10 Characters |
| Simple | 4 Characters | 6 Characters | 8 Characters |
| Average | 2 Characters | 4 Characters | 6 Characters |
| Hard | – | 2 Characters | 4 Characters |
| Difficult | – | – | 2 Characters |
| | | | [PI] |

*A battering ram always breaks the type of entry it is directed against, splitting it open, e.g. Castle and City Gates are split and broken open. A Portcullis is raised or broken down.

When a Door is forced open any characters attempting to hold it shut are forced back 10'.

## FALSE DOORS
A False Door resembles a normal working door in all respects save that it is not a real exit. If the door is of stone or is of stone and wood construction it may be considered *Unusual Stonework*. False doors are cunningly made and only a *Search Task of Difficulty Hard* will reveal the truth.

## REVOLVING DOORS
Revolving Doors are portions of wall that spin about their centre and are considered *Unusual Stonework*. They typically open with a push or if secret, by a hidden trigger or switch. Only a *Search Task of Difficulty Hard* will reveal the location of a hidden trigger or switch. Revolving doors are sometimes used in Traps.

## SECRET DOORS
Secret Doors may be found using the *Search* or *Spot Ability Task*. The Player uses their *Intelligence or Wisdom Ability* to make a Check Roll. The Referee decides how difficult it is to locate rating it from Easy to Difficult. If a Secret Door is *Hard* to find, and a Character's *Intelligence* or *Wisdom* is 15, the Check Number is 7, therefore the player must roll a 7 or better on 2d6 to locate the door.

*The player may not add their Ability Dice Roll Modifier to the sum of the dice.*

Elves, have special qualities which enable them to *Spot Secret Doors* when passing within 10' as if they were actively looking for the door, giving them a +2 dice roll modifier to their *Spot Task* Check Roll.

Dwarfs will note *Unusual Stonework* if they pass within 10' of a Secret Door. This is not the same as actually finding the secret door. A Dwarf has +2 Search ability, but does not have the same qualities as the Elf to automatically require a *Spot Task* Check Roll when passing a Secret Door.

# Fenris 2d6

## Elevators

Elevators are *Unusual Stonework, rooms that ascend or descend between dungeon levels. They may have a trigger or operate automatically.* Dwarfs will note *Unusual Stonework* if they pass within 10' of an Elevator. Only a *Search Task of Difficulty Hard* will reveal the location of a hidden trigger or switch. Elevators are sometimes used in Traps.

## Fire and Fireplaces

Fires are a dungeon hazard and either cause damage if they are crossed or are impassible. Fires can come out of pits, chasms etc. Fireplaces are used to control fires and typically have a hearth and chimney. A chimney is also sometimes a chute. Fires cause 1d2, 1d3, 1d6, or 2d6 damage, often calculated per melee round if a Character remains in the same square as the fire. A saving throw halves damage which can never be less than 1 point.[P1]

## Fountains, Springs, and Pools

Fountains, Springs and Pools may contain water, poisons, or liquids with mystic properties. Whether those liquids are harmful or beneficial is up to the Referee.[P1]

## Garderobes

A Garderobe is a toilet, typically in a castle or keep wall, with pipes or channels in the stone to carry away any waste. Typically water is used to wash away the waste and the Garderobe is noisy. The possibility of exposure to disease is always present.[P1]

## Illusions

An Illusion is something which appears real, but is not. A dungeon corridor may appear to end but the stone wall which blocks it may in fact be an illusion. An Illusion is a Special Hazard and a Character is granted a Saving Throw vs. *Potions, Magic & Illusion* to detect it.[P1]

## Pits

Pits are obstacles which are of two primary varieties, hidden pits and visible pits.

Hidden Pits are typically Traps, dungeon hazards, which open suddenly when their covering is stepped on by an unsuspecting adventurer. Hidden Pits may be found using either the *Search Task vs. Hard* or *Spot Task vs. Difficult.*

Visible Pits may have trap door covers, or simply be open.

Falling into a pit is an unpleasant experience because one never knows what is at the bottom, spikes, water, monsters, or bottomless, there is no limit to the imagination of the Referee. Falling causes damage when the bottom is struck, typically 1d6 per 10' plus 2d6 additional dice of damage if there are spikes or jagged rocks at the bottom, a successful saving throw halves any sum of damage.[P1]

## Portcullis

Wood and Iron Portcullis may be lifted open by one or more Characters and this is a *Strength Abilities Task.* The Player uses their *Strength Ability* to make a Check Roll. The Referee decides how difficult it is to lift rating the weight of the Portcullis from Easy to Difficult using the *Characters vs. Dungeon Door & Portcullis Difficulty Task Table.* If a Portcullis is

rated as Hard, and a Character's Strength is 15, the Check Number is 7, therefore the player must roll a 7 or better on 2d6 to successfully raise the Portcullis.

> *The player may not add their Ability Dice Roll Modifier to the sum of the dice.*

Two additional Characters may assist with raising a Portcullis, each additional character lowering the difficulty one step.

Portcullis typically have a raising mechanism, ropes, or other gear work which may be jammed, or rusted, or the ropes rotted away. Such hindrances increase the difficulty of raising the Portcullis one or to steps. Character's or Monsters may also deliberately jam such mechanisms to hinder passage.

## Stench

A Stench is such a bad smell that few would willingly endure it. Stench causes a subject to leave and they may not approach or re-enter the location of the stench for 1d6 rounds, turns, or days. A successful saving throw negates the effect.[P1]

## Trap Doors

Chutes and Pits may have stonework covers or wooden trap doors. Trap Doors may be forced open by one or more Characters and this is a *Strength Abilities Task.* The Player uses their *Strength Ability* to make a Check Roll. The Referee decides how difficult it is to open rating it from Easy to Difficult. If a Trap Door is rated as Hard, and a Character's Strength is 15, the Check Number is 7, therefore the player must roll a 7 or better on 2d6 to successfully force the Trap Door open.

> *The player may not add their Ability Dice Roll Modifier to the sum of the dice.*

Two additional Characters may assist with open forcing a Trap Door, with each additional character lowering the difficulty one step.

Trap Doors may be re–enforced, or braced, by Character's to resist the entry of Monsters. Such modifications yield a –1 or –2 dice roll modifier based on the materials at hand, Referee's discretion. Up to 3 Character's may also attempt to Hold the Trap Door shut against entry increasing the difficulty one step per Character.

## Stairs, Sliding Stairs, and Sloping Passages

Stairways and Sloping Passages are used to connect the dungeon levels and dungeons, and caverns. The lower one descends below the surface the greater the danger becomes. Stairways may be straight or circular and often have murder steps mixed in with the rest to trip the unwary, or possibly a step that is a switch which turns the stairway into a slide. Murder Steps and Slide Traps may be found using either the *Search Task vs. Hard* or *Spot Task vs. Difficult.*

A murder step is simply a step of uneven height and is a Trap causing the unwary to trip and fall down the stairway causing

one or more dice of damage depending on the length of the fall, 1d2 or 1d3 per 10'.

Sliding Stairs are traps which cause either a fall of one or more dice of damage, 1d2 or 1d3 per 10', or drop the unsuspecting adventurer into a Pit.

Sliding stairs may not be climbed after they have been tripped.

Sloping passages are not easily detectable, except to a Dwarf for whom this is an *Easy Spot Task*, and who should raise the alarm to the dangers which await below. Sloping Passages may be found by other Characters using the *Spot Task vs. Difficult.*[Pi]

## Stalactites and Stalagmites

Stalactites (ceiling) and Stalagmites (floor) usually come in pairs, with the Stalactite forming in the ceiling of a cavern above the Stalagmite. Both are hazards that may fall upon the unwary causing one or more dice of damage depending on the size of the Stalactite and the height of the fall, 1d2 or 1d3 per 10'. Stalactites fall down and are more deadly than Stalagmites which simply fall over.[Pi]

## Statues

Statues can be made of stone, wood, or metal, and sometimes have real weapons, armour, jewelled eyes, and occasionally magical properties. Magical statues may animate and defend an area or thing, or cast magical spells.[Pi]

## Teleportation

Some areas may magically teleport Character, Monsters, and/or objects to far away locations, sometimes to another dungeon area, room, or level. The teleportation may work all the time, at predicted or random intervals, or only for certain Ethnic types or Classes. The teleportation may require a key to work, such as a gem, or rune stone, or require a lever to be pulled, or a key word to be spoken. Teleportals may be found with *Detect Magic*[Pi]

## Traps

A Character that passes over a Trap without discovering it triggers its effects. Player Character's must actively be searching for Traps to find them. This is a *Search or Spot Task* and the Referee may decide how difficult the Task is assigning anything from Easy to Difficult. Finding a Trap is not the same thing as understanding what it is and how to disarm it. A Character will simply realize that there is a Trap present. Traps are often best avoided.

Dwarfs will note *Unusual Stonework* if they pass within 10' of a Trap or it's Switch. This is not the same as actually finding the Trap or its Switch. A Dwarf has +2 Search ability to find Traps.

From the Referee's point of view, the purpose of a Trap is not to kill a Character, although that can be a consequence of failing to spot the Trap, but to:[Pi]

- Guard Treasure Hoards.[Pi]

- Hinder movement or prevent access.[Pi]

- Channel movement in a predictable direction.[Pi]

Treasure Hoards are often protected by Traps for they are guardians which never sleep.[Pi]

Examples of some Traps are; Acid which is suddenly released, Blocks and Walls that move and crush or cut off escape, Blade Traps, Cage Traps, Dead Fall Traps, Doors that only open one way or shut and lock, Elevators, Gas which is suddenly released, Hidden Chutes, Hidden Pits, Jaw Traps that hold the foot or body, Poison Needle Traps, Rock falls from weak ceilings and walls, Rooms that fill with sand or water, Slides that tip Characters into a Pit, Sliding Stairs, Snare Traps, Stalactites and Stalagmites, Teleportals, Traps that Shoot Darts (which may be poisoned), Walls of spikes that move and impale, etc. The list is virtually inexhaustible and limited only by the Referee's imagination.[Pi]

## Disarming Traps

*Note – some traps may never be disarmed, only avoided, e.g. the character may avoid a step switch which triggers a Sliding Stair by stepping over it.*[Pi]

Having searched for and discovered a Trap is present a Character may attempt to Disarm some types of Traps. The Referee determines if a Trap may be disarmed or if it can only be avoided. The Referee should be open to the players ingenuity.

Disarming Traps is a *Disarm Traps Abilities Task*. The Player uses their *Intelligence or Wisdom Ability* to make a Check Roll. The Referee decides how difficult it is to Disarm rating it from Easy to Difficult. If a trap is rated as Hard, and a Character's Strength is 15, the Check Number is 7, therefore the player must roll a 7 or better on 2d6 to successfully Disarm the Trap.

If the *Disarm Traps Abilities Task* Check roll is successful the nature of the Trap is fully understood. Mechanical Traps are prevented from activating, if an object is smeared with contact poison, the Character realizes what it is and how to avoid contact with the poison, and/or remove the poison.

If the *Disarm Traps Abilities Task* Check Roll Fails, the trap is triggered upon the hapless Character(s) causing 1d2, 1d3, 1d6, or 2d6 amage. A successful saving throw vs. Common Hazards Traps halves the damage of the trap which can never be less than 1 point.

If in rare cases a trap may involve *Certain Death*, make a *Saving Throw vs. Death*. A successful *Saving Throw v. Death* indicates that the trap fails and the Characters escape unharmed. If the saving throw fails the Characters are *Mortally Wounded*.

## Wandering Monsters

As the Players have their Characters explore the Underworld each Turn, 10 minutes, the Referee should check for Wandering Monsters by rolling 2d6. A sum of 7 indicates that *something* happens. The Referee can consult the *Placement of Monsters Table* and determine the kind and number of Monsters which turn up.[Pi]

*Tip – prepare a special table of Wandering Monsters for each level ahead of time. This table need not only contain Monsters, but sounds, wind to blow out lights, odors, fogs, gas, bats, rats, etc. Although it is not necessary the*

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*composition of such a table allows the Referee to have a little fun and use their imagination.*[PI]

## Table of Sample Wandering Monsters for Level One[PI]

| Roll 2d6 | Wandering Monster |
|---|---|
| 2–6 | ½ Hit Dice Rats |
| 7–8 | 2 Hit Dice Goblins |
| 9–10 | A gust of wind blows out lights. |
| 11 | A nearby door slams shut and locks. |
| 12 | Monsters of ½ to 4 Hit Dice |

[PI]

## How far away is a Wandering Monster?

In Castles, Ruins, Dungeons or Labyrinths Monsters which are indicated by the Tables are traveling through the corridors and appear a minimum of 2d6 x 10' distant from the nearest Player Character.[PI]

Out–of–Doors Wandering Monsters appear a minimum of 2d6 x 10 yards distant from the nearest Player Character if the terrain provides cover, e.g. Forested, Hilly, Mountainous, or Rough. If the Character's are in open country such as Grassland, Plains, on a lake or sea, or on high ground, or the Monster is flying, the encounter is 1d2 leagues distant. [PI]

*Light, if used by the Player Characters, will negate any chance of these Monsters being surprised, they may however surprise the Players!*[PI]

# Placement of Monsters

When the Referee draws their map of the Underworld, perhaps Dungeon Level One, they may have some inkling of what may be there. The *Placement of Monsters Table* may be used to suggest ideas but several monsters should be chosen and placed on the map. These Monsters, if they have a *Treasure Hoard*, should be given sufficient details to make them interesting Foes. Not every location on the map will contain a Foe with such information.[PI]

The Referee may roll 1d6 determine what may be in the remaining rooms with a 5 or 6 indicating a Monster. If the Monster collects Treasure and is determined to be in its *Lair* it will have a *Treasure Hoard*.[PI]

The Referee must roll 1d6 again for all remaining empty rooms and a roll of 6 indicates the room contains a *Treasure Hoard*. This Hoard will typically be hidden or protected by a trick or trap of some sort.[PI]

## The Number of Monsters Appearing– How Many?

The Number of Monsters encountered is determined as follows.[PI]

The Referee determines the Dungeon Level, the Monster's Hit Dice, the number of Monsters to be placed, and their type.[PI]

*Monsters of ½ Hit Dice and 1 Hit Dice are First Level. However Monsters of 1+1 Hit Dice are considered Second Level as if they were Monsters of 2 Hit Dice.*[PI]

The Table *Placement of Monsters* hereafter shows the chance of encountering Monsters of a given Hit Dice at various Dungeon Levels. What we are looking for is the Hit Dice of the Monster(s):[PI]

## Table of Placement of Monsters

| Current Dungeon Level | 2d6 Roll | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2–6 | 7–8 | 9–10 | 11–12 | – | – | – | – | – | – |
| 2 | 2–6 | 7–8 | 9–10 | 11 | 12 | – | – | – | – | – |
| 3 | – | 2–6 | 7–8 | 9–10 | 11 | 12 | – | – | – | – |
| 4 | – | – | 2–6 | 7–8 | 9–10 | 11 | 12 | – | – | – |
| 5 | – | – | – | 2–6 | 7–8 | 9–10 | 11 | 12 | – | – |
| 6 | – | – | – | – | 2–6 | 7–8 | 9–10 | 11 | 12 | – |
| 7 | – | – | – | – | – | 2–6 | 7–8 | 9–10 | 11 | 12 |
| | Hit Dice of the Monster Encountered | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

[PI]

*The higher the level the less likely a low level (low Hit Dice) monster will be found there, however the Referee may deviate from this if they so wish and place monsters where a "–" is indicated.

Find the Dungeon Level and roll 2d6, move right to the column corresponding to the throw of the dice, and follow the column to the bottom row of the table to locate the Hit Dice of the Monster you are placing in the Dungeon. Note we have only found what the Hit Dice is, not how many there are or what kind. Consult the tables which follow this one to determine both the number of Monsters and what kind they are.[PI]

### NUMBER OF THE MONSTERS APPEARING BY HIT DICE AND LEVEL

How many monsters should the Referee use? The draw is 4 Hit Dice of Monsters Per Character at Dungeon Level 1, plus 1 additional Hit Dice per Dungeon Level thereafter:

- For a Player Group composed of 6 First Level Characters, e.g. 4 Warriors, 1 Mystic, and 1 Magician, the draw is 4 Hit Dice of Monsters per Character, 4 x 6 = 24 Hit Dice of Monsters.

- On the second level the draw is 4 + 1 = 5 Hit Dice of Monsters per Character, 5 x 6 = 30 Hit Dice of Monsters.[PI]

- On the third level the draw is 4 + 2 = 6 Hit Dice of Monsters per Character, 6 x 6 = 36 Hit Dice of Monsters.[PI]

The basic draw can be broken down in various ways to compose groups of foes:[PI]

4 Hit Dice Draw, per Character:[PI]

- 8 Monsters of ½ Hit Dice.[PI]

- 4 Monsters of 1 Hit Dice.[PI]

- 2 Monsters of 2 Hit Dice.[PI]

- 1 Monster of 3 Hit Dice.[PI]

- 1 Monster of 4 Hit Dice .[PI]

On the first level 6 Characters would encounter the following 4 Hit Dice Draw, 6 Characters 4 x 6 = 24 Hit Dice:[PI]

- 48 Monsters of ½ Hit Dice.[PI]

- 24 Monsters of 1 Hit Dice.[PI]

- 12 Monsters of 2 Hit Dice.[PI]

- 6 Monsters of 3 Hit Dice.[PI]

- 6 Monsters of 4 Hit Dice .[PI]

For any given Monster Hit Dice the Table of Monsters *Drawn Per Player* gives the *recommended number of Monsters per Character* which appear at each Dungeon Level. To determine how many foes are drawn locate the Hit Dice of the Monsters from the table above and move right until you find the column for the Dungeon Level, the number in the column indicates how many Monsters of that Hit Dice are drawn per Character.[PI]

### TABLE OF MONSTERS DRAWN PER PLAYER[PI]

| Monsters Hit Dice | Dungeon Level | | | | | | |
|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | Monsters Drawn Per Player: | | | | | | |
| Hit Dice 1/2 | 8 | 10 | 12 | – | – | – | – |
| 1 | 4 | 5 | 6 | – | – | – | – |
| 2 | 2 | 2 | 3 | 3 | 4 | 4 | 5 |
| 3 | 1 | 1 | 2 | 2 | 2 | 3 | 3 |
| 4 | 1 | 1 | 1 | 1 | 2 | 2 | 2 |
| 5 | – | 1 | 1 | 1 | 1 | 1 | 2 |
| 6 | – | – | 1 | 1 | 1 | 1 | 1 |
| 7 | – | – | – | 1 | 1 | 1 | 1 |
| 8 | – | – | – | – | 1 | 1 | 1 |
| 9 | – | – | – | – | – | 1 | 1 |
| 10 + | – | – | – | – | – | – | 1 |
| | | | | | | | [PI] |

A "–" Indicates the Monster of the given Hit Dice is not normally found on this level. [PI]

Monsters over 10+ Hit Dice are considered Extraordinary and used sparingly, such as for special quests. [PI]

### MONSTERS AND THEIR LEVELS

The following tables are used to determine the type of Monster drawn once you know its Hit Dice. Find the part of the table which corresponds to the Hit Dice of the Monster to be determined, then roll 2d6, one White and one Red die. The White die is read first, find the entry which matches it, then read the Red die and find the entry which matches it, follow the row to the right to find the Monster's Type, The Monster is described in the Bestiary on page 108:[PI]

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## TABLES OF MONSTERS BY HIT DICE

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 1/2 to 1 Hit Dice | | | |
| 1–2 | 1–2 | 1/2 | Rat, Giant |
| | 3–4 | 1 | Bang Beetle |
| | 5–6 | 1 | Bat Vampyre |
| 3 | 1–2 | 1 | Faun |
| | 3 | 1 | Human, Bandit or Brigand |
| | 4 | 1 | Human, Buccaneer |
| | 5 | 1 | Human, Nomads |
| | 6 | 1 | Human, Pirate |
| 4–6 | 1–3 | 1 | Kobold |
| | 4–5 | 1 | Skeleton |
| | 6 | 1 | Yellow Mold |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 1 1/2 to 2 Hit Dice | | | |
| 1 | 1–2 | 1+1/2 | Beetle, Giant Fire |
| | 3 | 1+1/2 | Dwarf |
| | 4 | 1+1/2 | Elf |
| | 5 | 1+1/2 | Fishman |
| | 6 | 1+1/2 | Gnome |
| 2–4 | 1–2 | 2 | Ghoul |
| | 3 | 2 | Gnoll |
| | 4 | 2 | Goblin |
| | 5 | 2 | Hob–Goblin, Hobs |
| | 6 | 2 | Human, Beserker |
| 5–6 | 1–3 | 2 | Insects or Animals Large |
| | 4 | 2 | King Rat |
| | 5–6 | 2 | Zombie |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 2 1/2 to 3 Hit Dice | | | |
| 1–3 | 1–3 | 2+1/2 | Spider |
| | 4 | 2+1/2 | Wild Man |
| | 5 | 3 | Adder, (Death Adder) |
| | 6 | 3 | Anthracite Beetle |
| 4–6 | 1 | 3 | Black Dog |
| | 2–4 | 3 | Frogman |
| | 5–6 | 3 | Wight |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 3 1/2 to 4 Hit Dice | | | |
| 1–2 | 1 | 3+1/2 | Gray Ooze |
| | 2 | 3+1/2 | Hippogriff |
| | 3 | 4 | Dryad |
| | 4–6 | 4 | Fairy |
| 3–4 | 1 | 4 | Green Man |
| | 2–3 | 4 | Harpie |
| | 4 | 4 | Imp |
| | 5–6 | 4 | Pegasi |
| 5–6 | 1–3 | 4 | Pixy |
| | 4–6 | 4 | Red Cap |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 4 1/2 to 5 Hit Dice | | | |
| 1–2 | 1 | 4+1/2 | Gargoyle |
| | 2–4 | 4+1/2 | Ogre |
| | 5–6 | 4+1/2 | Werewolf |
| 3–4 | 1–3 | 5 | Centaur |
| | 4–5 | 5 | Cockatrice |
| | 6 | 5 | Hydra |
| 5–6 | 1–4 | 5 | Satyr |
| | 5–6 | 5 | Unicorn |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 5 1/2 to 6 Hit Dice | | | |
| 1 | | 6 | Grim Reaper |
| 2–4 | | 6 | Medusa |
| 5–6 | | 6 | Ochre Jelly |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 6 1/2 to 7 Hit Dice | | | |
| 1–4 | 1 | 6+1/2 | Manticore |
| | 2–3 | 6+1/2 | Minotaur |
| | 4 | 6+1/2 | Mummies |
| | 5–6 | 6+1/2 | Troll |
| 5–6 | 1–3 | 7 | Ghost |
| | 4 | 7 | Griffon |
| | 5 | 7 | Spectre |
| | 6 | 7 | Wraith |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 7 1/2 to 8 Hit Dice | | | |
| 1 | | 7+1/2 | Djinn |
| 2–4 | | 8 | Basilisk |
| 5–6 | | 8 | Wyvern |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 8 1/2 to 9 Hit Dice | | | |
| 1–3 | 1–3 | 8+1/2 | Cyclopes |
| | 4 | 9 | Angel |
| | 5–6 | 9 | Chimera |
| 4–6 | 1–2 | 9 | Demon |
| | 4–6 | 9 | Vampyre |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| 9 1/2 to 10 Hit Dice | | | |
| 1–3 | 1–3 | 9+1/2 | Giant |
| | 4–5 | 10 | Black Pudding |
| | 6 | 10 | Golem |
| 4–5 | 1–2 | 10 | Sea Serpents |
| | 3–6 | 10 | Worm |
| 6 | 6 | | Extraordinary Monster |

| Roll 2d6 for Monster Type | | Monsters By Hit Dice | |
|---|---|---|---|
| 1d6 White Die | 1d6 Red Die | Hit Dice | Monster |
| Extraordinary Monsters | | | |
| 10 1/2 to 20 Hit Dice | | | |
| 1–2 | 1–4 | 10+1/2 | Snake, Giant |
| | 5–6 | 12 | Roc |
| 3 | 1–4 | 15 | Dragon |
| | 5–6 | 15 | Purple Worm |
| 4–5 | 1 | 16 | Elemental, Air |
| | 2–3 | 16 | Elemental, Earth |
| | 4 | 16 | Elemental, Fire |
| | 5–6 | 16 | Elemental, Water |
| 6 | 1–2 | 20 | Kraken |
| | 3–6 | 20 | Sea Dragons |

## CUSTOMIZING THE MONSTER DRAW

If desired, the Referee may construct the draw in greater detail; begin by multiplying the Hit Dice Drawn per Character. The Referee might do this if they wished to locate a type of monsters on a Dungeon Level that falls outside its normal level:

- Locate the *Dungeon Level* and move down the column to find the *Hit Dice of Monsters drawn per Character*.

- Multiply the number found times the number of players, e.g. on the Third Dungeon Level 6 Hit Dice of Monsters are drawn per character, if there are 6 Characters, 36 Hit Dice of Monsters are drawn.

- The Referee then chooses the Hit Dice of the Monsters he wants, and divides 36 to find out how many there are, e.g. choosing a 5 Hit Dice Monster. 36/5 = 7 remainder 1, the result is that 7 Monsters are drawn. [PI]

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## Table of The Draw of Hit Dice Per Player Character

| Dungeon Level | | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Hit Dice of Monsters Drawn Per Player Character | | | | | | |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | | | | | | [PI] |

## Shallow Level High Hit Dice Monsters

If a Monster has more Hit Dice than the draw fewer of them will appear. A Referee may decide to place a Vampyre of 9 Hit Dice on Dungeon Levels 1–5 but if the draw is for level 3, only 6 *Hit Dice of Monsters are drawn per Character.* therefore the ratio is 9/6 and the challenge posed is unequal. Only 1 such Monster should appear for every 2–3 Characters or reduce its Hit Dice.

## Deep Level Low Hit Dice Monsters

Monsters of a lower Hit Dice which if not indicated on the table above for deeper levels of the Dungeon, increase in numbers. The ratio can be used to pose a challenge. If the draw is for level 6, 9 *Hit Dice of Monsters are drawn per Character.* therefore the ratio is 2/9 and the challenge posed is unequal, at least 5 times the number of Monsters are needed. Consider raising the Monsters Hit Dice.

## Example of Customizing a Level 1 Challenge

Practical experience will teach the Referee what is a suitable challenge for their group of players. The Referee can modify the number of Monsters drawn to suit their audience and playing style. The rules, it should be emphasized, are a guide.[PI]

The Referee won't find a statistic in Fenris 2d6 that tells them 1d6 monsters appear. The reason for this is that the Referee is expected to tailor the type and number of monsters encountered to their player group. This may seem a bit onerous at first but the system is quite simple and offers the Referee unprecedented opportunity for scaling.[PI]

For a First Level Dungeon the draw for level 1 per player is 4 Hit Dice worth of Monsters. Taken from the *Table of Monsters Drawn Per Player* the following Table for Level 1 provides a quick reference to the number of monsters which are drawn per character.[PI]



*Drawn by Richard Doyle*

## Table Draw in Hit Dice Per Player for Level 1

| Monster Hit Dice | Dungeon Level 1 The Number of Monsters Drawn Per Player |
|---|---|
| 1/2 | 4 |
| 1 | 4 |
| 2 | 2 |
| 3 | 1 |
| 4 | 1 |
| 5 | – |
| 6 | – |
| 7 | – |
| 8 | – |
| 9 | – |
| 10 | – |
| | [PI] |

As one can see from the tables only Monsters of 1 to 4 Hit Dice are intended to be used on the first level.[PI]

If Skeletons were encountered, locate their Hit Dice under the Monster HD column, "1" and move right under Level 1 Draw Per Character to see how many appear per Character, "4" Skeletons appear.[PI]

In a player group which consists of 4 Characters, up to 16 Skeletons could appear. I say could appear because the Referee can modify this result in various ways to suit themselves and their player group.[PI]

## Example of Customizing a Level 1 Challenge by Varying the Hit Dice

There is another way of calculating the potential total Hit Dice of Monsters encountered. On level 1, the draw per player is 4 Hit Dice of Monsters. The player group of 4 Characters draws up to 4 x 4 HD = 16 HD worth of Monsters. If the Referee felt that 16 Skeletons didn't fit the current situation, they could substitute some 2 HD Monster for some of the skeletons, or even increase the HD of some of the Skeletons making them more dangerous. The encounter might look like this:[PI]

- Eight Skeletons of 2 Hit Dice each, or[PI]

- Eight Skeletons of 1 Hit Dice and Four Skeletons of 2 Hit Dice, or[PI]

- Eight Skeletons of 1 Hit Dice and Two Ghouls of 4 Hit Dice.[PI]

There is no reason why a monster's Hit Dice cannot be variable. Increasing the Hit Dice of a Monster makes it more formidable, may give it a saving throw if it has 4 or more Hit Dice, and it will attack with greater potential success.  Not

only will this keep players guessing, but no monster becomes a trivial encounter.[PI]

### Example of Customizing a Draw by Increasing the Dungeon Level

Any Dungeon can also be run as if it were a higher level. The Referee can scale the draw upward adding +1 to the base draw of 4 per level. A 2nd level the draw is 4 + 1 = 5 Hit Dice per player. A 3rd level draw is 4 +2 = 6 Hit Dice  per player. The Referee may find it necessary to choose additional monsters suitable for those levels.[PI]

### Example of Customizing a Draw by Actual Total of Character Hit Dice

There is another way of adjusting the encounter. The actual number of Hit Dice in a Character Party may vary. Two First Level Warriors have 4 Hit Dice each. Their companions, a First Level Mystic and First Level Magician have 3 and 2 Hit Dice respectively. The total Hit Dice of the Characters adds up to 4 + 4 + 3 + 2 = 13 total. The Hit Dice Ratio of players to the total draw of Monsters is 13/16.  The Challenge posed is almost 1–1, we don't want it to be too easy do we? As seen by the ratio, adding a few more Hit Dice worth of monsters may make it more challenging, or removing some might make it easier. This adjustment of the encounter is up to the Referee.[PI]

**Third Level Monster Placement Example**: On the *Monster Placement* Table the Referee rolls 2d6, 4 + 2 = 6, on the Current Dungeon Third Level a Monster of 2 Hit Dice is indicated, if in the Player Group there are 6 Player Characters of First Level.

The 6 Characters are venturing deep into dangerous territory because on the Monsters Drawn Per Player Table the third level indicates a draw of 3 Monsters per Character is required, 3 x 6 = 18 Monsters of 2 Hit Dice!

On the Table *Monsters and Their Levels*, the Referee locates the 1 ½ to 2 HD Monsters and rolls 2d6, one white, one red, a 2 White and 4 Red are indicated, Goblins!

So, this encounter is resulting in 18 Goblins of 2 Hit Dice each and it's not looking good for our Heroes! [PI]

### Table of a Third Level Draw

| Total Monster HD, 3 Draw x 6 Characters = 18, 18 x 2 HD = 36 HD |
| --- |
| Total Player HD, 16 (Warriors) + 3 (Mystic) + 2 (Magician) = 21 HD |
| Monster to Player Hit Dice 36/21 |

As indicated by the 36/21 ratio of Hit Dice the players are over–matched. It would be very unwise for *First Level* Characters to foray into a Dungeon too deeply without themselves rising to a *Character Level* appropriate to the *Dungeon Level*. The Referee can leave the ratio as it is or reduce the number of Monster Hit Dice.[PI]

**First Level Monster Placement Example**: Had the same group of 6 First Level Player Character's remained on the First Level of the Dungeon they would have had a much closer challenge, 24/21 Hit Dice, and only encountered a Draw of 2 Hit Dice per player, resulting in 12 Goblins.[PI]

### Table of a First Level Draw

| Total Monster HD, 2 Draw x 6 Characters = 12, 12 x 2 HD = 24 HD |
| --- |
| Total Player HD, 16 (Warriors) + 3 (Mystic) + 2 (Magician) = 21 HD |
| Monster to Player Hit Dice 24/21 |

This method of Customizing a Draw by Actual Total of Character Hit Dice allows the Referee to identify tough encounters and modify the draw as they see fit, there are no hard and fast rules. [PI]

### Arbitrary Numbers of Monsters

The Referee is ultimately not limited to the tables and may design arbitrary numbers of monsters or characters in certain circumstances. A Patrol might always be composed of a certain number of horsemen for example or the Players might encounter a raiding band of 100 Goblins on the march. Both are perfectly plausible examples of situations in which the Player Characters are outmatched and outnumbered and discretion, if not simply running away, is the better part of valor. The players shouldn't expect every encounter to be a walkover.[PI]

# Monster Initial Reactions and Morale

### Initial Reactions

The Referee role–plays the Monsters the players encounter and may use the *Initial Reactions Tables* as a guide.[PI]

> *Man–Like Monsters, and perhaps those that are beasts, will exploit a perceived weakness to their own advantage. This need not mean an attack if merely threatening to attack is gainful.*[PI]

The behaviour of Man–like Monsters towards Player Characters is affected by:[PI]

- Whether the Monsters outnumber the Character Party in total numbers of hit dice; add +1 to the Check Roll.[PI]

- If any of the Character Party are wounded; add +1 to the Check Roll.[PI]

- Whether the Characters are *Lawful, Chaotic, or Conflicted:*[PI]

- If the monster is of the opposite alignment; add +1 to the Check Roll.[PI]

- If the monster is of the same alignment; subtract –1 from the Check Roll.[PI]

- If the monster is conflicted, subtract –1 from the Check Roll.[PI]

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## TABLE OF MAN-LIKE FOE INITIAL REACTIONS

| Dice Roll (2d6) | Fewer Hit Dice | Equal Hit Dice | Greater Hit Dice |
|---|---|---|---|
| 2–3 | Threatening Display, slowly withdraws. | Threatening Display, slowly withdraws. | Threatening Display, Negotiates, does not attack if Character's withdraw from territory. |
| 4–5 | Threatening Display, slowly withdraws. | Threatening Display, Negotiates, does not attack if Character's withdraw from territory. | Stands Ground, Threatening Display, Negotiates, does not attack if Character's pay tribute or perform task. |
| 6–7 | Threatening Display, Negotiates, does not attack if Character's withdraw from territory. | Stands Ground, Threatening Display, Negotiates, does not attack if Character's pay tribute or perform task. | Attacks |
| 8–12 | Stands Ground, Threatening Display, Negotiates, does not attack if Character's pay tribute or perform task. | Attacks | Attacks |
| | | | [PI] |

## BESTIAL FOES

The behaviour of a bestial monster is rooted in its instincts, is it hunting for prey, showing its dominance, looking for a mate, or protecting its territory? Bestial Monsters may not really be interested in treasure.[PI]

The behaviour of Bestial Monsters towards Player Characters is affected by:[PI]

- Whether the Monsters outnumber the Character Party in total numbers of hit dice; add +1 to the Check Roll.[PI]

- If any of the Character Party are wounded; add +1 to the Check Roll.[PI]

## TABLE OF BESTIAL FOE INITIAL REACTIONS

| Dice Roll (2d6) | Fewer Hit Dice | Equal Hit Dice | Greater Hit Dice |
|---|---|---|---|
| 2–3 | Threatening Display of growling, or howling, slowly withdraws. | Threatening Display of growling, or howling, slowly withdraws. | Threatening Display, does not attack if Character's withdraw from Beasts territory. |
| 4–5 | Threatening Display, slowly withdraws. | Threatening Display, does not attack if Character's withdraw from Beasts territory. | Stands Ground, Threatening Display, does not attack if Character's leave treasure or food and withdraw from Beasts territory. |
| 6–7 | Threatening Display, does not immediately attack if Character's withdraw from Beasts territory. | Stands Ground, Threatening Display, does not attack if Character's leave treasure or food and withdraw from Beasts territory. | Follows, staying out of sight, and waits for an opportunity to Attack |
| 8–12 | Stands Ground, Threatening Display, does not attack if Character's leave treasure or food and withdraw from Beasts territory. | Follows, staying out of sight, and waits for an opportunity to Attack | Attacks |
| | | | [PI] |

## Pursuit by Wandering Monsters In and Out–of–Doors

Monsters or other Foes often pursue characters depending upon the initial encounter result. If a Monster believes it is capable of overtaking the Characters (it has a higher Speed), and is stronger, or outnumbers them, a pursuit is likely if some advantage can be gained. Pursuit may be nothing more than an attempt to drive the Character's out of the Monster's territory. Monsters will likely stop to investigate anything the Character's drop, from food items, to treasure. A pursuit should be ended if the Character's leave the Monster's Territory unless the Characters have something the Monster wants. A Morale Check may be made to determine if a pursuit is likely to continue if after, 10 rounds indoors/10 Turns outdoors, the Monster has not caught up to the Characters. On a 2d6 roll of 8–12 a Man–like Monster will continue the pursuit for another 10 rounds/turns. On a 2d6 roll of 9–12 a Bestial Monster will continue the pursuit for another 10 rounds/turns.[PI]

## Morale

A Morale Check is a Common Hazard. In special circumstances Player Characters may be required to make a Morale Check. The Referee must conduct a Morale Check at the end of each melee round for any Monsters and Characters they are role–playing when:[PI]

- A Monster or Character is Mortally Wounded or dies.[PI]

- As required by other rules.[PI]

Roll 2d6 on the Common Hazards table to determine if Morale Fails. The effect of Morale varies depending upon the situation.



*Drawn by Richard Doyle*

When Morale fails consult the following tables and apply the following dice roll modifiers:[PI]

- Character's may add their CHA bonus to their Morale Check Roll.[PI]

- Characters and Referee Controlled Characters – When friendly members of a Character group wounded or killed; deduct –1 from the Check Roll.[PI]

- Referee Controlled Monsters – When friendly Monsters are wounded or killed; subtract –1 from the Check Roll.[PI]

- If a monster is larger than you are subtract from your Morale Check, add +1 to its Morale Check.[PI]

- If a monster is smaller than you are add +1 to your Morale Check, subtract –1 from its Morale Check.[PI]

## Table of Character & Ref Controlled Character Morale

| Dice Roll (2d6) | Referee Controlled Character's | Player Character's |
|---|---|---|
| 2–3 | Morale Fails Completely, roll 1d6, 1–4 Characters Surrender, 5–6 Character leverages Treasure Hoard in exchange for life and freedom. | Morale Fails Completely, Characters turn and flee for 1d3 rounds. |
| 4–5 | Morale Fails, Characters are routed, turn, and flee for 1d6 rounds. Character may drop Treasure as they flee to delay pursuers. | Characters Must Conduct Fighting Withdrawal stepping back 1 square at the end of each round for 1d3 rounds |
| 6 | Characters Conduct Fighting Withdrawal stepping back 1 square at the end of each round for 1d3 rounds. | Indecision, Character does nothing for 1d3 rounds unless attacked, but does not advance. |
| 7 | Indecision, Character does nothing for 1d3 rounds unless attacked, but does not advance. | Indecision, Character does nothing for 1d3 rounds unless attacked. |
| 8–12 | Indecision, Character does nothing for 1d3 rounds unless attacked | Character Choice |

[PI]

# Fenris 2d6

## Table of Monster Man-Like Foe Morale

| Dice Roll (2d6) | Man-Like Foe Reaction |
|---|---|
| 2–3 | Morale Fails Completely, Foes Surrender, or Foe leverages Treasure Hoard in exchange for life and freedom. |
| 4–5 | Morale Fails, Foes are routed, turn, and flee. Foe may drop Treasure as it flees to delay pursuers. |
| 6 | Foes Conduct Fighting Withdrawal stepping back 1 square at the end of each round for 1d6 rounds. |
| 7 | Foe Indecision, Foe does nothing for 1d3 rounds unless attacked. |
| 8–12 | Foe Advances and Presses the Attack. |
|  | [PI] |

## Table of Bestial Foe Morale

| Dice Roll (2d6) | Beast Foe Reaction |
|---|---|
| 2–6 | Morale Fails Completely, Foes turn tail and flee. |
| 7–8 | Foe Snarls and backs away slowly, it attacks if attacked again, when out of striking range it turns and flees. |
| 9–12 | Foe fights savagely with bestial fury. |
|  | [PI] |

# Treasure Hoards

Treasure Hoards are only found in the *Lair* of a Monster. When away from its *Lair* remember that a Monster only takes what it can easily carry with it. In the case of a Monster that cannot use treasure, that generally means nothing. Monsters that do have Treasure Hoards safeguard or hide the Hoards as well as they can, but must leave them behind when outside the Lair.

Monsters are found in their *Lair* by a 2d6 roll of 2–6. A *Lair* is typically well guarded.

Monsters may sometimes be found in a *Camp* by a 2d6 roll of 5–6, in this case they may have the makings of a Treasure Hoard, but only the categories of the Mundane, and Coins or Gems may be rolled for, see below.[PI]

> *Note – A Monster may bargain for its life with its Treasure Hoard when its Hit Points are reduced to 0 rather than die or surrender. It may also drop treasure as it flees in hope of distracting pursuit.*

Mundane Objects may also be chosen from the Player's Equipment List. Such items may not be in the best condition.

## Wandering Monsters with Treasure

When generating Wandering Monsters away from their lair the Referee must remember that the Monster only takes with it what it can easily carry. In the case of a Monster that cannot use treasure, that generally means nothing at all.

Wandering Man–Like Monsters may carry 10 Silver Pennies per Hit Dice on a 1d6 roll of 5–6, and 1d3 Gold Crowns on a 1d6 roll of 6. Other monsters may have swallowed some coins or gemstones in their travels. These may be found in the monster's crop or gut. 10 Silver Pennies per Hit Dice on a 1d6 roll of 6, and 1d2 Gemstones on a 1d6 roll of 6.[PI]

## Treasure Hoards of Monsters in Lairs

A Monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair. Every Monster has a treasure rating indicating whether or not it has a Treasure Hoard. For Monsters that have a Treasure Hoard the tables found below are used to determine the composition of the Hoard.

## Using the Treasure Table

After referencing the level and kind of treasure (coins, goods, items) found in the Monster's description, roll on the appropriate row and columns of the proper table.

Note the Monster Hit Dice and Roll 2d6 for each Treasure Type in a row/column where a value is listed, if the sum of the dice roll falls within the indicated range of values under the Treasure Type it is found in the Treasure Hoard. When a Type of Treasure is indicated cross–reference the Monster Hit Dice on the left with the Type of Treasure and roll dice as may be indicated in the column to determine the amount of the Treasure Type. A "–" indicates no Treasure of that Type is found. A "1" indicates one item is found.[PI]

Example: The Referee rolls for a treasure for a group of 2 Hit Dice Monsters: [PI]

In the category of Silver Pennies the Referee rolls 4+6 = 10, in that column a roll of 9-12 indicates 1d3 x 200 sp may be found. The Referee rolls 1d6, a 1–2 = 1 x 100 sp, 3–4 = 2 x 100 sp , 5–6 = 3 x 100 sp , a roll of 4 indicates 200 sp. [PI]

The Referee roll 2d6 to see if any gold crowns may be found, 5+5=10 indicates 1d2 x 10 c may be found. The Referee rolls 1d6, a 1–3 = 1 x 10 c, 4–6 = 2 x 10 c, a roll of 4 indicates 20 crowns are found. [PI]

In the Category of Gemstones the Referee rolls 3+2= 5, which falls outside of the range of 7–12, therefore no gemstones are found.[PI]

In the Category of Mundane Items the Referee rolls 3+4 = 7, the "1" indicates a single Mundane Item is found.[PI]

In the Category of Art Item the Referee rolls 4+6 = 10, indicating 1d3 Art Items may be found. The Referee rolls 1d6, a 1–2 = 1, 3–4 = 2, 5–6 = 3, a roll of 4 indicates 2 Art Items are found.[PI]

In the Category of Minor Magic Items the Referee rolls 3+6 = 9, the "1" indicates a single Minor Magic Item is found.[PI]

The "–" indicates no Medium or Major Magic Items can be found therefore the Referee does not roll for them.[PI]

## TABLE OF TREASURE HOARD BY HIT DICE

| Monster Hit Dice | Silver Pennies | Gold Crowns | Gemstones | Mundane Item | Art Item | Minor Magic Item | Medium Magic Item | Major Magic Item |
|---|---|---|---|---|---|---|---|---|
| | 9–12 | 9–12 | 7–12 | 7–12 | 10–12 | 9–12 | 10–12 | 11–12 |
| 1 | 1d3 x 100 sp | 1d2 x 10 c | 1 | 1 | 1 | 1 | – | – |
| 2 | 1d3 x 200 sp | 1d2 x 10 c | 1d3 | 1 | 1d3 | 1 | – | – |
| 3 | 1d3 x 300 sp | 1d2 x 10 c | 1d3 | 1d3 | 1d3 | 1 | – | – |
| 4 | 1d3 x 1000 sp | 1d2 x 10 c | 1d3+1 | 1d3 | 1d3 | 1 | – | – |
| 5 | 1d3 x 2000 sp | 1d2 x 10 c | 1d3+1 | 1d3+1 | 1d3+1 | 1d3 | – | – |
| 6 | 1d3 x 3000 sp | 1d2 x 100 c | 1d3+2 | 1d3+1 | 1d3+1 | 1d3 | 1 | – |
| 7 | 1d6 x 1000 sp | 1d2 x 100 c | 1d3+2 | 1d3+2 | 1d3+1 | 1d3 | 1 | – |
| 8 | 1d6 x 2000 sp | 1d2 x 100 c | 1d6 | 1d3+2 | 1d3+2 | 1d3 | 1 | – |
| 9 | 1d6 x 3000 sp | 1d2 x 100 c | 1d6 | 1d6 | 1d3+2 | 1d3+1 | 1 | – |
| 10 | 1d6 x 4000 sp | 1d2 x 100 c | 1d6+1 | 1d6 | 1d3+2 | 1d3+1 | 1 | 1 |
| 11 | 1d6 x 5000 sp | 1d3 x 100 c | 1d6+1 | 1d6+1 | 1d6 | 1d3+1 | 1d2 | 1 |
| 12 | 1d6 x 6000 sp | 1d3 x 100 c | 1d6+2 | 1d6+1 | 1d6 | 1d3+1 | 1d2 | 1 |
| 13 | 2d6 x 10,000 sp | 1d3 x 1000 c | 1d6+2 | 1d6+2 | 1d6 | 1d3+2 | 1d2 | 1 |
| 14 | 2d6 x 20,000 sp | 1d3 x 1000 c | 2d6 | 1d6+2 | 1d6+1 | 1d3+2 | 1d2 | 1 |
| 15 | 2d6 x 30,000 sp | 1d3 x 1000 c | 2d6 | 2d6 | 1d6+1 | 1d3+2 | 1d2 | 1 |
| 16 | 2d6 x 40,000 sp | 1d6 x 1000 c | 2d6+1 | 2d6 | 1d6+1 | 1d3+2 | 1d3 | 1 |
| 17 | 2d6 x 50,000 sp | 1d6 x 1000 c | 2d6+1 | 2d6+1 | 1d6+2 | 1d6 | 1d3 | 1 |
| 18 | 2d6 x 60,000 sp | 1d6 x 1000 c | 2d6+2 | 2d6+1 | 1d6+2 | 1d6 | 1d3 | 1 |
| 19 | 3d6 x 10,000 sp | 1d6 x 1000 c | 2d6+2 | 2d6+2 | 1d6+2 | 1d6 | 1d3 | 1d2 |
| 20 + | 3d6 x 20,000 sp | 1d6 x 1000 c | 3d6 | 2d6+2 | 2d6 | 1d6 | 1d3 | 1d2 |
| | | | | | | | | [PI] |

*For treasures above 20th level, use the 20th–level row and then add a number of random major items.*[PI]

Once the composition of the Treasure Hoard has been determined consult the tables below for each item to determine its value and exact description.[PI]

## GEMSTONES

For each Gemstone roll on the table to determine its value and the type of Gem.[PI]

## TABLE OF GEMSTONES

| 2d6 | Value | Gemstone |
|---|---|---|
| 2–6 | 1d3 x 100 sp | Pearl |
| 7–8 | 1d6 x 100 sp | Emerald |
| 9–10 | 2d6 x 100 sp | Ruby |
| 11 | 1d6 x 1000 sp | Diamond |
| 12 | 2d6 x 1,000 sp | Sapphire |
| | | [PI] |

*Drawn by Albert Robida*

# FENRIS 2D6

Mundane Items are ordinary objects, useful, but without magical properties. For each Mundane Item indicated roll two white dice and one red. The white dice are read first and summed. Find the value corresponding to the sum of the dice in the left column, then read the red die and match the number in the second column to find the type of Mundane Item.[PI]

## TABLE OF MUNDANE ITEMS

| White 2d6 | Red 1d6 | Mundane Item |
|---|---|---|
| 2–3 | 1 | Acid (1d3 flasks) |
| | 2 | Antidote (1d3 doses) |
| | 3 | Arrows |
| | 4 | Boots |
| | 5 | Bucket |
| | 6 | Chain Mail |
| 4 | 1 | Cloak |
| | 2 | Coffer of Salt |
| | 3 | Crowbar |
| | 4 | Disguise, Beggar |
| | 5 | Disguise, Peasant |
| | 6 | Disguise, Tinker |
| 5 | 1 | Flint and Steel |
| | 2 | Garlic |
| | 3 | Halberd |
| | 4 | Hammer, 1–4 Tool, 5–6 War |
| | 5 | Hat, Magician's Peaked |
| | 6 | Hat, Mystic's Cloth |
| 6 | 1 | Hat, Warrior's Fur |
| | 2 | Helmet (C) |
| | 3 | Hornbow |
| | 4 | Hourglass |
| | 5 | Key, Iron |
| | 6 | Light, 1–3 Candle, 4 Lantern, 5–6 Torch |
| 7 | 1 | Lock |
| | 2 | Lodestone (magnetic stone) |
| | 3 | Long Shaft Axe |
| | 4 | Longbow |
| | 5 | Mirror, small |
| | 6 | Mystic symbol, silver |

| White 2d6 | Red 1d6 | Mundane Item |
|---|---|---|
| 8 | 1 | Mystic water (1d3 flasks) |
| | 2 | Oil for Lantern (1d3 flasks) |
| | 3 | Papyri, 1–2 Fortune, 3–4 Wise Saying, 5–6 Verse |
| | 4 | Pelt, 1–2 Bear, 4–6 Wolf |
| | 5 | Pick |
| | 6 | Poison |
| 9 | 1 | Purse, for coins |
| | 2 | Quill & Ink |
| | 3 | Ring, hollow, for poison or antidote |
| | 4 | 1–2 Rooster, 3–6 Chicken |
| | 5 | Rope (50 ft.) |
| | 6 | 1–4 Sack, 5–6 Backpack |
| 10 | 1 | Sax |
| | 2 | Scabbard, 1–4 Sax, 5–6 Sword |
| | 3 | Shield |
| | 4 | Short Shaft Axe |
| | 5 | Sling |
| | 6 | Sling Bullets |
| 11–12 | 1 | Spade (Shovel) |
| | 2 | Spear, 1–3 Throwing, 4–6 Fighting |
| | 3 | Spikes, Iron, 1–6 |
| | 4 | Sword |
| | 5 | Thieves' tools |
| | 6 | Tinderbox |



*Drawn by Retzsch*

## ART OBJECTS

Art Objects are items which show craftsmanship and possess a value beyond that of the materials from which they are made. Roll 2d6 to determine the value of each item and the genre to which it belongs. The Referee must create a proper description of each item.[PI]

### TABLE OF ART OBJECTS

| 2d6 | Value | Examples |
| --- | --- | --- |
| 2–3 | 1d6 x 10 sp | Carving (Diminutive), 1–3 Animal, 4 Deity, 5 Angel, 6 Demon |
| 4 | 2d6 x 10 sp | 1–2 Tapestry, 3–6 Quilt |
| 5 | 3d6 x 10 sp | 1–4 Book, 5–6 Papyri – Subjects: Bestiary, Map, Memoirs, Travel, Fiction, War, Poetry, etc. |
| 6 | 1d6 x 100 sp | 1–3 Pottery, 4–5 Painting, 6 Drawing |
| 7 | 2d6 x 100 sp | Sculpture (Medium or Large), 1–3 Animal, 4 Deity, 5 Angel, 6 Demon |
| 8 | 3d6 x 100 sp | Musical Instrument, 1–2 Wind, 3–4 Horn, 5–6 String |
| 9 | 1d6 x 1000 sp | Jewelry, 1–2 Ring, 3 Brooch, 4 Buckle, 5 Pin, 6 Pendant |
| 10 | 2d6 x 1000 sp | 1–2 Automata (wind-up mechanical animal), 3–6 Music Box |
| 11–12 | 3d6 x 1000 sp | 1–2 Urn, 3–4 Ossuary, 5 Coffin, 6 Sarcophagus |
| | | [PI] |

### TABLE OF BOOKS

| Roll 2d6 | Book Type |
| --- | --- |
| 2–6 | Bestiary |
| 7–8 | Chronicle |
| 9–10 | Legend |
| 11 | Lore |
| 12 | Memoirs |
| | [PI] |

### TABLE OF PAPYRI

| Roll 2d6 | Papyri Type |
| --- | --- |
| 2–6 | Legend |
| 7–8 | Letter of Marque |
| 9–10 | Lore |
| 11 | Map |
| 12 | Writ |
| | [PI] |

## MAGIC ITEMS

The Referee should be discouraged from using the Magic Item tables in a willy–nilly fashion. The tables are intended to serve as a source of inspiration but the Referee must decide if a particular item fits into their game or not and give out items which are appropriate to their setting. If an item is to be substituted pick an alternative from the same level.[PI]

## MAGICAL OBJECTS CREATED BY DEITIES, ANGELS, DEMONS AND DJINNI[PI]

It is intended that there should be limitations to the scope of magic items which Magicians and Mystics can create. Of course the Referee is only limited by their imagination when it comes to the properties of Magical objects which can be created by Deities, Angels, Demons and Djinni. [PI]

*Example: A player might wish for a Bag of Holding from a Djinni.*

Special magic items are often given to Mortals to aid them with Quests which Deities or other Immortals wish them to complete. In this way the award becomes part of the play of the game. The Referee can decide if an item is a permanent gift, or merely a time limited offer, disappearing at the end of the Quest. Of course such items may also be found as a reward at the end of a hazardous dungeon adventure.[PI]

*Example: A Quest for a magic sword might begin by the players being asked to retrieve said sword from a labyrinth before it can fall into the hands of a Chaotic Conqueror. Of course in this case the sword is the reward after many perils are surmounted, followed by a confrontation with the Chaotic Conqueror.[PI]*

*Dispel Enchantment* will not destroy magic objects created by by Deities, Angels, Demons and Djinni. Any magic object may be destroyed by a Deity but Angels, Demons, and Djinni cannot destroy a magic item created by a Deity or by each other. The Immortals can tell the true nature of any object and the means by which it may be destroyed merely by touching the object. The destruction of these magic items is usually achieved through mortals following elaborate Quests, in which various steps must be completed, before finally throwing the item into a Fiery Mountain, the Jaws of Leviathan, or some such similar adventure. [PI]

# Fenris 2d6

## Table of Minor Magic

| Roll White 2d6 | Roll Red 1d6 | Item |
|---|---|---|
| 2–6 | 1 | Weapon +1, Sax |
| | 2 | Weapon +1, Sword |
| | 3 | Weapon +1, Axe Short Shaft |
| | 4 | Weapon +1, Axe Long Shaft |
| | 5 | Weapon +1, Spear |
| | 6 | Weapon +1, Halberd |
| 7–8 | 1–3 | Helm (A) +1 Saving Throws |
| | 4–5 | Helm (B) +1 Saving Throws |
| | 6 | Helm (C) +1 Saving Throws |
| 9–10 | 1 | Shield –1 |
| | 2 | Armor –1, Scale Leather |
| | 3 | Armor –1, Scale Horn |
| | 4 | Armor –1, Scale Bronze |
| | 5 | Armor –1, Scale Iron |
| | 6 | Armor –1, Mail |
| 11–12 | 1–2 | Amulet |
| | 3–4 | 1d3 Magic Papyri |
| | 5–6 | Potion |

## Table of Medium Magic

| Roll White 2d6 | Roll Red 1d6 | Item |
|---|---|---|
| 2–6 | 1–3 | 1d6 Arrows +1 |
| | 4 | Weapon +1 +2 vs. Foe, Sword |
| | 5 | Weapon +1 +2 vs. Foe, Sax |
| | 6 | Weapon +1 +2 vs. Foe, Spear |
| 7–8 | 1 | Scabbard +1 Regeneration |
| | 2 | Armor –1 –2 vs. Foe, Scale Leather |
| | 3 | Armor –1 –2 vs. Foe, Scale Horn |
| | 4 | Armor –1 –2 vs. Foe, Scale Bronze |
| | 5 | Armor –1 –2 vs. Foe, Scale Iron |
| | 6 | Armor –1 –2 vs. Foe, Scale Leather |
| 9–10 | 1 | Amulet |
| | 2 | Armor –1, Mail |
| | 3 | Potion |
| | 4 | Shield –1 |
| | 5 | Travel Stone[PI] |
| | 6 | Wand |
| 11–12 | 1 | Bottled Spirits[PI] |
| | 2 | Magic Bean |
| | 3 | Magic Carpet |
| | 4 | Magic Flute |
| | 5 | Magic Key, opens any lock |
| | 6 | Seven League Boots |

## Table of Major Magic

| Roll White 2d6 | Roll Red 1d6 | Item |
|---|---|---|
| 2–6 | 1 | Weapon +1 & Magic Ability, Sword |
| | 2 | Weapon +1 & Magic Ability, Sax |
| | 3 | Weapon +1 & Magic Ability, Spear |
| | 4 | Weapon +1 & Magic Ability, Axe Short Shaft |
| | 5 | Weapon +1 & Magic Ability, Axe Long Shaft |
| | 6 | Weapon +1 & Magic Ability, Halberd |
| 7–8 | 1 | Shield –1 & Magic Ability |
| | 2 | Armor –1 & Magic Ability, Scale Horn |
| | 3 | Armor –1 & Magic Ability, Scale Bronze |
| | 4 | Armor –1 & Magic Ability, Scale Iron |
| | 5 | Armor –1 & Magic Ability, Mail |
| | 6 | Armor –1 & Magic Ability, Scale & Mail |
| 9–10 | 1 | Bag of Holding |
| | 2 | Belt of Strength |
| | 3 | Crystal Ball |
| | 4 | Djinni Bottle or Djinni Lamp |
| | 5 | Ring |
| | 6 | Slippers of Silence |
| 11–12 | 1 | Cloak of Invisibility |
| | 2 | Everburning Dwarflamp[PI] |
| | 3 | Firebird Feather |
| | 4 | Magic Ball |
| | 5 | Magic Mirror |
| | 6 | Philosopher's Stone |

## Tables of Magic Items

Where further rolls determine the Item Description.

## Table of Amulets

| 1 Roll 2d6 | 1 Item Description |
|---|---|
| 2–6 | 1 Amulets vs. Specific Hazards |
| 7–8 | 1 Amulets vs. Law/Chaos |
| 9–10 | 1 Amulets vs. Specific Monsters |
| 11–12 | 1 Scarab of Regeneration (an Amulet) |
| | [PI] |

## TABLE OF POTIONS

| Roll White 2d6 | Roll Red 1d6 | Item Description |
|---|---|---|
| Minor Magic Potions | | Class 0 Mystic Potions |
| 2–6 | 1 | Bolster |
| | 2 | Detect Undead |
| | 3 | Resistance |
| | 4–5 | True Seeing |
| | 6 | Weakness |
| 7–8 | | Class 0 Magician's Potions |
| | 1 | Detect Poison |
| | 2 | Detect Secret Doors |
| | 3 | Disguise |
| | 4 | Dream |
| | 5 | Magic Hands |
| | 6 | Ventriloquism |
| 9–10 | | Class 1 Mystic Potions |
| | 1 | Cure Light Wounds |
| | 2 | Detect Law/Chaos |
| | 3 | Detect Magic |
| | 4–5 | Protection from Chaos/Law |
| | 6 | Inflict Light Wounds |
| 11–12 | | Class 1 Magician's Potions |
| | 1 | Charm Subject |
| | 2 | Comprehend Languages |
| | 3 | Detect Magic |
| | 4 | Resistance |
| | 5 | Sleep |
| | 6 | True Seeing |
| Medium Magic Potions | | Class 2 Mystic Potions |
| 2–6 | 1–3 | Bless |
| | 4 | Find Traps |
| | 5 | Paralysis |
| | 6 | Remove Paralysis |
| | | Class 2 Magician's Potions |
| 7–12 | 1 | Command Undead |
| | 2 | Detect Thoughts |
| | 3 | Detect Undead |
| | 4 | Dream Quest |
| | 5 | Invisibility |
| | 6 | Locate |

| Roll White 2d6 | Roll Red 1d6 | Item Description |
|---|---|---|
| Major Magic Potions | | Class 3 Mystic Potions |
| 2–4 | 1 | Bestow Curse |
| | 2–3 | Cure |
| | 4 | Dispel Magic |
| | 5 | Locate |
| | 6 | Neutralize Poison |
| 5–6 | 1–3 | Pox |
| | 4–6 | Remove Curse |
| | | Class 3 Magician's Potions |
| 7–10 | 1 | Clairaudience/Clairvoyance |
| | 2 | Darkvision |
| | 3 | Dispel Magic |
| | 4 | Fly |
| | 6 | Haste |
| | 6 | Invisibility Sphere |
| 11–12 | 1–2 | Magic Circle |
| | 3–4 | Protection from Arrows |
| | 5 | Slow |
| | 6 | Water Breathing |

## TABLE OF RINGS

| Roll 2d6 | Item Description |
|---|---|
| 2–6 | Ring of Protection |
| 7–8 | Ring of Wizardry |
| 9–10 | Ring of Invisibility |
| 11 | Ring of Resistance |
| 12 | Ring of Three Wishes |

## TABLE OF WEAPON MAGIC ABILITIES

| Roll 2d6 | Magic Ability |
|---|---|
| 2–6 | Weapon Abilty Light Generation |
| 7–8 | Weapon Ability Darkvision |
| 9–10 | Weapon Ability Flame |
| 11 | Weapon Ability Slaying |
| 12 | Weapon Ability Life Stealing |

# Fenris 2d6

## Table of Armour Magic Abilities

| Roll 2d6 | Magic Ability |
|---|---|
| 2–6 | Armour Ability Passwall |
| 7–8 | Armour Ability Protection from Arrows |
| 9–10 | Armour Ability Resistance |
| 11 | Armour Ability Darkness |
| 12 | Armour Ability Haste |

## Table of Wands & Magic Papyri

| Roll 2d6 | Item Description |
|---|---|
| 2–6 | A Class 0 Spell |
| 7–8 | A Class 1 Spell |
| 9–10 | A Class 2 Spell |
| 11 | A Class 3 Spell |
| 12 | A Class 4 Spell |

## Magic Item Descriptions

The following table describes Minor, Medium and Major Magical Items

## Magic Item Descriptions

### Amulet

An amulet creates a personal protection vs. Specific Hazards, or Subject of Chaos/Law, or vs. a Specific Monster. Only one Amulet may be worn at a time.[Pi]

Amulets vs. Specific Hazards bestow a +1 or +2 Saving Throw Dice Roll Modifer. The Amulets are +2 vs. Common Hazards and +1 vs. Special Hazards. Common Hazards are: Special Hazards are:[Pi]

Amulets vs. Law/Chaos offer limited protection vs. Foes of a specific Alignment. The Foe will not approach within 10' or attack the wearer of the Amulet unless the Foe is itself attacked. Such Amulets are simply ignored by Foes of 6 Hit Dice or greater. A +1 Dice Roll Modifier applies to all saving throws vs. all Hazards.[Pi]

Amulets vs. Specific Monsters offer limited protection vs. one type of Foe. The Foe will not approach within 10' or attack the wearer of the Amulet unless the Foe is itself attacked. Such Amulets are simply ignored by Foes of 10 Hit Dice or greater. A +2 Dice Roll Modifier applies to all saving throws vs. the Specific Monster's Hazards.[Pi]

### Bag of Holding

This appears to be a common cloth sack about 2 feet by 4 feet in size. Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount 15lb. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. Retrieving a specific item from a bag of holding is a full–round action. Note that the neck of the bag is only has a ½ foot radius, thus nothing wider than the opening may be carried.

### Belt of Strength

This wide belt is made of thick leather and embroidered with gold and silver thread. The belt alters the wearer's STR to 18 so long as the belt is worn.

### Bottled Spirits[Pi]

Bottled Spirits are glass bottles which contain a friendly ghost. The Ghost is capable of performing a single ordinary task, such as opening a locked door. The Ghost then disappears when its task is completed.[Pi]

### Cloak of Invisibility

This magic cloak makes its wearer invisible but may only do so each day for the number of turns equal to the CON of the subject wearing it.[Pi]

### Crystal Ball

This is a crystal sphere about 6 inches in diameter. A Character with a WIS or INT of 13 or better can use the Crystal Ball to see over virtually any distance. Magic Spells can be projected through the Crystal Ball on a subject or target. The Crystal Ball may only be used for the number of turns equal to the viewer's CON. Some Crystal balls, carved from the same rock, are tied together and a viewer may see what is in the room where the other lies if it is uncovered.[Pi]

### Djinni Bottle or Djinni Lamp

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. If the seal is broken a thin stream of smoke issues from it which then assumes the form of the Chaotic Djinn which has been imprisoned within it. When the bottle or lamp is first opened the Referee must roll 2d6; if doubles are rolled the Djinn is angered after it's long imprisonment and attacks all those present immediately upon being released, if any other number is rolled the Djinn of the bottle grants three wishes. If not all wishes are used in one day the Djinn may be commanded to return to the lamp. It may be summoned again by rubbing the bottle or lamp, a full melee round action. Once the three wishes are granted the Djinn is released and afterward disappears forever. The Djinn does not have to grant three wishes to every new owner of the bottle or lamp.[Pi]

### Everburning Dwarflamp

A magic lantern made by Dwarfs and containing a small piece of Philosopher's Stone or Firebird Feather. The Dwarflamp always emits light unless it is covered.[Pi]

### Firebird Feather

The Firebird is a magic bird in appearance not unlike a glowing Peacock but its plumage and eyes emit a fiery glow. A single tail feather is capable of illuminating an entire room unless it is concealed. The feathers do not emit any heat nor are they hot to the touch.[Pi]

### Magic Ball

A ball which when rolled in front of a Subject shows them the path they must travel. [Pi]

## Magic Bean

A Magic Bean, when planted under a full moon, will grow overnight to an enormous girth and height. The bean stalk may be climbed in order to cross obstacles of great height such as cliffs. In rare cases, roll 11–12 on 2d6, the bean stalk will reach into the clouds where Giant's live. [Pi]

## Magic Armour

Magic Armour is listed by name with a "-1" indicating an increase in protection, e.g. Scale Horn is AC 6 -1 makes it AC 5. [Pi]

## Dwarf & Elf Armour

Dwarf or Elf made Armour is as light as leather, reducing Encumbrance and increasing Speed. [Pi]

## Proof Armour

Armour affords little protection against missiles except at very long ranges for missiles are designed to defeat the protective value of Armour. Some Armour is said to be "Proof" vs missiles. Such armour has been "proofed", that is it has been tested against missiles at 150, 200, or 300 yards; the "W" results are ignored for Proof Armour at these ranges. Such armour should be worth a kings ransom, perhaps two or three times the usual cost and would typically be available only to the very rich. [Pi]

## Armour Ability Passwall

Once per day, this armour's ability allows only the wearer of the armour to become pass through wood, plaster, or stone walls; but not through metal or other harder materials. If the wall's thickness is more than 3", then the wearer is ejected out the way they entered the wall.

## Armour Ability Darkness

On command the armour sheds magical darkness as black as pitch in a 6" radius, and dim shadow for an additional 6" beyond that. The wearer of the armour can see within the magical darkness and shadow created by the armour as if they have *True Seeing*. Subjects that take penalties in the dark also take them while within the radius of this magical darkness. If a cloak covers the armour the effects are blocked until the covering is removed.

## Armour Ability Resistance

This armour protects its wearer from harm vs. Special Hazards only, granting a +1 bonus on Saving Throws vs. Special Hazards. The Special Hazards Table includes Fear, Level Drain, Petrifying, Magic/Illusion, The Gaze of Beasts, The Breath of Beasts, and Dragon's Breaths.

## Armour Ability Haste

The wearer of this armour may move and act more quickly than normal. This extra speed has several effects: The wearer may make one extra attack with any weapon they are holding. They gain a +1 bonus on attack rolls and a –1 bonus to AC. All movement increases by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. Multiple haste effects don't stack.

## Armour Ability Protection from Arrows

You are impervious to ranged weapon fire from attackers of less than 4 Hit Dice. When attacked by subjects with 4 Hit Dice or better you gain a bonus of –1 to Armour Class and 3 points of damage reduction vs. ranged weapons.

## Magic Carpet

Either a 10 x 10' or 20 x 30' wool carpet which, when commanded, is captured by the wind and flies through the air as directed. The Carpet may bear any weight but those riding it must take care to sit within the limits of the carpet edge otherwise they risk falling off. [Pi]

## Magic Flute

A Magic Flute, if played successfully, acts as a Charm spell upon those who hear it. It requires a successful Check Roll.

## Magic Key, opens any lock

This magic key can fit any lock and open it. [Pi]

## Magic Mirror

The Magic Mirror is a means to contact a Ghost who then appears in the mirror and is compelled to answers questions, 1 per day. The information a Ghost provides cannot be entirely trusted as the Ghost, who resents this service, will often twist the truth. [Pi]

## Philosopher's Stone

In appearance the Philosopher's Stone is white or red and heavier than gold. The Philosopher's Stone can turn metals into Gold or Silver, and ordinary stones into Precious Stones. If ground up it can be dissolved in water to make an elixir. As an elixir it heals all illness and wounds, and prolongs the life of the person who consumes it. The Philosopher's Stone is not consumed when it burns therefore the stone may also be used to create perpetually burning lamps. [Pi]

## Potion

A Potion is a magic liquid that produces its effect when consumed. A Potion can duplicate the effect of the listed spells of up to 3rd level.

Potions are like spells cast upon the consumer. The subject taking the Potion doesn't get to make any decisions about the effect —the caster who brewed the Potion has already done so. Potions are a Hazard and a subject consuming the potion is entitled to a saving throw vs. Potions to avoid the effect entirely. This roll must be made whether the effect of the potion is beneficial or harmful to determine if the potion takes effect.

A typical Potion consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. Drinking a Potion requires no special skill. The user merely removes the stopper and swallows the Potion.

Drinking a Potion or using an oil on an item of gear is an action. The Potion or oil takes effect immediately.

A subject must be able to swallow a Potion and because of this, incorporeal creatures cannot use Potions.

A Character can carefully administer a Potion to an unconscious subject as a full–round action, trickling the liquid down the subject's throat.

# Fenris 2d6

## Ring of Invisibility
This Magic Ring makes its wearer invisible but may only do so each day for the number of turns equal to the CON of the subject wearing it. [PI]

## Ring of Protection
This ring offers continual magical protection in the form of a bonus of −1 or −2 to AC.

## Ring of Resistance
This ring continually protects the wearer from full damage from one type of: acid, cold, electricity, or fire (determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage subtract 1/2 the value from the damage dealt.

## Ring of Three Wishes
This ring is set with three rubies. Each ruby represents a wish spell, activated by the ring. When a wish is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a nonmagical item.

## Ring of Wizardry
The wearer's base spells per day are doubled for one specific spell class. A ring of wizardry can double the base number of 1st–4th class spells. The ring is always devoted to one class not all four. Bonus spells from high ability scores are not doubled.

## Scabbard of Regeneration
This Scabbard for a Sword or Sax restores +1 Hit Point per Melee Round. It may only restore as many hit points per day as its wearer has CON. [PI]

## Scarab of Regeneration (an Amulet)
This Amulet restores +1 Hit Point per Melee Round. It may only restore as many hit points per day as its wearer has CON. As with other Amulets only one may be worn. [PI]

## Seven League Boots
The boots allow the wearer to travel seven leagues per stride, a league is 3 miles, and a distance of 21 miles is covered with each stride. In 8 hours of travel the wearer of the boots may cover 7x the usual distance. The boots only work when used for outdoor travel. The boots have no effect at all when walking or running. The boots only work when the wearer makes a great stride. [PI]

## Slippers of Silence
While walking the wearer of the slippers moves silently their footsteps cannot be heard. A dice roll modifier of −2 applies to the spot checks of foes. The slippers cannot be worn while running and simply fall off. If one slipper is lost the other is of no value. [PI]

## Weapon Ability Darkvision
The weapon's weilder gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

## Weapon Ability Flame
Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d3 points of fire damage on a successful hit and prevents hit point regeneration by magic or monsters with natural ability. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

## Weapon Ability Life Stealing
When the dice are thrown to determine a Hit Result, and doubles are thrown, instead of applying damage or a fight result, the weapon drains a level. When levels are lost all Experience Points, Hit Points, and Abilities granted by those Levels are also lost. If a foe is reduced to −1 Hit Dice or lower they are slain.

## Weapon Ability Slaying
Such weapons deal additional dice of damage, 1d2, 1d3, or 1d6.

## Weapon Abilty Light Generation
Emits light equivalent to a light spell (bright light in a 20–foot radius, shadowy light in a 40–foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off.

## Travel Stone
Travel Stones are small magic pebbles engraved with spirals, graven stones which serve as the keys to unlock the ancient portals, the Menhir. With the stones one may approach a Menhir and travel to the next, exiting many leagues hence. [PI]

## Wands
A wand contains a single spell of Class 4 or lower. Roll on the Wands table to determine the Class of the spell. A minor magic wand has 10 charges when created, and each charge expended allows the user to use the wand's spell one time. Medium wands have 20 charges, and Major Wands 40 charges. A wand that runs out of charges is just a stick. A typical wand is a thin baton made of wood or bone. To activate a wand, a character must hold it in hand (or whatever passes for a hand), point it in the general direction of the target or area and speak a word of command.
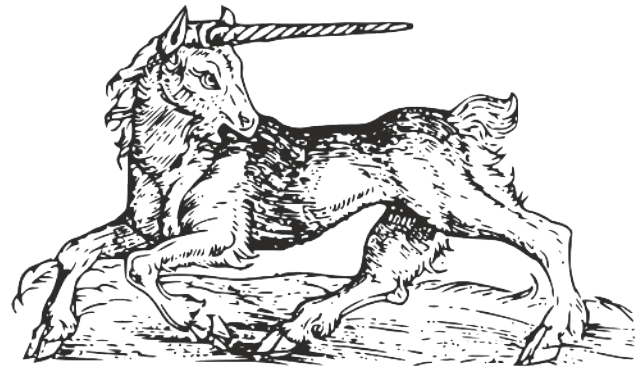
# MONSTER DESIGN

## MAKING ADAPTATIONS FROM THE SRD OR OGL SOURCES

Fenris's Monsters are primarily drawn from the SRD and it is possible to adapt Classic and OGL sources as well. For reference the following table graphically explains some of the rationale used. Only the information highlighted in Gray has actually been used:[PI]

## PEGASI

| Fenris 2d6 Statistic | Adaptation to Fenris 2d6 from SRD Source | SRD Source |
|---|---|---|
| **Abilities Man–like:** | Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13, Abilities are only really needed for Man–Like Foes indicate No if the creature is not man–like | Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13 |
| **Alignment:** | Chaos, must be Chaos or Law, and may be Conflicted | Usually chaotic good |
| **Armour Class:** | 6, AC is always presented as the first number.<br>AC 9–8–7–6–5–4–3–2 | 14 (–1 size, +2 Dex, +3 natural), touch 11, flat–footed 12 |
| **Attacks:** | Hooves, Bite, the number of multiple attacks are determined by comparing Foes Hit Dice vs Hit Dice, Damage is rolled on the Hit Result Table unless specially noted otherwise. | 2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2) |
| **Hit Dice:** | 4 | 4d10+12 (34 hp) |
| **Saving Throw:** | If the Monster has 4 or more Hit Dice it gains a Saving Throw | Not used |
| | Saving Throws are by Hit Dice on the Hazard Tables. The Saving Throw is therefore not listed. Bonus may be given to the roll vs. certain hazards. | Fort +7, Ref +6, Will +4 |
| **Size** | Large, Size is required to determine the Peer relationship attack die roll modifier | Large Magical Beast |
| **Special:** | Attacks requiring saving throws such as poison, paralysing, petrification, etc. | |
| **Speed:** | 24/48, Care should be taken in the selection of a movement speed per melee round. Fenris 2d6 uses a 10 foot scale for the greatest compatibility with classic and new OGL game movement speeds. Base all movement speed in terms of 10 foot = 1 inch and be aware that the SRD bases movement speed on 5 foot = 1 inch. e.g. Speed: 8", climb 8", swim 8" | 60 ft. (12 squares), fly 120 ft. (average) |
| **Treasure Hoard:** | No, Yes or No | None |
| **Worth/XP:** | 400 XP. See the topic *Calculating Experience Point Worth* below. The Challenge Level concept is not used. | Challenge Level 3 |
| **Xenogenesis** | Yes or, No. Xenogenesis may be indicated if a creature is a hybrid of 2 or more types such as the Chimera, the spawn of Deities, etc. | Not used |

# Fenris 2d6

## Calculating Monster Experience Point Worth

In Fenris 2d6 The following tables express the base worth of a Monster in experience points:[PI]

## Table of Base XP Award Per Hit Dice[PI]

| Number of Hit Dice | Experience Point (XP) Award |
|---|---|
| Less than 1 Hit Dice | 50 Experience Points |
| 1 or more Hit dice | 100 Experience Points per hit die |
| | [PI] |

**Example:** A Monster with 4 Hit Dice is worth 400 experience points for the purpose of determining the experience award.[PI]

## Describing Monsters

A Monsters description contains factual and anecdotal information for the Referee about the Monster, some of it inspired by legend.[PI]

| Fenris 2d6 | SRD |
|---|---|
| Pegasi are magnificent white winged horses. Though highly prized as aerial steeds, the Pegasi are wild shy creatures who seldom suffer themselves to serve as mounts. Deities have been known to bestow temporary permission to ride the Pegasi with the grant of a golden bridle. A few Pegasi have allowed themselves to be ridden on noble quests but at heart they remain wild and elusive. Pegasi cannot speak but the understand the words of a rider. A typical Pegasi stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. | The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common. |

# The Monster Bestiary

## Monster Descriptions

Mythological Monsters are described as follows:

## Abilities Man-Like

A *Man–like Peer Monster* may have *Abilities* comparable to those of *Characters*. If so they are listed in order *Str n, Dex n, Con n, Int n, Wis n, Cha n,* where "*n*" represents a value from 3–18, or "*No*" if there are none. Monsters which are not *Man–like Peers,* such as a Giant, or Dragon would not fall in this range of values and would have *Special Abilities* expressed as Dice–Roll Modifiers or Saving Throws.

## Alignment

A Monster may have an Alignment of Chaos, Law, and be conflicted.[PI]

## Armour Class

The Armour Class system in Fenris 2d6 rates Armour Class from 9 to 2[PI]

## Attacks

When an attack is listed as "or", such as "Bite or Claw" the Monster makes one attack per round of either type. When multiple attacks are possible, the Monster uses more than one of its attack types.[PI]

The number of multiple attacks, is always determined by the ratio of Hit Dice between the Attacker and Defender.[PI]

A Monsters Bite or Claw may have a *Special Attack* such as poison. A Monster may also have other *Special Attacks,* such as Gaze or Breath, or Poisoning, Turning Victims to Stone, etc. Attacks will have a single short term or reference but *Special* features are itemized and described in the category *Special.*[PI]

## Hit Dice

A Monsters Hit Dice is equivalent to the Underworld Level on which they are typically found. A monster may have 0–15 hit dice. Wandering Monster lists or lists used to populate Underworlds are created using the appropriate Hit Dice.[PI]

## Saving Throw

Yes or No, Monsters of less than 4 Hit Dice do not get a Saving Throw v.s. Hazards.[PI]

## Size

e.g. "Small" the Size of the Monster. Size tells you not only how many squares the creature occupies, but whether a –1 dice roll modifier applies to melee if the Monster is not a "Peer". A Peer must be within one size step of a Character or Monster in melee. Sizes are Gargantuan, Colossal, Huge, Large, Medium, Small, Tiny, Diminutive and Fine. Two Giants are peers but a Giant and a Halfling are not peers.[PI]

## Special

Special refers to a *Special Attack, Feature, or Dice Roll Modifier*, Attacks usually requires a saving throw, e.g. Poison Claw, Poison Bite, Paralysing Sting, Gaze or Breath attacks should be listed and described in the text with the Monster's Description.[PI]

## Speed

The Map Scale for miniature figures is measured in 1" squares at a scale of 10' per square.[PI]

A Monsters Speed is expressed in inches per melee round. A Speed of 4" means that the Monster may move 4 squares per melee round. A Monster's *Running Speed* is four times its *Base Speed.* 4" x 4 = 16" per melee round, 16 squares. If a Monster can fly its *Base Flying Speed* is listed after the *Base Movement Speed* in the following manner e.g. 4"/8".[PI]

Additional Special Movements may be listed, Climb 2", Swim 2". Some monsters may not have any movement rate out of water and this should be indicated. [PI]

## TREASURE HOARD

"Yes" if a Monster keeps a Treasure Hoard, or "No" for none. [PI]

## WORTH XP

Worth is the value of the Monster in experience points. This is the amount of *Chaos* or *Law* experience points a Character is awarded for defeating it. Note that defeating a Monster includes accepting its surrender, taking it prisoner, or killing it. [PI]

## XENOGENESIS

*Xenogenesis is a property of the Magical Blood of certain Mythological Monsters. When the Magical Blood falls to the earth it spontaneously creates a number of new Monsters.* "Yes" or "No" [PI]

Xenogenesis occurs when the Monster suffers a Mortal Wound, roll 2d6. [PI]

| Roll 2d6 | Xenogenesis |
|----------|-------------|
| 2–6 | A Monster of ¼ the Hit Dice of the Slain Foe |
| 7–8 | A Monster of ½ the Hit Dice of the Slain Foe |
| 9–10 | A Monster of equal Hit Dice to the Slain Foe |
| 11 | A Monster of 1+½ the Hit Dice of the Slain Foe |
| 12 | A Monster of 2x the Hit Dice of the Slain Foe |
| | [PI] |

*Note – The new Monster which spontaneously appears will not have Xenogenesis as a trait.* [PI]

## ADDER, (DEATH ADDER)

Abilities Man–like: No
Alignment: Chaos
Armour Class: 8
Attacks: Bite
Hit Dice: 3
Saving Throw: No
Size: Small
Special: Poison Bite
Speed: 8", climb 8", swim 8"
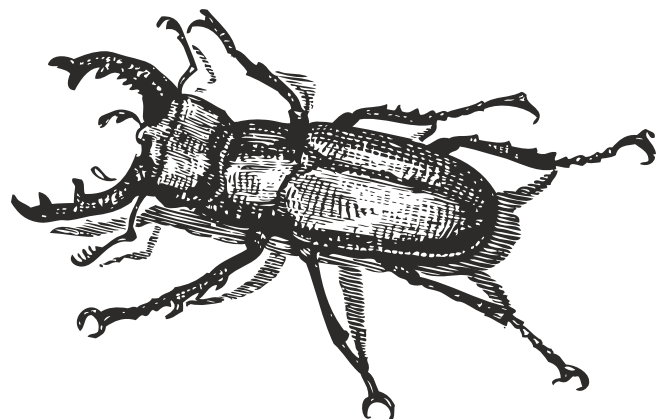Treasure Hoard: No
Worth XP: 300
Xenogenesis: No
The Adder is a very small venomous snake sometimes referred to as a "Death Adder". The Death Adder's poison is deadly and requires a Saving Throw vs. Common Hazard – Death or the subject is Mortally Wounded. Death Adders rely on their venomous bite to kill prey and defend themselves. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

## ANGEL

Abilities Man–Like: Variable
Alignment: Law
Armour Class: 2
Hit Dice: 9
Attacks: variable
Saving Throw: Yes
Size: variable, Gargantuan, Colossal, Huge, Large, Medium, Small, Tiny, Diminutive and Fine
Special: Unharmed by Fire, +2 Saving Throws when surrounded by fire
Speed: 6/15" (flying)
Treasure Hoard: No
Xenogenesis: Yes
XP Worth: 900
Immortal Beings of Light (Law) who act as messengers, protecting and guiding all beings, and carrying out Lawful tasks. Angels know all spells. An Angel has hit points for the purpose of combat and may be vanquished but never killed. Angels have all the powers of a Lawful Magician and Mystic combined. [PI]

## ANTHRACITE BEETLE[PI]

Abilities Man–like: No
Alignment: Chaos
Armour Class: 5
Attacks: Bite
Hit Dice: 3
Saving Throw: No
Size: Large
Special: Paralysing Bite
Speed: 6/48
Treasure Hoard: No
Worth XP: 300
Xenogenesis: No
The Anthracite Beetle is a Large and nearly invisible Underworld predator that is very difficult to Spot when it is not moving, –2 to Spot Checks. The Beetle's carapace is dark and light absorbing rather than reflecting. Like many underworld Foes the Anthracite Beetle is attracted to torchlight, but it cannot abide *Daylight* and will stay outside of the area of a *Daylight* Spell. When flying it gives off a loud hum +2 to Spot Checks. It has a venomous bite which requires a Saving Throw vs. Common Hazard – Paralysing. This Underworld horror can carry off a Small Character by flying in, making a successful attack (paralysing bite), and then having grasped its paralysed victim in its claws, attempts to fly away with its meal. It cannot of course fly away with a struggling character!

# Fenris 2d6

## Automaton

Abilities Man–like: variable
Alignment: Law or Chaos
Armour Class: 6
Attacks: Bite
Hit Dice: variable
Saving Throw: Only if 4 Hit Dice or greater
Size: variable
Special: Cast Single Magic Spell
Speed: variable
Treasure Hoard: none
Worth XP: 100 per Hit Dice
Xenogenesis: No

Automatons are metallic statues of Animals, Men and Monsters made animate by Magicians. They may also be able to cast particular spells. Since they can be almost anything, their characteristics, such as movement speed, depend entirely upon what they resemble. The role of the Automaton is typically that of a guardian and they obey simple orders like a Skeleton. The singular advantage of the Automaton is that unlike Undead it cannot be influenced by a Mystic. If the Automaton is to cast a spell with a Verbal component it must also be able to speak.

## Bang Beetle[PI]

Abilities Man–like: No
Alignment: Chaos
Armour Class: 6
Attacks: Bite
Hit Dice: 1
Saving Throw: No
Size: Tiny
Special: Exploding within 2”
Speed: 6/24”
Treasure Hoard: No
Worth XP: 100
Xenogenesis: No

The Bang Beetle is a Tiny red beetle which explodes when it is struck by a sharp blow, weapons, or when magic spells are cast near them, causing (1d6) damage to all character's within 2”. The terrible thing is that Bang Beetles love company and if within 2” of each other often set one another off causing a chain reaction in which several explode in quick succession. If left alone Bang Beetles will typically ignore anyone nearby but they do bite if provoked. Bang Beetles are notorious for trailing Underworld Explorers in the hopes of scavenging a meal and it is terribly unfortunate that casting Magic Spells will also set them off. The noise may also attract unwanted attention and eliminate surprise.[PI]

## Basilisk

Abilities Man–like: No
Alignment: Chaos
Armour Class: 4
Attacks: Bite and Gaze
Hit Dice: 8
Saving Throw: Yes
Size: Medium
Special: Petrifying Gaze 3”, Poisonous Trail, Poisoning Odour 3”, Voice 12”
Speed: 8”
Treasure Hoard: No
Worth XP: 800
Xenogenesis: No

The Basilisk is a snake that is so venomous that it leaves a 1” square wide trail of deadly venom in its wake and any who come into contact with it must make a Saving Throw vs. Poisoning or suffer 2d6 damage. The gaze, sound of its voice, and odour are likewise lethal.[PI]

- The gaze of a Basilisk turns those who meet it into Stone, saving throw vs. Special Hazards – Gaze of Beasts.[PI]

- The voice of the Basilisk causes 1d6 Damage to all within hearing distance, saving throw vs. Common Hazards – *Death to avoid the effect completely*. Each round Roll 1d6, on a result of 1–4 a Basilisk will use its terrible voice.[PI]

- The odour of the Basilisk is a poison that causes 2d6 Damage and affects all within 3” of the beast, saving throw vs. Common Hazards – Poisoning. Once a Character or Monster successfully passes or fails this saving throw they are not required to make it again.[PI]

Basilisks can be Mortally Wounded by hearing the crow of a Rooster if they fail a Saving Throw vs. Common Hazards – Death. A Character must make a successful Charisma Ability Check vs. Difficult to make a Rooster crow.[PI]

> *Note that a Rooster is not immune to the Gaze of the Basilisk, its voice, odour or venom, and it does not get a saving throw!*[PI]

A Basilisk may also be killed by reflecting its gaze back at itself through a mirror but this task is nearly as dangerous to the attacker as it is to the Basilisk. The Character must risk the Basilisks Gaze. A mirror, or other reflective surface, may be used to look upon a Basilisk, but there is an –2 attack roll modifier for trying to attack such Foe while looking at it in a mirror. When faced with a mirror the Basilisk must make a successful saving throw vs. Special Hazards – Gaze of Beasts to avoid turning itself to stone. To reflect the Gaze and kill the Basilisk without harming themselves a Character must make both a successful Attack Check Roll and a Saving Throw vs. Special Hazards – Petrification to avoid turning themselves to stone.[PI]

## Bat Vampyre

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 8
Hit Dice: 1
Attacks: Bite
Saving Throw: No
Size: Tiny
Special: Sucks blood automatically each round after the first successful attack. Roll on the Hit Result Table each round.
Speed: 4/18” (flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

The biting winged Vampyre Bat hangs from the ceiling of underground caves. It is notorious for sucking the blood of its victims. This Monster has a diseased bite which requires a Saving Throw vs. Common Hazard – Death. Those that fail the saving throw catch the dangerous disease called Vampyre Fever, which prevents the Character from healing, or being

healed, for 2d6 days. A Mystic must first cure a Vampyre Fever prior to attempting to heal any wounds.

## Black Dog

Abilities Man–like: No
Alignment: Chaos
Armour Class: 3
Attacks: Bite
Hit Dice: 3
Size: Medium
Special: Howl
Speed: 8"
Treasure Hoard: No
Worth XP: 300
Xenogenesis: No

The Black Dog is a ghostly hound which appears and howls a portent of ill omen. The Black Dog will appear within 120' (24 squares) and Howl. Non–Player Character's and Monsters who hear its Howling must make a morale check. Misadventure is sure to follow because all Check Rolls must have a –1 dice roll modifier applied to them for the following 2d6 Turns while the Black Dog Howls and tags along behind the unfortunate. The Black Dog is an incorporeal creature which may only be attacked with a magic weapon and if driven away the bad luck brought by its Howling ends. The Howl of the Black Dog may also attract Wandering Monsters.

## Beetle, Giant Fire

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 4
Hit Dice: 1+1/2
Attacks: Bite
Saving Throw: No
Size: Small
Special: None
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 150

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 2d6 days after removal from the beetle, illuminating a roughly circular area with a 10–foot radius.

## Black Pudding

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 6
Hit Dice: 10
Attacks: Attack
Saving Throw: Yes
Size: Huge or Large
Special: Acidic surface, immune to cold, divides when hit with lightning
Speed: 6"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1,000

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armour contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armour (1 hit by pudding), plate mail (2 hits by

pudding). If a weapon or armour is magical, it can take an additional hit per +1 before being dissolved.

Black Puddings are amorphous creatures that live only to eat. They can be found throughout the Underworld, scouring caverns, ruins, and dungeons in search of organic matter, living or dead. Black Puddings attack any creatures they encounter. The Black Pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. After a successful Attack Check Roll the Black Pudding must make a second successful Attack Check Roll in the following round to dissolve an opponent's armour and clothing. The second melee hit deals acid damage; the opponent's armour and clothing dissolve and become useless. Slashing and piercing weapons deal no damage to a Black Pudding. Instead the creature splits into two identical Black Pudding s, each with half of the original's current hit points (round down). A Black Pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

## Centaur

Abilities Man–like: Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Alignment: Law or Chaos (always Conflicted)
Armour Class: variable
Attack: By weapon, or kick
Hit Dice: 5
Saving Throw: Yes
Size: Large
Special: No
Speed: 12"
Treasure Hoard: Yes
Worth XP: 500
Xenogenesis: No

A Centaur is a mythological creature, part Human and part Horse, given the torso of a Human joined at the waist to where a horse's neck would be. Female Centaurs are called Centaurides. Centaurs are of either Lawful or Chaotic alignment and always *Conflicted* due to having both animal and human qualities combined. Far from being noble creatures most Centaurs are of a bestial nature and *chaotic* alignment. Centaurs are, within the scope of the rules, considered Man–Like foes (the man–like half has abilities), and can use weapons and armour similar to those of Men which will include barding of the same AC for rest of it's horse body. A Centaur fighting with a Lance gains the same advantages when it charges as a rider on a mount does.[Pr]

## Chimera

Abilities Man–like: No
Alignment: Chaos
Armour Class: 7
Attack: Bite (3 heads), Claw
Hit Dice: 9
Saving Throw: Yes
Size Large
Special: Poison Bite, Breath Weapon – Fire
Speed: 12"
Treasure Hoard: No
Worth: 900
Xenogenesis: Yes

A Chimera is a terrifying creature which breathes raging fire. The Chimera devastates the country in which it inhabits harrying cattle, beasts, and men; for it is a single creature with the power of three beasts. It's body is that of a lioness, for the Chimera is female huntress, great, swift–footed and

strong. The Chimera has three heads; one the grim–eyed lioness; in the hind quarters a serpent with a poisonous bite; and in the middle of its back, a goat which breathes forth a fearful blast of blazing fire.[PI]

## COCKATRICE

Abilities Man–like: No
Alignment: Chaos
Armour Class: 7
Attack: Bite
Hit Dice: 5
Saving Throw: Yes
Size: Tiny
Special: Poisonous Touch, Bite, and Breath, Petrifying Gaze
Speed: 8/12"
Treasure Hoard: none
Worth XP: 500
Xenogenesis: No

The Cockatrice is a supernatural Monster, hatched from an egg incubated by a Toad. The Cockatrice is as Tiny as a Rooster yet has terrible powers similar to those of a Basilisk. The Cockatrice resembles a Tiny two legged Dragon and can fly with its bat like wings, yet it has the head of a Rooster. The stare of the Cockatrice Mortally Wounds, Saving Throw vs. Special Hazard Gaze of Beasts. The touch and breath of the Cockatrice are poison, Saving Throw vs. Common Hazard Poison, and Special Hazard Breath of Beasts respectively. The poisonous breath of the Cockatrice rots crops and other foodstuffs; and causes 2d6 Damage and affects all within 3" of the beast, saving throw vs. Common Hazards – Breath of Beasts. Once a Character or Monster successfully passes or fails this saving throw they are not required to make it again. Like a Basilisk, Cockatrice are vulnerable to their own Gaze if it is reflected back at them. A Rooster's crow will also kill the monster but of course the Rooster is not immune to the Gaze, and poisons of the Cockatrice. The forehead of the Cockatrice is said to hold a valuable gemstone with magic properties. At the referee's discretion these stones may individually give +1 or +2 vs. Hazards such as Death, Petrification, or Poisoning. The gemstone is invaluable for its magical properties as an amulet and as such is worth £500.[PI]

Cockatrice can be Mortally Wounded by hearing the crow of a Rooster if they fail a Saving Throw vs. Common Hazards – Death. A Character must make a successful Charisma Ability Check vs. Difficult to make a Rooster crow.[PI]

> Note that a Rooster is not immune to the Gaze of the Cockatrice, or it's breath, and it does not get a saving throw![PI]

A Cockatrice may also be killed by reflecting its gaze back at itself through a mirror but this task is nearly as dangerous to the attacker as it is to the Cockatrice. The Character must risk the Cockatrice Gaze. A mirror, or other reflective surface, may be used to look upon a Cockatrice, but there is an –2 attack roll modifier for trying to attack such Foe while looking at it in a mirror. When faced with a mirror the Cockatrice must make a successful saving throw vs. Special Hazards – Gaze of Beasts to avoid Mortally Wounding itself. To reflect the Gaze and kill the Cockatrice without harming themselves a Character must make both a successful Attack Check Roll and a Saving Throw vs. Special Hazards – Gaze of Beasts to avoid being *Mortally Wounded*, refer to *Fenris 2d6 Mortal Wounds*.[PI]

## CYCLOPES

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 4
Hit Dice: 8+1/2
Attacks: Weapon
Saving Throw: Yes
Size: Large
Special: Club and Throw boulders for 2d6 Damage
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 850

Cyclopes are giants with a single eye in the middle of their forehead. Cyclopes are known to be ill mannered and to have a taste for the flesh of Men, Dwarfs, Elves, and Halflings whom, when falsely lured as guests, become the subject of a monstrous feast instead. Cyclopes are strong stubborn brutes but they have considerable innate ability as Masons and Smiths. Cyclopes are able to both forge items with magical properties and to build Cyclopean fortresses. At the command of Deities they forged Bolts of Lightning as weapons, a Trident with power to shake the earth and create tempests or calm the sea, Bows and Arrows of Moonlight or Sunlight, and a Helm of Darkness.[PI]

## DEMON

Abilities Man–Like: Variable
Alignment: Chaos, Conflicted
Armour Class: 2
Hit Dice: 9
Attacks: variable
Saving Throw: Yes
Size: variable, Gargantuan, Colossal, Huge, Large, Medium, Small, Tiny, Diminutive and Fine
Special: Unharmed by Fire, +2 Saving Throws when surrounded by fire
Speed: 6/15" (flying)
Treasure Hoard: No
Xenogenesis: Yes
XP Worth: 900

Immortal Beings of Chaos, often Conflicted who act as messengers, harming and misleading all beings, and carrying out Chaotic tasks. Demons may take any form including that of a Character, and assume the Abilities thereof, however, the simulacrum is always imperfect and the true nature of the Demon is always revealed by a visible flaw. The Demon will of course take pains to conceal the defect. A Demon has hit points for the purpose of combat and may be vanquished but never killed. Demons have all the powers of a Chaotic Magician and Mystic combined. [PI]

## Djinn

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 4
Hit Dice: 7+1/2
Attacks: Weapon
Saving Throw: Yes
Size: variable, Gargantuan, Colossal, Huge, Large, Medium, Small, Tiny, Diminutive and Fine
Special: Unharmed by Fire, Travel Vast Distances, Invisibility, Grant 3 Wishes
Speed: 9/24" (flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 750

The Djinn are immortal supernatural spirits of lesser ability than Angels or Demons but this does not make them any less formidable. They are often unseen but when visible they are creatures of flame. Djinn are in fact capable of assuming any form at will. Djinn have the power to travel vast distances in the twinkling of an eye, and possess great magical powers. Djinn dwell in remote areas in hidden communities but a few travel widely, unseen and invisible. Like mankind, they have communities, laws, governments and Kings. Djinn may be of the alignment of Chaos or Law and may be conflicted. Some *Chaotic* Djinn, are punished for their misdeeds and imprisoned in lamps and bottles for a span of years well beyond that of a human lifetime. These Djinn are renowned for giving three wishes to whosoever should find the lamp or bottle and command them, but this service they resent. Care should be taken in the choice of words used for a wish lest the *Chaotic* Djinn twist their meaning and perform harm. Only the most powerful of Magicians may expect to summon and command a Djinn.[Pi]
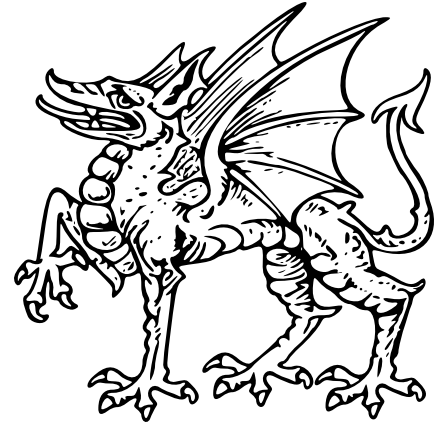
## Dragon

Abilities Man–like: No
Alignment: Chaos
Armour Class: 3
Attack: Bite, Breath, Tail, Entangle & Crush
Hit Dice: 15
Saving Throw: Yes
Size: Gargantuan or Colossal
Special: Breath, Smashing Tail, Curl and Crushing, Invulnerability, Damage is always 2d6
Speed: 12/80"
Treasure Hoard: Yes
Worth: 1500
Xenogenesis Yes

A Dragon, which is also known as a Worm, is an enormous malevolent serpent of great length and stature; with a powerful smashing tail. The Dragon's body is typically like that of a huge lizard featuring either a single pair or two pairs of lizard–like legs. Often, many have enormous bat–like wings which grow from their back; and those Dragons which have wings can fly.[Pi]

Dragons either have a poisonous breath or are able to hurl fire from their mouths but their real power lies in their smashing tail and bodies which they use to curl, entwine, and crush. Some Dragons are so enormous they can curl around entire hills.[Pi]



Dragons typically lair in the hollow of a mountain or a large hill. Emerging from their lair at dusk and dawn they ravage the countryside, eating crops, livestock, Men, Dwarfs, Elves, and Halflings alike. Their breath wilts and destroys crops. The surrounding countryside is always devastated and ruined by a Dragons predations.[Pi]

Very often Dragons prove invulnerable to ordinary weapons and this makes them quite difficult to get rid of. Most typically have an underground lair or cave and are renowned hoarders of treasures which is usually their downfall as some champion or knight with a sharp sword and determination will seek out the Monster's lair in the hopes of getting rich.[Pi]

Dragons are sometimes used by Deities to guard the entrances to special locations or treasures.[Pi]

> *The Referee must decide what invulnerability a Dragon may have; this can take a variety of forms such as whether a magic weapon is required to strike a Dragon, or if the Dragon is invulnerable to Class 1 and Class 2 weapons but Class 3 weapons may be used.*[Pi]

## Dryad

Abilities Man–Like: Str 10, Dex 18, Con 11, Int 14, Wis 15, Cha 18
Alignment: Law
Armour Class: 9
Hit Dice: 4
Attacks:
Saving Throw: Yes
Size: Medium
Special: Charm Person +2 Dice Roll Modification
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 400

A Dryad is a feminine nature spirit and guardian of trees. In appearance they resemble a mortal woman, but are shy creatures and seldom reveal themselves. Dryads always dwell in wild forest regions and are sometimes associated with a particular tree. This tree will be ancient with a thick bole and hoary with moss, yet verdant, green and growing. Messages may be left there for the Dryad, or she may be called upon. There may not be a tangible answer for the Dryads are notoriously shy and wary. The Dryads serve Deities as Forest Guardians and punish anyone who dares harm a tree or animal in the region under their care. The male counterpart of the Dryad is the Green Man. Dryads may summon, converse with, and command forest animals such as Birds, Deer, Squirrels, etc, but never Bears, Crows, or Wolves.[Pi]

# Fenris 2d6

## Donkey, Dungeon Donkey

Abilities Man–Like: No
Alignment: Law
Armour Class: 7
Hit Dice: 2 (4 if a Dungeon Donkey)
Attacks: Kick, Bite
Saving Throw: No (Yes if a Dungeon Donkey)
Size: Large
Special: (Darkvision if a Dungeon Donkey)
Speed: 8/24"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 200/400

These long–eared, horse like creatures are surefooted and sturdy. A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

Dungeon Donkeys detect approaching Foes within 12", even in complete darkness, and sound the alarm by braying with loud hee–haws, thereby negating surprise. Dungeon Donkeys are rare beasts worth 10 times the usual price.



## Dwarf

Abilities Man–Like: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Alignment: Law, Chaos, Conflicted
Armour Class: 4
Hit Dice: 1+1/2
Attacks: War hammer
Saving Throw: No
Size: Medium
Special: Detects attributes of stonework
Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 150

Dwarfs are described as short and ugly beings that dwell in mountains and in the earth, and are associated with wisdom, smithing, mining, and crafting. Dwarf smiths are legendary for forging objects, weapons, and armour with magical properties. When they live in Mountain communities Dwarfs have laws and Kings. Dwarf goods and crafts are widely traded.[Pi]

Dwarfs speak Common and Dwarf as well as the languages of their enemies the Giants, Gnomes, and Goblins. Dwarfs have the following special advantages:

- Ability Modifications; +2 Constitution, –2 Charisma.

- A –2 Check Roll penalty is applied when spells are cast against Dwarfs[1].

- Dwarfs gain a +2 Check Roll bonus on Saving Throws against Spell–like effects and Poisons.

- Dwarfs gain a +1 Check Roll bonus on Attack Rolls against Goblins.

- Dwarfs gain a –2 bonus to Armour Class against Monsters of the Giant type.

[1]Spell Casters make a Check Roll to determine if a spell is successful. The –2 penalty is deducted from the sum throw of the dice and worsens the chance of success. The text of a spell indicates if a Character is entitled to a Saving Throw which may moderate the effect of a successfully cast spell.

## Elementals

Elementals are manifestations of the basic forms of matter; Earth, Air, Fire, And Water. At great risk they can be summoned to do the bidding of a powerful Magician or Mystic. Elementals are powerful forces of nature but they oppose each other, Earth v.s. Air, Fire v.s. Water and there can be no victor in their unending conflict. [Pi]

## Elemental, Air

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 2
Hit Dice: 16
Attacks: Whirlwind
Saving Throw: Yes
Size: Huge
Special: Whirlwind, thrown debris
Speed: 36" (Flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1600

The Elemental takes the form of a whirlwind and can move through the air or along a surface at its speed. The whirlwind is 10 feet wide at the base, 30 feet wide at the top, and 10–50 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

Another subject may be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the subject's space, Saving Throw v.s. Potions, Magic & Illusion. Those caught in the whirlwind are lifted into the air and held suspended in the powerful winds. Those so trapped in the whirlwind cannot move except to go where the Elemental carries them. Any subject caught in the whirlwind can otherwise act normally, but apply a –2 penalty all Check Rolls.

The Elemental can throw loose debris from any surface it touches causing damage on the Hit Result Table each round. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be causing damage on the Hit Result Table.

The Air Elemental is opposed by the Earth Elemental.
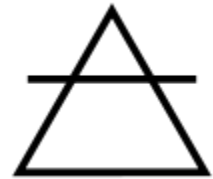
## ELEMENTAL, EARTH

Abilities Man–Like: No
Alignment: Law
Armour Class: 2
Hit Dice: 16
Attacks: Throw Stones
Saving Throw: Yes
Size: Huge
Special: Throw Stone
Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 1600

Earth Elementals take the form of a tower of rock and earth 10–30 feet wide at the base, 10 feet wide at the top, and 10–50 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

An Earth Elemental can glide through stone, dirt, or almost any other sort of earth as easily as a fish swims through water. Its movement leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. Earth Elementals can batter opponents with hurled stones (damage per the Hit Result Table), and can fall upon and crush opponents in adjacent squares (causing 2d6 Damage). They can build or tear apart stone structures constructing or dismantling a castle wall equal to their Size in a matter of 1d6 rounds. Earth Elementals can also tear apart the ground under foes causing them to drop into a pit the size of the Elemental.

The Earth Elemental is opposed by the Air Elemental.

## ELEMENTAL, FIRE

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 2
Hit Dice: 16
Attacks: Fire
Saving Throw: Yes
Size: Huge
Special: Ignite materials
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1600

Fire Elementals take the form of a tower of fire. The Elemental can move through the air or along a surface at its speed. The tower of fire is 10 feet wide at the base, 30 feet wide at the top, and 10–50 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

Another subject may be caught in the tower of flame if it touches or enters the flames, or if the elemental moves into or through the subject's space, Saving Throw v.s. Potions, Magic & Illusion. Those caught in the flames are lifted into the air and held suspended in the powerful fires which cause burning damage each round (per the Hit Result Table). Those so trapped in cannot move except to go where the Elemental carries them. Any subject caught in the fires can otherwise act normally, but apply a –2 penalty all Check Rolls.

Fire Elementals can destroy not only land and woodland turning them into desert but structures with flammable components of wood, burning to ashes areas equal to their Size in a matter of 1d6 rounds.

The Elemental can ignite and throw loose flammable debris from any surface it touches causing damage on the Hit Result Table. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the Elemental happens to be causing damage on the Hit Result Table.

The Fire Elemental is opposed by the Water Elemental.

## ELEMENTAL, WATER

Abilities Man–Like: No
Alignment: Law
Armour Class: 2
Hit Dice: 16
Attacks: Strike
Saving Throw: Yes
Size: Huge
Special: Whirlpool, or Water Spout
Speed: 6", Swim 18"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 1600
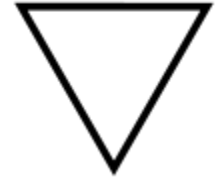
The Water Elemental takes the form of a whirlpool, or water spout and can move through the air or along a surface at its speed. The whirlpool or water spout is 10 feet wide at the base, 30 feet wide at the top, and 10–50 feet tall. The elemental controls the exact height, but it must be at least 10 feet. Water Elementals cannot move more than 18" from a large body of water.

Another subject may be caught in the whirlpool or water spout if it touches or enters them, or if the elemental moves into or through the subject's space, Saving Throw v.s. Potions, Magic & Illusion. Those caught in the whirlpool or water spout are pulled within and held suspended in the powerful water. Those so trapped in the water cannot move except to go where the Elemental carries them. Any subject caught in the water can otherwise act normally, but apply a –2 penalty all Check Rolls. The Water Elemental may also throw itself down upon foes like a great crushing wave of water (causing 2d6 Damage).

The Elemental drowns those within the whirlpool or water spout causing damage on the Hit Result Table each round. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be causing damage on the Hit Result Table.

The Water Elemental can overturn boats smaller than they are, pulling boats and swimmers down into the whirlpool to sink and drown. They can also attack Ships, battering them to pieces, and sinking them within 1d6 turns.

The Water Elemental is opposed by the Fire Elemental.

# Fenris 2d6

## Elf

Abilities Man–Like: Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Alignment: Law, Chaos, Conflicted
Armour Class: 5
Hit Dice: 1+1/2
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: None
Speed: 8"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 150

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on the bounty of the forest and trade for what they cannot obtain. Elves prefer wear finely made clothes, usually with a green–and–gray cloak that blends well with the colours of the forest. Most Elves encountered outside their homes are Emissaries, Traders, Hunters, and Warriors. Elves are cautious Warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, archers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this manoeuvre until all of their enemies are dead. Elves prefer longbows, and swords. Their Magicians often use sleep spells during combat because these won't affect other Elves.

As Medium human–like creatures, Elves have no special bonuses or penalties due to their size. Elves speak the languages of Common and Elven as well as that of Birds, Dragons, Gnoll, Gnome, Goblin, and Sylvan.

Elves have the following special advantages:

- Ability Modifications. +2 Dexterity, –2 Constitution.

- A –2 Check Roll penalty is applied when spells are cast against Elves unless the spell caster is also an Elf[1].

- Elves gain a +2 Check Roll bonus on Saving Throws against Spell–like effects.

- Elves are immune to magic sleep effects and enchantments.

- Elves gain a +2 Check Roll bonus on the following Tasks: *Listen*, *Search*, and *Spot*. An Elf who merely passes within 10 feet of a secret or concealed door is entitled to a Search Check Roll to notice it as if they were actively looking for it.

- Elves gain a +1 Check Roll bonus on Attack Rolls against Goblins, Ogres, Giants, Lycanthropes, Wights, and Wraiths.

[1]Spell Casters make a Check Roll to determine if a spell is successful. The –2 penalty is deducted from the sum throw of the dice and worsens the chance of success. This penalty is not deducted if the spell caster is an Elf. The text of a spell indicates if a Character is entitled to a Saving Throw which may moderate the effect of a successfully cast spell.

**Low–Light Vision**. An Elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retains the ability to distinguish color and detail under these conditions.

**Elf Shot**. The arrows of Elves have the ability to cause paralysis. This only effects Characters and Monsters with less than 4 hit dice. Those struck by Elf Shot are entitled to a Saving Throw to avoid the effects completely. Undead are unaffected by the paralysis.

**Faerie Glamour**. Elves are able create illusions casting the spells *Disguise* and *Silent Phantasm* as if they were 2nd Level Magicians. The spells require a Check Roll to succeed and the spell use adds up just as it does for Magician's making them harder to use the more often they are cast.

## Fairy

Abilities Man–Like: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8#
Alignment: Law, Conflicted
Armour Class: 7
Hit Dice: 4
Attacks: Weapon
Saving Throw: Yes
Size: Tiny
Special: Witch Shot, Sleep and Charm
Speed: 9"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

The Fairy Folk are innately magical beings whose stature is somewhat less than that of a dwarf. They are sometimes referred to as the Wee Folk. They typically wear red or green (the fairy colours) and can either be kindly or cruel depending upon their Role, *Law* or *Conflicted*. Their actions are often hard for outsiders to understand or to relate to, and their actions may seem callous, for they obey their own customs. The Fairy Folk particularly dislike being spied upon. The Fairy Folk and Pixy's are sworn enemies and have fought many battles between them although the cause of it all has been lost to time. The Fairy Folk can throw Witch Shot per the spell each melee round. Fairy Folk may also cast Sleep and Charm spells.[Pt]

## Faun

Abilities Man–Like: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Alignment: Chaos, Conflicted
Armour Class: 7
Hit Dice: 1
Attacks: Weapon
Saving Throw: Yes
Size: Medium
Special: No
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

The faun is a half Human half goat, from the head to the waist being the Human half, but with the addition of goat's horns.

## FISHMAN

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Alignment: Law, Chaos, Conflicted
Armour Class: 7
Hit Dice: 1+1/2
Attacks: Weapons, Sword, Trident
Saving Throw: No
Size: Medium
Special: Breathe water, Telepathy
Speed: 1/18" (Swimming)
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 150

Fishmen have a scaly Man–like torso, with webbed feet and arms, and a fanged Fishlike head that is gilled. Fishmen have large eyes for their cities are found deep underwater where little light penetrates from the surface; so they are particularly adept at seeing in near darkness. Fishmen are seldom found out of their watery element due to their inability to do more than gasp when on land. They fall unconscious if out of water for more than 12 turns and die if not soon immersed in clean fresh water. Fishmen never speak, instead they communicate with telepathy lights, or sign language. [Pi]

On rocky coasts the Fishmen shine lights to attract ships either to trade or to wreck them. Chaotic Fishmen have been known to swarm ships, or damage their hulls, and sink them for their cargo. Not all the Fishmen are Chaotic, and some have been known to fetch lost treasures from the ocean deeps to trade for what they want with surface dwellers, or offer pearls in trade. Lawful Fishmen have even rescued drowning sailors and taken them to the nearest shore. The Sailors said that the Fishmen communicated that they live in great sunken underwater cities, but no one knows for sure. The unfortunate are enslaved by Chaotic Fishmen and taken to remote islands to work ashore where the Fishmen cannot. [Pi]

## FROGMAN

Abilities Man–Like: Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Alignment: Chaos
Armour Class: 6
Hit Dice: 3
Attacks: Weapon, usually spear
Saving Throw: No
Size: Medium
Special: None
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 300

The rubbery Frogmen inhabit tropical regions favouring marshy coastlines, mangroves, swamps and forests where water is present. The amphibious Frogmen seldom venture far inland except to cross from one watery shore to another. Their croaking can be heard for miles on a moonlit night, and they are particularly vocal when it is said that the Frogmen require sacrifices to their Moon God. Few of their captives have ever escaped their sacrificial temples and those that have slipped away tell a tale of gruesome feasts. Frogmen consider  luminous beetles a delicacy. The speech of the Frogmen is filled with gurgling and croaking which has never been learned and would be difficult to imitate. The Frogmen use a mysterious hieroglyphic writing which has never been deciphered and mark the borders of their territory with stone columns or wooden poles carved with the markings. Most travelers, on finding such a marker, wisely turn back. Frogmen will try to swarm and overwhelm any vessel that passes near the shores they inhabit, swimming out to the ship in hordes and crawling aboard. [Pi]

## GARGOYLE

Abilities Man–Like: No
Alignment: Law
Armour Class: 5
Hit Dice: 4+1/2
Attacks: Claws, Bite, Horns
Saving Throw: Yes
Size: Large
Special: Flight
Speed: 9/15" (Flying)"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 450

Gargoyles are stone creatures of fantastic designs who scare off and protect the *Lawful* from the *Chaotic Foes*. Gargoyles remain inanimate until a *Chaotic Foe* should come their way, then the Gargoyle comes to life to attack and drive away the foe. Gargoyle's are like watchmen, never abandon their post, and if need be, fight until destroyed. A *Chaotic Foe* must be of a certain number of Hit Dice or greater before the Gargoyle will animate. Rarely, *Chaotic Gargoyles* have been known to be created to protect against the *Lawful*. [Pi]

## GHOST

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 2
Hit Dice: 7
Attacks: Spectral Weapon or Touch
Saving Throw: 9
Size: Medium, Small
Special: Invisibility, Harmful Touch, Possession
Speed: 15/30” (Flying)"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 700

Ghosts are haunting, frightening creatures who can work for either *Law* or *Chaos*. Commonly, a ghost is the spirit of a dead Character that appears in visible form, or other manifestation, to the living. Typically solitary and vaporous, they haunt particular locations, objects, or people. Ghosts can be called upon to provide advice or prophecy but blood must be provided for them to drink or they will not answer. Many Ghosts are merely noisy and invisible haunts but some are very dangerous and can physically harm by touch, or worse yet, possess a living Character. Ghosts that possess an un–embalmed corpse become Vampyres. Ghosts that possess an embalmed corpse become Mummys. [Pi]

Ghosts have Spectral Weapons or a Touch which are injurious, after a successful Attack Check Roll, roll on the Hit Result Table. [Pi]

# Fenris 2d6

A Ghost may attempt to Possess a Character in the manner of the Magician spell *Separable Soul*. A corpse offers no resistance to the possession.•[Pi]

Ghosts can only be injured by magic spells, by silver weapons, and magic weapons.

## Ghoul

Abilities Man–Like: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12
Alignment: Chaos
Armour Class: 6
Hit Dice: 2
Attacks: Claws, Bite
Saving Throw: No
Size: Medium
Special: Immunities, Paralysis , Shapeshifting
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 200
Ghouls are not undead, Mystics have some power over Ghouls. The Ghoul is a grave robbing *Chaotic* Monster which drinks blood, steals coins and other grave goods, and eats the Dead. It can shapeshift at will, taking the form of a previously eaten corpse. Ghouls are particularly useful creatures because they are feared by the dead. Skeletons, Zombies, Vampyres and other Dead will retreat when faced with Ghouls. For their part Ghouls will pursue and consume these and similar dead. Those struck by a Ghoul's Bite or Claw attack must make a Saving Throw or be paralysed for 1d6 melee rounds. This allows the Ghoul to inflict automatic damage upon its victim for each round of the paralysis; roll for the damage on the Hit Result Table.•[Pi]

Elves have immunity to the Ghoul paralysis.

## Giant

Abilities Man–Like: No
Alignment: Chaos, Conflicted
Armour Class: 0
Hit Dice: 9+1/2
Attacks: Club , Throw Boulders
Saving Throw: Yes
Size: Huge
Special: Throw boulders
Speed: 12"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 950
Giants are monsters of Human appearance but of enormous size and strength. Giants are often stupid and violent, and are frequently said to eat Humans, Halflings, Dwarfs, Elves, etc. Giants are quarrelsome and will throw enormous stones at each other leaving the landscape littered with enormous boulders. Some Giants may be turned to stone by the sun if they are not underground before dawn.•[Pi]

A Magician may reverse the petrification with *Dispel Enchantment* but shouldn't expect any gratitude from the Giant.

Giants dwell in caves, ruins, and sometimes castles, isolated in the mountains or hills and this is where their captives and ill gotten Treasure Hoard will be found. They throw boulders for 2d6 points of damage. Travelers who wander into the territory of Giants seldom return.•[Pi]

## Gnoll

Abilities Man–Like: Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Alignment: Chaos
Armour Class: 5
Hit Dice: 2
Attacks: Bite or weapon
Saving Throw: No
Size: Medium
Special: +2 Hide Checks, Howl causes a Morale Check
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 30
Gnolls are pack hunters infamous for their cunning and their unnerving vocalizations. Gnolls are hyena–headed, evil humanoids that wander in loose tribes. The Gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. Gnolls are 7–1/2 feet tall and weigh 300 pounds. Gnolls attack when they have the advantage of numbers, using horde tactics to overwhelm their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. A favourite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Gnolls Howl as they attack causing their foes to check Morale. Gnolls always take special care to seek favourable conditions when laying ambushes such as darkness, cover, or some other form of advantageous terrain. Due to their coloration Gnolls have a +2 bonus on Hide Check Rolls.

## Gnome

Abilities Man–Like: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6
Alignment: Law, Chaos, Conflicted
Armour Class: 4
Hit Dice: 1+1/2
Attacks:
Saving Throw: No
Size: Medium
Special: Travel through stone and earth, Curse
Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 150
Gnomes are solitary creatures with the power to travel through stone and earth as easily as others move through the air. They *Passwall* as if they were a 5th level Magician) They are renowned smiths and tinkers and are able to fashion exquisite and magical objects. These they keep in a hoard and seldom trade except to gain a greater treasure. They often know the location of treasures which they themselves cannot obtain but wish to obtain. If one agrees to a bargain with a Gnome one must take care to abide by the agreement for Gnomes have the power to *Bestow Curse* as if they were a 4th Level Magician and no good ever comes from deceiving a Gnome. Occasionally, Gnomes are the keepers of lost, ancient, and secret treasures, and often have been entrusted with this

duty by wise Magician's such as Merlin, High Kings, and so on. In this role Gnomes are known to be the guardians of various secret hoards hidden in mines, woodlands, etc. Gnomes fear the loss of their treasures and are reluctant to interact with Humans, Halflings, and Elves.[Pi]

## Goblin

Abilities Man–Like: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Alignment: Chaos
Armour Class: 7
Hit Dice: 2
Attacks: Weapon
Saving Throw: No
Size: Small
Special: Check Rolls are –1 in sunlight, +2 bonus on Move Silently
Speed: 9"
Treasure Hoard: No
Xenogenesis: No
XP Worth: B/10

The Goblin is legendary as being mischievous and malicious. As small as a Dwarf, and uglier still, Goblins possess magical abilities which they enjoy using magic for villainous purposes. Goblins are skilled at smithing, mining, and crafting. They inhabit dark woods and underground caverns in mountains. Goblins are expert at waylaying the unwary on lonely roads and mountain passes. Goblins dislike the sun and all Check Rolls are performed at –1 in the full sunlight. Goblins have communities, a social structure, laws, and Kings; which are usually cruel Hobgoblins. [Pi]

## Golem

Abilities Man–Like: Str 18, Dex 9, Con —, Int —, Wis 11, Cha 3
Alignment: Law, Chaos
Armour Class: 5
Hit Dice: 10
Attacks: Fist
Saving Throw: Yes
Size: Large
Special: immune to magical and supernatural effects
Speed: 6"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1000

Golems are man–shaped creatures built to serve their masters, usually powerful Mystics. They are often used in the role of Guardians and Protectors. A Golem is a man–like made out of mud and infused with life. A Golem cannot speak. Golems are not intelligent, and if commanded to perform a task, they will perform the instructions literally.

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked. A Golem's creator can command it if the Golem is within 60 feet and can see and hear its creator. If uncommanded, a Golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the Golem a simple command to govern its actions in his or her absence. The Golem's creator can order the Golem to obey the commands of another person (who might in turn place the Golem under someone else's control, and so on), but the Golem's creator

can always resume control over his creation by commanding the Golem to obey him alone. Golems are immune to magical and supernatural effects.

The Golem is brought to life by writing a magic inscription upon it's forehead as the last part of the spell which animates it. Only the Mystic may de–animate the Golem at any time by rubbing out the inscription.

## Gray Ooze

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 7
Hit Dice: 3+1/2
Attacks: Strike
Saving Throw: No
Size: Medium
Special: Acid, immune to Spells, Heat and Cold
Speed: 1"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 350

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead. Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

A Gray Ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds. A Gray Ooze strikes like a snake with it's pseudopods or wraps itself around prey.

A Gray Ooze digestive acid quickly dissolves organic material and metal, but not stone. Any melee hit deals acid damage. Armour, Clothing and Wood dissolves and becomes useless immediately unless it succeeds on a Saving Throw vs. Acids or Gas but the Ooze must remain in contact with the object for 1 full round to deal this damage.

A Gray Ooze is hard to identify, even under ideal conditions, –2 Spot check to notice one. Subjects who fail to notice a Gray Ooze and walk into it are automatically hit with a melee attack for acid damage. Gray Ooze is not difficult to escape due to it's slow speed and it can be distracted and delayed by offerings of food.

## Green Man

Abilities Man–Like: Str 18, Dex 18, Con 11, Int 14, Wis 15, Cha 18
Alignment: Law
Armour Class: 9
Hit Dice: 4
Attacks:
Saving Throw: Yes
Size: Medium
Special: Charm Person +2 Dice Roll Modification
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 400

A Green Man is a guardian nature spirit most often associated with trees, spring, and new growth. Winter has no power

over the Green Man. In appearance a Green Man may have leaves for hair, perhaps with a leafy beard, and is clothed in leaves and moss. A Green Man will always dwell in wild forest regions and is sometimes associated with a particular tree. This tree will be ancient with a thick bole and hoary with moss, yet verdant, green and growing. Messages may be left there for the Green Man, or he may be called upon. There may not be a tangible answer for the Green Man is notoriously shy and wary. The Green Man serves Deities as a Forest Guardian and punishes anyone who dares harm a tree in the region under their care. The feminine counterpart of the Green Man is the Dryad. The Green Man may summon, converse with, and command forest animals such as Bears, Ravens, Crows, or Wolves.[Pl]

## Green Slime

This dungeon peril is a dangerous variety of normal slime. Green Slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5–foot square of Green Slime deals 1d6 points of damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *Cure Disease* spell destroys a patch of Green Slime. Against wood or metal, Green Slime does not harm stone.

## Griffon

Abilities Man–Like: No
Alignment: Law, Conflicted
Armour Class: 3
Hit Dice: 7
Attacks: Claws, 1 bite
Saving Throw: Yes
Size: Large
Special: Flies
Speed: 12/27" (Flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 700
Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult Griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon cannot speak.
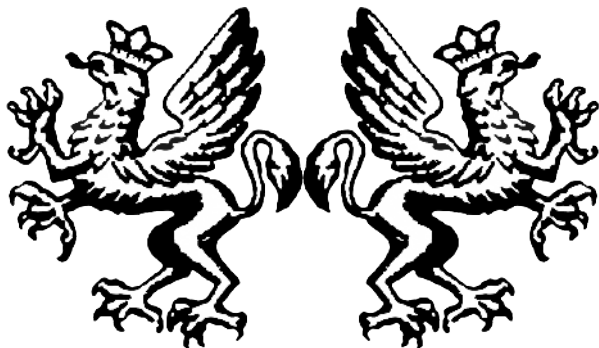
## Grim Reaper

Abilities Man–Like: Str 18, Dex 16, Con —, Int 14, Wis 14, Cha 15
Alignment: Law
Armour Class: 2
Hit Dice: 6
Attacks: Scythe
Saving Throw: Yes
Size: Large
Special: Flies , Magic Chains, Magic Scythe
Speed: 6/18" (Flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 600
The Grim Reaper is usually invisible to the living unless he wishes to reveal himself then appearing as a tall, gaunt, shrouded figure. The Grim Reaper can never be defeated, merely driven off temporarily.

Whenever a Character dies the Grim Reaper comes to take their spirit away. He pulls their spirit from their body and leads the spirit to the afterworld. Those spirits that refuse to accompany the Grim Reaper are forcibly clamped in irons and led away in chains. Some fight and escape, thereby becoming Ghosts. The Referee may allow Dead Characters to fight with the Grim Reaper and those that succeed in driving him off may as Ghosts re-inhabit their corpse and become either a Vampyre or a Mummy if the corpse is embalmed. The Grim Reaper and Ghouls will always be periodic threats to the Undead Character which will no longer be able to advance in levels.

If prevented from taking a spirit the Grim Reaper will return time and again to to recover the spirit of the Dead Character. The Grim Reaper is always on the lookout for escaped spirits in the form of Ghosts. Often, these are Ghosts previously summoned by Magicians which have not returned to the afterworld.

The Grim Reaper will lash out with the Magic Chains to capture an unwilling Ghost, which is a *STR vs. STR Ability Task*. If successful the chained Ghost can no longer escape and is subdued and led away to the afterlife. These chains have no effect on the living but the Grim Reaper has a Magic Scythe which is capable of slaying the living with a touch. Living Characters struck by the scythe must make a Saving Throw vs. Death. Any Undead struck by the scythe suffer 1d6 damage.

## Halflings – Hobs, Bogles, Brownies and Boggarts

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Alignment: Chaos or Law
Armour Class: 8
Hit Dice: 2+1 /2
Attacks: Weapon
Saving Throw: No
Size: Small
Special: *Shapeshift, Passwall, Remove Curse, and Bestow Curse*
Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 250

Halflings are restricted to the Class of Warrior and Magician.

They may not progress beyond the 4th level as a Warrior or 6th level as a Magician. Halflings speak the languages of Common and Halfling as well as the languages of Dwarfs, Elves, Gnomes, and Goblins.

Halflings are Small human–like Creatures and have the following special advantages:

- Ability Modifications. +2 Dexterity, –2 Strength.

- As a Small subject, Halflings gain a –1 Bonus to Armour Class, but they use smaller weapons than humans use, and their lifting and carrying limits are three–quarters of those of a Medium character.

- Halflings gain a +2 Check Roll bonus on the following Tasks: *Climb*, *Hide*, *Jump*, *Listen*, and *Move Silently*.

- Halflings gain a +1 Check Roll bonus on all Saving Throws.

- Halflings gain a +2 Check Roll morale bonus on saving throws against fear: This bonus stacks with the Halfling's +1 bonus on saving throws in general.

- Halflings gain a +1 Check Roll bonus on attack rolls with thrown weapons and slings.

- Halflings may Shapeshift, per the 4th level Magician spell, but only into forms that are no larger than they are in size (Small). They may resume their own form at will. This is a trick they typically use to escape foes[1].

- Halflings also have the power to travel through stone and earth as easily as others move through the air. They Passwall as if they were a 5th level Magician)[1].

- Halflings have the power to Remove Curse and Bestow Curse, each as if they were a 4th Level Magician[1].

[1]The spells *Shapeshift, Passwall, Remove Curse, and Bestow Curse* require a Check Roll to succeed and the spell use adds up just as it does for Magician's making them harder to use the more often they are cast.

Halfling base land speed is 40 feet per melee round.

## Harpie

Abilities Man–Like: No
Alignment: Law
Armour Class: 7
Hit Dice: 4
Attacks: 2 talons and weapon
Saving Throw: Yes
Size: Large
Special: Flies
Speed: 6/18" (Flying)"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 400

Harpies are birds with the heads of maidens, long claws on their hands, and have faces pale with hunger. They are known as the *Hounds of the Gods* and are dispatched to snatch away people and things from the earth. Sudden, mysterious disappearances are often attributed to the Harpies.[P1]

## Hippogriff

Abilities Man–Like: No
Alignment: Law, Chaos, Conflicted
Armour Class: 5
Hit Dice: 3+1/2
Attacks: Claws, Bite
Saving Throw:  No
Size: Large
Special: Flies
Speed: 18/24" (Flying)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 350

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. A typical Hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs dive at their prey and strike with their clawed forelegs and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas. A Hippogriff requires training before it can bear a rider in combat.

## Hob–Goblin

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Alignment: Chaos
Armour Class: 5
Hit Dice: 2+1 /2
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: –1 Check Rolls in Sunlight
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 250

Hobgoblins often larger than your typical Goblin. They bully their smaller cousins, and often Goblin Kings are really Hob's. Hobgoblins have a strong grasp of strategy and tactics and are capable of implementing and carrying out sophisticated battle plans. Under the discipline and leadership of a skilled strategist or tactician Hobgoblins and Goblins are much feared. Hobgoblins speak both Goblin and Common. Their garments tend to be brightly coloured, often blood red with

black–tinted leather. Their weapons and armour are kept polished and in good repair. [Pi]

Hobgobins reside in mountainous regions where they will have tunnels carved under the mountainsides. From these strongholds at nightfall they depart to raid surrounding lands and return underground before dawn. [Pi]

## Horse, War Horse
Abilities Man–Like: No
Alignment: Law
Armour Class: 7
Hit Dice: 3 (4 if War Horse)
Attacks: Kick, Bite
Saving Throw: No (Yes if War Horse)
Size: Large
Special:
Speed: 8/48"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 300/400

Horses are domesticated animals used for riding, agriculture, and as beasts of burden. A light load for a horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A horse can drag 2,250 pounds. Horses detect approaching Monsters within 12", even in complete darkness, and sound the alarm by whinnying, thereby negating surprise.

## Hydra
Abilities Man–Like: No
Alignment: Chaos
Armour Class: 5
Hit Dice: 5–12 (one hit dice per head)
Attacks: Bite
Saving Throw: Yes
Size: Huge
Special: None
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 500–1200

The Hydra are gigantic, multi–headed water–serpents, which haunt swamps. The number of heads appearing is determined by the number of Hit Dice of the Monster. For each of the Hydra's heads that are decapitated (whenever the Monster suffers a mortal wound), two more spring forth. Burning brands must be applied to the severed stumps (DEX Check vs. Hard) to cauterize the neck and prevent regeneration. The breath of the Hydra is poisonous, and requires a Saving Throw vs. Common Hazard – Poisoning.

## Imp
Abilities Man–Like: No
Alignment: Chaos
Armour Class: 3
Hit Dice: 4
Attacks: Claws Bite Sting
Saving Throw: Yes
Size: Tiny
Special: Commune, Invisibility, Poison Sting, Polymorph
Speed: 2/5" (Flying)
Treasure Hoard: No
Xenogenesis: No

XP Worth: 400

An Imp is a lesser Demon fond of cruel practical jokes and such, it serves as a spy or servant for its master who is typically a Chaotic Sorcerer in league with the Imp's Patron Demon. In reality the Imp serves the Demon and reports all the Sorcerer's activities to its true master. It eggs the Sorcerer on and on to yet greater evils. If the Sorcerer should die the Imp attempts to seize and carry off their soul to the Demon. In its natural form, an Imp stands almost 2 feet tall and weighs about 8 pounds. Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their invisibility or alternate form ability. In its natural form, an Imp attacks with the poisonous wicked stinger on its tail which causes 1d6 damage and the poison acts like a *Sleep Spell*. It quickly flies out of reach if a foe manages to strike back effectively.

An Imp can Detect Chaos/Law, Detect Magic, or turn itself invisible once per day. Once per week an Imp can use *Commune* to ask it's Patron Demon a question. An Imp can assume other forms at will as a standard action. This ability functions as a *Polymorph Spell* cast on itself. The Imp can assume only assume forms within one step of its own size, Small, Tiny, Diminutive. Common forms include Cats, Rats, Crows, and Snakes, and Spiders.

## Insects or Animals Large
Abilities Man–Like: No
Alignment: Chaos
Armour Class: 8 to 2
Hit Dice: 2 to 20
Attacks: Variable
Saving Throw: Only if it has 4 or more Hit Dice
Size: Medium or more
Special: Variable
Speed: 12", variable
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 200–2000

Such creatures have at least 2 hit dice and possibly as many as 20 if they are very fearsome. Armour Class can range from 8 to 3. Such Monsters might range from Flesh Eating Apes to Carnivorous Dinosaurs. The Referee can use their creativity to fill in the details of any particular creature.

## Insects or Animals Small
Abilities Man–Like: No
Alignment: Chaos
Armour Class: 8
Hit Dice: ½ to 1
Attacks: Variable
Saving Throw: No
Size: Small or less
Special: Variable
Speed: 12", variable
Treasure Hoard: No
Xenogenesis: No
XP Worth: 50–100

Such creatures only have 1.2 to 1 hit dice and an Armour Class of 8. Small Insects or Animals can be of any sort from snakes, wildcats, and wolves, to clouds of biting flies, centipedes, and spiders. The Referee is only limited by their imagination. Small Insects and Small Animals may also have special qualities such as poison etc. The Referee can use their creativity to fill in the details of any particular creature.

## King Rat

Abilities Man–Like: Str 12, Dex 16, Con 16, Int 14, Wis 13, Cha 3
Alignment: Chaos
Armour Class: 8, or Armour
Hit Dice: 2
Attacks: Claw, Bite, or Weapon
Saving Throw: No
Size: Medium
Special: Immunity to Plague
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 200

The vile King Rat walks upon two legs instead of four and bestows upon itself the airs and manners of arrogant mankind, dressing in clothes and giving itself airs. Its fur is coarse and may be black, brown, or mottled with white patches. Only the horrid tail is uncovered. King Rats assume they are clever, and indeed they are, for they engage in convoluted plots to raise themselves above their peers. The King Rat has an extensive court and the Rats must vie with each other for the least position in it. They are constantly revealing the plots of their rivals or sowing the seeds of new devious machinations to further their position and status. [Pt]

King Rats are immune to Plague but some carry the disease and there is always a chance that a Subject will contract the Plague on a roll of 12 on 2d6; the Referee should roll only once per encounter. The Plague can come from a King Rat Bite, or possibly a flea bite obtained while touching/searching a King Rat. If a subject contracts the Plague they are highly contagious and all who come into contact with them for the next 2d6 days chance catching it. Plague requires a Saving Throw vs. Death or Cure Disease.

## Kobold

Abilities Man–Like: Str 00, Dex 00, Con 00, Int 00, Wis 00, Cha 00
Alignment: Law, Chaos, Conflicted
Armour Class: 3
Hit Dice: 1
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: Immunity to fire
Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 100

Kobolds are dwarflike humanoids, 4 to 4 ½' tall, with smoldering hot skin and ember like eyes. Kobolds carry swords, spears and Shields. Kobolds live exclusively deep underground in the fires, to which they are immune. Touching or being touched by a Kobold causes 1d6 burning damage. Kobolds seldom venture near the surface far from their fires lest they cool and turn to stone. Kobolds dislike those who live in the overworld and regard anything taken from underground as stolen property. They will attack all who enter their underground domain. Kobolds can ignite flammable items with a touch setting them on fire. [Pt]



## Manticore

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 4
Hit Dice: 6+1/2
Attacks: Claws, Bite, Poison Tail Sting
Saving Throw: Yes
Size: Large
Special: Flies, Poison Sting
Speed: 12/18" (Flying)
Treasure Hoard: Yes
Xenogenesis: Yes
XP Worth: 650

The Manticore is a legendary Monster with the body of a Red Lion and a Human head. The Manticore's feet are often described as the paws of a lion. It may be as large as a lion or the size of a horse. The Manticore's mouth has rows of sharp teeth like a shark and it may Claw, Bite, or Sting when it attacks. The tail is that of a Scorpion, and the Manticore may sting or shoot its poisonous spines. The poison is all or nothing, it both causes 1d6 damage and paralyses those it strikes requiring a Saving Throw vs. Common Hazard – Poisoning. If the Manticore is attacked from a distance, it sets up its tail in front and discharges its stings at the same range and effectiveness as if they were arrows from a Longbow. Its stings instantly grow again after they have been discharged. [Pt]

## Medusa

Abilities Man–Like: Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Alignment: Chaos, Conflicted
Armour Class: 5
Hit Dice: 6
Attacks: Bite, Claw
Saving Throw: 11
Size: Medium
Special: Petrification, Poison Bite
Speed: 9/18" (Flying)
Treasure Hoard: Yes
Xenogenesis: Yes
XP Worth: 600

A Medusa is a member of the Gorgon family of monstrous creatures. In all respects the Medusa resembles a beautiful Human woman but with the hair of venomous snakes, bat–like wings, and a face so terrible to behold that the mere sight of it will turn the viewer to stone thus requiring a Saving Throw vs. Special Hazard – Petrification. Gazing directly upon a Medusa is not advisable but unlike a Basilisk, its reflection is harmless. A mirror, or other reflective surface, may be used to look upon a Medusa, but trying to attack such a Foe while

looking at it in a mirror incurs an attack roll modifier penalty of –2. For its part, the Medusa Bites or Claws it's victims to death. The Bite of the Medusa requires a Saving Throw vs. Common Hazard – Death.[P1]

## Men

Men can be Monsters, among these will be found Bandits, Beserkers, Brigands, Buccaneers, Nomads, and Pirates. These types of Men fight as Monsters on the Hit Dice table rather than as Warriors. The Referee may see fit to add additional groups as required.[P1]

## Human, Bandit or Brigand

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Alignment: Chaos, Conflicted
Armour Class: 7
Hit Dice: 1
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: None
Speed: 8"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 100
A Bandit or Brigand is an outlaw who lives a life of highway robbery and plunder; prisoners are taken and ransomed and those that cannot pay are killed. Bandits are normally members of a gang but can sometimes be encountered individually or in small numbers as they practice their villainy. [P1]

Bandits fight as 1 Hit Dice Monsters and among 50 Bandits there will be a 4 Hit Dice Bandit who is their Leader or Chief. For each additional 10 Bandits the Leader will gain 1 Hit Dice. There is a chance that the Bandit leader will have on a roll of 11–12 on 2d6 one of the following; Magic Armour, Weapon, or Shield. If there are 200 Bandits there will be either a 4 Hit Dice Magician or 3 Hit Dice Mystic present.

## Human, Berserker

Abilities Man–Like: Str 16, Dex 16, Con 14, Int 10, Wis 9, Cha 5
Alignment: Chaos, Conflicted
Armour Class: 9
Hit Dice: 2
Attacks: Spear & Shield
Saving Throw: No
Size: Medium
Special: Berserk Rage
Speed: 8"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 200
Berserkers are Men who consume a potion of madness are filled with unreasoning ferocity and rage in Battle. They carry Spears and Shields. Fire, arrows and edged weapon do not harm them; only blunt weapons such as Clubs, Hammers and Sling Bullets or Stones. They wear no armour at all, only a wolf or bear pelt, relying on their Berserk Rage to overpower their foes. Subjects who encounter them in battle must successfully Check Morale or Attack at a Dice Roll Modifier of –1. Berserkers add a Dice Roll Modifier of +1 to their Attack and Damage Rolls. [P1]

## Human, Buccaneer

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Alignment: Law, Conflicted
Armour Class: 7
Hit Dice: 1
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: None
Speed: 8"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 100
A Buccaneer or Privateer is someone who lives a life of robbery and plunder upon the high seas in times of war. Buccaneers sail under the protection of a letter of marque granted by a Government during a time of War and they may only attack enemy vessels or enemy towns. The Government who issues the letter of marque is entitled to the greater share of any robbery and plunder. The remainder is divided between the Captain and Crew.[P1]

Buccaneers fight as 1 Hit Dice Monsters and among 50 Buccaneers there will be a 4 Hit Dice Buccaneer who is their Captain. For each additional 10 Buccaneers the Leader will gain 1 Hit Dice. There is a chance that the Buccaneer Captain will have on a roll of 11–12 on 2d6 one of the following; Magic Armour, Weapon, or Shield. If there are 200 Bandits there will be either a 4 Hit Dice Magician or 3 Hit Dice Mystic present.

Buccaneers typically owe their loyalty to one ship and one Captain but sometimes they are unified under a great leader and attack in force. This leader will be of 8 Hit Dice.

## Human, Nomads

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Alignment: Law, Chaos, Conflicted
Armour Class: 7
Hit Dice: 1
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: None
Speed: 8"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100
Nomads are itinerant wanderers, typically of a people or tribe that have no permanent dwelling place but prefer to move about from locale to locale. Nomads typically relocate to take advantage of pasturage and food supplies following the seasons and migrations of herd animals. At first glance their movements may seem unpredictable but Nomads typically follow a circuit dictated by climate and natural events. Nomads may be found in any climate or upon the sea. [P1]

Nomads fight as 1 Hit Dice Monsters and among 50 Nomads there will be a 4 Hit Dice Nomads who is their Chieftain. For each additional 10 Nomads the Chieftain will gain 1 Hit Dice. There is a chance that the Nomads Chieftain will have on a roll of 11–12 on 2d6 one of the following; Magic Armour, Weapon, or Shield. If there are 200 Bandits there will be

either a 4 Hit Dice Magician or 3 Hit Dice Mystic (Shaman) present.

Tribes of Nomads are typically quarrelsome and territorial but sometimes they are unified under a great leader and attack their neighbours. This leader will be of 8 Hit Dice.

## Human, Pirate

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10
Alignment: Chaos, Conflicted
Armour Class: 7
Hit Dice: 1
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: None
Speed: 8"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 100
A Pirate is an is an outlaw who lives a life of robbery and plunder upon the high seas; prisoners are taken and ransomed and those that cannot pay are killed. Pirates are normally members of a crew but can sometimes be encountered individually or in small numbers as they practice their villainy. Pirates divide any plunder between them with each crewman receiving a share. [Pi]

Pirates fight as 1 Hit Dice Monsters and among 50 Pirates there will be a 4 Hit Dice Pirate who is their Captain. For each additional 10 Pirates the Captain will gain 1 Hit Dice. There is a chance that the Pirate leader will have on a roll of 11–12 on 2d6 one of the following; Magic Armour, Weapon, or Shield. If there are 200 Pirates there will be either a 4 Hit Dice Magician or 3 Hit Dice Mystic present.

Pirates are typically quarrelsome but sometimes they are unified under a great leader and attack in force. This leader will be of 8 Hit Dice.

## Minotaur

Abilities Man–Like: Str 18, Dex 12, Con 12, Int 10, Wis 3, Cha 3
Alignment: Chaos
Armour Class: 6
Hit Dice: 6+1/2
Attacks: Horns, Bite and Axe
Saving Throw: Yes
Size: Large
Special: Magical Labyrinths
Speed: 12"
Treasure Hoard: Yes
Xenogenesis: Yes
XP Worth: 650
A ferocious Monster with the body of a man and the head and tail of a bull which devours Halfling, Human, Dwarf, and Elf for sustenance. The Minotaur constructs a Magical Labyrinth of stone and other materials which once entered, is difficult to escape. The Labyrinth has the property of clouding perceptions and spinning any compass, therefore all sense of direction is lost. A subject, on entering the Labyrinth, must pass a Check Roll vs. *Special Hazards – Potions, Magic & Illusion* to avoid becoming disoriented and lost, the Labyrinth's exit is always hidden. The Minotaur is far from stupid and will hunt any prey caught in it's Labyrinth. The gruesome remains of

its meals may be found scattered throughout in the form of bones. Unlike its victims the Minotaur never becomes lost in its own labyrinth and always has secret passages for it's own use so that it can come at victims from any number of directions. Minotaurs often keep treasures for which they have no use at all. [Pi]

## Mummies

Abilities Man–Like: Str 18, Dex 12, Con –, Int 8, Wis 18, Cha 3
Alignment: Chaos
Armour Class: 3
Hit Dice: 6+1/2
Attacks: Fist or Weapon
Saving Throw: Yes
Size: Medium
Special: Curse of Mummy Rot, Hit only by Magic Weapons
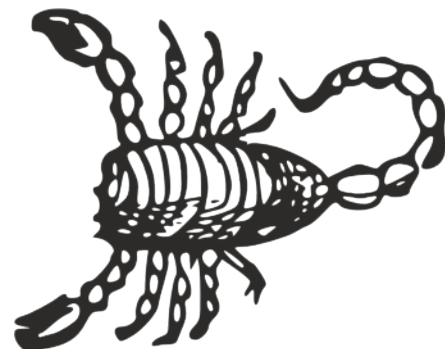Speed: 6"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 650
Many Man–like Subjects embalm their dead with the intent of preserving the body for the afterlife beyond Death. A Mummy is an embalmed corpse, preserved with care for the afterlife, yet it has become host to malevolent evil spirit and therefore become Undead. Chaotic individuals preserved as mummies sometimes rise as Undead after death. A Mummy often wears or carries equipment it used in life. A Mummy may retain some of the memories of its previous life if it has not merely been possessed by a Ghost. [Pi]

Mummies are often found as guardians of tombs, sworn to defend for eternity the resting place of those whom they served in life, but in some cases a mummy's unliving state is the result of a terrible curse or rite designed to punish crimes of an abhorrent nature. A mummy may be imprisoned in a tomb that is never meant to be opened again. [Pi]

At the mere sight of a Mummy, a Subject must make a Morale Saving Throw or be paralysed with fear for 1d6 rounds. This check need only be made once in a 24 hour period. Mummy's curse a victim with Mummy Rot by touch. The curse of Mummy Rot prevents any form of magical healing, such as Cure Serious Wounds or Cure Disease, and regular healing occurs at 1/5 the normal rate. If a Subject should die while cursed with Mummy Rot they shrivel away into sand and dust that blow away into nothing at the first wind and cannot be brought back to life. The Curse of Mummy Rot may only be lifted with a Remove Curse Spell.

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them.

## Ochre Jelly

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 8
Hit Dice: 6
Attacks: Strike
Saving Throw: Yes
Size: Large
Special: Attacks divide creature
Speed: 3"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 600

An Ochre Jelly can grow to a diameter of about 10 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch. An Ochre Jelly secretes a digestive acid that dissolves flesh but not armour, clothing or wood etc. Any melee hit or constrict attack deals acid damage. Slashing and piercing weapons and electricity attacks deal no damage to an Ochre Jelly. Instead the creature splits into two identical Ochre Jellies, each with half of the original's current hit points (round down). Blunt weapons such as Hammers, and Sling Bullets or Stones cause damage to the Ochre Jelly. An Ochre Jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

## Ogre

Abilities Man–Like: Str 18, Dex 11, Con 18, Int 8, Wis 10, Cha 4
Alignment: Chaos, Conflicted
Armour Class: 5
Hit Dice: 4+1/2
Attacks: Weapon
Saving Throw: Yes
Size: Large
Special: Polymorph Self
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 450

An Ogre or Ogress (feminine) is a large, hideous Man–like monster, often very cruel exploiting, brutalizing and devouring their victims. They are almost always large and stupid and can often be outwitted. Ogres resemble humans but are thick limbed and stocky, dull witted, prideful, and coarsely featured. Ogres have a voracious appetite for manflesh and waylay travellers, devouring Dwarfs, Elves, Halflings and Humans alike with impunity. They will often kidnap and devour children. Ogres are able to Polymorph at will into other forms smaller than they are, typically animals such as Crows, Bears, and Wolves. They use this ability to spy upon their victims before ambushing them or to escape if their foe proves difficult to master. [Pl]

Ogres often live in remote forests and mountains, sometimes inhabiting the ruins of castles or caves, but always choose to live near a road, trail, or settlements where they can find victims. They often acquire and guard Treasure Hoards and Mystical Secrets. [Pl]

## Pegasi

Abilities Man–Like: No
Alignment: Law
Armour Class: 6
Hit Dice: 4
Attacks: 2 hooves
Saving Throw: Yes
Size: Large
Special: Flies
Speed: 24/48" (Flying)
Treasure Hoard: No
Xenogenesis: Yes
XP Worth: 400

Pegasi are magnificent white winged horses. Though highly prized as aerial steeds, the Pegasi are wild shy creatures who seldom suffer themselves to serve as mounts. Deities have been known to bestow temporary permission to ride the Pegasi with the grant of a golden bridle. A few Pegasi have allowed themselves to be ridden on lawful quests but at heart they remain wild and elusive. [Pl]

Pegasi cannot speak but the understand the words of a rider. A typical Pegasi stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

## Phantasmal Monster

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 3
Hit Dice: variable
Attacks: Claws, Bite
Saving Throw: variable
Size: Huge
Special:
Speed: 8"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100 per Hit Dice.

- The Magician creates a deadly Phantasmal Monster which only the target subject(s) of the spell can see, which is 4 Hit Dice +1 Hit Dice per level worth of foes. The Magician can make it appear as horrible as they like. The Phantasmal Monster, although an illusion, attacks as if it has equal Hit Dice to the target subject(s), (use the highest Hit Dice if there are multiple believers). The Target Subjects are required to make a saving throw vs. Potions, Magic & Illusion to recognize it as false. If a subject fails the saving throw, the Phantasmal Monster appears real to them and when it successfully attacks causes damage on the Hit Result Table. Subjects who see the Phantasmal Monster must make a saving throw vs. fear or flee away from the Phantasmal Monster at their highest movement speed. The Phantasmal Monster will pursue and continue to attack those who believe it to be real until either the duration of the spell elapses. The Phantasmal Monster is nearly impossible to elude and Hide Check Rolls are −3. Although the Monster has Hit Dice it is not real, and any damage inflicted upon it is entirely imaginary as well; for the Phantasmal Monster cannot be killed. Those fighting will be seen to be swinging their weapons in the air as they fight the Phantasmal Monster. This Phantasmal Monster can be dispelled with Dispel Magic. See the Bestiary for the Phantasmal Monster's stats.

## Pixy

Abilities Man–Like: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8#
Alignment: Chaos, Conflicted
Armour Class: 7
Hit Dice: 4
Attacks: Weapon
Saving Throw: Yes
Size: Tiny
Special: Pixy Dust, Sleep, and Charm
Speed: 9"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

Pixies are not unlike Fairies except that they prefer to remain invisible and can turn so at will. As with other Fairy Folk the Pixies are either Lawful or Chaotic and can be beneficial or harmful. The Pixies and Fairy's have fought many battles between them and there is no clear victor yet. There are many grievances between the two camps and they are in a perpetual state of war. Pixies cannot abide the sound of bells which drives them away. Pixies throw Pixy Dust each melee round when they cast spells. The Pixy dust has the property of decreasing the magic resistance of any Character upon which it is thrown by –2. Pixies may also cast Sleep and Charm spells.[Pf]

## Purple Worm

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 6
Hit Dice: 15
Attacks: Bite 2d6, Poison Sting
Saving Throw: Yes
Size: Gargantuan
Special: Poison Sting, Swallows Whole
Speed: 9"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1,500

A Purple Worm is 5 feet in diameter, making it 10 feet wide and 80 feet long, weighing in at 40,000 pounds. The Purple Worm has a poisonous stinger in its tail. When threatened or attacked, a Purple Worm forms into a coil 20 feet in diameter, Biting and Stinging anything within reach. A Purple Worm can try to swallow a grabbed opponent of a smaller size than itself in the melee round following a successful attack, this requires a second successful attack roll. Once inside, the opponent takes 1d6 points of crushing damage plus 1d3 points of acid damage per round from the Purple Worm's gizzard. A swallowed Subject can cut their way out by using an edged weapon but they must cause 12 points of damage to the Worm's Gut (AC 8). Once the Subject exits, muscular action closes the hole; another swallowed opponent must cut their own way out. A Purple Worm's interior can hold 2 Large, 8 Medium, or 32 Small opponents. The sting of the Purple Worm is fatal on failing a Saving Throw vs. Poison.

A Purple Worm bores through rock at 1/2 it's speed, and moves through a previously bored tunnel at its full movement speed. The tunnels the Worm leaves behind are easily navigable by adventurers although there is always a risk of an encounter. Purple Worms sometimes hollow out Gargantuan Caverns. Purple Worms digest minerals in the rock and occasionally leave behind scat in the form of precious metals such as gold, or gemstones which are too hard to digest.

## Rat, Giant

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 7
Hit Dice: 1/2
Attacks: Bite
Saving Throw: No
Size: Small
Special: Plague
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 50

Horrid Giant Rats are often found scavenging in the underworld. They are unpleasant creatures and some carry the plague, roll an 11–12 on 2d6. After being bitten or touching a diseased Giant Rat a Subject must, after melee is completed, make a saving throw vs. Disease to avoid catching the Plague.

## Red Cap

Abilities Man–Like: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Alignment: Chaos
Armour Class: 5
Hit Dice: 4+1 /2
Attacks: Weapon
Saving Throw: Yes
Size: Large
Special: –1 Check Rolls in Sunlight
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 450

Red Caps are particularly nasty solitary Chaotic Goblins that live in desolate border regions. They are inveterate murderer's soaking their caps in the blood of their victims. Red Caps like to frequent abandoned ruins, lonely hills, and desolate roads where they waylay solitary travelers, or those they perceive to be weak. Never far away is the hill cave wherein they confine their captives and store stolen belongings.[Pf]

## Roc

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 4
Hit Dice: 12
Attacks: Bite, Talons
Saving Throw: Yes
Size: Gargantuan
Special: None
Speed: 3/30" (Flying)
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 1200

A Roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A Roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A Roc is typically hunting and will attack any

# Fenris 2d6

Medium or larger creature that appears edible. A mated pair of Rocs attack in concert and will fighting to the death to defend their nests or hatchlings.

## Satyr

Abilities Man–Like: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Alignment: Chaos
Armour Class: 5
Hit Dice: 5+1 /2
Attacks: Bow and Sax
Saving Throw: Yes
Size: Medium
Special: Pan Pipe, Charm Person, or Sleep.
Speed: 8"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 550

Satyrs are bestial–men with the ears and tail of a Donkey. They dwell in wilderlands and are feared because of their brutish bestial nature. The keen senses of a Satyr make it almost impossible to surprise one in the wild, and they may only be surprised on a roll of 1. Satyrs have a +2 bonus on Hide, Listen, Move Silently, and Spot Check Rolls. Satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. A Satyr is likely to be armed with a Horn Bow and a Sax and typically plays its Pan Pipes or looses arrows from hiding, weakening an enemy before closing. Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all Subjects within a 60–foot spread (except Satyrs) are affected by the spells Charm Person, or Sleep, and the Satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. If the attack fails the Subjects cannot be affected by the same set of pipes for 24 hours.

## Sea Monsters

Sea Monsters take the form of Sea Dragons, Sea Serpents or Multi–Armed Kraken.

## Sea Monster – Sea Dragons

Abilities Man–Like: No
Alignment: Chaos
Armour Class:
Hit Dice: 20
Attacks: Ram, Water Spout
Saving Throw: Yes
Size: Gargantuan
Special: Swallow
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 2000

Sea Dragons are slimy, scaly, and threaten ships, spouting jets of water. They are sometimes mistaken for islands because they like to sleep for long periods in the sun as they drift with the wind and waves. If the Sea Dragon sleeps long, heather and other plants can sprout from a Sea Dragon's back. Starting a fire on its back will always rouse the Sea Dragon, and it will then submerge to rid itself of the fire.[Pi]

Sea Dragons can either ram a ship or use their water spout to sink it. Such a vessel will sink in 1d6 rounds. Sea Dragons can bite and swallow any vessel smaller than themselves. [Pi]

## Sea Monster – Sea Serpents

Abilities Man–Like: No
Alignment: Chaos
Armour Class:
Hit Dice: 10
Attacks: Bite
Saving Throw: Yes
Size: Gargantuan
Special: Bite causes 2d6 damage
Speed: 12/24" (Swimming)
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1000

A Sea Serpent is longer than an entire ship and propels itself through the water with fins. It typically arches its long body

as it travels through the water, revealing many humps. It can raise its neck high above the deck of a vessel, higher than the crows nest, and attack the crew in the deck and rigging, or come crashing down upon the ship, to damage, and sink it in 1d6 rounds

A Sea Serpent can also come ashore and steal cattle and sheep. It will attack anyone it encounters before it returns to the sea.

## Sea Monster – Kraken

Abilities Man–Like: No
Alignment: Chaos
Armour Class:
Hit Dice: 20
Attacks: Barbed Tentacle, Bite and Crush
Saving Throw: Yes
Size: Gargantuan
Special: Bite and Crush cause 2d6 damage
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 2000

Kraken's resemble a Gargantuan squid. A Kraken can pull any ship smaller than themselves down to the bottom of the sea. Kraken's notoriously rise to the surface and attack ships and their crews. Krakens strike their opponents with their barbed tentacles, grabbing and crushing with their tentacles, or drag their victims into their huge jaws in the melee round that follows. Each of a Kraken's tentacles has 2 hit dice and reducing an arm to 0 hit points severs the arm and causes it to release its foe. The Kraken will retreat if it loses four tentacles.

A Kraken can emit a cloud of jet–black ink in an 80–foot spread once per melee round. The cloud provides total concealment, which the Kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

## Skeleton

Abilities Man–Like: Str 13, Dex 17, Con –, Int –, Wis 10, Cha 1
Alignment: Chaos
Armour Class: 8 , with shield 7
Hit Dice: 1
Attacks: Weapon or strike
Saving Throw: No
Size: Medium
Special: None
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

Skeletons are the dead called forth by a Wizard or Chaotic Mystic to serve as Undead Warriors. Skeletons are mindless, and have no will of their own. They obey the commands of the one who called them forth.

## Snake, Giant

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 7
Hit Dice: 10+1/2
Attacks: Bite
Saving Throw: Yes
Size: Huge
Special: Poison, Constricting
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 1050

Snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict and swallow. The Referee can decide if the snake is also fanged and poisonous. Constriction follows a successful bite, and automatically causes damage on the Hit Result Table. A Snakes bite can have varying effects, Saving Throws vs. Paralysing, or Death are common.

## Spectre

Abilities Man–Like: Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15
Alignment: Chaos
Armour Class: 2
Hit Dice: 7
Attacks: Spectral weapon or touch (level drain)
Saving Throw: Yes
Size: Medium
Special: Drain 2 Levels with hit, Struck only by Magic Weapons
Speed: 15/30" (Flying)"
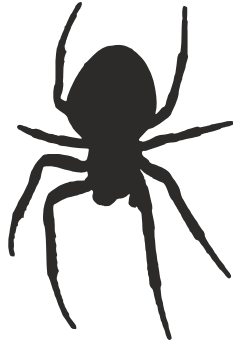Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 700

A Spectre is a deadly form of Ghost which has terrible life draining powers. The Spectre is incorporeal and can move through walls, ceilings, and floors. Because they are incorporeal a Spectre can only be struck by a magical weapon.

In close combat a Spectre attacks with a numbing, life–draining touch which drains 2 Levels. Those the Spectre touches must make a Saving Throw vs. Special Hazards – *Level Drain* to avoid the loss of the Levels. When levels are lost all Experience Points, Hit Points, and Abilities granted by those Levels are also lost. For each such Level drained, the Spectre temporarily gains 6 Hit Points.

If a Subject is reduced to –1 Hit Dice or lower they are slain and become a Spectre under the command of the one that created them 1d6 rounds later. The new Spectres do not possess any of the abilities they had in life.

Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A Spectre caught in sunlight cannot attack and can take only a single move or attack action in a round. Animals, whether wild or domesticated, can sense the unnatural presence of a Spectre at a distance of 60 feet. They do not willingly approach nearer than that and panic if forced to do so.

## Spider

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 6
Hit Dice: 2+1/2
Attacks: Bite and Sting, both Poisoning
Saving Throw: No
Size: Large
Special: Poison, Webs
Speed: 18"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 250

Giant Spiders come in a variety of colours and venoms. All are predatory and their Bites and Stings can have effects such as Paralyzing, Poisoning or Death. Spiders always have a nasty Bite as well as a Sting. Their sticky webs are difficult to see (Spot Check) catch the unwary and Hold them (STR Check vs. Hard to escape). Any Character caught in the webs must make a successful Strength Ability Check vs. Hard to free themselves from the sticky webs. Those held and unable to free themselves from the web cannot prevent a Spider from automatically stinging them in the next round.

## Troll

Abilities Man–Like: Str 18, Dex 12, Con 18, Int 10, Wis 15, Cha 10
Alignment: Chaos
Armour Class: 4
Hit Dice: 6+1/2
Attacks: Claws, Bite
Saving Throw: Yes
Size: Large
Special: Regenerates Hit Points
Speed: 12"
Treasure Hoard: Yes
Xenogenesis: Yes
XP Worth: 650

Trolls dwell in isolated mountains, rocks, and caves, or other isolated locations and are seldom described as helpful or friendly since they are often unpleasant and disagreeable by nature. Trolls are larger than humans but not as big as Giants, old of appearance, and very strong, but slow and dim–witted. Trolls turn to stone upon contact with full sunlight so are abroad only at night or on cloudy days. Trolls often live in small groups of two and three. Many large stones found in the landscape are said to be trolls turned to stone by dawns light. A Magician or Mystic may reverse the petrification with Dispel Enchantment but shouldn't expect any gratitude from the Troll. Trolls are fond of Manflesh and waylay travelers. Trolls regenerate 3 hit points per melee round. Only Fire and Acid deal normal damage to a Troll which cannot be regenerated.

## Unicorn

Abilities Man–Like: No
Alignment: Law
Armour Class: 2
Hit Dice: 5
Attacks: Hooves or Horn
Saving Throw: Yes
Size: Large
Special: Double damage for charge
Speed: 24"
Treasure Hoard: No
Xenogenesis: Yes
XP Worth: 500

A Unicorn resembles a white horse, however they have hooves similar to that of Goats, a tail like a Lion, and a spiral horn which sprouts from their forehead. Unicorns can use Detect Evil at will and will only suffer to be touched or ridden by a purely Lawful subject. A Unicorn can use Cure Serious Wounds three times per day by touching a wounded Subject with its horn. Once per day it can use Neutralize Poison and it may purify water.

## Vampyre

Abilities Man–Like: Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Alignment: Chaos
Armour Class: 2
Hit Dice: 9
Attacks: Bite ( level drain)
Saving Throw: Yes
Size: Medium
Special: See below
Speed: 12/18" (Flying)
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 900

Vampyres are Chaotic beings created by a malevolent spirit (a Ghost) possessing a corpse. The body of the corpse is sustained by feeding on the blood of living creatures (level draining). The longer the corpse is possessed the uglier the corpse becomes. Vampyres are only active for the hours of dusk to dawn, and must always return to their coffin by dawn. If their coffin is opened during the hours of daylight, an hour after dawn to an hour before dusk, they remain immobile. [Pi]

If role–played properly by the Referee, the Vampyre is one of the most dangerous opponents a group of Player Characters will ever encounter. Such Monsters should not be used lightly due to their extraordinary powers. [Pi]

## Powers of a Vampyre:

A Vampyre can assume the shape of a bat or wolf. This ability is similar to a Polymorph Spell. The Vampyre can remain in that form until it assumes another or until the next sunrise.

Vampyres command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d3+1 bat swarms, or a pack of 3d6 wolves. These creatures arrive in 2d6 rounds and serve the Vampyre for up to 1 hour.

A Vampyre can assume a Gaseous Form at will, per the spell, and it can remain gaseous indefinitely.

It is dangerous to meet the Gaze of a Vampyre for they Charm Person as a Gaze Attack with a range of 30 feet. If a Subject fails their Saving Throw vs. Special Hazards – The Gaze of Beasts they are Charmed and fall under the Vampyre's influence.

A Vampyre heals 3 points of damage each round so long as it has at least 1 hit point.

## Level Draining

Vampyres drain 2 Levels when they strike, all Hit Points, Experience Points, and Abilities granted by those levels are lost. A Man–like subject reduced to Level –1 or below are slain by a Vampyre's energy drain. The slain rise as a Vampyre 1d6 days after burial. The new Vampyre is under the command of the Vampyre that created it and remains enslaved until its master's destruction.

## Weaknessess of Vampyres

Vampyres do not have a reflection and do not cast a shadow.

They cannot cross running water or consecrated ground. However, they can be carried over it while resting in their coffin or aboard a ship.

A Vampyre must stay at least 10 feet away from any Subject presenting a Mirror or Mystic Symbol and cannot touch, use its gaze, or make melee attacks against the Subject holding the item as long as they continue to present it. These things don't harm the Vampyre they merely keep it at bay. Holding a Vampyre at bay is a full round action.

Vampyres cannot tolerate the strong odor of garlic and will not pass through a portal or enter an area where garlic is hanging.

Vampyres are utterly unable to enter a home or other building unless invited in by someone. They may freely enter public places, since these are by definition open to all.

## Destruction of Vampyres

A Vampyre is not invulnerable to normal weapons and reducing a Vampyre's hit points to 0 or lower incapacitates it but doesn't destroy it. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a Vampyre forced into gaseous form has no effect. Once at rest in its coffin, the Vampyre assumes its corpse form and is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 3 hit points per round.

Driving a wooden stake through a Vampyre's heart suspends all actions of the monster and completely immobilized it. However, the Vampyre instantly returns to life if the stake is removed, providing the corpse is not destroyed.

The Malevolent Spirit (Ghost) which inhabits the corpse cannot willingly escape by leaving the body. If the Vampyre perishes the Ghost which inhabits the corpse is also destroyed. [PI]

Vampyres can be slain by; cutting off the head, burning, exposing it to sunlight, immersing it in running water, and exorcism.

## Cutting off the Head

A Vampyre is also slain if someone cuts off the creature's head. This can only be done within the scope of the rules when the Vampyre is immobile.

## Burning

Burning causes normal damage to a Vampyre, however if the corpse is entirely burned the Vampyre is destroyed.

## Sunlight

Exposing any Vampyre to direct sunlight is invariably fatal. It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape to an area of complete darkness.

## Running Water

Similarly, immersing a Vampyre in running water robs it of one–third of its hit points each round until it is destroyed at the end of the third round of immersion.

## Exorcism

Exorcism by a Mystic, using the Dispel Chaos Spell, forces the Ghost out of the corpse, which then loses all its Vampyric powers. The Ghost may not return to the corpse ever again but that does not prevent its wandering or possessing another. One problem has merely been exchanged for another.

## Wall Golem

Abilities Man–Like: Str 18, Dex 8, Con —, Int —, Wis —, Cha 3
Alignment: Chaos
Armour Class: 5
Hit Dice: 3
Attacks: Weapon or strike
Saving Throw: No
Size: Medium
Special: Immune to Sleep and Charm
Speed: 6"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 30

Although not as powerful as a Mystic's Golem a Magician can create a Wall Golem whose purpose is to serve as a protector of ,or obstacle to, access to a particular location. It is created by a Magician and given a simple 3 word command such as "none shall pass". The Wall Golem will obey this command until destroyed. The Wall Golem appears as a normal wall or floor until activated by Characters or Monsters attempting to pass by it. Invisible Characters or Monsters do not activate the Wall Golem. The Wall Golem can never be surprised. When the Wall Golem is activated it manifests itself as 1d3 (3 Hit Dice) stone men with swords which are always attached to the 10 x 10 foot area to which the spell was applied. [PI]

# Fenris 2d6

## Werewolf

Abilities Man–Like: Str 18, Dex 18, Con 16, Int 10, Wis 11, Cha 8
Alignment: Chaos, Conflicted
Armour Class: 5
Hit Dice: 4+1/2
Attacks: Bite
Saving Throw: No
Size: Medium
Special: Lycanthropy
Speed: 12", as a Wolf 20"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 450

A Werewolf is a Human with the ability to Shapeshift into a Wolf or an anthropomorphic Wolf–like Monster. This power may be obtained purposely, by being bitten by another Werewolf, or after being placed under a curse. Those Humans who seek out this power may obtain it by drinking a special potion or by making a bargain with a Demon. [PI]

The power to Shapeshift can be controlled at will however an involuntary transformation from Human to Wolf, and loss of reason, is often associated with the appearance of the full moon. During the full moon a Werewolf will hunt and kill anyone it encounters unless they are restrained or confined. [PI]

Werewolves are attributed with superhuman strength and senses, far beyond those of both Wolves and Men. STR and DEX are increased to 18 and CHA drops to 8. A Werewolf in anthropomorphic Wolf–like Monster or Wolf form gains a +2 Bonus Dice Roll Modifier on all Spot Checks. They may track the movement of subjects by scent if they have passed within two days. While in Werewolf form only magic or silver weapons may injure the Lycanthrope. A Werewolf in anthropomorphic wolf–like Monster form can wield a weapon or use its bite as an attack. Any Human hit by a Werewolf's bite attack in animal or hybrid form must make a Saving Throw vs. Potions, Magic & Illusion or contract Lycanthropy. Dwarfs, Elves, and Halflings and Monsters are immune to Lycanthropy.

Lycanthropy can be removed with a Remove Curse spell.

## Wight

Abilities Man–Like: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Alignment: Chaos
Armour Class: 5
Hit Dice: 3
Attacks: Weapon
Saving Throw: No
Size: Medium
Special: Supernatural Powers
Speed: 9"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 300

A Wight is a pale undead corpse of a man which lives in the Graves, Barrows and Howes, of the dead. As the Graves of important men contain wealth, the Wight jealously guards his treasures, even after death. A Wight is jealous of the living and longs for the things it had in life which it can no longer possess. Its treasures bring it no joy. As a result, it delights in causing injury and woe to the living. Wights reek of the smell of death. Wights are more active at night but daylight has no effect on them. [PI]

Wights have supernatural powers which they use to cause woe to the living. [PI]

Wights have the knowledge of Ghosts and can foretell the future. They enjoy sharing knowledge which brings misery to those who hear it. [PI]

Wights can change their size Large or Huge. When Large they add +1 to Damage rolls, when Huge they add +2 to Damage rolls. [PI]

Wights can bring darkness during the day and foul weather. [PI]

Wights have the ability to curse a victim with ill fortune. The curse is a dice roll modifier of –2 to all check rolls. [PI]

A Wight can travel magically through the earth at their speed and it uses this ability to avoid combat by sinking into the ground and to visit the living. Its visits are most unwelcome. A Wight cannot however, enter a house that it did not enter in life. If the doorway the Wight knew in life is blocked up, the Wight cannot enter even if another portal is open. [PI]

Wights are injured by any Iron weapon however these cause only half the usual damage. Only Magical Weapons cause full damage to a Wight.

Any Subject nearing a Wight's Gravesite must make a Saving Throw vs. Fear or turn away.

When a Wight is reduced to 0 hit points it does not die, it merely sinks into the earth 2d6 rounds after being slain. There is only one way to get rid of a Wight, cut off it's head before the body sinks, or the Wight returns from the Grave on the following sunset with all its powers renewed.

## Wild Man

Abilities Man–Like: Str 18, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Alignment: Chaos
Armour Class: 5
Hit Dice: 2+1/2
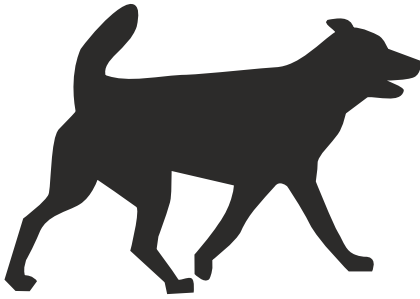Attacks: Bite, Claws
Saving Throw: No
Size: Large
Special: No
Speed: 12"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 250

The body of the Wild Man is entirely covered with hair, except for the hands, feet, and face above their long beards, and carries a large club. The key characteristic of the wild man is his wildness, for he is uncivilized .Wild Men are Chaotic and savage and live like beasts. [PI]

## WOLF, DOG

Abilities Man–Like: No
Alignment: Law
Armour Class: 7
Hit Dice: 2+1/2
Attacks: Bite, Bite
Saving Throw: No
Size: Medium
Special: No
Speed: 20”
Treasure Hoard: No
Xenogenesis: No
XP Worth: 250
The Wolf is a pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Their numbers make them dangerous Foes. Wolves are difficult to detect because they move silently.

A Dog is essentially a domesticated Wolf. Dogs can track by scent following a trail not more than 1 day old, move silently, and detect approaching Foes within 18”, even in complete darkness, and sound the alarm by growling and barking, thereby negating surprise. Dogs are completely loyal to their masters and never check morale if their master is attacked. [Pt]

## WORM

Abilities Man–like: No
Alignment: Chaos
Armour Class: 3
Attack: Bite, Breath, Tail, Entangle & Crush
Hit Dice: 10
Saving Throw: Yes
Size: Gargantuan or Colossal
Special: Breath, Smashing Tail, Curl and Crushing, Invulnerability, Damage is always 2d6
Speed: 12/80”
Treasure Hoard: Yes
Worth: 1000
Xenogenesis: No
A Worm, is a monstrous serpent much like a Dragon but without legs or wings. The venomous serpent often preys upon the cattle and sheep of nearby settlements. The Worm may be found in and out of water and may be found equally in mountain or shoreline caves, deep forests, and swamps. Unlike a Dragon the Worm does not breathe fire but it makes up for this with its deadly Breath and Poison Bite, indeed even the blood of this monster is venomous to the touch, it's Blood and Bite require a Saving Throw vs. Common Hazard – Poisoning. The Breath of the Worm is a poison that affects all within 2” of the beast, and requires a Saving Throw vs. Special Hazards – The Breath of Beasts. [Pt]

## WRAITH

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 2
Hit Dice: 7
Attacks: Spectral Weapon or Touch
Saving Throw: 9
Size: Medium, Small
Special: Invisibility, Harmful Touch
Speed: 15/30” (Flying)"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 700
A Wraith is a Ghost which is often seen as a Portent, or Omen of Doom, and bad luck is soon to follow. When a Wraith reveals itself each Character must make a Saving Throw vs. Potions, Magic & Illusion. If they fail the Check Roll the Wraith's Portent lingers for the next 2d6 turns and the Characters suffer a –2 Dice Roll modifier to all Check Number for all Check Rolls even if they did not see the Wraith. [Pt]

The Wraith is the spirit of a dead Character that appears in visible form, or other manifestation, to the living. Typically solitary and vaporous, they haunt particular locations, objects, or people. Wraiths can be called upon to provide advice or prophecy but blood must be provided for them to drink or they will not answer. [Pt]

Wraiths have Spectral Weapons or a Touch which are injurious, after a successful Attack Check Roll, roll on the Hit Result Table.

Wraiths can only be injured by magic spells, by silver weapons, and magic weapons.

## WYVERN

Abilities Man–Like: No
Alignment: Chaos
Armour Class: 3
Hit Dice: 8
Attacks: Bite or Sting
Saving Throw: Yes
Size: Huge
Special: Poison
Speed: 6/24” (Flying)"
Treasure Hoard: Yes
Xenogenesis: No
XP Worth: 800
A Wyvern is a winged viper with a dragon's head, two legs (or none), and a barbed tail. The Wyvern's body is 20 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 30 feet. A Wyvern weighs about one ton. Wyverns can make a loud hiss or a deep–throated growl much like that of a bull alligator. They attack nearly anything diving from the air, striking the opponent with its talons and stinging them to death. A Wyvern can slash with its talons when making a flyby attack. The Poison Bite or Sting of the Wyvern is either fatal or causes 2d6 damage. The Wyvern's claws cause damage on the Hit Result Table.

There is also a sea–dwelling Wyvern which has a fish tail in place of a barbed tail.

# Fenris 2d6

## Yellow Mould

Abilities Man–Like: No
Alignment: Chaos
Armour Class: No
Hit Dice: 1
Attacks: 1d6 Damage if touched
Saving Throw: No
Size: Large
Special: Poisonous Spores
Speed: No
Treasure Hoard: No
Xenogenesis: No
XP Worth: 100

In a dungeon's damp, dark recesses, moulds and fungi thrive. If disturbed, a 10–foot square of Yellow Mould bursts forth with a cloud of poisonous spores. All within 20 feet of the mould must make a Saving throw vs. Poisoning and die or take 2d6 Damage. Fire destroys Yellow Mould, and sunlight renders it dormant.

## Zombie

Abilities Man–Like: Str 12, Dex 8, Con —, Int —, Wis 10, Cha 3
Alignment: Chaos
Armour Class: 8
Hit Dice: 2
Attacks: Weapon or strike
Saving Throw: No
Size: Medium
Special: Immune to sleep and charm
Speed: 6"
Treasure Hoard: No
Xenogenesis: No
XP Worth: 30

A corpse revived as a servant by a Wizard or Chaotic Mystic. Zombies remain under the control of the one who revived them since they have no will of their own. They obey only the simplest commands. Zombies can be killed by throwing salt at them. If the salt strikes the Zombie it causes 2d6 damage and if the Zombie's Hit Points are reduced to 0 it becomes an inanimate corpse once more.

## Fenris Strategic Battles[PI]

The following rules provide a simple framework for conducting Strategic Battles. Politics, negotiation, and so on are covered but are a subject for role playing. The basic concept is based on the conception of territory. In the case of Players, that an area of land, if Lawful and prosperous, supports a force of Lawful armed Freemen, and Nobles to lead them. Of course the Chaotic raise equivalent forces of Chaotic Character's, Man–Like Monsters, and Monsters from Chaotic territory.[PI]

## Developing Territory

The Referee defines the number of hexes that compose a *Territory and its Alignment*. When a Character or Monster raises a Keep in a Territory it will ultimately assume the declared alignment of the Character, Lawful, or Chaotic. The Referee may assign any alignment they like to undeveloped territory but most would typically be Chaotic in alignment. Once the Keep is raised the territories alignment changes to Conflicted even if the alignment matched the Character's. All squares or hexes composing the territory must be investigated and cleared of monsters and characters of opposing alignments at which time it assumes the alignment of Chaotic or Lawful.[PI]

## Raising Forces

Forces may be raised in a territory once or twice per year. Lawful forces must be raised from *Lawful Territory*, Chaotic forces from *Chaotic Territory*. Forces may not be raised from *Conflicted Territory*; they must be obtained elsewhere.[PI]
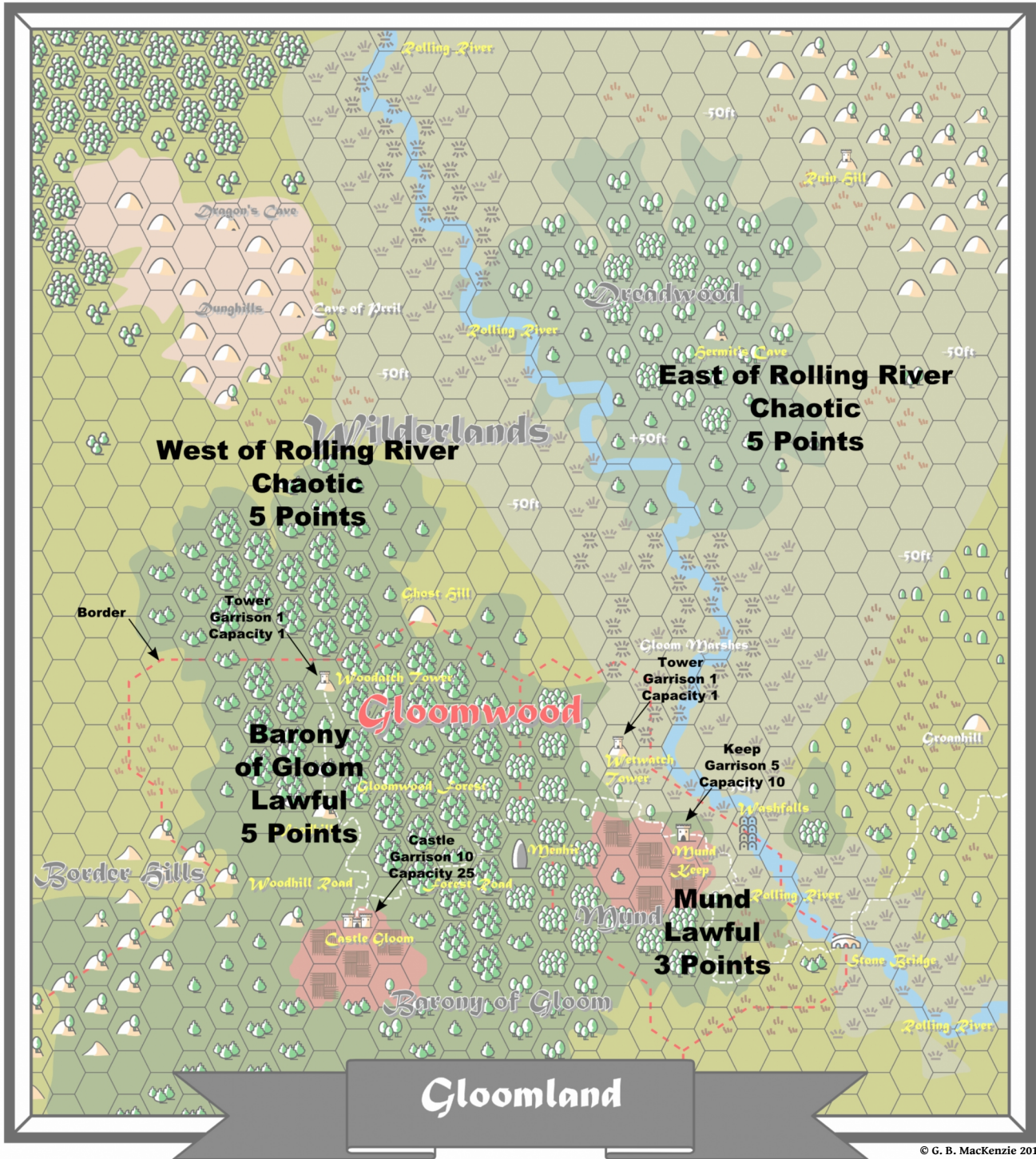
The players may use their money found in Labyrinths and Dungeons to build fortifications of various kinds, purchase, and support troops. If not paid support forces live off the land and lay waste to it causing the territory to revert to an alignment of Conflicted.[PI]

> *The Freemen who reside in a land that is being plundered will abandon it, fleeing from war, and the land will become deserted.*[PI]

A *Shire* is divided into *Hundreds*, smaller territories worth 1–5 points each. A *Shire* might contain 3–5 *Hundreds*. The *Kingdom* of an Under–King might contain 3–5 *Shires*. Each *territory* or *Hundred*, is composed by the Referee of a variable number of squares or hexes enclosed by a defined border, and can support 1 to 5 points worth of forces. The referee should note both the alignment of the area, the type of unit, and the number of forces raised on a *Force Card*. The forces raised must conform to the types of units which can be drawn for the alignment of the area.[PI]

The following illustration shows the assignment of *Force Points* to the territories of a map and the alignment of the forces which may be raised. Note that while political boundaries are shown the river also serves as a territory boundary.[PI]

> *At Right an Illustration of Disposition of Force Points and their Alignments*

West of Rolling River
Chaotic
5 Points

East of Rolling River
Chaotic
5 Points

*Wilderlands*

Border

Tower
Garrison 1
Capacity 1

Tower
Garrison 1
Capacity 1

Keep
Garrison 5
Capacity 10

Gloomwood

Barony
of Gloom
Lawful
5 Points

Castle
Garrison 10
Capacity 25

Mund
Lawful
3 Points

Gloomland

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Regional Map (Regional Hex = 3 miles, 1 league) Regional Map Template © 2009 The Welsh Piper

# Fenris 2d6

The following table *Raising of Forces* shows the types of units which may be raised. The table gives broad examples so the Referee may decide what they wish to allow and may amend the table as they wish. Only one Chaotic or Lawful Monster of 4 or greater Hit Dice should be permitted as a unit per 50 Force Points.[PI]

## Table of Raising of Forces

| Type | Combat Value Attack/Defend | Movement | Cost to Raise and Equip | Raise | Campaign Cost per Month | Force Points to Support | Alignment of Square or Hex |
|---|---|---|---|---|---|---|---|
| Freemen | 1/1 | 12 | 25 Gold Crowns | Once per year | 10 Gold Crowns | 1 | Lawful |
| Nobles | 2/1 | 12 | 50 Gold Crowns | Once per year | 20 Gold Crowns | 2 | Lawful |
| Mounted Freemen or Nobles | 3/2 | 24 | 100 Gold Crowns | Once per year | 300 Gold Crowns | 3 | Lawful |
| Archers | 3/1 | 12 | 100 Gold Crowns | Once per year | 10 Gold Crowns | 3 | Lawful |
| Dwarfs | 2/2 | 8 | 250 Gold Crowns | Once per year | 20 Gold Crowns | 2 | Lawful/Chaotic |
| Elves | 2/1 | 12 | 150 Gold Crowns | Once per year | 20 Gold Crowns | 2 | Lawful/Chaotic |
| Halflings | 1/2 | 8 | 50 Gold Crowns | Once per year | 20 Gold Crowns | 2 | Lawful |
| Mercenaries[2] | 3/2 | 12 | 100 Gold Crowns | Twice per year | 25 Gold Crowns | – | any |
| Outlaws[2] | 1/– | 12 | | Twice per year | 10 Gold Crowns | 3 | any |
| Goblins | 1/1 | 12 | 25 Gold Crowns | Once per year | 10 Gold Crowns | 1 | Chaotic |
| Skeletons | 1/1 | 12 | 50 Gold Crowns | Once per year | – | 1 | Chaotic |
| Hob–Goblins | 2/1 | 12 | 50 Gold Crowns | Once per year | 20 Gold Crowns | 2 | Chaotic |
| Zombies | 2/1 | 12 | 100 Gold Crowns | Once per year | – | 2 | Chaotic |
| Mounted Goblins or Hob-Goblins | 3/2 | 24 | 100 Gold Crowns | Once per year | 300 Gold Crowns | 3 | Chaotic |
| Goblin Archers | 3/1 | 12 | 100 Gold Crowns | Once per year | 10 Gold Crowns | 3 | Lawful |
| A Character of 4 or greater Hit Dice[3] | 1 x Hit Dice/3/4 x Hit Dice/ | 6 | | Once per year[1] | | – | Lawful or Chaotic |
| A Monster of 4 or greater Hit Dice[4] | 1 x Hit Dice/3/4 x Hit Dice/ | 6 | | Once per year[1] | | – | Lawful or Chaotic |

[PI]

1– Subject to Referee's discretion.[PI]

2–Outlaws and Mercenaries may always be bribed to switch sides. Before a battle the defender may attempt to sway their loyalty by offering to pay them more money. The highest bidder wins their loyalty for the battle.[PI]

3– Optional Rule – A Leader Character (Law or Chaos) may be rated as a "unit" for the purpose of combat.[PI]

4– A Chaotic or Lawful Monster, such as a Dragon, may be rated as a "unit" for the purpose of combat. Only one Chaotic or Lawful Monster of 4 or greater Hit Dice should be permitted as a unit per 50 Force Points.[PI]

A Player or Referee may allocate their available Force Points as they wish, however the forces may only be raised twice a year. The second raising does not entitle the Player or Referee to any additional forces beyond the limit of the available Force Points. Replacements may be raised, or different types of forces substituted. The following illustrations show Force Cards and how they are assigned to a Leader Card.[PI]
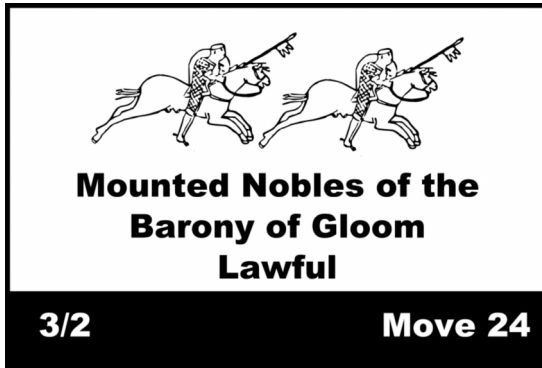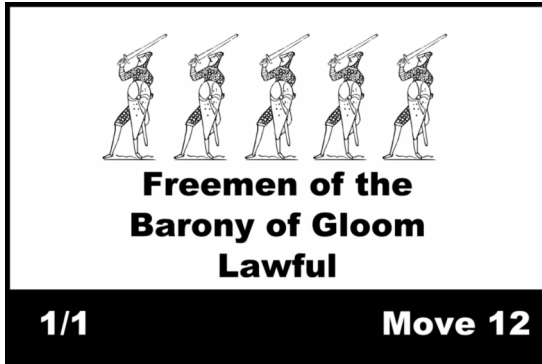
*Illustration of Force Card – Mounted Nobles*



*Illustration of Force Card – Freemen*

Force Points are allocated according to the Attack/– Ratio. The Ratio's 3/2 and 1/1 on the above cards express the Attack/Defend values. The Force Point is equal to the Attack value. 5 Force Points are available for the Barony of Gloom, 3 + 1 = 4 , therefore an additional 1 point of forces may be raised.[Pi]

## LEADERS

Each force requires a *Leader Card*. Each Territory will have one Leader. The Referee, and players, must assign their various force cards for the territories they control to one or more Player or Non–Player *Leader Cards*. In the case of the Players these would be *Leader Cards* representing Player Characters. A force must have a Leader or the forces cannot be controlled or moved and only defend when attacked. If a Leader is killed in battle, the force cannot move unless a new leader is moved to the Hex and the Force Cards assigned to the new leader by the Player or Referee.[Pi]
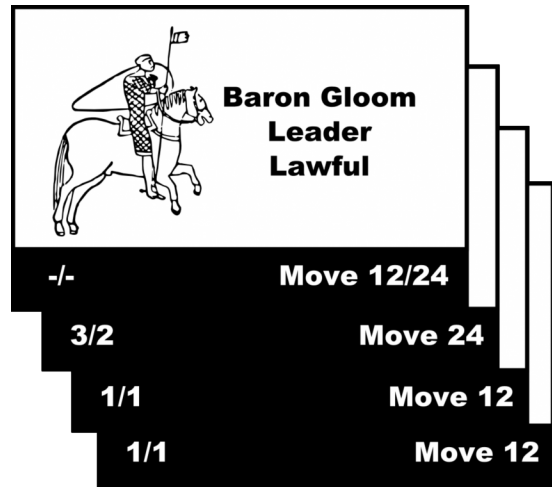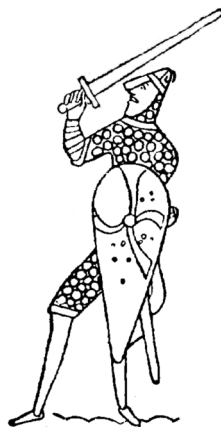




*Illustration of Stacking of the Force Cards under the Leader Card*

The total Forces for the Barony of Gloomland add up to 5 Force Points of Attack value and 4 Force Points of Defend value. The fastest the forces under the Baron Gloom may move is 12 Hexes, the lowest Move rate. Once assigned to a Leader Card forces may not be left behind. They may however, be assigned to another Leader Card if both Leaders are in the same Hex. Lawful Force Cards may not be assigned to Chaotic Leaders, and vice–versa. A Player or Referee may disband a unit at any time in which case the Force Card is removed from the stack. There is no limit to the number of Force Cards which may be contained in a stack.[Pi]

## MAP TOKENS

On the map each player will have one or more Tokens which represent the Leaders of their forces. In order to avoid confusion it must be absolutely clear which *Leader Card* the Token represents. There is no limit to the forces which may stack in one square or hex with the exception of fortified Keeps, Castles, and Cities which have a limit to the number of forces which they may reasonably contain.[Pi]



*Illustration of Law and Chaos Leader Tokens*

## FORTIFICATIONS, TOWNS, AND ROADS

Fortifications have a permanent Garrison, and double the defence of all within the walls, but have a limited Troop Capacity. Additional Troops strengthen the defence. The defender cannot Retreat and must surrender instead when R is indicated as a combat result.[Pi]

| Type | Troop Capacity | Cost to Build | Time to Build | Effect on Chaotic or Lawful Territory Alignment[1] | Prerequisite | Raise Additional Forces | Permanent Garrison | Taxes Raised Per Year |
|---|---|---|---|---|---|---|---|---|
| Tower | 1 | 500 Crowns | 1 Month | – | – | – | 1 | – |
| Fort | 10 | 1000 Crowns | 1 Month | Changes Status to Conflicted | – | 0 | 5 | – |
| Motte & Bailey Keep | 10 | 5000 Crowns | 1 Year | Changes Status to Conflicted | A Fort | – | 5 | – |
| Castle | 25 | 20,000 Crowns | 5 Years | – | A Keep | – | 10 | – |
| Town | – | 1000 Crowns | 5 Years | | A Keep | 10 | – | 10 Crowns |
| City | – | 20,000 Crowns | 20 Years | – | A Castle | 30 | – | 100 Crowns |
| Fortify a Town | 30 | 10,000 Crowns | 5 Years | – | A Town | – | 5 | 30 Crowns |
| Fortify a City | 50 | 50,000 Crowns | 20 Years | – | A City | – | 10 | 250 Crowns |
| Build a Road[2] | – | 100 Crowns per square or hex times the terrain type | 1 Year | – | A Fort | – | – | 10 Crowns |
| Build a Carrack (ship) | 100 | 5000 Crowns | 1 Year | – | A Town | | 10 | – |
| Build a Longship | 50 | 1000 Crowns | 6 Months | – | A Town or Fortification | – | 10 | – |
| | | | | | | | | [PI] |

1–Status Changes when an opposing force raises a Fort or Keep.[PI]

2–Roads may be built at 100 Crowns per square or hex times the terrain type.[PI]

## STRATEGIC MOVEMENT

Each player's turn represents a month. The following table shows the terrain cost of entering a square or hex. Road and off road movement may be combined. A Token may not enter or pass through a Hex occupied by an enemy. [PI]

## TABLE OF STRATEGIC TERRAIN

| Terrain Type | Cost To Enter The Square or Hex | Defensive Value |
|---|---|---|
| Air* | 1* | – |
| Grassland | 1 | – |
| Hilly | 2 | +1/2 |
| Mountainous | 2 | x2 |
| Road | 1/2 | 1/2 |
| Rough (stony ground with rocks of irregular sizes) | 2 | – |
| Sand (loose desert sands, loose sand on beaches) | 2 | – |
| Swampy, marshes, swamps | 2 | – |
| Water*, Deep (water which requires swimming) | 2* | 1/4 |
| Water*, Shallow, (fordable water no more than waist deep) | 1* | 1/2 |
| | | [PI] |

## SEQUENCE OF PLAY ON A STRATEGIC TURN

1. Month 1 Taxation (Yearly)[PI]

2. Raise Forces[PI]

3. Month 1 and Month 6 Build[PI]

4. Movement[PI]

5. Parley (Negotiate, make Policy)[PI]

6. Resolve Combat[PI]

7. Random Events: Roll after all Players and Referee have conducted their turn. (6 Month or Yearly).[PI]

## RESOLVING BATTLES

Forces move and attack on their turn, and in order to attack the Leader Token(s) must be placed in Hexes adjacent to that of an enemy. There is no limit to the number of tokens which may stack in a hex, and forces in hexes adjacent to the enemy being attacked may be combined. When combat is to be resolved, total the forces, determine the odds, and roll on the Fenris Strategic Combat Table to determine the result. Fortifications and favourable terrain improve the defence, see the *Strategic Terrain Table*.[PI]

## TABLE OF FENRIS STRATEGIC COMBAT ODDS[PI]

| Attacker's Force | Defender's Force | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |
| 10 | 1:1 | 1:2 | 1:3 | 1:4 | 1:5 | 1:5 | 1:5 | 1:5 | 1:5 | 1:5 |
| 20 | 2:1 | 1:1 | 1:2 | 1:2 | 1:3 | 1:3 | 1:3 | 1:4 | 1:4 | 1:5 |
| 30 | 2:1 | 3:2 | 1:1 | 1:2 | 1:2 | 1:2 | 1:3 | 1:3 | 1:3 | 1:3 |
| 40 | 4:1 | 2:1 | 1:1 | 1:1 | 1:2 | 1:2 | 1:2 | 1:2 | 1:3 | 1:3 |
| 50 | 5:1 | 2:1 | 3:2 | 1:1 | 1:1 | 1:2 | 1:2 | 1:2 | 1:2 | 1:2 |
| 60 | 5:1 | 3:1 | 2:1 | 3:2 | 1:1 | 1:1 | 1:2 | 1:2 | 1:2 | 1:2 |
| 70 | 5:1 | 3:1 | 2:1 | 3:2 | 1:1 | 1:1 | 1:1 | 1:2 | 1:2 | 1:2 |
| 80 | 5:1 | 4:1 | 2:1 | 2:1 | 3:2 | 1:1 | 1:1 | 1:1 | 1:2 | 1:2 |
| 90 | 5:1 | 4:1 | 3:1 | 2:1 | 3:2 | 3:2 | 1:1 | 1:1 | 1:1 | 1:2 |
| 100 | 5:1 | 5:1 | 3:1 | 2:1 | 2:1 | 3:2 | 1:1 | 1:1 | 1:1 | 1:1 |

*capped odds 5:1 and 1:5. Forces numbering less than 1–5 are treated as 1–5, forces numbering greater than 5–1 are treated as 5–1.[PI]

# Fenris 2d6

## Table of Fenris Strategic Combat[P]

| | | | | | | Odds Attacker–Defender | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Attacker Dice roll | 1–5 | 1–4 | 1–3 | 1–2 | 2–3 | 1–1 | 3–2 | 2–1 | 3–1 | 4–1 | 5–1 |
| 1 | E/– | E/– | E/– | E/– | R3/– | 3/– | [–/1] | [–/1] | [–/1] | [–/1] | –/2R |
| 2 | E/– | E/– | E/– | R3/– | [R2/–] | 3/– | [–/1] | [–/1] | [–/1] | –/2R | –/3R |
| 3 | E/– | E/– | R3/– | R2/– | [1/–] | 2/– | [–/1] | [–/1] | –/2R | –/3R | –/E |
| 4 | E/– | R3/– | R2/– | [1/–] | [1/–] | 2/– | [–/1] | –/2R | –/3R | –/E | –/E |
| 5 | R3/– | R2/– | [1/–] | [1/–] | [1/–] | 1/– | [–/2R] | –/3R | –/E | –/E | –/E |
| 6 | R2/– | [1/–] | [1/–] | [1/–] | [1/–] | [1/–] | –/3R | –/E | –/E | –/E | –/E |
| | | | | | | | | | | | [PI] |

Forces numbering less than 1–5 are treated as 1–5, forces numbering greater than 5–1 are treated as 5–1.[PI]

## Table of Fenris Strategic Combat Results[PI]

| Result | Definition |
|---|---|
| n/– | Loss suffered by the attacking force, a unit of 1, 2, or 3 points. |
| –/n | Loss suffered by the defending force, a unit of 1, 2, or 3 points. |
| –/– | No effect to the Force to left or right of the / |
| [n/n] | Brackets indicate to roll for a Fate Result. It may affect attacker and defender alike. |
| R | Retreat, force retreats 1d3 squares or hexes and must make a fate check |
| E | Unit(s) are eliminated |
| | [PI] |

## Table of Fenris Fate Results[PI]

| Roll 2d6 | Fate Result |
|---|---|
| 2–6 | Nothing Happens |
| 7–8 | Morale Falls, forces refuse to move or attack until rested, 1d3 months. |
| 9–10 | Desertion, 1d2 Force Cards are removed from play. |
| 11 | Leader(s) Captured, roll randomly to determine which leaders in the battle are captured. This can include Player Characters. |
| 12 | Leader(s) Killed, roll randomly to determine which Character's or Monsters are killed in the battle. This does not include Player characters, they are captured instead. |
| | [PI] |

## SIEGES

When a Fortification is attacked the attacker is laying siege to it. The defender may enter and leave the fortification unless it is completely surrounded on all sides, terrain permitting. A Leadership Token must either be within the fortification or without. The token may be flipped over to indicate that the forces are contained within. A Leadership Token cannot enter the fortification to take advantage of it unless all of the forces contained within their stack may be accommodated. Forces not within a fortification may be attacked separately.[PI]

## CARRACKS & LONGSHIPS

Ships may be used to transport forces, and when forces are aboard they fight with the crew. Forces may embark on any Carrack or Longship in a designated port, which is a Town or City on a coastline hex marked as a port. Longships may embark forces from any coastal beach hex or any river hext up to 6 hexes inland. Carracks may not sail inland but Longships may sail up coastal rivers inland up to 6 hexes.[PI]

Ships may be used to blockade a port (completing a siege) by occupying adjacent sea hexes.[PI]

Gales force Carracks and Longships to seek refuge. Longships may land on coastal beach hexes or sail inland to escape the Gale or enter a port. Carracks must enter a port. If a Carrack or Longship cannot reach a refuge in one move it is lost at sea with all occupants. If a ship is forced into an enemy port it must attack the port, and on failing to capture it, the ship and its occupants are captured.[PI]

## TABLE OF EXAMPLES OF POLICY

| Policy | Result |
| --- | --- |
| Declaration of Peace | Used to declare an end to a War. All Factions at war must jointly issue this policy to end a war. |
| Declaration of War | You declare your intent to attack an Enemy. |
| Declaration of Alliance | This may be an Alliance of Political Influence and/or a Military Alliance. |
| Pact of Mutual Defence | If your Neighbour State is attacked your State is obligated to come to their aid. War is automatically declared against their attacker. You gain the same benefit. |
| Surprise Attack | A surprise attack is conducted on a Neighbour state. Thereafter, your Tax Revenue is decreased by ½ in the first year. |
| Increase State Tax | This can be enacted once. Taxes are doubled but each month there is a risk of Peasant Revolt. |
| Decrease State Tax | Taxes are returned to the Normal Tax Rate as indicated in the Tables. |
| Form a Union of States | You and a Neighbour State form a Single State. You lose your ability to make Policy unless there is a deadlock. |
| Secede From a Union of States | In a deadlock you may secede from a Union of States breaking away into an independent State. |
| | [PI] |

## POLITICS

Ultimately, the Referee may decide on the Policy of any State under their control. The system proposed hereafter provides guidelines for the Referee which may be useful in determining the scope of events larger than the Player Characters. If the players are invested in territorial expansion it provides further guidelines for resolving grand schemes, and the players may lead or be members of *Political Factions.*

Each territory has a *Chaos or Law Political Influence (PI)* equal to it's *Force Point Value*. Groups of PI Points represent the power of *Political Factions* where a majority represents the influence of the governing authority. This might represent an individuals political influence and authority through land holdings, or in a more egalitarian society political influence and authority by a majority through representational voting.[PI]

The Referee can use this in various ways. Were a Kingdom of 25 *Chaos Political Influence* composed of various *Factions of Chaos* each with 5 *Political Influence Points*, the Dark Lord who rules it must have the majority of his followers, 15 points, to support him and implement a *Policy*.[PI]

In any given 6 month period a *Policy* can be decided upon by the *Faction* with the greatest number of *Political Influence Points*.[PI]

> Note it is perfectly reasonable for a Kingdom to be composed of Factions of Chaos and Law, and they may even agree on some Policy providing it is of mutual benefit.[PI]

Whenever there is a deadlock without a clear majority each *Faction* acts on its own and may create its own *Policy*. There is room for diplomacy, haggling, and negotiation in pursuit of forming a *Policy*. A Kingdom composed of 10 Chaos and 10 Law Political Influence is deadlocked and each acts on its own authority. Their union may be one of convenience against a larger state or they may fight with one another in order to obtain a majority.[PI]

The Referee may edit the Policy Examples as required.[PI]

## STRATEGIC EXPERIENCE POINT AWARDS

At the Referee's discretion Character's (as leaders of a Territory) may gain Experience Points for achieving one Strategic Activity. These should be awarded on a Yearly basis. The Referee and players should keep track of them and the Player may decide which is the most significant. [PI]



*Drawn by Halfdan Egedius*

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## TABLE OF STRATEGIC XP AWARDS

| Strategic Activity | Chaos XP | Law XP |
|---|---|---|
| Declaration of Peace | – | 100 x Combined PI |
| Declaration of War | – | 100 x PI of Foe |
| Declaration of Alliance | 100 x PI of Ally | 100 x PI of Ally |
| Pact of Mutual Defence | 100 x PI of Ally | 100 x PI of Ally |
| Surprise Attack | 100 x PI of Foe | – |
| Increase State Tax | 100 x PI of Your State | – |
| Decrease State Tax | – | 100 x PI of Your State |
| Form a Union of States | 100 x Combined PI | 100 x Combined PI |
| Secede From a Union of States | 100 x PI of Ally | |
| Build a City or Castle | 200 x PI | 200 x PI |
| Build a Road of 10 or more hexes to connect two cities | 200 x PI | 200 x PI |
| Change Alignment of a Territory to Conflicted | 100 x PI of Territory | 100 x PI of Territory |
| Change Alignment of a Territory to Chaos | 1000 x PI of Territory | – |
| Change Alignment of a Territory to Law | – | 1000 x PI of Territory |
| | | [PI] |

## RANDOM EVENTS

These can be anything from Plagues, to Foreign Invasion. The Referee rolls 1d6 on the following table to determine the Tone of the Random Event, then 2d6 to find out what it is. Events can be altered to suit the campaign, the following tables are merely guidelines.[PI]

The events could be rolled for at six month intervals, or once per year. Random Events can be rolled for each Territory controlled by the Players and the Referee.[PI]

### DICE ROLL MODIFIERS

- . High Taxes +1[PI]

- • War +1[PI]

### RANDOM EVENTS

## TONE OF THE RANDOM EVENT

| Dice Roll (1d6) | Result |
|---|---|
| 1–2 | Chaos |
| 3–4 | Conflicted |
| 6–7 | Law |
| | [PI] |



| Roll 2d6 | Chaos | Law | Conflicted |
|---|---|---|---|
| 2 | Foreign Peril | Foreign Alliance | – |
| 3–6 | Plague | Trade Route | – |
| 7–8 | Revolt | Partisans | – |
| 9–10 | Gale | Fair Winds | Revolt |
| 11–12 | Decline | Prosperity | Bandits |
| | | | [PI] |

## ABBREVIATIONS & TERMS



### BANDITS

Bandits form equal to ½ the Force Points of a Territory and cause it to revert to a status of Conflicted until they are captured or defeated.[PI]

### FAIR WINDS

Double sea movement.[PI]

### FOREIGN ALLIANCE

A Foreign Territory requests an Alliance.[PI]

### FOREIGN PERIL

A Foreign Territory threatens to Attack.[PI]

### GALE

A Gale on the Ocean causes ships to seek landfall. If they cannot reach safety they are lost.[PI]

### PARTISANS

If a territory is entered by an Enemy Force the populace form a Partisan Unit equal to 1/2 Force Points of a Territory and defend it until they are captured or defeated. This Force does not count against the forces which are normally raised, may not leave the Territory nor does it require a leader to move. It is disbanded the moment friendly Forces defeat all Enemy Forces in the Territory.[PI]

### PLAGUE

A plague breaks out in a territory. No forces may be raised. Character's present must make a Saving Throw vs. Common Hazards Death. The available Force Points drop to ½ their normal value, rounded down. This will cause Forces Raised to be disbanded.[PI]

### PROSPERITY

All revenue from the territory is doubled.[PI]

### DECLINE

All revenue from the territory is halved.[PI]

### REVOLT

The populace form a Rebel Unit equal to ½ the Force Points of a Territory and cause it to revert to a status of Conflicted until they are captured or defeated. This Force does not count against the forces which are normally raised, may not leave the Territory nor does it require a leader to move. [PI]

### TRADE ROUTE

An important trade route brings unexpected wealth to your Territory, increasing the available Force Points by ½, rounded up.[PI]

| Terms | Definitions |
|---|---|
| Character | Usage of the term is interpreted to mean a "Character" as role–played by the Players. |
| Character Class | A Warrior, Mystic, or Wizard. |
| d6 | A six sided die. |
| 2d6 | A throw of two six sided dice. |
| Ethnicity | A Halfling, Human, Dwarf, Elf or other unique Character Role. Ethnicity gives your Character special abilities and advantages. |
| Fighting Move | Warriors may sometimes on a special roll of the dice apply a Fighting Move as a Hit Result instead of damage.[PI] |
| Foe | An opponent, a Monster or Character |
| Hit Dice | The number of six sided dice used for Hit Points. Typically 1 Hit Dice equals 1 Level. Characters start out the game with more than one hit die at Level 1. |
| Hit Points | Hit Points, expressed as 1–6 points per hit die, represent the amount of damage a Character or Monster can withstand. When you run out of Hit Points you are out of the game. |
| [PI] | In superscript, subscript, or at the bottom of tables indicates any content that is not Open Game Content, this is required by the Open Game License (OGL). Not all of Fenris 2d6 is Open Game Content. |
| Monster | Monsters are the foes role–played by the referee. |
| Non–Player Character | A "character" as role–played by the Referee, typically one of the Character Class rather than a Monster. |
| Object | A material object or thing, non–living, it can be a container for a magic spell. |
| OGL | The Open Games License, Fenris 2d6 uses content from the SRD and so quotes the OGL at the back. |
| OSR | Old School Revival, or Old School Renaissance, playing, celebrating and authoring forms of role playing similar to that found in the early days of Role Playing Games. |
| Subject | A Character or Monster |
| Xenogenesis | The blood of certain mythological monsters is magical and can spontaneously create new foes when it drops to the ground. Typically the Mythological Monster has been created by a Deity and combines the attributes of two or more beasts. [PI] |

# Appendices

# THE FENRIS POST RENAISSANCE MILIEU[PI]

A *Fenris Fantasy Milieu* similar to that of 15th or 16th Century Post–Renaissance Europe may be used. The development of firearms changed forever the use of armour and the table of armour which follows reflect this transitional period. The Fenris Post Renaissance Fantasy Milieu is characterized by its mixture of early science, superstition, and the age of exploration. A settling in a Fenris Post Renaissance Fantasy Milieu of the 15th and 16th Century may appeal to some players since firearms may be used. Much of the weapons and armour of the 10th century cannot be used and the fighting moves change to suit the new weapons. Some new weaponry is presented in the table below:[PI]

**Arquebus**: An Arquebus is an early form of a matchlock firearm. It must be loaded down the muzzle with powder, shot and wadding tamped in place with a ramrod. Readying an Arquebus is a Full–Round Action. The Arquebus may be fired on the following melee round. The Arquebus is easier to shoot than a bow and gains +1 to the Attack dice roll. However, the Arquebus may be fired only if it's match is still lit. To determine if the Arquebus will fire when the shot roll 2d6, a 12 indicates that it does not fire. In wet or damp conditions (such as those found in a Dungeon) an 11 or 12 indicates that it does not fire. Re–lighting the match is a Full–Round Action and the Arquebus may be fired on the following round. An Arquebus cannot be fired in rain. If loaded with silver bullets the Arquebus may be used to attack Werewolves. An Arquebus may also be used as an improvised club.[PI]

## TABLE OF FENRIS POST–RENAISSANCE WEAPONS

| Weapons | Cost | Class | Range | Weight |
|---|---|---|---|---|
| Two–Handed Melee Weapons | | | | |
| Gauntlet | 2 c | 1 | — | 1 lb. |
| Dagger (Gauche) | 2 c | 1 | 10 ft. | 1 lb. |
| One–Handed Post–Renaissance Melee Weapons (Can be used with a Shield) | | | | |
| Rapier | 10 c | 1 | — | 2 lb. |
| Broadsword | 15 c | 2 | — | 4 lb. |
| Two–Handed Melee Weapons (Cannot be used with a Shield) | | | | |
| Halberd | 10 c | 3 | — | 12 lb. |
| Quarterstaff | 2 c | 3 | — | 6 lb. |
| Scythe | 18 c | 3 | — | 10 lb. |
| Ranged Weapons | | | | |
| Arquebus | 500 c | 3 | 180 ft. | 10 lb. |
| Lead Bullets, Arquebus (10) | 10 p | — | — | 5 lb. |
| Silver Bullets, Arquebus (10) | 25 c | — | — | 5 lb. |
| Crossbow, heavy | 50 c | 3 | 120 ft. | 8 lb. |
| Bolts, crossbow (10) | 1 c | — | — | 1 lb. |
| Crossbow, light | 35 c | 2 | 80 ft. | 4 lb. |
| Bolts, crossbow (10) | 1 c | — | — | 1 lb. |
| Pistol, pair, wheel–lock | £2,16s | 2 | 40 ft. | 2 lb |
| Silver Bullets, Pistol (10) | 25 c | — | — | 5 lb. |
| Some additional weapons such as the Longbow, Hornbow, and Axes continue to be used in various forms. | | | | |

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**Crossbow, Heavy**: You draw a heavy crossbow back by turning a small winch. Readying a heavy crossbow is a Full–Round Action. The crossbow may be fired on the following melee round.

**Crossbow, Light**: You draw a light crossbow back by pulling a lever. A light crossbow may be fired each melee round.

**Gauntlet**: This metal glove lets you deal lethal damage. The cost and weight given are for a single gauntlet. Medium and heavy armours (except breastplate) come with gauntlets.

**Grenade**: A grenade (or bomb) is a small clay pot with a rugged exterior which is filled with gunpowder. The pot has a stopper through which passes a slow burning fuse. The fuse can be lit with an ember, flint and steel, or flame. The grenade can be thrown 6” + 1” per point of Strength Ability Bonus. The grenade causes 1d6 damage to all within a 3” radius. The “bomb” can also be used to open locked or barred doors on a roll of 1–4 (d6) but smaller objects such as chests are destroyed.[P1]

**Pistol**: A Wheel–lock Pistol is an early form of a firearm. It must be loaded down the muzzle with powder, shot and wadding tamped in place with a ramrod. Readying a Pistol is a Full–Round Action. The Pistol may be fired on the following melee round. To determine if the Pistol will fire when the shot roll 2d6, a 12 indicates that it does not fire. In wet or damp conditions (such as those found in a Dungeon) an 11 or 12 indicates that it does not fire. Re–priming is a Full–Round Action and the Pistol may be fired on the following round. A Pistol cannot be fired in rain. If loaded with silver bullets the Pistol may be used to attack Werewolves. A pistol may also be used as an improvised club.[P1]

# Fenris Post Renaissance Armour Classification[P1]

There are four general classifications of armour, *No Armour, Soldier's, Lord's,* and *Nobleman's,* expressed in the form of the notation AC *n*.[P1]

**No Armour** – Your Character has no armour, AC 9.[P1]

**Soldier's** – Your Character is equipped with armour befitting a common foot soldier, AC 7.[P1]

**Lord's** – Your Character is equipped with armour worn by leaders and those of wealth, AC 5. (*A Soldier may often be found to wear similar armour. Such armour will be sturdy and perfectly serviceable, but not as beautifully made as that of a Lord.*)[P1]

**Nobleman's** – Your Character is equipped with armour worn by Generals and Nobility, AC 3.[P1]

This generalized system of classification allows for the use of various armours as the composition of the actual armour as a set is detailed below for the Fenris Post–Renaissance milieu.[P1]

## Table of Armours of the Fenris Post Renaissance Fantasy Milieu[P1]

| Armour | Armour Class Number | Cost | The effect of Armour on Speed | | Weight* |
| --- | --- | --- | --- | --- | --- |
| | | | Speed Humans, Elves | Speed Dwarfs, Halflings | |
| | | | (60 ft.) | (40 ft.) | |
| None | 9 | | 60 ft. | 40 ft. | |
| Padded Doublet | 8 | 5 c | 30 ft. | 40 ft. | 10 lb. |
| Soldier's: Morion Helmet & Leather Cuirass | 7 | 10 c | 60 ft. | 40 ft. | 15 lb. |
| Lord's: Morion Helmet, Gorget & Plate Cuirass | 5 | 150 c | 40 ft. | 30 ft. | 40 lb. |
| Nobleman's: Burgonet Helmet, Gauntlet Gorget & Plate Cuirass | 3 | 1,500 c | 40 ft.2 | 30 ft. | 50 lb. |
| Shield, (buckler) | 8 by itself, with armour AC –1 | 7 c | — | — | 10 lb. |

*Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much. Armour reduces a Character's speed.

## TABLE OF ARMOUR SETS OF THE FENRIS POST RENAISSANCE FANTASY MILIEU

| Armor Sets of the Fenris Post Renaissance Fantasy Milieu | | | | |
|---|---|---|---|---|
| | Shield | Soldier | Lord | Nobleman |
| Armour Component | | | | |
| Morion or Cassabet Helmet | | * | * | |
| Burgonet Helmet | | | | * |
| Gauntlets | | | | * |
| Gorget | | | * | * |
| Leather Cuirass | | * | | |
| Plate Cuirass | | | * | * |
| | | | | [PI] |

*Notes:

1. The value of Armour Class, even with a bonus, cannot be less than AC 2 or greater than AC 9.[PI]

2. Magic armour only deducts –1 or –2 from the defensive value.[PI]

3. The defensive values are firm for the given armour combinations. The armour should be complete in order to receive the defensive benefit. If armour is not complete increase the AC by +1. A Burgonet, Morion or Cassabet helmet, Gauntlets or Gorgets, (unless they are magical) do not of themselves yield a measurable step of protection but complete and contribute to the value of a set of a Soldier, Lord, or Nobleman's armour. Without them the armour is incomplete.[PI]

4. A Soldier may often be found to wear similar armour to that of a Lord. Such armour will be sturdy and perfectly serviceable, but not as beautifully made as that of a Lord nor is it likely to be Proof Armour.[PI]

5. In this system there are four armour types, No Armour, Soldiers, Lords, and Nobleman's. Although 10th and 16th Century armour use the same Armour Class Numbers on the Hit Result Table it is presumed that the armours represent their respective eras and no intent to equate the armours is implied.[PI]



## TABLE OF WARRIOR FENRIS POST-RENAISSANCE WEAPONS AND FIGHTING MOVES[PI]

| One Handed – Combinations of a Main-Hand and Off-Hand Weapon | | |
|---|---|---|
| Main-Hand Weapons | Fighting Moves | Can be combined with the following Off-Hand Weapons |
| Dagger (Gauche) | | Dagger, or Cloak, or Lantern, or , or Shield, or Sword |
| Rapier | Hook Disarm | Dagger, or Cloak, or Lantern, or , or Shield, or Sword |
| Broadsword | Cut Spear, Pommel Punch, Cleave | Dagger, or Cloak, or Lantern, or , or Shield, or Sword |
| Off Hand Weapons | Fighting Moves | |
| Cloak | Cloak Bind | – |
| Lantern | Lantern Blind | – |
| Shield (Buckler) | Shield Shove, Shield Punch, Shield Throw | – |
| **Two Handed – A single weapon held in both hands.** | | |
| Two-Handed Weapons | Fighting Moves | – |
| Halberd | Hook Disarm, Hook Foe, Hook Shield, Cleave | – |
| Long Shaft Axe | Hook Disarm, Hook Foe, Hook Shield, Cleave | – |
| Spear | Vault | – |
| **General Category of Warrior Fighting Moves** | | |
| Conditions | Fighting Moves | – |
| | Battle Cry | – |
| | Insult Foe | – |
| | Jump Spear | – |
| | Kick | – |
| Must have a free hand | Punch | – |
| Both hands must be free | Throw | – |
| | | [PI] |

## FENRIS POST RENAISSANCE HIT RESULT TABLE

The Hit Result Table to be used is identical to the previous example in the rules.[PI]

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## Table of Effective Range

| Effective Ranges Effective Ranges | | | | | | | |
|---|---|---|---|---|---|---|---|
| Dice Roll Modifier | | | | | | | |
| Short (+1) | Medium (0) | Long (−1) | | | | | |
| 20 yards | 40 yards | 80 yards | 100 yards | 150 yards | 200 yards | 300 yards | |
| > 6" | > 12" | > 24" | > 30" | > 45" | > 60" | > 90" | |
| Weapon Type | | | | | | | |
| Arquebus, (Musket) | B–M–W | B–M–W | B–M–W | W | W | n/a | n/a |
| Crossbow | B–M–W | B–M–W | B–M–W | M–W | W | W | |
| Pistol (Wheelock) | B–M–W | B–M–W | W | n/a | n/a | n/a | n/a |
| Grenade | M–W | n/a | n/a | n/a | n/a | n/a | n/a |
| Throwing Dagger | M–W | n/a | n/a | n/a | n/a | n/a | n/a |
| | | | | | | | [PI] |

*Effective Range* results:[PI]

- **B** – Buckle, the Defender suffers a physical shock and cannot move or take any other action for 1 melee round after they are struck by the missile.[PI]

- **M** – The missile inflicts a psychological shock; the Defender must make a Morale Saving Throw.[PI]

- **n/a** – No result is possible at this distance because it is beyond the effective range of the weapon.[PI]

- **W** – The missile causes a Wound, normal damage.[PI]

  *Note – Armour affords little protection against missiles except at very long ranges for missiles are designed to defeat the protective value of Armour. Some Armour is said to be "Proof" vs missiles. Such armour has been "proofed", that is it has been tested against missiles at 150, 200, or 300 yards; the "W" results are ignored for Proof Armour at these ranges. Such armour should be worth a kings ransom, perhaps two or three times the usual cost and would typically be available only to the very rich.[PI]*

## Fenris Post Renaissance Missile Loosing Procedure

New weapons are presented on the table below.

> *If a weapon is not within its effective range, there is little point in rolling for no result may be applied.[PI]*

Missiles defeat the protection of armour by their design either through penetration or blunt force. A successful attack with a Missile combines both Damage and a Fight Result:

- Use the *Effective Range* Table to determine if the Defender is within a weapon's effective range and what result, if any, a missile hit may have upon the Defender.

Use the *Magic & Combat Table* to find the Check Number and roll to Hit; apply any bonus or penalty dice roll modifiers.[PI]

## Blind Fire

A Target may still be fired upon if it is not sighted. A blind shot may be made at a Concealed Adversary if they are within effective range. The Player's Character or Man–Like Monster is guessing at the target's location, in this case only a Check Roll of 12 indicates a strike.[PI]

## Firing While Prone

A Pistol, Arquebus or Crossbow are the only missile weapons that may be fired When a Character is Prone. However, a Character must stand to ready an Arquebus or Crossbow.[PI]

## Stones, Daggers, Axes and Grenades

Stones, Daggers, and Throwing Axes may be hurled at Foes.[PI]

Stones thrown by hand only do 1/2 damage to Armoured Man–Like Foes. By contrast the stones hurled from a Sling do full damage.[PI]

At the Referee's discretion a Dagger or Throwing Axe may be used to perform tricks, such as tripping a switch, knocking a light object over, or pinning an object to a wooden surface. The Referee can assign an appropriate Check Number based on the object's size.[PI]

Grenades have no effect at all unless they explode.[PI]

D

**FENRIS CLASSIC MAGIC & COMBAT TABLE** [PI]

| Attacker's Hit Dice | | | | Spell Class | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | n/a | 0 | 1 | 2 | 3 | 4 | 5 | 6 | n/a |
| | | | | Defender Size for Missile Attacks | | | | | | | | |
| | | | | n/a | Gargan- tuan or Colossal | Huge | Large | Medium | Small | Tiny | Diminu- tive or Fine | n/a |
| | | | | Defender's Armor Class | | | | | | | | |
| | | | | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 |
| Monster | Warrior | Mystic | Magician | | | | | | | | | |
| Up to 1 | – | – | – | 6 | 7 | 8 | 9 | 10 | 11 | 11 | 11 | 11 |
| 1+ | 1-2 | 1-3 | 1-4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 11 | 11 |
| 2-3 | 3-4 | 4-6 | 5-9 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 11 |
| 4-5 | 5-6 | 7-9 | 10 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 6-7 | 7-8 | 10 | – | 3 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 8-9 | 9-10 | – | – | 3 | 3 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10+ | – | – | – | 3 | 3 | 3 | 3 | 4 | 5 | 6 | 7 | 8 |

[PI]

Notes:

*n/a – not applicable*[PI]

*A shield modifies AC by –1, in the hands of a Warrior a Shield is worth –2 AC to Defense, therefore, a Warrior of AC 6 defends as if they had AC 4. A helmet does not reduce AC by –1.* [PI]

# FENRIS CLASSIC TO-HIT METHOD GAME STYLE

## HIT DICE VS. ARMOUR[PI]

Fenris 2d6 is "White–Box–ish" rather than an attempt to mimic an old game in every respect. Fenris is after all a child of the SRD, via the OGL, and it is above all an interpretation. The following guidelines are provided to provide a classic game play experience somewhat closer to what it would have been like back in the day:

Use the Fenris *Classic Magic & Combat Table*. The Fenris Classic to–hit table uses a Character's Hit Dice vs. a Foes Armour Class to find the Check Number to Hit. [PI]

. There is no such thing as a critical hit, it's all hit or miss. A roll of 12 is always a hit, a roll of 2 is always a miss.[PI]

• Do not apply the +1 or –1 dice roll modifier for the inequality of your Armour Class vs. that of your foes for Attack Check Rolls.[PI]

• A shield modifies AC by –1, in the hands of a Warrior a Shield is worth –2 AC to Defence, therefore, a Warrior of AC 6 defends as if they had AC 4. [PI]

• A helmet does not reduce AC by –1. [PI]

• Don't use most of the Dice Roll Adjustments such as; Peer Relationship, Weapon Class vs. Armour, Damage Adjustment, Helmet (as it applies to damage) etc. If you do use some the fewer you use the better.

• Do use bonus for magic weaponry.

• Do not use Warrior Fighting Moves.

• Do use a d6 for all damage rolls.

• Ignore the Fenris 2d6 Damage Bonus or Fight Result and just roll 1d6 for damage whenever you hit.

• Fenris 2d6 *per-use* magic is discarded. The tables of *Spells By Level* becomes the number of spells that may be cast in a day. Do allow the casting of extra daily spells for INT.

• No Check Roll is required when casting spells.

Note that fighting vs. Armour Class may make a low Hit Dice Monster with a High Armour Class much more difficult to strike when using 2d6. Difficult, but not impossible. The Dice Roll Modifiers for Magic Weapons will prove to be a welcome adjustment.

# Fenris 2d6

## Classic Option with Fenris Hit Results[P1]

Roll 1d6 for damage and apply an Ability Dice Roll Modifier for STR, or

The Fenris Hit Result Table and Fighting Moves may be used.[P1]

# Super Easy Play Method[P1]

When the Players or Referee roll 2d6 any Check Roll of 7 or better succeeds. Do not use any Dice Roll Modifiers! This is great for young players, you can even use it just for them when they play with adults. [P1]

# The Fenris 2d6 Core Mechanic[P1]

Whenever you attempt an action that has some chance of failure, you roll two six sided dice (2d6). To determine if your character succeeds at a task you do this:[P1]

- Roll a 2d6.[P1]

- Add any relevant modifiers.[P1]

- Compare the result to a Check Roll Number.[P1]

If the result equals or exceeds the Check Roll Number, your character succeeds. If the result is lower than the Check Roll Number, you fail.[P1]

## Automatic Failure and Automatic Success

A natural unmodified die roll of 2 is a failure.[P1]

A natural unmodified die roll of 12 is a success.[P1]

*The chance of rolling either a 2 or a 12 is 1 in 36, or 2.77%.*

## Limiting Sums of Dice Roll Modifiers

No Dice Roll Modifier may sum greater than +3 or lower than −3.

The Referee should be made aware that under certain favourable circumstances in melee with Man–like foes Attack Dice Roll Modifiers may add up to +4 or +5. This favourable circumstance would include a Magic weapon of +1 or +2 in the latter case, a charge +1, superior armour +1 and weapon class +1. The maximum die roll modifier which may be applied to the roll of the dice is +3.

*Note that weapon class does not apply vs. Non–Man–like monsters.*

No matter what Dice Roll Modifiers are applied a Check Roll of 2 is always a failure and a roll of 12 success.[P1]

## Dice

Dice rolls are described with expressions such as "2d6+3," which means "roll two six–sided dice and add 3" (resulting in a number between 5 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.[P1]

# Theory of 2d6 Dice

Although this author might have chosen to use d20 the earliest games made use of ordinary six sided dice and there is a certain charm to using them which cannot be found with other platonic dice. Once one gets used to how six sided dice work in combination or singly, there is little that they cannot do.[P1]

## The Mechanics of Game Probability

This game is primarily constructed around the sum of the pips of two six sided dice. It is important to understand exactly how the dice work together. There is a difference between rolling exactly a given number and rolling equal to or higher than that number.[P1]

## 2d6

For a 2d6 roll, the total of both rolls is not evenly distributed, but is distributed in a triangular curve.
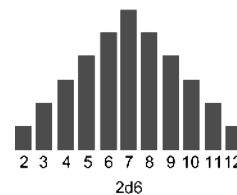


2 3 4 5 6 7 8 9 10 11 12
2d6

*Illustration of 2d6 Bell Curve*

In the following chart the percentages and probabilities are shown for the combination of two dice.

On 2d6 to roll a number exactly:

| Dice Roll | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Proba–bility | 1/36 | 2/36 | 3/36 | 4/36 | 5/36 | 6/36 | 5/36 | 4/36 | 3/36 | 2/36 | 1/36 |
| Percen–tage | 2.77% | 5.55% | 8.33% | 11.11% | 13.88% | 16.66% | 13.88% | 11.11% | 8.33% | 5.55% | 2.77% |
| n/36 * 100 = | 2.77% | 5.55% | 8.33% | 11.11% | 13.88% | 16.66% | 13.88% | 11.11% | 8.33% | 5.55% | 2.77% |

In the above example the percentage of success is very much weighted toward the center of the chart. Note that the chance of rolling a 5 or 9 is exactly the same, 11.11%.

It is important to realize that a roll of 10 exactly will only appear 3 out of 36 times 8.33% but a roll of 10 or more (that is 10, 11, or 12) will appear 16.66%.

## Rolling Higher Than "n" On The Task Tables

For the purposes of chance in the game the Tables (as shown in the rules) use the values 3 through 12. The players must roll the Check Number or higher to succeed.

What is the probability of rolling 7 or more on 2d6? Rather than working out all the probabilities for 7's, 8's, 9's, 10's, 11's, and 12's, this can be shown simply by creating a table and counting the occurrence of the numbers:

| 2D6 | 1 | 2 | 3 | 4 | 5 | 6 |
|-----|---|---|---|---|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 |

Counting the occurrences shows that 21 of the 36 possible combinations are 7 or more, 21/36 x100 or or 58.33%. The probability is 21/36 x100 or or 58.33%. The combinations for each number from 2 through 12 are given hereafter:

Rolling:

- 2 or more 100%

- 3 or more 97.22%

- 4 or more 91.66%

- 5 or more 83.33%

- 6 or more 72.22%

- 7 or more 58.33%

- 8 or more 41.66%

- 9 or more 27.77%

- 10 or more 16.66%

- 11 or more 8.33%

- 12 or more 2.77%

  *To roll a 6 or more on 2d6 gives the player a 72.22% chance of success*

As a rule the Check Numbers in the various Task Tables range from 3 to 11. Therefore, the lower the Check Number, the greater the chance of success. As Character's gain hit dice, their chances improve. The higher end of the Tables may seem unfair at first glance but the die roll will be modified by potential die roll additions due to magic weapons, amulets, etc. A +1 or +2 bonus added as a pip to the sum of the dice roll is quite significant.[PI]

### Bonus

Bonus for Weapons and Abilities such as Strength or Dexterity make a significant impact on the outcome of the Dice Rolls. +1 or +2 increases would be standard and +3 rare. A +1 Magic Sword is therefore a big deal.[PI]

*A +1 represents a shift downward on the table, so instead of needing to roll a 6 or more one would only need a roll of 5 or greater instead and the chance of success therefore increases from 72.22% to 83.33%, which is an increase of 11.11%.*

The effect of the bonus scales depending on where the bonus is being applied.[PI]

*If the Check Number were 11, a die roll of 10 would indicate success, increasing the chance of success from 8.33% to 16.66%, which is an increase of 8.33%.*

### 2d6 Table Construction

The following examples may be used to construct simple 2d6 tables whenever values need to fall within a range of numbers. It is important to know how the die works.[PI]

| Dice Roll (2d6) | Probability |
|-----------------|-------------|
| 2–4 | 6 in 36 |
| 5–6 | 9 in 36 |
| 7 | 6 in 36 |
| 8–9 | 9 in 36 |
| 10–12 | 6 in 36 |

| Dice Roll (2d6) | Probability |
|-----------------|-------------|
| 2–3 | 3 in 36 |
| 4–5 | 7 in 36 |
| 6–7 | 11 in 36 |
| 8–12 | 15 in 36 |

### Doubles

Other effects may be found on 2d6. the chance of rolling doubles, the same number on two dice is 1/6, 16.66% simply because the second die has a one in six chance of matching the first. On 1d6 the probability of rolling any one number is 1/6, 16.66%.[PI]

### Combinations

2d6 sum combinations such as 5, 6, 7, or 8 are also used for Rolls, counting the occurrence of the numbers, 18 out of 36, 18/36 x 100 = 50%.[PI]

Rolling a 6 or 8 , counting the occurrence of the numbers, 10/36, 27.77%.[PI]

### 1d6

For a single roll the probability of rolling each value, 1 through 6, is exactly 1/6. This is an example of a discrete uniform distribution.

# Fenris 2d6

On 1d6 the probability of rolling an odd number is three (1, 3, 5) divided by six, which is 3/6, or 50%. This is true of any three possible outcomes (rolling an even number, rolling 3 or less, rolling 2, 3, or 5, etc.)[PI]

## 1d6 Table Construction

The following table may be used to construct simple 1d6 tables. It is important to know how the die works.[PI]

| Roll Ranges | Roll Combinations | Chance | Percentage |
|---|---|---|---|
| 1 | 1 number, any one number on the die | 1/6 | 16.6% |
| 1–2 | Any 2 numbers on the die, e.g. (1–2) or (3 & 6) | 2/6 | 33.3% |
| 1–3 | Any 3 numbers on the die | 3/6 | 50.00% |
| 1–4 | Any 4 numbers on the die | 4/6 | 66.66% |
| 1–5 | Any 5 numbers on the die | 5/6 | 83.33% |
| 1–6 | All 6 numbers | 6/6 | 100% |

## Table of Examples of 1d6 Tables

| Table AA | Chance | % |
|---|---|---|
| 1–2 | 2/6 | 33.33% |
| 3–4 | 2/6 | 33.33% |
| 5–6 | 2/6 | 33.33% |

| Table BB | Chance | % |
|---|---|---|
| 1 | 1/6 | 16.66% |
| 2–3 | 2/6 | 33.33% |
| 4–6 | 3/6 | 50.00% |

| Table CC | Chance | % |
|---|---|---|
| 1–2 | 2/6 | 33.33% |
| 3–6 | 4/6 | 66.66% |

| Table DD | Chance | % |
|---|---|---|
| 1 | 1/6 | 16.66% |
| 2–5 | 5/6 | 83.33% |

| Table EE | Chance | % |
|---|---|---|
| 1 | 1/6 | 16.66% |
| 2 | 1/6 | 16.66% |
| 3–4 | 2/6 | 33.33% |
| 5–6 | 2/6 | 33.33% |

# Dwarf & Elf Smithing

Dwarves and Elves may assist with the creation of certain kinds of magic items. In addition, if the Referee so allows, they may also forge non-magical weapons and armour of surpassing excellence.[PI]

Elf made weapons weigh half their usual amount and Elf armour is as light as leather. The advantage of lighter armour is an increase in a Character's speed.[PI]

Dwarf made Mail Armour is especially strong. Against Dwarf Mail pole weapons such as the Halberd, Lance, Quarterstaff, Scythe, and Spear may never cause their bonus damage. Dwarf Mail may also be "Proofed" vs. normal missiles at 150, 200, and 300 yards. Dwarf armour and weapons weigh the normal amount.[PI]

## Table of Dwarf & Elf Smithing

| Object | Forge Time | Cost |
|---|---|---|
| Armour, Dwarf Mail, "Proofed" | Additional 2d6 Months | +1000p per range increment; 150, 200, and 300 yards. |
| Armour, Dwarf or Elf Mail | 6+1d6 Months | Double the cost of the armour type |
| Armour, Dwarf or Elf Scale | 3+1d6 Months | Double the cost of the armour type |
| Automaton | 6+1d6 Months | 10 x the usual value of the statue |
| Enchantment* | Forge Time & Enchantment | 10 x the usual value |
| Helmet | 1d6 Weeks | Double the cost of the armour type |
| Household Item, Large | 4+1d6 Days | Double the cost |
| Household Item, Medium | 3+1d6 Days | Double the cost |
| Household Item, Small | 2+1d6 Days | Double the cost |
| Lock & Key | 1d6 Weeks | Double the cost, plus +500p per step of Difficulty after Easy |
| Sax | 2d6 Weeks | Double the cost |
| Spear or Axe Head | 2d6 Days | Double the cost |
| Sword | 2d6 Months | Double the cost |
| Trap, Mechanical | 1d6 Months | 1000p, plus +500p per Step of Difficulty after Easy |
| | | [PI] |

*A Dwarf or Elf may assist a Magician or Mystic in the creation of a magic item. The cost of the item to be enchanted is 10 x the usual amount. Any item must be created before it can be enchanted.[PI]

# Spell Design Guidelines

With a few exceptions and alterations the spells in Fenris 2d6 have been deliberately limited to those found in the classic White Box. Variations of spells found in the SRD which essentially do the same thing have been deleted. If the Referee chooses to allow the addition of new spells unless they are completely unique they should not be included. The Mystic has far fewer spells than the Magician, approximately half as many of each spell class, and this balance should be maintained.

All spells are cast and released during the Magic Phase of a round therefore further division and reckoning of *spell casting time* is not used.

Spells from the SRD or other OGL sources must conform to the following model:

## Table of Spell Design

| Statistic | Interpretation |
|---|---|
| VSM | Whether the spell requires:<br>Verbal (Magic Words)<br>Somatic (Hand, Staff, or Wand motions)<br>Material (Spell Components, some spells require special materials but only to make something, otherwise ignore the spell components.) |
| Range | 1", 3", 6", 12", 24", 36", 6" + 1" per hit die of the spell caster, 12" + 1" per hit die of the spell caster. |
| Duration | 1 Round, 1 Turn, 2 Turns, 3 Turns, 6 Turns, 12 Turns, or 6 Turns + 1 Turn per hit die of the spell caster. |
| Number Affected | One Defender, or[PI] |
| | Multiple Defenders. When a spell affects Multiple Defenders the number which can be attacked is determined by the ratio of hit dice between the attacker and defender.[PI] |
| Multiple Attacks | Whether the spell can be used in Multiple Attacks, yes or no. This is intended primarily for Magical Missiles such as Witch Shot (yes) Thunderbolts (yes) which target individual subjects but not Fireballs (no) because multiple attacks can not include area spells. This is an important distinction. Remember that Multiple Attacks always count against total spell usage.[PI] |
| Alignments | Mystic spells require an alignment which is fairly simple to determine by whether the spell is harmful or not, therefore Chaotic. If the spell has helpful beneficial qualities it is Lawful. Some spells have a counterpart and are listed as "1 Chaotic" and "1 Lawful" in the spell list. These count as two separate spells. Mystics are penalized for casting spells not of their own alignment, also, spells of the opposite alignment are not automatically available to them, e.g. a Lawful Mystic would not know a Chaotic spell but would have to seek out a text with the Chaotic spell in it in order to learn it.[PI] |

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# FENRIS 2D6

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# F

## Name
## Class

## Alignment
## Level        XP Bonus

## Ability Modifiers

STR
DEX
CON
INT
WIZ
CHA

Also:

Damage Bonus

AC Bonus

vs. Common Hazards
+ Add to each HD

Bonus Languages
Spell Bonus

vs. Magic&Illusion

Influence Others
&Morale Checks

## XP Chaos

## XP Law

Chaos   Conf.   Law

### Alignment Status

Portrait or Sign

0   1
6       2
5       3
4

Spells of
each
Class
/or Multiple
Attacks vs. HD

0   1   2   3

INT Bonus Spells By Class

4   5   6

## Ethnicity

## Languages

## Notes, Gear&Spells

## Weapons&Weapon Class

Base AC   Shield   Helmet   Dex
AC Bonus   Modified AC

## Armor

Helmet
Spot

Helmet
Listen

Helmet
Fall

Helmet
Falling
Rock

Damage Roll
Modifier

## Helmet

Heavy
Base   Armor   Load

## Speed

You

## Peer Sizes

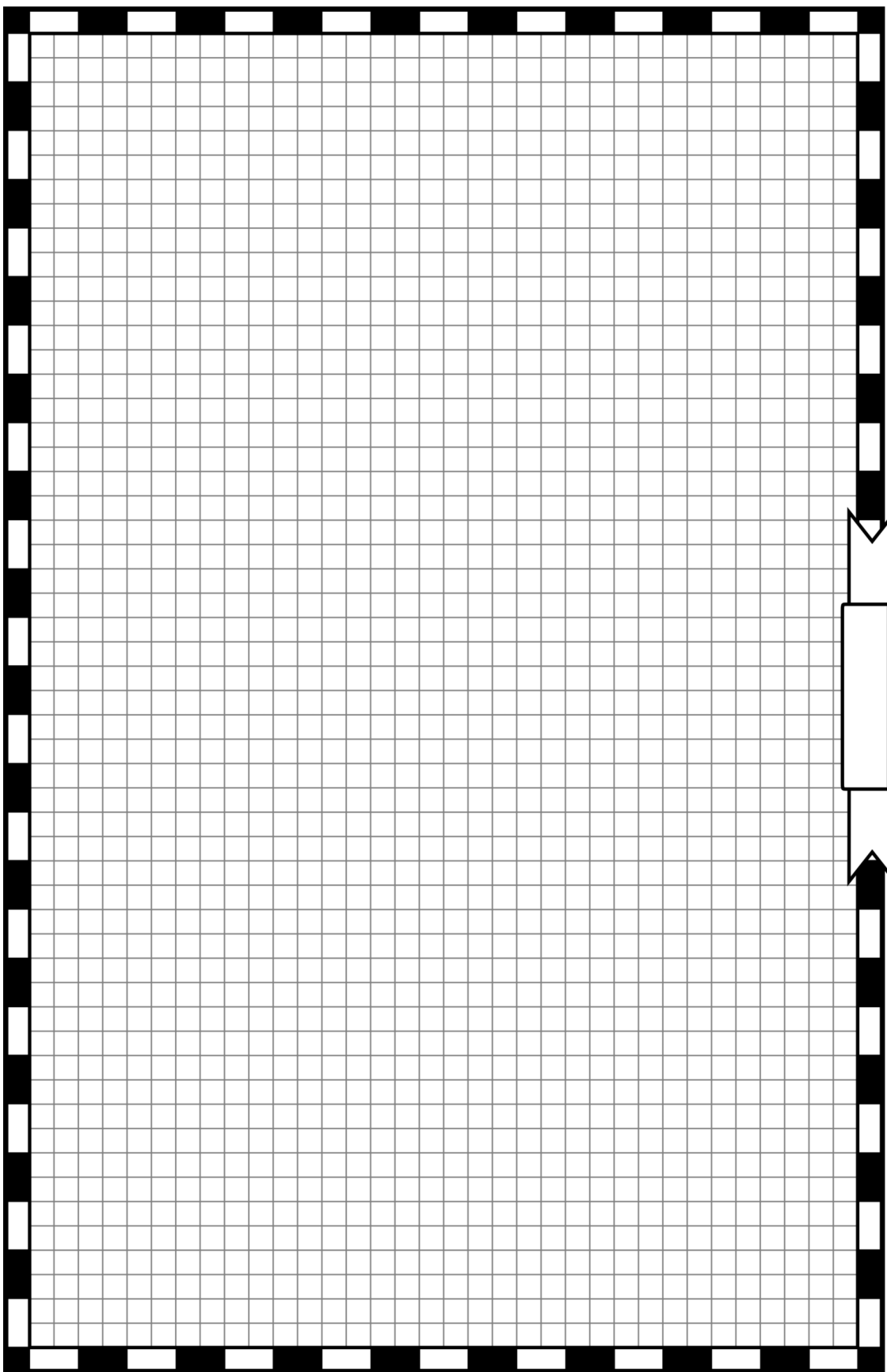Non Peer Roll Modifier —

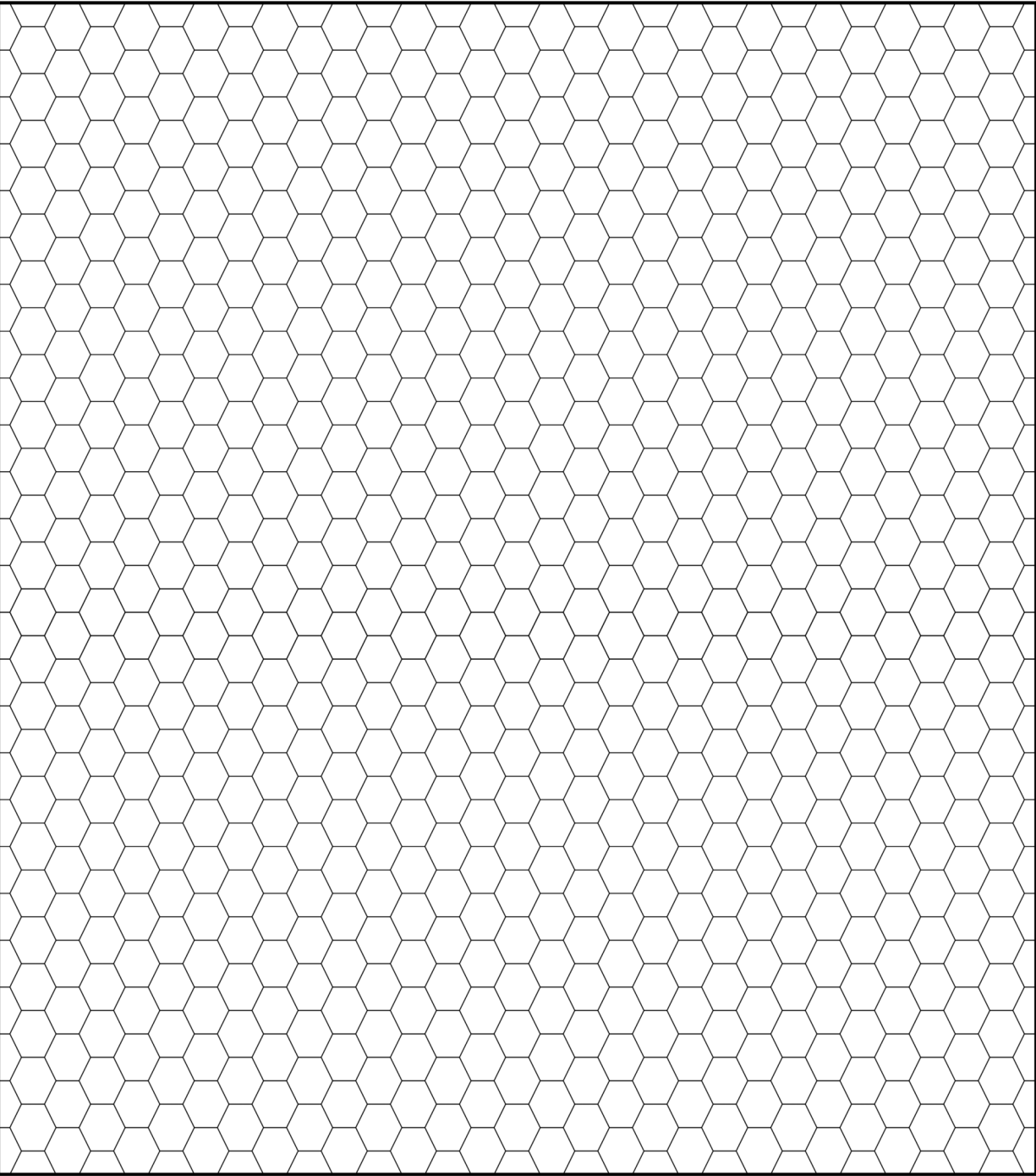## Attack Hit Dice

## Hit Points     Damage

Attack
Dice

Defense
Dice

Warrior Only
Shield +2 HD

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This sheet may be copied and printed for personal use.

# So the adventure began

On Saturday mornings so long ago we delved deep in underground vaults in search of the jewelled treasures of forgotten kings. Foes we found there in the dark, fell bestial creatures, and rough battles were fought until the numbers of the slain could not be easily counted. Although we had gone in search of glory and gold as we carried our hard won treasures from the dark mines we discovered ourselves made glorious heroes for the minions of an Evil Sorcerer had been vanquished. ⚔ Such is the rich reward of playing a game not unlike this one which seeks only to provide a few hours of pleasant diversion in the company of friends. This game is of course my own diversion and sets out my approach to role playing in the fantasy genre. I remember well the beginning of my own days in the gaming hobby. At that particular point in time the idea of Role Playing with miniatures had just made the leap from table top miniature battles between armies. The idea of taking the table top battle underground is really a stroke of genius, necessarily scaling the battles down to a man to man scale. ⚔ Fenris 2d6 is written entirely from the perspective of re-capturing some of that transitional period. Granted, one cannot entirely put the genie back into the bottle, nor perhaps should I want to, for to indelibly make my own stamp I must perforce give such an idea an interpretation. I humbly submit this is a worthy set of rules deserving of consideration on its own merit. ⚔ Fenris 2d6 rolls back the clock and takes a White-Box-Ish approach in its interpretation of the SRD. Rather than simply imitate the mechanics of an old game Fenris 2d6 is a somewhat different vision which is, if you liken it to a feature film, a remake of an old favourite. The resulting game is familiar, yet different, and the reader may well find much enjoyment in the result. ⚔ Fenris 2d6 is very much an homage to the White-Box, its authors, and the many friends and family with whom I have played the game through the years. ⚔ The White-Boxe's authors encouraged those who played the game to consider the rules as guides, to re-imagine the rules for themselves. The authors of the White-Box never claimed it was perfect, or that the rules couldn't be changed. The Open Games License (OGL) has empowered many people to set down their own interpretations. This idea of authorship from within the Old School Revival (OSR) itself has really been happening quietly all along and will continue to do so for the foreseeable future. Like other OSR games Fenris 2d6 encourages the reader to find new meaning in an old game. ⚔ Of course Fenris 2d6 is my own vision of what the White-Box could be, or could have been, and as an author I would hope that the result is different and inventive. I have attempted to think outside the box a little and propose some alternate ideas about the game. Of course this is somewhat difficult to do within the scope of the SRD while still keeping things somewhat compatible with the White-Box so I won't make any claims to stunning originality. However, I hope there are a few pearls between the covers of Fenris 2d6 and with certainty I have addressed many aspects of the game which plagued me personally. ⚔ Fenris 2d6 departs from the usual funny-dice interpretations and returns the role playing game to the six sided die as the basis of all rolls of chance. Fenris 2d6 main setting is that of a pre-medieval fantasy vaguely set in the Common Era (CE) but it also has a post-renaissance variant with appropriate armour and firearms within these pages. ⚔ So, I commend you to the untold adventures which lie before you, go boldly forth![p1] ⚔

Gregory B. MacKenzie